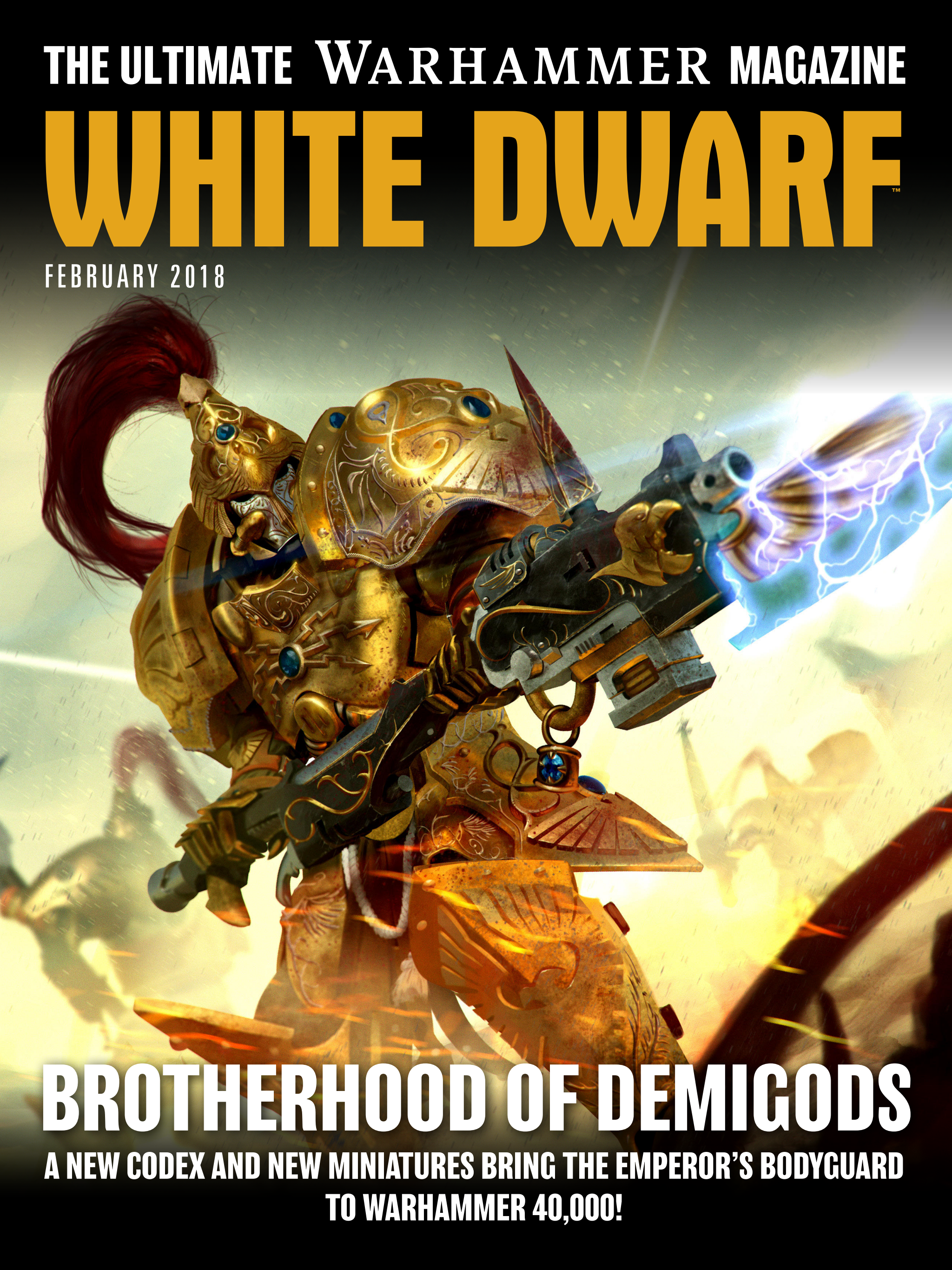
THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

FEBRUARY 2018



BROTHERHOOD OF DEMIGODS

A NEW CODEX AND NEW MINIATURES BRING THE EMPEROR'S BODYGUARD TO WARHAMMER 40,000!

USER GUIDE

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We hope you enjoy the issue!

team@whitedwarf.co.uk

MEET THE WHITE DWARF TEAM

Squirrelled away from sight in the fabled White Dwarf bunker, itself hidden deep inside the Games Workshop Citadel, the White Dwarf team work tirelessly to craft everyone's favourite hobby organ each month.

MATT KEEFE
Editor

Matt took up his quill and ink again to write this month's Blood Bowl match report. His constant advice to the players was: "Make a cage!"

Matt's highlight of the issue: "The interview with the team that created Inquisitor – Martyr is a brilliant read. It's a whole different aspect of our great hobby."

MICHAEL HAUGEN WIESKE
Production Editor

In between adding commas and deleting apostrophes, Michael has barely had time to work on his new Sylvaneth army this month.

Michael's highlight of the issue: "I loved using the Necrons in the Battle Report this month. I'm even thinking of painting a few Necrons one day, when I get the chance."

MELISSA HOLLAND
Digital Editor

Mel's been painting more Ironjawz this month (see **here**). She's also in with a shot at winning our office Age of Sigmar campaign.

Mel's highlight of the issue: "I liked our section at the back – In the Bunker. I enjoyed seeing all the models that everyone's been painting for Malign Portents."

MATTHEW HUTSON
Lead Designer

Matt's been playing a lot of Warhammer 40,000 this month, though he's painting Daughters of Khaine ready for Malign Portents.

Matt's highlight of the issue: "Like Michael, I'd have to say the Battle Report. Although I did beat Dan in a game live on Twitch the same week. That was also good."

BEN HUMBER
Designer

Ben's nearly finished his Redemptor Dreadnought for his Raven's Watch Space Marines. He's only got the transfers to go now!

Ben's highlight of the issue: "The Adeptus Custodes models look so cool, especially the Vertus Praetors. I might add some to my army at some point."

SHAUN PRITCHARD
Reprographics Operative

Shaun finished his first Death Guard models this month and also painted some Plaguebearers. It seems he's caught the painting bug.

Shaun's highlight of the issue: "I really like the Paint Splatter for the Orlock ganger. I think he looks a bit like Sean Connery. Or maybe Adam Troke…"

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: whitedwarf

DAN HARDEN
Staff Writer

Dan's been painting Kharadron this month ready for Malign Portents but, when no one's looking, he's also painting Orks…

Dan's highlight of the issue:
"Chatting to Phil Kelly about Malign Portents was great – he really brings the Mortal Realms to life with his evocative descriptions."

STUART EDNEY
Staff Writer

Stu's been mysterious about his hobby projects this month. A unit of Rubric Marines did show up briefly on his desk, then disappeared…

Stuart's highlight of the issue:
"A Tale of Four Warlords – it's been interesting seeing what colour schemes our four warlords have come up with this time."

MARTYN LYON
Photographer

Martyn's in charge of our army-building challenge for Malign Portents. He's keeping a very close eye on everyone's progress.

Martyn's highlight of the issue:
"Malign Portents is awesome. I especially like the Fungoid Cave-Shaman – the character in the book has a great name."

JONATHAN STAPLETON
Photographer

Jonathan is super-happy this month, having expanded his Kharadron army to quite a considerable size.

Jonathan's highlight of the issue:
"I think the Battle Report looks great – an exciting battlefield makes a massive difference to a game. I reckon a genius set it up."

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CONTENTS

PLANET WARHAMMER

A whole host of new things await you in this month's Planet Warhammer, from the Adeptus Custodes to Malign Portents.

CONTACT

Send us a letter, ask Grombrindal a question, tell us about your favourite things in the hobby.

TEMPORAL DISTORT

We're heading back to 2001 where there are Dark Shadows…

GETTING STARTED WITH… BLOOD BOWL

A bite-sized introduction to the game of fantasy football. Want to know more about this great game? Read this first.

HANDS OF THE EMPEROR

An in-depth interview with the creators of the action RPG videogame Warhammer 40,000: Inquisitor – Martyr.

MALIGN PORTENTS

Phil Kelly gives us an insight into the latest cataclysm to rock the Mortal Realms. Plus, notes from the miniatures designers.

THE PEN IS MIGHTIER

Celebrating over two decades of Black Library awesomeness. Here's what they've been up to for all those years!

COVER FEATURE

A HOST OF HEROES

More Designers' Notes, this time for the Adeptus Custodes.

A TALE OF FOUR WARLORDS

It's officially the first month of the new challenge. What have the four warlords been painting?

BATTLE REPORT

MISSION: XENOPURGE

The Adeptus Custodes fight Necrons in a matched play game.

MATCH REPORT

THE SWIFT AND THE DEADLY

The Elfheim Eagles play the Mongrel Horde Chaos Renegades in a Blood Bowl Match Report.

NEW RULES

RETURN TO HAMMERHAL – PART 3

What awaits your adventurers in the Darkhold Garrison?

THE SEARCH FOR THE STONE

The second part of the Middle-earth™ Strategy Battle Game: Battle Companies narrative campaign.

TACTICS!

TACTICA HERETICUS

We explore a few devious tactics for the Sons of Magnus.

NEW RULES

THE GAUNTLET

A dangerous new mission for Necromunda: Underhive.

GOLDEN DEMON: CLASSIC 2017

This month: Blood Bowl teams and Warhammer 40,000 squads.

BATTLEFORCE CHALLENGE

Three hobbyists paint new armies for Warhammer 40,000.

REALMS OF BATTLE

Four converted scenery pieces covered in bendy vines.

PAINT SPLATTER

A stage-by-stage guide for a House Orlock ganger.

READERS' MODELS

Let's see what you've been painting this month…

IN THE BUNKER

…and what we've been painting, too!

START HERE

New to White Dwarf or just new to the issue? Here's our picks for some great places to start this month.

WARHAMMER AGE OF SIGMAR
A Tale of Four Warlords
Malign Portents

WARHAMMER 40,000
A Host of Heroes
Tactica Hereticus

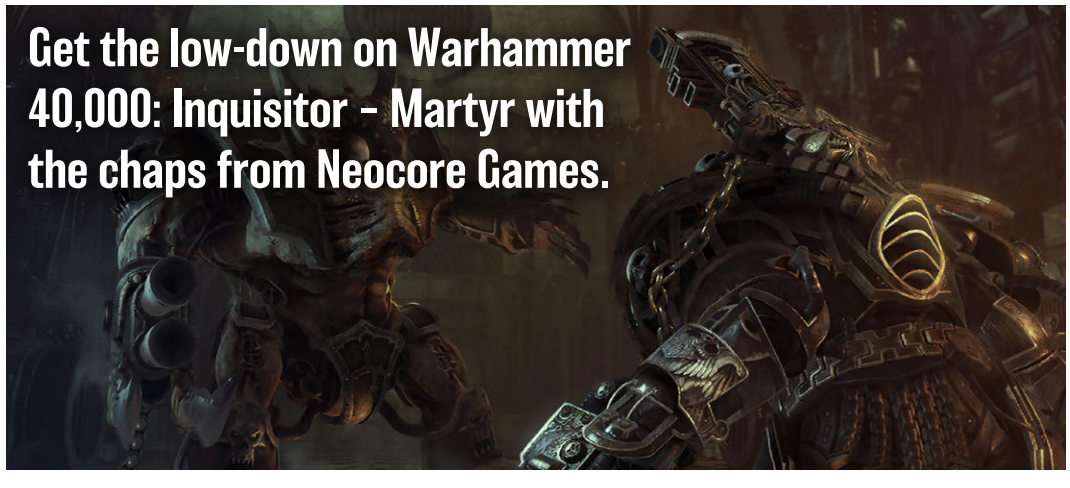
BLACK LIBRARY
The Pen is Mightier

PAINTING & MODELLING
Golden Demon: Classic 2017
Paint Splatter

GAMING
Mission: Xenopurge
The Swift and the Deadly

COLLECTING
Battleforce Challenge

If you're new to our games and worlds, you can find out more about all of our key games and brands in the White Dwarf Guide here.



WHITE DWARF™

FEBRUARY 2018

GET READY FOR BATTLE

Welcome to the new issue! You will be delighted to hear that this issue comes with a free extra – a chapbook to commemorate Black Library's 2018 celebration! To find out more about the celebration, the chapbook and other Warhammer fiction-related goodies, check out the Black Library section of the magazine **here**. We've also got an interview with the Inquisitor – Martyr folks **here**. And we've got loads more on Black Library, who are enjoying a bit of a celebration this month – check out the news **here** and read our feature **here**.

Elsewhere, following on from last month's new additions to the magazine, we've been experimenting a bit with Paint Splatter. There's a maxim when it comes to painting: "A model is never finished until you decide it is." What that means is that models can be painted quite quickly and easily, but you can always come back and add more later if you want to. We've incorporated this approach into this month's Paint Splatter, with a 'Ready for Battle' stage – a quick, simple way of getting your Orlock Gangers, in this case, painted and based and ready to play a game. If you want to carry on or come back to the model and add more later on, we've still got all the same extra level of detail we've always had in Paint Splatter. Let us know what you think of the new format. Enjoy the issue!

Matt K

WHAT IS WHITE DWARF?

White Dwarf is the ultimate Warhammer magazine. For more than 40 years, it has been the essential guide to everything going on with Citadel Miniatures and the Games Workshop hobby, bringing you an in-depth look at the latest games and miniatures, battle reports, painting guides, modelling tips and more. White Dwarf is 148 pages of the very best the hobby has to offer, each and every month.

We have a saying in the White Dwarf office: "Every issue is somebody's first." If you are a newer reader or you've been away for a while, check out the 'Start Here' section over the page (you can find it towards the top right) for some suggestions on where you might like to start with this issue, and where to find more information. And for more about White Dwarf, find us on Facebook: 'White Dwarf Magazine'.

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PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

GUARDIANS OF THE GOLDEN THRONE

THE TEN THOUSAND

The Adeptus Custodes were created by the Emperor of Mankind over 10,000 years ago, before the days of the Great Crusade. Known then as the Legio Custodes, they fought at the Emperor's side throughout the Great Crusade and the Horus Heresy, right up to the Siege of Terra and their lord's interment in the Golden Throne.

The 10,000 warriors of the Adeptus Custodes have not left the Emperor's side since. Until now…

Adeptus Custodes and Codex: Thousand Sons for Warhammer 40,000, Orlocks for Necromunda, Malign Portents and Legions of Nagash for Warhammer Age of Sigmar, new warbands for Shadespire… the list of new releases this month goes on and on! We'll start with a look at the Emperor's Golden Legion.

The Adeptus Custodes are the bodyguards of the Emperor of Mankind – genetically engineered superhuman warriors who have defended Terra for over 10 millennia. Where Space Marines inherit their gene traits from their Primarchs, it's rumoured that the Adeptus Custodes are created using the Emperor's own genetic material. Though once a rare sight in the 41st Millennium, the resurrection of Roboute Guilliman and the birth of the Great Rift has seen the Adeptus Custodes return to the galaxy. Their mission is simple: to destroy all those who would see the Imperium fall. The Ten Thousand have been unleashed and they will give no quarter. Read more about them over the page.

There's big news in the Mortal Realms, too. First there's the release of a new battletome – Legions of Nagash – which is packed to overflowing with new army-building options for the undying legions. If you're a fan of skeleton hordes, unquiet spirits and charismatic (often deranged) vampiric overlords then this is the book for you. On top of that, there's also Malign Portents. If you thought Sigmar's invasion of the Mortal Realms was a big deal a few years ago, then you wait and see what Nagash has got planned. Let's just say that the realms may never be the same again!

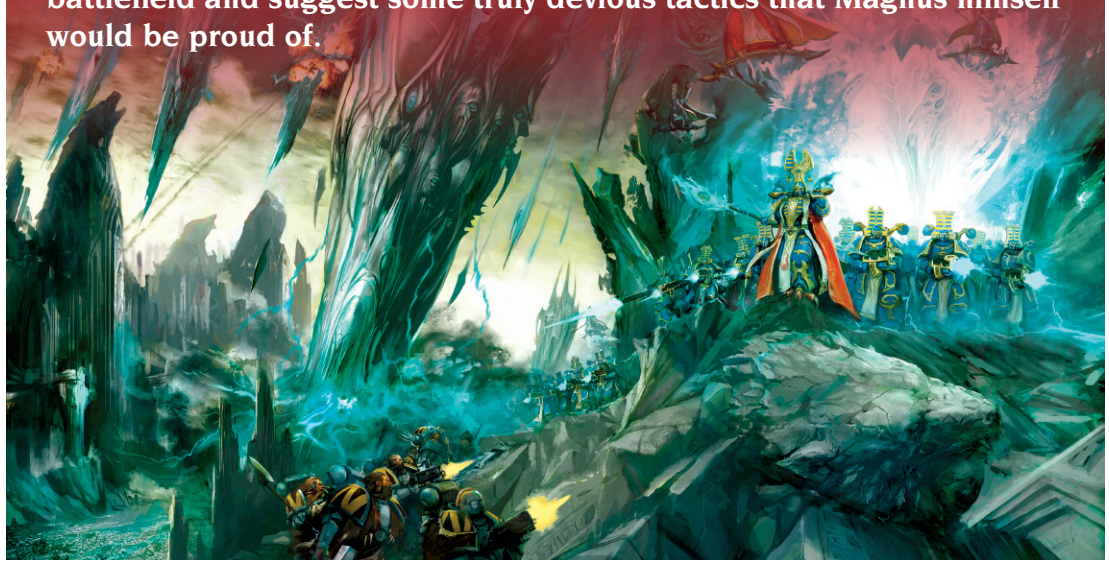
Tap the pictures for more information

MALIGN PORTENTS

Something sinister is happening in the Mortal Realms and you're invited to the party! Malign Portents pits the megalomaniacal mind of Nagash, God of the Dead, against the forces of Order, Chaos and Destruction. But which side will you fight for in the ensuing war? To help you decide, there are four new character miniatures coming out – the Knight of Shrouds, Lord-Ordinator, Fungoid Cave Shaman and Darkoath Warqueen. Find out more about them all **here**.

FIVE THINGS WE LOVE IN… FEBRUARY

5 It's not five things we love, but 1,000 things! That's right, it's the Thousand Sons, who have a brand new Codex out this month. Okay, so strictly speaking there are more than 1,000 of them, but they're all made of dust now, floating around inside their armour, so their net weight is probably close to that of 1,000 intact battle-brothers. But we digress… Not only do the Thousand Sons receive a new codex this month, they're also the stars of Tactica Hereticus (**here**), where we look at how to get the most out of them on the battlefield and suggest some truly devious tactics that Magnus himself would be proud of.



THE GOLDEN LEGION

The Adeptus Custodes have fought for the Emperor since before the dawn of the Imperium, a legion of immortal, superhuman warriors impervious to corruption by Chaos. Clad in golden armour, they are the Emperor's will made manifest. None will stay the Ten Thousand!

ADEPTUS CUSTODES ARMY ESSENTIALS

CODEX: ADEPTUS CUSTODES

For the first time, the Adeptus Custodes get their very own codex! This 80-page book (also available as a very fancy collectors' edition) includes everything you'd expect from a Warhammer 40,000 codex – a wealth of information about the Adeptus Custodes, their creation and their history, a look at some of the many battles they've fought both past and present and their role in the Imperium now that Roboute Guilliman has returned to lead the Imperium of Man. You'll also find colour schemes for some of the most prominent shield companies and shield hosts, plus background on all the units that make up the Adeptus Custodes, including the First of the Ten Thousand – Captain-General Trajann Valoris (see opposite page). Following a gallery of beautifully painted miniatures, you'll find everything you need to field an army of Custodians, including rules, points and power ratings for all the units in the Adeptus Custodes army, unique force abilities, warlord traits, stratagems, relics and tactical objectives.

GOLDEN ROLLER

New army, new codex, new datacards. That can only mean one thing: new dice! And these are no ordinary dice – they're Adeptus Custodes dice. As befits an army of gold-clad warriors, the 20 dice in this set are made from shining auramite engraved with holy symbols – the icon of the Adeptus Custodes takes the place of the 6 while a skull denotes a dreaded 1.

DATACARDS: ADEPTUS CUSTODES

Want to collect an army of Adeptus Custodes? Then make sure you invest in a set of datacards for them. This pack contains 66 cards, which includes 36 tactical objectives cards and 30 stratagems. The 36 tactical objectives include six that are unique to the Adeptus Custodes and the 30 featured in the Warhammer 40,000 book, while 27 of the stratagems are specific to the Custodes. We've found lining up your favourites along the edge of the battlefield a good way to remember your tactics!

FIVE THINGS WE LOVE IN... FEBRUARY

4 **Whether you're a fan of Ibram Gaunt, Horus Lupercal, Malus Darkblade or Gardus Steel Soul, the talented Black Library authors have entertained us for over 20 years with their literary genius. To celebrate their work, this issue comes packed with a short story chapbook (check it out here), while here we take a closer look at the history of Black Library over the last two decades.**

LATEST NEWS

ADEPTUS CUSTODES CUSTODIAN GUARD

The Custodian Guard form the core of an Adeptus Custodes Shield Company. This plastic set includes five Custodian Guard, each of which can be equipped either with a guardian spear or a sentinel blade and storm shield. The set also includes enough parts to build a Shield-Captain and a Vexilus Praetor, meaning you can build a unit of three Custodians, an army commander and a banner bearer from a single box. Put simply, this set is the perfect start to a Custodes army.

START HERE!

CAPTAIN-GENERAL TRAJANN VALORIS

There are few warriors in the Imperium who wield as much power as Trajann Valoris, Captain-General of the Adeptus Custodes, as he is responsible for the defence of the Sol System and, therefore, the protection of the Emperor. A calculating tactician and master strategist, Valoris is also a formidable warrior, having led many sorties into the galaxy to vanquish the Emperor's most deadly foes. Clad in the Castellan Plate – an elaborate suit of powered armour – Valoris wields a mighty polearm known as the Watcher's Axe, with which he can cleave through all but the toughest armour with ease. Yet his strangest artefact is the Moment Shackle that hangs from his belt, a curious device that can bring time to a halt, if only for the briefest instant.

MUNITORUM REPORT: ADEPTUS CUSTODES

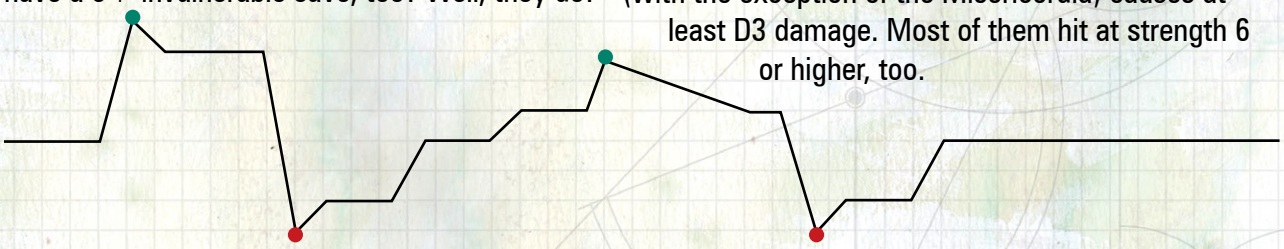
THE STRENGTHS AND WEAKNESSES OF THE EMPEROR'S GUARDIANS

STRENGTH: TOUGH AS NAILS

Actually, they're far tougher than nails! With a toughness of 5, three wounds each and a 2+ save, even your basic Custodian Guard is a tough nut to crack. Oh, did we mention they all have a 5+ invulnerable save, too? Well, they do!

STRENGTH: HIGH IMPACT

Do you hate coming up against foes with multiple wounds? The Adeptus Custodes will sort them out. A guardian spear dishes out two damage with every wounding hit and every melee weapon in the army (with the exception of the Misericordia) causes at least D3 damage. Most of them hit at strength 6 or higher, too.



WEAKNESS: SKILL HAS A PRICE

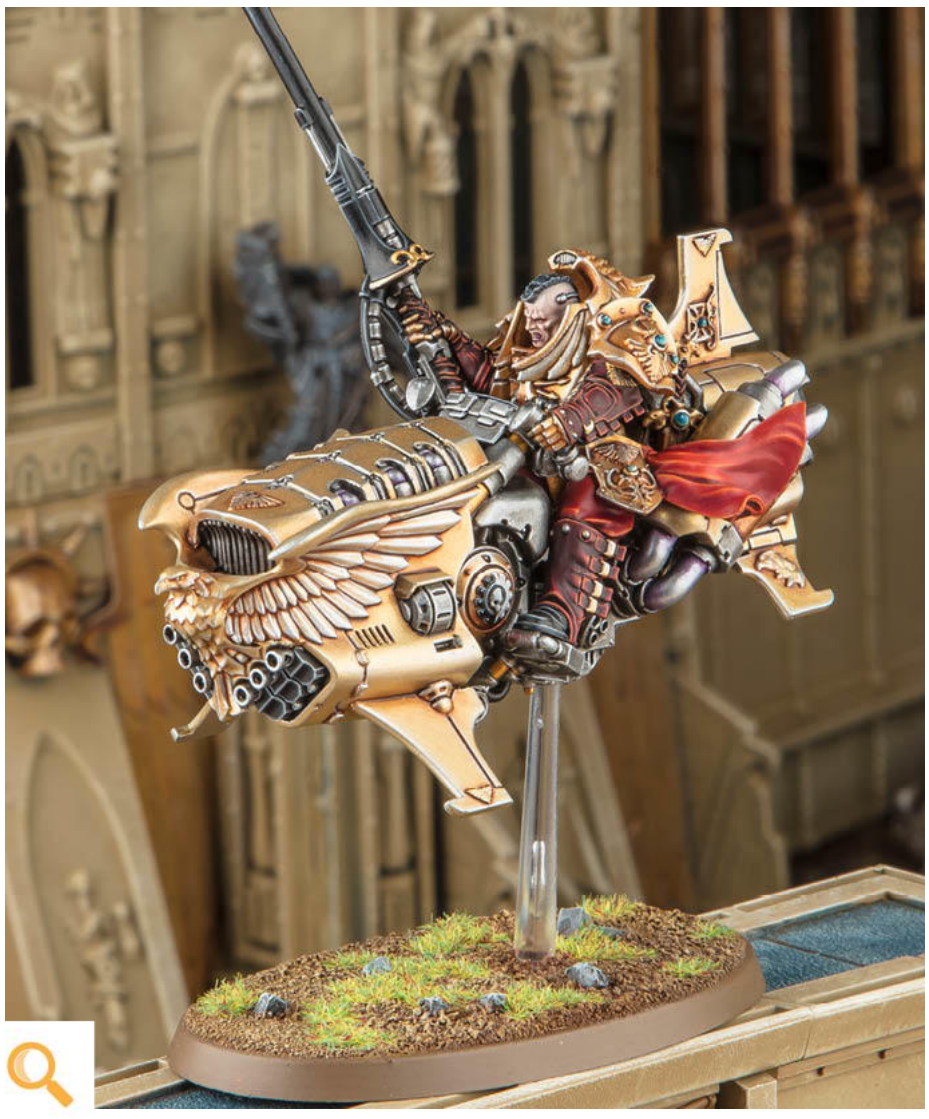
At 40 points for a Custodian Guard with no equipment (52 points with a guardian spear), you're not going to get many in your army. It's likely you'll be outnumbered in most of your games, so take this into consideration when planning your tactics.

WEAKNESS:AIR SUPERIOITY

With no dedicated aerial units to support them on the battlefield, the Custodes could find themselves in trouble when facing airborne foes. Fortunately, the Vertus Praetors (see over the page) might be able to sort them out.

ADEPTUS CUSTODES VERTUS PRAETORS

The Vertus Praetors are amongst the most experienced warriors in an Adeptus Custodes shield company. Riding to war on powerful Dawneagle jetbikes – themselves ancient relics from the time of the Great Crusade – they strike precisely where they are needed most, tearing across the sky to deliver a devastating assault. This kit contains three Vertus Praetors on Dawneagle jetbikes, each one armed with a deadly (not to mention very long) interceptor lance. The jetbike itself is equipped for ranged combat – the models shown here carry hurricane bolter arrays beneath their eagle-headed fairings, though these can be upgraded to salvo missile launchers, which can fire either melta or flakkburst missiles.



Above: The Dawneagle jetbikes share a similar design to Corvex, the jetbike ridden by Sammael, Master of the Ravenwing. You can read more about this in the Designers' Notes for the Adeptus Custodes **here**.

Left: The new codex gives you the option to field a Shield-Captain on jetbike, which can be constructed using parts from this kit. This Shield-Captain has been made using the bare head that comes in the set (there are three armoured helms, too) and one of the misericordia daggers, which you can see behind his left shoulder.

ADEPTUS CUSTODES CUSTODIAN WARDENS

The Allarus Custodians are the most bellicose of all the Adeptus Custodes, though they do not succumb to their fury but master it, delivering every strike with murderous force. Clad in Allarus Terminator armour – an advanced version of the suits worn by the Space Marines – they are virtually unstoppable in an assault.

This set contains three Allarus Custodians, each clad in a unique suit of armour covered in sigils of the Emperor such as aquilas and lightning bolts. Each Custodian is armed with a balistus grenade launcher and can carry either a guardian spear or a castellan axe. The kit also contains parts to make a Shield-Captain and a Vexilus Praetor.

BIT OF THE MONTH

We picked the cape in the Custodian Guard set as our bit of month. It's the perfect piece to signify that you've upgraded one of your Custodians to a Shield-Captain. The design on the back is sculpted on, too, so painting it can be super quick and easy.

ADEPTUS CUSTODES CUSTODIAN WARDENS

The Custodian Wardens are the Emperor's sentinels – ever-vigilant watchmen that guard not only the Emperor's most precious assets, but also the deepest dungeons on Terra, which hold some of the Imperium's most deadly foes. Where Allarus Custodians are aggressive, brutal fighters, Wardens are more level-headed, stoic sentinels, favouring a precise and calculated pace to warfare. This can be seen in the poses of the five models in this set, who stride purposefully forward, their ceremonial robes flowing around their legs. There are two weapon options in the set – guardian spears and castellan axes – and options to build a Shield-Captain and a Vexilus Praetor.

THE SONS OF MAGNUS

Once the greatest scholars of the nascent Imperium, the psykers of the Thousand Sons Legion delved too deeply in the dark powers of the warp. Corrupted beyond salvation, they became bitter and twisted Chaos Space Marines and the most devious of sorcerers.

CODEX: THOUSAND SONS

If ever there was a threat for the Adeptus Custodes to fight, it would be the Thousand Sons. This hefty, 104-page codex (also available as a collectors' edition) tells you everything you need to know about the Legion, from their involvement in the Emperor's Great Crusade to the moment they became traitors and heretics, the devastating Rubric of Ahriman and the endless plots and schemes of Magnus the Red. Alongside detailed information on all the units in the Thousands Sons Legion, you'll also find force organisation charts, sect colour schemes, background about Magnus and the Planet of the Sorcerers, a gallery of Citadel miniatures in the many colours of Tzeentch and army-building tips and suggestions. Add to that a full army list (featuring no fewer than 26 unit entries), a quick-reference armoury, points and power ratings for all the units, warlord trait, stratagems, Sorcerous Arcana (that's magical artefacts to you and me), tactical objectives and three psychic power disciplines and you've got arguably one of the greatest tomes of knowledge ever written.

DATACARDS: THOUSAND SONS

It's all change for the Thousand Sons, so what better way to keep track of everything than with a pack of datacards? This set contains 80 datacards (that's more than all the other sets) to help you keep track of your cunning battlefield plans. This set includes 36 tactical objectives cards, 25 stratagems (22 of them are exclusive to the Thousand Sons) and 18 psychic power cards covering the three disciplines – Change, Dark Hereticus and Tzeentch – in the codex. If you're fielding a lot of Sorcerers (what are we saying, of course you will be!) then you'll want this pack of cards if only to keep track of what psychic powers you're using.

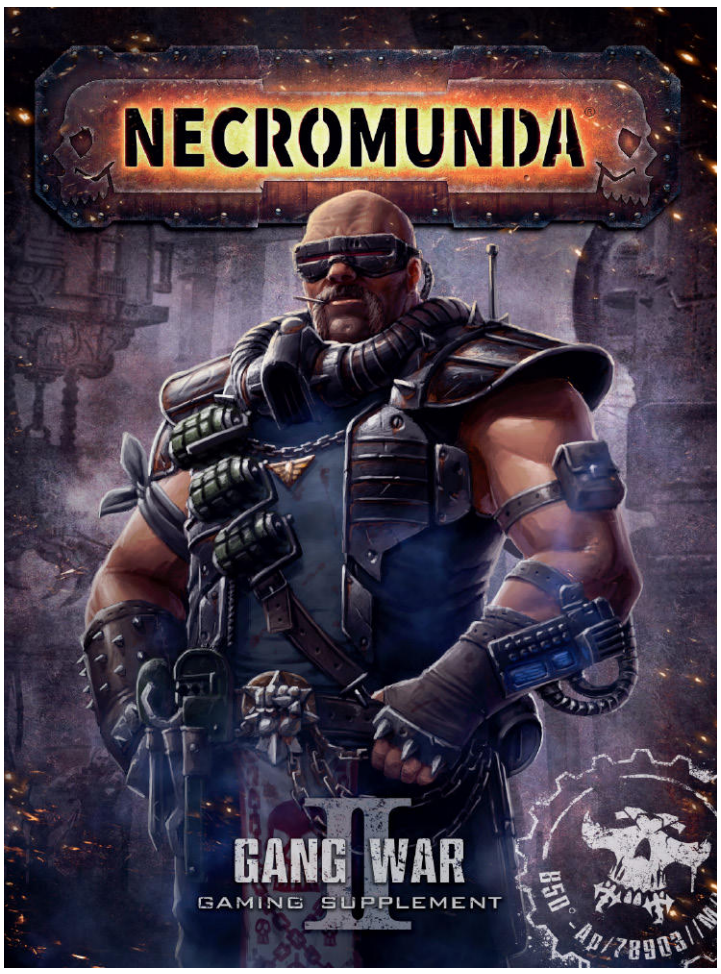
CLICK HERE FOR AN INSIGHT INTO SOME DEVIOUS THOUSAND SONS TACTICS!

THEY CAME FROM THE PLANET OF THE SORCERERS!

Rubric Marines are not the only denizens of the warp to fight alongside the Sorcerers of the Thousand Sons – now you can field Tzaangor Enlightened and Tzaangor Shamans alongside them, too, representing the full twisted might of the Planet of the Sorcerers marching to war. But that's not all – the Mutalith Vortex Beast now also has a unit entry in Codex: Thousand Sons. These hideous spawn-creatures spew raw warp energy all over the place, bolstering the strength of your own army while blasting apart your opponent's units. Sounds perfect!

MORE GANG WAR!

Necromunda is the game of gang warfare set on the nightmare industrial world of the same name. This month, we present you the second supplement for the game, Gang War 2, and a new set of board tiles to expand your underhive tunnels into Badzone Delta-7!

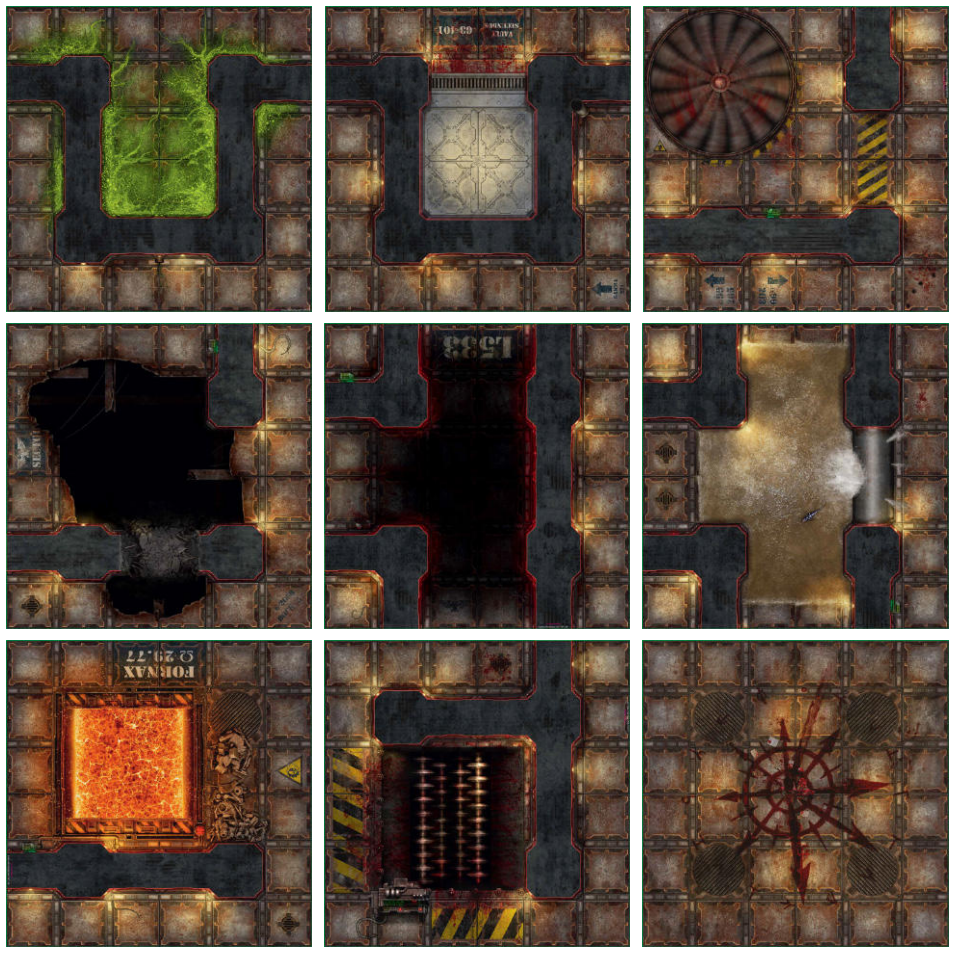


NECROMUNDA: GANG WAR 2

Got Necromunda: Underhive? Got Necromunda: Gang War? Then you'll want to get your hands on Necromunda: Gang War 2, the obviously titled sequel! This 48-page book includes loads of new rules for Necromunda, most notably a gang list for House Orlock enabling you to field them in your games and campaigns. You'll find new background about the House of Iron, too, explaining their role within Necromundan society, their preferred style of fighting and their territories and holdings. But that's not all. Gang War 2 also provides rules for Hired Guns and Hangers-on. Hired Guns are, as you'd expect, people you pay to fight for your gang. Some are experienced Bounty Hunters, others are desperate scummers, but all are deadly underhive fighters. Hangers-on are the oddballs that hang around in your gang's hideout. Some are rogue docs or ammo-jacks, others are dome runners or sloppers (cooks). Last, but certainly not least, Gang War 2 also includes rules for using Underhive Badzone Delta-7. What's that, we here you cry? Well, check it out below.

UNDERHIVE BADZONE DELTA-7

If the regular underhive's not treacherous enough for you, check out Underhive Badzone Delta-7, which includes nine new double-sided game tiles for Necromunda: Underhive. Each card tile features a new hazard such as the ventilation tunnel (a giant turbine that can drag your fighters into it), the cult ritual chamber (which can drive your fighters insane if they spend too long in it) and the xenos nesting chamber, which is every bit as horrible as it sounds. Add to these oil slicks, fungus sprawls and unlit corridors and you've got a set of tiles that will make your games of Necromunda: Underhive just that little bit more hazardous!



NEW TO NECROMUNDA?

Howdy, stranger. What brings you to an Emperor-forsaken world like Necromunda? Fortune and glory? We have neither of those here, just endless gang warfare amidst the industrial sprawls and an ignominious death if you don't keep your wits about you.

What's that? You don't fancy an ignominious death? Then I'd suggest picking up a copy of Necromunda: Underhive. In there you'll find out all about our wonderful world, such as it is, what the hive cities are and who the major houses are in the underhive. It also includes all the rules, so you know what gun fires out the most bullets and which one is the most reliable in a fire fight. Me? I prefer an autopistol. Or – if they're not looking – a knife in the back.

ENTER HOUSE ORLOCK

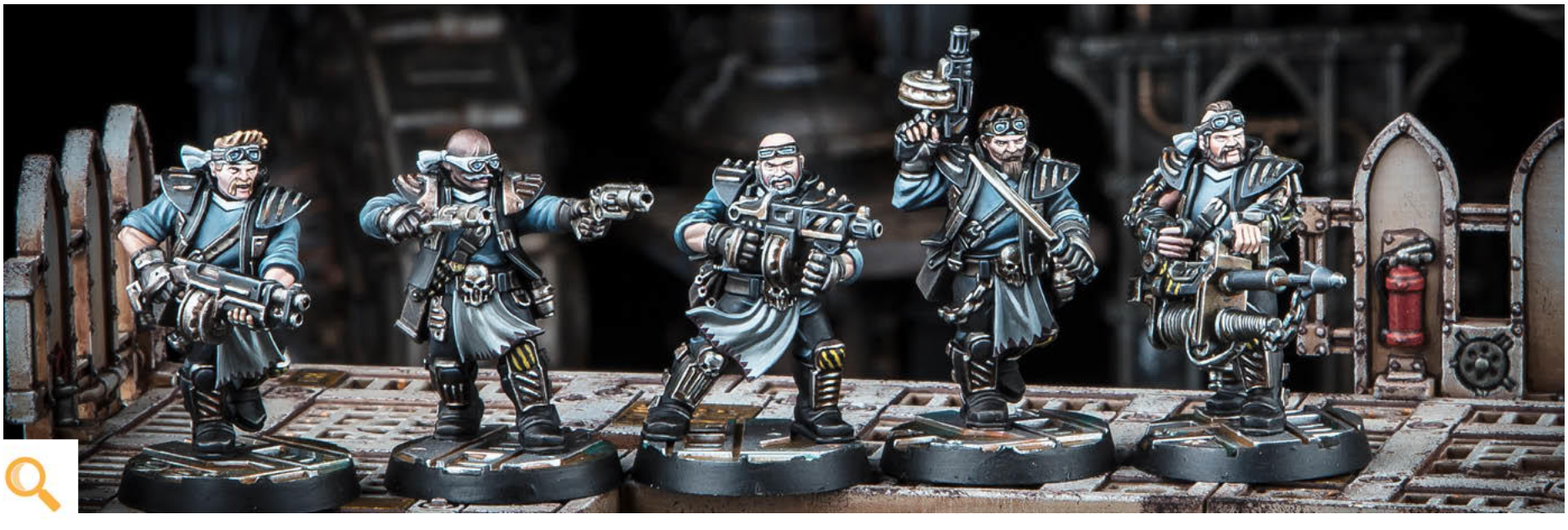
You didn't think that was all the Necromunda news we had for you this month, did you? There's also a whole new gang to show off – the rugged brawlers of House Orlock join the gangs of House Escher and House Goliath in the fight for control over the underhive.

ORLOCK GANG

The gangers of House Orlock are tough, rugged and dependable, every member of the gang a fearsome fighter with a come-and-get-some attitude to underhive warfare. They put their affiliation to their gang and their house allegiance before all others, a warrior creed they live by known as the Iron Brotherhood.

The gangers of House Orlock rarely invest in equipment that isn't sturdy and dependable and if it doesn't spit out a hail of bullets it's rarely worth having in their opinion. For this reason most of them carry easy-to-maintain weaponry such as stub guns, autopistols and autoguns, many of which feature drum magazines (all the better for creating that aforementioned hail of bullets). The Orlocks also favour the use of harpoon launchers, which they use to impale their targets before dragging them kicking and screaming (if they're still alive) to work in their many factories and mines.

This plastic set contains 10 Orlock ganger models with which to build your gang. Like the Goliath and Escher sets that came out last year, the Orlock box contains two identical sprues with five models on each, though the components on them are highly modular, meaning you can put different heads, arms and even shoulder pads on each of the bodies. As you can see below, two models each may have identical bodies but look completely different depending on how you equip them. In total you'll find 10 sets of bodies and legs in the kit, 20 heads (in 10 designs), twenty sets of weapon arms and 10 packs and pouches to hang from the models' belts.



LATEST NEWS

ORLOCK GANG CARDS

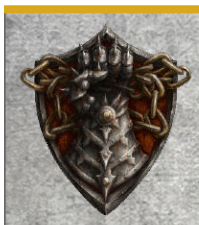
This handy pack includes 26 cards for use in Necromunda. Inside you'll find six blank fighter cards for creating new Orlock gang members and 20 new tactics cards. 12 of the tactics cards can be used by any gang and are unique to this set. Violent-minded, for example, allows a fighter to take an extra action as long as it's a Shoot or a Fight one – very handy! There are also eight Orlock-specific tactics, including Intimidation (they shout abuse at the other gang) and Die Trying, where even fighters lying on the ground can assist in combat.

IRON DICE

Okay, so they're not actually made of iron, but these Orlock dice are iron-coloured, with a silver swirl effect. In the set you'll find three regular dice with the House Orlock symbol in place of the 6, two ammo dice (to see how many bullets your autoguns fire), two injury dice (for scraggin' the enemy) and one scatter dice (for when your gangers can't throw grenades straight).

FIVE THINGS WE LOVE IN... FEBRUARY

3 **War in the underhive. Many of us Dwarfers remember when Necromunda first came out, so we're really excited about the release of the new Orlock models, rules for which can be found in Gang War 2. We've even got a stage-by-stage painting guide for the Orlocks here, and a new mission to pit your gang against some of the Underhive's most deadly hazards.**



HOUSE ORLOCK

House Orlock is one of major industrial houses on Necromunda. They control many iron mines and factories in Hive Primus, earning them the nickname the House of Iron.

House Orlock is known throughout Necromunda as the House of Iron, an industrial superpower fuelled by countless ore-mines and a stranglehold monopoly of the convoys serving the ferrous slag-heaps that lie out in the Ash Wastes. To the other houses of Necromunda, Orlock seems as unified as a clenched fist, its gangers well-organised, equipped and utterly united in purpose. Life for the average serf of House Orlock is one of unending servitude, with each man and woman doomed to endless toil within the cramped confines of the ore-pits and mines from which their masters derive their vast wealth. All thought of rebellion among the masses is purged from the herd by stony-faced overseers at the cracking tip of electro-goad and psi-whip, until nought but unthinking obedience remains. Compared to these bent-backed serfs, the men and women of Orlock's gangs walk proud and tall through the smoke-clogged hallways of the House of Iron. To be an Orlock ganger is to have risen above the brutal drudgery of serfdom and claimed a life of violence and personal freedom in its stead. These are warriors born out of the fires of a vicious internal war, spoken of by the Orlocks as the 'Crucible Schism'.

Life in an Orlock gang is tough, for their warriors have none of the stimm-grown muscle of Goliath gangers, the murder-tech of House Van Saar or the poisons of the Escher. Instead, they rely on sturdy weapons stamped and pressed in the Orlock foundries, and a fighting spirit born from the House's us-against-them philosophy. In the drinking dens and gang houses of Orlock, every ganger is instilled with the warrior creed known as 'The Iron Brotherhood'. Put simply: my gang before my House, my House before the rest. This code is the way of life for every Orlock ganger, from the greenest Juve scalped from an ore-scraping line to the oldest Iron-touched shot-caller ready to head up-hive. Forget the code and a ganger ends up gutted, face-down in a sump-flow. Honour it, and their brothers and sisters will fight and die by their side.

A TIME OF TRIBULATIONS

The people of the Mortal Realms have been plagued with visions of doom and death of late. Ghostly spectres linger on the edge of sight and a pall of misery lingers in the air. Those with the witching sight can see the malign portents – the Time of Tribulations is at hand.

MALIGN PORTENTS CARDS

Unsurprisingly, one of the major in-game features of Malign Portents is… wait for it… the Malign Portents. There are six that can be interpreted by any army, such as the prophecy of the Falling Star and the dark omen of the Balemoon, plus an additional four – one linked to each of the four harbingers (you can see them over the page). Each Malign Portent has six signs – abilities you can use in your games – ranging from ethereal screaming skulls to lightless portals. This pack includes all 60 of these signs, as well as 20 cards to keep track of the prophecy points you collect to manifest the signs you chose on the battlefield.

MALIGN PORTENTS

The saga of the Age of Sigmar continues in Malign Portents, the latest cataclysm to befall the Mortal Realms. Or, rather, the cataclysm that's about to happen, for Nagash has yet to reveal his grand plan. Quite what he's up to in the Realm of Death none can fathom, but the ripples of his actions are already being felt across the realms, from High Azyr to the Realm of Chaos. Malign Portents tells the tale of the first part of Nagash's latest great work (a story that will continue in future months both in White Dwarf and online) and the efforts made by the forces of Order, Chaos and Destruction to stop him. This 80-page book includes not only some great new background for Warhammer Age of Sigmar (it's really dark and sinister with a macabre twist), but also new artwork, new stories and, of course, some new rules for your to try out on the battlefield. There are rules for playing battles in Shyish during the Time of Tribulations, six new battleplans, four new characters to add to your armies, plus Malign Portents that can have a dramatic effect on your battles if your heroes interpret them correctly.

WILL YOU FIGHT FOR NAGASH OR AGAINST HIM?

OUR FAVOURITE WAYS TO GET INVOLVED IN MALIGN PORTENTS

SEND FOR A PRIEST

Priests and Wizards are very handy in games where you're using the Malign Portents rules. As learned scholars, they can read the terrible prophecies lingering in the air, giving your army a useful bonus on the battlefield. Wizards can also make use of a new spell when fighting in Shyish – Pall of Doom. So what are you waiting for – get painting!

Don't forget your other heroes either! Your general has access to two new command abilities in Malign Portents – they can even steal the life force of friendly units!

ADD SOME SKULLS

As we all know, a skull is always welcome on a Warhammer model, whether it's a trophy hanging from a belt, a morbid banner decoration or a discarded cranium lying in the dust at a model's feet. Indeed, if your warriors are going to be fighting in the Realm of Death, then a few skulls on their bases will certainly look the part.

The best way to get hold of loads of skulls in one go is the Skulls set – there are 340 individual severed heads in the box – perfect for all your Shyishan basing requirements.

BUILD A SIGMARITE MAUSOLEUM

Nothing says Realm of Death quite like a sprawling Mausoleum. If you want your battlefield to look suitably sinister, then one (or more!) of these sets is the perfect addition to your terrain collection. Several of the battleplans in Malign Portents also require objective markers, and the mausoleums are perfect for this.

On the subject of terrain, don't forget the Warscryer Citadel. If you have one on the table in a Malign Portents game it can help your heroes read the dark omens.

GET IN THE SPIRIT

Let's face it, death comes to all warriors eventually. Instead of subjecting them to years of warfare and suffering, why not skip out the middle bit and just start collecting an Undead Legion right from the start? At least that way you'll never have to see your favourite hero die in battle as they'll already be dead! And if they do fall, they'll just come back – bonus!

Also, painting skeletons and spirits can be super easy, enabling you to amass a sizeable force for Malign Portents in no time.

READ THE BOOKS OF NAGASH

No, not the nine books of Nagash – reading them would drive you mad! We mean the Black Library ones. There are loads of novels featuring Nagash, such as the Rise of Nagash trilogy, which focuses on his early life, the Lords of the Dead trilogy from the End Times and the Realmgate Wars audio drama series (start with the Prisoner of the Black Sun and work your way through).

Our personal choice, though? Read Lord of Undeath, which sees the Anvils of the Heldenhammer try to parlay with Nagash.

PLAY WARHAMMER UNDERWORLDS

What better way to appreciate Nagash's baleful influence on the realms than with a game of Warhammer Underworlds: Shadespire. The Mirrored City's inhabitants are cursed to an undying eternity by the Supreme Lord of the Undead, making the place thoroughly miserable and oppressive. It's what Nagash intends for all the realms, so you should probably get used to it! On that note, there are two warbands out for Warhammer Underworlds this month – Fyreslayers and Skaven. You can see them **here**.

LATEST NEWS

WARSCRYER CITADEL

When the first dire portents reached Sigmar, he reacted immediately, flinging celestial meteors down from Azyr that embedded themselves in the Mortal Realms. Rich in magical energy, they could be used by those with enough willpower to divine visions of the future. Dwellings, libraries and arcanoscopes were built atop them, creating Warscryer Citadels from which Sigmar's servants could read the malign portents. This huge plastic kit represents one such Citadel.

MALIGN PORTENTS COMBAT GAUGE

Check out this lovely new combat gauge, made specially for the release of Malign Portents. Made of heavy-duty flexible rubber, its edges are 3", 2", 1" and 0.5" long, enabling you to check weapon ranges in combat quickly and easily.

MALIGN PORTENTS DICE

The will of Nagash can be bent to anything, even the creation of dice. This pack includes 20 smoky black gem dice with white markings. The 1 is represented by a skull (very apt), while the 6 is denoted by the Malign Portents symbol.

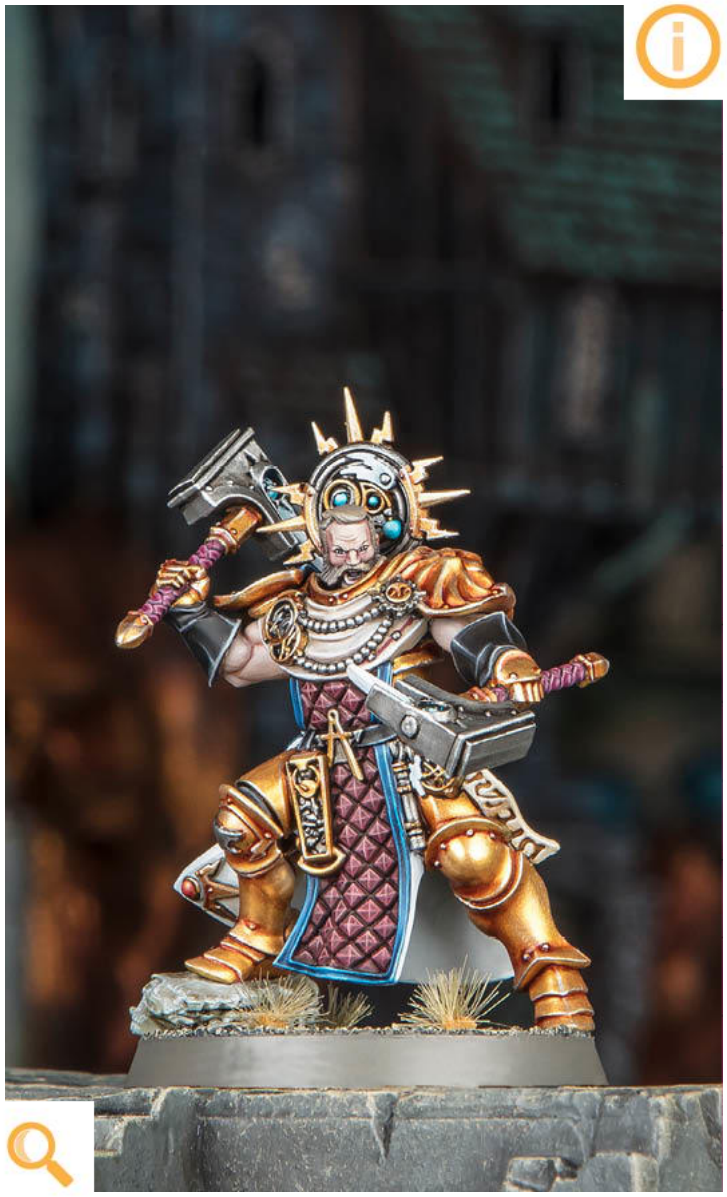
FIVE THINGS WE LOVE IN... FEBRUARY

2 **The Adeptus Custodes are clearly in our top five this month – they're just so golden! Not only are they featured in Designers' Notes here, they are also one of the armies in this month's Battle Report where they take on the Necrons in a matched play game. If you want to see what the Adeptus Custodes are like on the battlefield, take a quick trip here.**

LORD-ORDINATOR VORRUS STARSTRIKE

Vorrus Starstrike is a Lord-Ordinator, an architect, engineer and star-scryer all rolled into one. It is his duty to raise up the buildings of Sigmar's cities, ensuring that every block and stone is perfectly aligned to channel the magic of the stars. Through the careful study of celestial bodies, he can use his powers of foresight to influence entire nations – though, when all else fails, a pair of hammers is equally persuasive.

This plastic kit builds one Lord-Ordinator. Clad in sigmarite armour, he wears a padded tabard hung with symbols of his office – gears, cogs and miniature astrolabes, plus tools of his trade such as a compass and wrench. His head is bare, showing the full fury of one of Sigmar's greatest warriors as he prepares to lay into the enemy with his hammers.



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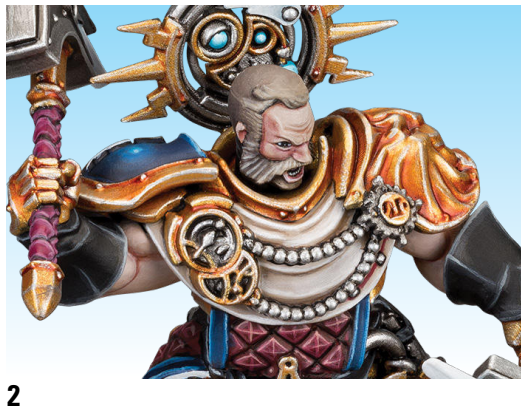


2

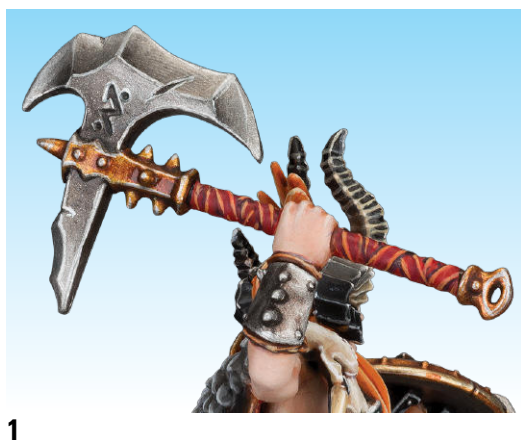
Not only a seer but an engineer too, the Lord-Ordinator carries tools of war on his belt, including a wrench and a protractor for building structures and war machines **(1)**.

The Lord-Ordinator wears no helmet or armour on his arms, revealing his magnificent moustache and bulging biceps **(2)**.

DARKOATH WARQUEEN MARAKARR BLOOD-SKY

Marakarr Blood-Sky is a Darkoath Warqueen and the first warlord to enter the Realm of Shyish and discover Nagash's dark plans. Like all Darkoath Warqueens, Marakarr has a dark, animalistic charisma that draws other warriors of Chaos to her, every one of them eager to share in her vision of destruction and slaughter.

The Darkoath Warqueen model is a new hero for the forces of Chaos. Like the Darkoath Chieftain that came out in 2016, her skin is crisscrossed with duelling scars, while her cape is torn and her armour dented from many battles. As a queen she wears a horned crown, a sign that she has fought and defeated a powerful Daemon in combat, most likely with the warlord axe that she holds aloft, its head inscribed with oaths of fealty to the Chaos Gods.



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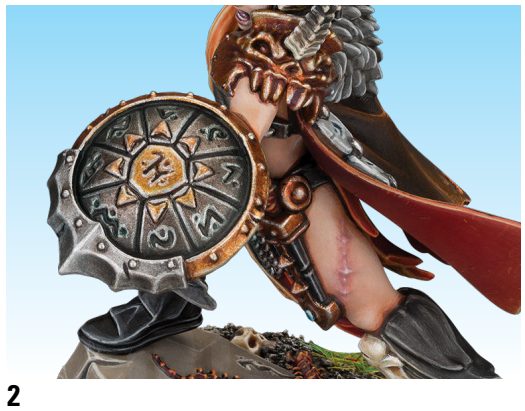
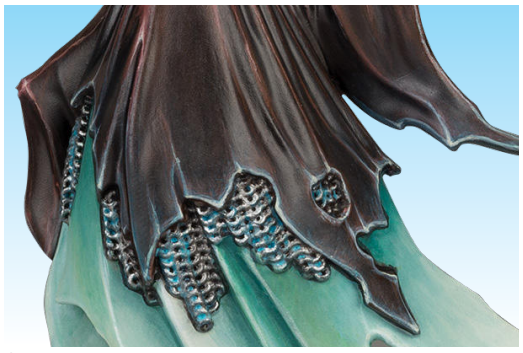


2

The Warqueen's axe **(1)** has a similar design to the one carried by the Darkoath Chieftain from Silver Tower. The axe's head bears an oath to the Chaos Gods, promising slaughter and destruction. Her infernal runeshield **(2)** is divided into eight segments representing the eight realms, with the Realm of Chaos in the centre.

1



2

The Knight of Shrouds wears an hourglass about his neck that stores the life energy of the foes he slays with his ancient sword **(1)**. His helm is cast in the image of a winged skull.

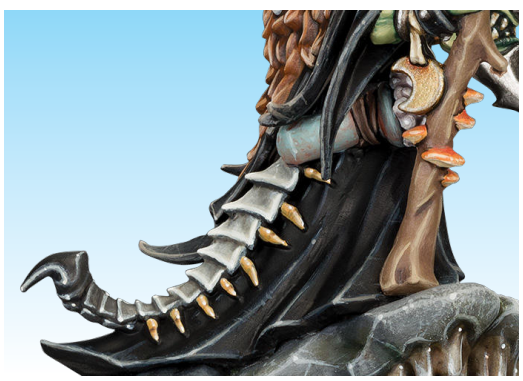
The Knight wears the armour of his former life, though it is now ragged and broken, hidden beneath layers of tattered robes **(2)**.

KELDREK, KNIGHT OF SHROUDS

Amongst the ghostly denizens of Shyish, there are few as treacherous as Keldrek, one of Nagash's many Knights of Shrouds. Once a noble hero, Keldrek betrayed his people and bartered his soul in favour of servitude to the God of the Dead. Now an emissary of Nagash, he exists only as a wraith, a malevolent spirit tortured by his own perfidy.

This plastic kit builds one Knight of Shrouds, a ghostly warlord to lead your Nighthaunt hosts into battle. Like all spirits, he is insubstantial in form, his body a coalescence of magical energy garbed in mouldering robes and ancient corroded armour. In one corporeal hand he wields a sword of stolen hours, an age-pitted blade that can strip the life energy from a slain foe and gift it to the bearer to prolong their own existence.

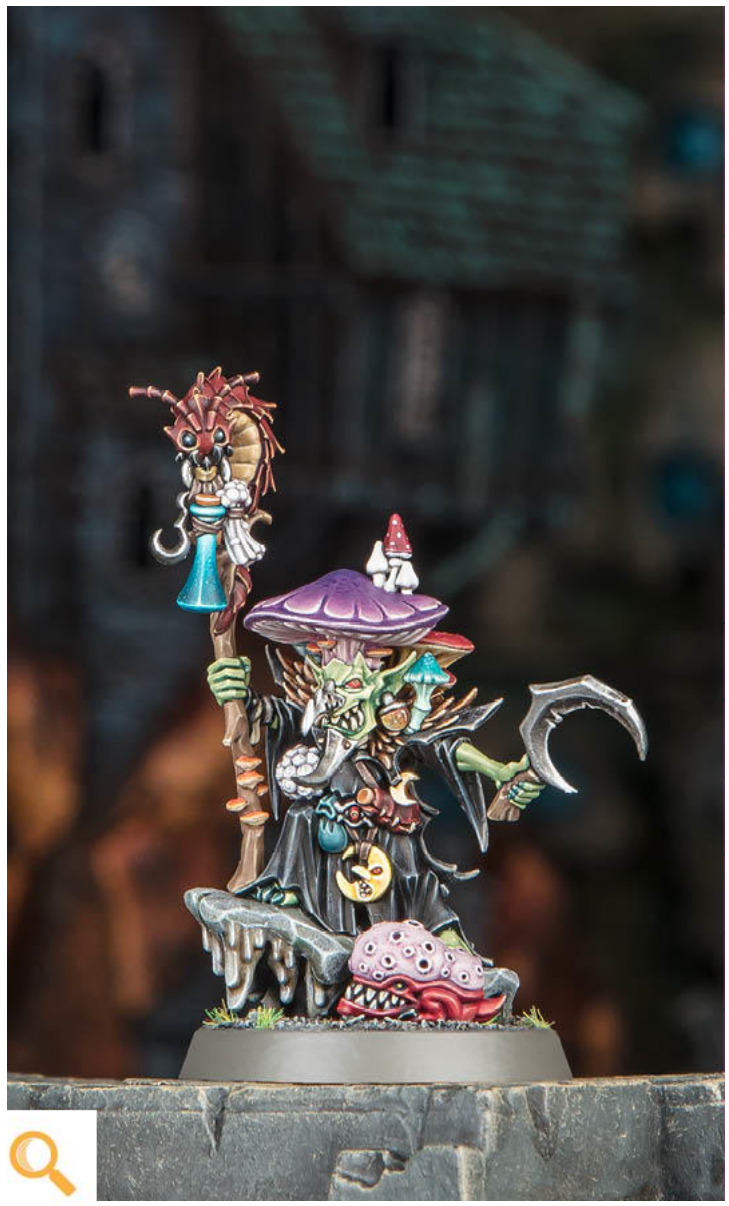
1



2

The Fungoid Cave Shaman has consumed so many Deffcap Mushrooms over the years that his brain has exploded from his head and taken on the shape of one **(1)**. Mushrooms now sprout from that giant fungus-brain, too.

The Shaman's armour is made from the spiny carapace of a long-dead centipede familiar **(2)**.



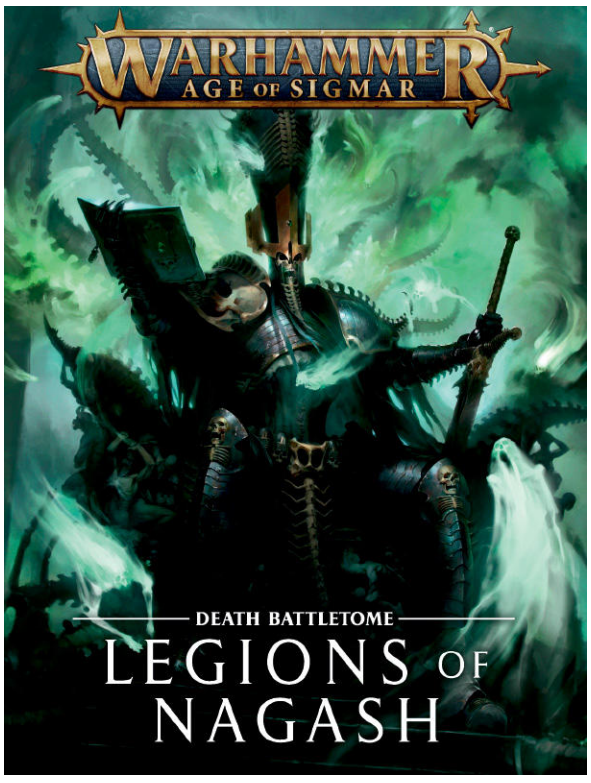
FUNGOID CAVE SHAMAN SNAZZGAR STINKMULLETT

Snazzgar Stinkmullett is a powerful, though monstrously deranged, visionary of Mork, a Moonclan Grot Cave-Shaman with a penchant for deffcap mushrooms. Using these hallucinogenic fungi (also known as necrooms), he can commune with his cunnin' god and see visions and portents of what may come to pass.

So many mushrooms has this Cave-shaman consumed that he has become part fungus. Mushrooms have sprouted from his shoulders and back and his brain has exploded from his skull into the shape of a giant deffcap. As a shaman, he is adorned with wizardly trappings – in one hand he carries a ceremonial moon-sickle, and in the other a staff, while pouches, trinkets and icons hang from his belt. A Spore Squig can be seen snuffling around his feet.

MARCH OF THE DEAD

From graves and crypts, tombs and sepulchres, the dead rise once more to do battle at the behest of their cruel god Nagash. This month sees the release of Legions of Nagash, a new battletome for the forces of death in Warhammer Age of Sigmar.



BATTLETOME: LEGIONS OF NAGASH

Battletome: Legions of Nagash is your definitive guide to the forces of Death in Warhammer Age of Sigmar. This 120-page tome contains a wealth of background on Nagash, his favoured Undead servants and the vast undying legions that fight at his command. It also includes an in-depth look at the Underworlds of Shyish, explaining how souls travel to the Realm of Death and what happens when they get there. On top of the background section, this book contains everything you'd expect from a battletome – a gallery of miniatures showing off the Undead range, bestiary entries for all the units, painting guides, battleplans and, of course, rules for using all your models on the battlefield. A big addition in this section are the allegiance abilities for Nagash's Grand Host and his Mortarchs' Legions. Each includes its own artefacts, command and battle traits, giving you loads of options when it comes to building your own undead legion.

ANTONY SALIBA STARTS HIS LEGIONS OF NAGASH ARMY HERE

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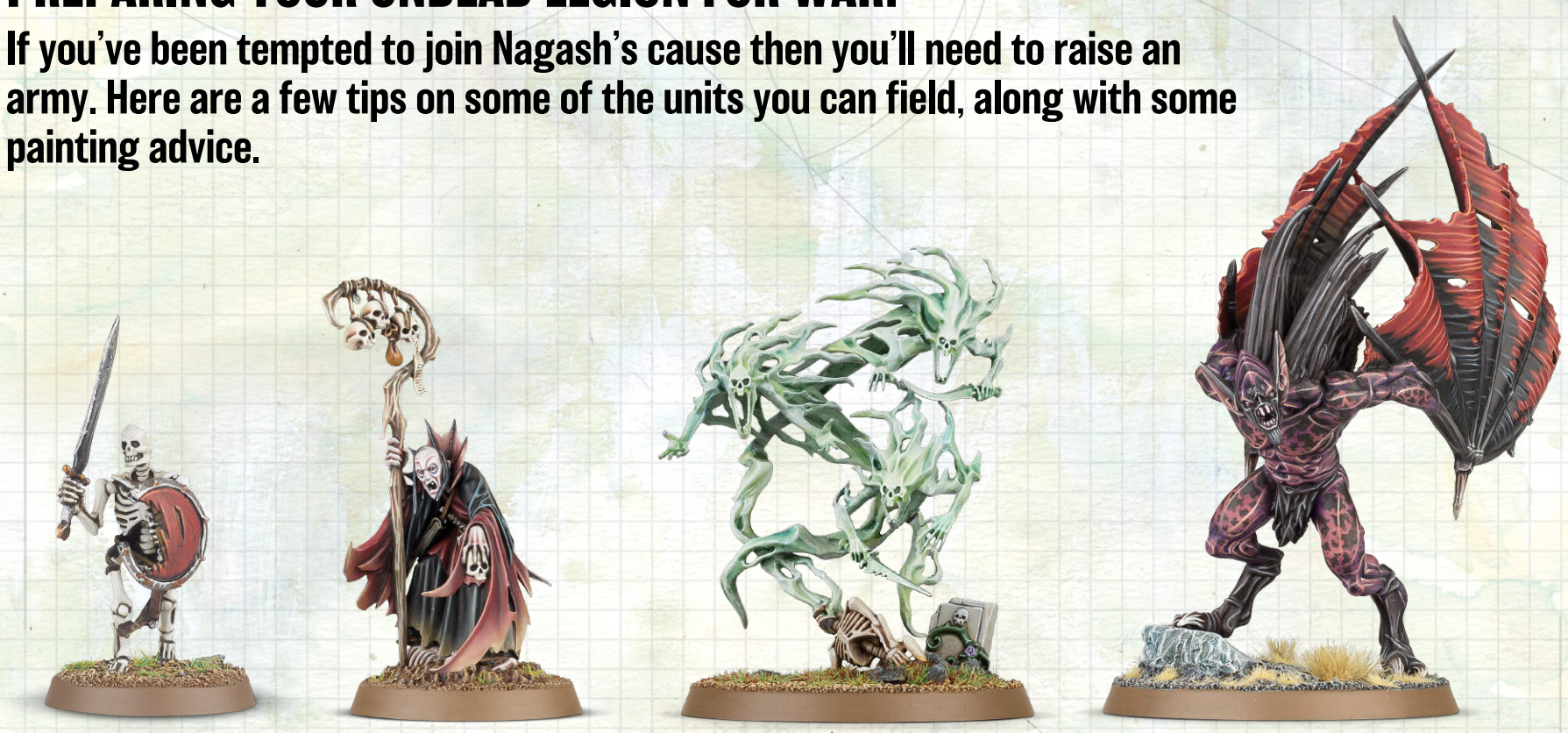
PREPARING YOUR UNDEAD LEGION FOR WAR!

If you've been tempted to join Nagash's cause then you'll need to raise an army. Here are a few tips on some of the units you can field, along with some painting advice.



SKELETON WARRIORS

Skeleton Warriors are not the best fighters, but they do get better the more of them there are. A unit of 30 will not only cause a fair amount of damage in combat, but they'll also be really hard to destroy through battleshock.

PAINTING ADVICE

Make sure you check out the Citadel Paint app, which has loads of skellie-painting tips.

NECROMANCERS

Necromancers can not only return fallen Undead minions to the battlefield, they can also speed them into combat quicker. Keep them near summonable units such as Zombies so they can hide behind their meat-shield servants.

PAINTING ADVICE

Use the alabaster skin stages on the Paint app to give your Necromancer a suitably sickly look.

SPIRIT HOSTS

Spirit Hosts can fly, making them perfect for surprise assaults. They have a lot of attacks and have the potential to cause mortal wounds, so they're ideal for assassinating low-level heroes or a few heavily armoured foes.

PAINTING ADVICE

Check out the painting video for Nagash on games-workshop.com for some ghost-painting tips.

VARGHEISTS

Most Undead units will struggle to do much damage in combat. Not the Vargheists. A unit of three can potentially cause 18 damage in one round of combat, and possibly even more if they're in a feeding frenzy. Raaargh!

PAINTING ADVICE

Use the Crypt Ghoul stages on the Paint app. Or try the Flesh Hound hide stages to get the look above.

WARSCROLLS CARDS: LEGIONS OF NAGASH

New battletome for the Legions of Death. That means a new set of warscroll cards, too! The first thing you'll find inside are 32 cards – one for each unit in the battletome, meaning you don't have to keep flicking through your book to find out how many attacks a Terrorgheist has or what Nagash needs to roll to cast Hand of Dust. You'll also find two sheets of card tokens in the pack that you can use in-game to keep track of vital information, such as which units need to take battleshock tests and what spells are in play. There are also four coffin-shaped markers which you can use to mark where your gravesites are on the battlefield. This is a new dynamic for the legions of Death that not only enables you to resurrect fallen warriors but also summon new units to the fight.

FIVE THINGS WE LOVE IN... FEBRUARY

1 **It's got to be Malign Portents! Whenever Nagash is involved in something there's bound to be trouble. Remember the End Times? Or Sigmar's Grand Alliance? You can find out more about Malign Portents and the four Harbingers here, where we chat to games designer Phil Kelly about the new book and the miniatures designers about their latest creations.**

Meanwhile, us Dwarfers are continuing with the Warhammer Age of Sigmar armies we started last month, with the intention of getting them ready for some games in the realm of Shyish. You can see what we've been up to here, right at the back of the magazine. See you there!

ENTER THE MIRRORED CITY

WARHAMMER UNDERWORLDS: THE CHOSEN AXES

The Chosen Axes are a warband of Fyreslayers from Vostarg Lodge led by the Runefather Fjul-Grimnir. Having sworn to liberate the city from Nagash's curse, they would not leave the city even if they could, for a Fyreslayer never breaks an oath. Just like all the warbands released so far for Warhammer Underworlds, the four models in this set are all easy-to-build plastic models that require no glue. They're bright orange, too, so you can easily identify them on the board. As with all warband sets, the box also includes 60 game cards, which can be used both by the Fyreslayers and their foes.

LIBERATING SHADESPIRE WITH THE CHOSEN AXES

Studio Artist Kevin Chin loves using Fyreslayers in Warhammer Underworlds. Here is his advice for securing victory with them.

- Fyreslayers get the Inspire condition if they hold an objective at the end of a round, so it's worth taking objective cards that reward you for capturing one.
- If you stack upgrades such as Incredible Strength on an Inspired Tefk Flamebearer you can make him almost as deadly as Fjul-Grimnir.
- Fyreslayers are slow, so make the most of cards that move warriors closer to them. Hopefully you can then fight without having to charge.

KEY PLOY CARDS AND UPGRADES TO CONSIDER

The Earth Shakes enables you to move an enemy fighter within chopping range of a Fyreslayer. This is really handy if you want to keep a fighter on an objective.

Ur-gold Boon has the same effect as Healing Potion, meaning you've got access to two cards that can keep your Fyreslayers alive. Consider taking On Your Feet, too.

Activated Runes is best used when one of your fighters (Fjul or Tefk especially) is Inspired. They already get loads of attacks, but that re-roll pretty much guarantees a kill.

LATEST NEWS

Warriors both good and evil are drawn to the city of Shadespire like moths to a flame, seeking to uncover its secrets, but instead becoming trapped for all eternity. Here we look at two new warbands and give you a some useful snippets of advice on how to use them.

WARHAMMER UNDERWORLDS: SPITECLAW'S SWARM

The sixth warband for Warhammer Underworlds: Shadespire is Spiteclaw's Swarm, a rag-tag rabble of filthy Skaven that wish nothing more than to escape the confines of the Mirrored City. While trapped there, though, they make the most of a bad deal, looting, pillaging and killing where they can in a bid for supremacy. This new set includes all five members of the warband – Spiteclaw himself, Krrk the Almost-Trusted and three Clanrats representing the swarm of Skaven that follow Spiteclaw around. The set also includes 60 unique cards for use in your game, including 20 each of objectives, upgrades and ploys.

SKULKING IN THE DARK WITH SPITECLAW'S SWARM

Product Developer Tom Merrigan has yet to lose a game of Warhammer Underworlds with his Skaven. Here are his tips for using them.

- Skaven are the fastest warband in Warhammer Underworlds, so go for objectives while trying not to get beaten up by stronger foes.
- Skaven gain the Inspire condition when a ploy is played on them, so build your deck with ploys that can be played on your fighters.
- Skritch Spiteclaw can summon more Skaven to the fight and they can arrive anywhere on the board – use this ability to dominate the table, especially if you're fighting on a long setup.

KEY PLOY CARDS AND UPGRADES TO CONSIDER

An easy way to get a crucial upgrade into play is with Spoils of Battle. It doesn't matter how badly you're doing as you don't need a glory point to use it.

Skritch has an action that can bring back one of the three Skaven Clanrats each turn. This card enables you to bring back another one, even in the same round!

Skaven are easy to kill so you may as well get rewarded when one of them dies. Besides, you can then just bring them back next turn. Just don't get Skritch killed…

START COLLECTING!

The year's still young and thoughts of new projects and new armies abound. Handily, this month has a pair of new Start Collecting! sets for Warhammer Age of Sigmar – Kharadron Overlords and Stormcast Vanguard – to get your teeth into.

START COLLECTING!

Whether you're battling in the Mortal Realms or forging an empire in the stars, there's almost certainly a Start Collecting! box for your faction of choice. Indeed, there are positively dozens of boxes now, covering almost every faction from Space Marines to Tyranids and Daemons of Khorne to Greenskinz. Each Start Collecting! box is a brilliant start to a new army containing a character, a unit or two and sometimes a tank, war machine or monster as well.

On top of all the lovely models you get in the box, each Warhammer Age of Sigmar Start Collecting! set includes an exclusive warscroll battalion to use the contents within as a single force with a few special rules.

START COLLECTING! KHARADRON OVERLORDS

If you've been thinking about starting your own sky-fleet to take to the skies for fortune and glory, Start Collecting! Kharadron Overlords is just what you need. It comes with a rock-solid collection of units to kick-start your own venture – three Skywardens (which you can also build as Endrinriggers), five Grundstok Thunderers, a Grundstok Gunhauler and an Endrinmaster to lead the force.

It's not just a wonderful foundation for a new army, but if you have an existing force of Order – say Stormcast Eternals, Dispossessed or the defenders of one of the Cities of Sigmar from Seasons of War: Firestorm – Start Collecting! Kharadron Overlords would make for the start of a fine allied force. The box also comes with a warscroll battalion – Hammerheft's Prospectors – made up of all the units in the box so you can get gaming right away.

START COLLECTING! STORMCAST VANGUARD

Start Collecting! Stormcast Vanguard is a brilliant first step to beginning your own stormhost. Inside is all you need to start your own Stormcast Vanguard hunting party – three Vanguard-Palladors (who can be equipped with starstrike javelins or shock handaxes), five Vanguard-Hunters (who can be armed with boltstorm pistols and either shock handaxes or storm sabres), three Gryph-hounds and a Lord-Aquilor to lead them all into battle.

As Stormcast Eternals can ally with almost any faction of Order, if you already have a sizeable host of Sylvaneth or Freeguild, say, this box would make a great addition as allies for your army – and remember that using allies allows you to keep your main force's allegiance abilities in addition to being able to unleash the full fury of Sigmar's tempest against the legions of Death, Destruction and Chaos.

LATEST FROM FORGE WORLD

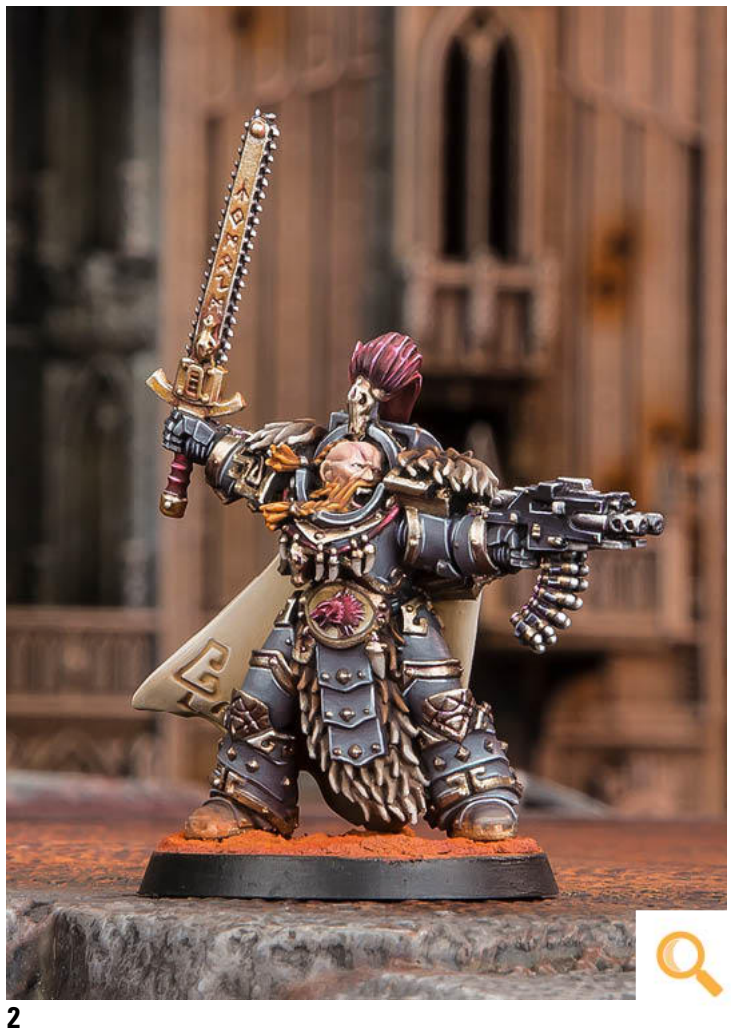
Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. This month, the Space Wolves receive new reinforcements in Fenris-forged Cataphractii Terminator armour.

1

SPACE WOLVES PRAETOR AND VARAGYR WOLF GUARD

Clad in rune-etched Cataphractii Terminator armour and draped in Fenrisian furs, Praetors of the Space Wolves Legion are, at first glance, some of the most bellicose and savage of all the Legiones Astartes – yet their bestial appearance belies their iron will and the peerless tactical genius that each Space Wolf Praetor (informally known amongst the Space Wolves Legion as 'Wolf Lord' or 'Jarl') possesses. Armed with artisan-crafted frost blade and combi-bolter, these mighty warriors answer only to Leman Russ and the Emperor himself.

The Varagyr Wolf Guard Terminators are no less fearsome – each is a hero of Leman Russ's own Great Company, hand-picked by the Primarch himself to serve as his honour guard. Armed with frost blade and combi-bolter, and festooned with the furs of the great beasts of Fenris, these Space Wolves will fight and die to the last to protect their gene-sire.



2

The Varagyr Wolf Guard Terminators **(1)** seem positively barbaric, clad in furs and with bared heads (to show off their braided beards). The weapons are attached at the wrist like most Cataphractii wargear, so you can swap weapons around with the existing range of Terminator weapons.

The Space Wolves Legion Praetor **(2)** is even more elaborate than the Varagyr Wolf Guard and is replete with a wolf-pelt cloak draped over his slab-shouldered Cataphractii Terminator armour. His belt-fed combi-bolter can be replaced with an optional rune knife.

LICENSED GAMES

VERMINTIDE II

Did you think that the defeat of Clan Fester would be the end? With the End Times rapidly approaching, there's far more at work than perfidious ratmen…

Warhammer: Vermintide 2 is the sequel to the smash-hit multiplayer first-person adventure Warhammer: End Times – Vermintide. All your favourite characters and classes return – so fear not, you can still bludgeon the unclean senseless as Witch Hunter Saltzpyre or Bardin Goreksson. And there's plenty of unclean to go around, as you can no doubt see from the lovely artwork above – as it's become clear the ratmen of Fester were just the symptoms of a greater malaise. Clan Pestilens and their Nurgle allies are on the march, bringing ruination to all those who would stand in their path – including you. And while there's plenty of new foes to face down – like Chaos Warriors – Fatshark have made sure the task isn't insurmountable as each class has new skills and abilities to aid you in cleansing the land of Nurgle taint.

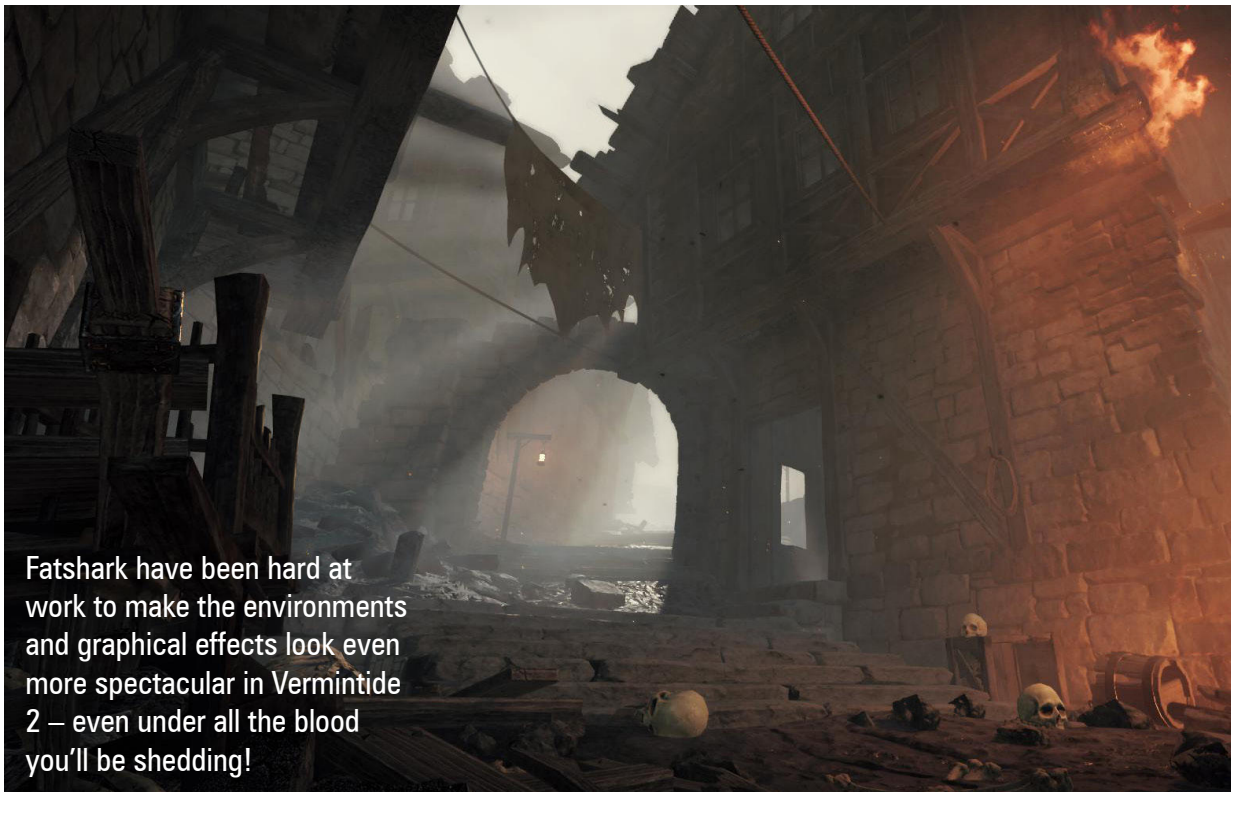
Vermintide 2 continues the story in 13 new missions where Vermintide and its DLC quests left off, but if you never played the first game, Vermintide 2 is still a great place to start fighting loathsome ratmen!

All across the world, our licensed partners are creating fantastic video and board games based on Games Workshop's tabletop games. This month we step back into the world that was, look at the most exclusive of shoes and face down little green devils at cards...

Vermintide 2 continues its predecessor's penchant for striking locations – as the End Times draw ever nearer, few places in the Old World could be considered safe.

The four heroes of Vermintide return, with new skills and weapons to hand…

… which they'll need to face down new adversaries like Chaos Warriors!



Fatshark have been hard at work to make the environments and graphical effects look even more spectacular in Vermintide 2 – even under all the blood you'll be shedding!

GRETCHINZ

Fancy a fun dice and cards game to play between battles? Gretchinz sees the titular diminutive greenskins in invariably lethal races for the amusement of their Ork masters. Games are for two to four players (up to eight if you combine two sets) and take around half an hour to play. It's a wonderful change of gear if you fancy something a little different.

NURGLY SHOES

The lovely folks at Fan Kicks have been working on all manner of awesome shoes based on Warhammer 40,000 – this month they're sharing one of the latest designs, for fans of the heretical Death Guard. If you want a look at the wider range, turn your web browser to:

fankicks.com

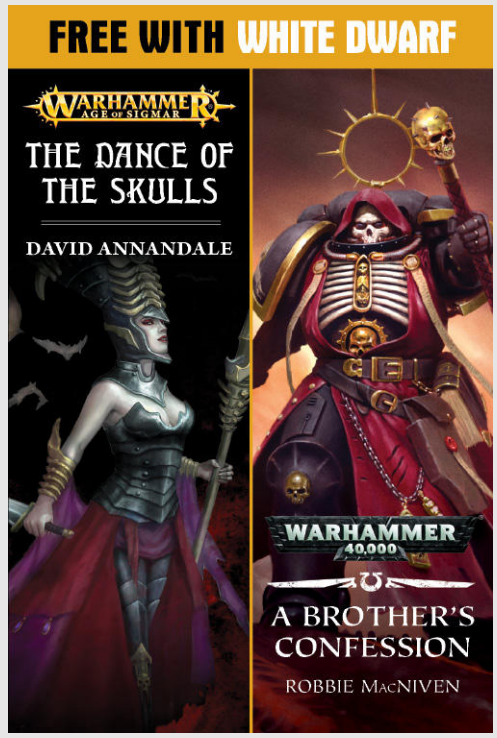
TALES FROM THE BLACK LIBRARY

Black Library produce novels, audiobooks, eBooks, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, there's a celebration going on at Black Library – and you're all invited!

If you haven't noticed yet, then you should know that there's a freebie with this month's White Dwarf – a wonderful collection of Black Library short fiction (**here**). This is not just an act of generosity by Grombrindal – for on 24 February Black Library are throwing a big celebration for all things Warhammer fiction. And that means a slew of exclusives and even some freebies to celebrate! There's a brand-new Eisenhorn novel (the first in five years!), *The Magos*, and as you can see below there's also a brand-new Eisenhorn miniature. That's not all, though – this month's releases also include *Lukas the Trickster* by Josh Reynolds (plus a limited edition!), *Knightsblade* by Andy Clark and two special Black Library novels – back for a limited time only – as voted for by the fans: Dan Abnett's seminal Warhammer 40,000 novel *Brothers of the Snake* and Jack Yeovil's legendary Warhammer tale *Drachenfels*. There's also a veritable smorgasbord of limited-release items available this month – Black Library journals, a postcard collection featuring ironic Black Library covers and more, and you can check them all out over the next few pages.

FREE BOOKS!

The book included with this issue isn't the only freebie from Black Library this month – if you're in a participating store on the 24 February, you can get a free copy of the Black Library Celebration 2018 book and you can also pick one up online.



EISENHORN

Hero, villain, radical, rogue – Inquisitor Gregor Eisenhorn has been many things in his service to the Golden Throne. Now he's available as a miniature for Warhammer 40,000 – and we were able to chat with miniatures designer Maxime Corbeil of the Design Studio.

"I'm a huge fan of the Eisenhorn books," says Maxime. "So when I was offered the chance to work on this model, I leapt at it. I wanted to call back to the original 54mm model with certain details, like his runestaff, but also put across his character in the pose. Eisenhorn is a driven, strong-willed character and that's his most dangerous trait – far more so than any bolt pistol, power sword or psychic power."

And you not only get a fantastic resin Inquisitor Eisenhorn model, but rules for using him in your games of Warhammer 40,000 as well. Fans of the old Inquisitor game may recognise bits of wargear – and readers of the series won't be surprised to find out that Gregor has some very 'special' skills he can make use of…

"I wanted this Eisenhorn to be almost the exemplar of the character," says Maxime. "So he has his bolt pistol – which he received in Xenos and lost in Malleus – alongside his runestaff and scrolls of warding that he only received before his battle with Quixos. I picture this Eisenhorn being the one who led the fight against Quixos."

FEATURED BOOK

THE MAGOS

By Dan Abnett | Paperback | 720 pages | 24 Feb

It's been a long time coming, but Gregor Eisenhorn returns to the pages of Black Library in what Dan Abnett describes cheekily as "the fourth novel in the Eisenhorn trilogy". *The Magos* contains a full-length Eisenhorn novel as well as a collection of Eisenhorn's past cases. To help set up the events of the book, Dan compiled all 12 of his Inquisition short stories – some of which have never been in print before – to serve as both a prologue to Eisenhorn's latest adventure and a look back at a strange, tumultuous career as an agent of the Inquisition.

The Magos is Dan Abnett in fine form – after the spellbinding work he did on *The Warmaster*, it shows he's still going from strength to strength. Dan's keen eye for world-building means that even a world described as a bit of a burned-out backwater is rich with millennia of history and life, providing a striking backdrop for all the action, character and razor-sharp dialogue you would expect from an Eisenhorn novel. And there's a hardback special edition available, too.

WARHAMMER 40,000 RULED JOURNAL

A must-have for Warhammer 40,000 fans of all stripes, this 192-page ruled journal is complete with margin quotes on every other page. It'd certainly be useful for keeping notes during your games, writing up dream army lists you may one day collect or maybe the notes for your own Black Library tale. When it's gone, it's gone, so if you have your eye on this (as a gift, or a gift to yourself) you'll have to be quick off the mark…

POSTCARDS: 20 YEARS OF BLACK LIBRARY

Containing 100 different full-colour postcards reproducing fan-favourite Black Library novel covers inside a magnetic presentation box, this is a wonderful gift for any Black Library fan – especially if that fan is yourself!

Be warned, though – supplies of this boxed set are limited, and when it's gone, it's gone, so make sure to pick up your own set as soon as you can!

ALSO AVAILABLE FROM THE BLACK LIBRARY

FEATURED BOOK

LUKAS THE TRICKSTER

By Josh Reynolds | Hardback | 264 pages | 24 Feb

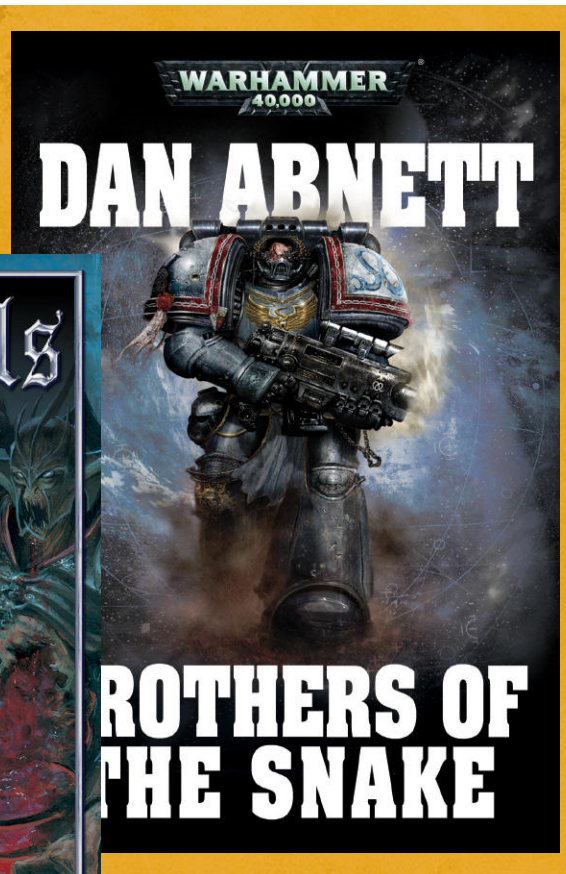
Among the Space Wolves there are as many sagas as there are warriors, though none quite like that of Lukas the Trickster. Renowned and reviled in equal measure, the Jackalwolf has ever stood apart from his brothers, passed from pack to pack by embittered Wolf Lords. But as a new enemy invades the icy reaches of Fenris at the height of the Helwinter, Lukas finds himself facing a foe who may rival even his legendary cunning – the dark eldar corsair, Duke Sliscus. In the battle between wolf and serpent, who will emerge triumphant, and who will lay on red snow? This great new Space Wolves novel from Josh Reynolds will answer that question. It's out this month in hardback, and there's also the 288-page special edition that comes with the short story 'Morkai's Breath'. Each of the 1,250 copies is also signed by Josh Reynolds. (And as part of the Black Library Celebration, you can pick up the special edition in Games Workshop and Warhammer stores.) If you're a fan of the Wolves of Fenris, Lukas the Trickster or the works of Josh Reynolds, check it out.

READER'S CHOICE NOVELS

Black Library asked its fans which two novels they'd like to see back in print. After a hotly contested pair of polls, the choice was clear, and Black Library programmed its print-servitors to produce a fresh run of two singular novels. So which novels did you all choose?

The first is the Warhammer novel D*rachenfels*. A classic tale from 1989 by Jack Yeovil (better known to the world as Kim Newman), it tells of a playwright commissioned to write and produce a play about the fall of Drachenfels – in the ruins of the dead enchanter's own castle. Some elements may seem strange to even long-term Warhammer fans, but it doesn't change the fact it's brilliantly written fare.

The second is Dan Abnett's striking take on Space Marines, B*rothers of the Snake*. Dan imbues this linked collection of tales with an almost legendary quality, giving the whole book an air akin to mythology. There's never been a Space Marine novel like it, before or since, so it's well worth getting your hands on – it really is a Black Library experience like no other.



LATEST NEWS

KNIGHTSBLADE

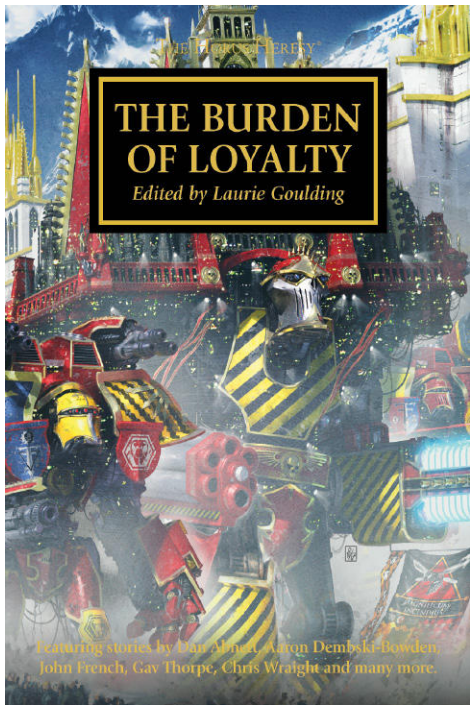
By Andy Clark | Hardback | 352 pages | 03 Feb

Continuing from the events of *Kingsblade*, *Knightsblade* follows the Knight Scion Luk Kar Chimaeros, now the Freeblade known as the Knight of Ashes, as he pursues his treacherous kin across the stars to avenge the stain on his once-noble house's honour. But when a request for aid comes from his home world, the Knight of Ashes faces a choice – return home to aid his people in their hour of need and face censure from the Imperium or continue to stalk the stars in the name of vengeance and valour.

THE BURDEN OF LOYALTY

By Various | Hardback | 448 pages | 10 Feb

Eight Horus Heresy short stories by some of Black Library's master remembrancers – including Rob Sanders' 'Cybernetica' and Chris Wraight's 'Wolf King'. Many of these tales are in print for the first time, adapted into prose from audio dramas. So, if you're a completist or prefer your Horus Heresy tales told using the written word, *The Burden of Loyalty* is jammed to the seams with brilliant Horus Heresy fiction, featuring characters loyal to both the Throne of Terra and the Warmaster Horus…



A DEADLY WIT

By Gav Thorpe | Audio Drama | 62 minutes | 24 Feb

An audio drama featuring Harlequins? The two were made for each other! Gav Thorpe weaves an intriguing new tale of honour and bloodshed as the Masque of the Fading Dawn, led by the Red Swan himself, Duruthiel, face down Orks in a savage night ambush – but there's something deeper at work. As is so often the case with the children of Cegorach, nothing is quite what it seems – and Gav's once again put together a story with panache worthy of production by the finest of players.

Listen now!

FIVE QUESTIONS

JOSH REYNOLDS

Word-slinger par excellence Josh Reynolds has turned his pen to the saga of the Space Wolf Lukas the Trickster. With so many books under his belt (about so many characters) Josh has written about almost every aspect of the worlds of Warhammer.

"Njal Stormcaller? Ragnar Blackmane? Pfah. No sense of humour, those guys."

1. You've covered a fair bit of Warhammer 40,000 and the Age of Sigmar – what drew you to writing about the Space Wolves?

It was because I hadn't written about them before. I'm possessed of an urge to write at least one thing about every First Founding Chapter – so far I've managed Imperial Fists, Blood Angels, Ultramarines, White Scars and now Space Wolves. Only a couple more to go!

2. The Space Wolves have a whole bevy of characters to spin sagas about – why did you choose Lukas the Trickster?

Why wouldn't you choose Lukas, if you had a choice? Njal Stormcaller? Ragnar Blackmane? Pfah. No sense of humour, those guys.

3. You've made your mark on Warhammer 40,000 with this and the likes of Primogenitor, but you're best known for Warhammer and Age of Sigmar fiction – does the 41st Millennium give you different challenges as a writer?

Oh, to be sure. I always have trouble with those little details that give the universe its rich depth. Like, what does Space Marine power armour do, exactly? What are the pieces called? I can never remember. And then the editors cry when I make things up.

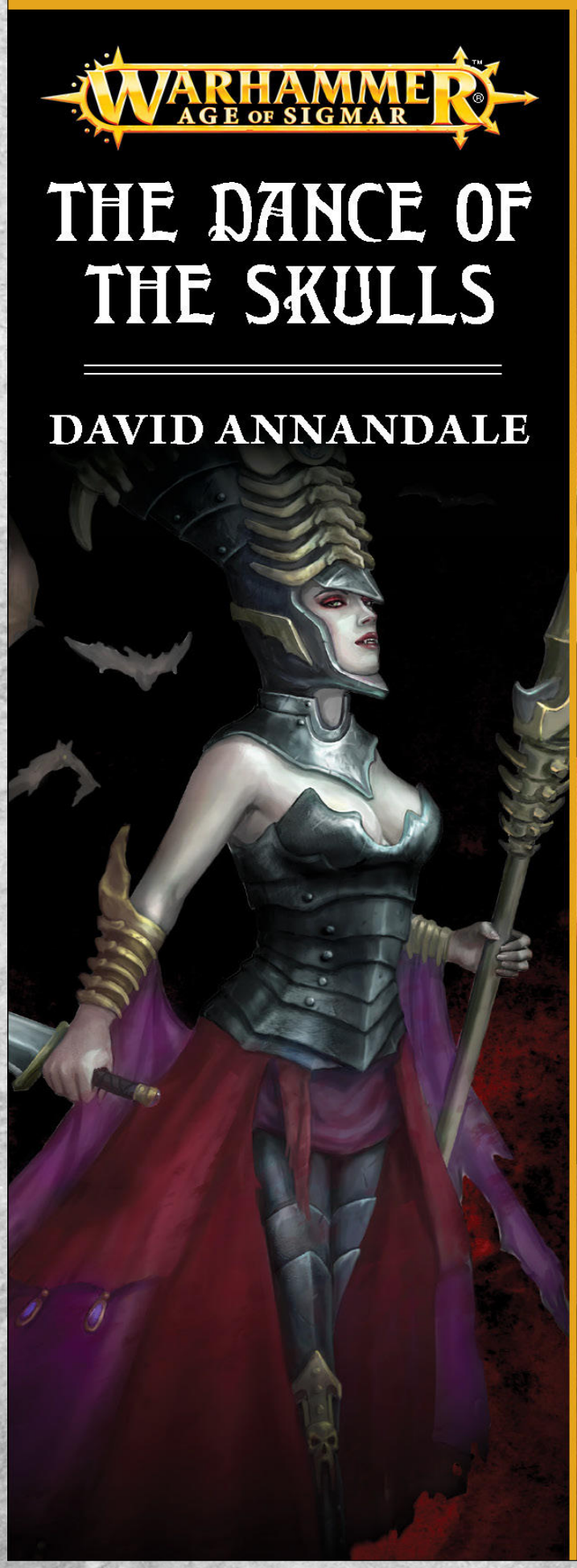
4. What's your favourite part of *Lukas the Trickster*?

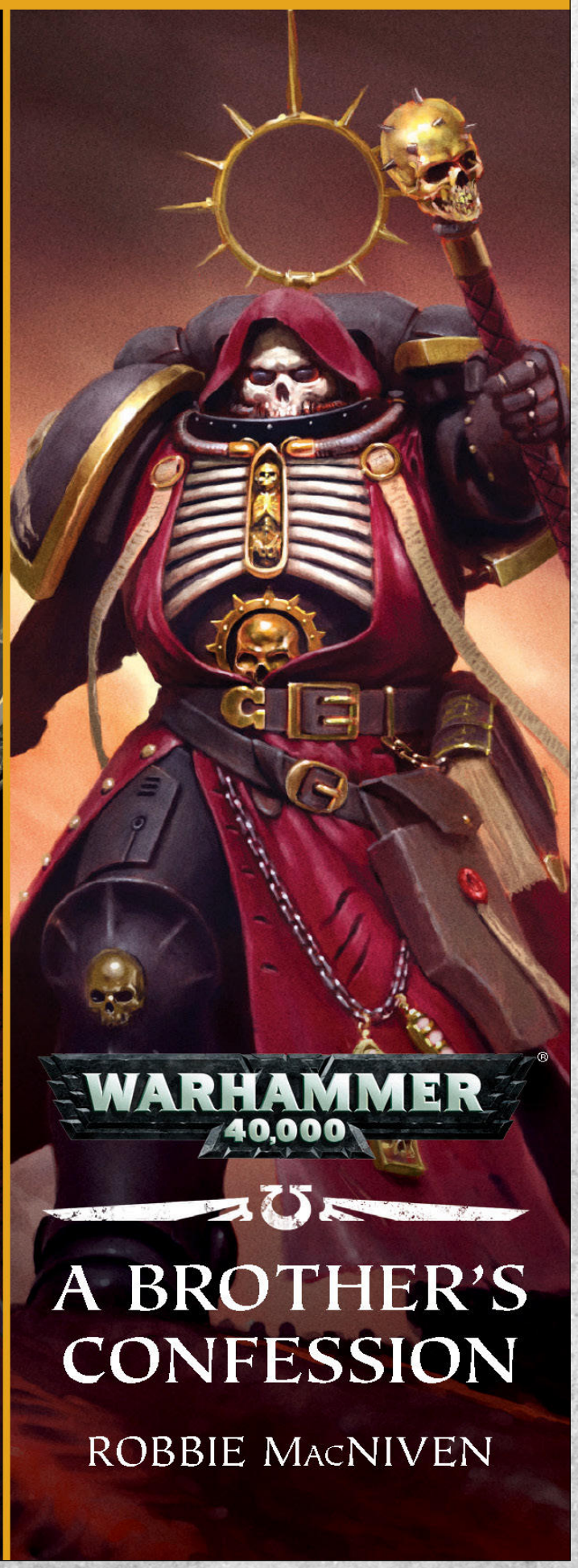
The part where he [REDACTED] and then sticks his [REDACTED] and then [REDACTED] as well as [REDACTED]. Or the scene where he sets a Wolf Lord on fire. That's good, too.

5. What character would you like to write about most?

Griff Oberwald. Or maybe Varag Ghoulchewer. It's a toss up.

FREE WITH WHITE DWARF





DOWNLOAD NOW!

BLACK LIBRARY CELEBRATION 2018

Available from 24th February 2018

WARHAMMER 40,000 JOURNAL

The galaxy has seen ten thousand years of bitter war. Millennia ago the Emperor – the Master of Mankind – sought to reunite his scattered race and forge an everlasting Imperium of Man. To this end he created the Space Marines, the ultimate weapon of his galactic reconquest. This intricately designed and crafted journal honours these genetically enhanced warriors of unparalleled might, making it the perfect accessory for fans of Warhammer 40,000.

POSTCARDS BOX SET

Celebrate 20 years of Black Library's publishing history with this unique collection of 100 postcards. Featuring the very best in iconic Black Library book cover design, this selection includes fan-favourite titles from Warhammer, Warhammer Age of Sigmar, Warhammer 40,000 and The Horus Heresy.

BLACK LIBRARY CELEBRATION 2018

By Various Authors

Anthology of six short stories across Warhammer Age of Sigmar, Warhammer 40,000 and The Horus Heresy. Available free from Games Workshop retail stores and with webstore orders.

NEW EISENHORN MINIATURE

Gregor Eisenhorn is one of the most powerful, ruthless and determined men ever to serve the Holy Inquisition. A potent psyker, he has proven himself time and again, destroying arch-heretics such as the notorious Pontius Glaw. But in hunting Chaos, he has also been drawn to it, and is not above using daemonic artefacts and creatures to achieve his goals. As a result, he has been declared heretic by the Holy Ordos. No one knows if he has truly fallen to Chaos, or if he continues to wage a singular, isolated war against the Archenemy, all alone against the forces of the warp.

Includes rules for use in Warhammer 40,000.

EISENHORN: THE MAGOS

By Dan Abnett

The Magos is a brand new, full-length Eisenhorn novel, published here alongside all of Dan Abnett's Inquisition short stories in a single definitive volume.

CONTACT

Where you get to have your say... send us your letters and pictures and we'll print the best ones we get!

By submitting letters, articles or photographs, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

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ALL MANNER OF CHAOS

To the White Dwarf team,

I have been reading the latest White Dwarf and it is very good. While reading, I had an idea for the next A Tale of Four Warlords – you could have all four warlords make Chaos armies (either in Warhammer Age of Sigmar or Warhammer 40,000), but each warlord has to chose a different Chaos God for their army. Just an idea I thought would make it a little different and more interesting. Thanks for the awesome content,

Ethan Tyler, Greenwich, UK

Hey Ethan, glad you like the magazine and thanks for your idea. As you may have noticed, we've just started out next edition of A Tale of Four Warlords, but your idea definitely sounds pretty interesting. We're not sure whether it would work over a six-month period (there's only so much Chaos people can handle!) but there's definitely some scope to it. Perhaps you and your gaming group should give it a go and let us know how you get on?

I'M BACK IN DA GAME!

Hello, White Dwarf team!

It was around 10 years ago now that I left the hobby – Games Workshop paints were still in hexagonal pots, *The Hobbit: An Unexpected Journey* Strategy Battle Game wasn't out yet and, as far as I can remember, Warhammer 40,000 was in its fifth edition.

By chance I happened upon a Dark Imperium teaser video on the Internet, and I remembered how much I loved this hobby. So I went into my garage to find my beloved old figurines (almost all of them are for The *Lord of The Rings*) and what a suffering for me.... I didn't realise I'd painted them so badly! Even considering I was a young child, they were pitiful. The Spirit of Grombrindal tells me I can't leave my honour like this, so I went to my nearest store and picked up the Dark Imperium box. It would be my shining redemption. I've spent the last four months painting the models in it and whatever else I can get my hands on. I'm addicted again.

This little story shows you just how impressed I am by all the progress Games Workshop made since I left the hobby. The new ranges of models are incredible, so beautiful, with such fine details and, most importantly for me, they're realistic and immersive. As soon as you start to paint them you feel a new story is born in your head. The new Death Guard in particular are disturbingly attractive – amazing work. All of you guys did an incredible job – this new Warhammer 40,000 is so freaking good.

I also have a few questions and as a proud son of Sanguinius I can't contain my passion or my impatience. Do you know when the Blood Angels codex will be out? And do you know if the studio is planning to release some Primaris-sized add-ons for the Chapter such as the Death Company? The real question is: will all future Space Marines be Primaris Space Marines? I'd like so much to have my whole army of them.

Pierre Chevallier, via email

Well, first off, we're glad to have you back, Pierre – it's always nice to hear of a hobbyist returning. We're glad you like the new boxed game, too – you'll have to send us some pictures of what you've been painting.

In response to your questions, you might have noticed that Codex: Blood Angels is out now and that they can field the new Primaris units, too. Units such as the Death Company will remain as they were for the foreseeable future – remember, the Black Rage hasn't had time to affect the Primaris Space Marines. Yet...

A GARGANTUAN QUESTION

Dear White Dwarf,

As a veteran of Warhammer, collecting for many years since the '80s, I can honestly say that your models and games just get better and better as time goes on. However, as I am currently creating my Soulblight army, I find myself once again asking the question: why are there no Undead Giants? Nagash, in his superior wisdom, must see the advantage of raising them from the dead – just imagine the carnage they'd cause.

Please can you guys at White Dwarf put this to serious thought as I am not the only one who would love to own an Undead Giant.

Yours, with bated breath,

Mr K Potter, Rochford, UK

An Undead Giant – well, an Undead Gargant as they're now known – sounds like a great idea, Mr Potter. While they may be part of the Destruction Grand Alliance, you could always convert some kind of Zombie Gargant to use with your army – I'm sure none of your regular gaming buddies would mind. In fact, I'm sure they'd love to see what you came up with. Then again, with all this news about Malign Portents, who knows what Nagash might create next for his Undead Legions?

(Just so we don't get your hopes up, it isn't an Undead Gargant, but it is incredibly exciting.)

SOMETHING WICKED THIS WAY COMES

Having been in and out of the hobby since my teens – my first White Dwarf was issue 95, I played Warhammer third edition and Rogue Trader and I remember when Dark Angels wore black – I just wanted to let you know that it feels to this oldish codger like a glorious age for the magazine and for the hobby. I was assembling Spirit Hosts yesterday and marvelling at the beauty and ingenuity of the kit – far beyond what would have been possible back in the day. My only complaint is the demise of my beloved Old World, though no doubt I'll get over it someday!

As I assembled those beauties for the Lichemaster's legions, it occurred to me that there is a sweet spot here: production of some great boxed games like Warhammer Quest and Betrayal at Calth, the return of old favourites like Space Hulk and Slambo and the appearance in your esteemed publication of a Shakespeare reference ("Recreate Hamlet in miniature form" with the Citadel Skulls). Clearly, the logical progression would be to produce a new version of the Tragedy of McDeath – surely Dart of Harkness, Klinty the Treeman and the McCoughlagans are due a pun-filled reappearance? I can only imagine the miniatures that Darren Latham or Seb Perbet could create, particularly with the eponymous antagonist. I'll happily take any trial runs – or even the master models – off your hands. Here's praying!

Alex Campbell, London, UK

Wow, okay, that's going back quite some way, Alex! (For those of you who don't know of the Tragedy of McDeath, it was a scenario pack for the second edition of Warhammer, released way back in 1986!) While it's unlikely we'll bring it back, we've learned never to say never. Alternatively, you could always come up with your own scenarios – the rules for Warhammer Age of Sigmar would be perfect. In the meantime, we'll chat to the miniatures designers and see if they fancy sculpting some classic heroes to join the mighty Slambo.

HAPPY ANNIVERSARY

Congratulations to the White Dwarf crew for a year's worth of brilliant hobby content. It's been a year since this latest iteration of the magazine hit the stands and in my opinion – I've not missed a copy since issue 189 appeared in September 1995 – it's also the best White Dwarf. One of the things I most appreciate is the appearance of the team in the magazine's pages, as well as other faces from the Design Studio, 'Eavy Metal and so on. It's really rewarding to read and enjoy a hobby magazine created by talented hobbyists. At one point during the publication of White Dwarf Weekly, names and faces dropped from the pages of the magazine and I was astonished at how much I missed the personal dimension in the Battle Reports, interviews, and painting tutorials. It means a lot to know that you all are so into the hobby, and it's great following people's projects, rivalries and goals. Oftentimes, even in issues crammed with amazing content, my favourite pages are the last few highlighting what's been going on in the bunker during the previous month. In any case, I hope the team celebrates in high style a successful year launching the latest version of a fantastic publication. Thanks for your hard work and commitment to creativity and fun, as well as back-to-back Tale of Four Warlords features! I can't wait to see what's next.

Greg Matthews Clarkston, WA, USA

Thank you for your kind words, Greg – we're glad to have people back in the mag, too – we feel it adds so much to an article, especially if it's about the design of a miniature or a new book. On another plus, it also means we have to stay well groomed in case a picture's required!

OLD ENEMIES

Since the Gathering Storm series started and all those fantastic character models were released, I've been wondering: why only the good guys? Where is the 'Triumvirate of Evil' and, mostly, why didn't Abaddon get a new incarnation? I mean he IS one of the oldest enemies of the Imperium in the galaxy – but the miniature is almost as old as he is! Of course it's a great model, but who wouldn't have loved to see (and have) a new model of this first class villain?

Ulrich Schmieder, Hamburg, Germany

We wish we could give you an answer, Ulrich, but sadly we're not privy to the plots and schemes of the Chaos Gods. Only time will tell what the future will bring for Abaddon.

ASK GROMBRINDAL...

Dear Grombrindal,

A question for His Beard – I get why Sigmar's people would want to retake the Realm of Beasts, Life or Metal because of the living conditions and the basic necessities that can be fulfilled like food, water and building materials. But why would anyone want to live and build cities in Aqshy, a burning land with fires everywhere? The basic conditions for life seem absent. Or are there 'nice' places in Aqshy and is my image of 'hell on earth' wrong?

Tom Van Droogenbroeck, Kortemark, Belgium

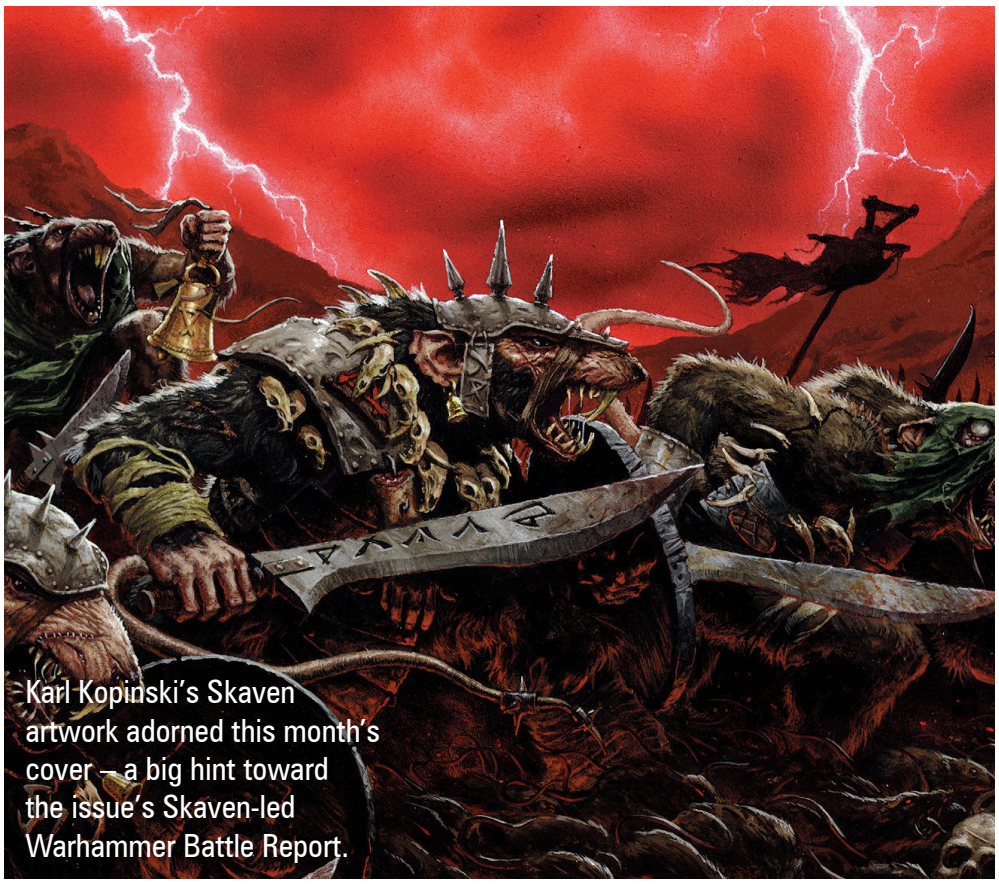
His Beard? I seem to have acquired a new title, thank you, Tom. To answer your question, well, there are many answers.

Firstly, you're right – Aqshy is a pretty fiery place and no, there aren't many nice areas. It's all a bit fire and brimstone. However, lots of different races, peoples and creatures are indigenous to the Realm of Fire and they've kind of gotten used to it. There's plenty of food available, with the added bonus that it often comes pre-cooked, and most people don't need to worry about heating their homes or wrapping up warm in winter. Also, Aqshy has lots of valuable commodities that can be traded with the peoples of other realms, such as firestones, magical lava, precious metals and volcanic gems. Us duardin love it.

Grombrindal

TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This month, we cast our gaze all the way back to August 2001.


Karl Kopinski's Skaven artwork adorned this month's cover – a big hint toward the issue's Skaven-led Warhammer Battle Report.

With the Dark Shadows campaign in full swing and generals from all over the world battling it out for control of the rain-sodden isle of Albion, this issue was packed with features about the campaign, including Warmaster and Warhammer Battle Reports. There was even a free campaign booklet! In the grim darkness of the far future there was background for three new characters for the large-scale narrative skirmish game Inquisitor – Inquisitor Tyrus, Techpriest Tezla and the Daemonhost Cherubael (later to appear in Dan Abnett's Inquisitor novels), while the first of two Index Astartes articles in the issue shone a light onto the Night Lords, giving us a better idea of why they're such vicious, bloodthirsty sadists.

This month was also notable in that it hinted at things lurking just over the horizon. For Warhammer 40,000, there was a preview of something called the 'Tau' – the accompanying artwork hinted at their clean, high-tech aesthetic (and their Kroot auxiliaries), but left the Battlesuits as a surprise for the final reveal…

DARK SHADOWS

While you're probably gearing up to get stuck into Malign Portents today in 2018, in 2001 there was another Warhammer global campaign going on – Dark Shadows. Forces from across the Warhammer world were drawn to a rainy, miserable spit of land off the coast of the Old World known as Albion. On top of a new region to battle in, the campaign introduced the heroic (if rather underdressed) Truthsayer, the sinister (if rather overdressed) Dark Emissary and the grotty horror known as the Fenbeast.

OLD MAN EISENHORN

Dave Thomas was an 'Eavy Metal painter , in a previous life, and this month he showed readers how to paint their very own Inquisitor Eisenhorn (54mm tall and made of white metal). The Inquisitor game and Dan Abnett's first Eisenhorn novel, Xenos, had both been released earlier 2001, and Eisenhorn was one of the leading characters in the game. Where the books featured a young Eisenhorn, the Inquisitor game featured the older, wiser and balder Eisenhorn.

AWW, RATS!

Phil Kelly took on all-comers in this month's collection of Albion-themed Battle Reports. Victory was his not through artful cunning, but because of Albion's unceasing rain rendering his foes' guns and bows utterly useless.

THE INFESTATION OF ALBION

VERMINTIDE

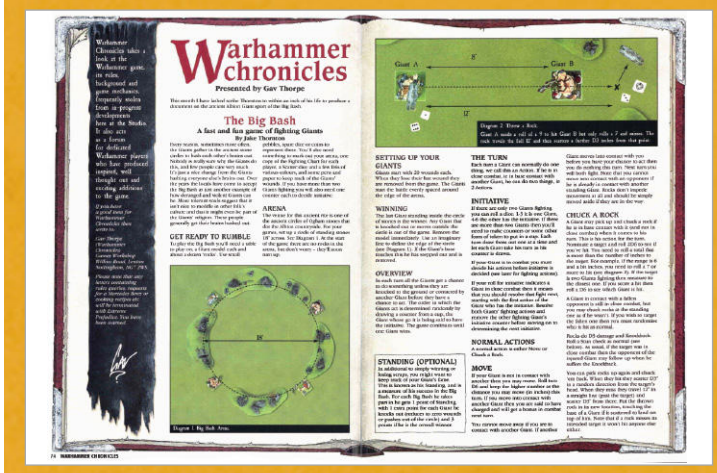
THE GRAND ARMY OF LUITPOLD VON STROHEIM

FINKEL'S VERMINTIDE

KORHEDRON'S REAVERS

GIANTS FIGHTING AND LIZARDS RIDING

Filled with new rules and projects 'liberated' from the desks of games designers, Warhammer Chronicles this month had a giant-fighting minigame by Jake Thornton (timely, as this month saw the release of the Giants of Albion), new rules for different breeds of Dark Elf War Hydras by Erik Mogensen, and Gav Thorpe previewed rules for Lizardmen Saurus Cavalry alongside kitbashing advice from Darren Latham.


Warhammer Chronicles

Presented by Gav Thorpe

The Big Bash

A fast and fun game of fighting Giants

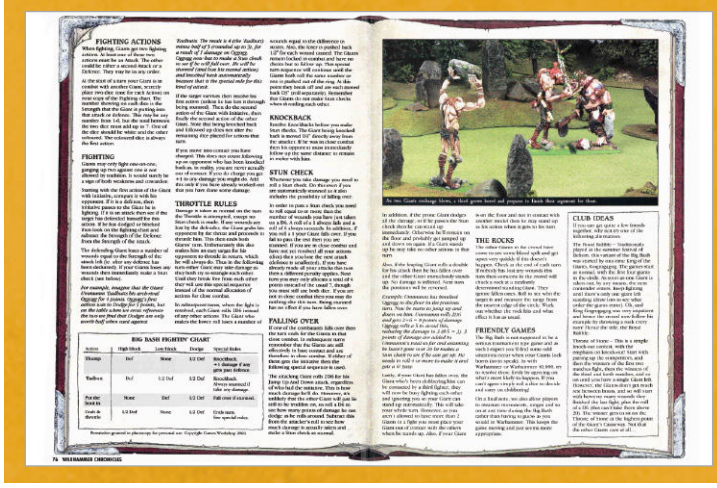
By Jake Thornton

SETTING UP YOUR GIANTS

THE TURN

OVERVIEW

STANDING (OPTIONAL)


FIGHTING ACTIONS

THROTTLE RULES

KNOCKBACK

STUN CHECK

FALLING OVER

CLUB IDEAS

THE ROCKS

FRIENDLY GAMES

BIG BASH FIGHTIN' CHART

CREATING WORLDS

In the second part of a series, Gav Thorpe continued his look at building settings for Inquisitor campaigns. This month, he turned to the question of terrain and making use of it in different ways to build a backdrop for your games.

As a game focused on narrative and storytelling (it was even recommended that games be run by a gamesmaster) setting mattered a great deal in Inquisitor and in this article Gav showed how you could go about using terrain to create a backdrop suitable not only for the inevitable fighting, but also politicking and investigation. With a few carefully chosen pieces of terrain and some boards to sit them, Gav showed how to go about creating a range of locales to play games of Inquisitor in.

CREATING WORLDS

INQUISITOR CAMPAIGN SETTINGS PART 2

GAMING LOCATIONS

THE SEWERS

SLAVE PLANTATION

MOON BASE PRIMUS

TEMPLES

CATACOMBS AND SEWERS

INDUSTRIAL COMPLEXES

SPACE PORTS

ARMOURIES AND MILITARY FACILITIES

STARSHIPS

ARCHIVES AND LIBRARIES

MAPS AND DIAGRAMS

THE QUESTION OF TERRAIN

CAVERNS & CARNOSAURS

Back, in 2001, the White Dwarf team felt it was high time to let people know that the pen and paper RPG set in the Warhammer World was still going strong, 16 years after its release. We can tell you that's still the case today, although the duty of looking after it has since fallen to Cubicle 7 – word has it a new edition may well be in the offing…

HOGSHEAD PUBLISHING

DARK FANTASY

Warhammer roleplaying set in the Old World

WARHAMMER FANTASY ROLE-PLAY

THE DOOMSTONES CAMPAIGN

FIRE AND BLOOD

WARS AND DEATH

THE ENEMY WITHIN CAMPAIGN

SHADOWS OVER BÖGENHAFEN

SCENERY WORKSHOP

In one of several articles to support the Inquisitor game, Paul Rudge offered up advice on how to make your dark designs a reality in the first of a series on making terrain for Inquisitor campaigns.

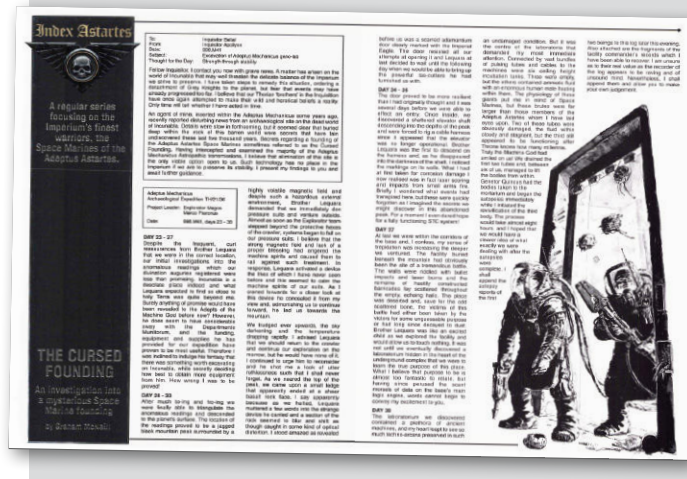
Notably, the models used to play Inquisitor with were much larger than those used for other Games Workshop games – an average human would stand about 54mm tall – so Paul's scenery was also accordingly larger. There was a lot of repurposing of household objects, along with the requisite cutting, gluing and painting but the results are instantly recognisable as scenery from the Dark Millennium – they're more than faintly reminiscent of today's Sector Mechanicus scenery kits, in fact.

SCENERY WORKSHOP

Building an Inquisitor battlefield, part 1

CURSED FOUNDING

In the issue's second Index Astartes feature, Graham McNeill explored the mystery of the so-called 'Cursed Founding' of the Adeptus Astartes. While the logs within hint at the dark work carried out on the world of Incunabla (with reference to the Black Dragons and the ill-fated Flame Falcons Chapters), the article offered only cryptic hints rather than true answers. Who founded the Incunabla facility? And what became of Explorator Pteronus and his team? We may never know the truth…


Index Astartes

A regular series focusing on the Imperium's finest warriors, the Space Marines of the Adeptus Astartes.

THE CURSED FOUNDING

An investigation into a mysterious Space Marine founding

By Graham McNeill

GETTING STARTED WITH...

BLOOD BOWL

GOOD AFTERNOON, SPORTS FANS! JIM JOHNSON HERE! EVER WONDERED WHY BLOOD BOWL IS THE MOST POPULAR GAME THE OLD WORLD'S EVER SEEN? WELL, WE'RE HERE TO TELL YOU ALL ABOUT IT...

BLOOD BOWL: SECRETS OF THE GAME

blood bowl is the game of fantasy football, played across the length and breadth of the old world by all its many races. If you've been watching from the sidelines and wondering what all the fuss is about, read on. here's our all-time hall of fame best eleven of the reasons to join in the mayhem...

1 VARIETY OF TEAMS

"A game played between two teams of 11 players." Now imagine those teams are made up of Elves or Dwarfs or Orcs. The variety of teams and the stark differences between them is a huge part of the game.

DID YOU KNOW?

Blood Bowl began as a substitute for war, after two rival armies chanced upon a book containing the rules as set forth by the great god Nuffle. The rules have been refined and reinterpreted over the years but are still considered sacred.

2 QUICK SNAP

A game of Blood Bowl requires nothing more than two teams, a pitch and a ball (well, and a few others bits and pieces you get in the box). It's as complete a game as you could want but with endless replay value.

3 DOUBLE SKULLS

Actions (and luck) have consequences, and that's a particularly big part of Blood Bowl's tactical challenge. An unsuccessful action in Blood Bowl will usually end your turn and many can have consequences significantly worse than that, epitomised by the 'double skulls', Blood Bowl's very own snake eyes. The sight of them will have a Black Orc crashing into the turf while trying to smack around a weedy Gobbo.

4 TOP THE LEAGUE

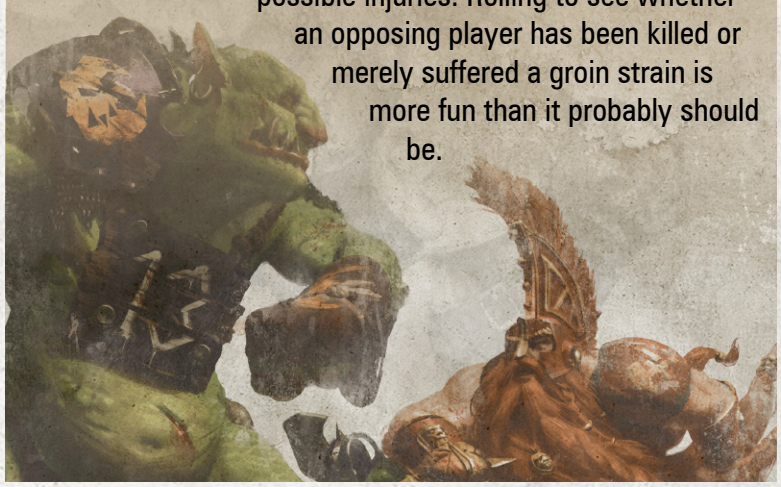
One-off games are great but where Blood Bowl's concerned getting to watch your team develop over the course of a league is what it's all about. Blood Bowl is ideally suited to cramming in loads of games, too.

5 EXPERIENCE COUNTS

Some players start with special skills like Catch or Dodge but one of the great things about Blood Bowl is that any player can earn them over the course of a league. Give your players the skills to suit the way you play.

6 INJURIES

Injuries happen. And in Blood Bowl, that's quite often. Then there's the sheer variety of possible injuries. Rolling to see whether an opposing player has been killed or merely suffered a groin strain is more fun than it probably should be.



DID YOU KNOW?

While weapons are explicitly outlawed by the sacred rules of Blood Bowl, most teams make regular use of some distinctly questionable items. Shivs, clubs and knuckledusters all sit at the tame end, while Goblin teams will often attempt to bring bombs or even chainsaws onto the field and certain Dwarf teams have even been known to employ the so-called Death Roller!

PLAYBOOK

READY TO TAKE TO THE FIELD? HERE'S OUR TOP TIPS FOR ROOKIE COACHES!

Play to your strengths… Most Blood Bowl teams have obvious strengths – the toughness of the Dwarfs, the agility of the Elves, the bashiness of the Orcs. Find a team whose strengths match the way you want to play.

…but know your limitations. Unsurprisingly, most teams have at least one obvious weakness, too. Skaven are fast but poorly armoured, the sturdy Dwarfs rather slow. Know where you're going to be outmatched.

Think ahead. The order you do things in matters in Blood Bowl. An unnecessary failure will end your turn so carry out the safe, simple actions first then attempt the risky (and most fun) ones, like long passes, at the end.

Assume the worst. Blood Bowl really is all about things going wrong. Try to make sure they go wrong for your opponent – it's often more effective than trying to make them go right for you! Force your opponent to take risks and roll dice. Then sit back and enjoy the fun.

7 RANDOM MAYHEM

You're about to unleash a perfectly planned play or game-winning pass when suddenly a trapdoor opens or the ball splits in two. There's chance and then there's the random mayhem you see on the Blood Bowl pitch. Embrace it and use it.

8 HOME & AWAY

Where you play matters. And we're not talking about neatly trimmed grass and clean changing rooms. Venture underground on a Dwarfen pitch and you could find the stands rocked by seismic activity, or head out onto the Astrogranite and keep the apothecaries busy.

9 BIG GUYS

Agility. Dexterity. Tactical nous and vision. These are just some of the vital athletic qualities Blood Bowl's big guys just don't have. What they do have is monstrous strength and some novel ways of using it – like lobbing teammates around the way other players throw the ball. Ogres, Trolls, Minotaurs and more add a uniquely monstrous element to your team.

10 STAR PLAYERS

Legends take time to write, so while your own players are earning their stripes there's a host of Star Players – legends like Griff Oberwald and Varag Ghoul-Chewer – to choose from. They're mercenary types and probably won't stick around forever but it'll be fun while they do.

DID YOU KNOW?

The original scriptures of Nuffle called for the inflated bladder of a pig to serve as the ball (much to the consternation of the pig). These days balls can be made from anything from finest pigskin to warpstone chunks or even specially bred ball squigs.

11 UTTER CHAOS

The violence. The random events. The unpredictable behaviour of most of the players. Blood Bowl is all about the things that shouldn't happen but probably will. That's the fun of it – and it's the key to victory, too. Mastering the unpredictability is all part of the fun.

FOR MORE INFORMATION

BLOODBOWL.COM

VIDEOGAME

HANDS OF THE EMPEROR

Have you ever wanted to wear the mantle of an Imperial Inquisitor and battle the alien, the mutant and the heretic? Neocore Games' latest computer game, Warhammer 40,000: Inquisitor – Martyr, lets you do just that. White Dwarf spoke to them to find out more.

Warhammer 40,000: Inquisitor – Martyr is an action RPG for PC, Xbox One and PS4 set in the Warhammer 40,000 universe. As the title suggests, you play the role of an Inquisitor, an agent of the God-Emperor of Mankind imbued with limitless authority to act in the Imperium's defence. The game takes place in the Caligari Sector, a region of space assailed by threats on all sides. Your sacred duty is to cleanse this sector with blade and bolt shell, by any means necessary. While you take the mantle of a lone Inquisitor, you don't have to fight solo – you and up to three friends can team up to and purge the unclean together.

Neocore Games have been working hard on Warhammer 40,000: Inquisitor – Martyr for quite some time, with the game entering Early Access in September last year. While they're continually tinkering with the game and updating it to make it even better (adding new wargear to find, new foes to do battle with, new missions for players to undertake and improving the existing content) the game is now reaching the point of final release. White Dwarf talked to Neocore Games about their work on Warhammer 40,000: Inquisitor – Martyr, what the computer game has to offer all fans of Warhammer 40,000, and what Neocore Games' plans for the game's future are.

Why did you choose to make an action RPG set in the Warhammer 40,000 universe?

The Warhammer 40,000 universe with the grim space-gothic setting seemed like a good choice, and since there are quite a few developers in our studio playing a lot of Warhammer 40,000 games it wasn't a difficult decision. This universe – with its huge, bloody battles and gigantic armies – cries for an action RPG, but we noticed that there weren't any. We already have experience in this genre, so we thought we should combine the two and build something special.

Why did you choose an Inquisitor as the player-character, and what made you choose the three different sub-classes?

Inquisitors are powerful, individual agents with huge authority, which fits perfectly the needs of an action RPG. And although Inquisitor – Martyr is an action RPG, the single player campaign and the various assignments beyond the main plot focus on complex investigations throughout the Caligari Sector, our sandbox corner in the Imperium of Man, solving the big mystery step by step and exploring the entire sector in the meantime. We wanted the main character to be someone who can purge the endless waves of Chaos and also be the centre of a story like this. Inquisitors fit very well into this dark, gothic atmosphere. The three different classes, which are all established Inquisitorial roles – a tank-type Crusader Inquisitor, a fast, stealthy Assassin Inquisitor and a Psyker Inquisitor, tinkering with the warp energies – represent the holy trinity of different RPG play styles. But that doesn't mean players can't customise these classes further. For instance, an Assassin can be a fast melee warrior with dual-wielded blades or a stealthy character equipped with sniper weapons or one who poisons and slows down enemy units, letting the Crusaders do the purging.

> **"We wanted the main character to be someone who can purge the endless waves of Chaos and also be the centre of a story like this."**

Why did you choose a whole sector as the setting for the game?

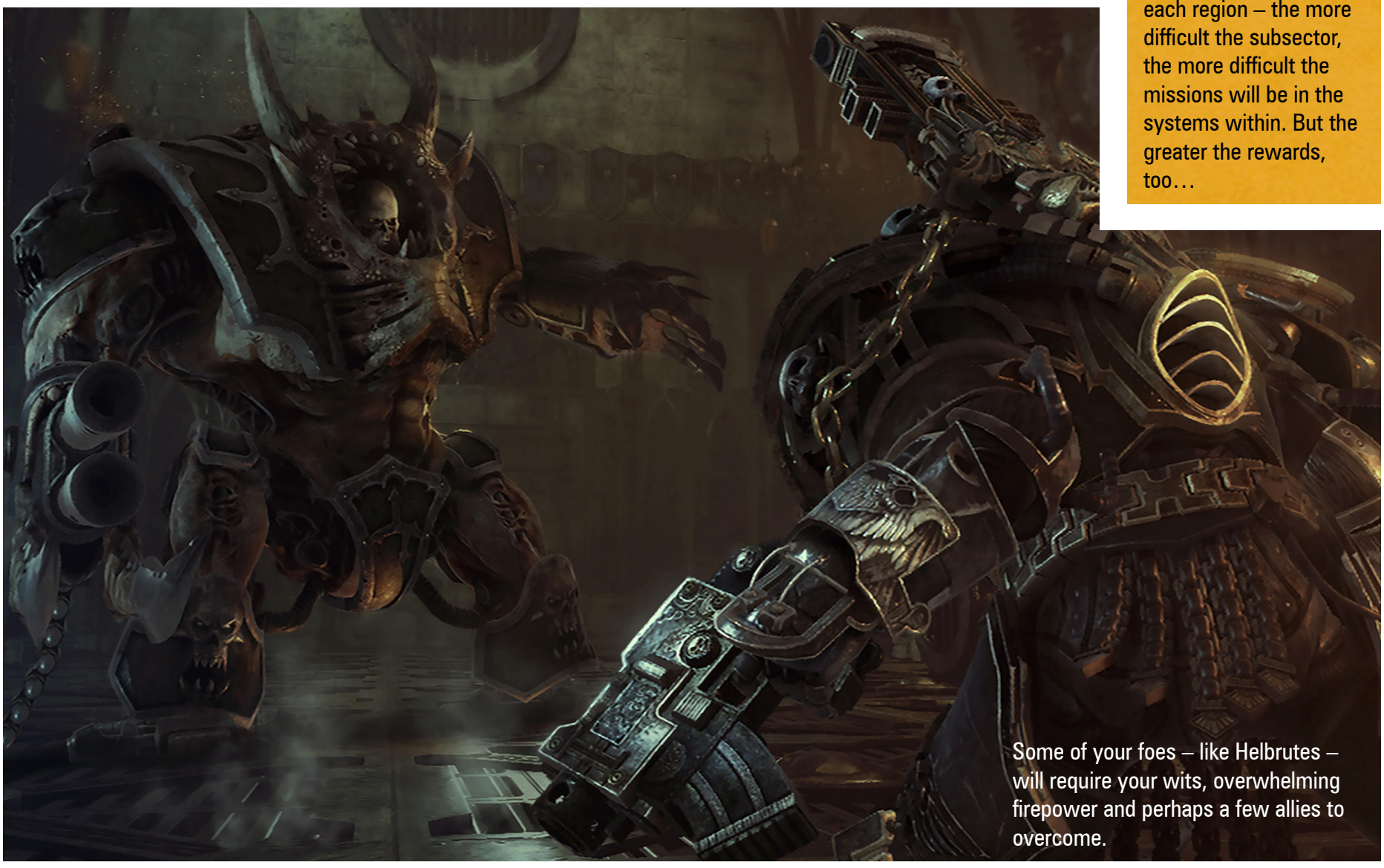
Inquisitor – Martyr is an open world action RPG, so we needed a huge playground for our story and for all the random maps, with a whole variety of map types or weather conditions. Infested space stations, snowy planets, Imperial hive cities, dangerous-looking alien worlds and so on. One planet or even a whole system wouldn't have been enough. We want players to feel a bit lost – in a good way – in this vast, massive sector as they unlock and explore it while levelling up their characters. The main campaign will start on an abandoned

WHAT IS AN ACTION RPG?

Action roleplaying games (or action RPGs) like Warhammer 40,000: Inquisitor – Martyr are a genre of computer game that follows the conventions of roleplaying games – with elements like customisation of skills and equipment, experience and character types – but which has real-time combat in place of turn-based battles, to give the game a sense of immediacy and constant peril.

THE CALIGARI SECTOR

To say the setting of Warhammer 40,000: Inquisitor – Martyr is big is an understatement. The game is made up of subsectors, each containing multiple star systems, each containing multiple worlds. The game indicates the difficulty of each region – the more difficult the subsector, the more difficult the missions will be in the systems within. But the greater the rewards, too…



Some of your foes – like Helbrutes – will require your wits, overwhelming firepower and perhaps a few allies to overcome.

ZONES MORTALIS AND SECTORS IMPERIALIS

Neocore Games drew on 30 years of Warhammer 40,000 artwork to design the game's levels. Warhammer 40,000 terrain sets also provided the designers with handy building blocks, as many of the areas in the game are procedurally generated. This means they are automatically created from a variety of existing components as players start new missions. Combining the two means each mission is unique and fits seamlessly into Warhammer 40,000 universe.

fortress-monastery called – drum roll – Martyr, but soon players will find themselves travelling in and out of various systems. A very high-level character will be able to reach the furthest, most dangerous parts of the Caligari Sector and

> **"This is a huge open world at constant war, so we decided to create a fully destructible environment..."**

decide the fate of the local systems. Another reason to create our own sector was a feature called 'Seasons'. These are not just content patches, with a strong focus on a given enemy type, but events where the community can work together (or against each other). Players will be able to shape and influence the fate of the whole sector – which affects the next Season as well – with their gameplay decisions.

Can you tell us more about the idea of Seasons?

Seasons are free content patches – including new mission types, enemies, terrain settings, and so on – that will come out on a regular basis after the final game is released. We want to create a living, breathing, continuously expanding world in Inquisitor – Martyr and Seasons will play a major part in that. These updates will introduce longer story arcs, focusing on one particular Warhammer 40,000 theme. Each Season will have a beginning and an end. By completing various missions and challenges during one Season, players will influence the outcome of that Season. These will be global events, so if a large number of players complete a Season in a particular way, everyone will experience the same exact outcome. And these outcomes can easily have devastating as well as surprising effects on the Caligari Sector. Entire planets could vanish for the next Season, or new factions could emerge, for instance.

All the elements of the game are instantly recognisable from the Warhammer 40,000 universe but with a distinctive look in the game. What was your creative process for this?

We are lucky with Games Workshop: they were pretty helpful and provided tons of material for our artists, who used all the source books and – obviously – figures as well to design the Inquisitors, adversaries and environments. We've put in a huge amount of work to make them look similar to the real thing, and to be recognisable even during a bloody, chaotic battle scene. We know Warhammer 40,000 fans care a lot about this so we wanted to do it right.

Did the setting inspire new game mechanics?

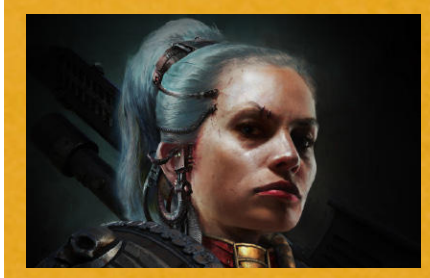
Absolutely. This is a huge open world at constant war, so we decided to create a fully destructible environment, filled with blood, gore and special executions for when you defeat enemies. Regarding gameplay mechanics, fans of action RPGs will find some interesting new ideas being introduced, all

AGENTS OF THE ORDOS

In Inquisitor – Martyr, players can choose to play one of three types of Inquisitor, reflecting their origin. These are then further split up into sub-types, giving you even more options.

ASSASSINS

Inquisitors with the Assassin background are swift death incarnate, be it from afar with sniper rifles and master-crafted shotguns or up close with poisoned blades and power swords. While nowhere near as resilient as other types of Inquisitor, they can easily dodge the clumsy blows of Renegade Militia and Heretic Astartes.



PSYKERS

Those Inquisitors with the Primaris Psyker background are potent if unstable warriors. Able to draw on the powers of the warp itself, they can lay waste to whole bands of foes with a gesture. Despite this, they lack the raw physical power of the Crusader or the graceful agility of the Assassin.

CRUSADERS

Crusader Inquisitors are unsubtle in the extreme – but they can afford to be, as they wear the heaviest of armour and wield the most powerful of weapons. They are the God-Emperor's wrath made manifest, a fist of righteous anger that can crush almost anything.

EARLY ACCESS

Warhammer 40,000: Inquisitor – Martyr made use of Early Access on the Steam platform. This meant that fans could play early iterations (known as alpha or beta builds) of the game. These may have been incomplete versions, but they gave fans a taste of a game that might not be 'finished' for a very long time. It also let players provide useful feedback for Neocore Games that helped make the finished game even better.

faithful to Warhammer 40,000 (Nurglings won't drop Power Armour, just to mention one of the tiny details). Inquisitors can create and join Cabals, invite others and go on missions with one, two or three other Cabal members. Cabals have a progression system as well, and being in a Cabal will also net you special missions, letting players dig deeper into the secrets of the Caligari Sector. Investigations will play an important role as well. These are special chains of side missions with all kinds of story elements and rewards. There's also a tactical cover system, to spice the purging up a bit. There will be scenarios where your character will get in trouble pretty quickly if they're not using cover properly.

How instrumental has the fan community been in shaping the game?

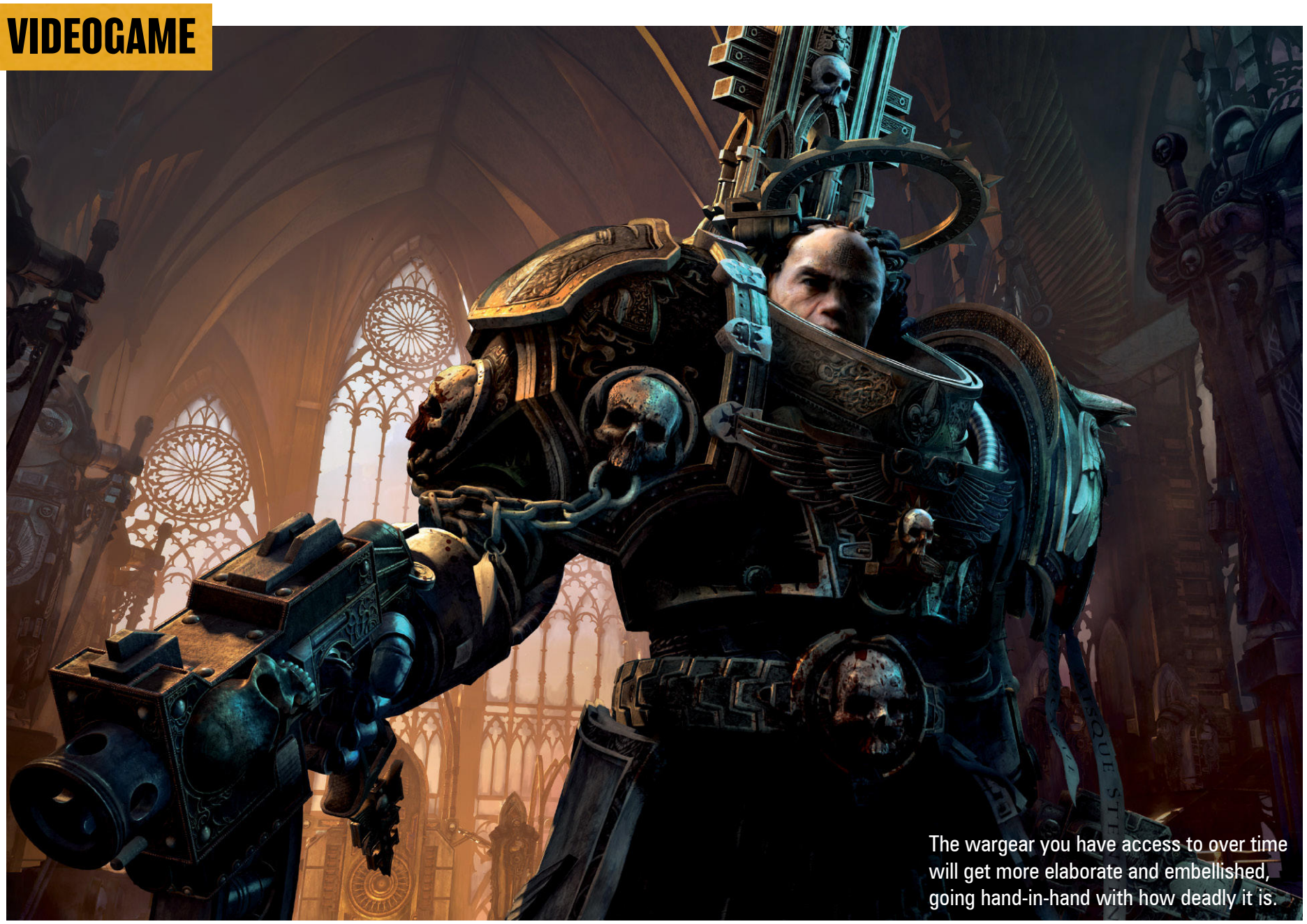
They are the best. Some of them are crazy-hardcore action RPG players, some of them have insane knowledge when it comes to the Warhammer 40,000 lore. We wanted to involve the community from the beginning and make the development transparent. We didn't really know what to expect, but in retrospect we think it was an awesome decision. With a game like this, building a good community is almost as important as building the game itself. It's beneficial for both sides: we get constant feedback, whether it's someone casually dropping some comments on Discord or a hardcore fan writing a lengthy post on our community hub or on Steam. We collect these on a daily basis – there are some surprisingly good ideas and very helpful bug reports sometimes – and if there's something we can use, we won't hesitate to do so.

BUT HOW DOES IT PLAY?

In Warhammer 40,000: Inquisitor – Martyr, missions take place on all manner of planets from hive worlds to death worlds, aboard star-forts and inside derelict starships. Each mission has different objectives. Sometimes it'll be to assassinate enemy commanders or destroy key units, other times you'll be investigating mysteries or holding out against hordes of degenerate foes.

Each character has a set of skills, and which of those they can use depends on what wargear they're wielding (it's hard to snipe at foes when you're wielding a pair of swords). Some skills, particularly those open to Inquisitors with an Assassin background, are designed for attacking single targets for massive damage, while others are intended for clearing out hordes of foes. Some of the most useful skills open to characters also incorporate movement – for example, Crusader Inquisitors can make use of jump packs to leap over the battlefield to land on top of enemies (especially amusing when you try this on Heretic Astartes).

In the end, which skills and weapons you choose will come down to your personal playing style – there's a huge number of options for both.



The wargear you have access to over time will get more elaborate and embellished, going hand-in-hand with how deadly it is.

KEEP UP TO DATE

While we're writing this article, Inquisitor – Martyr is still in Early Access, and Neocore is improving and adding content to the game regularly before its full release – and they've promised to keep creating new adversary races, items, missions and locations for it after its release as well in each Season!

To check out what's been added to the game since Early Access and to keep up to date with the latest developments going forward, search for 'Warhammer 40,000: Inquisitor – Martyr' on Facebook or go to:

neocoregames.com

Are there any specific features or mechanics that were shaped particularly by fan feedback?

Players see the game from a different perspective to the developers who have been living and breathing it for years now. And this is quite helpful. When a good idea makes sense and can be done without messing up the game, we'll definitely try it out. Besides sending in bug reports, fans and our early adopters were really, really helpful shaping the levelling process, gearing or, more specifically, Fate point distribution or modifications to the camera and the characters' speed. When we added a player-versus-player mode as an optional feature, the test phase might not have worked without some hardcore fans joining in (and sometimes absolutely mopping the floor with the developers). We can't be thankful enough!

How do Fate points work?

Fate points can be earned slowly by doing regular missions, or more quickly by fulfilling special Directives. But players need to be careful how to spend them. This is a hard-earned, valuable currency, used for crafting powerful weapons and items, upgrading the crafting Tech Tree or generating missions with greater rewards – just to name a few uses.

How many adversaries are there in the game?

If you've played our pre-alpha 'The Founding' version or the Steam Early Access, you'll have seen that we focused on Nurgle and some other Chaos-related adversaries. But with the upcoming Seasons, sooner or later we're planning to include almost all adversaries from the Warhammer 40,000 universe. The Caligari Sector is a huge place after all, and there's room for everyone – except for heretics.

Which enemies can we expect to see next?

Two main factions of Chaos are the main enemies: the hordes and Daemons of Nurgle, as well as their followers, and the Chaos Space Marine Legion of the Word Bearers, with Renegades helping them. You can also encounter rebel militia and the Black Legion if you've been part of the Steam Early Access phase. With the release, we're including three more large factions: Night Lords, the Alpha Legion and the Dark Eldar. But as mentioned above, we want to create an always-expanding world, so we won't stop there. More adversaries, starting with the followers of Khorne, will be added on a regular basis. **SE**

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MALIGN PORTENTS

The laws of death in the Mortal Realms are broken. No longer do the dead rest easy, for Nagash, Supreme Lord of the Undead, has claimed their souls. Evil omens are on the wind, dark prophecies of a doom that is close at hand. The Malign Portents have been witnessed.

PHIL KELLY

Phil Kelly has been a member of the Design Studio since before the formation of the Mortal Realms. He recalls Nagash's last attempt to take over the world and the consequences of his actions. He even wrote all about them in Sigmar's Blood and the End Times. But what has he got planned for the Lord of Undeath this time?

Across the Mortal Realms, seers and visionaries, soothsayers and prognosticators are casting their runes, reading their tarot and scrying the stars. And they are seeing only death. Or, more accurately, undeath, for they do not bear witness to a peaceful afterlife in the underworlds of Shyish, but a tortured half-living existence in the thrall of a cruel and bitter god. Not all believe the seers' portents of doom – or pretend that they do not – yet even the lowliest peasant has felt the tremors of something terrible about to happen, like a fly caught on the edge of a spider's web.

But what are the Malign Portents? What is this next story in the tale of the Mortal Realms all about? We sat down with games designer Phil Kelly to chat about Malign Portents and what it means both for the background of Warhammer Age of Sigmar and the game itself.

White Dwarf: So, Phil, we understand that Malign Portents has something to do with Nagash. What's the Great Necromancer up to this time?

Phil Kelly: Oh, he's up to no good as always! When isn't he? Since the Age of Chaos he has languished in the dark depths of Shyish, plotting and scheming, looking for new ways to rise to power once more. Fortunately for Nagash, death is eternal and he can wait for aeons to bring a plan to fruition. That's what Malign Portents is all about. If you remember the Sigmar's Blood campaign before the End Times, it's kind of like that – the first strands of a story coalescing.

WD: Sounds pretty dark.

Phil: It is. The story of the Age of Sigmar has

As Nagash's great scheme begins to take shape, three Harbingers fight their way across Shyish to discover his dark plot. Yet the Legions of Undeath are arrayed against them, along with another, unexpected foe…

mostly been told from the perspective of the forces of Order so far. Now it's time for the forces of undeath to rise and everything's about to get pretty nightmarish. That gothic horror that we all know and love from the Warhammer Old World comes back in a big way in Malign Portents and, if Nagash's dark designs pan out, will continue for the foreseeable future.

WD: What's Nagash actually up to, then, and why?

Phil: Malign Portents tells you what he's doing, but not why – like the story's other protagonists (Sigmar, the Chaos Gods and their many servants among them), you have to try and figure that out yourself. One thing you'll learn early on is that Nagash has ordered Arkhan the Black to gather all the Shyishan realmstone for him. That's like saying to someone to put all the beaches of Earth in one place – it is ludicrous. But then, when you've got all eternity and an inexhaustible supply of servants, anything's achievable. Nagash is nothing if not megalomaniacal and there's a level of genius to his madness.

WD: How does this create the malign portents?

Phil: Realmstone, no matter what realm it comes from, is magical. Gather enough of it together in one place and something is bound to happen. The malign portents are not Nagash's intention (though no doubt he'll revel in the misery and suffering they cause), but rather a by-product of his actions. The magical imbalance that he's creating affects all those with the power to sense it and many others besides. A Necromancer in the Realm of Shadows, for example, may suddenly find that he's able to resurrect a whole lot more Zombies than he used to be able to, while a fate-seer or fortune teller of Azyr may look up at the stars for guidance but see only death and plains of bones. It's probably pretty grim for the ordinary folk, too. They're going to be getting nightmares, the graves of their loved

THE BALANCE OF POWER

The balance of power in the Mortal Realms is ever shifting. Once, Sigmar's power was in the ascendency. Then it was the time of the Dark Gods of Chaos to rule. Yet they fell to bickering and infighting and powers long thought dead or defeated returned. Now is the time of Nagash, the God of the Dead. Already his undead legions fight to take back control of the Shyishan underworlds from the forces of Chaos. His fortress of Nagashizzar has risen once more. His servants walk across the realms. The dead will rise and darkness will fall.

DESIGNERS' NOTES

LORD-ORDINATOR

Christian Hardy: The look I was going for with the Lord-Ordinator was one of engineer, warrior and blacksmith all rolled into one. I had in mind Valten from the world-that-was, who was also a blacksmith, which is why I gave the Lord-Ordinator two hammers. I sculpted him with an older, more war-worn face with impressive facial hair – I wanted him to look well-respected and wise – not like a wizard, but rather an authority figure, a man who has done a lot in his life.

DARKOATH WARQUEEN

Ben Jefferson: Sergi Torras sculpted the Darkoath Warqueen. He made a deliberate move to make the model more aggressive than the Darkoath Chieftain, to make her pose active rather than reactive. She's clearly quite a brutal individual more concerned with killing and conquest than her appearance – her wargear is dented and scratched, her cloak and loincloth are ripped and her shield is clearly beaten by hand rather than forged, then inscribed with her own oaths.

HARBINGERS

Harbingers are individuals who can interpret the portents of the Mortal Realms. They know what a burning star foretells, what an unexpected eclipse means or what visions of leering skulls suggest. There are many such individuals across the realms, though not all have the power, or even the desire, to do anything about their visions. Others do, and as a result will often act as advisors to mighty warlords or even lead vast armies of their own. Such prophets include the Lord-Ordinator of the Stormcast Eternals and the Darkoath Warqueen.

ones will mysteriously empty overnight, farmers will go out into their fields to pick corn, but when they peel open the husk they'll find only human teeth. And it will only get worse the more realmstone Nagash gathers. Some heroes need to go and stop him.

WD: The Harbingers, we presume.

Phil: Just so. Well, three out of the four. They all have a part to play in the story. But will they get to Shyish in time, discover Nagash's plan and stop him? You'll have to read the book to find out.

WD: We assume that all this background transfers to the battlefield, too. Can you interpret malign portents in a game of Warhammer Age of Sigmar?

Phil: Most definitely. The gaming content of the book covers several areas. Firstly, it provides new rules for fighting battles in Shyish, the Realm of Death. That includes new realmscape rules, a new spell and two new command abilities, one of which enables your general to steal the life essence of nearby friendly warriors (as the saying goes, when in Shyish…). Also, the

> **"…the graves of their loved ones will mysteriously empty overnight…"**

more units that die, the greater the power of death becomes on the battlefield. It's not a major game-changer, but rather a sinister reminder that, at any moment, hands may claw up from the ground and drag your warriors into oblivion. All of these rules are optional – you can use as many or as few of

KNIGHT OF SHROUDS

Mike Fores: The Knight of Shrouds was once meant to be a noble warrior, but that was so long ago that his body has completely rotted away. His helmet and sword are also meant to look ancient, from a time long before the Age of Sigmar – they are status symbols, really, showing his value to Nagash. The skull-shaped helmet was directly inspired by the Cairn Wraith model, as was the floating pose – it was quite a challenge hiding all the component joins inside his torso!

FUNGOID CAVE-SHAMAN

Gaku Matsubayashi: The Shaman is part grot, part fungus. I sculpted him with loads of different mushrooms growing on his body so he can use them as ingredients in his potions – there are toadstools, clam-shaped ones, deffcaps, puffballs and wood-spores. The spikes on his nose and chin are a sign of his status and give his face the shape of a crescent moon in profile. I'm not sure if he has a nose and chin underneath them, though – they might have been blasted off like the top of his head.

YOUR PORTENTS CHECKLIST

Here's a little checklist so you don't forget all the options available to you at the start of your Malign Portents games.

1. Are you playing in the Realm of Death?
2. Which additional Realm of Death rules will you use?
3. Are you fielding a Harbinger?
4. Are you fielding any wizards or priests?
5. Choose your guiding Portent.
6. Are you using a Warscryer Citadel?
7. Work out your Prophecy Points.

them as you like. After all, it's your game!

The main rules dynamic in the book are the Malign Portents themselves. There are six guiding Malign Portents to choose from (or roll randomly) such as the Falling Star, the Balemoon and the Red Mist, plus a specific portent for each of the four Harbingers. These are the visions and dreams, the half-caught glimpses of things in the shadows that guide your heroes in battle. At the start of each battle round both players generate a number of prophecy points that you can use to affect the battle – you can do some really freaky stuff with them if you rack up enough points. Shatter morale, deliver spectral wounds, make spells harder or easier to cast, protect your characters or silence your opponent's general so their troops cannot benefit from their presence. That's just a few examples. Your basic heroes can't really interpret these signs and prophecies very well, but wizards and priests can and Harbingers even more so. Plus, if your army controls a Warscryer Citadel, or if you're fighting in the Realm of Death, you get a hefty bonus to the number of prophecy points you generate each turn. And more points, of course, mean you get to do even more crazy stuff.

WD: Can you use these rules in any type of game?

Phil: You can use them in matched play games, narrative play or open. There are points values for the four Harbingers in the book along with their rules, though you can just add one to your army if both you and your opponent want to. **DH**

THE PEN IS MIGHTIER

For more than 20 years, Black Library has published fiction set in the worlds of Warhammer and Warhammer 40,000. To celebrate, White Dwarf takes a look back at where Black Library started and some of the highlights along the way.

Founded in 1997 with the mission to create top-notch stories set in the worlds of Warhammer and Warhammer 40,000, Black Library is Games Workshop's fiction-publishing arm. Black Library publish novels, comics, and audio dramas set in the worlds of Warhammer 40,000 and Warhammer – and, most famously, perhaps, the Horus Heresy. Today, Black Library's range of novels can be found almost anywhere on Earth. You can find them in Games Workshop stores, in thousands of bookshops worldwide, on the Black Library's own website, and on the sites of big internet retailers like Amazon. There's even a dedicated Black Library bookshop at Warhammer World. So, this month we take a look back at the august history of Black Library, what it's given to Games Workshop and fans of the Warhammer and Warhammer 40,000 universes, and the huge body of work it's been responsible for.

THE BLACK LIBRARY

Black Library takes its name from the Aeldari's mysterious repository of secret writings hidden deep within the webway in Warhammer 40,000.

The Black Library is the Aeldari's last surviving collection of their race's ancient knowledge about the warp and the Chaos Gods – so, no better choice of name for Games Workshop's fiction-publishing arm.

LIGHTING THE FIRE – INFERNO! AND WARHAMMER MONTHLY

Black Library's first project was Inferno! magazine, an anthology of fiction, artwork and comics set in the worlds of Warhammer and Warhammer 40,000.The first dedicated fiction publication from Games Workshop in years, Inferno! introduced characters that would later star in their own novels and comics such as the underhive's Kal Jerico the soldiers of the Tanith First and Only. But all good things come to an end, and I*nferno*! wrapped up after 46 issues. Black Library would not forget where they started out however, and I*nferno*!'s spirit was carried on by the digital-only anthology H*ammer & Bolter* in 2010, which would both

collect brand-new short fiction and introduce serialised novels – such as Ben Counter's *Phalanx* (the finale of the Soul Drinkers series) and Dan Abnett and Nik Vincent's *Gilead's Curse*, with Chris Wraight's Scars following as a separate weekly series in 2014.

ANCIENT TOMES – THE FIRST NOVELS

In 1999 Black Library released their first two novels, a natural extension of the work started with *Inferno*! magazine. The first of these novels were *First & Only* by Dan Abnett – beginning the Gaunts Ghosts series – and William King's *Trollslayer*, which chronicled the adventures of the Dwarf Slayer Gotrek and his human companion Felix Jaeger. *Trollslayer* was a collection of the early Gotrek and Felix stories in a single volume, drawn in part from the Boxtree and Games Workshop Books anthologies (an earlier publishing venture by the company) and White Dwarf. *First & Only* was the first Gaunt's Ghosts novel and wholly original, (The Tanith First and Only had previously appeared in the pages of *Inferno*!, in stories later collected in the second book in the series, *Ghostmaker*.)

Gotrek and Felix and Gaunt's Ghosts would go on to become some of Black Library's best-loved series. Gaunt's Ghosts is still going strong, 14 novels later, with the latest volume, *The Warmaster*, released late last year. Gotrek and Felix would star in a whopping 17 novels (by four authors – William King, Nathan Long, David Guymer and Josh Reynolds), six spin-off books (the Ulrika series, starting with *Bloodborn* in 2010, and the Thanquol Series, starting with Grey Seer in 2009), numerous short stories and even an audio drama!

As Black Library's output expanded, so too did the number of writers whose work they could showcase. Many authors, like Dan Abnett, who had made their names in *Inferno*! magazine moved on to full-length novels, while Games Workshop alumni like Gav Thorpe also began to contribute. During this early era, some big names in speculative fiction, such as Barrington J. Bayley and Brian Stableford, would also spin tales of Space Marines and Daemons for Black Library.

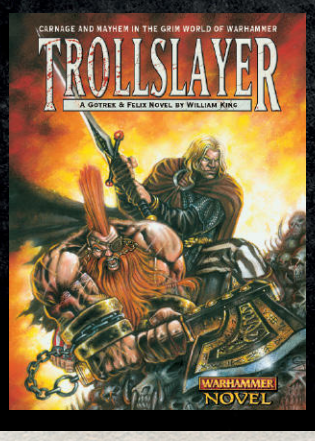
GETTING RATHER GRAPHIC

Black Library's output included comics from the start, with almost every issue of Inferno! featuring them, and a dedicated monthly comic, *Warhammer Monthly*, running from 1998 to 2004. *Warhammer Monthly's* legacy continued with collected editions of the most popular series, including Daemonifuge, Bloodquest and Titan. In 2015, Black Library produced Macragge's Honour, their most jaw-dropping graphic novel yet – every page drawn by Neil Roberts, best known for illustrating the covers of the Horus Heresy series of novels.

These early novels showed Black Library discovering its now proven formula for success, using fiction not just to show off what readers had already seen in the existing background, but rather exploring these settings, sometimes far from the battlefield. Given the sheer breadth and depth of Warhammer and Warhammer 40,000, games designers and writers couldn't possibly cover every facet of the settings they had created. Black Library's authors, however, could – and they did, in great detail. A great early example of this is Gordon Rennie's *Execution Hour* (2001), detailing life aboard the vessels of the Imperial Navy. This drive to examine otherwise unseen corners continues to the present day with novels like Chris Wraight's *Carrion Throne* (2017), which explores life on Terra in the dying days of the 41st Millennium – something only really possible in the gritty fiction Black Library publishes.

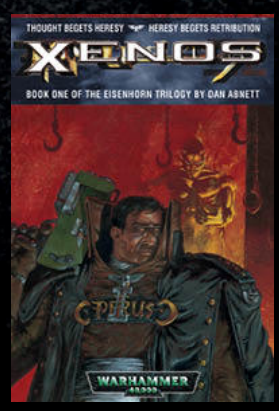
GOTREK & FELIX

First appearing in a short story by William King, published in White Dwarf, the Gotrek & Felix series is the tale of a Dwarf Slayer and the human poet sworn to record his mighty doom. Gotrek's death proved a long time coming – over the course of the series he's faced down dragons, giants, vampires and even a Bloodthirster – and only finally met his end in the End Times.



COVERING BLACK LIBRARY

With a publication history stretching back more than 20 years, Black Library have published more than 750 titles – novels, novellas, anthologies, omnibuses, audiobooks and dramas, artbooks and more. Here we've picked out just a few of our favourite Black Library works – some may be new discoveries for you, and some may be fond memories for fans with long memories and a few grey hairs…



Tap the covers for more information

BLACK LIBRARY

Of course, Black Library have never shied away from action on the battlefield either – the success of the Space Marine Battles series, which started with Rynn's World in 2010, shows the way in which Black Library have also used fiction to offer personal narratives amidst the world (and galaxy) spanning wars characteristic of the settings.

MORE THAN JUST STORIES – ART AND BACKGROUND BOOKS

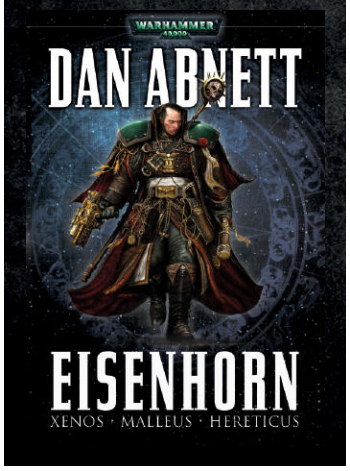
With a ready stable of estabished writers now at its disposal, Black Library started producing a wider range of publications. 1999 saw Black Library publish its first artbook, with *Inquis Exterminatus*, a collection of Warhammer 40,000 artwork curated by John Blanche. This art collection offered a look at the stranger and more esoteric side of the Warhammer 40,000 universe away from the battlefield, alongside artwork of fighting forces and all-out warfare.

Another famed artbook followed in 2001, *The Gothic and the Eldritch: The Collected Sketches of Jes Goodwin*, which featured selected designs, illustrations and concept art pieces by miniatures design legend Jes Goodwin, from throughout his long career as one of Citadel's leading miniatures designers, along with commentary from the man himself. Eagle-eyed fans may recognise some of Jes's early designs, such as the Adeptus Mechanicus Kastelan Battle Robots, which finally made it to the tabletop as miniatures years later.

Around the same time, Black Library also began to publish background books. The first of these was 1999's *Darkness Rising*, which documented the Storm of Chaos Warhammer campaign, an early tie-in with events in the game. There followed the weighty background tomes known as *Liber Chaotica*, presented as the work of Richter Kless, a mad scholar in the Warhammer World. Released in five volumes starting in 2003, the final collected edition was released in 2006.

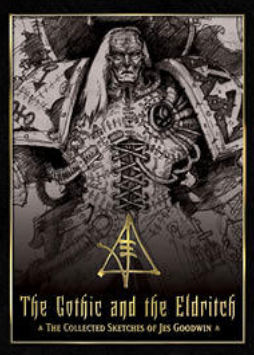
EISENHORN

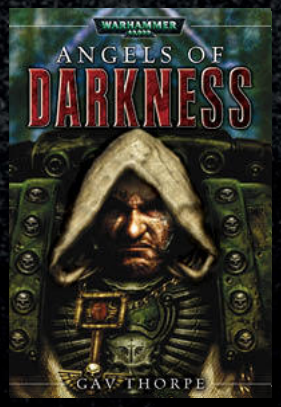
Dan Abnett's tales of Inquisitor Gregor Eisenhorn and his allies now span eight novels – what makes the series stand out is the unprecedented look at the ordinary life of Imperial citizens. The series also expands on a few other characters from Inquisitor – the game which Eisenhorn originates from – like the mysterious Inquisitor Quixos, and Eisenhorn's one-time nemesis, Cherubael the Daemonhost.

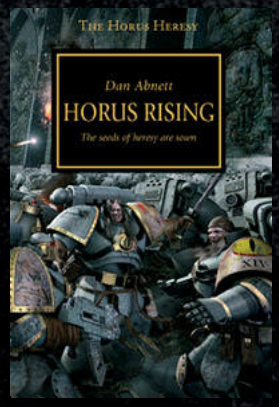


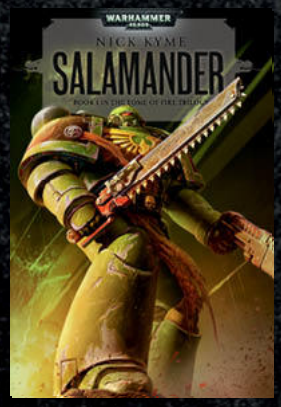
SPECIAL EDITIONS!

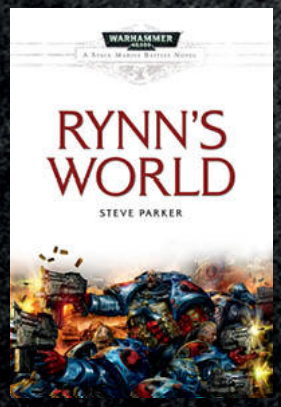
Black Library have often used their design skills to produce lavish special editions of their books – from the extravagant Liber Chaotica special editions in the early 2000s to more 'restrained' ones like *Fabius Bile: Primogenitor* and its faux-skin cover, much like Bile's infamous face-skin coat. Black Library continue to make extra-special editions of books, such as the special edition of Dan Abnett's *The Warmaster*, which not only came with a cloth-bound hardback edition of the novel but a regimental flag, pin badge, uniform patch, notepad, dog tags and an art print as well.

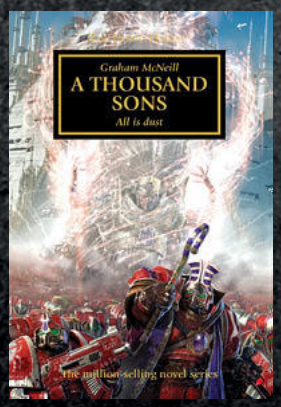












Tap the covers for more information

In many instances, these background books would be presented as artefacts of the worlds of Warhammer 40,000 and Warhammer – as with the *Witch Hunter's Handbook* (2006) by Darius Hinks and, perhaps most famously of all, the *Imperial Infantryman's Uplifting Primer* (2003), which was presented as a standard-issue piece of kit issued to every Imperial Guardsman across the Imperium, with a vein of very dark humour running through it. It was expanded with the *Damocles Gulf Edition* in 2008, which included new advice on dealing with the T'au Empire.

BUILDING ON THE FOUNDATIONS – THE NEW MILLENNIUM

The early 2000s also saw the beginnings of what would become long-running series from now well-estasblished authors, like Graham McNeill's Ultramarines (or Uriel Ventris) and Iron Warriors series, which began with *Nightbringer* and *Storm of Iron*, respectively, in 2002. Gav Thorpe's *Angels of Darkness* – written in 2003, while Gav was still a member of the Design Studio's Games Development team – would cast a long shadow over the background for the Dark Angels Chapter. Its core theme – that the loyalty of the Dark Angels may have been up for question during the Horus Heresy – added an ambiguity to the Chapter that has coloured perhaps all subsequent depictions of them.

Thorpe and McNeill would become some of the first of a new generation of Black Library authors. They'd soon be joined by Anthony Reynolds (known for his Word Bearers series), as well as Guy Haley, John French and Aaron Dembski-Bowden, whose first novels all appeared around this time, as Black Library stalwarts.

THE HORUS HERESY BEGINS

2006 saw the start of what has surely become Black Library's signature series. The Horus Heresy began life as a single paragraph in the original Warhammer 40,000 rulebook and grew to become a major historical event. When Black Library decided to flesh the era out, starting with *Horus Rising* in 2006, no one could have expected the series to become quite the monumental success it has. The series has since grown to over 45 novels, dozens of novellas, short stories and audio dramas, and it's still going strong.

The series details the titular galaxy-spanning civil war, the Horus Heresy, which took place 10,000 years before Warhammer 40,000's 'present day'. Set just after humanity's return to greatness at the culmination of the Emperor's Great Crusade, it details the betrayal by nine of the Emperor's demigod sons, the Primarchs – and with them, half of the fledgling Imperium – in a conflict that sets the galaxy ablaze for nearly a decade.

The authors responsible for the series drew on the snatches of lore scattered through nearly 30 years of Warhammer 40,000 history to finally explain the 'truth' behind one of the biggest pieces of Warhammer 40,000 mythology. The tale is the foundation myth for Warhammer 40,000, in many ways, and there is a real sense of discovery and exploration in the Horus Heresy series as readers see things they've never had a chance to see before – as in

MERCHANDISE!

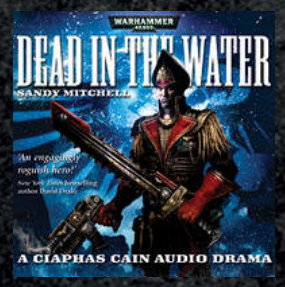
Black Library has produced all manner of merchandise down the years – from bookmarks to a replica of Archaon the Everchosen's sword, the Slayer of Kings. Some of the most enduringly popular things they've had on offer have been their ranges of t-shirts and mugs – perfect for filling with tea (or amasec) for a comfortable night in, reading tales of carnage and heroism.

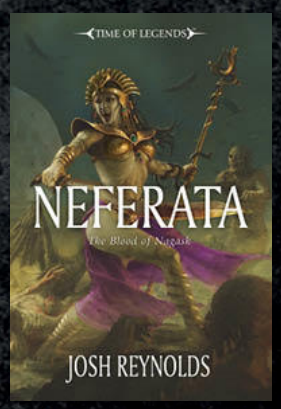
THE BEAST ARISES

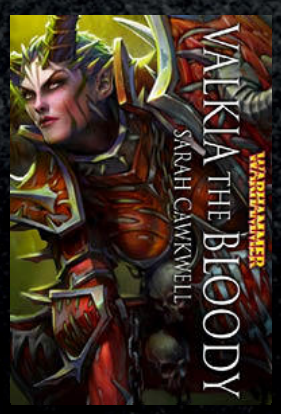
This 12-volume series covered the War of the Beast – a forgotten period of the Imperium's history, just after the relatively peaceful years immediately following the Horus Heresy. The entire Imperium is left reeling from an invasion by the most ruthless and advanced Ork Waaagh! it has ever faced. The series also covers the foundation of the legendary Deathwatch and the truth about the world of Armageddon…

THE LEGACY OF CALIBAN

Gav Thorpe's trilogy of novels – *Ravenwing, Master of Sanctity* and *The Unforgiven* – carries on from his seminal novel Angels of *Darkness*, and brings closure to the events begun there. The series explores the histories of certain characters in the Dark Angels Chapter – Sammael, Master of the Ravenwing, Interrogator-Chaplain Asmodai and the Fallen Angel known only as Cypher.







Tap the covers for more information

Graham McNeill's F*alse Gods* (2006), where we see for the first time how Horus himself could have been turned against the Imperium and humanity, or Aaron Dembski-Bowden's M*aster of Mankind* (2017), where we get the closest look at the Emperor of Mankind we're ever likely to have, including a glimpse into the Emperor's distant past. Readers' interest in the Horus Heresy has been such that several volumes from the series have appeared in the New York Times Bestseller List. The first to do so was Graham McNeill's A T*housand Sons* by in 2010, followed by James Swallow's N*emesis* (2010), Aaron Dembski-Bowden's T*he First Heretic* (also 2010), Dan Abnett's P*rospero Burns* (2011) K*now No Fear* (2012) and T*he Primarchs* (2012).

SOUNDS OF SLAUGHTER – AUDIO DRAMAS AND AUDIOBOOKS

First appearing in 2008, Black Library's very first audio dramas were adaptations of two stories from a limited-edition chapbook, T*he Dark King and The Lightning Tower*. The pair were well-received by readers and listeners, and in the decade since Black Library have produced well over 100 audio dramas exploring Warhammer 40,000, Warhammer, the Age of Sigmar and the Horus Heresy. Audiobooks of novels, novellas and short stories came two years later, in 2010, with the abridged audiobook edition of H*orus Rising*. Today, every Horus Heresy novel is also released as a full, unabridged audiobook edition.

GRAND OCCASIONS – BLACK LIBRARY EVENTS

In 2009, the Black Library held the first Black Library Live!, giving readers unprecedented access to the scions of the Black Library. Authors had done the occasional signing or seminar at Games Days before, but Black Library Live! was the first dedicated Black Library event. It would go on to be the blueprint for other open day events at Warhammer World in Nottingham – and more than that, it would lead to the Black Library Weekenders. These massive, two-day affairs are the very peak of Black Library fan events – no finer celebration of Black Library exists. Not only do fans get to rub shoulders with their favourite authors (and maybe buy them a drink or three to thank them for their favourite books) but the events are also jam-packed with seminars on all manner of topics, from writing effective villains to the ever-popular glance at what Black Library novels are on the horizon.

The success of these events would lead to the Horus Heresy Weekender, in conjunction with Forge World, which focused not only on the Horus Heresy books, but now the models and games too. Even at events like Warhammer Fest, entry into author seminars and signings is much sought after – after all, who doesn't want

THE TOME OF FIRE

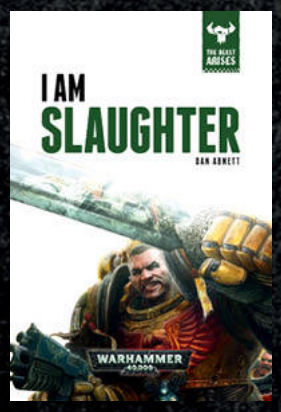
Nick Kyme's ongoing series of novels about the Salamanders Chapter invested them with fresh character, which Nick built on for his Horus Heresy novels about the Chapter during its days as a Legion. The stories within also contain looks at oft-unmentioned factions, like the Marines Malevolent Chapter and the traitorous Dragon Warriors Chaos Space Marines warband.

CIAPHAS CAIN

Replete with a dark sense of humour, the Ciaphas Cain series began as a one-off short story in *Inferno*! But its popularity rapidly led to it becoming a series of adventures of the Imperium's most unlikely Commissar – taking the form of Cain's secret memoirs, sealed away in the archives of the Inquisition. Sandy Mitchell would even write spin-off tales of Cain's adjutant Jurgen and Inquisitor Amberley Vail as well.

FROM THE BOOK SHELF TO THE TABLETOP

With fans clamouring to see their favourite heroes in miniature, it was only a matter of time before Black Library and the Design Studio started making models of some of Black Library's most famous characters. Black Library made an exclusive range of limited-edition models, starting in 1999 with the famed Necromunda bounty Hunter Kal Jerico. Later, Gaunt's Ghosts and Malus Darkblade made the leap from the page to the tabletop as part of the Warhammer 40,000 and Warhammer ranges. It's a tradition that's continued to this day, with the latest being the new Inquisitor Eisenhorn miniature.



Tap the covers for more information

to hear their favourite writer wax lyrical on their finest works, or have their much-read copy of *Salamander* or *Kingsblade* signed by its author?

THE DIGITAL AGE – eBOOKS

At the start of the decade, Black Library became the first part of Games Workshop to release eBooks. The very first eBook, in 2011, was none other than *Trollslayer* – fitting, as it was also the first novel released by Black Library. The arrival of digital editions eventually led to Black Library novels becoming available on the hugly popular Amazon Kindle by 2017, followed by audiobooks and audio dramas reaching the Audible service. With much of Black Library's back catalogue transferred to eBook, rare, early novels – even the venerable *Space Marine* – have once again become available to readers everywhere.

THE AGE OF SIGMAR

In 2014, Black Library helped see the Old World out with a bang, as the End Times charted the quite literal end of the world. Several new volumes chronicled the end of long-running characters like Malus Darkblade and Gotrek and Felix, their final fates recounted in C L Werner's *Deathblade* and David Guymer's *Slayer*, respectively (both 2015).

With the dawn of the Age of Sigmar in mid-2015 came a whole new age of fiction. Chris Wraight had the honour of kicking it off with *The Gates of Azyr*, released alongside the Warhammer Age of Sigmar game. This novella pitted the Stormcast Eternals of the Hammers of Sigmar against Khorgos Khul's Bloodbound in a clash players could recreate with the game's boxed set.

The new setting and new factions gave authors an almost limitless set of opportunities to tell new stories. Nick Horth started to explore the cities of Sigmar in *City of Secrets* (2017), which sees the sinister Cult of the Fated Path attempt to corrupt the city of Excelsis, only to be thwarted by the Witch Hunter Hanniver Toll and his allies. Josh Reynolds used the breadth of the setting to further success in *Eight Lamentations: Spear of Shadows* (2017), which sees a group of disparate warriors drawn together by the smith-god Grungi to reclaim the titular relic. C L Werner also used the broad canvas of the Mortal Realms to great effect in *Overlords of the Iron Dragon* (2017), not only letting readers see Kharadron Overlords go about their business but also, through a lens of trade and commerce, offering a look at the different human civilisations of the Mortal Realms, too.

In all of these cases, the novels have helped to add a degree of depth otherwise not yet shown for what remains a young setting. As with Warhammer 40,000 before it, Black Library is helping to breathe life into the Mortal Realms away from the battlefields where gods and monsters clash – even if, in the Mortal Realms, war is never that far away. Series like the Realmgate Wars by authors including Guy Haley, Darius Hinks and C L Werner have all the visceral, savage action you'd expect from Black Library.

LOOKING TO THE FUTURE

For all the new series, new authors, formats and new technology of the past 20 years, Black Library's formula for success has remained the the same since their 1997 launch – still all about telling great stories in the worlds Games Workshop has created. They've managed to do it for more than 20 years, and here's to 20 more! **SE**

THE GLITTERING PRIZES

Black Library's authors and artists have won a number of prestigious awards. The first was Graham McNeill, whose *Empire* won the David Gemmell Legend award for Best Fantasy Novel in 2010. Darius Hinks won the Morningstar award for *Warrior Priest* in 2011, and last year Alessandro Baldasseroni won the Ravenheart award for *Black Rift* and Gav Thorpe took home the Legend award for *Warbeast*!

THE REALMGATE WARS

A whole new setting requires new fiction, and Black Library was quick off the mark to breathe life into the Mortal Realms with the Realmgate Wars. Starting with *War Storm*, the series gave readers a better look at the new factions of Warhammer Age of Sigmar – including the Stormcast Eternals, the dread forces of Archaon the Everchosen and even the legions of Nagash in the tenth volume, *The Lord of Undeath*, by C L Werner.

MALUS DARKBLADE

Starting out in the pages of Warhammer Monthly, *Malus Darkblade* was a Dark Elf whose soul was stolen by the Daemon Tz'arkan. Malus would labour to find a way of freeing the Daemon from its prison and reclaim his soul, but in the end the two were bound together for eternity. Dan Abnett and Mike Lee would chronicle his exploits in prose, and C L Werner would cover his end in *Deathblade*.

Tap the covers for more information

A HOST OF HEROES

In the depths of the Imperial Palace, the indefatigable warriors of the Adeptus Custodes prepare for war across the galaxy. Here, we turn our gaze to the new range of miniatures, chat to the designers and hear the thoughts behind the new codex.

THE EMPEROR

The Master of Mankind, the Emperor is worshipped as a god by the galaxy-wide Imperium forged in his name. Mortally wounded by the arch-traitor Horus 10,000 years ago, he has sat immobile on the Golden Throne on sacred Terra since – attended only by his loyal and trustworthy of companions, the Adeptus Custodes.

The Adeptus Custodes are, without boast or arrogance, the finest warriors in the Imperium. And they must be the very peak of human might, for their role is arguably the most vital of any in the Imperium of Man – the unceasing protection of the Emperor.

The history of the Adeptus Custodes stretches back to a time before the Great Crusade – even in the earliest records of the Emperor on strife-wracked Old Earth, his Custodians were at his side. Since his fall, their protection has stemmed any threat to the Imperial Palace at the gates. Their pre-emptive strikes are shadow-wars none in the Imperium can ever know of. Since the return of Primarch Guilliman, the Custodes have taken a more overt role, once again serving as the Emperor's emissaries, travelling the stars in numbers not seen since the Great Crusade.

CUSTODIAN GUARD

The Custodian Guard first arrived on the tabletop in November 2016, as part of the Horus Heresy: The Burning of Prospero boxed game. Sculpted by Dave Thomas, they would later become the foundation of the whole Adeptus Custodes range for Warhammer 40,000.

"They have been a part of the Warhammer 40,000 background for a very long time, and we wanted to reference that by harking back to the classic art," says Dave Thomas. "All the way back to John Blanche's Pilgrim's Gate, and through all the modern Horus Heresy artwork. From the off, we wanted to drive home the differences between Custodians and Space Marines, visually – while both are augmented humans, Custodians and Space Marines are almost entirely different beasts. Space Marines – Primaris Space Marines especially – are quite

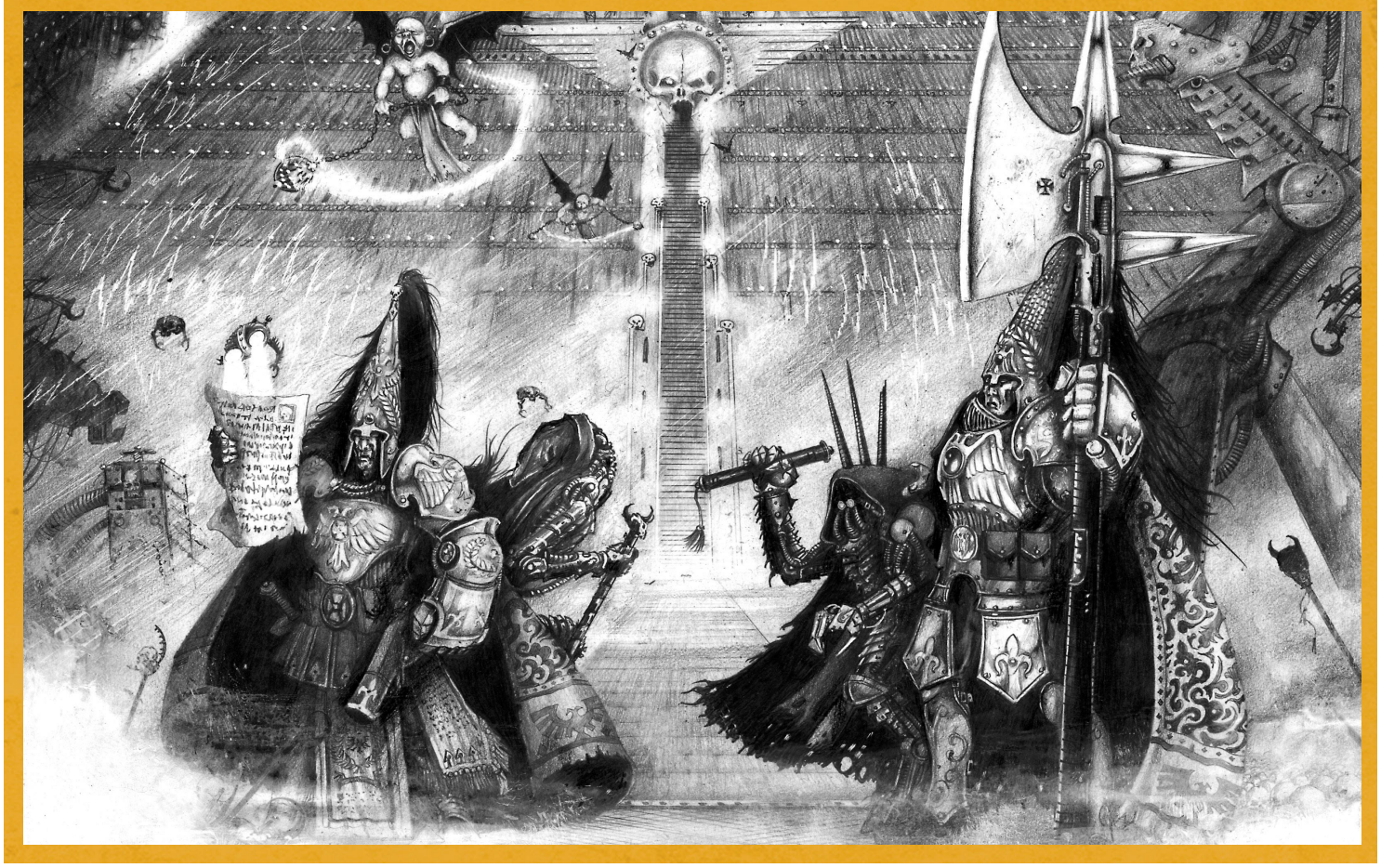
ARTISANS OF THE TEN THOUSAND

While the Adeptus Custodes have featured in artwork on a number of occasions over the past two decades, bringing them to the tabletop was the work, primarily, of four miniatures designers – Dave Thomas (who designed the Custodian Guard, the Dawneagle jetbikes and much of the initial design work for the project), Nic Ho (the Custodian Wardens), Matt Holland (Captain-General Trajann Valoris and the Vertus Praetors) and Samir Battistotti (the Allarus Custodians).

The writing of Codex: Adeptus Custodes fell to Andy Clark (who took on background writing duties) and Dave Sanders (whose focus was developing the rules). Check out the last page of this article, where Dave shares his thoughts on using Custodes in Warhammer 40,000.

PILGRIM'S GATE

John Blanche's depiction of the Pilgrim's Gate on Terra first appeared in Codex Imperialis, one of three books found in 1993's second edition of Warhammer 40,000. It has remained since then the iconic depiction of the Adeptus Custodes and provided a huge amount of the inspiration for the new range of miniatures. The Custodes' high helms flowing plumes, ornate armour and large-bladed halberds are all evident. It's a classic piece that could have been drawn today, some 25 years later.



utilitarian in their aesthetic, while the Custodian Guard are ornate and baroque in their design, their armour and weapons elegant and functional but very elaborate and artful. There are still links between Adeptus Astartes and Adeptus Custodes – small points of functional detail on the armour, such as the shape of the culet (the plates on the lower back of the armour) – but you can tell at a glance they are very different."

ALLARUS CUSTODIANS

"The starting point for the Allarus Custodians was Dave Thomas's groundwork," says Samir Battistotti. "There's also a lot of Sam Wood's Custodian Terminators art (below) in there, like the slab-sided pauldrons. There's a big

"They're posed as steadfast, immovable sentinels - fitting in with the idea of the tireless guardians of the Emperor."

difference between what works on a piece of art and what works on a plastic miniature, so a big part of the task was picking and choosing what to add to the models and what to adapt.

"My first step when designing the armour was to take the basic Custodes shape and give it a more powerful silhouette by increasing the bulk of the armour and adding the Cataphractii-esque shoulders, while the torso gained the recessed head typical of most Terminator armour but kept the Custodes plume, just on the top of the armour – it'd get in the way if it was on the helm.

"As the Allarus Custodians are the heavy troops of the Adeptus Custodes, we wanted to give them a sense of weight and power – they're wearing Terminator armour, after all – but at the same time make them look regal and elegant. This is helped by the posing – despite the heavy armour, they're moving as freely as their Custodian Guard brethren are. It also hints at the technologies the Adeptus Custodes must have access to if they have Terminator armour that they can move in as easily as that.

"We also added plenty of cloth and leather to the Allarus Terminators, in part to give them a suitably regal feel, but these points of detail were also added with painting in mind. While the Allarus Custodians (and by extension, the entire Adeptus Custodes range) are covered in lots of fine surface detail, all that ends up being a single base colour when you paint them – which means that much of the model will usually be gold. The leather and cloth gives you an opportunity to break up those large blocks of colour."

BLADES OF THE EMPEROR

Unlike the military formations of the Adeptus Astartes or the Astra Militarum, the Adeptus Custodes are armed individually with weapons crafted for the wielder's hand alone. Some choose to bear the guardian spear or the castellan axe, while others favour the sentinel blade and shield.

Every Custodian, however, bears a dagger known as a misericordia. These blades symbolise the right for a wielder to carry out the Emperor's judgement, but since the Horus Heresy, Custodians have used them as weapons of ritual vengeance against Heretic Astartes for their part in the Emperor's wounding.

AURIC ILLUMINATIONS

"A lot of what people know about the Adeptus Custodes comes from the artwork," says Matt Holland. "Primarily from the Horus Heresy, with the artwork by Adrian Smith, Sam Wood and Neil Roberts illustrating all manner of different Custodes units (many of which are now miniatures). There was already a distinct visual language for the Adeptus Custodes, so the models need to follow that idea. What works on a piece of art doesn't always translate to a miniature (and vice versa) but we took ideas from lots of pieces and added them to the miniatures."

The Custodian Wardens and Vertus Praetors embody two different aspects of the Adeptus Custodes – on one hand the unyielding watchman, and the other inescapable wrath.

CUSTODIAN WARDENS

"With the Custodian Wardens, we wanted to develop the idea of a Custodes veteran unit, drawing on some of the concepts already explored in the artwork, as well as reference the idea of the Companions, those Custodes who are direct bodyguards of the Emperor," says Nic Ho. "While each and every Custodian is a peerless hero – there are no junior ranks or the equivalent of neophytes in the Adeptus Custodes – we wanted a unit to be a step beyond what we'd shown with the Custodian Guard. As the ornamentation of the armour was already suitable for Custodes of any rank, we took the decoration for the Custodian Wardens in a slightly different direction. We used flowing, toga-like robes and redesigned helms, which closely reference certain pieces from the Visions of Heresy artbook.

"...the weapons in the place of its claws, as a symbolic nod to the idea of the Custodians being the talons of the Emperor."

"There were particular keywords that we wanted each of the models in the range to evoke – 'opulent' and 'ornate' are the main two that leap to mind. The Wardens are a great example of that with their robes, which are designed to look like silk or the equivalent – they're not wearing rough, practical cloths, but something noble. They need to look good, as they're more than mighty warriors – they're the Emperor's own troops, his emissaries and representatives who have served as his ambassadors since the Unification Wars on Terra, so they need to evoke a portion of his might. This also carries through to the Wardens' poses, which are in marked contrast to a lot of the other Custodes models. They're posed as steadfast, immovable sentinels – fitting in with the idea of the tireless guardians of the Emperor, waiting patiently for the moment to react to potential assassins or any other threats. Nothing can stay them from their duty.

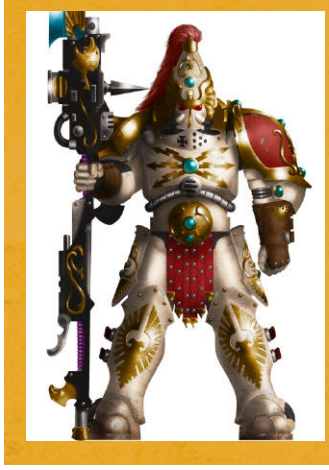
"The new kits also gave us a chance to add new weapons, letting us expand the Custodes' arsenal a little. The castellan axes carried by the Custodian Wardens and Allarus Custodians provide an alternative to guardian spears and sentinel blades but also call back to some of the very earliest artwork of Custodians – John Blanche drew a piece for the second edition Warhammer 40,000 rulebook that depicted two Custodian sentinels barring the path to the Imperial throne room, one of them armed with an enormous, halberd-like axe."

VERTUS PRAETORS

One of the most striking parts of an already striking range of miniatures is the Vertus Praetors – Custodians mounted atop

THE COLOURS OF GOLD

Despite popular perception, the Adeptus Custodes are not clad in gold. Their armour is crafted from auramite, which has a natural golden hue – but depending on the duties of a Custodian, it may be recoloured at the molecular level to indicate attachment to a particular Custodes force, such as the marble-white Solar Watch or the black-armoured Shadowkeepers. The Terra-mined gemstones that stud their armour are carefully removed and replaced – alongside silken robes and leather tabards – to match the current shield company.



THE EMPEROR'S WRATH MADE MANIFEST

If a model epitomises the Adeptus Custodes aesthetic, it's Captain-General Trajann Valoris – he bears design elements from every unit in the codex.

Tap the numbers for more information

A SHARED HERITAGE

Constantin Valdor was the first Captain-General of the Custodian Guard, and one of the Emperor's closest advisors. His final fate after the Horus Heresy is a mystery even to the Adeptus Custodes.

"There's a lot of Constantin Valdor in Trajann Valoris," says Matt Holland. "The idea was always to evoke the feel of Valdor, with elements such as the long metal tabard, the halo on his back and the flowing red cloak. Of course, there's a lot of detail that's unique to Trajann, like the tilting shield with the Raptor Imperialis (a nod to Adrian Smith's depiction of the Emperor fighting Horus) and the lion skin draped over his shoulder, based on the idea that the Custodes are the lions to the Space Marines' wolves – they're powerful, regal, but each fights alone."

A HOST OF HEROES

Each of the Adeptus Custodes is a hero in his own right – this is borne out in their design, where every last one of them is draped in finery and festooned with the kind of detail you'd expect to see on a Chapter Master. This not only has the benefit of making every model in the range look amazing, but also means that you can build the army's heroes out of any set. All four kits have the option to build a Shield-Captain, while all bar the Vertus Praetors can build a Vexilus Praetor.

This means that, should you choose to build them that way, an Adeptus Custodes army will have plenty of heroes in its ranks. This tendency also bears out in stratagems like Shoulder the Mantle, which lets you make another Shield-Captain your warlord (complete with new warlord trait) should your first one perish.

Dawneagle jetbikes. While relatively common during the Great Crusade, by the 41st Millennium it was accepted wisdom only one Imperial jetbike still existed – Corvex, used by the Dark Angels Ravenwing. It's a palpable example of the Custodians' might and influence that they can field whole squadrons of jetbike-mounted cavalry as a matter of course.

"Dave Thomas worked, many moons ago, on the Master of the Ravenwing miniature," says Matt Holland, "and he's got something of a love for Imperial jetbikes."

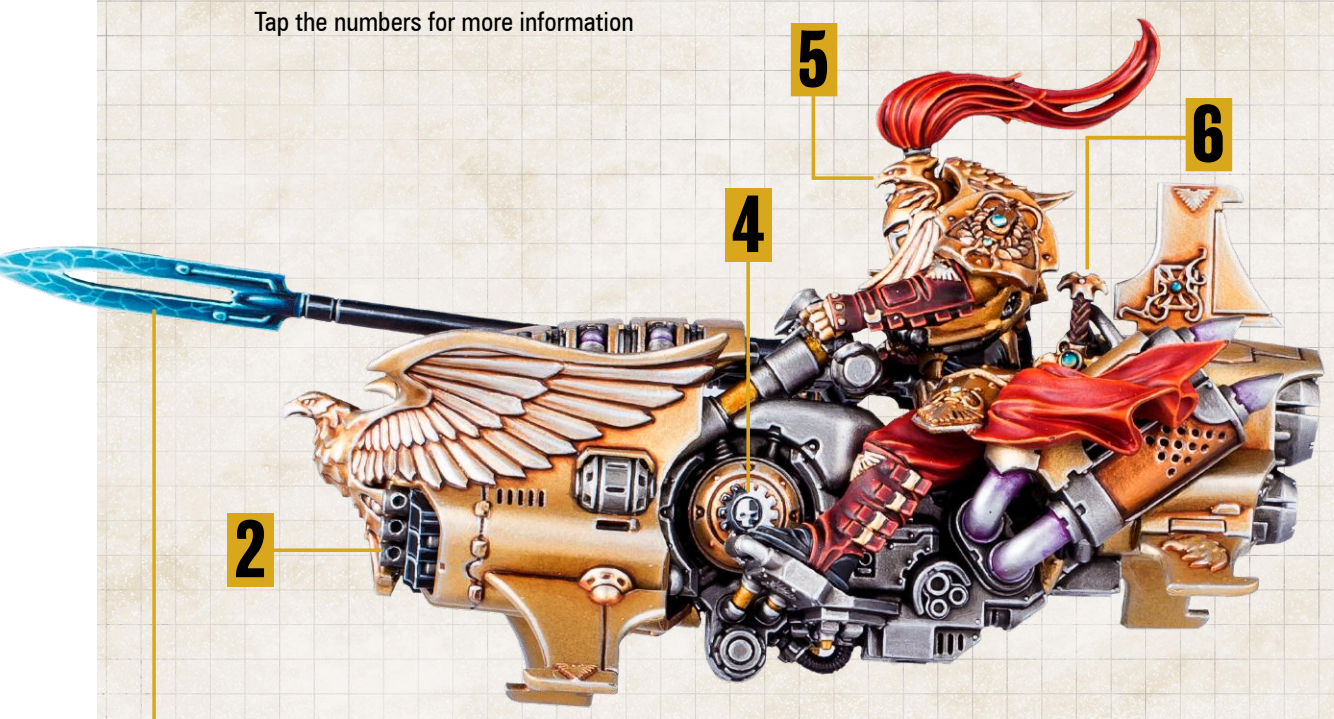
> **"...if the Adeptus Custodes have a drawback, it's that they're very few in number."**

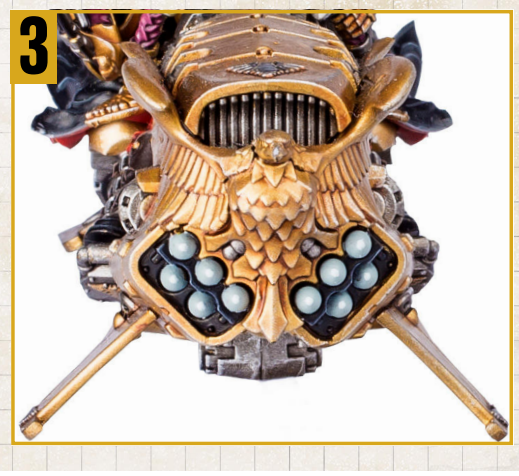
"I used a lot of the concepts for Corvex when designing the Dawneagles," says Dave. "It gives a sense of design continuity, as they're both Imperial jetbikes. The difference is how they're both treated. Corvex is a 10,000 year-old relic endlessly maintained and rebuilt, and absolutely encrusted with decoration by faithful Techmarines and subsequent Masters of the Ravenwing. The Dawneagles are ornamental in their own way – there's filigree and symbols, in particular the Raptor Imperialis on the guidance fins – but by contrast, they're far more sleek and minimalistic. The eagle jutting forward on the front, with the weapons in the place of its claws, is a symbolic nod to the idea of the Custodians being the Talons of the Emperor.

"The Vertus Praetors, the riders themselves, are an interesting example of function over form, but with the Custodes ornamentation over the top of that. The armour is designed to be aerodynamic, while still sharing the basic design with the armour worn by other types of Custodian.

"We saw the jetbikers as an opportunity to add more leathers and cloth, again referencing earlier Custodes artwork. This helped emphasise the rider's mobility, as without the armoured greaves he's more able to move easily in the saddle, while not forgoing much in the way of protection. The robes and the plume helped give a real sense of forward momentum – whipping back as if the Dawneagle jetbike is travelling at breakneck speed. And the chance to again break up those large blocks of one colour on the model was especially welcome on the Dawneagles."

Tap the numbers for more information





CODEX: ADEPTUS CUSTODES

When the time came to write Codex: Adeptus Custodes, Games Designer Dave Sanders started by looking at the Custodian Guard squad's rules.

"There was a sense of untapped potential with the Adeptus Custodes," says Dave. "They have long been presented as an entire faction of heroes, so how did we go about representing that on the gaming table? The background

"They're not invincible, however, and if the Adeptus Custodes have a drawback, it's that they're very few in number."

shows a rather flat command structure – Custodians, Shield-Captains and the Captain-General – and portrays them as an army of duellists rather than soldiers, so it made sense that squads of Custodians wouldn't have leaders. So Shield-Captains became a separate HQ choice, and the vexilla-bearer is now a separate character, too, as the Vexilus Praetor. This also means you can get a pretty respectable starting force out of a single box of Custodian Guard – and one of each of the Adeptus Custodes sets in the new range really makes for a rock-solid army.

"We wanted to really bring across that sense that even the 'basic' Custodian Guard can go toe to toe with Chaos Lords and Ork Warbosses in combat and probably win – and every other unit just gets better from there. They're not invincible, however, and if the Adeptus Custodes have a drawback, it's that they're very few in number. Custodians may be very impressive fighters, but they have to be used with finesse – losing a unit can be catastrophic, as they don't have the numbers to fight in a battle of attrition. After all, that's why the Emperor made his Space Marines."

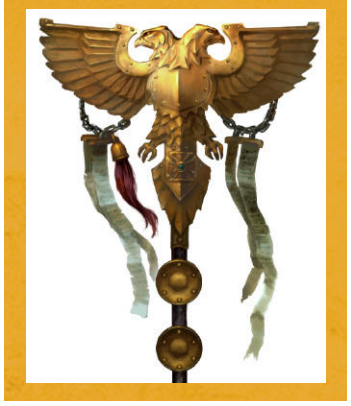
"The stratagems are a great ways of showing off what the Custodes can do and reflect their background," says Dave. "A particular favourite is Unleash the Lions. Allarus Terminators are excellent hero killers, and this stratagem this lets you split a unit of them up into individual models – coupled with their From Golden Light teleportation ability, you can have a number of implacable fighters running riot behind your enemy's lines, while the rest of their army tries to deal with your primary thrust."

"Between myself, Andy Clark and the miniatures designers, it's been a fantastic project," says Dave. "We can't wait to see what people will do with this new army, both on the painting table and the tabletop." **SE**

EMISSARIES OF THE GOLDEN THRONE

"As great as the Adeptus Custodes are as an army by themselves, they're also a strong choice as allies," says Dave. "A single box of Custodian Guard makes a Patrol Detachment – a Shield-Captain, a Vexilus Praetor and three Custodian Guard – so they can fit in alongside almost any Imperial force easily."

"On top of that, the Vexilus Praetor's standard doesn't just affect Custodes units – it allows all infantry units with the Imperium keyword to re-roll failed morale tests. You can even upgrade it to a Vexilla Defensor, which grants a 5+ invulnerable save."



A TALE OF FOUR WARLORDS

Across the Mortal Realms, malign portents herald a time of great turmoil. Warriors gather and armies muster as those who would write their own legends sense that this is the time foretold for them to set out upon their own path to glory. This is A Tale of Four Warlords...

A TALE OF FOUR WARLORDS

First appearing in 1997, A Tale of Four Warlords is one of the most iconic series to ever feature in White Dwarf. In it, four eager hobbyists are given six months to build up a mighty army, with challenges to meet each month along the way. Many hobbyists like to use the Tale of Four Warlords format to inspire their own collecting efforts, by following along, collecting their own force with the same monthly challenges, or by getting together with others to set their own stage goals. If you're doing this, be sure to write in and let us know!

Last month saw our four warlords do their initial planning and colour scheme testing. We're now one month in and our warlords have been working hard (or, in some cases, smart) to avoid being left in the dust by their fellows in completing their challenge – some have used pure, brute hobby stamina, while others have been cunning about their use of time. In the end, the result is the same – all four warlords have finished their first month with their honour intact. Indeed, some have even already made a crack at their next challenge.

Each of our four warlords, in their own way, has started creating background for their respective forces – while none have anything carved in realmstone just yet, they have begun to lay the foundations of the legends to come. Andy and Jes have delved deep into battletomes and campaign books for inspiration, Anthony has earthed background from the world-that-was and Nick is willing to let the dice decide the character of his Beastclaw Raiders.

What's most striking this month is that two of our warlords only spent an hour an evening painting, but still managed to finish their forces well before the deadline. It just shows you can create a brilliant-looking army even with little time – Jes and Andy's advice is well worth heeding if you want to get an army on the tabletop quickly.

As much as we're enjoying the cavalcade of wonderfully painted models, we're rather eager to see our four warlords start spilling blood on the battlefield – the foundations of their forces are ready and waiting and all four warlords are raring to get playing games with their new armies. With that in mind, then, cast your eye on our warlords' first offerings…

DAUGHTERS OF KHAINE

Our Warlord of Order has been an exacting perfectionist this month and his efforts have borne deadly fruit. How has Andy found the first month?

His first challenge completed, Andy's found the whole project a lot of fun. "Painting has been the easy bit, actually," says Andy. "I've spent most of my time planning how the whole finished force is going to look. I've found setting out with that plan for an army makes the whole project far easier – picking parts as you go can leave you with a bit of a mismatched force.

"I managed to get the first batch done on time and have already made significant inroads into next month's challenge. My secret? I make sure I get an hour a night of painting done. It doesn't sound a lot, but it all adds up – you can get a lot of painting done in 28 hours, especially if you plan out how you're going to paint everything carefully. I've enjoyed painting the Witch Aelves' skin most of all as I hadn't painted much purple before. It turns out, though, that the colour suits my style of painting – the severe highlights contrast well with my favourite colours of Thousand Sons Blue and Kabalite Green. I hadn't originally planned on using gold on any of the models, but since I have plans for the future that will need a bit of gold, it made sense to bring it into the army from the off. I must say, I'm really happy with how it turned out."

While being the very model of painting efficiency, Andy's not had time to put together definitive background for his force yet. "I have been reading Seasons of War: Firestorm for inspiration" says Andy. "I'm thinking of a coastal theme.

"I have not been able to get any games played in the first month," says Andy. "As everyone has been busy painting their armies, I don't think any of us (bar Anthony, who is a beast of a hobbyist) has had the time. I do have my sights set on Nick, though. I worked with him for years but never played a game against him. Honestly? I think he was scared of how badly I'd beat him. My Witch Aelves are eager to sacrifice some ogor (and monster) hearts to Khaine, so let's see what his Beastclaw Raiders are made of."

ANDY KEDDIE

Andy's been a busy soul this month – but a tricksy one! Each time we tried to corner him to talk about his army, he slipped away into the shadows. He still had his first month's challenge painted on time. Let's see if he can keep it up.

MAGGOTKIN OF NURGLE

Eager to start the challenge proper with a bang, Jes Bickham has pulled out all the stops to get the first part of his army finished well ahead of the deadline - what's he planning?

JES BICKHAM

Like Andy, Jes painted an for hour a day and managed to complete his monthly allotment of models a week early – word has it he's off to sunnier climes for a week, but we're left to wonder why he took all of his paints with him…

Jes emulated his dark and rancid patron this month, creating painting order from the chaos of day-to-day life to make sure he got his Maggotkin of Nurgle painted before the month's end.

"Painting my first allotment of models was an exercise in limiting techniques," says Jes. "I didn't want to go for over-elaborate techniques like on my Tyranids – even though I love them so, the four-stage layering on their flesh and carapace takes a while. My Nurgle Daemons were given a spray of Death Guard Green straight over bare plastic, a wash of Athonian Camoshade and a drybrush of Nurgling Green – I adapted some of the techniques from painting my Death Guard and surprised myself with how much I liked the finished results, especially as they were so quick.

"A big part of picking Nurgle is that I wanted an excuse to paint Horticulous Slimux – I really, really like the model and I've wanted to paint him for ages – the model is almost a diorama in itself. But even Slimux is painted the same way as the rest of the army – basecoat, wash and a drybrush – albeit with a few fancier elements, like highlights on the cloth and the jars of goop, which is only fitting as he's the general. I painted the Plague Drones last and applied a few highlights on the carapace before adding an 'Ardcoat varnish to make them look slick and shiny. By contrast, the wings were left Death Guard Green, then washed with Agrax Earthshade on the edge, and Nuln Oil on the extreme edge, giving them a gradient of necrosis.

"I haven't played any games yet," says Jes. "All my time has been focused on painting models. And I won't play with unpainted models because as far as I'm concerned it's just not right! The army's background is in progress – the broad theme is the cultivation of the Garden of Nurgle across the Mortal Realms. I daresay when we four warlords start playing games we'll be able to build up a narrative between us – like how Andy's going to lose his games terribly!"

LEGIONS OF NAGASH

Our Warlord of Death worked late into the secret hours of the night to make sure his forces were finished before anyone else – it would appear Anthony has dark plans a-brewing...

ANTHONY SALIBA

Anthony finished painting this month's entry before any of his fellow Warlords and found time to paint a couple of extra models, like 40 Zombies. It seems that, in Anthony's mind, sleep is only for those confined to the grave…

When it comes to painting, Anthony doesn't mess around. It's no idle boast either, as he finished his first month well before his three rivals.

"I built the Coven Throne as four main assemblies – the stone palanquin, vortex of spirits, the cauldron of blood and the Soulblight maidens on top," says Anthony. "And painting it took four days of work. For the stone, I used an old White Dwarf painting tip – the base stone was recess washed with Seraphim Sepia and Reikland Fleshshade, then drybrushed over to give the impression of old masonry. The vortex of spirits is just a few thin coat of Celestra Grey as a solid base colour, washed with Biel-Tan Green and drybrushed with Celestra Grey. I repeated that same process on the Spirit Hosts, which made them a breeze to paint."

Despite the speed with which Anthony has painted everything this month, he still took his time on the character models.

"I painted all the details on the dresses of the Vampires on the Coven Throne, even though you can't really see the undersides," says Anthony. "For their vampiric skin, I wanted to strike the balance between the pallid shade you'd expect from the Undead and also a bit of warmth and life as they're probably full of blood.

"The last unit I built this month was the Black Knights as I just like the feel of them. You can build the set as Hexwraiths, but I think the Black Knights have a sense of power and character and menace – they also hark back to the classic Undead and tie in with my idea of basing the army on the Von Drak family of Vampires."

Anthony has been using his models in the office Path to Glory campaign against all-comers, and has been eager to take to the field against his fellow warlords – just none except Nick have been ready to battle him. Maybe Andy and Jes fear to face our warlord of Death on the battlefield? We'll have to see next month…

BEASTCLAW RAIDERS

Our Warlord of Destruction has both the smallest and the largest of forces – while Nick has only had five models to paint, they're five pretty big models!

NICK BAYTON

Finding time in his hectic schedule of jetting off to the best hobby events around the world, hobby hero Nick has still managed to keep on top of the first month's challenge. His secret? Late nights. Lots and lots of late nights.

Nick tells us his first month as our Warlord of Destruction has been really enjoyable. "I've found the challenge of painting such a small force an exciting one," says Nick. "The low model count has meant that I could spend more time on each Ogor and mounts. Duncan's painting guides on Warhammer TV have also been really useful for me.

"When painting the army, I wanted to call back to the colours for the original Studio Ogre Kingdoms army from Warhammer, so I wanted lots and lots of red-orange rust, which has become one of the core colours of the army. With that colour linking the models, I was able to make each rider and mount just a little bit unique. I achieved that with just slightly different base colours for skin and fur, –making sure each was sympathetic but different. I do have plans to go back and add a little more detail to the riders as the army goes along, such as tattoos and warpaint, but that all depends on what sort of character the army develops when I start playing games with it.

"The Frostlord on Stonehorn was painted in exactly the same way as the Mournfang Pack – he's just a much bigger model. He's not got a name yet, and I have yet to pick a name or theme for my Alfrostun. When I'm working on an army, if it's not a recreation of something in the background (like my beloved Ultramarines), I like to let it develop its character as I start to play games with it."

Speaking of games, Nick has just managed to get a game prepared with Anthony's Undead – he's eager to spill blood (or ectoplasm).

"Ant's set up a game for lunch, so it'll be interesting to see how the army actually works on the battlefield. I haven't actually read too much of the Beastclaw Raiders' rules – only enough to know what I could and couldn't give each model in my army. As it's a bit of an uneven matchup in my favour, me and Ant are playing a scenario of our own creation. I'll let you know next month just how well I did!" **SE**

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BATTLE REPORT

MISSION: XENOPURGE

In this month's Battle Report, the Adeptus Custodes take on the Necrons of the Nihilakh Dynasty in a matched play battle. Matt H takes command of the Emperor's golden Legion while Michael summons the undying might of the Necrons.

Adeptus Custodes versus Necrons – a match-up never before seen in a White Dwarf Battle Report. Or possibly anywhere, ever! For this game we really wanted to see what the Adeptus Custodes could do on the battlefield; after all, they've got some pretty powerful weaponry in their arsenal and they are tough as adamantium. So, rather than come up with a narrative scenario, we decided to fight a matched play game using points values and the Eternal War mission Ascension from Chapter Approved 2017.

In Ascension there are three objectives placed along the centre line of the board that the two forces must capture to score victory points, with more victory points being awarded if the objective is held by a character for several turns consecutively. Usual victory points are awarded for First Blood, Slay the Warlord and Linebreaker.

We chose Necrons as the adversaries for the Adeptus Custodes in this game, firstly because they've got some particularly nasty weaponry that could cause trouble for the Custodes, secondly because they have a lot of unusual artefacts that the Custodes would no doubt wish to destroy and thirdly because they haven't been featured in a Battle Report for so long that we thought they deserved a day out on the battlefield.

For this battle we fielded two of the Studio armies. The Nihilakh collection is vast, so Matt – who was using the Adeptus Custodes – worked out his army first, which came to 3,400 points. Michael then picked his army from the Studio's Necron collection up to the same points value. Lastly, we created a death world for the two forces to fight over – a 6' by 4' battlefield with plenty of cover and three objectives made from spare Night Scythe invasion beams.

MATT & MICHAEL

In January's issue Matt narrowly beat Michael using Dark Angels against Craftworld Aeldari. Who will come out on top in this Battle Report, though?

MARSHALLING THE CUSTODIAN GUARD

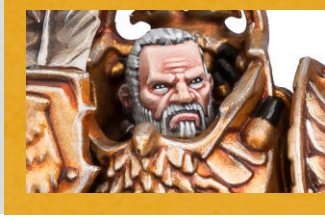
Matt: For this Battle Report I will be using the Adeptus Custodes. This is the first time they've been fielded as a full army in a Battle Report. Having read through the codex I'm pretty excited that I'm the one that gets to use them.

I was flicking through the new codex trying to decide what to take in my army when I noticed the Fury of Terra Shield Host example army in the middle of the book. It looked like the perfect army for a Battle Report, giving me access to plenty of different units, plus seven command points to use during the game – perfect! The army comes to 3,400 points in total, which is easily enough for a sizeable game. Then I realised how few models I had – you don't get many feet on the ground in a Custodes army!

When it comes to tactics, I intend to play on the strengths of my army – namely their survivability. Every Custodian has at least three wounds, a toughness of 5, a 2+ armour save and, because my army is Battle-forged, I gain the Emperor's Chosen special rule, which increases all their invulnerable saves (normally 5+) by one. Michael will need a lot of high-AP weaponry that causes a lot of damage to kill them. I know that unless he takes a unit of Lychguard with warscythes or a C'tan, he's unlikely to do much damage in combat, so that's exactly where I need my units to be – smashing up his Necron Warriors in a messy melee. Really, I'm just worried that he'll take a Monolith – they are so hard to kill and their portal of exile makes getting into combat with them a bit of a risky business.

ONE TO WATCH

Watch out for Trajann Valoris. He is an incredibly powerful fighter, but one of his most potent artefacts is the Moment Shackle. Once per battle he can use it to do one of three things – regain D3 wounds, pile in and attack a second time in combat or regain D3 command points when you use a stratagem. But which will Matt use?



THE AWAKENING OF A NIHILAKH TOMB WORLD

Michael: So, last time I played Matt I lost. Not by much, but enough that my honour was dented. Not this time, Hutson! I've always liked the idea of collecting a Necron army and they've been on my 'to do' list for some time now so this seemed like a good opportunity to give them a go.

Because the game is all about capturing objectives, I chose Trazyn as my warlord. I imagined he'd come to this world to wake up a Necron tomb world and was using a trio of artefacts – the objectives – to do just that when the Adeptus Custodes arrived to stop him. My plan is to make my army as durable as possible with resurrection orbs and Crypteks near all my infantry units, enabling them to get back up after Matt's units have shot them. I know my Necron Warriors can't go toe to toe with the Custodians in a fire fight or in combat, but if I can keep resurrecting them I might be able to keep Matt's units away from the objectives, picking off the unengaged ones with my big guns.

And big guns I have aplenty. I have not one but two Monoliths in my army, plus two flyers to rain death and destruction down upon Matt's units from above. A unit of Deathmarks (who can cause those all-important mortal wounds) should help me take out Matt's heroes, while a Triarch Stalker should improve the accuracy of my whole force. I also have a C'tan Shard in my army. I wasn't going to take one, but then realised my army was woefully equipped for close combat and quickly changed my mind!

ONE TO WATCH

Necrons have access to some new abilities in Chapter Approved 2017. First there's the warlord trait Enduring Will, which makes a warlord (in this case, Trazyn) even harder to kill. There are also two stratagems based around reanimation protocols. Lastly, a classic piece of wargear has returned – the Veil of Darkness. Michael gave it to his Cryptek in this game.

THE AWAKENED OF NIHILAKH

BATTALION DETACHMENT HQ

1 – Trazyn the Infinite
Warlord trait: Enduring Will (139)

2 – Persephalos
Cryptek with staff of light and Veil of Darkness (104)

3 – Overlord Amunteaph
Catacomb Command Barge with staff of light, gauss cannon and resurrection orb (211)

ELITES

4 – C'tan Shard of the Nightbringer
Shard of the Nightbringer (230)

5 – The Pechtep Cohort
10 Triarch Praetorians with rods of covenant (350)

6 – Pechtep Castae
Triarch Stalker with heat ray (171)

7 – Anubalic Cohort
10 Deathmarks with synaptic disintegrators (200)

TROOPS

8 – Hatamuntae Cohort I
10 Necron warriors with gauss flayers (120)

9 – Hatamuntae Cohort II
10 Necron warriors with gauss flayers (120)

10 – Hatamuntae Cohort III
10 Necron warriors with gauss flayers (120)

11 – Hatamuntae Cohort Excelsi
5 Immortals with tesla carbines (95)

DEDICATED TRANSPORTS

12 – Cohort Ark Haepsetsu
Ghost Ark with two gauss flayer arrays (170)

HEAVY SUPPORT

13 – Eye of Aptra
Monolith with four gauss flux arcs and a particle whip (381)

14 – Eye of Menua
Monolith with four gauss flux arcs and a particle whip (381)

15 – The Spydrek Anaeic
2 Tomb Spyders with fabricator claw arrays and two particle beamers (188)

FLYERS

16 – Wing of Solaemna
Night Scythe with two tesla destructors (174)

17 – Wing of Nimbulex
Doom Scythe with two tesla destructors and a death ray (220)

TOTAL POINTS: 3,374
COMMAND POINTS: 6

FURY OF TERRA SHIELD HOST

BATTALION DETACHMENT HQ

1 – Captain-General
Trajann Valoris Warlord trait: Champion of the Imperium (250)

2 – Shield-Captain Ganorth
Shield-Captain with guardian spear (122)

ELITES

3 – Vexilus Praetor Basillaeus
Vexilus Praetor with guardian spear and Vexilla Magnifica (122)

4 – The Solar Lions
5 Allarus Custodians, three with castellan axes, two with guardian spears (416)

5 – Darian
Venerable Contemptor Dreadnought with Kheres-pattern assault cannon, Dreadnought combat weapon and combi-bolter (197)

TROOPS

6 – The Protectors of the Throne
3 Custodian Guard with guardian spears (156)

7 – The Watchmen
3 Custodian Guard, two with sentinel blades and storm shields, one with guardian spear (170)

8 – The Auric Blades
5 Custodian Guard, two with sentinel blades and storm shields, three with guardian spears (274)

HEAVY SUPPORT

9 – Wrath of Ages
Venerable Land Raider with two twin lascannons and twin heavy bolter (400)

VANGUARD DETACHMENT
HQ

10 – Shield-Captain Steale
Shield-Captain with the Veiled Blade and storm shield (134)

ELITES

11 – Vexilus Praetor Tasolian
Vexilus Praetor with storm shield and Vexilla Imperius (145)

12 – The Emperor's Sentinels
4 Custodian Wardens, three with castellan axes, one with guardian spear, all with misericordia (266)

13 – The Indomitors
4 Custodian Wardens, two with castellan axes, two with guardian spears, all with misericordia (264)

14 – Eratorius
Venerable Contemptor Dreadnought with multi-melta, Dreadnought combat weapon and combi-bolter (199)

FAST ATTACK

15 – Sol's Arrows
3 Vertus Praetors, two with hurricane bolters, one with salvo launcher, all with interceptor lances (285)

TOTAL POINTS: 3,400
COMMAND POINTS: 7

BATTLE REPORT

DEPLOYMENT

This battle would be fought lengthways down the battlefield with the three objectives across the centre of the table. The two players took it in turns to deploy a unit until both their armies were on the table.

Matt: Whenever I have units in an army that can set up in a teleportarium, I always deploy them first. That way you can deploy a unit without placing anything on the battlefield, then see where your opponent puts down their unit. I only had one teleporting unit – the Allarus Custodians – but I used a command point to play the stratagem From Golden Light They Came, enabling me to place my five-strong unit of Custodian Guard in the teleportarium, too. The rest of my army I deployed ready to pounce on the objectives as quickly as possible.

Michael: I deployed most of my units towards the southern edge of the battlefield, intending to fortify one flank, then sweep across the objectives. I kept two units of Warriors, a Monolith, the Immortals, Deathmarks and Triarch Praetorians in reserve with the intention of bringing them in later where they were most needed. I kept most of my units behind the building on my side of the battlefield, but after seeing Matt put down some of his units I placed the C'tan Shard so that it could contest Objective C. I deployed my flyers at the back of my deployment zone so as to avoid them taking damage if Matt took the first turn.

Shield-Captain Ganorth, a unit of Wardens and Venerable Darian deploy on the north edge of the board **(1)** near Objective C.

The Vertus Praetors set up on the southern flank **(2)** to capture Objective B.

The main Custodes strike force deploys in the centre of the board **(3)** ready to move on the centre objective. Matt sets up Trajann Valoris here, too, along with the Land Raider and a Dreadnought.

Michael deploys one of his Monoliths **(4)** on his southern flank, with most of his other units around it ready to move on Objective B. He keeps the Ghost Ark (containing a unit of Warriors) hidden behind the tall building in his deployment zone **(5)**, while placing the Shard of the Nightbringer on the northern side of the same building **(6)** ready to contest Objective C.

Though deployed far back, the Night Scythe and Doom Scythe are fast enough to get into battle quickly when needed **(7)**.

THE OBJECTIVES

In Ascension there are three objective markers – one in the centre of the battlefield (Objective A), then one either side of it along the centre line of the table (Objectives B and C). The usual rules apply when capturing objectives (a player controls an objective marker if they have more models within 3" of the centre of it than their opponent) with one exception. If a player has a character within 3" of the marker, then they control it regardless of the number of nearby enemy models. In addition, if a character controls the same objective for more than one of their own turns consecutively, the number of victory points is increased – two victory points for two turns, three for three and so on.

NOW OR LATER?

Matt's philosophy when it comes to Command Points is simple: "Always use command points as early as you can," says Matt. "They have more impact that way on the whole game rather than just a small slice of it." During deployment, Matt used a command point to place a unit of Custodians in the teleportarium, then a further two (leaving him with four remaining) to play Victor of the Blood Games on Trajann Valoris, enabling him to re-roll one hit, wound or save roll for his commander each turn. It would prove to be a wise choice.

BATTLE ROUND ONE: A TENTATIVE ADVANCE FOR THE CUSTODES

Michael won the roll-off to see who would go first. He let Matt take the first turn, hoping that Matt would advance his units within range of his Necrons' guns.

Matt: I had hoped to get the second turn then advance aggressively to meet the Necrons in the open, but instead I had to make a more tentative advance so as to avoid my units getting shot too badly. I moved the Vertus Praetors to take the southernmost objective and advanced Venerable Darian to take the northern one, but kept most of my other units further back so as not to get caught in the open. I was also a little unsure of what to fire at. Monoliths have a lot of wounds and I didn't want to waste the Praetors' shooting on it. In the end I went for the Canoptek Spyders in the hope of killing them both so that Michael couldn't use his Repair Subroutines stratagem to bring one back. I had to use the Land Raider's heavy bolters to finish the second one off, but saved its lascannons for the C'tan Shard. C'tan are notoriously powerful, but fortunately Custodes are very good shots – I killed it in a single salvo!

Michael: The loss of the C'tan was a massive blow to my battle plan – I thought Matt would shoot the Monolith. I had to change my battle plan quickly and brought down my second Monolith near Objective C while my Doom Scythe moved to the centre of the battlefield. Annoyingly, the Monolith did only a single wound to the Dreadnought holding the objective, which meant that Matt would still hold it next turn. The Doom Scythe was more successful, though, killing two of the Vertus Praetors despite me forgetting to use the Triach Stalker's targeting relay first, which would have allowed me to re-roll any 1s to hit. In the end the Necron Warriors finished off the last jetbike, but I did little other damage to Matt's army.

Matt moves the Vertus Praetors forward as far as they can move **(1)**, getting them just close enough to capture Objective B. They fire on the Canoptek Spyders, killing one with a melta missile and almost blasting the second apart with their hurricane bolters. Michael considers himself lucky until Matt fires with the Land Raider **(2)**. Its heavy bolters target the last Spyder and kill it…

…while its lascannons obliterate the Shard of the C'tan **(3)**! "They aren't called Godhammer pattern lascannons for nothing," says Matt.

Matt also uses Venerable Darian (backed up by a unit of Wardens) to take Objective C **(4)**.

Michael brings his second Monolith down ready to contest the northern objective **(5)** – a mission he had intended for the C'tan.

The Doom Scythe powers forwards towards the centre **(6)**. It also manages to kills two of the Vertus Praetors with its death ray and tesla destructors.

The Necron Warriors kill the last jetbike, their shots guided by the Triarch Stalker's targeting relay **(7)**.

BATTLE ROUND TWO: FROM GOLDEN LIGHT THEY CAME

Matt: I had to move all my units up fast – after his turn two the Necrons were sitting on two of the objectives and I had to get rid of the Monolith before Michael learned to roll better and hit something with it! I decided the Allarus Custodians would be the best unit for the job, so used the Vexilla teleport stratagem to bring them in just 3" away from it. Then Michael deployed his Deathmarks to shoot my Allarus Custodians but fortunately didn't roll too many mortal wounds. I reckon he made a big mistake putting them in rapid fire range – he got more shots, but my other units tore them to shreds in my own shooting phase. Most of my other shooting was ineffective this turn, but the Allarus Custodians, Wardens and Dreadnought all charged the Monolith. I lost a few brave warriors to its portal, but those that survived caused a whopping 24 wounds on it, destroying it outright!

Michael: Oh, the Allarus Custodians are quite good – I thought the Monolith would last at least one round. There was very little I could do on the northern flank now, so I concentrated on the south. I brought in the Immortals to protect Trazyn from the newly appeared Custodians and deployed the Necron Warriors from my Ghost Ark to shoot the advancing golden tide. Even with the Triarch Stalker targeting the Wardens (giving my other units +1 to hit them) I only killed one with 20 Necron Warriors shooting at them. Custodes are so tough! The Monolith blasted four wounds off the Venerable Dreadnought with its particle whip but that was the only other damage I did. The Triarch Praetorians (who deployed via the Night Scythe) charged the Shield-Captain, hoping to drag the nearby Custodians into a fight and away from the objective. Matt took the bait – I lost a few Praetorians, but they held their ground.

INVULNERABILITY

Matt: Having a 4+ invulnerable save on all your models is a massive bonus, but don't get complacent about how you use your units. Remember, 4+ is only a 50% chance of survival. To maximise the survival of my units I made sure I had Custodes with storm shields that could soak up even more of the damage, but my main advance was led by a unit of Wardens, which also have a 6+ Binding Oath save against any damage they take. That save kept at least one of my wardens alive longer than I expected.

Matt advances all of the units in the centre of his battleline towards Objective A **(1)**.

He then uses the Vexilla Teleport Homer stratagem to bring the Allarus Custodians in next to the Monolith **(2)**.

Michael deploys his Deathmarks from their hyperspace oubliette **(3)** and fires them at the Allarus Custodians. They cause only three wounds (the nearby Vexilla Magnifica makes the Custodes harder to hit).

Matt then teleports his Custodian Guard in behind the main building near the Ghost Ark **(4)**.

The Wardens, Allarus Custodians, Captain and Dreadnought wipe out the Deathmarks **(5)**.

The Land Raider uses a command point to hit the Ghost Ark but only does three wounds **(6)** thanks to the Necron vehicle's quantum shielding.

The Wardens and Allarus Custodians charge the Monolith **(7)**, both units losing a warrior to the portal of exile.

Between them, the Custodes destroy the Monolith **(8)**.

Trazyn uses My Will be Done on the Monolith **(9)**…

"Oh, Allarus Custodians are quite good – I thought the Monolith would last at least one round."

…and the Overlord uses Wave of Command on the Triarch Stalker **(10)**.

The Immortals arrive through the other Monolith's Eternity Gate, but fail to kill any of the Auric Blades **(11)**.

Necron Warriors deploy from the Ghost Ark **(12)** but only kill a single Warden **(13)**.

The Triarch Praetorians use the Night Scythe's invasion beam to teleport onto the battlefield **(14)**. They charge Shield-Captain Steale, causing four wounds **(15)**, but the nearby Custodian Guard pile in and kill five Praetorians in return.

VICTORY POINTS

ADEPTUS CUSTODES: 5
NECRONS: 1

BATTLE ROUND THREE: TRAZYN'S PLAN UNRAVELS

Matt: I'd secured one objective by this point and a second was easily within my grasp, so I concentrated my forces on the central objective. Most of my units moved across the centre of the battlefield, screening the Wardens that I intended to place on the objective. My goal was first to take out the Triarch Stalker, which was improving Michael's shooting, then anything else that was near the central objective. Annoyingly, the quantum shielding on the Stalker protected it from pretty much all harm and I decided to concentrate my firepower on a unit of Necron Warriors and the Ghost Ark, destroying both reasonably easily. Trajann Valoris was, as I'd expected, a monster in close combat, and wiped out the Triarch Praetorians, but I was genuinely surprised when the Custodian Guard shredded the Immortals and nearly killed Trazyn in combat.

Michael: The Adeptus Custodes were proving very tough in defence, though my vehicles were standing up to their shooting much better than I'd expected. Quantum shielding goes a long way, it seems! I thought my best option would be to try and take the northern objective from Matt and used the Veil of Darkness to teleport a unit of Necron Warriors over. Sadly, between them and the two flyers, they did virtually nothing to the Custodes standing near the objective, meaning Matt could control it for a third consecutive turn with his Shield-Captain next turn. Things went from bad to worse for me when the Monolith disgorged another unit of Warriors, which failed to do anything to the Venerable Dreadnought. The Monolith hardly did anything to it either, even with a command re-roll. Lastly, Trazyn died unheroically in combat, but I was able to bring him back using his Surrogate Host ability.

TAKE AND HOLD

Michael: Matt was being smarter about taking objectives, plus he had the right abilities to hold them. His Shield-Captain on the northern flank had held an objective for two turns, giving Matt extra victory points. He'd also surrounded him with Custodes, which made reaching him really tough. On top of that, even if I had killed the Captain and got within 3" of the objective, the Custodes have the Sworn Guardians ability, meaning they always hold an objective no matter how many enemies are around them.

"Matt was being smarter about taking objectives, plus he had the right abilities to hold them."

VICTORY POINTS

ADEPTUS CUSTODES: 8
NECRONS: 2

FOOLED YOU, PITIFUL MORTALS!

Trazyn the Infinite is, as his name suggests, infinite. As long as you have another character on the battlefield, Trazyn can use their body as a surrogate host. When Trazyn was killed by the Custodian Guard, Matt started chalking up a victory point for slaying Michael's warlord.

Then Michael reminded him of Trazyn's special rule. The Cryptek on the northern flank suddenly shimmered and was replaced by Trazyn, who came back with two wounds remaining. Matt would have to kill him again!

Shield-Captain Ganorth holds Objective C for a second turn **(1)**. Because he's a character, he earns Matt two victory points this turn.

The Wardens take Objective A **(2)**, then kill four Necron Warriors with shooting from their guardian spears.

Venerable Dreadnought Eratorius charges the Triarch Stalker **(3)** but fails to damage it thanks to the war machine's quantum shielding.

The Land Raider **(4)**causes seven wounds on the Ghost Ark despite its quantum shielding. Venerable Darian finishes off the Necron war machine with his assault cannon, then charges the Necron Warriors on the hill **(5)**, killing four of them and causing the last two to fail their morale test.

The Custodian Guard kill three Immortals with shooting **(6)**, then charge them, killing the last two and wounding Trazyn. The Necron overlord fails to harm them in return.

Trajann Valoris charges the Triarch Praetorians and wipes them out **(7)**.

The Cryptek and a unit of Necron Warriors use the Veil of Darkness to reappear on the other side of the battlefield **(8)**. The Allarus Custodians use the Ever-Vigilant stratagem to shoot two of them as they materialise. The Necrons, despite being in rapid fire range, fail to kill Shield-Captain Ganorth.

Despite being under the influence of Wave of Command, the Monolith's particle whip misses the Dreadnought **(9)** with four out of its six shots, causing only two wounds.

Trazyn is killed by the Auric Blades **(10)**, but then suddenly reappears in the unit of Necron Warriors **(11)**. He was the Cryptek all along!

BATTLE ROUND FOUR: THE DOOM OF NIHILAKH

Matt: I thought I'd got Trazyn last turn, but I was cheated at the last minute by his special rule. He wouldn't survive a second time. Before I got to Trazyn, though, I had to ensure my units were holding as many objectives as possible. The central one was easy to claim, but Objective B in the trees had a Triarch Stalker, the Monolith and a unit of Warriors surrounding it. I knew I would struggle to reach the Monolith, so I had to content myself with shooting it with the Land Raider while Trajann and my other Dreadnought joined the combats in the trees. The Monolith was still there at the end of the turn, the Warriors and Stalker were not. I also wasn't going to let Trazyn survive a second time – the Allarus Custodians blasted apart the Necrons he was hiding behind, then charged into combat. They made very short work of Trazyn with their strength 8 castellan axes.

Michael: There really was very little I could do to swing the game in my favour by this point. So I put all my efforts into killing the three Wardens in the centre of the battlefield – if I killed them I could at least deny Matt a victory point and perhaps even gain one myself.

I flew my Command Barge out of combat with the Custodians – a really handy ability for getting units out of trouble that you don't want in combat – and aimed it at the Wardens, killing one of them. Sadly, the Monolith only killed one more Warden (it was hitting on 5+ by this point due to the damage it had taken, so even the +1 to hit from the Overlord's Wave of Command didn't help much) while the Doom Scythe hit nothing at all! I tried charging the Command Barge into combat – a 4" charge – but failed that, too. It had all gone horribly wrong!

GAME SYNERGY

Both players had some notable rules synergies in this game. Matt was limiting damage to his units on the northern board edge using the Vexilla Magnifica which, combined with the natural resilience of his units, made them virtually unkillable with shooting. Michael, meanwhile, was combining the Triarch Stalker's targeting relay with Trazyn's My Will Be Done, giving some of his units 2+ to hit with shooting while enabling them to re-roll 1s. Sadly it didn't help him much in this battle…

The Allarus Custodians move towards Trazyn the Inifinite and his bodyguard of Necron Warriors **(1)**. The Terminator-armoured warriors kill seven of the Warriors with their balistus grenade launchers.

The Wardens take and hold the central objective **(2)**.

The Auric Blades fire at the Command Barge **(3)** then start chopping it up in combat, reducing it to a single wound. The Overlord on-board does one wound in return.

The Land Raider blasts six wounds off the Monolith with its lascannons **(4)**.

Venerable Darian targets the Necron Warriors hiding between the trees and the Monolith **(5)**, killing five with its assault cannon followed by another four in combat. The last Warrior flees.

The Solar Lions charge Trazyn **(6)** and cause a paltry nine wounds on him, killing him outright and scoring Matt a victory point for Slay the Warlord.

Trajann Valoris charges the Triarch Stalker **(7)**. He reduces it to a single wound before the Dreadnought finishes it off.

The Necron Overlord uses his Wave of Command ability on the Monolith, then leaves combat (it can fly) to attack the Wardens in the centre of the battlefield **(8)**. The Custodian Guard, now unengaged, are not quite within 1" of the Monolith and so cannot pile in.

The Command Barge, Doom Scythe and Monolith all attack the Wardens, killing two and reducing the last to a single wound.

The Overlord then fails his charge on the last Warden, which could have stopped Matt holding the objective and gifted Michael a victory point.

"I put all my efforts into killing the three Wardens in the centre of the battlefield..."

VICTORY POINTS

ADEPTUS CUSTODES: 11

NECRONS: 3

BATTLE ROUND FIVE: VICTORY IS SECURED

Matt: After Michael's disastrous last turn, my fifth turn became more of an exercise to see how many victory points I could accumulate before the end of the game – or, if possible, destroy Michael's army entirely. My two Vexilus Praetors planted their standards in Objectives A and C (it seemed fitting to claim them with big golden eagles) while the Allarus Custodians tried to hunt down the Night Scythe but sadly only damaged it. The Land Raider shot the Doom Scythe out of the sky, while the Warden who'd survived the barrage of firepower in the centre of the battlefield blasted the last wound off the Command Barge, which exploded but miraculously didn't kill him.

Meanwhile, my two Dreadnoughts converged on the Monolith. I was very tempted to charge Trajann into combat, too, but when a single Warden ran in and got atomised by the Monolith's portal of exile I changed my mind. There's heroism and there's stupidity and I really didn't want to lose my commander in a terribly unheroic way! So in went the two Dreadnoughts and the Custodian Guard – one of the Custodes was almost killed by the Monolith's overwatch fire but survived to bring his sword to bear. A round of Monolith-punching and chopping later and the Monolith fell apart never again to self-repair.

Michael: It was at that point, with only my Night Scythe left on the table, that I decided to concede – there was nothing else I could do!

And so, victory went to Matt and the Adeptus Custodes. Over the course of the game he scored 14 victory points to Michael's four. So what did the two generals have to say about their game?

THE PORTAL

Michael: Matt showed almost no fear in this game – none of my units or their abilities seemed to phase him at all. Apart from the portal of exile, that is. If the portal activates (there's a 50/50 chance if the Monolith still has at least half its wounds remaining) then it does D6 mortal wounds to any charging enemy unit. This isn't a shooting attack either, so the Monolith can use the portal every time it gets charged. That's a very powerful attack, but doubly so against Matt's really expensive units.

Vexilus Praetor Basillaeus and a unit of Custodian Guard take Objective C **(1)**.

Vexilus Praetor Tasolian **(2)** moves to hold Objective A in the centre of the battlefield while the last surviving Custodian Warden heads off to hunt down the Catacomb Command Barge.

The Custodian Guard and both Venerable Dreadnoughts converge on the last surviving Monolith **(3)**. Trajann Valoris decides not to charge into combat after seeing the Warden next to him disappear into the Monolith's portal of exile.

FINAL VICTORY

ADEPTUS CUSTODES:
11

NECRONS:
3

MOMENT OF THE MATCH

As the victor in the battle, we allowed Matt to choose his favourite and most epic moment of the game. "Killing the C'tan in the first battle round was pretty special, but actually it was taking down that first Monolith. I honestly didn't think the Allarus Custodians would be able to take it down on their own – it's just so tough – and I was right, but them plus the Custodian Wardens and the Venerable Dreadnought sorted it out. It was a lot of units to commit to one fight, especially when my army was so small to begin with, but that Monolith had to go before it could cause too much trouble. I'm just glad it didn't explode!

THE GOLDEN LEGION VICTORIOUS

Michael: Oh boy, now that was a tough game! I geared nearly my whole army towards shooting rather than combat and even then I could barely put a dent in your army. I thought things were going well when I took out the Vertus Praetors in my first turn but after that things didn't go to plan. I had an advantage in manoeuvrability…

Matt: Until I landed the Allarus Custodians right in front of your Monolith and a unit of Custodian Guard right behind your army.

Michael: I honestly thought the Immortals, Trazyn and the Command Barge could deal with them but I was so wrong. If they were Space Marines or even Terminators I might have been able to take them down, but five Custodian Guard are not to be underestimated.

Matt: They have a lot of saves. The 2+ armour, the 4+ invulnerable, the 3+ storm shields – it really doesn't matter what you throw at them, they can soak it all up.

Michael: Unless it's mortal wounds.

Matt: True – stupid portal. Monoliths have always been hard to fight and that was no exception in this game. I just brought the right weapons to this fight and plenty of them. Castellan axes (which give +3 to the wielder's strength) were wounding on a 4+ and inflicting D3 damage with every hit that got past its armour. They're as good as power fists, but easier to hit with. That's one of the main strengths of the army – nearly all the weapons do multiple damage, even with shooting. It makes the Custodes very good against vehicles and multiple-wound infantry. I wonder how they'd fare against, say, a horde of Orks or Tyranids.

Michael: My main army strength – the ability to resurrect – I barely got to use. My units were either intact or dead.

Matt: That's the only way to fight Necrons – kill a unit in its entirety before moving on to the next one. Don't give them the chance to get back up.

Michael: I should have taken units of 20 Warriors. Perhaps I should have ditched a Monolith and the C'tan for more guns…

Matt: Actually, I would have picked Lychguard instead of the Triarch Praetorians and sent them and the C'tan to sort out the Custodes. They would have got through their armour. Saying that, the C'tan dying was a bit of a surprise. Neither of us expected it to die so easily – all the luck came in my dice rolls and none in yours. It was like your Karandras debacle all over again.

Michael: You promised not to bring that up. **DH**

MODELS OF THE MATCH

Matt: I'd like to pick out for glory the Custodian Warden that survived a direct hit from a Monolith. Not only did he kill the Command Barge, he also survived a colossal amount of shooting. His 6+ Binding Oath ability was what saved him in the end. For me, he was the epitome of how the tough the Custodes are.

Michael: For me it was a toss up between the Doom Scythe that killed two jetbikes, and the Triarch Stalker, which allowed me to re-roll so many of the 1s I rolled in this game. I reckon the Stalker.

THE SWIFT AND THE DEADLY

Two rival teams: the glamour and finesse of the Elven Union and the underhand, shameless stomping power of the Chaos Renegades. Two celebrated, tournament-winning coaches. Guaranteed mayhem and death. It can only be a Blood Bowl match report!

THE ELFHEIM EAGLES

The Elfheim Eagles are an Elven Union team, one of four varieties of Elf team known to play Blood Bowl. Their players boast skills including Pass (P), Catch (C), Nerves of Steel (NoS), Block (B) and Side Step (SS).

THE MONGREL HORDE

The Mongrel Horde are a Chaos Renegade team, made up of ne'er-do-wells from races including Humans, Orcs, Goblins and more. This variety of players is balanced by the fact that only their big guys (and the weedy Goblins) come with any skills.

Since our last Blood Bowl match report in December 2016's White Dwarf, an awful lot has happened in the world of Blood Bowl. There have been new Dwarf, Goblin and Elven Union teams (plus new team lists for Nurgle's Rotters, Chaos Renegades and more), a second season of Death Zone and new pitches, Special Play cards and Team Packs galore. High time, we thought, to take you back to the stands with another Blood Bowl match report!

For this game, we invited two long-standing, highly experienced coaches to take part – long-time rivals Jonathan 'JTY' Taylor-Yorke and John Bull. To test their skills we invited them to show off two of the most recently released teams, the Elven Union (the models for which were released back in December) and the Chaos Renegades (whose rules can be found in Death Zone Season 2 and the Blood Bowl Almanack).

The teams present a classic clash of rival styles. The Elves possess high speed, high agility and something of a weakness where durability is concerned. The Chaos Renegades are not quite the total opposite but close to it. There's also a shortage of 'specialist' skills like Sure Hands, Pass and Catch in the team, but a lot of potential beating up opponents with a choice of three big guys available to the team!

JTY and John are both veteran coaches and so for this one-off game they decided to select teams to a value of 1,200,000gp. On top of that, for some extra tactical challenge, each player selected five players to receive a skill of their choice, and one player to receive a 'double' skill (a skill which can normally only be chosen if the coach scores a double on the improvements roll). You can see the teams JTY and John chose on the opposite page, before we head out onto the field…

THE ELFHEIM EAGLES, ELVEN UNION TEAM

1	1	IMYRL RINGRUNNER, BLITZER (B, SS, D)
2	2	ESTA PRESLDE, LINEMAN
3	3	MORA BAELRAG, LINEMAN
4	4	AVERLOS SUREHAND, CATCHER (C, NoS, D)
5	5	RAEN LIGHTTOUCH, CATCHER (C, NoS, G)
6	6	ASPRIL THE WHITE, LINEMAN
7	7	LUMANA BRIGHTHEART, THROWER (P, A)
8	8	SELPHAY TRUESHOT, THROWER (P)
9	9	ELROS RIVENHOME, BLITZER (B, SS, F)
10	10	FAXYRIS QUICKLING, LINEMAN
11	11	ROYER WYNDLOOKER, LINEMAN (W)
12	12	VARLET WAYFINDER, LINEMAN

JONATHAN TAYLOR-YORKE

Jonathan Taylor-Yorke – or JTY as he's often known – has played Blood Bowl for years and travels huge distances to compete. Probably better known for painting, he has nevertheless won a shocking number of Most Casualty awards, mostly with his Dwarfs. Jonathan has recently joined the Specialist Games team as a writer!

THE MONGREL HORDE, CHAOS RENEGADE TEAM

1	1	HILDER HIGHHURLER, HUMAN LINEMAN (L)
2	2	DIE GRUBER, HUMAN LINEMAN
3	3	BOMZ JAEGER, HUMAN LINEMAN
4	4	KNOCKER NIS, HUMAN LINEMAN
5	5	BIG HANS, HUMAN LINEMAN
6	6	FRITZ THE FIST, HUMAN LINEMAN
7	7	ADEL VICEHANDS, HUMAN LINEMAN
OC	8	RUK RAMSTALLION, ORC LINEMAN (B)
G	9	GOOIE BURTON, GOBLIN (D, RS, S, EA)
OG	10	UNGHOWER HAMMER, OGRE (*, B)
M	11	GAFFER GORESNOUT, MINOTAUR (*, Jg)
T	12	'ROCKY' ROCKHEAD, TROLL (*, Gr)

JOHN BULL

Johnny Bull is a real Blood Bowl veteran, having played in NAF tournaments around the world. Usually a Dwarf player, his finest achievements include winning Most Sporting Player at the Bugman's XXXXXX League Cup (or as Johnny sees it – 'Nicest Guy In Blood Bowl'), a feat achieved (by JTY's account) bribing his opponents with dice!

THE FIRST DRIVE: THE FLANK BLITZ

Jonathan won the coin toss and opted to receive in the first half, plotting to put Elven speed and agility to use with an early score. But with Rowdy Fans packing the sidelines, would going wide be risky?

RANDOM EVENTS

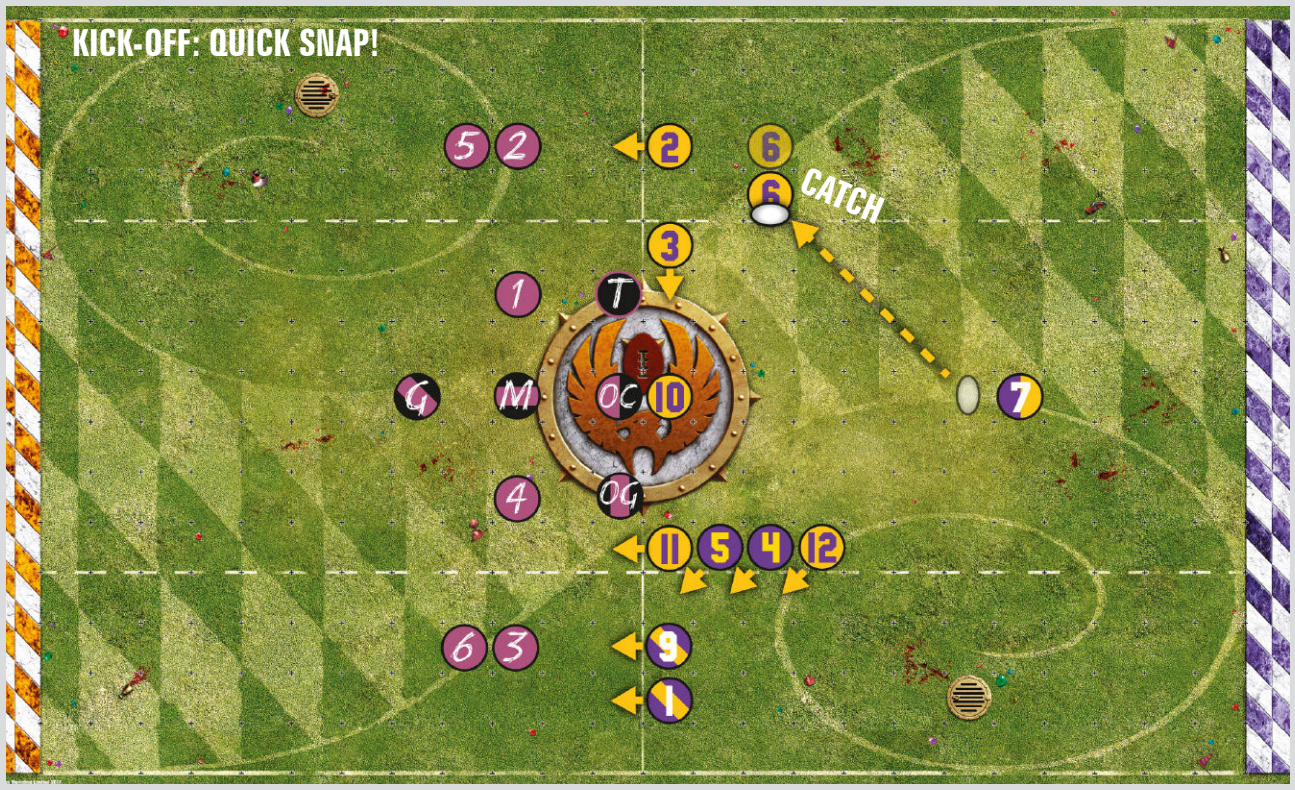
Before the game, John played the Rowdy Fans Special Play card, meaning that for this game the Horde would gain an extra assist in squares adjacent to the sideline while no Elf player in such a square would be able to assist at all – quite a handy card when faced with the swift, nimble Elves.

A Quick Snap on the first kick-off had the nimble Elves advancing one square before the game even began – ignoring tackle zones no less! Jonathan used the opportunity to get a player under the ball, and then to push out towards the left-hand sideline with several of his players. The Rowdy Fans made the squares near the sidelines dangerous territory for the Eagles but Jonathan decided to stick to his team's strengths and sent his players sweeping into the wide area, a screen of linemen and blitzers protecting the two catchers while he held his thrower back ready to pass.

Against such swift opponents, John's options were limited (if he wanted to prevent the touchdown rather than just beat up the other team, that is). Of course, there's always a good chance of something going wrong in Blood Bowl, so John sent lineman No. 4 back towards his own end zone, just in case. Then came his gambit: John used his wizard, Horatio Schottenheimer, to launch a fireball at the Elves on the flank, only to see it shoot past its

"Have you ever seen fans this rowdy, Bob?"

"Not for a while, Jim. This is like the good old days! I remember playing against the Badlands Broozers late in my career, Jim, and the fans were so rowdy, we had to send out the cheerleaders to sort them out. You know, Jim, I seem to remember a couple of those cheerleaders made the squad after that…"

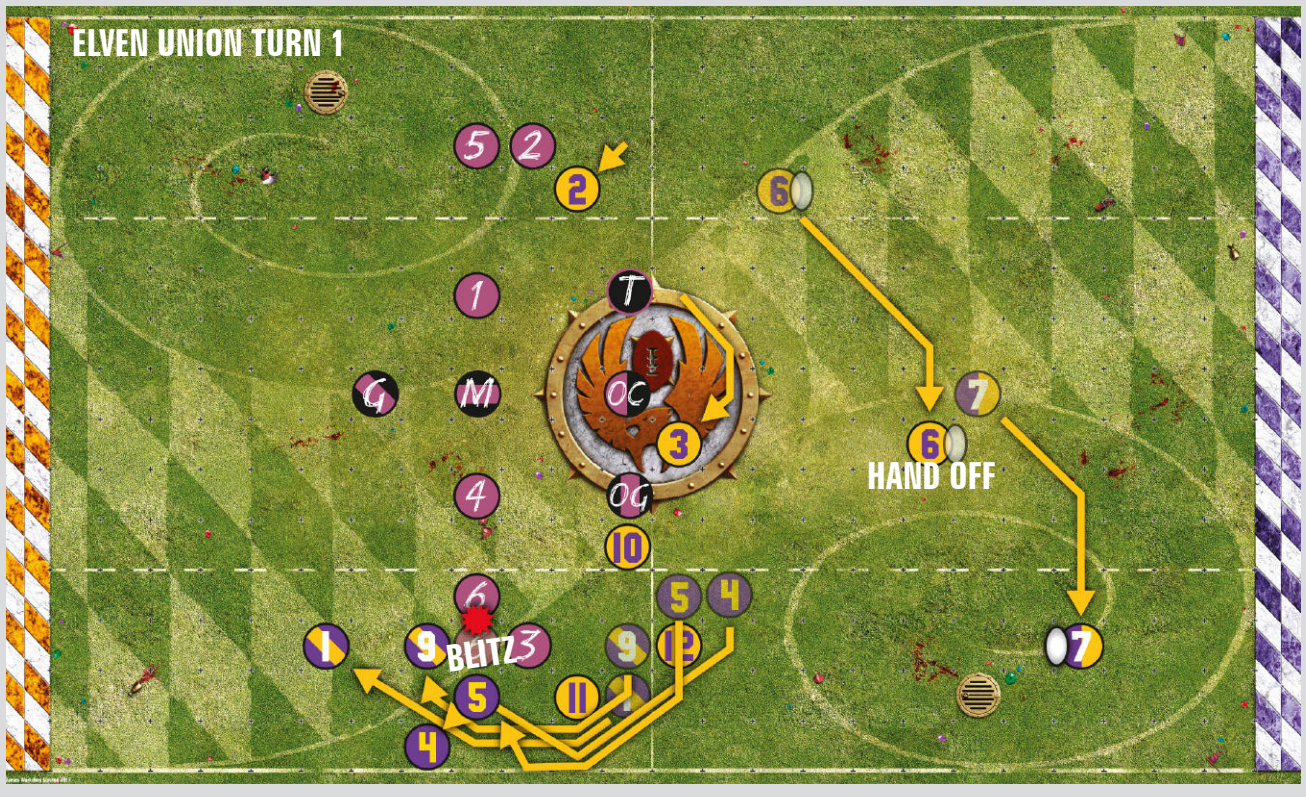


"That was a quick start by these Elves, Jim, but they're living dangerously getting so close to those fans. You know, I never understood what the Elves have against just smashing through the other team like everyone else."

"Could it be the Ogre and Troll in the middle, Bob?"

"Yeah, but get past those guys and there's only a Goblin to stop you!"

"Sound tactics, Bob."



targets and erupt on his own Ogre! At least the big guy just shrugged it off. John then targeted Jonathan's isolated lineman, Esta Preslde, with a block from Die Gruber, assisted by the surprisingly diminutive Big Hans. Elven frailty made an early showing as Preslde crashed into the turf stunned. Next, John used Unghower the Hammer to launch a block on the unfortunate lineman in front of him, knocking him down. Then John used his Minotaur to blitz another Elven lineman. The result: one knocked-out Elf lineman. Finally, it was time for a block on Raen Lighttouch, the most likely target for the inevitable pass. With the catcher well protected, John was only able to muster a one-dice block with the lineman Knocker Nis – just a push back.

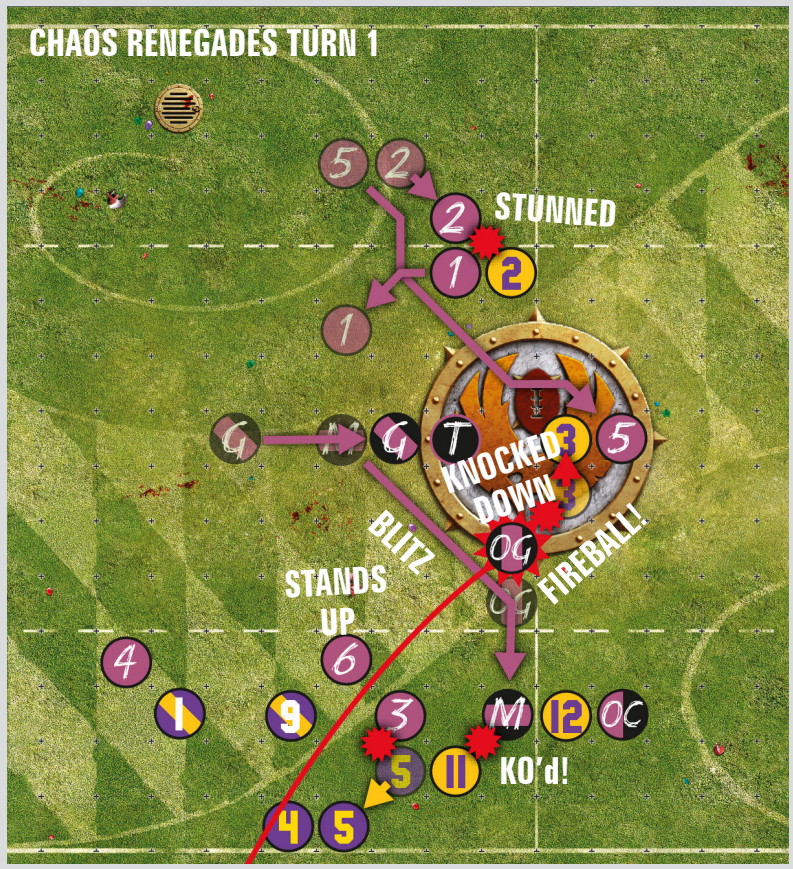
Jonathan moved his thrower forwards towards halfway, launching a pass at Raen Lighttouch. Easily caught, Lighttouch then handed off to Averlos Surehand, Jonathan preferring a catch roll with re-roll to a Go For It! roll without. It proved wise as Surehand took the handoff with ease and dashed into the end zone.

"Did you see that, Bob? That dimwit wizard Schottenheimer just hit one of his own players with a fireball! I doubt that's what his coach had in mind, Bob!"

"Unghower looks pretty sour about it, Jim. You wanna be careful doing that to an Ogre."

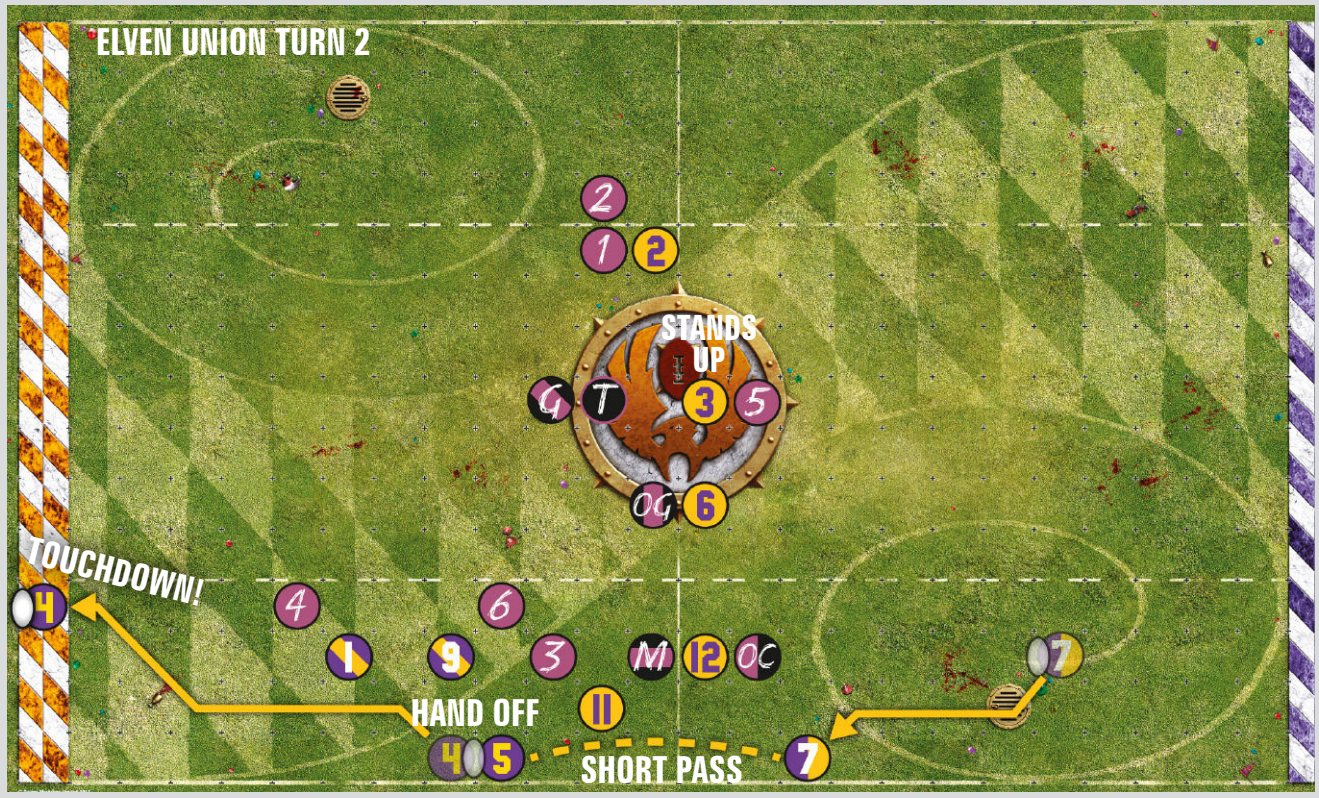
"Quite, Bob. Just imagine the damage it could have done! It doesn't look like he's injured, though, Bob."

"No, Jim. I mean, what if Schottenheimer had hit one of those Elves? That fireball would've cooked 'em in a second, Jim… and everyone knows the Hammer likes his meat raw!"



"Well, that was a swift score by the Elfheim Eagles. These Elves really know how to dance their way into the end zone, don't they, Bob?"

"They sure do, Jim. Getting a hold of those Elves can be trickier than keeping a greased Snotling in a bun. But maybe they should've kept hold of the ball a little longer, Jim. I wonder how good they're going to be at dancing their way through a wall of Mongrel Horde to get it back!"



Down the flank: A pass, a hand-off and a touchdown! A classic show of Elven skill and agility from the Elfheim Eagles.

THE SECOND DRIVE: THE RENE-CAGE

The Elfheim Eagles scored early, but with one player knocked out and not returning to the field, Elven fragility is on show early. How will John and the Mongrel Horde take advantage?

BLITZ!
The Blitz result on the kick-off table allows any player on the defending team not adjacent to an opponent to take a free turn – a great opportunity to ruin even the best-laid plans. JTY used it to send his players rushing behind the Mongrel Horde's line, placing tackle zones on all of his wide players.

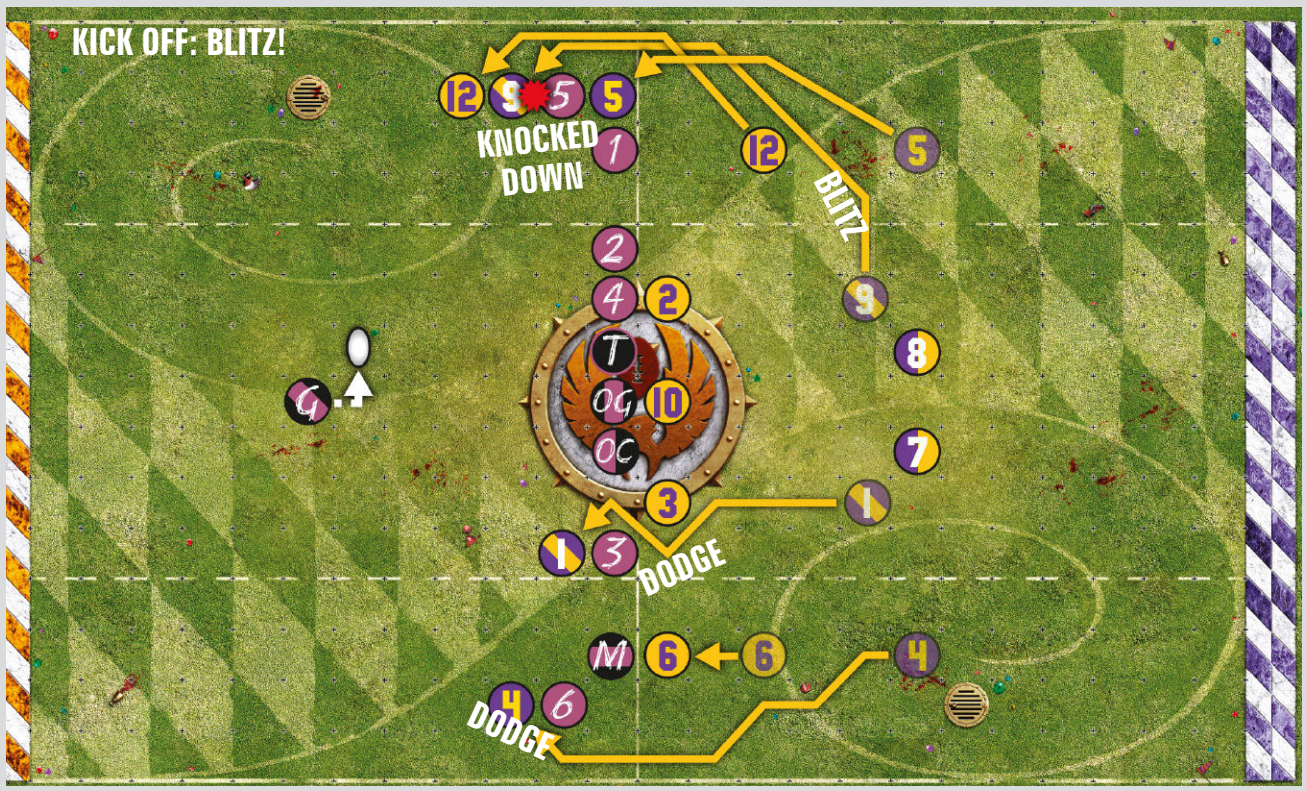
Conceding early against Elves is far from unusual, and John knew full well that the trick would be managing the remaining time rather than getting drawn into a shoot-out. Things weren't helped by a Blitz on the kick-off (see left) but on his own turn John was still able to have the Goblin, Gooie Burton, pick up the ball and scurry towards the sideline while John assembled other players into a protective cage. JTY responded with another round of penetrating moves intended to disrupt John's plans but a failed dodge roll (and failed again with a re-roll), leading to a knocked out lineman, handing the initiative back to John. Getting his Goblin safely into the cage, John used his big guys to pound the Elves in the centre of the field. With his numbers thinning, JTY resorted to some typical Elf 'spoiling tactics', using his players' high agility to dodge in and out of tackle zones, forcing John to make difficult decisions about when to block and when to dodge and pinning the Goblin with the ball up against the sideline. At last, though, Elven resistance buckled as the injuries mounted and John shifted the cage into the middle of the field before marching into the end zone in the final turn of the half. 1-1 at the break!

"They're at it again, Bob! The ball is in the air and those Elves are all over the opposition already!"

"Well, whaddya know, Jim? This could make things interesting. But do you know what I like best about these blitzes, Jim?"

"What's that, Bob? Is it seeing the blistering pace of these fine players?"

"No, Jim – it means the hitting gets started again quicker! Game on!"

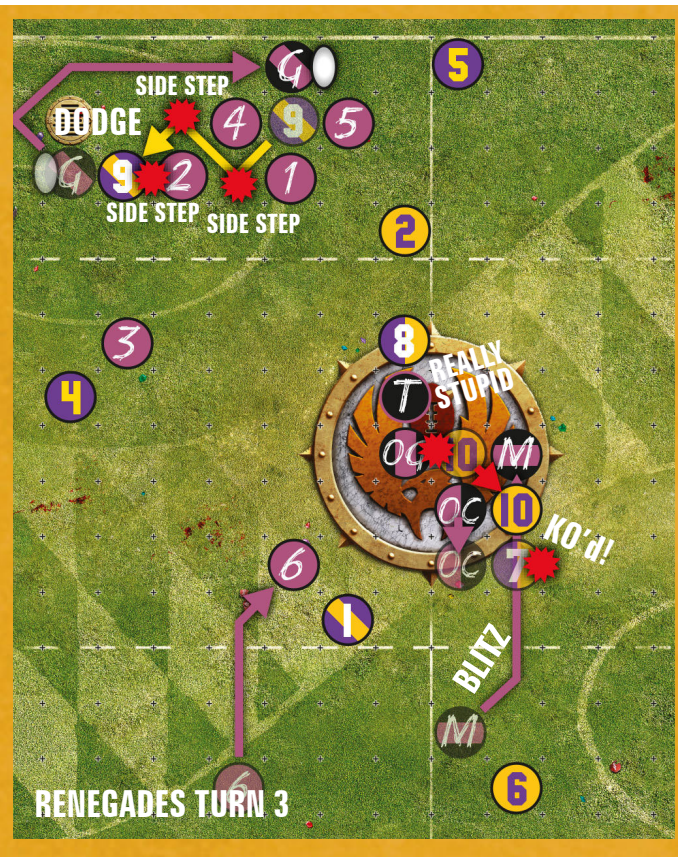


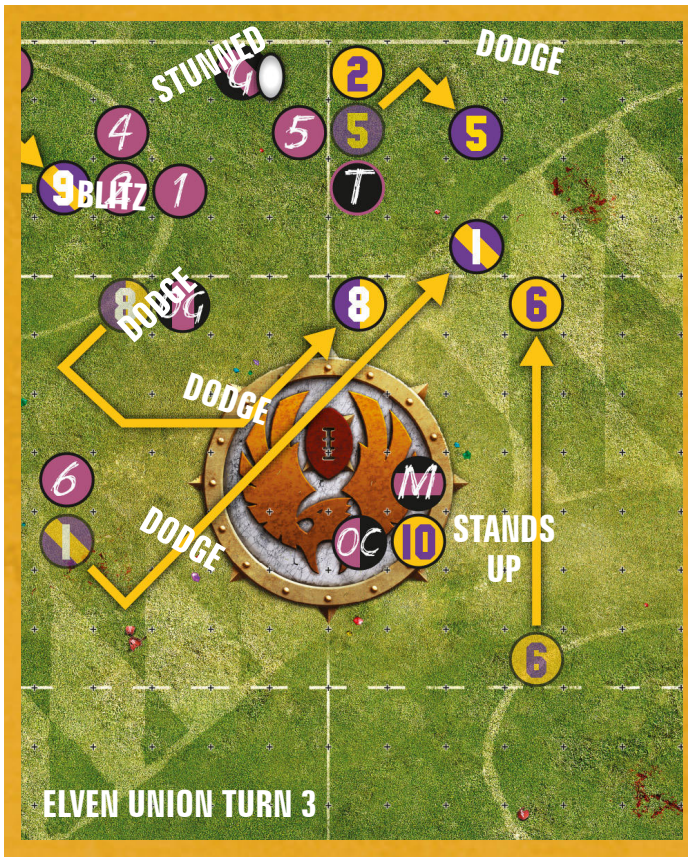
Holding the line: A Troll, an Ogre and an Orc make for a pretty solid blocking line – a good job when there's a Gobbo on ball-carrying duty!

1-1

SPOILING TACTICS

JTY deployed some clever spoiling tactics in the latter part of the half, dodging into tackle zones to deny John's players assists and slowing down movement of the ball. Elvos Rivenhome's Sidestep skill proved particularly useful. Players with the skill choose which square they are pushed into after a block, and on one occasion JTY even used it to get him next to the Goblin with the ball, before a third block finally knocked the blitzer down.





SHIFTING THE CAGE

One disadvantage of the cage is that it can be slow. Players forming a cage will often need to block opponents out of the way, which limits their move. As JTY surrounded the cage with defenders, the Horde risked becoming trapped against the sideline. John responded by carefully choosing his moment to form a new cage in the centre of the field, with players which weren't part of the original cage, for the Gobbo to run into.

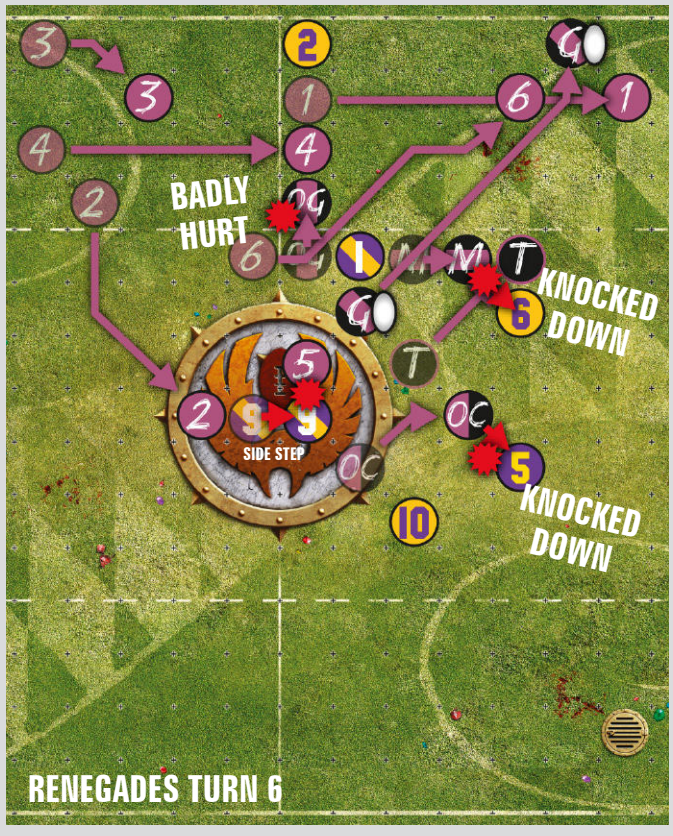
"Well, Bob, the Mongrel Horde made hard work of that, but it looks like Gooie Burton, the Goblin, is going to score."

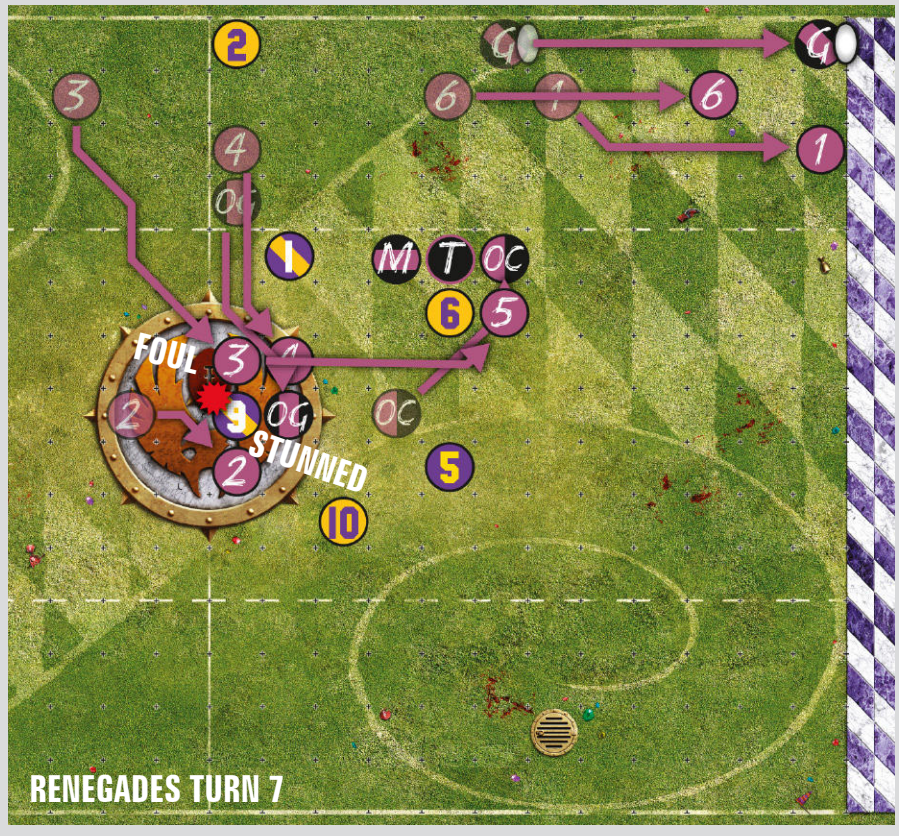
"Yeah, but at least it gave them plenty of time to beat up those Elves!"

"Oh, Bob, you can't win by just beating up your opponents!"

"No, Jim, but it can sure make you feel a lot better about losing!"

"Well, maybe it's not going to come to that for the Mongrel Horde. They've scored! It's half-time and we're going in all square! We'll be right back!"





THE THIRD DRIVE: DRIVE AND STALL

It's the second half and there's all to play for, but first it looks like there's going to be some dirty tricks from the Mongrel Horde. How many players are there on a Blood Bowl team again?

SPOT THE SNEAK

Before the start of the second half, John played the Special Play card Spot the Sneak, allowing him to sneak an extra player onto the field for the next drive. Sure enough lineman No. 7 made his way through the Rowdy fans to pop up in the square featuring a mysterious portal near the sidelines…

With the injuries starting to mount up for the Elfheim Eagles and the Mongrel Horde to receive the kick-off in the second half, the game looked set in the Renegades' favour, but with the Eagles capable of scoring so quickly, John would have to be careful about keeping hold of the ball. There was only one thing for it: set up the drive and stall.

Fortunately for John, the kick-off scattered out towards the sideline, where he wanted it anyway, and as before he sent Gooie Burton, his Goblin, off to fetch it, teammates falling in around him.

Jonathan responded with a daring attempt to dodge the blitzer Elros Rivenhome into the cage but failed his dodge roll.

With the ball secure for now, John used his own second turn to launch an all-out assault on the reeling Elfheim Eagles. The Orc Ruk Ramstallion knocked out Faxyris Quickling before Knocker Nis and Gaffer Goresnout stunned two more of JTY's linemen. Worse was to come as Big Hans, growing in confidence with every passing turn, badly hurt Royer Wyndlooker, reducing the Eagles to just seven players on the field.

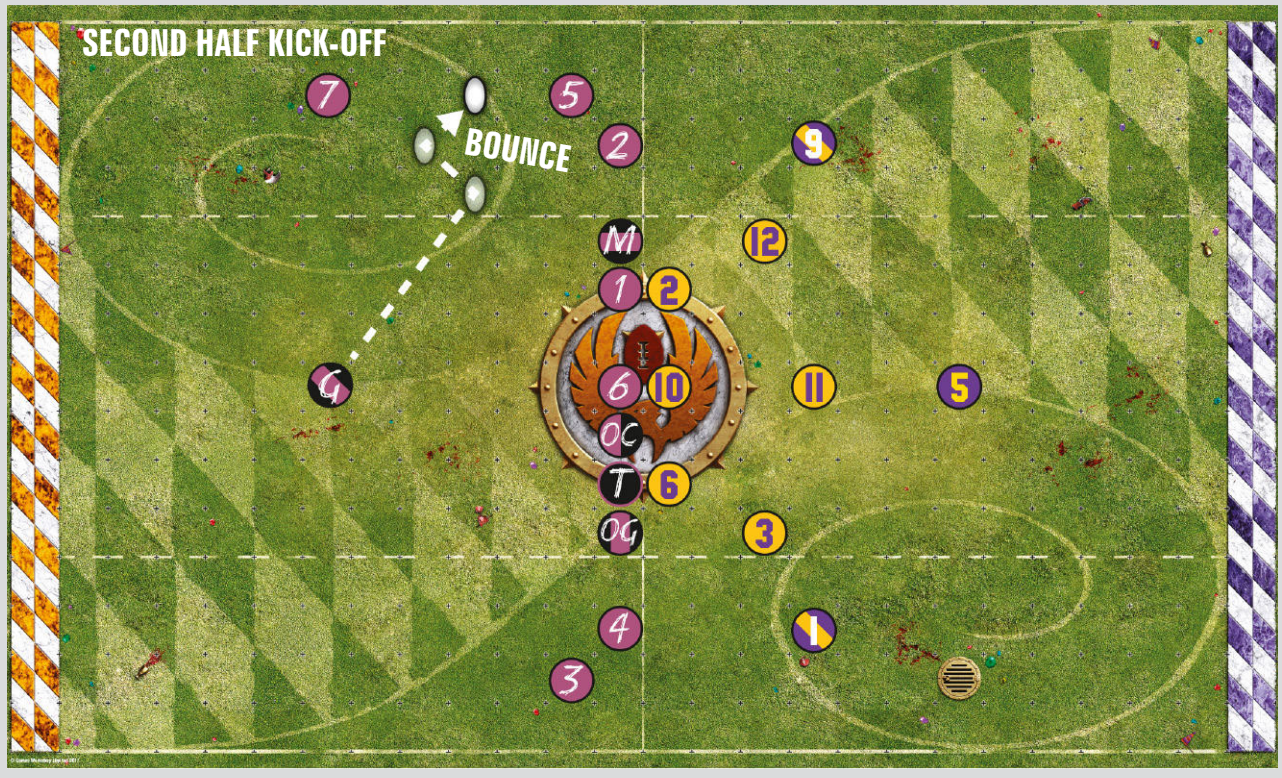
JTY responded with gutsy moves from (the

"How many Elves can you count from here, Bob?"

"Too many, Jim…"

"Oh, you're so predictable, Bob. I mean how many are there? They look a little short-handed… Wait, look at the Horde! There seems to be an awful lot of them… What's going on, Bob?"

"It's like they used to say in the old days, Jim – Nuffle's lucky number is 11… or 12 if the Ref's not looking…"

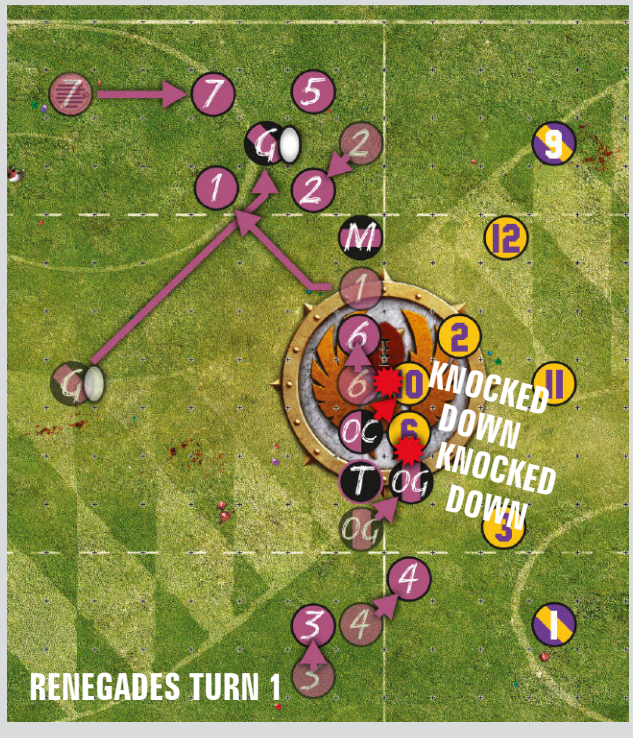


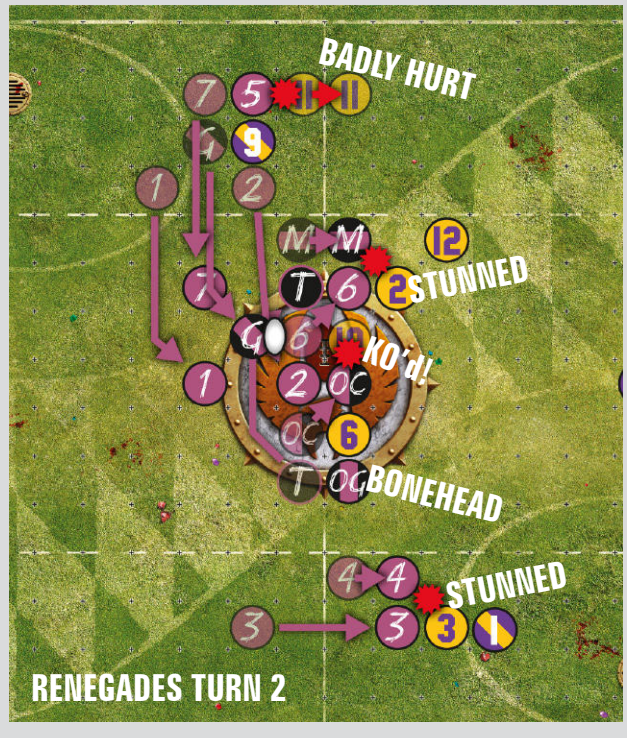
"Look at that plucky little Gobbo, Bob! He's got the ball again! He's strolling down the field like he owns the place! Where does a stunty little Goblin find confidence like that, Bob?"

"Do you think it could be the Ogre, the Troll and the Minotaur next to him, Jim?"

"You may have a point there, Bob. Oh, I hope that Troll isn't going to throw him…"

"Or eat him, Jim…"





Some would say most Blood Bowl players really belong in a cage. Few would have in mind one formed of a Troll, a Minotaur and an Ogre…

THE STALL

The Stall is a tactic employed by some Blood Bowl coaches to effectively 'manage' the game, reducing the amount of time the opposition has to score. The simplest version involves getting the ball carrier close to the end zone, then surrounding them with teammates for protection, and simply not moving so that the turns slowly run out. Of course, the other team will be doing all they can to stop this, and if they do manage to get to the ball, it may be the stalling team that find they are suddenly out of time. There are plenty of Special Play cards which can ruin a stall.

aptly named) Imyrl Ringrunner and (the also aptly named) Varlet Wayfinder, both making successive dodge rolls to get in close to John's carefully formed cage and put tackle zones on the players defending the Gobbo. Then came the really gutsy play – an attempted blitz with stand-out blitzer Elros Rivenhome. Leaping to his feet, he headed between two opposing players, before failing his dodge roll and crashing to the ground. It was a bold move that deserved just a little more luck.

With half the Elfheim Eagles down and the other half out, John drove his cage downfield, shuffling other players out towards the sideline to block off the easy routes for those Elves still on the field. In the centre of the field, John reformed the cage itself with what must be the best protection ever offered to any Goblin anywhere – an Ogre, a Troll, and a Minotaur (plus a Human lineman)!

Seemingly not content with this state of affairs, John had Die Gruber and two of his fellow linemen launch a foul on the prone Aspril the White – a double 4, and Gruber was sent off! Needless risk or fine playing-in-character?

The Eagles weren't beaten yet and responded in their next turn with a whopping six successful dodge roll from just four players, again setting up a daring blitz attempt by Rivenhome. Things were starting to feel more than a little familiar as the Elf blitzer failed his dodge roll again. Twice.

Another brutal turn from the Mongrel Horde followed. The indignity (and pain) was heaped on Stumblin' El Rivenhome, as he was now known, with, firstly, a foul by Adel Vicehands and then a foul by Bomz Jaeger in the next turn, finally KO'ing the unfortunate blitzer. Things were looking grim for the Eagles…

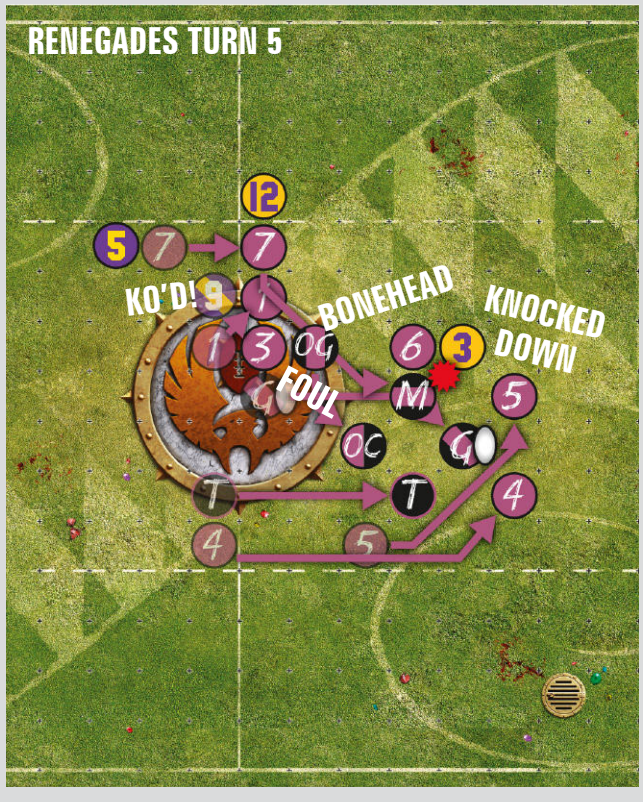
"The Horde are going to play for a stall here, Jim."

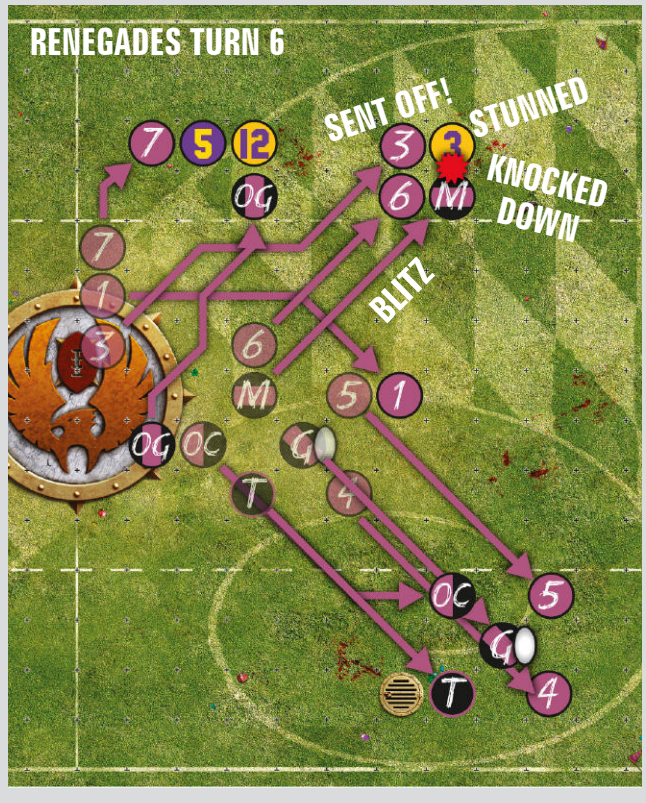
"A stall, Bob? Whatever do you mean?"

"Yeah, they're going to form a cage to protect the ball carrier and stall for as much time as they can before scoring."

"Oh, I thought you were talking about a stall – for refreshments, Bob!"

"That's what the other team are for, Jim!"





THE FINAL WHISTLE

The Elfheim Eagles head into the final quarter with just three players on the field, but the Mongrel Horde need to guard against the risk of one of those pesky high-speed Elven scores. Can they do it?

GETTING SHORT ON NUMBERS

Some Blood Bowl teams are much more durable than others and the Elven Union team is certainly one of the more injury prone, with Armour Values of 7, or 8 in the case of the blitzers. Finishing a game with half a team or less is not unusual for the Elves and the best coaches know that the Elves' strength lies in their ability to disrupt the opposing team's plans and score very quickly in return, even with few players on the field. In this game, John couldn't resist fouling the beleaguered Elves and managed to get two of his players sent off, leaving gaps, which might have been costly in another game.

Beaten but not yet defeated, JTY picked up his three remaining players (in a sign of how bad things had gotten, all three began the turn knocked down) and dodged out of harm's way, dropping back towards the far sideline ready to marshall for one last desperate attempt at thwarting John's plans. Preventing John from scoring might be a big ask, but if Jonathan could strip away enough of Gooie's protective teammates, he might force John to score, still with plenty of time left for the speedy Elves to hit back.

Wise to it, John moved the Orc, the Troll, and two linemen downfield to form up in a cage on the opposite flank, sure enough sending Gooie Burton trotting into the middle of it with the ball soon after. Unable to resist trying to finish off the Elves, John sent the Minotaur crashing into the Aspril the White, knocking him down.

Displeased with the lack of injuries, John used Bomz Jaeger to foul the freshly downed lineman… a double 6 and another Renegade was sent off!

With a few gaps starting to open, JTY made one last desperate attempt to force John to score, dodging through the screening line of Renegades towards the cage, now parked on the goal line. But the distance was too far to go, and with no prospect of any assists, all the forlorn Elven defenders could do was follow the sneaky Gobbo into the end zone and hope for a miracle on the ensuring kick-off. 2-1 to the Mongrel Horde.

But this is Blood Bowl. Perhaps a riot would see the referee wind back the clock. A Quick Snap would have Jonathan one step closer to an improbable one-turn touchdown. Could it be…?

One thing Gobbos are good at it is knowing when to call it a day. With time almost up, Gooie Burton heads into the End Zone for the score.

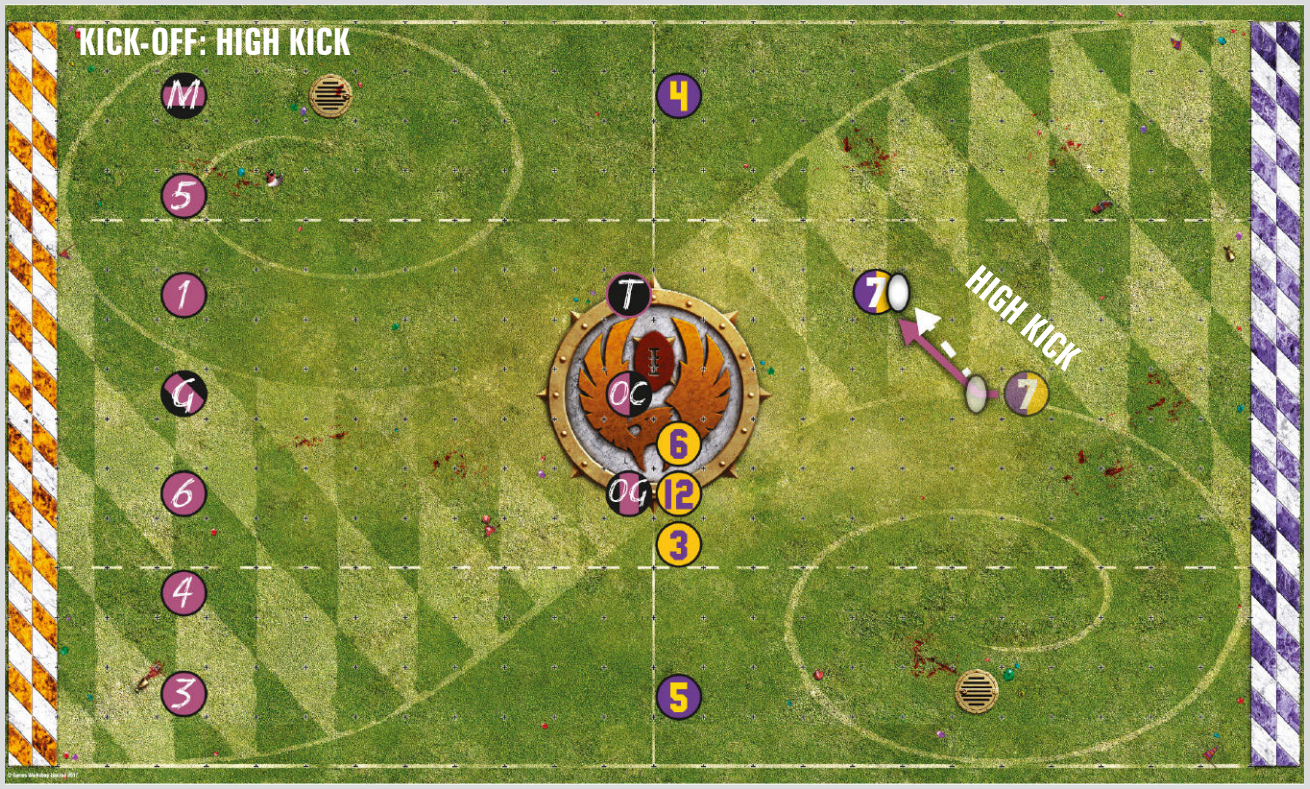
1-2

"The Eagles are down with barely any time left. What does a good team do in a situation like this, Bob?"

"What a good team does in any situation, Jim – forget about the ball and get on with some good, old-fashioned ruining the opposition for the next game!"

"How did you ever win, Bob?"

"By playing the other team after games like this, Jim!"

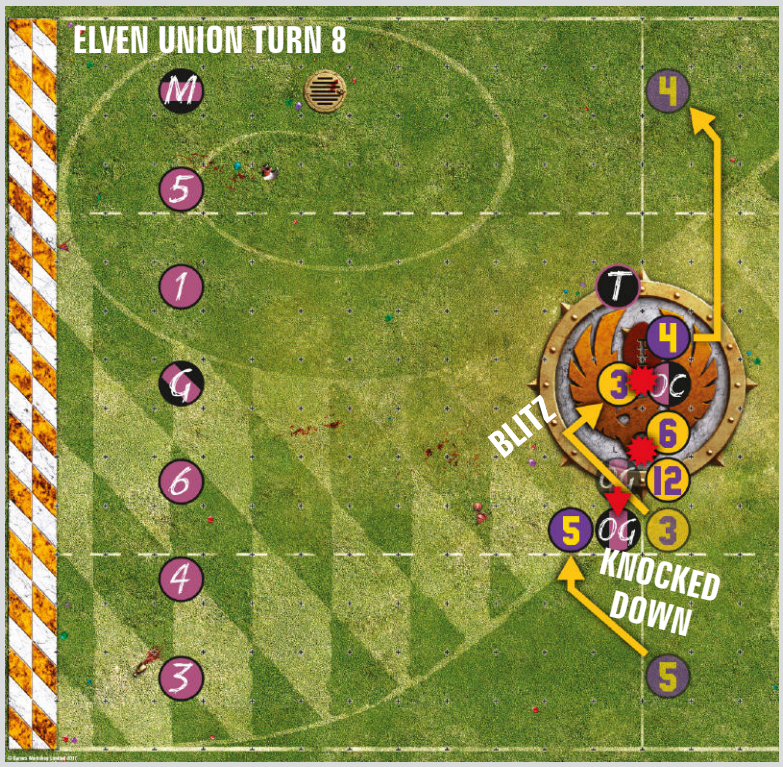


"Hey, look, I think they figured it out – they've just taken out Unghower Hammer…"

"It's not going to win them the game, though, Bob!"

"No, but there's still time for a foul! Oh, no fun, the referee blew his whistle before they got to hit him!"

"And that's it, folks! Full-time and it's 2-1 to the Mongrel Horde! Better luck next time, Elfheim Eagles fans!"



THE ONE-TURN TOUCHDOWN

While unlikely, it's possible to score in a single turn, even without a freak combination of skills and stat increases. Such a feat relies on careful planning of a series of blocks to create so-called 'chain blocks' or 'chain pushes'. When the squares around the target of a block are already occupied, the coach of the blocking team can push the blocked player into other players, in turn shunting their own players down the field without spending MA. Easier said than done, though.

THE POST-MATCH INTERVIEW

So, it's all over. While battered Elves dust themselves down, the Mongrel Horde celebrate in whatever profane way takes their fancy. It was a game of extremes, in many ways, with a quick early score from the Elves, before a horrific run of injuries saw them reduced to three fit players by the end of the game.

As is often the case in Blood Bowl, the lopsided look of the pitch by the end of the game belied a closer contest than it might appear. The score was only 2-1 and had Jonathan been just a little luckier with a couple of his bold dodges on attempted blitzes, he'd have had every chance of knocking down the Gobbo. With the ball loose, the Elves with their superior speed and agility would likely have been favourites to capitalise. Sadly for Jonathan, it wasn't to be, and Johnny claimed a deserved win over his old sparring partner. So, what did the two of them have to say about their first White Dwarf match report?

JTY: The Rowdy Fans really made things difficult for me. I couldn't really make use of the wide areas as much as I wanted to.

John: You did manage to score that way in the second turn, though…

JTY: True, but I couldn't get any assists against the sideline, and you got a free one, so you were able to keep the ball safe, even with my dodging.

John: The Rowdy Fans card was a pretty lucky one for me to draw, really. I was worried about defending some of the wide areas against the Elves. And the extra player was useful, too.

JTY: Certainly against the number of players I had by the end! If I'd had just a few more I could have attempted the chain blocking for the one-turn touchdown at the end, but I just couldn't do it with so few players. Well done!

MK

"Well, Bob, it's all over here and it's time to choose your Bloodweiser Most Valuable Player. Who's your pick, Bob?"

"You know, there's a few. Gooie Burton put on a pretty good show – for a Goblin – and a couple of those Elves did well to survive, but my Bloodweiser MVP has to be the real 12th Man… those rowdy fans!"

NEW RULES

RETURN TO HAMMERHAL

Mastered the dungeons beneath the Twin-tailed City? I think not, adventurer. Read on and you'll find fresh challenges both above and below Hammerhal in this, the final instalment (for now) of our exclusive new material for Warhammer Quest.

WHITE DWARF EXCLUSIVE

GAMESMASTER'S EYES ONLY! (TAP HERE!)

IT'S STILL ALL ON THE CARDS

December's issue of White Dwarf may now seem a distant memory, but it did feature a set of 12 cards that can be used in conjunction with the material in this month's issue. The cards aren't essential for this adventure, but if you're lucky you might still be able to pick up a copy of December's issue from your local stockist or from the Games Workshop website.

Well, hey there, adventurer, and welcome back to the Cinderfall District of the Twin-tailed City of Hammerhal. We hope your last adventure was… prosperous. What's that, Klaus lost his leg? He shouldn't have left it lying around then – you can't be careless in a dungeon. Oh, it was attached at the time! Nibbled clean off while he was having a nap? Well I never. You know, perhaps you're not ready for another quest just yet…

Then again, if you think you are ready, who are we to stop you? We've heard tell of a sinister garrison up the road that needs investigating. Are you up for it?

In December's issue of White Dwarf we gave you the first of three exclusive adventures for Warhammer Quest: Shadows over Hammerhal. In January's issue we brought you the second adventure. This month (as you can probably guess by now), we bring you the third. As with the previous two adventures, the fold-out section over the page is for the gamemaster's eyes only. If you're taking part in the adventure with one of your heroes, you need to stop reading now. That's it, right now, we can see you.

If you're the gamesmaster, read on. Feel free to cackle maniacally when you find out what the adventurers will be facing.

THE SEARCH FOR THE STONE

Across Middle-earth, warbands of Evil warriors search for fell artefacts and dark relics at the behest of their banished lord, Sauron. Here we present the second part of a new narrative campaign for The Middle-earth Strategy Battle Game: Battle Companies.

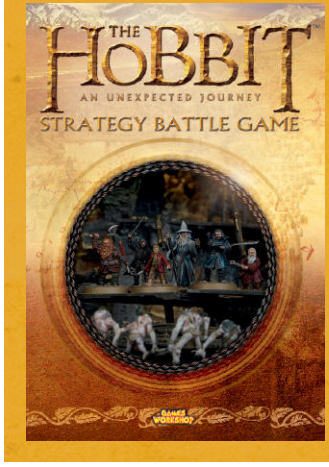
One of the most exciting parts of the new Battle Companies book is the narrative campaign that lies within. This lets you take your newly recruited Battle Company on the Quest to Fornost in search of the ancient relics that lie hidden in its crumbling walls – a campaign written very much with the Good side in mind. But what if you collect an Evil army such as Mordor or Isengard? Last month, we kicked off a brand-new narrative campaign for the Evil factions in Middle-earth with two new scenarios. Here you can find three more. Jay Clare from the Middle-earth team explains all.

Jay Clare: As I mentioned in last month's issue, when I wrote the Quest to Fornost campaign for Battle Companies, it favoured the Good factions of Middle-earth. Of course, that wasn't entirely fair on the Evil players out there in Middle-earth (you know who you are) but sadly there wasn't enough space in an already-packed book to fit an Evil campaign in. Fortunately, the White Dwarf team were more than accommodating!

So, here's the second part of the Search for the Stone – the last three scenarios for a Battle Companies narrative campaign for the Evil factions of Middle-earth. This follows the same structure as the Quest to Fornost laid out on page 59 of the Battle Companies book – just play the scenarios listed in this article instead of those listed in the main book. Even though this campaign is designed to be for Evil Battle Companies, you can still use Good ones if you wish. There is a 'What if I'm Good?' section at the end of each scenario to help you. If you are playing a Battle Companies narrative campaign with a group of friends it works well if the Good factions play the Quest to Fornost and the Evil factions play the Search for the Stone, fighting the relevant scenarios when the time comes. This doesn't change the rest of the campaign, just the narrative scenarios that are played. Like the Quest for Fornost, the Search for the Stone works best if you start with a brand-new Battle Company – perfect for trying out those Evil armies you have always wanted to use on the battlefield.

ADVENTURES IN MIDDLE-EARTH

If you're new to playing *The Middle-earth Strategy Battle Game*, then you'll want to pick up a copy of *The Hobbit: An Unexpected Journey* rules manual. Inside, you'll find all the rules for the game and many of the heroes and warriors. If you wish to use an army from *The Lord of the Rings,* pick up the Sourcebook for your faction, available from the Games Workshop website.



NARRATIVE SCENARIO 3
ACROSS THE DEAD MARSHES

After escaping the rocky slopes of Emyn Muil, the company find themselves traversing the stinking swamp-like paths of the Dead Marshes. After days of squelching their way through the vile marshland, the company decide to make camp and take some rest – not knowing the danger that awaits them in the dark.

As the company devour their rations, they become aware of a series of faint ghostly howls and subtle green glows in the dark – and it quickly becomes apparent that they are not alone. Within the darkness the Spectres of the Dead Marshes try to tempt members of the company towards them, in an effort to lead them to their doom. In order to survive their long-dead assailants, the company must take up arms and fight.

LAYOUT

This scenario is played on a 4'x4' board. The board represents the Dead Marshes and should be contain six distinct areas of marshland with no part of the marshes being within 6" of the centre of the board. Within the centre of each piece of marshland terrain place a 25mm Marsh Marker. The centre of the board should remain clear.

STARTING POSITIONS

Your Battle Company deploys within 3" of the centre of the board. Each Spectre will deploy in base contact with a different Marsh Marker.

OBJECTIVES

Your Battle Company must rid the marshes of the Spectres before they are all led to their doom.

The game lasts until there are no models from one force left on the board.

Victory	Your Battle Company has managed to slay all of the Dead Marsh Spectres and still has half or more of its starting models left alive.
Defeat	Your Battle Company has been wiped out.
Draw	Any other result.

SPECIAL RULES

Don't Follow the Lights. Whenever a member of your Battle Company is moved into base contact with a Marsh Marker as a result of a Dead Marsh Spectre's 'A Fell Light is in Them' special rule, roll a D6. On a 4+ they are fine and nothing happens. On a 1-3 the model succumbs to the Spectre's powers and is led to its doom – remove the models as a casualty. Any model that is removed as a casualty in this way suffers a -1 penalty to its Injury roll at the end of the game.

PARTICIPANTS

Your Battle Company.

6 Dead Marsh Spectres.

REWARDS

If you were victorious in the scenario, roll on the chart below to see what reward your Battle Company receives.

D6	Result
1.	Within the shallows of the marshes lay some ancient trinkets from an age gone by; they would fetch a small price if sold at the right place. Your Battle Company receives an additional 1 Influence Point.
2.	The Dead Marshes have many different weapons submerged within them from the great battles that happened here; a perfect opportunity for those within the company to select more preferable weapons should they desire. Up to D6 models within your Battle Company may exchange their hand weapons for a different one for no cost in Influence Points.
3.	Whilst your company has managed to fend off most of the Spectres, your company's leader has managed to subdue one and bind it to their will; though quite how they managed this remains a mystery. Permanently add a single Dead Marsh Spectre to your Battle Company; this Spectre cannot gain Experience or be promoted and will roll on the Warrior Injury Chart.
4.	Having survived the horrors of the spectral onslaught, the leader of your company shakes any remnants of fear and doubt from their mind. Your Battle Company's leader gains the Fearless special rule.
5.	As the final Spectre is slain, its spirit finally set free, the armour it bore crumples to the floor, yet some strange enchantment seems to lie upon it. One Hero in your Battle Company may wear this ancient armour, discarding any other armour they may already have – it counts as heavy armour. When a model wearing this ancient armour suffers a Wound from a shooting attack, roll a D6; on a 4+ the Wound is ignored.
6.	The skirmish on the surface has caused the waters beneath to swirl, dislodging an ancient weapon used by a champion of the Dark Lord centuries ago. One Hero in your Battle Company may take this weapon; this is a mace with the Manbane special rule.

WHAT IF I'M USING A GOOD BATTLE COMPANY?

If you are playing as a Good Battle Company, then if you roll a 3 on the Rewards chart you do not gain a Dead Marsh Spectre to your company. Instead your Battle Company may make an additional free roll on the reinforcement chart.

NARRATIVE SCENARIO 4
FURY OF THE WOSES

Continuing on their journey towards Osgiliath, it is not long before your company passes over into the realm of Gondor. Yet as they do so they spy a substantial Gondor patrol to the south blocking any passage for servants of the Dark Lord. Stopping for a moment to decide on what course to take, your company decides on the path through the Drúadan Forest instead of facing the patrol head-on.

As the company makes its way through the forest, hacking their way through the thick undergrowth and felling whatever foliage may get in their way, some more aware members of the company become wise to the fact they are being watched. The company barely has time to react as they are soon being fired upon from all directions; small and lethal darts seemingly propelled from nowhere find their mark in either metal or flesh. If the company cannot fend off their attackers they will fall and fail the Dark Lord.

LAYOUT

This scenario is played on a 4'x4' board. The board represents an area of the Drúadan Forest. Six pieces of Woodland terrain should be placed the board, with the exception of the area within 6" of the centre of the board – this is a clearing.

STARTING POSITIONS

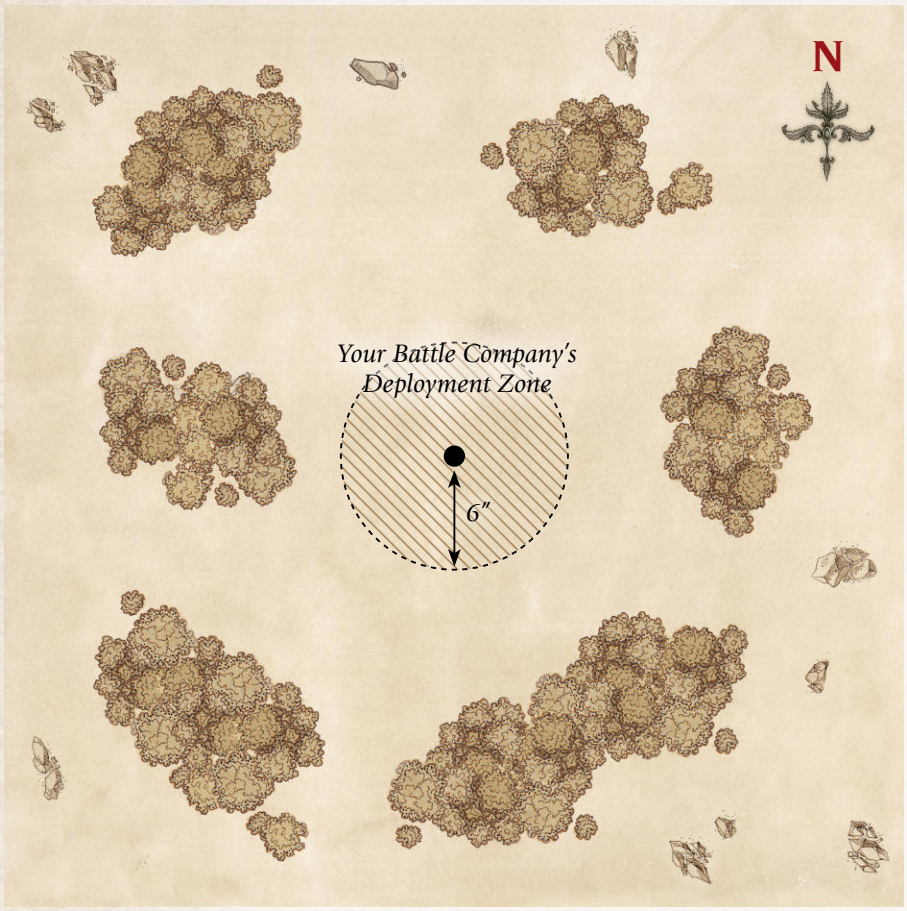
Your Battle Company starts the game within 3" of the centre of the board. The Woses are not deployed at the start of the game but will be available later.

OBJECTIVES

This is a fight to the death. Either your Battle Company will fend off their attackers or they will die in the attempt.

The game lasts until one side is completely wiped out.

Victory	Your Battle Company has managed to slay all of their enemies.
Defeat	Your Battle Company has been wiped out.
Draw	Any other result.



SPECIAL RULES

This scenario is played in the Drúadan Forest, and as such should use the rules for fighting games in Guarded forests found on pages 52-53 of the Battle Companies book.

Invisible Attackers. The Woses of the Drúadan have hidden themselves within the branches and boughs of the trees, firing upon the company without being seen. The first time any member of your Battle Company moves into a piece of Woodland terrain it will reveal how many Woses are hiding within. Roll a D3 and place that many Woses within the terrain piece at least 1" from all other models; Ghân-buri-Ghân may only be placed after all other Woses have been placed. When a member of your Battle Company moves into the sixth, and final, piece of Woodland Terrain do not roll a D3. Instead all Woses not already deployed, if any, will be placed in the terrain as described above.

PARTICIPANTS

Your Battle Company.

Ghân-buri-Ghân; 9 Woses Warriors.

REWARDS

If you were victorious in the scenario, roll on the chart below to see what reward your Battle Company receives.

D6	Result
1.	The toxin used in the darts fired by the Woses could easily be sold to the more devious factions under the Dark Lord's control for a good price. Your Battle Company receives an additional 1 Influence Point.
2.	Following their victory, your company makes camp at the edge of the forest in order to rest and recuperate the wounds they have suffered. Do not make any injury rolls for your Battle Company; instead every model counts as having rolled the 'Full Recovery' result instead.
3.	Whilst rummaging through the bodies of the fallen, one member of your company stumbles across a hidden hollow within one of the trees; the hollow contains large quantities of the poisons used by the Woses that your company has no problem smearing onto their own weapons. D6 models in your Battle Company gain the Blade Poison equipment without spending Influence Points.
4.	Your company's progress has not gone unnoticed by the Dark Lord who has sent reinforcements to aid the company in completing their mission. Your Battle Company may make an additional free roll on the reinforcement chart.
5.	Few are those who venture into the Drúadan Forest and live to tell the tale, and doing so is no small feat. Every member of your Battle Company that survived the game gains an additional 1 Experience Point.
6.	The ferocity the company's leader has displayed has made the Dark Lord take notice; they will be rewarded in time. Your Battle Company's leader (or another Hero if they did not participate in the game) gains a single point of either Might, Will or Fate up to a maximum of 3/3/3.

WHAT IF I'M USING A GOOD BATTLE COMPANY?

If you are playing as a Good Battle Company, then if you roll a 4 on the Rewards chart you do not gain a free roll on the reinforcement chart. Instead Ghân-buri-Ghân sends one of his followers with you on your quest as his emissary. Permanently add a single Woses Warrior to your Battle Company; this Woses Warrior cannot gain Experience or be promoted and will roll on the Warrior Injury Chart.

NEW RULES

NARRATIVE SCENARIO 5
RANSACKING OF OSGILIATH

The company's journey is nearly at an end; they have travelled many miles over the weeks since they were sent forth from the pits of Angmar and towards Osgiliath. Not all who set out from the north have made it throughout the journey, slain along the way either by the foes they encountered, or by their own treacherous company members.

As the company enters Osgiliath, they become aware that they are not the only warband to have a foothold within the crumbling walls. A Gondor patrol has garrisoned areas of Osgiliath, searching for something in the shallows of the Anduin and the ruins of the city. Not wanting to risk the stone falling into enemy hands, should they stumble upon it, after having travelled so far, your company leaps forth from the shadows and engages the patrol in combat. Yet amongst the swirling melee of clashing blades your company must search for and retrieve the stone for the Dark Lord.

LAYOUT

This scenario is played on a 4'x4' board that represents the ruins of Osgiliath. The board should have a selection of ruins covering the board – we would recommend about eight to really give the feel of fighting in the ruined city, with the river Anduin running along the eastern board edge. Three 25mm objective markers are then placed on the board; one in the centre, with the other two exactly 12" away from the centre of the board and either the east or west board edges (see map). On the bottom of one objective there should be a mark denoting the stone, this should be kept secret from both players when deploying the objectives.

STARTING POSITIONS

Your Battle Company starts the game within 6" of the centre of the northern board edge. The Gondor force is then split into 3 smaller groups, as close to equal as possible. Each of these groups is then deployed within 3" of a different objective marker.

OBJECTIVES

Your Battle Company must locate the stone within Osgiliath and deliver it to Sauron in order to secure victory.

The game lasts until either the Battle Company is wiped out or the stone is moved off any board edge.

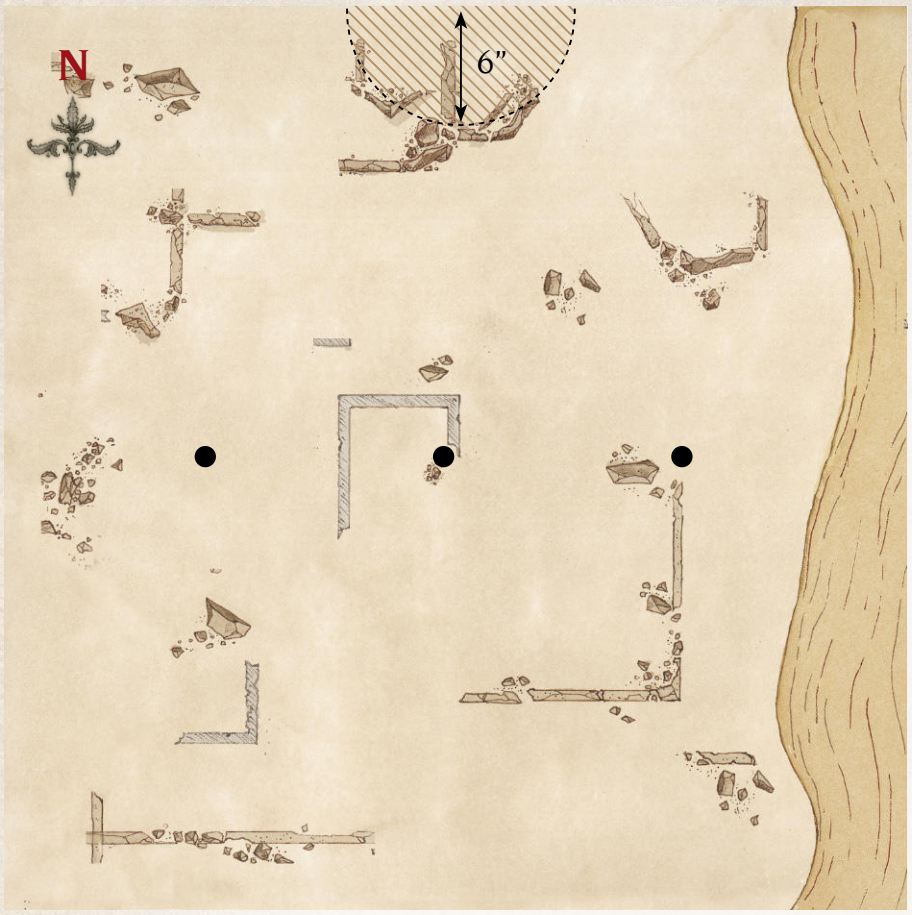
Victory	Your Battle Company has managed to escape the board with the stone.
Defeat	Your Battle Company has been wiped out.
Draw	Any other result.

PARTICIPANTS

Your Battle Company.

4 Warriors of Minas Tirith with shield; 4 Warriors of Minas Tirith with spear and shield; 4 Rangers of Gondor; 3 Osgiliath Veterans – 1 with shield, 1 with spear and 1 with bow.

Your Battle Company's Deployment Zone



SPECIAL RULES

The Captain of Gondor. At the head of this Gondor patrol is their Captain, tasked with locating and retrieving the stone for Lord Denethor. At the start of the game roll a D6 to determine who is leading the Gondor patrol in their search for the stone.

1. A ranger can be seen giving orders to those around him, though it is soon apparent that he does not command great authority. Damrod is leading the Gondor patrol.
2. At the head of the patrol stands a young Captain from Minas Tirith, no doubt on one of their first missions following promotion. A Captain of Gondor with shield leads the patrol.
3. A tall man can be seen holding his massive broadsword by the hilt, his long cloak flowing in the wind. A Knight of the White Tower leads the Gondor patrol.
4. A grizzled and grey-haired veteran of many wars clad in green and brown leads the search for the stone. Madril leads the Gondor patrol.
5. The company spy the younger son of the steward at the head of the patrol, urging those that follow him into battle. Faramir with bow leads the Gondor patrol.
6. The leader of the patrol stands taller than those around him and holds the unmistakable Banner of Minas Tirith aloft – the greatest warrior in the realm of Gondor. Boromir, Captain of the White Tower with the Banner of Minas Tirith leads the Gondor patrol.

The Stone. When any member of your Battle Company moves into base contact with an objective marker, flip it over. If it is not the stone, remove it from play. If it is the stone, the model that flipped it over immediately takes possession of the stone. The stone is a light object.

REWARDS

If you were victorious in the scenario, roll on the chart below to see what reward your Battle Company receives.

D6	Result
1.	Barely escaping Osgiliath with the stone, your company returns to Mordor to present it to Sauron. The mission they embarked on has been brutal, forging the members of your company into hardened warriors ready for the wars to come. Every Hero in your Battle Company gains a single point of either Might, Will or Fate – this can even be used to take your Hero above the usual maximum of 3/3/3.
2.	The Pendant of the Steward: A single Hero in your Battle Company may be given the Pendant of the Steward. Whenever a model with it suffers a Wound, roll a D6 – on a 5+ the Wound is ignored exactly as if a point of Fate had been spent.
3.	The Shield of Gondor: A single Hero in your Battle Company may be given the Shield of Gondor, discarding any shield they already had. This is a shield that provides its bearer with +2 Defence rather than +1; additionally, a model bearing this shield may force their opponent to re-roll a single D6 when making a Duel roll against this Hero.
4.	The Hammer of Mordor: A single Hero in your Battle Company may be given the Hammer of Mordor. This is a two-handed hammer; additionally, any unsaved Wounds inflicted by this weapon will become D3 Wounds instead of 1.
5.	The Blade of Morgul: A single Hero in your Battle Company may be given the Blade of Morgul. This is a sword; additionally, any enemy that suffers a Wound from the Blade of Morgul is automatically slain, regardless of the number of Wounds on their profile. Heroes may use Fate to avoid these Wounds but if even a single Wound is not saved they are slain.
6.	The Blessing of Sauron: A single Hero in your Battle Company may receive the Blessing of Sauron. The chosen Hero increases their Fight, Strength, Defence, Attacks, Wounds and Courage by 1 – even if this would increase them beyond their normal limits.

Results 2-5 will add an extra 30 points to the value of whichever model is rewarded when working out your Battle Company's Rating.

WHAT IF I'M USING A GOOD BATTLE COMPANY?

There is no real difference in this scenario; your Battle Company is still striving to locate the stone. However, it is unlikely that they would return the stone to Sauron, and thus receive his blessing. Imagine instead that the stone is delivered to Galadriel for safekeeping, and that if a 6 is rolled your company receives the Blessing of Galadriel instead – this has the same effect.

TACTICA HERETICUS

To face the Thousand Sons in battle is to face an army of madness and horror, for they are the galaxy's most deadly Sorcerers and the power of the warp is at their fingertips. Here, we take a closer look at their units and abilities and how to use them on the battlefield.

PSYKERS

One of the main strengths of the Thousand Sons is their Sorcerers. Where possible, try to keep your Sorcerers mobile (a Disc of Tzeentch is perfect for this) so they can always be in range with the psychic powers you want to cast. Remember, you can put them in transport vehicles, but they won't be able to cast psychic powers while they're inside. If you can, always try to invest in an Exalted Sorcerer over a regular Sorcerer as they have the Lord of the Thousand Sons ability, which enables nearby units to re-roll 1s to hit. Very handy.

The Thousand Sons are arguably one of the strangest forces to take to the battlefields of the 41st Millennium. On one hand there are the Thousand Sons Chaos Space Marines – most are nothing more than walking suits of armour, fleshless automata that stride ever forwards at the behest of their heretical masters, while the rest are devastatingly powerful Sorcerers with access to some of the most formidable psychic powers in the game. On the other hand there are the savage Tzaangors – part man, part beast, part bird – that follow them into battle. On the third hand (welcome to worshipping Tzeentch), there are the Daemons of Tzeentch that delight in causing mischief in realspace whenever they can. The army is a colourful menagerie of madness that lends itself to a variety of playing styles and tactics. Here, we give you a taste (it's warp-flavoured) of how you can use the Thousand Sons on the battlefield.

THE RUBRIC CURSE (OR BLESSING)

The first thing you need to know about the Thousand Sons is that they are tough. Not quite Adeptus Custodes tough (you've read the Battle Report already, right?) but still very hard to kill. That's because your basic Rubric Marine is pure dust in a suit of armour – no internal organs, no important bits like hearts or lungs to rupture, nothing but dust and a malign soul. Because of this, his 3+ armour save increases to 2+ when hit by a weapon with a damage characteristic of 1. That's pretty much every small arm in the game and most close combat weapons. On top of that, Rubric Marines are also the Favoured of Tzeentch, meaning they have a 5+ invulnerable save

against anything bar mortal wounds. Scarab Occult Terminators have the same abilities but benefit from a 2+ save all the time and an extra wound. In short, Thousand Sons players have access to two very tough infantry units.

THE FIRES OF THE WARP

The Thousand Sons excel at short-ranged firefights. While you have access to Predators, Vindicators and Land Raiders – the usual long-ranged units – your Rubricae don't have access to the heavy weapons that other Chaos Space Marines can take. On the other hand, they do have inferno boltguns and warpflamers, which are relatively short ranged, but also AP -2 – a death sentence for lightly armoured foes and a serious concern for even power-armoured enemies. Both Rubric Marines and Terminators can also take the soulreaper cannon which, because Rubricae suffer no penalty for firing a heavy weapon on the move, they can always fire with deadly accuracy.

THE WARRIORS OF PROSPERO

When it comes to army-wide special abilities, the Thousand Sons have two – Death to the False Emperor and Daemonic Ritual – the same as those used by other Chaos Space Marine forces. Daemonic Ritual is pretty handy as you can summon a unit of Pink Horrors and, assuming you've got enough models, just keep splitting them up into Blue and then Brimstone Horrors. If you need an objective held or an enemy unit tied up, a unit of 20 Pink Horrors (a mere 140 points in matched play games) are ideal. But the army special rules don't end there. If your Thousand Sons army is Battle-forged, you will gain access to two more abilities – Brotherhood of Sorcerers and Disciples of Tzeentch. Disciples of Tzeentch is a common ability to most armies (though under a different name), enabling units to hold objectives even if outnumbered. Brotherhood of Sorcerers is the truly powerful ability as it

UPGRADES – YES OR NO?

In matched play games you pay points for every piece of wargear on your units. Most wargear is pretty affordable (force staves are dirt cheap) though you may think twice before equipping an entire unit of Rubric Marines with warpflamers – at 15 points each they're nearly as expensive as the warriors carrying them! A must-have upgrade in our opinion is the Icon of Flame. At only five points it gives your Rubric Marines the chance of inflicting a mortal wound on a nearby unit every turn, which is pretty nasty.

MATT HUTSON'S THOUSAND SONS TACTICS

Matt: For me, the Thousand Sons are all about psykers and flamers. Psykers often have access to psychic powers that cause mortal wounds, so the more psykers you take the more mortal wounds you can dish out. Tzeentch's Firestorm, Doombolt, Infernal Gaze, Bolt of Change, Infernal Gateway and, of course, Smite, all cause mortal wounds – ouch! Then you have the flamers. Every Rubric Marine in a unit can carry a warpflamer, making them monstrous in defence and devastating at short range, especially as their flamers are AP -2. I also take two Heldrakes in my Thousands Sons force when I can, both armed with baleflamers. They are easily fast enough to get in range to use them.

A TRIO OF WARP-SPAWNED TACTICS

Magnus the Red is known for his devious strategies, so we asked Tony Kopach, who helped playtest the new codex, for any unscrupulous (or inspired) tactics he could recommend.

BROTHERHOOD OF SORCERERS

A Thousand Sons army is almost always packed to the brim with Sorcerers, and this codex rewards you for taking plenty of them. For a start, the Brotherhood of Sorcerers ability adds 6" to all of your Thousand Sons' psychic powers. This is a very strong ability that gives short-ranged powers like Warptime (normally 3") and Gift of Chaos (normally 6") that little bit of extra reach they need to be really effective. Now you can teleport a Sorcerer in Terminator armour onto the battlefield and use Gift of Chaos on that pesky character you could never reach before. The extra range also ensures that your Sorcerers will always have a target to use their powers on, be it smiting enemies from 24" away or augmenting your own troops to greater effect.

CYCLE OF SLAUGHTER

The Webway Infiltration stratagem enables you to deploy up to two units anywhere on the battlefield (further than 9" from the enemy) after your first movement phase. One of my favourite units to deploy this way is a unit of 30 Tzaangors. They are almost like Space Marines without power armour and can hit really hard in combat. If you include a brayhorn in the unit they will be more likely to succeed in a charge, or you can cast Warptime on them to almost guarantee one (or both!). A Tzaangor Shaman nearby will give Tzaangors within 6" +1 to hit, making the most of their attacks. To finish off the Fight Phase, use the Cycle of Slaughter stratagem to enable this giant unit to fight a second time, helping you finish off a unit or pile into a new target.

LORD OF THE THOUSAND SONS

This wouldn't be a Thousand Sons tactica without mentioning Magnus the Red. The new codex enhances Magnus's abilities with the Lord of Forbidden Lore warlord trait and the Brotherhood of Sorcerers ability, meaning he knows four psychic powers and can cast them at a greater distance, too. If you use the Great Sorcerer stratagem he can also cast four powers a turn! With access to all three Thousand Sons psychic disciplines, Magnus can boost your own units with Glamour of Tzeentch or smite your foes with Infernal Gateway or Gaze of Magnus. If played patiently, Magnus can be a one-man army, filling holes in your own lines, exploiting gaps in your opponents', while shutting down any of their attempts to cast psychic powers.

increases the range of all your psychic powers by 6". That means that many of the powers that cause mortal wounds increase their range to 24" – there really is nowhere the enemy can hide! And on that note… ▶

THE POWER OF THE WARP MADE MANIFEST

The Thousand Sons have access to some of the best psychic powers in the game. You'll find that the Discipline of Change – which is available to all your Sorcerers – is a good mix of powers to protect your units or blast the enemy. Weaver of Fates is particularly handy as it can increase the 5+ invulnerable save of a unit to 4+ for a turn. The Dark Hereticus Discipline is only available to your Thousand Sons characters (not Tzaangor Shamans) and includes some nasty powers such as Death Hex, which denies a unit its invulnerable saves – ideal if you need to kill a unit of Terminators with Storm Shields. Prescience is a team favourite. Combined with the Lord of the Thousand Sons ability mentioned earlier, it will ensure that a unit of Rubric Marines will roll to hit on 2s and re-rolls 1s. How evil.

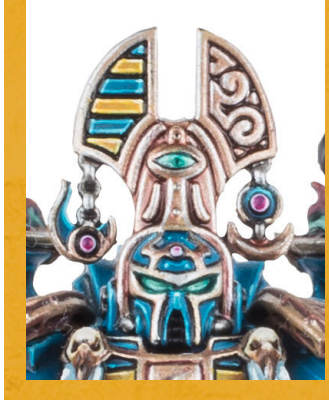
The Discipline of Tzeentch is only accessible to Magnus and the Daemon Prince. The Daemon Prince can cast two of these powers a turn and is a relatively inexpensive unit to field, not to mention a powerful close combat fighter, which is something the Thousand Sons can lack. He can slot into your army tactics pretty neatly. If you decide to field Magnus you'll need to centre your tactics around him and learn which powers work best for your play style – he's an incredibly powerful character, but his cost in points or power means you'll often have fewer units than your opponent. You will be king of the psychic phase, though, which we feel is a good trade-off.

DEVIOUS STRATEGIES

The Thousand Sons are master strategists and as such have access to some fearsome stratagems. Many only cost a single command point, but the benefits they can give are huge. Cabalistic Focus is a great way to ensure a crucial psychic power goes off, while Sorcerous Pact pretty much guarantees you can summon a massive unit of Daemons (or even a Lord of Change) without suffering any consequences from warp-feedback. Baleful Vortex can be played on a Mutalith Vortex Beast (a new unit for your army!) so it can manifest a second or even third power. And, if all else fails, the 3CP Coruscating Beam enables you to laser a unit (several if you position it right) from space. It's a high-cost stratagem but devastating if all your cunning plans have somehow gone awry. **DH**

MUST-HAVE WARGEAR

If you're playing a game that uses Command Points and your army is Battle-forged then the Helm of the Third Eye is a very handy piece of Sorcerous Arcana to give to one of your characters. If the wearer is on the battlefield, roll a D6 each time your opponent uses a stratagem. On a 5+, you gain a command point. Even if you only gain a single command point in a game by doing this, it could enable one of your psykers to cast an extra power later in the game, give you the chance to play Veterans of the Long War stratagem at just the right moment or even just gain an extra Command Re-roll.



NECROMUNDA UNDERHIVE

SCENARIO: THE GAUNTLET

RUST TOWN RUN

For those who think the horror-infested depths of the underhive aren't dangerous enough – there's the Rust Town Run! This special scenario utilises the Necromunda Badzone Delta-7 tiles set to create a twisting maze of death – pitting runners against hunters, as one player tries to guide their gangers to glory, while the other tries to knock them into giant fans and blazing furnaces!

The Rust Town Run is legendary among the underhive inhabitants of Hive Primus. Every sump-Tscraper, dome runner and ripper herder has heard the tales of Bald Bryen's path of perils, and when news spreads of a gang willing to take on the Mayor of Rust Town's maze, hivers flock to see the action. Spectators cram themselves into vent shafts and drain irises, or gather around flickering pict-screens for a good view of the action. Fistfuls of scrip change hands as they bet on the runners, getting good odds on most likely to be eviscerated or the number of juves who fall into the grinder. For a gang, the run is a chance to prove their worth and win glory for their house, plus maybe even scrag one of Bald Bryen's 'chrono crystals' – rare gems worth a Guilder's ransom in creds. Of course the Rust Town Run is more than just a dungeon of deadly perils, and when a gang takes up the challenge the call goes out for skilled killers to oppose them. There is no shortage of gangers willing don the mantle of one of Bryen's hunters, the chance to stop a run in its tracks almost as prestigious as completing one.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker (known as the runners) and the other is the defender (known as the hunters). In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario makes use of the Badzone Delta-7 tiles (rules for these tiles can be found on page 20 of Gang War Two). Bald Bryen has his run setup so it is especially dangerous for the runners (not to mention entertaining for the spectators), so set up the battlefield as shown on the map. After the tiles and doors have been placed the defender may add up to four barricades anywhere on the battlefield. For this scenario all doors begin closed but not locked (with the exception of the Vault door of course!).

CREWS

The attacker chooses D6+4 of their fighter cards to create their crew of runners. The defender then randomly selects D3+4 of their fighter cards – these will be the hunters.

DEPLOYMENT

The attacker deploys first, placing their runners anywhere in the shadowed area of the Unlit Crossroads tile. The defender then deploys their hunters as detailed in 'From the Shadows' below. The attacker has priority for the first round.

SPECIAL RULE: FROM THE SHADOWS

Bald Bryen makes sure the odds are stacked against the runners, and the run is filled with hidden tunnels and hatches only the hunters have access to. At the start of the game the defender can set up their hunters anywhere on the battlefield (with the exception of the Unlit Crossroads tile) or can choose to have them lurking in the shadows. Fighters that are lurking in the shadows are not active and have no effect on the game until they are deployed.

When it is the defender's turn to activate a fighter they can choose to either pass (taking no action), activate a ready fighter as normal, move a fighter from the shadows onto the battlefield (placing it anywhere on the battlefield at least 1" from an enemy), or send a fighter back into the shadows (removing them from the board). Fighters placed from the shadows are not ready and so must wait until the following round to take actions, and fighters engaged by enemies may not be sent back into the shadows.

WHITE DWARF EXCLUSIVE

SPECIAL RULE: SOMETHING TO PROVE

Once the run begins it is all or nothing! In this scenario neither side need to make Bottle Tests.

TACTICS CARDS

Each player may select two Gang Tactics cards. If the total credit value of the attacker's fighters is less than the defender's, the attacker may select an additional Tactics card for each full 100 credits of difference. In addition to their chosen cards, the defender gets the Frag Trap and Melta Trap cards. If the defender is fielding an Escher gang they may substitute one of these cards for a Gas Trap card.

OBJECTIVES

The attacker's objective is to break into the Vault and open the loot casket (retrieving the chrono crystal). The defender's objective is to stop all the runners by putting them Out of Action.

ENDING THE BATTLE

The battle ends either when one of the runners opens the loot casket in the Vault, or there are no more runners on the battlefield.

VICTORY (SKIRMISH ONLY)

If the attacker claimed the chrono crystal then they are the winner, otherwise the defender is the winner.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Both sides are assumed to be involved in the gambling over the outcome of the run and so get 10 credits for each opposing Ganger or Juve taken Out of Action, 20 for each opposing Champion taken Out of Action and 40 if the opposing Leader is taken Out of Action. The attacker can also sell the chrono crystal (if they get it) for 2d6x20 credits, or hold onto it, as it might be useful at some point in the future...

TURF

Taking part in the Rust Town Run is not about territory and so no turf changes hands in this scenario.

EXPERIENCE

Fighters on both sides gain 1xp if they take an opposing fighter Out of Action, and 1 additional xp if they take a fighter Out of Action by knocking them into the furnace or the fan. In addition, each runner that successfully makes it to the Vault tile gains an additional D3xp.

REPUTATION

Each gang gains 1 Reputation simply for taking part. The defender gains 1 additional Reputation if they win, while the attacker gains 3 additional Reputation if they are the winner.

CLASSIC 2017

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world showcase their finest works. This month, we feature the Blood Bowl and Warhammer 40,000 squad categories from Golden Demon: Classic 2017.

GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most events focus on one main setting, such as Warhammer 40,000 or Warhammer Age of Sigmar, while Golden Demon: Classic includes 15 different categories, ranging from squads, vehicles and monsters to heroes and dioramas. You can find out more about upcoming Golden Demons at: **warhammer-community.com**

GOLD, CLASSIC 2017, BLOOD BOWL TEAM

THE DWARF GIANTS BY ALESSANDRO MARINONE

WHAT THE JUDGES SAID

The judges for Golden Demon: Classic were 'Eavy Metal Painter Anja Wettergren and Miniatures Designers (and former 'Eavy Metal Painters) Joe Tomaszewski and Darren Latham. Here's what they had to say:

"Blue, orange, gold and purple are a great combination of colours and Alessandro has tied them together well across the whole team," says Joe. "The painting is of a really high level, but for me it's the shiny gold armour that makes these models winners."

Our first winning entry this month is a Blood Bowl Dwarf team painted by Alessandro Marinone. Here's what he had to say about his entry.

"I've been painting for quite a few years, but it's only in the last two or three that I've started to really improve my skills and learn new techniques," says Alessandro. "Fortunately, there are a lot of great painters in Turin, where I live, to learn from. I decided to enter the Blood Bowl category because it's new and I was excited to paint a full team. I love beards and beer, so Dwarfs were clearly the right choice for me! While assembling the models, I decided to paint all the metal parts gold – I'm not very good at painting metals, so this was a good challenge for me to push my skills further. Gold and turquoise are a good colour combination, which was why I picked it as the colour of the armour and cloth on my models. It meant there would be a good contrast between the warm gold and the cold blue.

"I painted each colour using a similar technique. I started with a mid-tone basecoat for each, then applied several washes to emphasise the shadows. I then reapplied the basecoat on the raised areas before moving on to the highlights, working up through the colours in the paint range up to pure white. So, as an example, the gold armour was painted using Retributor Armour as the basecoat, followed by several controlled washes of Agrax Earthshade (being careful to avoid it pooling) then a wash of Nuln Oil in the deepest recesses. I then reapplied the Retributor Armour, adding in Mithril Silver (the modern equivalent is Runefang Steel. – Dan) for the highlights and finishing with pure Mithril Silver."

"I love beards and beer, so Dwarfs were clearly the right choice for me!"

A FEW NEW CATEGORIES

Golden Demon: Classic 2017 saw three new categories appear in Golden Demon – Youngbloods Large Model, 'Eavy Metal Paint Masters and Blood Bowl. While Blood Bowl has appeared as a separate category at international Golden Demon events in the past, it had never been a staple part of Golden Demon: Classic until now. Youngbloods Large Model gives hobbyists 15 years and under the opportunity to paint a monster or vehicle for the competition, while anyone entering this year's Paint Masters challenge had to paint the plastic Eldar Farseer to enter.

IT'S ALL ABOUT THE BEARDS

1

2

"The beards are the most important part of the team, in my opinion," says Alessandro. "I painted them the same way as the other colours, but with more layers to make the colour transition even smoother. For example, the blond beards **(1)** were painted using Iyanden Darksun (now Averland Sunset. – Dan) for the basecoat, followed by a wash of Iyanden Darksun mixed with Rhinox Hide. Then I washed the beards with Agrax Earthshade followed by Nuln Oil in the deepest recesses. Next was the highlights – Iyanden Darksun mixed with Screaming Skull, then Screaming Skull and finally pure White Scar for the very last highlights.

I really enjoyed painting the whole team, but my favourite models are the drunk coach standing on the barrel shouting orders, and the Slayers **(2)** – they have so much character." Here you can see the smooth finish that Alessandro has achieved on the gold armour worn by his Dwarfs and how well it contrasts with their cool blue trousers. The purple gems act as a spot colour for the team.

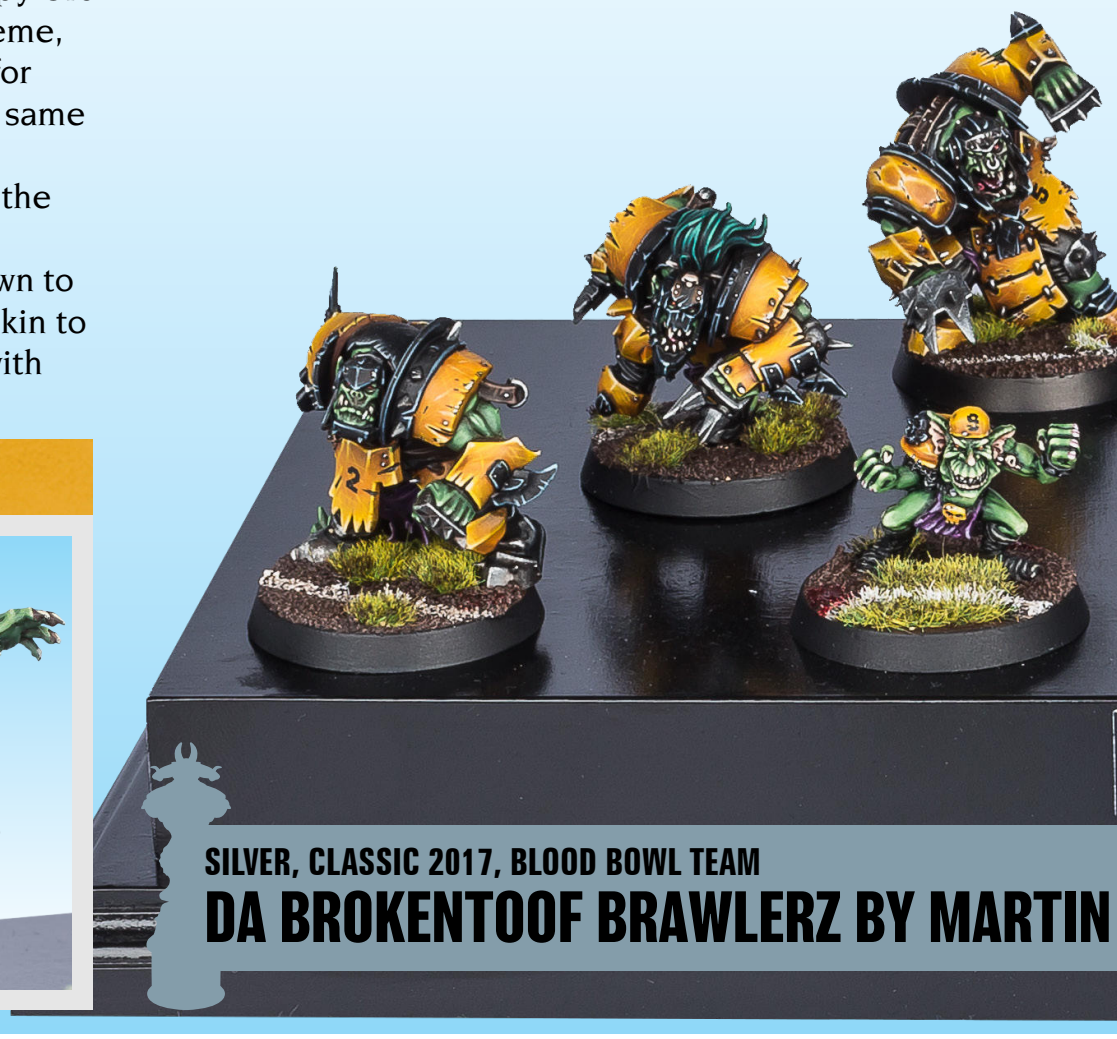
GOLDEN DEMON

READY FOR STOMPIN'

"When Blood Bowl was released I really wanted a stompy Orc team," says Martin. "I struggled to think of a colour scheme, but then it dawned on me – I loved painting Gordrakk for Golden Demon a few years ago so I decided to use the same yellow-and-black colour scheme (with purple as a spot colour) for my Orc team. The Troll is the centrepiece of the team and I made sure to set out the miniatures on the display base in such a way that the eye is naturally drawn to him. I used a deliberately muted, organic tone for the skin to set him apart from the Orcs – I'm particularly pleased with how his face came out."

LOOK AT DAT LOVELY YELLA!

"I painted the yellow armour with a 50/50 mix of Skrag Brown and Rhinox Hide, then Skrag Brown followed by Yriel Yellow. I used Casandora Yellow as a shade, but also to warm up the yellow tones. I used a 50/50 mix of Yriel Yellow and Screaming Skull for the highlights, then a Lamenters Yellow glaze to tie all the colours together."



SILVER, CLASSIC 2017, BLOOD BOWL TEAM

DA BROKENTOOF BRAWLERZ BY MARTIN

A WHOLE LOT OF STRIPES

This Orc Blood Bowl team was painted by Piotr Zielinski, who painted them in one of the most outrageous colour schemes we've ever seen, with jagged tiger stripes all over their armour. Piotr has added quite a few extra models to his team, including Varag Ghoul-Chewer (front and centre), a Troll, an Apothecary (made from an Ork Painboy) and a Team Coach (made from an Ork Runtherd), not to mention two refs, one of which is being mauled by a Frost Sabre. Such a large team painted to such a high standard (and with such an unusual colour scheme) quickly drew the attention of the judges.

PLAYERS OF EVERY STRIPE

Piotr's colour scheme is dominated by the bright yellow armour worn by his Orcs, which he's complemented with jagged black tiger stripes. Note how all the stripes are painted running across the models, never down them, keeping the design consistent.

Piotr complemented the warm yellow armour with cool blue and purple clothing or plumes on all of his players.

BRONZE, CLASSIC 2017, BLOOD BOWL TEAM

ORC TEAM BY PIO

WHAT THE JUDGES SAID

"So, first off, there's some really nice blending on the green skin across the whole team," says Darren. "The yellow armour has a really rich tone to it with warm shading, which contrasts well with the purple loincloths. The Troll is a great centrepiece for the team with a cooler tone to its green skin that helps it stand out from the Orcs and Goblins."

WALLER

WHAT THE JUDGES SAID

"They're bold, bright and a bit crazy, which is perfect for Blood Bowl," says Anja. "As with all Golden Demon winners, Piotr's level of painting is exceptional, but he's also added an unusual colour scheme – the tiger stripes – which he has painted really well and to a consistently high level across the whole team. I also love the ref getting eaten by the Frost Sabre."

D BOWL TEAM
TR ZIELINSKI

USING COLOUR THEORY

Colour theory is an important factor when painting a Golden Demon entry – knowing what colours look right next to each other can turn a good model into an award-winning one. On Sten's cultists he used red and blue as his unit colours. Both are strong colours with cool hues, which are complemented by the warm but relatively neutral tone of the grey armour. Had he used another strong colour for the armour, it might have unbalanced the whole colour scheme.

AN ALIEN INVASION IN PROGRESS

This exceptional unit of Neophyte Hybrids painted by Sten Frödin won gold in the Warhammer 40,000 unit category. We asked Sten how he went about creating his entry.

"The Genestealer Cults are one of my favourite factions in Warhammer 40,000, so when I saw the Neophyte Hybrids kit I was really excited – I immediately thought they would make a great Golden Demon entry," says Sten. "I wanted the squad to look like they were patrolling through an Imperial city that had been taken over following a cult uprising (*you can see hints of this on the display base, such as the ruined columns taken from the* Vindicare *and* Callidus Assassin *kits.* – Dan). The whole squad is wearing gas masks or respirators – some of the models' original heads have been swapped with those

GOLD, CLASSIC 2017, WARHAMMER 40,000 UNIT

GENESTEALER CULTISTS BY STEN FRÖDIN

THE HUMAN FACE OF THE ALIEN MENACE

"I basecoated the grey armour with Administratum Grey and then shaded it by mixing Mournfang Brown into the basecoat colour and applying it as a glaze in the recesses **(1 and 2)**," says Sten. "I applied a second glaze with Rhinox Hide added to the mix to further deepen the shadows. I highlighted the armour by mixing Administratum Grey with Screaming Skull, then applied a final edge highlight of pure White Scar."

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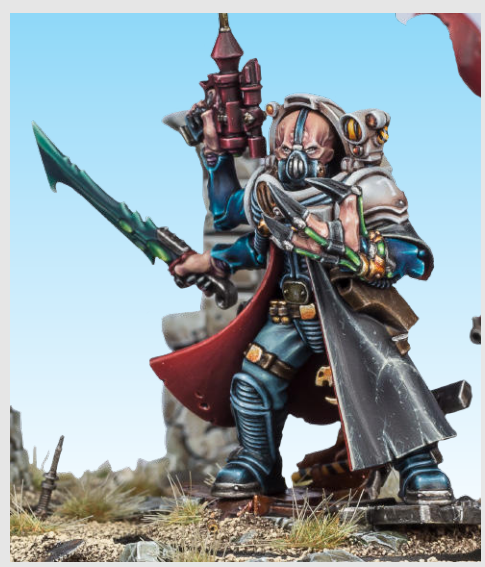

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from the upgrade frame that comes in the Neophyte Hybrid Squad – which I think helps to unify them and also hints that they used some kind of horrible chemical weapon when they overthrew the Imperial authorities.

"The standard bearer was a late addition to the unit – I added him because I realised that the squad lacked a focal point. His banner was taken from the Skaven Warlord model – I thought the ragged fabric suited the ragtag appearance of the cultists really well.

"When it came to painting, I was inspired by the 'Eavy Metal article in the November 2016 issue of White Dwarf where Max Faleij painted the worn greatcoat of the Genestealer Primus. I tried my best to replicate the effect – where you paint lots of tiny brush strokes around the areas that you would normally highlight to simulate wear and tear – not only on the Primus but on the cloth worn by all the models in the unit." You can read more about how Sten painted his cultists below.

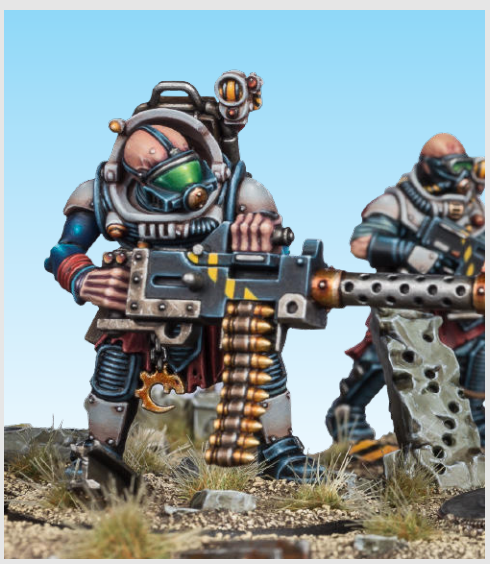
THE SQUAD CATEGORY

"The various unit categories are some of the toughest in Golden Demon," says Darren. "Not only do you have to paint every model in the unit to a consistently high standard – and balance your use of colours across them all, too – you also have to ensure that there's a dynamic running through the whole unit. By that we mean that the poses of the models need to complement each other and that, when viewed as a unit, they look like they belong together."

WHAT THE JUDGES SAID

"Sten has displayed some superb technical painting on his unit," says Anja. "By that I mean that his painting is very neat, his highlights are perfectly applied and his colour choices are spot on – among many other factors. Mastering the technical aspect of painting a Citadel miniature is crucial when it comes to entering Golden Demon before any other factors are considered, such as conversions, freehand and so on. On top of great technical painting, Sten has made some powerful colour choices – strong reds and blues next to neutral greys – that are really well balanced across every model in the unit.

"What's also worth noting is that Sten has achieved a high level of consistency across all eight models in the unit – it takes a great deal of dedication to paint that many models to such a high level and it's one of the things we look at really closely in this category."



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Sten used green as a spot colour on his unit – you can see it on the bone sword carried by the Primus **(3)** and the stubber-carrying hybrid's visor **(4)**. Because it's a cool green (tending towards blue on the colour wheel), it doesn't detract from the cool red and blue colour scheme.

From the back you can see the worn texture that Sten has painted onto the Primus's coat and the unit's tatty-looking banner **(5)**.

GOLDEN DEMON

BACK IN BLACK

"My Fallen Angels entry was unusual for me in that I've never been a fan of Dark Angels," says Angelo. "But I do have a soft spot for the Fallen, and when the new Cypher came out I decided to make a whole unit of them for Golden Demon – I find painting a unit very different to painting a single miniature as all the models have to be bonded by a common mood while maintaining a degree of individuality. For the glossy armour I started by mixing Dark Reaper into Abaddon Black, working up to pure Dark Reaper and then Thunderhawk Blue mixed with a little Flayed One Flesh to enhance the light-dark contrast."

WHAT THE JUDGES SAID

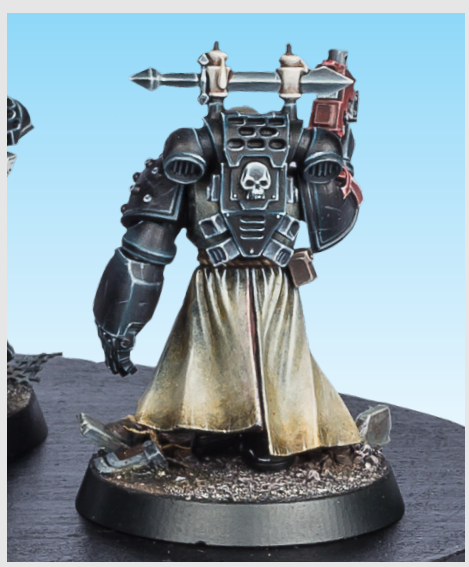
"The black armour is very well painted with high contrast blue tones that complement the warm cream of the robes and the red spot colour," says Darren. "Angelo has also painted texture on the robes, adding another level of contrast to the models – you can tell the robes are made of a different material to the hard, reflective power armour. Lastly, there's a lovely energy effect on the power sword."

SILVER, CLASSIC 2017, WARHAMMER 40,000 UNIT

THE FALLEN BY ANGELO DI CHELLO

10,000 YEARS WITHOUT A WASH

"I painted the cloth first because it would be messy," says Angelo. "I used watered-down Zandri Dust as the base colour, which showed most of the black undercoat underneath – that gave me an irregular basecoat over which I stippled Ushabti Bone, Screaming Skull and Ceramite White. After this, I added small lines to imitate the fabric weave and stains here and there to create a ragged, worn look.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THE NOBLE SONS OF SANGUINIUS

This Blood Angels squad and Chaplain were painted by Scott Geeson. Scott used a non-metallic metal painting technique to give their red power armour a glossy finish, as if it was polished to a sheen before battle. Scott added to this opulent feel by giving all the models gold shoulder trims, the red and gold working well next to each other to create a warm overall colour scheme for the unit. The Chaplain, however, has a predominantly cold feel, which Scott achieved by painting his black armour with cold tones that tend towards blue on the colour wheel. This helps make him the focal point of the unit. **DH**

WHAT THE JUDGES SAID

"The non-metallic metal effect that Scott has achieved on his Blood Angels is superb – it's really well applied and realistic, with reflection spots in all the right places," says Joe. "Overall, he has displayed a high level of brushwork, with impeccable highlights and shading. Crucially, the five models also look great together, with a shared sense of motion and direction to their poses."

BRONZE, CLASSIC 2017, WARHAMMER 40,000 UNIT

BLOOD ANGELS BY SCOTT GEESON

HONOUR YOUR WARGEAR

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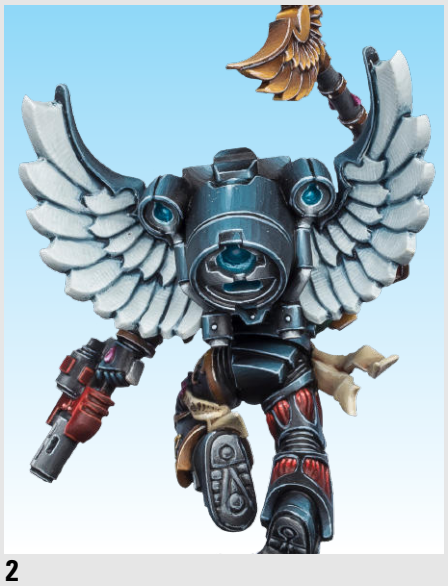

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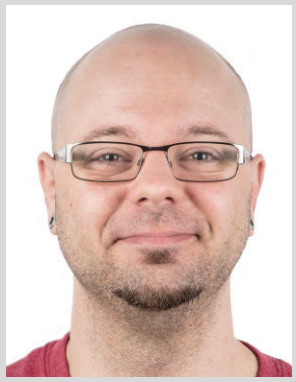
From the back you can see that Scott has paid just as much attention to the rear of his models as the fronts. You can see the light reflection lines along the greaves of the armour **(1)** and the subtly textured wings on the Chaplain's backpack **(2)**.

Scott also used several spot colours on his models, including purple for the gemstone blood drops, teal for glass vials and green for the wax on the purity seals **(3)**.

BATTLEFORCE CHALLENGE

The Design Studio has been filled with the sound of industrious hobbyists putting together new armies as part of a Studio army challenge over the last few months. Following on from the three armies we showed last month, we have three more forces to show off.



JAY GOLDFINCH

Since joining the Army Painters, Jay seems to have been captivated by Khorne – his forces appear to be growing every time we wander past his desk. And he seemed such a mellow chap…

THE DAEMONS OF KHORNE BY JAY GOLDFINCH

We showed off some of Jay's Khorne Daemons a few months ago as part of Parade Ground. Well, that was just the start of the force Jay planned out for the Studio's painting challenge, and here's how the finished force turned out.

"I picked Khorne Daemons for a couple of reasons," says Jay. "I did have a small Chaos Daemon army in the past, and I loved the old metal Bloodcrusher Herald on Juggernaut but never painted one, so being able to do an entire army of Khorne Daemons seemed like a great opportunity. And there's an advantage in that I can use the army in both Warhammer Age of Sigmar and Warhammer 40,000.

"I found it all quite a fun challenge – the structure and agreed end date meant I had to plan my work very carefully, which only gave me about three weeks for each unit – it became a case of juggling between time and quality of each unit.

"With the painting, I wanted a scheme that ties into the classic Khorne look of black iron and red Daemon flesh. In contrast to all the hot colours I used a cold blue for the eyes and blades.

"My favourite model is probably the Heldrake – I painted it as a mass of sub-assemblies to be able to reach every detail, so I only saw what it actually looked like when I assembled it at the end of the project."

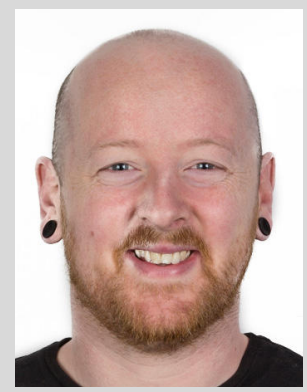
NEW YEAR, NEW ARMY!

THE CRUSADERS IMPERIALIS BY JAMES GALLAGHER

James chose a mix of Imperial units for his army – rather than units from a single army – deciding to create something closer to a cross-section of units from an Imperial crusade.

"There's lots of variety in the force, which made it a very fun project for me," says James. "On one end, you have salt-of-the-earth Guardsmen and on the other a Knight tied to the Adeptus Mechanicus and an Officio Prefectus Commissar commanding a tank. The House Taranis Knight in particular was something I'd wanted to do for a while, and the painting challenge was a great opportunity to spend time on a centrepiece model. I couldn't resist adding a little conversion to the Knight, reposing the thunderstrike gauntlet as if the pilot has picked out a worthy foe to bring down from among the ranks of the enemy.

"I used the plastic Commissar, cut down at the waist, as the tank commander of a Leman Russ Vanquisher. That felt like the most suitable tank for a Commissar – it's more than capable of executing tanks on the field! For the Guardsmen, I used the Forge World Cadian Hostile Environment conversion sets. The Guardsmen were painted in drab greens and blacks as a contrast to the blue on the Leman Russ and the red, black and white of the Imperial Knight. I don't intend to stop now the challenge is finished – I have plans for the force down the road…"



JAMES GALLAGHER

James is a recent addition to the rules writing team in the Design Studio. He's already grabbing as many taser goads as he can get his hands on for his latest hobby project – what could it be?

STU BLACK

Stu has long been a devotee of the Omnissiah – he's even gone out of his way to make sure each squad, character and automata in his army is named and has its own history.

THE CULT MECHANICUS BY STU BLACK

We got a taste of Stu's work back in July 2017's White Dwarf as part of Parade Ground, and he's been burning the midnight oil to get the rest of the army painted in time for the end of the Studio army challenge.

"I was drawn to the army by the awesome models, as the whole model range looks uniquely Warhammer 40,000," says Stu. "I'm especially fond of the Kastelan Robots – they have a look of great age to them, as unlike most Imperial relics they're not from the Great Crusade, but from further back than even that, from the Dark Age of Technology. There's a part of Codex: Adeptus Mechanicus that shows off ancient Kastelan Robots in strange liveries from across the galaxy, and I wanted to emulate that with the Iron Nine, a group of Kastelan Robots in the thrall of Irenaeus Kynaston, Necromechanic of the 12th Order. Tech-Priest Dominus Kynaston is the army's leader – and for the time, he is aided (or overseen?) by Belisarius Cawl as he travels across the length and breadth of the galaxy.

"The army's Datasmiths (Eustathius Cynesige Alpha-1 and Philokrates Ade Beta-2) have had a few small conversions done to them, using parts from an Enginseer to make them all a little more unique – I used the left-over parts to make an actual Enginseer, Cai-Rahul Omega-9. The conversions extend to the prime Kastelan as well, who is marked out with a servo skull from my bitz box and a pair of gatling cannons (liberated from a Skaven Stormfiend) to serve as especially potent phosphor blasters.

"Painting the force was not that difficult at all. I used Duncan Rhodes's painting guides on Warhammer TV to paint Belisarius Cawl, while the Kastelan Robots were sprayed Leadbelcher, washed, drybrushed and sponge weathered. The visors were painted using Spiritstone Red over the drybrushed metal. I also added plenty of warning symbol transfers – they help give the Kastelans a sense of authenticity, like they're real machine-relics plastered in what is probably very mundane warning symbols, but to their controllers it is holy writ of the Omnissiah." **SE**

NEW YEAR, NEW ARMY!

Left: A portion of Tech-Priest Dominus Kynaston's cohort, led by the famed Archmagos Cawl, march to war.

"The Studio army challenge was a lot of fun," says Stu. "The stage goals helped me stop flitting around from idea to idea and forced me to focus on the project at hand, as otherwise I'd miss the deadline. It gave me a tangible goal – a finished army for Warhammer 40,000 – and wasn't too onerous a project to complete on time. Even Belisarius Cawl only took a couple of weekends to complete.

"I'm not stopping now, though. The Adeptus Mechanicus has such a huge range of fantastic models I can see myself adding a lot more stuff over time. More Skitarii, for a start, and a Knight or two as well."

REALMS OF BATTLE

Realms of Battle is our regular feature on planning, building and painting your own terrain collection and getting the most out of it in your games. This month, we look at how to combine scenery kits and suggest some new uses for vines, bracken and skulls.

ON THE SPRUE

A really easy way to paint Creeping Vines and Barbed Bracken is to paint them on the sprue. That way you can undercoat them all in one go and paint them really easily. The other advantage is that the gates (the bits of plastic that hold the component to the sprue) will hold the bendy leaves in place, making them easier to drybrush and wash than if you were holding them.

These days, there is a wide range of scenery kits available for both Warhammer Age of Sigmar and Warhammer 40,000 – a far cry from the olden days of wargaming when we had to make do with ruins made from polystyrene packing trays and cardboard bunkers that might, if you were lucky, support the weight of the lead figures standing on top of them.

Most Games Workshop scenery kits are nowadays made of plastic, and many of them are modular, too – by that we mean there are many different ways to build them and even combine them with each other. The new Creeping Vines and Barbed Bracken sets, for example, are designed to be combined with existing scenery kits to add a new level of texture to them and give the terrain a different look. A Promethium Forge with a few vines wrapped around the gantry legs and walkways will make it look disused and rundown, as if it's being reclaimed by the land, while some Barbed Bracken around the trunks of the trees in a Citadel Wood will give it a denser, more intimidating look. A few skulls (or loads of skulls if you fancy it) dotted around the place only add to the air of menace. You can see a couple of examples of how you can use vines, bracken and skulls to the right.

But what if you want to make something even more impressive, perhaps using several different scenery kits plus a few vines, bracken and skulls? Over the page you'll find two scenery pieces that were made by combining several Citadel scenery kits together, along with modelling advice should you wish to make something similar yourself. We also asked the chaps that created them to share any useful modelling and painting tips that they may have learned along the way. **DH**

SKULLS FOR THE SKULL THRONE

Dave Andrews was the man behind this simple scenery conversion, which involves a Magewrath Throne and a whole lot of skulls. "I wanted to try and use a whole sprue of skulls on it," says Dave. "Obviously I left out the T'au and Genestealer ones (it's not a Warhammer 40,000 terrain piece), but there are about 100 skulls on it. I stuck the whole thing together, skulls and all, then basecoated it with Zandri Dust. I then sprayed it again with Corax White, but very lightly so as to give all the skulls a light dusting – basically it's a really quick and simple way to highlight them. I then washed all the skulls with Seraphim Sepia and Agrax Earthshade before painting in all the details, such as the bronze statues and the chair seat."

Dave covered the top of the throne with loads of different skulls. He glued the single massive skull from the Citadel Skulls set in between the wings on the top of the throne's back, then stuck Beastman and Bloodletter skulls all over the top of it, then stuck even more skulls along the armrests. Quite who the throne belongs to, though, is a mystery – does it belong to a Lord of Khorne or perhaps a long-dead Wight King…?

AN ARCHWAY LONG FORGOTTEN

Dave Cross built and painted this Ophidian Archway covered in vines and bracken. "I wanted to give the archway a sense of place," says Dave, "like it was an ancient structure slowly being claimed by the land that it was built on. It could be in a jungle or an underground cavern – the whole idea was to create a story with the piece rather than it just being something you put on a gaming board."

Dave basecoated all the Creeping Vines and Barbed Bracken on the sprue using Caliban Green spray. He then painted them using various different greens from the paint range (Moot Green, Straken Green and Skarsnik Green) to make them look like different plants before giving all of them a wash of Coelia Greenshade to visually tie them together. Once the foliage was finished, Dave clipped it from the sprue and glued it to the archway with Super Glue.

Before Dave glued down the vines, he painted patches of green where he planned to place them to represent moss and old plant matter.

RECLAIMED BY THE FOREST

This Ophidian Archway overgrown with woodland plants was created by John Manders, who built it into a stand of trees. "The base for the Citadel Wood is just big enough to fit the archway on," says John. "I marked out where it would sit (see below) then cut any rocks or roots off that were in the way with a pair of Fine Detail Cutters. I then masked off the area where the walls would sit before undercoating and painting the base and the trees. I painted the archway separately, then peeled off the masking tape on the base before sticking the archway to it with Plastic Glue."

John makes heavy use of washes and drybrushing to paint his scenery **(1)** – he used a lot of Agrax Earthshade on this piece. He also used Biel-Tan Green to represent algae growing on the walls **(2)**. To help blend the walls into the base, John used Stirland Mud Texture Paint **(3)**, covering any larger gaps with bracken.

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John used a marker to mark where the walls would sit on the base **(1)**, then cut grooves into the base using a saw **(2)**, before using Fine Detail Cutters to clip away the excess plastic **(3)** – we recommend wearing safety glasses when doing this – and tidying up with a file. John then glued the walls to the base using Plastic Glue, filling any gaps with Stirland Mud.

THE FUNGUS RIG

Excited by the release of Necromunda, James Littler built this scenery piece to represent a fungus farm in the depths of the underhive. "It's meant to look dilapidated and run down, with the fungus spires and vines growing into the building. They actually hold it together in places, showing they've become integral to the structure. I painted it in dark tones to make it to look dank and unwholesome."

James used Stirland Mud to help blend the Shardwrack Spines into the Sector Mechanicus buildings **(1)**. To save on paint, he used off-cuts of sprue to fill in the gaps first, then covered them in paint to disguise the chunks of plastic.

James modelled the Creeping Vines into and around the walkway barriers **(2)**, making them look like they've grown into them and then pushed them from their mounting points.

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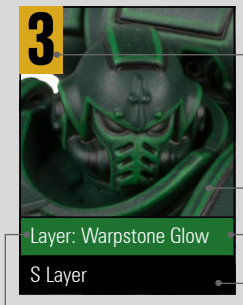
PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. Each month we present stage-by-stage guides to painting your miniatures, and all the information you need to make use of them. This month: Plaguebearers and Beasts of Nurgle!

READ THIS FIRST: HOW TO USE THIS GUIDE

Over the following pages you'll find stage-by-stage painting guides for Plaguebearers and Beasts of Nurgle. These painting guides, combined with the information on these pages, tells you everything you need to know to paint your models just like the ones you can see in the example photos. Each guide begins with an example photo, showing all the parts of the model. You'll then find stage-by-stage guides to painting each of these areas, as shown to the right.



Stage Name: The part of the model you'll be painting in this step, as shown in the example photo.

Stage Number: Each part is painted in a number of stages. Simply follow them in order.

Stage Photo: This shows exactly what has been done a this stage – use the picture to see where to apply the colours and what they should look like. Use the example photo to identify similar areas of the model and paint these at the same time.

Technique: There's more than one way to put paint on a model. Here's our advice on which technique to use for each stage – in this case, a layer. You can read about all of these techniques on the opposite page.

Paint Name: The Citadel paint used for this stage. We also tell you what kind of paint it is – in this case, it's Warpstone Glow, which is a Layer paint. You can read more about the Citadel range of paints below.

Brush: The Citadel brush used for this stage – the name here is exactly what you'll find on the brush – in this case, an S Layer brush – making it easy to identify the right one. You can read more about brushes below.

CITADEL PAINTS

Base paints are formuled with a high concentration of pigment. These strong colours are the ideal foundation for painting. Some Base paints are available as sprays.

Shades are much thinner than other paints, formulated to flow into recesses, providing natural, effective shading and help to define details on your miniatures.

Layer paints are used to create highlights on a miniature. Formulated to be slightly translucent, they can be applied over Base paints and each other with great results.

Dry paints are designed to make drybrushing as straightforward as possible. They are formulated to a much thicker consistency than other paints.

Edge paints help to give your miniatures a final sharp, bright highlight. The paints possess the same formulation as the Layer paints, but with a much lighter tone.

Texture paints provide a textured finish – either a granular, sandy effect or a hard, dry, cracked earth one – perfect for painting the bases of your miniatures.

Technical paints are designed to help you achieve a range of effects, from rust and corrosion to foetid slurry and bloody gore, adding an extra level of realism.

CITADEL BRUSHES

THERE ARE SEVENTEEN BRUSHES IN THE CITADEL PAINT BRUSH RANGE AND ALL OF THEM HAVE SPECIFIC USES WHEN PAINTING MINIATURES.

BASE BRUSHES

The Base brushes (in sizes – S, M, L and XL) have hard-wearing bristles designed to hold plenty of paint. With a flat shape and a top edge, you can use them side-on for greater coverage, or use the edge for more control.

SHADE BRUSHES

Shade brushes (M and L) are designed to soak up a large amount of paint in their bristles so you can apply lots of a Shade in one go. These are perfect for applying washes over the whole of a miniature quickly and easily.

LAYER BRUSHES

Layer brushes are ideal for building up layers and highlights. Choose the right size of brush for the job (M or S). Artificer Layer brushes (XS, S and M) are extra high-quality brushes ideal for the most careful painting of the smallest details.

DRY BRUSHES

There are three Dry brushes in the range – S, M and L. They are made of ox hair and synthetic fibres that enable them to survive the rigours of swift drybrushing. The flat profile provides consistent coverage on raised areas.

GLAZE BRUSHES

Glaze brushes are similar to Shade brushes but with a smaller head. It's ideal for applying glazes – washes of colour to add vibrancy – to particular areas of a model. You can also use a Glaze brush to apply Shades to small areas.

CITADEL SPRAYS

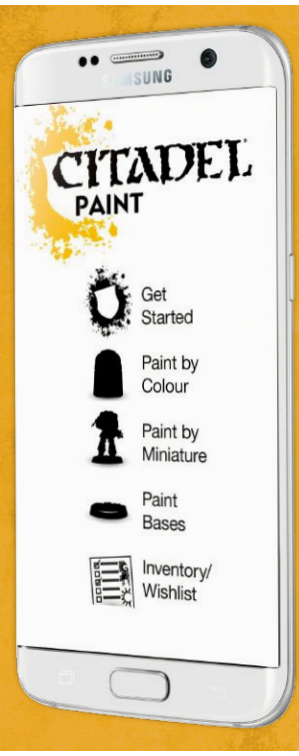
Two Citadel sprays – Corax White and Chaos Black – are available, designed specially for undercoating your models. Some Base paints are also available as sprays, allowing you to basecoat whole models quickly and easily. Be careful when spraying your models and always read the instructions. Be sure to shake the can for a couple of minutes before use and always spray in short bursts from a distance of 20 to 30cm for the best results.

UNDERCOAT

Applying an undercoat before your basecoat will improve the coverage and effectiveness of later layers, especially if basecoating with a brush rather than a spray. Most people use a Chaos Black or Corax White undercoat spray.

THE CITADEL PAINT APP

Before you start painting, we recommend you download the Citadel Paint App. You can find it on the Google Play Store and the Apple App Store. The Citadel Paint App includes guides to producing more than 100 different possible colour schemes, which you can browse by colour or by miniature, and you can use the Inventory and Wishlist features to keep track of the paints you need for your latest project. Throughout Paint Splatter, you'll find 'On the App' boxes, where we point you to alternative colour schemes you can use on the miniatures featured in this month's issue for even more options when painting your models.



WARHAMMER TV

Every day Warhammer TV offers new videos featuring top tips and painting guides, including videos for all the techniques you'll see used in Paint Splatter. You can find Warhammer TV online at:

youtube.com/WarhammerTV

WARHAMMER TV

THE CITADEL PAINTING SYSTEM: TECHNIQUES

With the Citadel Painting System, you can choose the colours you want to paint your models, select the appropriate technique for each stage, and apply them quickly and easily. Here's how to do it.

BASECOAT

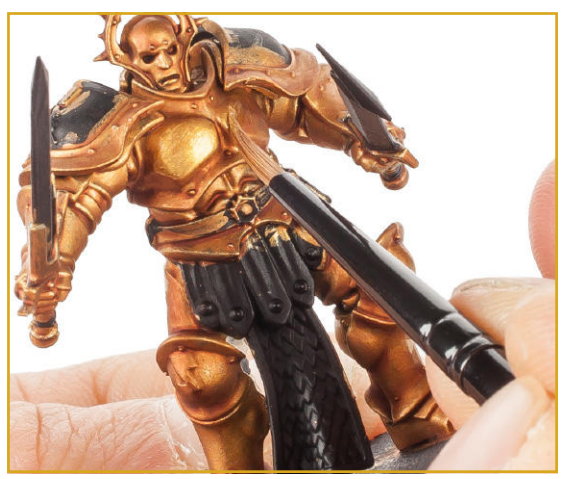
A well-applied basecoat makes for a strong foundation for later stages. Citadel Base paints are specially formulated for the job. If basecoating with a brush, thin the paint with a little water and apply several thin coats for even coverage.

SPRAY

If your miniatures are predominantly one colour, it's much quicker to use a spray to basecoat them. Mount your models on a stick with some double-sided tape before spraying. For the best results, spray in short, controlled bursts. Always read the instructions.

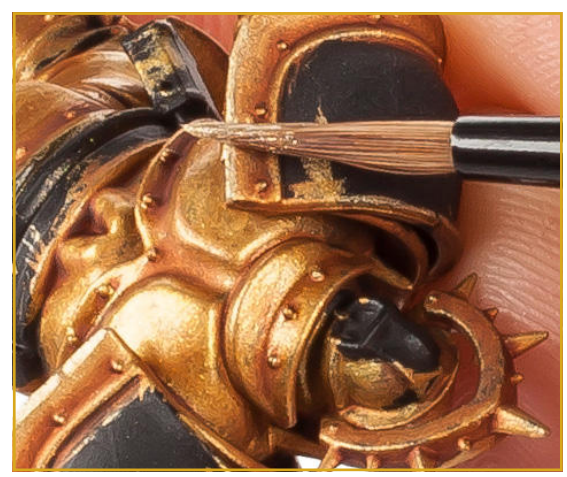
LAYER

Layering helps bring out the detail on a model. By applying progressively lighter layers of colour, you can create realistic highlights on a model. Apply layers in thin coats – you can always apply a second thin coat if you need to.



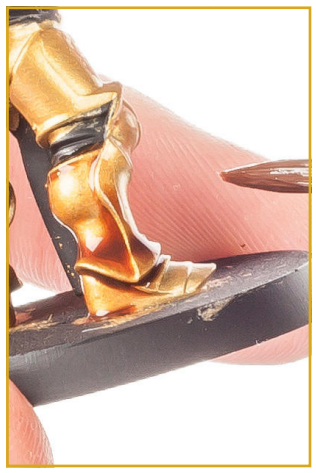
EDGE HIGHLIGHT

A final bright highlight brings out the very finest details on a model and really helps it stand out on the tabletop. For these edge highlights, apply the layer only to the most raised areas. It's often easier to use the edge of the brush for this job, rather than the tip.



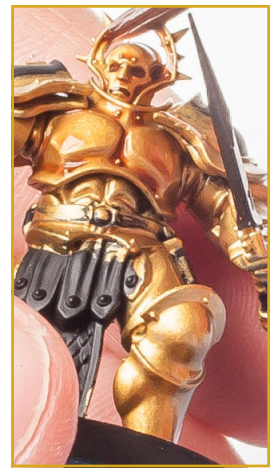
WASH

Applying a wash is an easy way to bring out subtle details and textures on a model. Citadel Shades are specially formulated for this, as they will run into the recesses on a model and create effective shading with minimal effort.



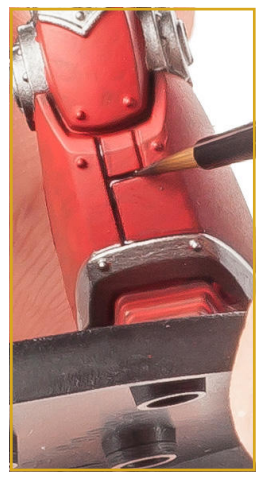
ALL-OVER WASH

When you apply a wash over a whole area or model, most will run into the recesses but some will dry over the whole area, providing all over shading. Apply these all-over washes early, over the basecoat or first layer, to avoid too much tidying-up later on.



RECESS WASH

Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For these recess washes, use a smaller brush (an M Glaze is ideal) and carefully apply the wash directly into the recesses. Once dry, you can tidy up around it if needed.



DRYBRUSH

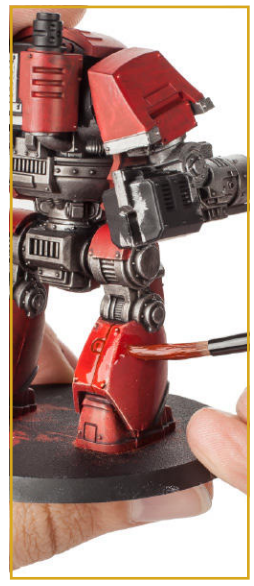
Drybrushing is a way to capture raised details and create natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas.

OVERBRUSH

Overbrushing is used to apply paint quickly to large areas of a model, while avoiding the recesses. This allows you to apply layers of colour quickly with the recesses providing shading. The technique is the same as drybrushing but with more paint on the brush.

GLAZES

Glazing is an advanced technique that some painters use to intensify an area of colour or unify layers of highlights where they are a bit too stark. A glaze is usually the final stage in painting a particular area and works by adding a translucent layer of colour.



ARMY PAINTERS

The Studio's Army Painters are the team who paint many of the armies you see in the pages of rulebooks, battletomes, codexes and White Dwarf. As well as painting these inspirational collections of miniatures, the Army Painters are also the folks responsible for producing the stage-by-stage painting guides that we feature in Paint Splatter each month. The members of the team are: Steve Bowerman, Jay Goldfinch, Tom Moore, Paul Norton, Chris Peach and Natalie-Ann Slinn.

ORLOCK GANGER

As the gangers of House Orlock look quite functional and utilitarian, these models can look great with just a neat basecoat and a few controlled washes.

KEEP IT NEAT

The washes were applied one after the other, but make certain let each wash dry before your apply the next colour, as the danger is the washes will run together and look muddy and messy. The washes on the cloth, shirt and gun casing were thinned to make it easier to apply them as a recess wash – this is helped along by adding a little water or Lahmian Medium (either is good) to the wash.

LIGHT TO DARK

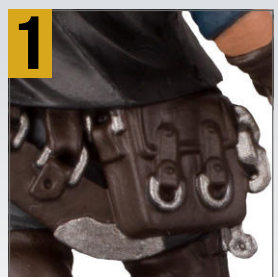
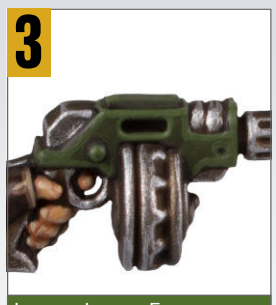
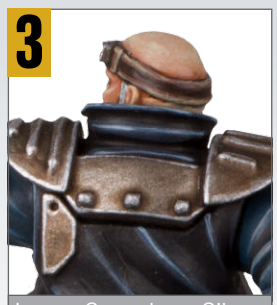
When applying the washes, it's best to start with the light colours – in this case, Reikland Fleshshade. This lets you see the model's colours darken progressively, so you can better control how dark you make the model.

GETTING READY

When applying the base colours to your ganger, start with the darker colours that sit beneath the detail of the model, such as the shirt, the trousers, the leather and the gun casing. This gives you a far easier time of picking out the lighter details like the tabard, the brass and the gun mechanism. With these raised details on the model, it pays to be as careful and neat as you can – this will save you time later on as you won't have to tidy up nearly as much misapplied paint. However, don't panic if you apply a little of the wrong colour to the wrong part of the model – just let the paint dry and paint back over it with the correct colour.

FINISHING TOUCHES

The highlights are applied slightly differently, depending on the texture and material of the surface you're trying to represent. With materials like the cloth and leather, the first highlight is a thicker one – suggesting a softer, rounder edge. By contrast, the highlights on the metal and the gun casing are thinner, crisper and sharper, implying a harder edge. That being said, there's nothing wrong with just using hard or soft highlights for the whole model – but through careful use of highlights to imply texture, you can really make your model stand out on the tabletop.

BRASS	GUN	JACKET	LEATHER	METAL
1 Basecoat: Balthasar Gold – M Base	1 Basecoat: Castellan Green – M Base	1 Basecoat: Abaddon Black – L Base	1  Basecoat: Rhinox Hide – M Base	1 Basecoat: Leadbelcher – M Base
2 Wash: Agrax Earthshade – M Shade	2 Wash: Nuln Oil – M Shade	2 Wash: Nuln Oil – M Shade	2 Wash: Nuln Oil – M Shade	2 Wash: Agrax Earthshade – M Shade
3 Layer: Sycorax Bronze – M Layer	3  Layer: Loren Forest – M Layer	3 Layer: Dark Reaper – M Layer	3 Layer: Gorthor Brown – M Layer	3  Layer: Stormhost Silver – M Layer
4 Layer: Stormhost Silver – S Layer	4 Layer: Straken Green – S Layer	4 Layer: Fenrisian Grey – S Layer	4 Layer: Karak Stone – S Layer	

UNDERHIVE BASES

The bases are painted quite simply and quickly, using all-over washes and drybrushes to unify the Leadbelcher and Brass Scorpion. This has the advantage of looking distinctive and neat, but not overpowering the model on top of it – the model is the prime focus, after all. When painting bases like this, leave both model and base separate – to paint the miniature, attach it to a blank round base with a little super glue, then carefully remove it when both the painted base and model are finished and attach it to the finished, painted base.

CALLING BACK

House Orlock is the third gang to be released for Necromunda – back in November 2017's Paint Splatter there was tips and advice for painting House Goliath and House Escher gangers. More than that, there was even more tips and advice for painting your bases (such as adding the classic Necromunda chevrons) or picking out the teeth and eyes (pupils and all) on your gangers.

ON THE APP

CLOTH

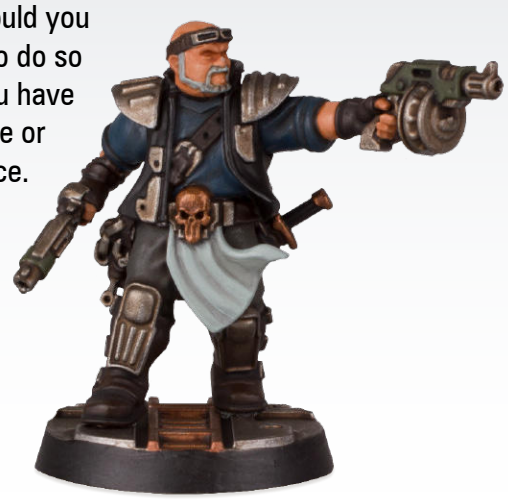
Your gang's colours don't have to be blue! The Citadel Paint App has loads of options to choose from – just swap the shirt or tabard stages for your chosen colour. Here's a few suggestions.

- T'au Flesh
- Dark Turquoise
- Bone
- Dark Blue

SHIRT	SKIN	TABARD	TROUSERS
1 Basecoat: Stegadon Scale Green M Base	1 Basecoat: Cadian Fleshtone M Base	1 Basecoat: Celestra Grey M Base	1 Basecoat: Skavenblight Dinge M Base
2 Wash: Nuln Oil M Shade	2 Wash: Reikland Fleshshade M Shade	2 Wash: Nuln Oil M Shade	2 Wash: Agrax Earthshade M Shade
3 Layer: Thunderhawk Blue M Layer	3 Layer: Kislev Flesh M Layer	3 Layer: Pallid Wych Flesh M Layer	3 Layer: Ulthuan Grey M Layer
4 Layer: Dawnstone M Layer	4 Layer: Flayed One Flesh M Layer	4 Layer: White Scar M Layer	4 Wash: Karak Stone M Layer

READY FOR BATTLE

After a basecoat and a wash, your miniature is ready to start playing games with straight away – this is a fine standard to work toward. However, there's nothing to say you can't come back and apply the subsequent steps on any part of the model at a later date, should you choose to do so when you have more time or confidence.



TAKING IT FURTHER

The later stages of this guide can really help a model stand out on the tabletop – the final steps are perfect for gang leaders, champions and special units. If you have the time, you can apply these techniques to entire squads. Finally, you can pick and choose what final you wish to use – if you are especially fond the final effect on the leather, for example.

READERS' MODELS

Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!

Send your photos to:
TEAM@WHITEDWARF.CO.UK

By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

Da Big Lugga, Ork Stompa
by Shane Blomberg

Blood Bowl Ogre
by Dean Lecoq

Death Guard Lord of Contagion
by Yann Taniou

Ork Painboy
by Dave Gormley

Saint Celestine the Living Saint
by Damien Tomasina

Archmagos Dominus Belisarius Cawl
by Shane Blomberg

READERS' MODELS

Ultramarines Lieutenant
by Marko Miladinović

Night Lords Chaos
Space Marine
by Michał
Szymanski

Blood Angels Redemptor Dreadnought
by Tim Trentacoste

Death Guard Plague Marine
by Aurélie Schick

Ultramarines Intercessor
by Rubén Torregrosa

Great Unclean
One of Nurgle
by Matt Crowther

Gitmob Grot Shaman
by Adam McKenna

Seraphon Skink Starpriest
by Alexandra Thornton

Sylvaneth Spirit of Durthu
by Kieran McKay

Blood Ravens Ironclad Dreadnought
by Guido Hockmann

Blood Ravens Venerable Dreadnought
by Guido Hockmann

READERS' MODELS

Darkoath Chieftain
by Timo Sorsa

Blood Angels Death
Company Dreadnought
by Carl Tinsley

Tzeentch Arcanites Ogroid Thaumaturge
by Rémy Tremblay

Ork Warboss in Mega Armour
by Edo Kalkman

Scythes of the Emperor Reivers
by Dean Lecoq

Ironweld Arsenal Cogsmith
by Rémy Tremblay

Adeptus Mechanicus Kastelan Robots
by Amy Snuggs

READER'S MODEL OF THE MONTH

This Onager Dunecrawler in the colours of Forge World Metalica was painted by David Martin. We actually featured some of David's Skitarii units before, in last July's issue, and this is another great example of his work. Of particular note are the scratches on the red stripes and icons that make them look as battle worn as the rest of the vehicle. David has also made great use of cork board to build up the base of his model. Having broken it up into chunks, he used it to create rocky ledges onto which he perched the Onager. A layer of Martian Ironearth gives the base its crusty, parched look.

OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using halogen light bulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry, try moving your camera back a few inches and try another shot. If it's still out of focus, move it back again and use the camera's zoom function to zoom in on the model so it fills the viewscreen. For even more detailed tips, we've got a free downloadable guide:

www.warhammer-community.com/the-model-photo

THE WHITE DWARF GUIDE

New to our games and worlds or just wondering what to explore next? With a huge range of games, miniatures, books and more, there's a lot to choose from. Here's how and where to find out more...

GAMES WORKSHOP®

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BLOOD BOWL®

Blood Bowl is the game of fantasy football. Two players act as coaches, selecting their teams from rosters of Humans, Orcs and the other races of the Old World before taking to the playing field to earn fame, fortune and the adulation of fans along the way. Scoring touchdowns is the aim of the game, though a few punch-ups (and the occasional fatality) are all part of the fun!

With five teams – Human, Orc, Elf, Skaven and Goblin – now available to aspiring Blood Bowl coaches, it's never been a better time to get into this wonderfully entertaining and highly tactical game. This month, to celebrate the recent release of the Elfheim Eagles, we pitch them in a match report against a team of Chaos Renegades. You can find out more about Blood Bowl on here and online.

www.bloodbowl.com

FACEBOOK

The Warhammer Community team look after a range of Facebook pages dedicated to our worlds and games. These are pages for everyone, where you can catch up on the latest news, ask questions, show off your own work and chat with other painters, collectors, modellers, gamers and fans. Visit Facebook to find pages for:

- **Warhammer 40,000**
- **Warhammer Age of Sigmar**
- **White Dwarf**
- **Black Library**
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www.games-workshop.com

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Warhammer 40,000 is a tabletop game for two or more players, where you control and army of Citadel Miniatures representing the Imperium of Man or one of its many enemies. Mighty armies clash across war-torn worlds, and the bloodthirsty forces of Chaos strive to overthrow the Imperium of Mankind.

www.warhammer40000.com

Warhammer Underworlds: Shadespire is a fast-paced game of tactical arena combat for two players, fought out using tailored decks of cards, dice and easy-to-assemble Citadel Miniatures. Build your warband, construct your deck and defeat your rivals.

www.warhammerunderworlds.com

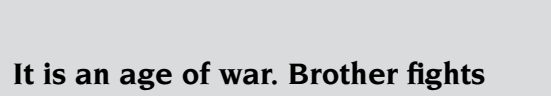
The Middle-earth™ Strategy Battle Game enables you to recreate the thrilling events of *The Lord of the Rings*™ and *The Hobbit: The Motion Picture Trilogy*™ with your collection of Citadel Miniatures from Thorin's Company's journey to the Lonely Mountain to the Battle of the Pelennor Fields and beyond.

www.games-workshop.com

Necromunda is the game of brutal gang warfare in the 41st Millennium. Deep in the underhive of Hive Primus on the polluted nightmare industrial world of Necromunda, rival gangs fight for personal power and the honour of their houses.

www.necromunda.com

Warhammer Quest is a miniatures game for two to five players. Up to four players take on the role of adventurers, working together to overcome the fiendish obstacles set for them by the master of the Silver Tower or, in the Shadows Over Hammerhal version of the game, the wicked gamesmaster – that is, the fifth player!



It is an age of war. Brother fights brother in a hate-fuelled battle to the death as the Imperium itself is torn apart by civil war, 10,000 years before the age of Warhammer 40,000. Explore the Horus Heresy with Forge World's range of miniatures and books.

www.forgeworld.co.uk

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar, as well as a range of miniatures for the Blood Bowl, Necromunda and Middle-earth games.

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www.blacklibrary.com

For more than 30 years, Citadel Miniatures have been known around the world as the makers of the finest fantasy miniatures in the world, the centrepieces of Games Workshop's many games and the very heart of our hobby. Check out the whole range online.

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Games Workshop stores have been a presence around the world for more than 40 years. Many of our newer and recently refurbished stores are now Warhammer stores, both stocking a huge range of miniatures, games and accessories. Visit your local store for an introduction to our games from our friendly staff.

The home of Warhammer on the web, the Warhammer Community website brings you the latest news on Warhammer 40,000, Warhammer Age of Sigmar, the Horus Heresy, Forge World, Black Library and more!

www.warhammer-community.com

Warhammer TV brings you regular videos on every aspect of the Warhammer hobby, from daily tips and tutorials on painting Citadel Miniatures to previews of upcoming miniatures and news on the latest new releases.

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Warhammer Live is the Warhammer TV live-stream where, every month, you'll find over fifty hours of the best live content on Warhammer 40,000 and Warhammer Age of Sigmar, as well as exclusive interviews from behind the scenes.

www.twitch.tv/warhammer

IN THE BUNKER

Welcome to the last few pages of the magazine, where we take a regular look at what's been going on inside the White Dwarf bunker over the past month...

So what have we been up to in the White Dwarf bunker this month? Well, a lot of painting! Between us we've painted over 50 models this month, including Kharadron Frigates, a Stonehorn, a Megaboss on Maw-krusha, Plague Marines, an Apothecary and plenty more besides – you can see many of them over the next few pages with loads more to come in the future as we prepare our armies for some games of Malign Portents.

We've also been playing a good few games. Our Firestorm campaign for Warhammer Age of Sigmar is coming close to a conclusion, while the Adeptus Custodes have certainly proven popular in our gaming room after Matt and Michael played their Battle Report. You can read what Dan and Jonathan (who were recording the battle with words and pictures, respectively) thought of their game on the opposite page.

It's taken Shaun a few months to get back into the swing of painting (the last time he painted a Citadel miniature was in the '90s), but he's finally finished some of the new Death Guard models. "I owe it all to Agrax Earthshade," says Shaun, who has also been painting some Plaguebearers. "Neat basecoats of all the main colours, a heavy wash of Agrax Earthshade and then a few highlights. I've got a Foetid Bloat-drone to paint next, then I want to get my hands on Horticulous Slimux or a Great Unclean One."

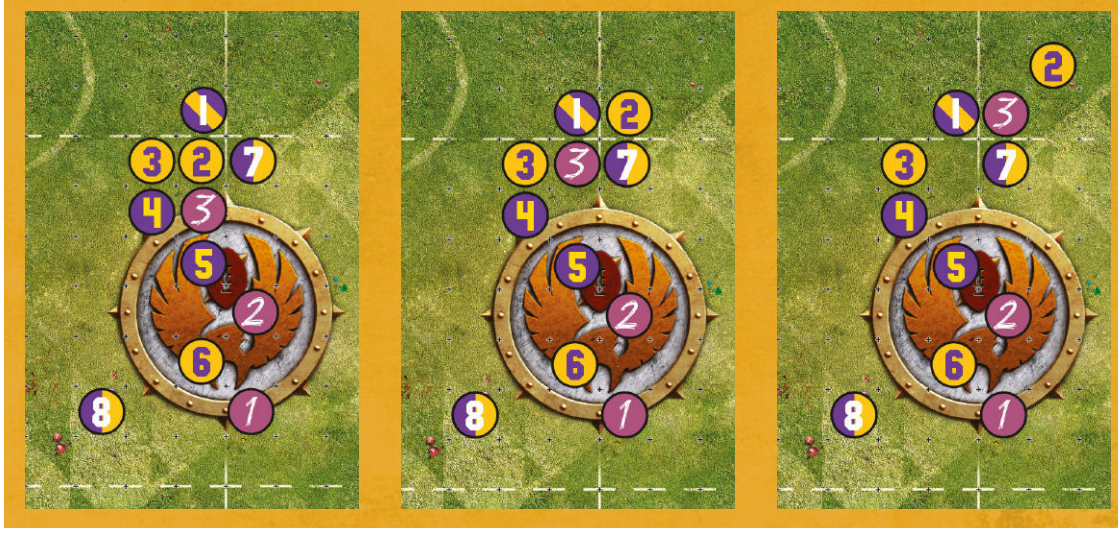
WE PLAY INQUISITOR – MARTYR

Well, Michael and Stu got to, at any rate. The rest of us only got to sit and watch! "I played as the Crusader-style Inquisitor, while Stu played as the Assassin-Inquisitor," says Michael. "I think that's because I'm more righteous than Stu while he prefers to kill from the shadows." Stu did not deny this. "It's the sort of game I really enjoy, with lots of intense action," says Stu. "The game nails the look of Warhammer 40,000, too. I fought heretics and Word Bearers but died messily to a Helbrute."

BLOOD BOWL: CHAIN PUSHING

In our match report, Jonathan Taylor-Yorke attempted a 'chain push' in search of a one-turn touchdown. What is chain pushing exactly? JTY tells us more…

JTY: Chain pushing is when an opposition player is blocked and pushed back, but all of the squares that player could be pushed back into are occupied. Then one of those other players is pushed as well – that then being the chain push. To use this to steal a one-turn TD you need to be able to fill the squares around your intended scorer, adjacent to an opposition patsy who will be getting shoved around a lot. Then you need to get a Blitz around the back, and then be able to select several Pushed Back results on successive blocks, each one resulting in your scorer moving one square in the right direction each time, until the player is in range. It's not simple and requires a lot of planning. I spent a good 20 minutes figuring out that thanks to a truly awful number of fouls, I didn't have enough players available to manage it!



APOTHECARY, HEAL THYSELF

If you watch the Warhammer TV Twitch live stream then you may well have seen a sneaky preview of Matt's Apothecary in September last year when his Imperial Fists took on Dan's Iron Warriors. Matt painted the Apothecary specially for the game, though his healing hands were hardly needed as Dan's shooting was so poor that very few of the Imperial Fists actually died. Ironically, the Apothecary became one of Matt's few casualties after he was unexpectedly set upon by a gang of Raptors.

It still took them three rounds of combat to kill him, though…

THE SEASON OF WAR CONTINUES

In-between painting models for their new armies, Mel, Stu, Dan and Jonathan are still fighting away on the Flamescar Plateau in their ongoing Warhammer Age of Sigmar campaign. Jonathan has now raced into the lead after scoring victories over Stu and Mel and completing another objective – Major Empire – which scored him 6 Glory Points (for a running total of 14). Dan, meanwhile, has taken another territory, but is still three away from holding the eight that he needs to complete his secret objective – Mighty Empire – which would score him 12 Glory Points. "I might have been a bit ambitious picking that objective," says Dan.

VOX CHATTER

This month in Vox Chatter, Jonathan and Dan share their thoughts on this month's Battle Report, Mission: Xenopurge.

Dan: First off, the Custodes are seriously powerful – they are monstrously tough and they can churn out so much damage in combat.

Jonathan: I think Michael should have taken bigger units of Necron Warriors. It would have enabled him to make more use of Reanimation Protocols and Matt would just have ended up killing the same warriors every turn.

Dan: Do you think keeping the Necrons back to shoot would have been better than advancing to take the objectives?

Jonathan: More warriors firing for longer would have thinned out the Custodes' ranks, but Matt would still have held the objectives. Michael needed to kill whole units before they could take them, like he did with the jetbikes.

Dan: I think if I had controlled the Necrons I would have deployed all of them at the start, too, rather than bring them in later. Massed firepower right from the beginning.

Jonathan: Agreed, though I liked the idea of surrounding the Custodes with units. If Michael had brought in his second Monolith behind where the Vertus Praetors were destroyed, then deployed units from it, he could have rolled up the flank of Matt's army.

Dan: Having two Monoliths in close proximity would certainly have been a tougher challenge, though I reckon Matt would still have smashed them both up with the Allarus Custodians.

IN THE BUNKER

A MALIGN PORTENTS EXTRAVAGANZA

As we mentioned last month, many of us in the White Dwarf team have started new armies for Warhammer Age of Sigmar ready for Malign Portents. Matt H has been working on Daughters of Khaine, Martyn has painted a Start Collecting! set of Beastclaw Raiders, Dan and Jonathan have been painting Kharadron and Mel has started a collection of Ironjawz. Michael, who is working on a new Sylvaneth force, has stalled a little in his mission to get his models painted on time (something about his cat eating his brushes), but has promised that he'll catch up next month. Meanwhile, Matt K has assured us that he's painting some Tzeentch Arcanites, but we have yet to see them. He hasn't even got paint on his fingers, so we're sceptical, but only time will tell. In the meantime, here's what the rest of us have painted.

Matt: I painted the centrepiece for my army this month – a Cauldron of Blood. I kept the colour palette very red, using a mix of Abaddon Black and Khorne Red as the basecoat for the chassis, followed by highlights of Khorne Red and Bestigor Flesh. The statue of Khaine I painted the same way. I also changed the way I paint the skin of my aelves. I now use Slaaneshi Grey as my basecoat instead of Daemonette Hide, making them much quicker to paint.

Martyn: I found painting all these larger models really interesting – they come together really quickly. A basecoat of Administratum Grey followed by a drybrush of Wrack White and suddenly my Mournfangs were almost done. All I needed to do was paint the straps and details. I also started from quite a light basecoat for the skin of my ogors. I used Kislev Flesh, washed with Reikland Fleshshade, then used a lot of thin layers of Kislev Flesh to highlight them. I think the smooth transition worked well.

Jonathan: I've been working on my Kharadron army for a while now, but for this challenge I decided to change my painting style a bit. I've found that drybrushing the metals on my models is much quicker than layering them, but gives just as good a result. Painting the Frigate was great fun, too, and I think the red-armoured panels are my best so far. I based all my models the same way as Martyn – with heavy drifts of Valhallan Blizzard.

Mel: I loved painting the Maw-krusha – the beast itself is probably 90% drybrushed. First I applied a Mechanicus Standard Grey basecoat, then roughly painted its belly Screaming Skull, its middle Straken Green and its upper body Caliban Green. I then drybrushed each colour over the colour next to it to get a more natural colour transition. Finally I washed the gnarly green skin with Athonian Camoshade and the stomach with Seraphim Sepia. I kept the wings separate to make painting the insides of them easier.

IN THE BUNKER

Like Jonathan, Dan has also painted a Frigate this month for his Kharadron force, along with an Arkanaut Company and a unit of Grundstok Thunderers (which you might have seen last month). “I painted the Frigate in sub-assemblies,” says Dan. “I had the aether-endrins, the hull, the support struts, the turret and the crew. The hull took the longest amount of time – probably around five days to complete – but is relatively simply painted. I drybrushed all the brasswork to completion first, then re-basecoated all the black areas before highlighting them. I also decided at this point to add another colour to the model. All the sky-vessels in the Studio’s Kharadron collection have a stripe along the hull and I decided my ships needed one too. I opted for Thunderhawk Blue with Fenrisian Grey highlights. The stripe’s not too intrusive on my sombre colour scheme but adds that little extra detail to draw the eye. I also created a scenic base for the model using spare parts from the Ophidian Archway kit.”

NEXT MONTH

WHITE DWARF MARCH 2018
ON SALE FRIDAY 02 MARCH

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GOLDEN DEMON / A TALE OF FOUR WARLORDS / BLANCHITSU
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WHITE DWARF EXCLUSIVE

VISITING CINDERFALL

This month brings our additional adventures in Cinderfall to an end (for now) so as well as a new dungeon there are some new rules for if the heroes visit Red Yugol's Revelrie. Read on…

This is the third of three new dungeons which your adventurers can visit by taking part in new activities in Cinderfall. You can find the rules for these new activities and the associated locations (and the other two dungeons) in the December and January issues of White Dwarf. Once the party has visited all three dungeons and claimed all three of the Artefacts of Hezerek, these new rules apply to any future visit to Red Yugol's Revelrie in Cinderfall.

RED YUGOL'S REVELRIE

While not a new location, there are some additional rules for Red Yugol's Revelrie. Do not reveal these new rules to the adventurers until the conditions are met.

If a hero visits Red Yugol's Revelrie, and they have one or two of the **Artefacts of Hezerek**, the adventurer can make two guesses, rather than one, when trying to guess the score of the dice hidden by the gamemaster. Whether they are successful or not, read them the following text: Red Yugol looks at you sharply, and taps his All-seeing Eye thoughtfully. 'You are not he, but the three I see. While I tarry with thee, does Hezerek hound me?'

If a hero visits Red Yugol's Revelrie, and the **party** has claimed all three of the **Artefacts of Hezerek**, read them the following text rather than resolving the action as normal:

Red Yugol takes one look at you and screeches something in an unfamiliar and incomprehensible tongue. Tearing at his face, he peels his skin off, revealing a slender figure, monstrously mutated. Fixing you with several dozen eyes, the creature hisses at you: 'So it's come to this. It was a pleasing diversion, but it ends here.'

With an arcane gesture, the figure tears a hole in the air and steps through. You catch a final glimpse of it as it turns to you, scorn and mockery in its eyes. It vanishes from view, though the portal hangs in the air still. A voice speaks in your mind.

'Follow if you dare, little hero!'

Red Yugol discards his All-seeing Eye as he flees – give the Enchanted Eye treasure card to the hero that visited him.

The adventurers can no longer choose to visit Red Yugol's Revelrie.

However, the adventurers can now choose to go through the portal instead of returning to the dungeons below Cinderfall. They may make this choice whenever they could return to the dungeons – they do not need to follow the creature immediately.

If they go through the portal, they enter the Silver Tower of the Gaunt Summoner (for such was Red Yugol all along!). The adventurers can start a game of Warhammer Quest Silver Tower using their heroes from Shadows over Hammerhal. If they do so, the gamemaster keeps their role in Silver Tower – this means that they, rather than the torchbearer (referred to as the runemarked player in games of Silver Tower), will make ambush rolls, choose the order in which adversary groups are activated, manipulate their behaviour as described in the Adversary Rules in Shadows over Hammerhal, choose how they move when there is a choice, and so on. They will also have the Adventure Book, and will describe each new chamber and its challenges to the adventurers, just as in Shadows Over Hammerhal. In addition, heroes do not have to discard skills as described in the Tower's Trials – instead they gain and keep skills as described in Shadows over Hammerhal.

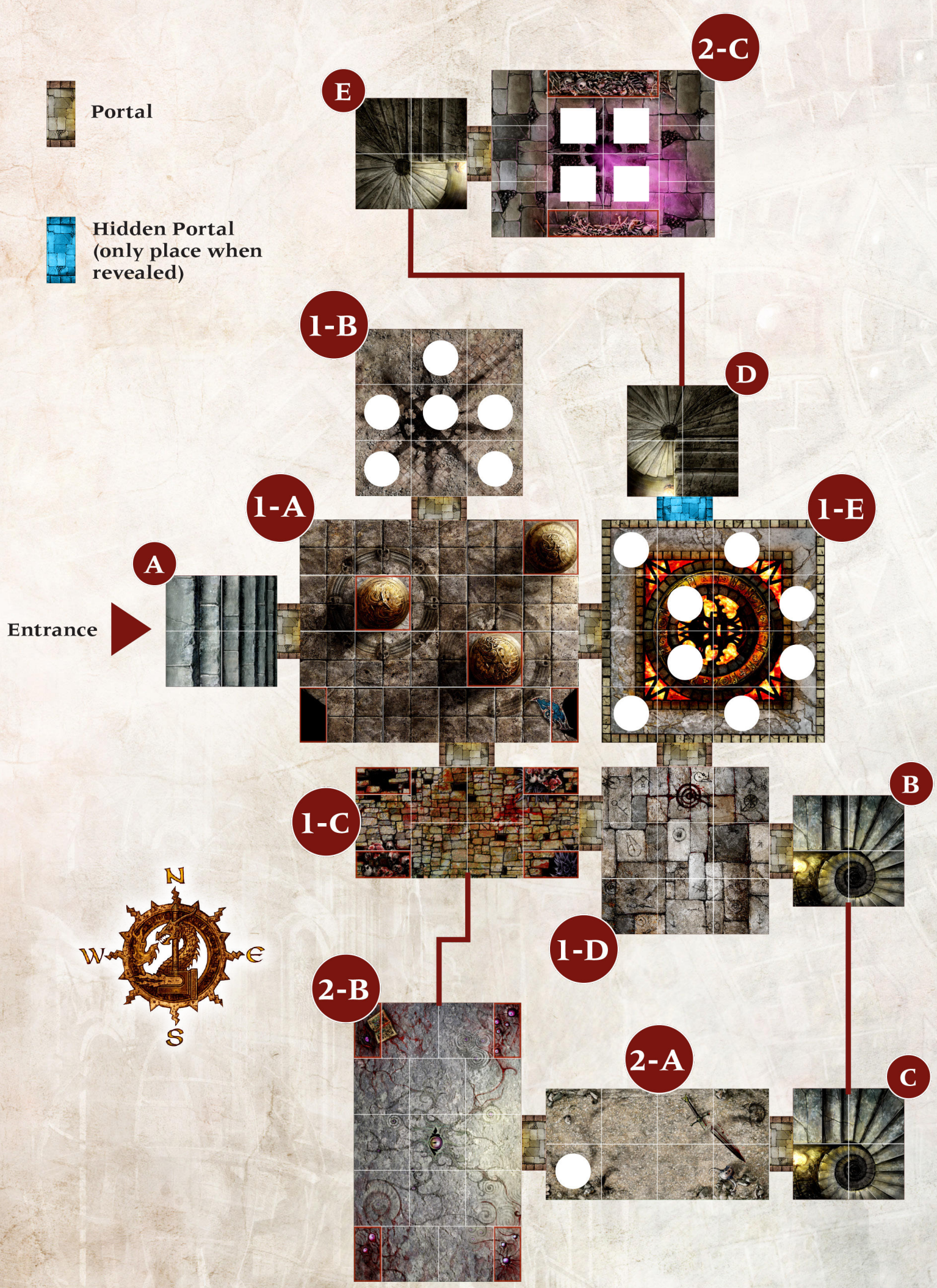
The heroes can return to Cinderfall after ending each trial, or after completing their quest. If they do so they can **never** return to the Silver Tower, so if they wish to defeat the Gaunt Summoner they must stay in the Silver Tower until this is accomplished.

Note that mercenaries will not accompany the heroes into the Silver Tower!

If the adventurers complete both the quest in the Silver Tower and in Shadows over Hammerhal, they are heroes the like of which the Mortal Realms have rarely seen!

DARKHOLD GARRISON

The heavy door swings open to reveal a well-lit stair. The stonework is of a high standard, in a stark contrast to the surrounding ruins, and you pass loaded weapon racks. The stairway ends in another heavy door, reinforced with iron bands.



UNEXPECTED EVENT TABLE

D6	Event
1.	**Changeling:** *You suddenly realise that there is a copy of the torchbearer in your midst! You must quickly ascertain which is the imposter!* **Read all of the following text to the adventurers: The torchbearer must tell the other adventurers three statements about themselves. Two of these statements must be false, and one must be true. The other adventurers (or the gamesmaster, if there are no other adventurers) must decide which they believe is true. They can only choose one of the statements between them, and must agree on their choice. If they choose the true statement, the torchbearer loses D3 pieces of gold and the changeling vanishes. If they choose one of the false statements, each of the other heroes suffers one wound and the changeling vanishes. The torchbearer, however, finds themselves 3 pieces of gold richer!**
2.	**Alarm:** *The heroes trigger an alarm.* **Add 1 to any rolls you make on the ambush table. Any rolls of more than 6 count as a 6. If you roll this result again, add 2 to any rolls you make on the ambush table instead, and so on. This effect lasts until the heroes return to Cinderfall.**
3.	**Ambush:** *The heroes have been ambushed!* **Roll on the ambush table.**

DARKHOLD GARRISON

Chamber	Discovered	Searched
A. Entrance	Auto	n/a
B. Prison Stair		n/a
C. The Winding Stair		n/a
D. Into the Darkness		n/a
E. The Final Stair		n/a
1-A. The Pillared Hall		
1-B. Barracks		
1-C. Pitfall		
1-D. Mess Room		
1-E. Assembly Hall		
2-A. Jailer's Room		
2-B. Squalid Cell		
2-C. The Final Hurdle		

STAIRWELLS

A – Entrance.

Ascend: Tell the adventures that they can either end the expedition and return to Cinderfall, or stay on this stairwell and start a new round.

Descend: Not allowed.

B – Prison Stair. A narrow stair leads down to a lower level.

Ascend: Not allowed.

Descend: As you file down the stairs, you hear a deep, mocking voice, and shouts of rage and desperation. Set up the heroes in Stairwell C.

C – The Winding Stair.

Ascend: Set up the heroes in Stairwell B.

Descend: Not allowed.

D – Into the Darkness. You have discovered a staircase that seems to spiral down deep below the garrison.

Ascend: Not allowed.

Descend: As you descend, you have the sensation that you are leaving Aqshy behind – you're no longer certain that you're even in the Mortal Realms. Set up the heroes in Stairwell E.

E – The Final Stair.

Ascend: Set up the heroes in Stairwell D.

Descend: Not allowed.

AMBUSH TABLE

D6	Ambush
1	3 Chaos Marauders (or 3 Bloodreavers)
2	6 Chaos Marauders (or 6 Bloodreavers)
3	3 Chaos Warriors (or 1 Putrid Blightking)
4	8 Chaos Marauders (or 2 Putrid Blightkings)
5	5 Chaos Warriors (or 2 Putrid Blightkings)
6	10 Chaos Marauders (or 3 Putrid Blightkings)

1-A. Pillared Hall

The hall ahead of you contains three great pillars, each of which is heavily scored and chipped. It seems that this might be a training area.

Adversaries: None.

Special Rules: None.

Secret: Nothing is found.

1-B. Barracks

This cramped room is filled with heavily armed warriors, obviously lying in wait for you!

Adversaries: 6 Chaos Warriors (or 4 Putrid Blightkings). Place each model on one of the spaces marked with a circle.

Special Rules: None.

Secret: You find a magical trinket amongst the more mundane arms and weaponry stored here. The searcher draws a treasure card.

1-C. Pitfall

You have entered a corridor, apparently deserted. A thin layer of dust lies on the uneven stones that line the floor.

Adversaries: None.

Special Rules: If all of the heroes (including companions) are ever in this chamber (before its secret is discovered) the trap is sprung. End whichever phase it is, and read the following: Suddenly, the stones under your feet shift and collapse! You tumble into the darkness. Place 2-B, and tell the adventurers to place their heroes wherever they like in that chamber. They each then suffer a wound. Note that 1-C cannot be entered again once this trap been sprung – it's a gaping pit! If the chamber's secret is discovered then these rules don't apply.

If the trap is sprung when there are enemies in 1-C, these enemies are slain (no renown is earned). Make a note of any other enemies on the board when the trap is sprung. When the heroes return to this floor, set up each of these enemies in any space in 1-D. Any that can't fit in 1-D are also slain (no renown is earned).

Secret: You find a hidden mechanism that looks like it could cause the whole room to cave in! After a very tense few moments, you disable the trap.

1-D. Mess Room

If you set up any enemies in this chamber as a result of the rules for 1-C: The door swings open to reveal enemies that have clearly been lying in wait for you.

Otherwise: This room is littered with half-eaten offal and other scraps of food, but is otherwise empty.

Adversaries: None (though see 1-C).

Special Rules: None.

Secret: Rooting through the trash, you discover a set of dice. Ask the searcher if they wish to keep the dice or destroy them. If they destroy them, the dice are lost forever. Make a note of their decision. If they keep the dice, and they choose to gamble in Cinderfall, read them this: You discover that the dice you recovered from the garrison are loaded! When they gamble they can choose not to roll their final dice again, in the same way as the gamemaster.

1-E. Assembly Hall

This sizeable room is filled with massive warriors armed for a fight – your intrusion has not gone unnoticed.

Adversaries: 8 Chaos Warriors (or 4 Putrid Blightkings). Place each model on one of the spaces marked with a circle.

Special Rules: None.

Secret: One of the stones in the eastern wall is loose. When you lever it out, you discover a hidden mechanism that opens a secret door. Set up the hidden portal.

2-A. Jailer's Room

If the heroes open the western portal: This narrow room ends in a heavy door.

If the heroes open the eastern portal: This narrow room ends in a cell door, but what draws your attention is the figure standing at the far end of the room, wreathed in writhing shadows.

Adversaries: Lord of Chaos (or Chaos Sorcerer Lord). Place them on the space marked with a circle.

Special Rules: If the heroes have not yet explored 2-B, at the start of the adversary phase open the portal to 2-B and set up chamber 2-B as if it had been explored. The occupants of chamber 2-B can take a turn in this adversary phase.

Secret: The searcher finds D3 additional pieces of gold.

2-B. Squalid Cell

If the heroes fell into this chamber from 1-C: You have landed in a large cell. As you pick yourselves up, you realise that you are not its only occupants!

If the heroes open the southern portal: This cell is empty now, its only distinguishing features the filth left by its former occupants.

Adversaries: 8 Chaos Marauders (or 8 Bloodreavers). If the heroes fell into this chamber, place them on any vacant spaces after the heroes (and companions) have been placed. Otherwise, place them anywhere in the chamber.

Special Rules: If the heroes have not yet explored 2-A, keep a count of the enemies slain in this chamber. Once the count reaches 4 or more, at the start of the following adversary phase open the portal to 2-A and set up chamber 2-A as if it had been explored. The occupant of chamber 2-A can take a turn in this adversary phase.

Secret: Nothing is found.

2-C. The Final Hurdle

This room is dominated by a sigil of the dark gods on the floor, flanked by two grim sculptures of bone that seem to change whenever you look away from them.

Adversaries: None.

Special Rules: If there are ever four heroes on the spaces marked with squares, halt the hero phase and read this: With a horrible splintering, crunching noise, the bone sculptures lurch forward to crush you where you stand! Each adventurer, starting with the torchbearer and going clockwise, must choose whether to brace themselves or dodge (do not explain the consequences of their choice). Once all adventurers have chosen, any that chose to dodge must roll a dice. If the total is equal to or higher than their Agility, they escape the trap – they can move to one of the empty adjacent spaces.

Once these rolls have been made, if two or fewer heroes chose to brace themselves, any heroes that chose to brace themselves or failed to escape the trap with a dodge suffer 1 wound. The hero phase then continues from where you halted it. As soon as a hero moves off the trap it is reset (including if they dodged off the trap) – if there are ever four heroes on the spaces marked with squares again, the trap is sprung as described above.

If three or more heroes chose to brace themselves, read this: With a heroic effort, standing back-to-back, you brace yourselves against the trap and prevent the sculptures from crushing you! As the energy propelling them fades, you shatter the foul sculptures. Amongst the wreckage you find a strange artefact. Give the torchbearer the Hezerek's Bracers treasure card. The trap can no longer be activated, and the hero phase continues from where you halted it.

Secret: If the trap has not yet been sprung: You catch sight of something glinting inside one of the macabre sculptures. As you circle the room to get a better look, you realise that the sigil on the floor is engraved on a single great panel that sinks slightly when you step on it. It seems to sink further if more of you are standing on it.

If the trap has been sprung, but not deactivated: You catch sight of something glinting inside one of the macabre sculptures.

If the trap has been deactivated: Nothing is found.

Read if the heroes fail in their quest:

The warriors cut you down with brutal, powerful blows. You have just enough time to see them begin to hack and dismember your companions before oblivion takes you.