

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

MARCH 2018



IN THE NAME OF KHAINE

MORATHI EMERGES FROM SHADOW TO DROWN THE MORTAL REALMS IN BLOOD

USER GUIDE

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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's been immersing himself in Shadespire this month, though he also enjoyed a trip back to 1992 in Temporal Distort.

Matt's hobby month:

"I'm still working on those Tzeentch Arcanites, I promise. I've got a secret project underway, too, though."



MICHAEL HAUGEN WIESKE

Production Editor

As designated note-taker for this month's Battle Report, Michael picked up some clever tactics for Warhammer Age of Sigmar.

Michael's hobby month:

"I picked up Warhammer Underworlds: Shadespire the other day. Now to come up with some sneaky strategies..."



MELISSA HOLLAND

Digital Editor

At time of writing (October last year), Mel's just put the finishing touches to the first mobile edition of White Dwarf. Woop!

Mel's hobby month:

"I've been painting my Weirdnob Shaman for my new Ironjawz army. I love the smoke effect on his skull staff."



MATTHEW HUTSON

Lead Designer

Though he's collecting Daughters of Khaine, Matt was on holiday when we played this issue's Battle Report. This made him sad.

Matt's hobby month:

"I've painted a few more Daughters of Khaine, but I also got distracted and painted a Fyreslayers Magmadroth."



BEN HUMBER

Designer

Ben got to be the Lead Designer while Matt was away. His Magnum Opus was the Iron Warriors article [here](#).

Ben's hobby month:

"I've had a busy month, but that Redemptor Dreadnought is almost finished. Great results take time, you know."



SHAUN PRITCHARD

Reprographics Operative

Clip, proof, print, package... Shaun's electro-stylus has been a blur of activity this month. The holiday last month did him good!

Shaun's hobby month:

"I'm still painting Death Guard models at the moment and I've just put the finishing touches to a Foetid Bloat-drone."



DAN HARDEN

Staff Writer

Dan was one of our generals in this month's Battle Report. Apparently, Morathi can be a bit of a monster.

Dan's hobby month:

"I've painted a Kharadron ship, 20 Grots for my Ork army and a Warp Lightning Cannon. It's been a productive month."



MARTYN LYON

Photographer

Martyn and Jonathan have spent a fair deal of time taking pictures of displays in Warhammer World this month. What are they up to?

Martyn's hobby month:

"I've been painting my Icebrow Hunter for our painting challenge. You can see what some of us have created."



JONATHAN STAPLETON

Photographer

Our official war photographer for the Battle Report, Jonathan also took the pictures for Dancing with Shadows [here](#).

Jonathan's hobby month:

"I've added a few more Endrinriggers to my Kharadron force, but I've also started work on my T'au battlesuits again."



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TEMPORAL DISTORT

Bring sandwiches because we're on a journey back to 1992.

GETTING STARTED WITH THE HORUS HERESY

A bite-sized introduction to the dark years of the Horus Heresy. Find out more about this great game here.

MALIGN PORTENTS: DIG DEEP

Another twisted tale from the Mortal Realms. The malign portents are getting increasingly sinister...

DANCING WITH SHADOWS

We chat to the miniatures designers about Morathi and her new brood of monsters, the Daughters of Khaine.

ILLUMINATIONS

We take a closer look at the art of the T'au Empire.

BATTLE REPORT

DEATH FROM THE SHADOWS

Morathi and the Daughters of Khaine take on Mannfred and the Legions of Nagash. Bloodshed was inevitable.

PERTURABO'S IRON LEGION

Grand Tournament regular Ben Greaves shares with us his impressive Horus Heresy Iron Warriors collection.

NEW ARTICLE

HALL OF FAME

We've put a new spin on Hall of Fame. See what model, and why, has been nominated for a place in the hallowed halls.

A TALE OF FOUR WARLORDS

Harbingers of the malign portents join the four ever-growing armies in the third instalment of the challenge.

Want to know all about the new Daughters of Khaine miniatures – read this first!



We pit the Khainites against the Legions of Nagash in a very gory Battle Report.



'Eavy Metal's Anja Wettergren shares her painting history and talks about her favourite models.



GOLDEN DEMON: CLASSIC 2017

It's the final entries from Golden Demon: Classic 2017. Trust us when we say they're all monsters!

BATTLEGROUND: ANGELS & PLAGUES

It's Dark Angels versus Death Guard in one of warhammer World's most impressive displays.

'EAVY METAL MASTERS

We're joined by 'Eavy Metal painter Anja Wettergren, who tells us about some of her favourite miniatures that she's painted.

BLANCHITSU

John Blanche himself shows off his latest creation. Be warned all who enter here – for now things get wyrd...

EXCLUSIVE MINIGAME

STAKE A CLAIM

Kharadron skyvessels compete to stake their claim on a seam of aethergold in this minigame.

NEW RULES

GENESTEALER CULTS

A new multi-limbed threat to Necromunda? Yes please!

PAINT SPLATTER

Stage-by-stage painting guides for Morathi and the T'au.

THE HERO CHALLENGE

Five painters. Five Warhammer 40,000 heroes. Simple, really!

READERS' MODELS

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

IN THE BUNKER

...and what we've been painting, too! Plus, find out who the winner is of our Warhammer Age of Sigmar campaign.

Iron within, Iron without.
Check out this incredible
Heresy-era Iron Warriors army.



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

Malign Portents: Dig Deep

Dancing with Shadows

Death from the Shadows

WARHAMMER 40,000

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PAINTING & MODELLING

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GAMING

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Genestealer Cults

COLLECTING

A Tale of Four Warlords

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™

MARCH 2018

PORTENTS GROW BLOODY

Omens continue to grow dark in the Mortal Realms this month, as malign portents continue to rage. We've got another new story building on events ([here](#)), but undoubtedly the headline act this month is the return of the Daughters of Khaine, the murderous Aelf cult headed by none other than Morathi, High Oracle of Khaine. Servants of Order in their own way, the Daughters of Khaine nevertheless promise to unleash chaos and death, so whose ends will Morathi's schemes really serve as darkness continues to envelop the Mortal Realms? You can find hints at the answer in Planet Warhammer ([here](#)) and Designers' Notes ([here](#)). Meanwhile, in the 41st Millennium, the T'au are back with a brand-new codex – read all about it ([here](#)), and if you're persuaded to join the Empire in pursuit of the Greater Good, check out Paint Splatter on ([here](#)) (you'll find Morathi in there, too).

Away from Warhammer Age of Sigmar and Warhammer 40,000, we've got a slew of new rules for a couple of our other games – a brand-new game of Kharadron skyvessel adventuring, and complete rules for using Genestealer Cults gangs in Necromunda! All that and I've barely got time to mention that Hall of Fame returns in a great new format ([here](#)). Enjoy!

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!

THE QUEENS OF BLOODSHED



THE DAUGHTERS OF KHAINE

Even before the birth of the Mortal Realms there were aelves that worshipped Khaine, the aelven god of murder and slaughter. Most were Witch Aelves who offered up blood in their god's name before bathing in vast cauldrons of this most vital of life essences, using the energy within it to maintain their youthful appearances. Though the Cult of Khaine almost died out following the destruction of the world-that-was, Morathi was able to take control of those who survived. After all, she is Khaine's High Oracle...

Whether you're into Warhammer Age of Sigmar, Warhammer 40,000 or the Horus Heresy, there's something for you this month in Planet Warhammer.

Fans of Warhammer Age of Sigmar will be excited to hear that an existing faction – the Daughters of Khaine – now have their own battletome, plus a range of stunning new miniatures in the shape of the serpentine Melusai, the Harpy-like Khinerai and the monstrous Morathi (you can probably tell which model she is in the picture above). We chat to rules writer Robin Cruddace about the new battletome ([here](#)) and you can read the Designers' Notes for the new Daughters of Khaine miniatures ([here](#)). But that's not all for Warhammer Age of Sigmar – there's also some new terrain out this month. If you saw the Moon Base Klaisus set that came out last year for Warhammer 40,000, this is the Mortal Realms

equivalent, a battlefield in a box complete with ruined buildings, fold-out board and even a couple of treasure chests – it's a really exciting piece of kit.

For Warhammer 40,000 fans, the big news is that the new Codex: T'au has now arrived on the scene. We talk a little bit more about it over to the right and ([here](#)). As always, there's plenty inside the codex to get you excited about the little blue chaps with the big guns, including loads of new wargear and stratagems. We like the sound of the thermoneutronic projector.

And last but not least, there's a new Primarch coming out for the Horus Heresy – Rogal Dorn. Whether you're a painter looking for a new project or an Imperial Fists collector who can now have a Primarch leading their army, it's a great miniature to have in your collection.



Tap the pictures for more information

FOR THE GREATER GOOD

If you're not into unrestrained bloodshed and sneaky shadow magic then perhaps high-tech battlesuits and excessive firepower are more your thing. That's right, T'au collectors now have a brand-new codex to look forward to (Yay! – Dan). You can read more about the codex later but it's worth saying that the book features loads of lovely new background on the T'au Empire, most notably in their attempt to utilise faster-than-light technology. The results were... unexpected. You'll also find that the story of the T'au Empire has progressed since the last edition of the codex and takes into account the events of the Damocles Gulf crusade. Shadowsun and Farsight now share a mutual respect but a professional enmity for each other, Mu'gulath Bay is now a less appealing holiday destination and (spoiler!) Aun'va is still dead. But how did the T'au populace get over that? Maybe they were never told...



MUNITORUM REPORT: T'AU

A REPORT ON THE STRENGTHS AND WEAKNESSES OF T'AU MILITARY FORCES

STRENGTH: FIVE

Their basic guns all have Strength 5, which means they wound Space Marines on 3s! They also have access to the Strength 14 (yes, 14!) pulse blastcannon, which will make an absolute mess of, well... anything.

STRENGTH: MANOEUVRABILITY

Anti-grav tanks, jet packs and aircraft – the T'au are pretty manoeuvrable when they want to be. Even their defensive emplacements can float away if they don't like the look of the enemy. Our advice: try and get some units in behind the T'au army and block them in – they can't retreat if they're surrounded.

WEAKNESS: CLOSE COMBAT

The T'au regard close combat as an uncivilised way to fight, which is probably why they're so poor at it. If you're fighting T'au, charge in with your best melee units and enjoy. Make sure you kill all the battlesuits, though, you don't want them flying away.

WEAKNESS: CLOSE COMBAT

Seriously, we can't stress this enough, the T'au are really awful in combat. The only thing you have to watch out for is their For the Greater Good special rule, which means units near the one you're charging can also fire overwatch!





PLANET WARHAMMER

CHILDREN OF MORATHI

The Daughters of Khaine crave battle and seek power through bloodshed, honouring their murderous deity with every kill. Though their hatred of Chaos cannot be denied, their allies are justifiably suspicious of this secretive and power-hungry shadow cult.

DAUGHTERS OF KHAINE ARMY ESSENTIALS



BATTLETOME: DAUGHTERS OF KHAINE

We always say that a battletome is essential if you want to start a new army – in this case, the Daughters of Khaine. Well, it is, but we would highly recommend picking up this battletome regardless of where your allegiances lie because the background in this book is superb, adding greatly to the mythos of the Mortal Realms. You learn how Morathi escaped from Slaanesh, how she found the Realm of Shadow and what happened when she was reunited with her son, Malerion, not to mention how the aelven gods captured the Lord of Dark Delights and began to rescue aelven souls from him. And that's all on top of the background for the Daughters of Khaine themselves. Of course, this 88-page book isn't all background – it also includes all the rules you need to field the Daughters of Khaine in your games, such as unit warscrolls, artefacts, Path to Glory charts, war coven special rules and a battleplan. Oh, and painting guides and a gallery of 'Eavy Metal models.

SNAKE EYES!

New army, new dice, that's our motto (well, one of them). The Daughters of Khaine dice set contains 20 dice in two designs – 10 white marble-effect dice for when Morathi is being diplomatic and 10 glossy black dice for when she turns into the Shadow Queen. The dice feature two symbols – Morathi's serpentine symbol on the 6 and a snake skull in place of the 1.



WARSCROLL CARDS: DAUGHTERS OF KHAINE

Warscroll Cards are the easiest way to keep track of your units and their abilities during a game. This set includes 16 Warscroll Cards – one for each unit in the battletome – plus two sheets of push-out card tokens that can help you remember what's happening on the battlefield, such as what unit has the spell Mindrazor cast on it or the Khainite prayer Catechism of Murder. There are also tokens for artefacts so you don't forget which one you gave to your general (we've all done it).



FIVE THINGS WE LOVE IN... MARCH

5 Rules and tactics. In our continuing quest to bring you new gaming content, this issue includes rules for using Genestealer Cults in Necromunda ([here](#)). That's right, the Cult of the Xenos has found its way into the underhive of Necromunda's Hive Primus, meaning you can now play a Genestealer Cult gang.



DESIGNER'S NOTES: THE DAUGHTERS OF KHAINE BATTLETOME

There's a new battletome out, so it seemed only right to have a chat with one of its creators. Cult leathanam Robin Cruddace – a lone male amongst an army of deadly aelf females – tells all.

White Dwarf: Tell us then, Robin, what's so special about Battletome: Daughters of Khaine?

Robin Cruddace: Put simply, it all revolves around Morathi and what she's been up to since she was eaten by Slaanesh at the end of the world-that-was. She has a serious god complex, but it's important to point out that she is not a god and that makes her very angry, especially when she sees how powerful Malerion – her son – has become. So she does the next best thing and pretends to be in contact with a god – Khaine.

WD: Pretends?

RC: Yeah, Khaine's dead. Well, for now at any rate. But Morathi claims to be in communion with him and so the Witch Cults worship Khaine and spill blood in his name... but really, all the power just goes to her.

WD: Sounds like she's lost none of her old charm.

RC: Oh, she's still as duplicitous as ever – that's one of the two main themes of the book. On one hand there's shadow and deception. On the other there's the bloodshed and cult worship aspect. Jeremy Vetock wrote the background for the book and did a great job marrying these two ideas together through Morathi. She is a mistress of manipulation and will stop at nothing to get her own way. Her story's a bit tragic to begin with, but you quickly realise you should never really feel sorry for her despite the fact she's technically on the side of Order. Morathi really hates Chaos, but in the end she's only looking out for herself.

WD: Does the background express itself in the game?

RC: Definitely. Firstly there are the two models of Morathi. Creating a mechanic for her to transform was really exciting and adds a whole new level to using a character in a game. The two versions have different abilities and skills, both of which you'll want to tap into at certain points during the game, but once she's changed into her Shadow Queen form she cannot change back. We also

"The two versions of Morathi have different abilities and skills, both of which you'll want to tap into at certain points during the game..."

added new rules for an existing model – the Avatar of Khaine. If you build a Bloodwrack Shrine you have the statue left over and it seemed a real waste not to make it into a usable unit. You need to wake it up with blood rituals to get it to move, but when it does it's really nasty! On that note, the blood-and-shadow combination I mentioned in the background is realised in the Lore of Shadows spell list and the Prayers of the Khainite Cult. Some classic spells make a reappearance, such as Pit of Shades and Mindrazor, while the prayers help turn your already-nasty Witch Aelves into real killing machines. There's also an army special rule – the Blood Rites – which means the longer the game continues, the greater their fervour becomes. By the fifth battle round, any Daughters still alive are pretty much unstoppable.





PLANET WARHAMMER



DAUGHTERS OF KHAINE MELUSAI

The Blood Sisters (1) include an optional part for the unit Gorgai – a crystallised heart stolen from a defeated foe. The brow of her mask also features a gemstone. There's an additional part to mark out the Krone in a unit of Blood Stalkers (2), too – an outstretched arm with a Blood Wyrms hunting beast sitting on it.

The Melusai were once the souls of aelves devoured by Slaanesh. Having been released from their hellish incarceration, their soul energy has been taken by Morathi and made whole once more, though not quite in the image they once held. Through the use of blood rituals and shadow magic, Morathi creates each new one of these Scáthborn warriors in her own image, their lower bodies taking the shape of writhing serpents. Loyal only to the Shadow Queen and reborn with an unquenchable hatred for Slaanesh, they are Morathi's deadliest warriors and often form her bodyguard on the battlefield.

This plastic set contains five Daughters of Khaine Melusai that can be built either as Blood Sisters or Blood Stalkers. Blood Sisters are some of the deadliest fighters in a war coven and can

often be found in the vanguard of an assault. Each wears a gladiatorial mask rendered in the bellowing shape of Khaine's face, with a crown of serpents that mirrors the headdress worn by Morathi. They also wear bodices bearing ancient aelven runes and wield heartshard glaives, which they use to slice out their foes' hearts.

Alternatively, you can build the models in the kit as Blood Stalkers – the serpentine hunters of the covens. They wear lighter armour marked with runes of hatred and vengeance and carry lethal bows with serpent-headed limbs. On their belts they wear the quivers for their arrows, though there are also a few optional extras in the kit that can be attached to the Blood Stalkers, such as vials of arrow poison and the pierced hearts of their most successful kills.



1



2

DAUGHTERS OF KHAINE KHINERAI

Where the Melusai share Morathi's serpentine image, the Khinerai share her harpy-like aspect. On membraneous wings they soar high above the battlefield, shrouded by shadow until the moment when they plummet shrieking from the sky into the enemy's ranks. They are Morathi's vengeance made manifest and, like their Scáthborn sisters the Melusai, they are reborn with a deep loathing for the Prince of Pleasure.

This plastic kit enables you to build either five Khinerai Lifetakers or five Khinerai Heartrenders, each captured in a moment of intense activity, be it swooping down from the sky, leaping back into the air or about to strike down a foe with their weapons. Khinerai Lifetakers are the shock troops of the war covens, descending from the skies to shred and tear at the enemy before leaping with

aelven grace back out of harm's way. In one hand the Lifetakers wield barbed sickles, in the other a heartpiercer shield that they can use to gouge out the hearts of their enemies. The models in this set can alternatively be built as Heartrenders who, instead of sickle blades, carry poisoned javelins that they can hurl at the foe while staying safely out of range of their blades. Both forms of Khinerai wear more armour than the coven Witch Aelves, most notably bladed knee pads, greaves and tasset plates, all of which they can use as weapons in the unlikely event that they run out of actual blades.

Like the Melusai kit, the models in this set have optimal fittings (shown below), though some of the arms and heads (the hair can get in the way) can be swapped around for more variety.



The Lifetakers (1) and Heartrenders (2) are designed in such a way that they do not require flying stands – they are instead held up by their tails, which are attached to pieces of fallen masonry. Both unit champions – the Harridynn and Shryke, respectively – have unique head and loincloth options.



1



2



PLANET WARHAMMER

MODEL
OF THE
MONTH

“Having been vomited forth by Slaanesh, Morathi has become irrevocably tainted by her contact with him.”

MORATHI

Morathi is the High Oracle of Khaine, a devastatingly powerful sorceress and a demigoddess amongst the aelves of the Mortal Realms. To most she appears as a lithe and beautiful aelf, her raven hair falling to the ground behind her between a pair of gilded ornamental wings, an antlered crown perched perfectly upon her brow. Yet this is all an illusion, a glamour that she weaves upon herself when politics and diplomacy are required, for her real form is terrifying to behold. Having been vomited forth by Slaanesh, Morathi has become irrevocably tainted by her contact with him. Made monstrous in form and size, bat-like wings sprout from her shoulders, venomous snakes take the place of her hair and her lower body is that of a vast scaled serpent. Few see Morathi in her true form, and those that do rarely live to tell the tale.



This plastic set includes two versions of Morathi – one in her guise as the High Oracle of Khaine (left), the other in her Shadow Queen form (above). Both carry the spear Heartrender in one hand and the Heart of Khaine in the other – the still-beating (though only just) heart of the aelven god of murder, battle and bloodshed.



FOR THE GREATER GOOD

Hailing from the Eastern Fringe, the T'au are a young but technologically advanced race. Utilising high-tech battlesuits, anti-gravity tanks and plasma weaponry, they seek to unite the peoples of the galaxy. Or wipe them out should they choose not to join the T'au Empire.

CODEx: T'AU EMPIRE

If you want to unite the races of the galaxy for the Greater Good then look no further than Codex: T'au, the ultimate guide for all budding Fire Warriors. This mighty 136-page codex (which is also available as a Collectors' Edition) contains a wealth of information about this progressive young race, along with full rules on using them in your games of Warhammer 40,000. The book kicks off with a look at the history of the T'au and the growth of their empire as they took to the stars, culminating in the Catastrophe of the Fourth Sphere Expansion and the beginning of the Fifth. Following this you'll find detailed descriptions of all the units that make up the armies of the T'au, plus a gallery of painted miniatures and example colour schemes for painting your miniatures. Then you've got all the rules – unit entries and wargear lists for all the units, points and power ratings, tactical objectives, stratagems, warlord traits, Sept Tenets and, of course, a large armoury of experimental wargear. The Empire is calling. Will you answer?



DATA CARDS: T'AU EMPIRE

Surely you know the drill by now when it comes to datacards. No? Then read on, young shas'la. Inside this deck you'll find 64 cards including 36 tactical objectives cards and 28 stratagems. The tactical objectives include 30 from the core rules, plus six unique to the T'au that revolve around their tactics of Mont'ka and Kauyon. 25 of the stratagems are unique to the T'au (three are from the core rules) and include such wonders as the Uplinked Markerlight, Recon Sweep, Focused Fire, and the rather final-sounding stratagem Fail-safe Detonator. If you're a T'au commander, you'll want these handy cards beside you on the battlefield.

CLICK [HERE](#) FOR SOME T'AU ART AND [HERE](#) FOR SOME HANDY PAINTING GUIDES

FIVE THINGS WE LOVE IN... MARCH

4 Exciting new scenery. It's been a while since some new scenery came out for Warhammer Age of Sigmar, but it was worth the wait! Turn the page to see Blasted Hollowheart – the new battlefield in a box – and the Azyrite Ruins. We even managed to sneak a few of them into this month's Battle Report ([here](#)), set in the Realm of Shadow.



3 Death! We've been super-excited about Malign Portents and Legions of Nagash here in the White Dwarf bunker and many of us were hoping to get our hands on the new Harbinger models. Sadly for us, our Four Warlords beat us to them – you can see their efforts ([here](#)). We also use Nagash's undead legions in this month's Battle Report.





PLANET WARHAMMER

BATTLEFIELD IN A BOX

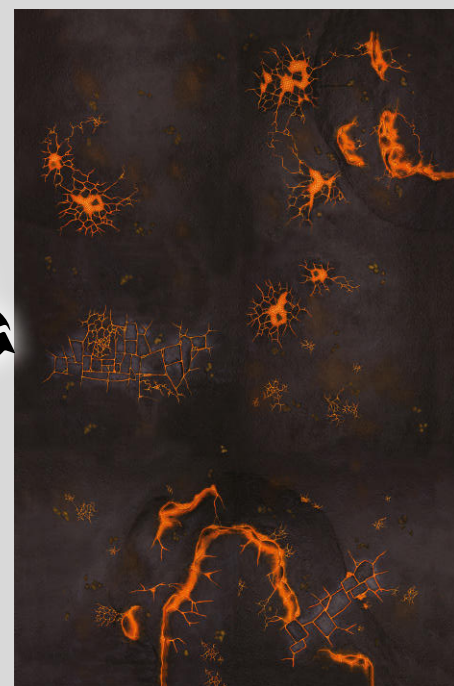
If you love playing Warhammer Age of Sigmar then you'll know that a great battlefield always makes a game look cooler. The good news is that there are two new scenery sets out this month - the Azyrite Ruins and Blasted Hollowheart, a battlefield in a box.

REALM OF BATTLE: BLASTED HALLOWHEART

Blasted Hollowheart is, put simply, a battlefield in a box. Much like the Moon Base Klaisus set that came out last year for Warhammer 40,000, it includes four highly detailed fold-out card sections that fit together to create a sizeable battlefield large enough to cover a dining room table. But that's not all. Inside you'll also find nine push-fit plastic ruins. All you need to do is clip them off the sprue, push the pieces together and you have a battlefield ready to fight over. They disassemble just as easily when you need to pack them away. They're similar in colour to the Base paint Zandri Dust, so look great as they are, but you can always paint them like the ones shown below. Also included in the box is a padlocked grill (leading to a mysterious dungeon, perhaps), two treasure chests that make for great objectives and a booklet containing three new battleplans and rules for using the ruins in your games.



180°



The Blasted Hollowheart board is double sided. One side features an overgrown city with a path in the shape of a twin-tailed comet, while the other is a hellish wasteland of ash and lava more reminiscent of the Realm of Fire. We advise wearing thick shoes while fighting there.



The four card boards fold out to create a gaming area that's 5'6" by 3'8" - it fits over a dining table with ease.





AZYRITE RUINS

Azyrite Ruins are the perfect way to add some more terrain to your Blasted Hollowheart set or add to an existing terrain collection. Inside you'll find six ruined walls that can fit together in 36 different combinations plus a couple

of pieces of fallen masonry, two rusty grates and two treasure chests featuring the twin-tailed comet of Sigmar. Rules for this set can be found on: [games-workshop.com](https://www.games-workshop.com).



FIVE THINGS WE LOVE IN... MARCH

2 The Fifth Sphere Expansion. Yes, that's right, the T'au Empire is expanding once again and this time they've made it to the other side of the galaxy. But how? Well, you'll have to read Codex: T'au to find out, but let's just say that the ever-optimistic, forward-thinking T'au have taken quite a dark path to achieve their goals of galactic enlightenment...





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, we say hello to Rogal Dorn, Praetorian of Terra and Primarch of the Imperial Fists Legion.

ROGAL DORN

Rogal Dorn is the fourteenth Primarch to be released for Forge World's Character Series. A complete resin kit, Rogal Dorn stands stoically amidst the rubble of a fallen fortress, his hands resting on the hilt of his infamous (not to mention huge) chainblade, Storm's Teeth. As one of the Emperor's superhuman sons, Rogal Dorn is equipped with the best wargear the artificers of Earth and Mars can construct. Aside from Storm's Teeth, he carries the tactical bolter called The Voice of the Emperor and wears the Auric Armour, a golden suit of power

armour that is said to be forged from the same alloy as the Emperor's own warplate. While relatively unadorned compared to the armour worn by other Primarchs, the Auric Armour features many of the classic emblems of the nascent Imperium, such as eagles and lightning bolts – most notably on the collar and breastplate. It also features the clenched gauntlet icon of the Imperial Fists, a symbol that, 10,000 years on, will still stand for steadfastness, durability and defiance in the face of adversity.

The Voice of the Emperor (1) – an unassuming but deadly tactical bolter.

The display base (which Dorn can be removed from when you want to use him in a battle) features a dead legionary (2). The fallen warrior features no iconography so you can paint him in any Legion's colours.

The Legion symbol of the Imperial Fists is sculpted onto Dorn's voluminous cape (3).



1



2



3





THE IMPERIAL FISTS – THE VII LEGION

Stubbornness and pride are the traits that define the Imperial Fists. Excelling in defensive warfare and siegecraft, they remained loyal to the Emperor during the Horus Heresy.

The Imperial Fists were formed, along with nineteen other Space Marine Legions, before the start of the Emperor's Great Crusade. Like their battle-brothers, the Imperial Fists were sent out into the galaxy to unite the scattered colonies of Mankind and to push back the tide of alien races that looked to destroy them.

The role of crusaders suited the Imperial Fists well. Implacable on the advance and stubborn in defence, they specialised in boarding actions, stronghold assaults and fortification operations. Of all the Legions, they did the most to establish the Emperor's rule over a world. Where other Legions fought, killed, accepted Compliance and moved on, the Imperial Fists built mighty fortresses and garrisoned them, creating stable, industrious worlds that would remain loyal to the Emperor during the dark days of the Horus Heresy that would soon follow.

The outbreak of the Heresy was a massive blow to Rogal Dorn and his Legion. Having returned to Holy Terra to build fortifications around the Imperial Palace, they heard news of the atrocity at Isstvan, wherein the Iron Hands, Salamanders and Raven Guard Legions were almost wiped out by their treacherous brothers. Having fought alongside his father in many battles throughout the Great Crusade, Rogal Dorn – and consequently the Imperial Fists – remained staunchly loyal to the Emperor and set about exacting vengeance upon

those who had betrayed him. Their first mission – to strengthen the defences around Terra – continued apace, while a Retribution Fleet set off into the galaxy to hunt down the traitors.

Long had been the enmity between Rogal Dorn and his brother Perturabo, Primarch of the Iron Warriors. Both were stubborn and taciturn and prized indomitability and endurance in their warriors, yet where Dorn was an idealist, Perturabo was a pragmatist – there was no price to victory. So when the Retribution Fleet was confronted by the treacherous Iron Warriors in the Phall system, no quarter was given between the two forces. Though outnumbered, the Imperial Fists inflicted horrendous casualties on the Iron Warriors before retreating back to Terra. Once again, Perturabo was reminded of the indomitable strength and determination of the Imperial Fists and hated them for it – a hatred that has now burned for 10,000 years.

The Imperial Fists Legion fought in the Siege of the Emperor's Palace during the last days of the Horus Heresy. It was Dorn who organised the defences of Terra and his warriors that died defending them. When the Emperor fought Horus in single combat aboard the Vengeful Spirit, it was Dorn who found his broken body and brought it back to Terra and the Golden Throne.

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PLANET WARHAMMER

LICENSED GAMES

All across the world, our licensed partners are creating fantastic video games based on Games Workshop's tabletop games. This month, we take a closer look at new content for Sanctus Reach and Doomwheel, plus the brand new game based on Betrayal at Calth.



The cities and underground arcologies of Calth are fully rendered in glorious detail, giving you a glimpse of the scale and majesty of an Imperial world of the 31st Millennium.

THE HORUS HERESY: BETRAYAL AT CALTH

The Horus Heresy: Betrayal at Calth is a turn-based strategy game from Steel Wool Studios based on the boxed game of the same name. Set during the early days of the Horus Heresy, it pits the Ultramarines against the Word Bearers in a series of desperate battles both on and beneath the surface of Calth.

Just like the tabletop version of the game, Betrayal at Calth – which is available on Steam Early Access now – has a campaign to play through. This one is 24 missions long, with new stories written by Black Library author Rob Sanders.

The game is phenomenally immersive, with fully rendered worlds for your legion troops to fight over. You can also switch between your tactical overhead view and first-person view, putting you right in the middle of the action. The intensity of this becomes even more apparent if you play the game wearing a virtual reality headset. Standing next to a Contemtor Dreadnought, you suddenly realise just how big these war machines are. You can also play the game head-to-head, enabling you to take on opponents around the world, commanding either the Ultramarines or the Word Bearers.



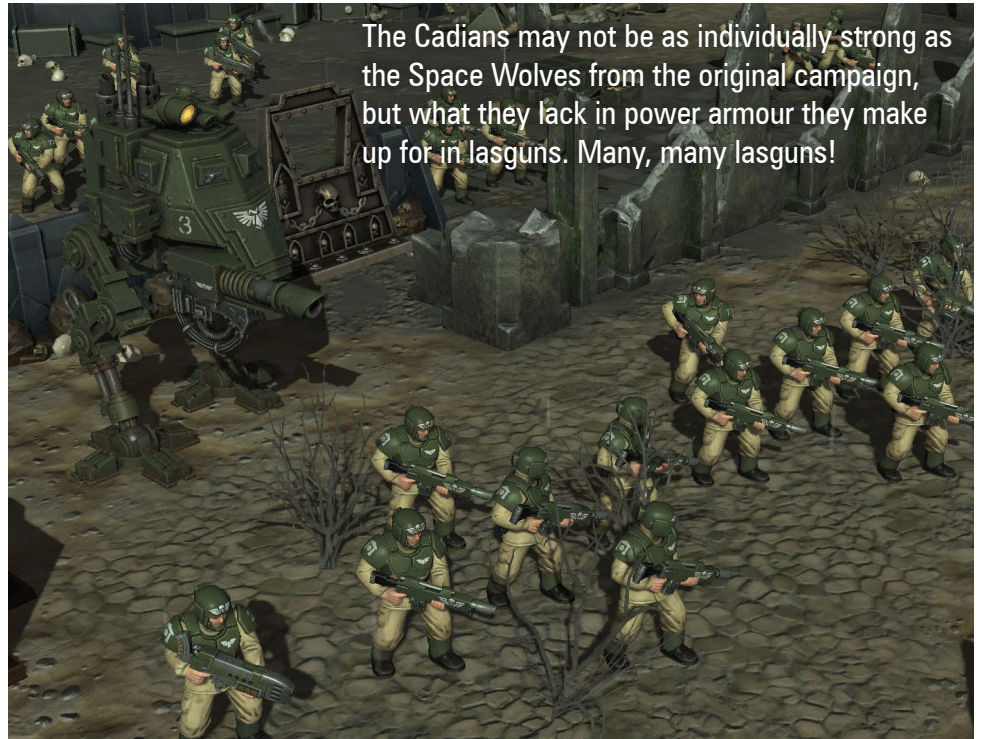
The vast scale of the game is impressive on a PC screen. When wearing a VR headset you begin to appreciate the majesty of it even more. The world of Calth is vast!



LATEST NEWS

ADVANCE, SONS OF CADIA!

There's a new playable army for the 3D turn-based strategy game Warhammer 40,000: Sanctus Reach – the Astra Militarum, specifically, the Cadians. If you're familiar with the story of Sanctus Reach, you'll know that the Cadians, led by Castellan Jakren Stein, had a major part to play in the war against the Red Waaagh! of Ork Warlord Gruk Facerippa. Now you can command Stein's army in their own campaign, coming up against fierce Ork hordes that will take all your strategic genius (and no small amount of firepower) to defeat. With this new faction, you'll have access to a wide range of Astra Militarum units, from the Shock Troops themselves to Sentinels, Tempestus Scions and Leman Russ Battle tanks. Warhammer 40,000: Sanctus Reach is available to download now from Steam.



The Cadians may not be as individually strong as the Space Wolves from the original campaign, but what they lack in power armour they make up for in lasguns. Many, many lasguns!



Boom boom boom boom! That is the sound of massed artillery fire, a sound you'll get used to if you play as the Cadians in Sanctus Reach. You can also field the mighty Shadowword tank.

FIVE THINGS WE LOVE IN... MARCH

1 A whole new army. Okay, so the Daughters of Khaine have been a faction in Warhammer Age of Sigmar for a while, but this is the first time they've got their own battletome. To celebrate, we asked product developer Ben Johnson to show us how they work in this month's Battle Report ([here](#)), while [here](#) you can find a stage-by-stage painting guide for Morathi, the High Oracle.

DOOMWHEEL!

Ikkit Claw said your Doomwheel could only smash puny little things. Prove him wrong by ploughing through Greasus Goldtooth's Ogres in the latest Doomwheel update, which pits your crazy Skaven war machine against Ogres, Stonehorns and, if you're feeling really mean, Gnoblar (they really don't stand a chance)! Download it quick-fast from the Apple App Store, Google Play and amazon and play it on your mobile device now...

...or we'll send the Doomwheel after you.



Doomwheel is a fast-paced endless runner in which you ram, smash and zap your way through a variety of foes, including Dwarfs, Goblins, Skaven (life is cheap) and now Ogres!



PLANET WARHAMMER

TALES FROM THE BLACK LIBRARY

Black Library produce novels, audiobooks, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, we find out more about the Carcharodons, Genestealer Cults, Undead and a claustrophobic tank.

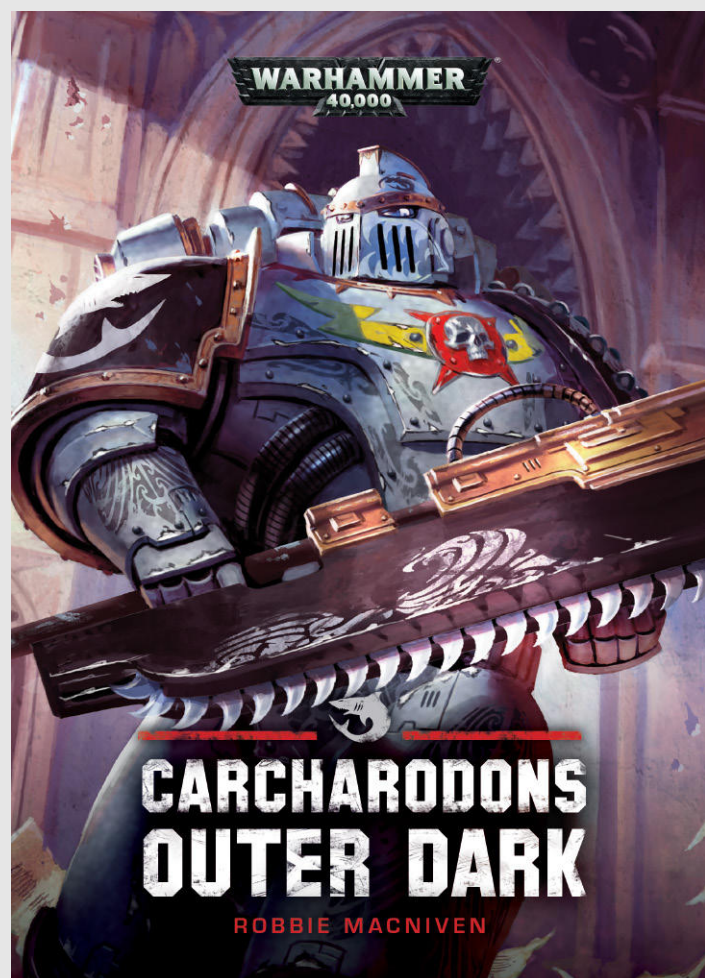
FEATURED BOOK

CARCHARODONS II: OUTER DARK

By Robbie MacNiven | Hardback | 336 pages | 31 Mar

Following on from his success with *Carcharodons: Red Tithe* and the short story 'The Reaping Time', Robbie MacNiven is back with another body-shredding, blood-spilling, action-packed adventure from the most brutal of all the Space Marine Chapters – the Carcharodons. Last time they fought against the Night Lords; this time they're coming face to face with the Tyranids.

As a star-faring Chapter, the Carcharodons feel it is better to engage the Tyranids planet-side and pick the world of Piety V as their base of operations, luring the Tyranids in to attack them on their own terms. The downside to this, however, is that the Carcharodons have to interact with the local populace, which isn't easy for these perpetually aggressive warriors. As you'd expect from a book which features two utterly implacable foes, the action in this story is certainly at the high end of the gory spectrum. Expect many bloody chainswords by the end.



NOW AVAILABLE IN PAPERBACK!

It's all about blood this month in paperback land, what with the release of *Dante* and *Khârn: The Red Path*. For those loyal to the Emperor, *Dante* tells the tale of Commander Dante, from his youth growing up in the rad-wastes of Baal to his command of the Blood Angels Chapter – a tale that lasts over 1,000 years. For the heretics out there, *Khârn: The Red Path* is the book for you. As you can probably guess, the main character is the skull-cleaving, blood-spilling maniac Khârn the Betrayer. Set during Abaddon's 13th Black Crusade, it sees Khârn rebel against Abaddon's attempts to control him. Much blood is spilt, both Imperial and heretic.



CULT OF THE SPIRAL DAWN

By Peter Fehervari | Paperback | 336 pages | 17 Mar

Cult of the Spiral Dawn brings together the novel *Genestealer Cults* with the short story 'Cast a Hungry Shadow' into one wonderful book. If you haven't guessed already, the book is about a sect of the Imperial Cult called the Spiral Dawn, which has been infiltrated and taken over by a Genestealer Cult. If you love intrigue and mystery, plenty of nail-biting tension (you know what's going to happen, you just don't know when) and loads of alien and human-smashing action then this is the story for you.



NAGASH: THE UNDYING KING

By Josh Reynolds | Hardback | 224 pages | 10 Mar

Previously only available at Warhammer World, *Nagash: The Undying King* is now available for all to enjoy, be you ghost, ghoul or Deathrattle skeleton. Set during the Age of Chaos following Nagash's defeat by Archaon, the story is centred around the Necromancer Tamra and her clan – the Rictus – who live in Shyish and venerate Nagash and his Mortarchs. Now, fighting for their lives against Nurgle's rotten hordes, the Rictus must ally with the forces of death if they are to have any hope of survival.

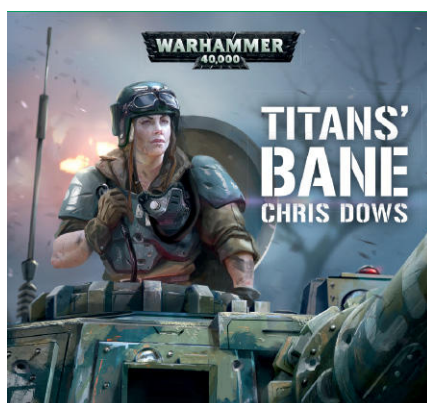


TITANS' BANE

By Chris Dows | Audio Drama | 62 minutes | 24 Mar

An unusual take on a Warhammer 40,000 story, this Audio Drama is set inside a Shadowword super-heavy tank. With the enemy swarming outside the stricken vehicle, the crew are at their wits' end and only Lieutenant Quiller – the tank's commander – can keep them all together. It's a clever, character-driven piece with loads of interactions between the different crew members. The background sound effects – the hum of the engines, the fighting outside – complement the tense dialogue.

Listen now!



THE READER'S GUIDE

JOSH REYNOLDS

If you've recently enjoyed reading one of Josh Reynolds's novels (*Nagash: The Undying King*, perhaps) and want to experience more of his work, there are plenty of novels to choose from. Below we've listed a few of our favourites for you to take a look at.



FULGRIM: THE PALATINE PHOENIX
Available as a hardback and ebook

Fulgrim is one of the most enigmatic characters in the Horus Heresy – we know his fate (well, you will if you've read *Fulgrim*), but what do we really know about the Primarch of the III Legion? Set against the backdrop of bringing a world to Compliance, this novel focuses on Fulgrim and a small band of his warriors, enabling Reynolds to do what he does best – delve into the psyche of an extremely complex character and bring them vividly and dramatically to life.



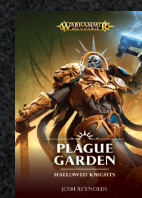
EIGHT LAMENTATIONS: SPEAR OF SHADOWS
Available as a hardback and ebook

Spear of Shadows is an epic action adventure set in the Mortal Realms – a Gotrek & Felix for the modern age. A bold claim, some of you may say, but Reynolds captures the feel of the Mortal Realms and its people perfectly in this novel. It's witty, funny, packed full of action and set in the most unusual of locations (a city on the back of a giant worm, anyone?). If you want to learn more about the Mortal Realms, read this book.



FABIUS BILE: PRIMOGENITOR
Available as a hardback, ebook and MP3 download

Fabius Bile has been a special character in Warhammer 40,000 since the 1990s, yet *Primogenitor* is the first full novel all about this heretical Space Marine Apothecary-turned-mad scientist. A renegade amongst renegades, he is truly disliked by all, which makes him an excellent anti-hero to read about. Fabius Bile's story continues in the novel *Fabius Bile: Clonelord* and the audiobook 'Repairer of Ruin', both also written by Josh Reynolds.



PLAGUE GARDEN
Available as an ebook from blacklibrary.com

It's not often that you get to read about the Realm of Chaos, so when the opportunity arises, you should take it with both hands. And that's exactly where this novel – which pits the Stormcast Eternals of the Hallowed Knights against the followers of the Plague God – is set. If you wanted to know what Nurgle's garden looks like, you'll find out right here. If you're interested in the Hallowed Knights, also check out *The Hunt for Nagash* audio drama series.



LEGENDS OF THE AGE OF SIGMAR: SKAVEN PESTILENS
Available as an ebook from blacklibrary.com

Josh Reynolds loves a good anti-hero and there are few races less heroic than the Skaven. This novel sees the rotten Plague Monks of the Clans Pestilens take on the Stormcast Eternals as they hunt for the 13 Great Plagues. A truly disgusting tale of disease and pestilence, this is also the story that introduces the Crawling City featured in *Spear of Shadows*, and is worth reading just to find out more about this abominable place.





CONTACT

**Where you get to have your say...
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EASY QUESTING

Warhammer Quest: Silver Tower is one of my favourite games. It's super-easy to teach others how to play and you don't need a dungeon master so me and my friends can all work as a team. However, I was put off by Shadows Over Hammerhal due the need for a dungeon master. I hope you release more games in the vein of Silver Tower, especially in a setting like Hammerhal (the traditional gloomy dungeon setting). In short, please don't leave Warhammer Quest behind – it is amazing and I'd love to see some expansions at the very least!

*Mike Smith,
York, UK*

Thanks for your letter, Mike. As you may have noticed, we've featured three adventures for Warhammer Quest in the last few issues, so the support for the game is definitely still going strong. Perhaps you need to take out a classified ad to find a willing gamemaster. Try: "Four adventurers seek devilish gamemaster for tales of magic and mayhem." No? Oh, okay then...



QUESTIONS AND SUGGESTIONS

Dear White Dwarf,

I have been in the hobby for a very long time (my first White Dwarf was No. 93 in 1987). I lost contact and reconnected with the Warhammer universe

(and White Dwarf) several times. Then, recently, we got caught in the warp storm called 'parenthood'. The storm rages on, but we've learned to navigate it better, so I got a glimpse of the latest developments, such as the new, big-again White Dwarf and the 8th edition of Warhammer 40,000.

I'm still getting used to the new rules, but the Dwarf shines in its old glory. It's good that you went back to the monthly format, although I would like to see more kit-bashing, and I miss the articles by Jervis Johnson and Jeremy Vetock. I especially like A Tale of the Four Warlords (being a fan from the first incarnation, back then called A Tale of Four Gamers) and as you recently asked what you should add to the next 'Four Warlords', I have some suggestions. As I like to tell stories (I try to let every game contribute a new chapter to the ongoing stories of my armies), it would be great if you presented the four gamers with a specific setting that they have to face, like a far-off planet full of strange alien artefacts that they need to collect, or an isolated island like Thorskinson's island (if you recall it). In other words, a story that links the battles they fight and the armies they collect. And I'd like to see more of the games they play in between, and how the results influence their army choices (or if not). And it would be nice to see them make objective markers appropriate for their forces.

I also enjoyed the info about the White Dwarf bunker Warhammer 40,000 campaign in the September issue and I'd like to read and see more about it, but I have a question: Jonathan is playing T'au, but in the photos you can see they are painted like Dan's army (as seen in past issues). Did Jonathan paint his T'au the same or is he borrowing minis from Dan?

*Dirk Vogel,
Kiel, Germany*

Hey, Dirk, thanks for your letter. So, in answer to your questions and suggestions, Jeremy and Jervis probably won't be writing their own columns again (we burned them out, the poor dears), but they will most likely contribute to other articles in the future, such as Designers' Notes and General's Almanack. We're sure Jeremy will have plenty of gaming anecdotes he'd love to share. A new run of A Tale of Four Warlords is now underway, too, with Malign Portents as the story hook – hopefully this is the sort of thing you'll like. And lastly, yes, Jonathan borrowed Dan's T'au models to see if he likes using them on the battlefield before he paints a new army. He has a load of battlesuits on his painting desk now, so we're guessing he enjoyed using them!

LONG IN THE TOOTH

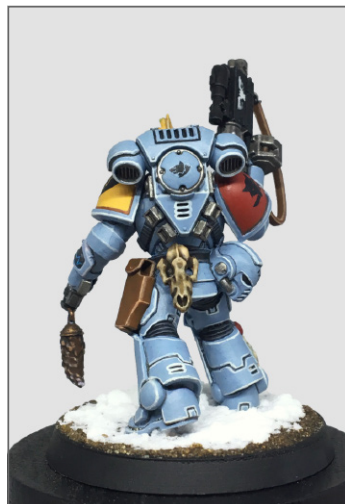
Good evening, everyone! I'm delighted to share the latest member of my Space Wolves army – the Primaris Lieutenant from Dark Imperium. He now takes the mantle of miniature that I'm most proud of – I hope you like him.

I played Rogue Trader back in the day. I am, after all, older than dirt and have always been a Space Wolves fan and player. Oh how I wish I'd kept hold of my old minis. Leman Russ and Freki and Geri were some of my first and favourite models. I was 12 when Rogue Trader came out. Time rolled on, the second and third editions came out, I went on coach trips from my local Games Workshop store to Games Days in Birmingham...

Then at 16, I joined the army and the years just flew by. I stupidly let the hobby fall by the wayside and the next thing I knew I was 42! How the heck did that happen? Anyhoo, this brings us to 2017. I was in WHSmith's one day, saw a copy of White Dwarf, bought it, went home, read it from cover to cover, then (in a frenzied warp-driven blur) made my way to my local Games Workshop store, handed over a few shekels and left with some paint, a 10-man Space Wolves box and a renewed vigour for the hobby. Now, five months later, I've joined a local club, built a 2,000-point Space Wolves army, painted the Death Guard from the Dark Imperium box, entered my first tournament

where I won an award for the most sporting player and now I honestly, genuinely cannot imagine life without the hobby. I'm sad that I left it for so long, but am so happy that I've picked it up again and picked it up at this point of my life when I think it's needed the most!

**Michael Azzopardi,
Basingstoke, UK**



Your Space Wolves Lieutenant looks great, Michael, congratulations. And, of course, welcome back to the hobby! It's worth noting that while you can't get the original Leman Russ model any more, there is an excellent version available from Forge World and you can also get two huge Fenrisian Wolves to run into battle alongside him. Perhaps they could be your next project – a homage to many years of hobbying.

EVERYTHING YOU HAVE BEEN TOLD IS A LIE!

Wotcha, White Dwarf!

Since the release of Shadow War: Armageddon and the Inquisition Team rules for it, so many excellent Ordo Xenos teams have been created. With the popularity of warbands made by John Blanche and others featured in Blanchitsu, and now that Inquisitor Covenant is back in the spotlight thanks to Black Library (and the author John French), will we see a dedicated Inquisition game again – one that focuses on the secret conflicts and internal strife of the Imperium's most shadowy organisation? Shadow War: Inquisition perhaps?

**Rebecca Eley
Coventry, UK**

Now that's a tough question to answer, Rebecca. In recent years we've seen Blood Bowl, Warhammer Quest and Necromunda all return to our shelves. But a dedicated Inquisition game? Well, we honestly don't know the answer to that. We've heard several rumours that there's a [REDACTED BY THE INQUISITION] and that [REMOVED BY ORDO HERETICUS ARCHIVIST] but otherwise, we really don't know anything...

CREATE A CHARACTER?

I love creating a story to go with my miniatures and anything that enables me to add my own flavour to my models is an auto-win for me. It got me thinking about a conversation I had recently about a set of rules dedicated to creating your own Special Characters. My favourite part of any codex release (and the first page I skip to) is the Relics (or equivalent) page. How cool would it be to see a set of rules dedicated to creating heroes with their own special rules and wargear? So how about it, White Dwarf? Do you think there's a chance that you could throw people like me a bone and publish some sort of 'tool kit'?

**Jason Downing,
Northolt, UK**

Hey, Jason – that's an interesting thought right there! With regards to creating rules, that's not something we do in White Dwarf (we leave it to the pros in the Design Studio) but we could do a Kit Bash article showing you how to convert some of the weapons in the relics list. We did it a few months ago for Warhammer Age of Sigmar, so a Warhammer 40,000 character conversion article is certainly an option!

A PAINTING QUESTION

Will the Citadel Paint app be available on PC? Also, what about the How to Paint Citadel Miniatures books? You released some for Ironjawz, Sylvaneth and Genestealer Cults, but will there be more in the future? For the Death Guard, perhaps?

*Marcin Palys,
Szczecin, Poland*

Hey Marcin, there are no plans to make the Citadel Paint app available on PC, though you're certainly not the first to ask, so maybe it will be something the developers look into. As for the painting books, there isn't one for the Death Guard, but you should be able to find all the painting tips you need on the Warhammer TV YouTube page.



ASK GROMBRINDAL...

Dear Grombrindal,

Who chose the colours of the first forged Stormhosts? Is there a specific reason why each one has a different colour? Why are Celestial Vindicators turquoise? Why are Astral Templars magenta? And so forth.

**Martin Orlando,
via Facebook**

What's this, no greeting at all? Youngsters these days... I remember when a beardedling would be sent to work down the pits for forty days and forty nights without a drop of ale for disrespecting an elder. What's happened to the realms, eh?

So, in answer to your question, Sigmar created the Stormcast Eternals, but the colour of their sigmarite armour isn't necessarily determined by him alone. It's said, for example, that the black-clad Anvils of the Heldenhammer were forged as the Broken World spun sinister under a magical gloom and as a result they are all dark and brooding warriors. When they were sent to Shyish to request an audience with Nagash, the God of the Dead shared an affinity with them, suggesting that they might have been forged when the power of death was in the ascendancy. The same could apply to other Stormhosts, the colour of their sigmarite armour reflecting the balance in magical power in the realms at the time of their forging. The question now is: what colour armour will your Stormcast Eternals wear?

Grombrindal

TEMPORAL DISTORTION

Join us on a journey through time and space, into the past of White Dwarf. This month, we go back to September 1992 and White Dwarf 153...



You wouldn't know it from the cover, but September 1992 didn't actually see the release of a new edition of Warhammer; that would come a month later in October, but much of September 1992's White Dwarf 153 was given over to this milestone new edition of the game, the first in a boxed set complete with miniatures and introducing a set of rules that would remain the backbone of Warhammer for much of the next decade. The cover was that of the forthcoming boxed game, an iconic piece by Geoff Taylor, depicting Eltharion's defence of Ulthuan following the invasion by Grom the Paunch's greenskins. Elsewhere, the World Eaters were unleashed on the galaxy for the first time and there was news of a big release from, er, Warhammer Records (no, really).



A NEW WARHAMMER

The issue gave the world a first look at a new edition of Warhammer, the game of fantasy battles – the fourth since its initial release in 1983. This edition was the first to appear in a boxed set, complete with plastic miniatures – in this case, armies of High Elves and Goblins – and the first Warhammer Armies books followed soon after.



WORLD EATERS

"The World Eaters were one of the Space Marine chapters who joined the forces of Chaos during the infamous Horus Heresy," wrote Jervis, somewhat prosaically, in introducing

these most bloodthirsty of traitors, complete with their own rules for the first time. Alongside the World Eaters themselves, the article introduced the newly released World Eaters Champion riding a Juggernaut of Khorne and the Blood Slaughterer of Khorne daemonic robot.



With a new edition of Warhammer, the game of fantasy battles, just over the horizon, this month's Battle Report was given over to showing off the new rules – a tradition that continues to this day. The game wasn't actually out yet, though, so the competing armies were Bretonnians and Dwarfs from the Studio's collection, coming together in the battle for control of Grimdal's Tomb (with a nasty undead surprise lurking within).

NIGHT GOBLINS

Back in '92, the ancestors of today's Moonclan Grots were the still new-on-the-scene Night Goblins. Stars of the upcoming Warhammer boxed game and a burgeoning range of metal miniatures, including beloved eccentrics like the Squig Herders and Night Goblin Fanatics, this issue gave them rules!

Gotrek and Felix would go on to become legends in the world of Warhammer, but back in 1992 they were emergent stars of just a handful of short stories. In part two of 'Skaven's Claw' by Bill King (or William King as he's since mostly been known), it was another soon to be famous (or rather infamous) character who made his first appearance – Grey Seer Thanquol, then hell-bent on securing himself a coveted position of the Council of Thirteen.

[illegible]

White Dwarf 153's 'Skaven's Claw' later returned to print as the first chapter of Skavenslayer, the second full-length Gotrek & Felix novel from Black Library.

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"HELLO, IS THAT WRAITH? THIS IS DANGER CALLING..."

Did you know that there was once a Warhammer Records label? Well, there was, and this issue saw the release of **Danger Calling**, the debut album by the band **Wraith**.

[illegible]

DWARF RUNE WEAPONS

Today, runes (and runic weapons) are as synonymous with the Duardin of the Age of Sigmar as they were with the Dwarfs of the world-that-was. In fact, the connection goes back an awful long way into the distant past of Warhammer, with a full set of Dwarfen runes and rules for creating your own Dwarf rune weapons appearing in this article by Nigel Stillman. Even Grombrindal made an appearance (top right of the first spread).

GETTING STARTED WITH...

THE HORUS HERESY

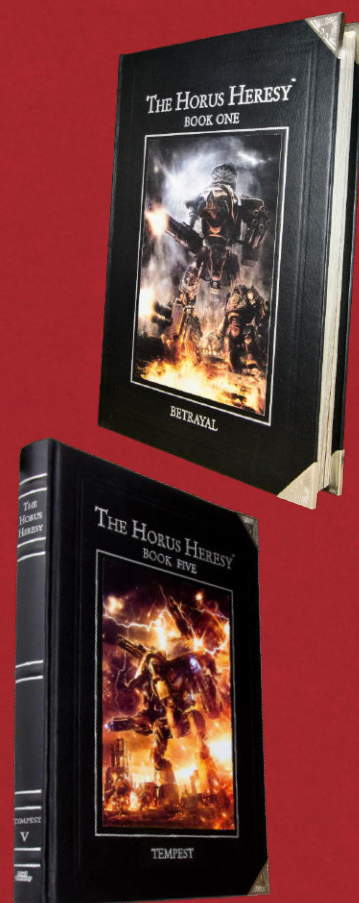
Planning your next army? Wondering what to collect next? Or maybe even thinking about your very first army. Here's our regular guide to getting started with a new army or a new game. This month, it's time to take sides as we enter the dark days of the Horus Heresy...



You've probably heard of the Horus Heresy. From a brief mention in the very first Warhammer 40,000 rulebook some 30 years ago, it's grown into a cornerstone of the universe and an epic tragedy in its own right. The short version is this: 10,000 years before Warhammer 40,000's present day, fully half of the Space Marine Legions turned against the Emperor and against the Imperium and threw their lot in with the Chaos Gods. The destruction wrought by this galaxy-wide civil war changed the Imperium forever and shaped the galaxy even as it stands some 10,000 years later. Today, you can fight out the Horus Heresy for yourself, but where to start? The Horus Heresy range began with and continues to be shepherded by Forge World, Games Workshop's purveyors of high-quality miniatures for collectors and gamers, primarily made from resin. This might make the Horus Heresy seem like a bit of a different beast to Warhammer 40,000 – and it is – but there's also a wide range of plastic kits to begin with while you explore further. Here's our guide to getting started with the Horus Heresy.

GIGANTIC TOMES

If there's one thing that really makes the Horus Heresy stand out, it's the books – colossal, Legion-shattering weapons in their own right. (Don't drop them on your models.) The events of the Horus Heresy and the rules needed to play your own part in it are found in a series of exceptionally lavish leather-bound, hardback Campaign books, while there's also a supporting range of (somewhat more portable) Army List books. The Space Marine Legions, the Legio Custodes, the Titan Legions, the Mechanicum and more all star within, in both extensive and highly-detailed background sections and comprehensive sets of rules and army list entries. (And don't forget Black Library's huge range of Black Library novels and audio titles for more of the saga itself.)



CHOOSE YOUR ALLEGIANCE

FOR THE EMPEROR

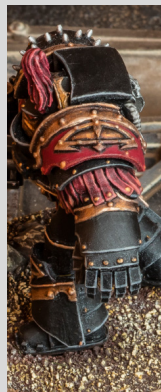
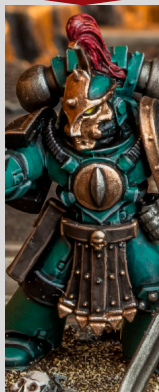
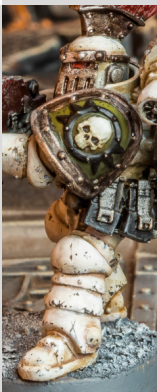
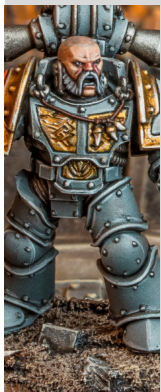


DEATH TO THE FALSE EMPEROR



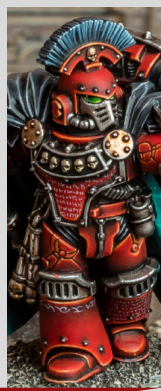
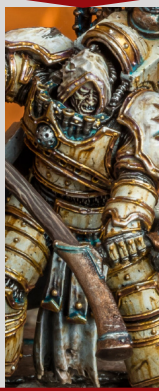
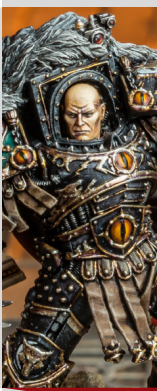
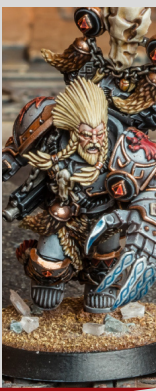
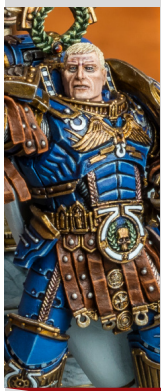
CHOOSE YOUR LEGION

The Horus Heresy is the story of brother against brother, so while the fate of the nascent Imperium might rest on which side you choose, your choice of starting point doesn't! Any of the plastic Horus Heresy Space Marine kits will serve as both Loyalists and Traitors. Our recommendation is to pick up the Betrayal at Calth boxed game for a bumper starting crop.



SHOW YOUR ALLEGIANCE

There are Forge World transfers and upgrade packs – compatible with the plastics – for all of the Legions, providing chestplates, shoulder pads and backpacks with which to show your allegiance. And you can get vehicle bits, too!



PICK YOUR COMMANDER

It's a time of heroes who will become legends and traitors who'll be damned 10,000 years and more, the greatest of them immortalised in Forge World's Horus Heresy Character Series. You don't need us to tell you that means Primarchs!



SAVE THE IMPERIUM!

These are dark days. But you will be victorious – you have to be – and the Imperium will shine bright and glorious once again... won't it?



LET THE GALAXY BURN!

With your Legion assembled and your allegiance revealed, it's time to bring the Imperium to ruin. You might be at it a while...

PICK YOUR SUPPORT

Before the Legions were split up into Chapters, the Space Marines had the use of some rather formidable support, much of it later forbade by the Codex Astartes. So, want some heavy armour to back up your Legiones Astartes? No problem, check out the Legion Sicaran Battle Tank. Or choose one of a host of Dreadnoughts – already ancient relics!





MALIGN PORTENTS

DIG DEEP

Shadows lengthen across the Mortal Realms. In every nation, from its ramshackle hovels to its soaring keeps, dark omens abound. The elders say there is change on the wind, and not for the better. Sigmar's great endeavour, to light the fires of civilisation once more, has borne fruit – but in turn brought dangers of its own...

Giggith was hungry. This one thought filled her tiny troggoth mind. Sitting in the stagnant muck at the bottom of her swamp, she could feel the need to eat spread throughout her body until every hulking, blubbery inch cried out to be fed. As she pondered this feeling, her mouth lolled open before snapping shut, reflexively checking to see if it already had food in its grasp. Bones crunched. Hot viscera flowed. There was something in her jaws, something she had killed recently.

Looking down to see what she was eating, Giggith saw a thick, muscular arm covered in runes extending from her mouth, the hand at the end of this arm still clutching a fyresteel handaxe. She opened her jaws wide and swallowed the rest of the arm, as well as the axe, in a single gulp, and as she did so small memories came fluttering into her brain. She had been hungry. She felt a rumbling through the swamp bottom. She swam up and saw grots battling redhaired duardin. She started killing and eating, and when it was over she swam back down to finish her meal. That's how she'd got this arm in her mouth, not that it mattered much to Giggith.

The meat and metal slid down Giggith's gullet into her belly where it mingled with the flesh of other creatures she had recently devoured. She worked her jaw up and down one more time, but there was no more food to be had in it, and she was still hungry. The desire for food grew louder, angrier. Feed! FEED! Then a voice came bubbling up through the hunger and into her head; a voice she'd heard many times before. It was the voice of Gork – or maybe

Mork – and it would guide her to food, as it had always done.

'There woz a battle,' said the voice. 'There are lots a dead ta eat down 'ere now. You just gotta find 'em.'

The voice was clever, and it had never let her down before, so Giggith started to crawl. Her filth-encrusted claws churned up clouds of mud as she made her way along the swamp bottom, and the dim light filtering down through the water was barely enough for her beady eyes to see in front of her. But as she moved the scent of blood grew thicker and thicker. She was on the right trail. She would find food soon.

Giggith reached out to pull herself forward, but instead of striking mud her claw struck flesh. She opened her mouth and lunged through the billowing muck, expecting to engulf in her yawning maw whatever creature she had just come across. But instead of finding a small morsel, Giggith's fangs sunk into an enormous slab of meat. The troggoth clamped her jaws down and yanked her head from side to side, tearing a hunk free from the thing. As she swallowed, the clouds of mud began to settle, and Giggith saw before her the corpse of an Aleguzzler Gargant, facedown and half-buried in the swamp floor. The gargant had gaping wounds all over its body, some of which still had axes embedded in them, and the side of its head that Giggith could see was charred to the bone. Giggith's claw had fallen upon its ankle, and she had just bitten a chunk out of the dead behemoth's calf. The meat reached her stomach, so she opened her jaws to rip off another great piece of muscle.

As she sunk her teeth in for a second time, Giggith felt a mighty shudder running through the bedrock. Then a crack sounded in the depths and swamp water began flowing past her with the force of a raging river. The troggoth dug her feet into the putrid silt and braced against the buffeting current as uprooted swamp-weeds and pieces of rock slammed into her back. A mote of confusion entered her head. Why was the water moving? Her lower jaw fell slightly slack and the gargant leg tugged against her grip, pulled by the furious undertow. Giggith clamped down her jaws as hard as she could, finding the bone with her teeth and thrashing her claws against the gargant's leg. She wouldn't let her food get away, not while she was still hungry.

The torrent continued, and soon the gargant's body was pulled free from its muddy half-grave. It began to slide through the silt, dragging Giggith along with it. Her mouth was firmly around the leg bone now, and she pressed deep into the putrid muck with her feet and claws, but the current was too much. Through the churning waters she could see a great, gapping blackness ahead – a sinkhole of colossal proportions that was sucking in the swamp and everything it contained. The water level dropped below Giggith's head and she heard the gleeful yelping of thousands of grots. Her beady eyes darted from side to side, squinting in the bright moonlight. She saw little greenskins riding makeshift rafts and fallen logs as they were pulled in by the whirlpool. They yelped with manic excitement even as their crude vessels plunged over the edge of the waterfall and into darkness.

The gargant's torso reached the edge of the chasm and flopped down into the hole. Giggith pulled back with all her might, her legs and teeth straining against the enormous weight of her meal. The water was down to her belly now, but still it flowed with unrelenting force. She could see larger creatures charging through the swamp – orruks, ogors and other gargants, bellowing as they ran with the current, heading straight for the chasm and diving in. The gargant continued to pull her closer and closer to the precipice, so close that she could see into the impossibly deep pit.

The last of the swamp water drained into the hole, leaving Giggith at the chasm's edge with the gargant's leg still in her jaws. Her muscles were screaming, but so was her belly. Too heavy! Don't let go! Then she heard the voice again. It wasn't in her head this time; it was a

real voice. She glanced sideways and saw a grot next to her; a floppy fungoid cap perched on its head.

'It's alright,' he said. 'There's lots a food down there, if ya don't mind eatin' dead stuff.'

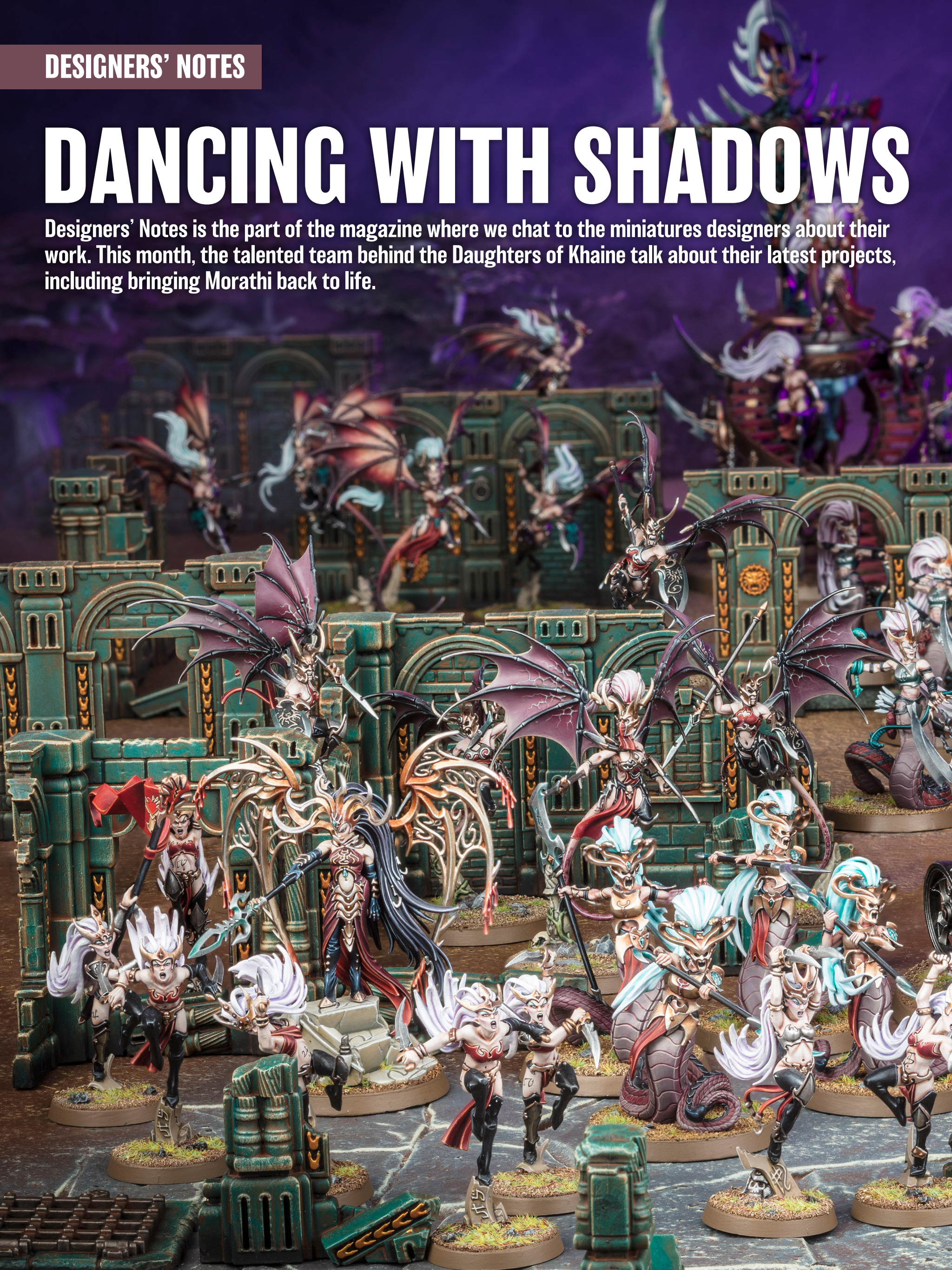
It was the same voice Giggith had always heard. The voice of Mork – or maybe Gork. It was clever, and it had never let her down before. Giggith dug both claws into the gargant's leg and let herself be dragged into the void. **AT**

These troubling signs are just the beginning. Read more of these Malign Portents online at www.malignportents.com and in next month's White Dwarf.



DANCING WITH SHADOWS

Designers' Notes is the part of the magazine where we chat to the miniatures designers about their work. This month, the talented team behind the Daughters of Khaine talk about their latest projects, including bringing Morathi back to life.





Across the Mortal Realms there are many armies that claim to fight against the dark forces of Chaos, from the glittering ranks of the Stormcast Eternals to the dour, aether-powered fleets of the Kharadron Overlords. But few are as bloodthirsty, dangerous and untrustworthy as the Daughters of Khaine. Having dedicated themselves to the ancient aelven god of murder and bloodshed, they race into battle with a frenzy unbecoming of their kind, spilling blood with wanton savagery in Khaine's name. They do not fight for honour or accolade, but to reclaim the lost fragments of Khaine's shattered being; yet little do they know that only one fragment of their god remains and it's already safely in the hands of their monstrous mistress, the High Oracle of Khaine – Morathi.

The Daughters of Khaine have been a faction in Warhammer Age of Sigmar for a couple of years, yet up until now they've only been able to field a few units on the battlefield, such as Witch Aelves, Sisters of Slaughter and the

“We really wanted to play on the deceptive and manipulative aspect of Morathi...”

infamous Cauldron of Blood. But all that changed when the miniatures designers began working on some new units to add to the range, including a stunning centrepiece in the form of Morathi, the Shadow Queen. Curious to find out what had happened to Morathi and her dark kin to give them such monstrous forms, we sat down with conceptualiser Tom Harrison and sculptors Seb Perbet, Neil Langdown, Matt Holland and Steve Party to find out more.

Seb Perbet: The Daughters of Khaine project all began with Morathi. She'd already been established as an important character in the background of Warhammer Age of Sigmar, but she had yet to appear in miniature form. In the world-that-was she was a patron of the Witch Cults of Khaine, so it seemed only fitting that she would be the figurehead for the range and the catalyst for the creation of some new units.

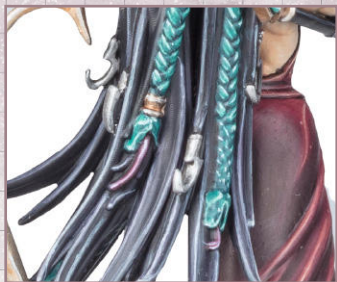
BIRTH OF THE SHADOW QUEEN

Neil Langdown: We really wanted to play on the deceptive and manipulative aspect of Morathi – that what you see probably isn't what you get. During our early project meetings we came up with the idea of making two Morathis – one that looked like a noble aelven queen, the other a terrifying monster to show what she'd become after being eaten by Slaanesh. We really wanted to play on the duality aspect of the army – not only that combination of shadow and blood, but also that merging of

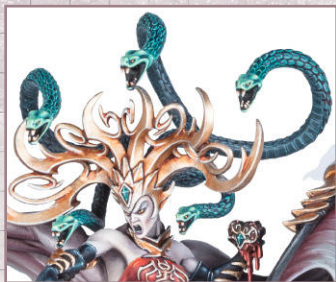
DESIGNERS' NOTES

MORATHI THE SHADOW QUEEN

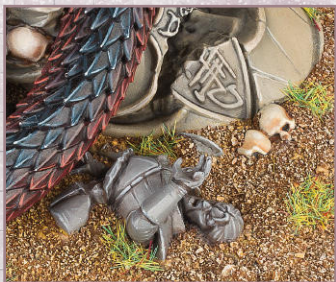
Her physical form corrupted by Slaanesh, Morathi has become a winged, serpentine monster. Loathing her new shape, she weaves shadow spells to disguise herself in a semblance of her former beauty.



Though her true form is hidden by shadow magic and distorted by glammers, hints at what Morathi truly looks like can be seen among her locks of hair. Look carefully and you'll notice that one of her braids ends in a snake's head, while another is slowly changing into one.



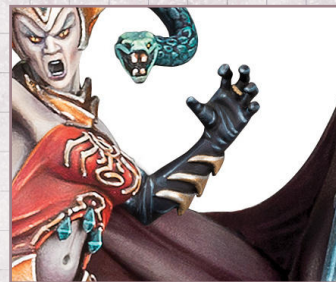
The Crown of Serpents shares design cues with the hair of the Bloodwrack Medusa and the face masks of the new Blood Sisters. Beneath it, Morathi's actual crown is a larger, more elaborate version of the one she wears in her guise as the High Oracle.



Morathi's base features a pillar and winding staircase that matches the shape of the one on the Cauldron of Blood. The broken statue beneath her, however, is not actually a statue but an aelf emissary turned to stone by her deathly stare and then shattered by her tail.



Morathi's spear Heartrender has the same design in both of her guises. It takes the shape of an aelfen rune – Arhain – the rune of shadows, night, stealth and secrets. Like her wings, the spear is asymmetrical, a common design cue for sinister and malevolent aelves.



Morathi in her Shadow Queen form comes with two left arm options. One, as shown above, holds the still-beating Heart of Khaine, which protects Morathi in battle. The other arm features an open hand as if Morathi is casting a deadly spell (probably Arnzipal's Black Horror).

Order and Chaos – because technically Morathi is on the side of good, but something has clearly gone very wrong!

The idea of the serpent tail came up pretty early on. Firstly, Morathi once worshipped Hekarti (goddess of magic and conjurations) and Atharti, (goddess of pleasure and seduction), both of which – so aelven legend has it – used serpent imagery. Hekarti carried a serpent-headed staff while Atharti was often surrounded by blood-red snakes. Both feature serpent tails on their god-runes. It just felt right for someone so vain and self-obsessed to turn into a snake monster – call it her comeuppance. Secondly, Slaanesh and his minions have often been portrayed with tails. Considering how long she was being digested by Slaanesh, it made sense that the Prince of Pleasure would have had some effect on her. It also tied her nicely to the existing Bloodwrack Medusa model and opened the pathway for Matt to create the new Melusai kit.

Seb: It's worth noting that Neil sculpted every one of those scales on her tail to fit perfectly next to each other. It may not seem like much – they're only scales, right? (Wrong!) – but the technical patience and dedication to place them so they look like they move coherently was colossal. He even hid all the component joins beneath them, too – it's a marvel of engineering. Incidentally,

the runes on her underbelly symbolise destruction, vengeance, serpent, shadow and blood. If you were ever in any doubt as to what Morathi was all about, just read the runes! To make Neil's job even harder, we also decided to give Morathi wings. We wanted to play on that idea of the vengeful, frenzied Harpy (*Harpies were considered to be the children of Khaine in the world-that-was.* – Ed). I wanted the wings to look really wicked and unnatural, with the fingers stretching past the membrane so they look spiny and claw-like, really scratchy and evil. You'll also notice that Morathi's wings are not posed symmetrically like you'll find on most winged models (like Archaon). Noble aelves – like the High Elves of old – exhibit symmetrical designs showing balance and harmony. More sinister aelves often have asymmetrical designs (look at the glaives of the Executioners of the Darkling Covens, for example) to show their spiritual imbalance. It was an idea I worked onto the mock-up model and one I'm glad made it into Neil's final creation.

Neil: The serpent tail and wings are big features of the model, but I wanted the core of the Shadow Queen version of Morathi – basically her torso and head – to be very similar to her High Oracle model and for that to share design similarities with the previous model of Morathi and the existing Witch Aelves kits. Morathi's antlered crown, for

THE BLOODY HAND

Neil: One of the most evocative images of the Dark Elves of old was the image of the clawed hand holding a bleeding heart. It has been used on Dark Elf miniatures and banners since the 1980s and has been seen in every army book and battletome since then – it's pretty much synonymous with the race. The Witch Aelves bear the hand-and-heart icon on the top of their banner pole, so it seemed only right to take that icon – that representation of a bloody heart – and make it a reality. That's why Morathi holds the bloody Heart of Khaine – it is the symbol of the ancient Druchii made real.

THE FIRST STEPS

When a new project is started in the Design Studio, a miniatures designer or one of the team's conceptualisers will often sit down and sketch out some ideas for how they think a model should look. For Morathi, conceptualiser Tom Harrison was the man behind the pencil. "A concept drawing can do a couple of things," says Tom. "It can either map out a whole model for the sculptor to work from, or it can incorporate lots of different ideas to build up a portfolio of elements that they can then pick and choose from. For Morathi we had some key words that helped inform the direction of the concepts – brooding, malevolent, dark, beautiful. There had to be a beauty to her despite the grossness of her transformation. That's where getting the combination of aelf, snake, bat (and scorpion!) right was so important. The bat-like wings and snake tail then also became visual cues for the Melusai and Khinerai."



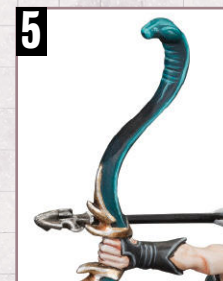
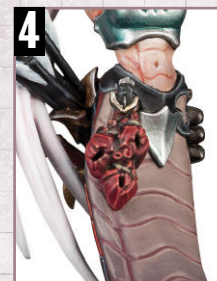
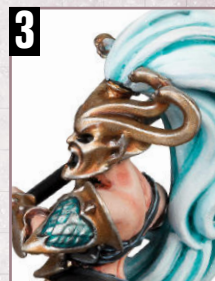
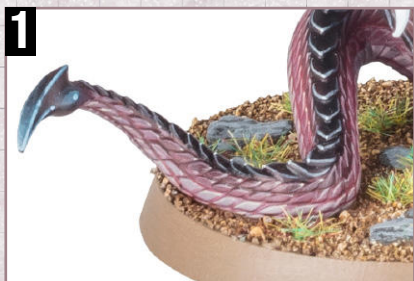
DESIGNERS' NOTES

THE SCÁTHBORN – CHILDREN OF MORATHI

The Melusai and Khinerai are the true children of Morathi, aelven souls rescued from Slaanesh's grasp and reborn through terrible blood rites to resemble their dark queen.

The Melusai share Morathi's design on their lower bodies, with soft underbellies and harder, more gnarled scales on their backs – just like a serpent. They also have scorpion stinger tails (1) like Morathi and asymmetrical heartshard glaives (2) that share a similar design to Heartrender. Key things to note on the Blood Sisters are their Khainite masks, which feature a crown of serpents (3) just like their Shadow Queen's, while their tabards are forked like a snake's tongue.

The Blood Stalkers, meanwhile, carry tiny vials of poison on their belts – a link to the Khainite assassins of old – and bunches of pierced hearts from their favourite (and most impressive) kills (4). The limbs of their heartseeker bows feature hooded snake heads in emulation of their wielders (5).



THE FACE OF KHAINE

Steve: The helms worn by the Khinerai Heartrenders are very similar to those worn by the Blood Sisters and the Sisters of Slaughter. They represent Khaine's face (just like his Avatar on the Cauldron of Blood) and they are permanently welded to the wearer's head, disfiguring them for all time. The fact that some Daughters wear masks and some don't links to that dual image that the army has – sometimes they're beautiful and classically aelven, at other times they're fearsome, angry and frenzied like Khaine.

example, was inspired by the last version of her model and I also decided to keep her weapon as a spear but update its design a little. It's unusual for a sorceress to have a bladed weapon rather than a staff, but a spear kind of feels like it could be either and she's certainly not someone you want to mess with in combat when she transforms. Her gloves, hair and boots in her Oracle form are pretty similar in design to those of the Witch Aelves models, linking her to the rest of the Daughters of Khaine range. The major change from Morathi's original model was her clothing – she's covered up a bit since last time we saw her! Seb described her new dress as a catwalk-style garment, the sort of fashion statement that's utterly impractical unless you're just showing off, which is exactly what Morathi is doing in her ambassadorial form. It also had to work on both the large and small version of her. Her rune – a winged serpent – is embroidered on her chest.

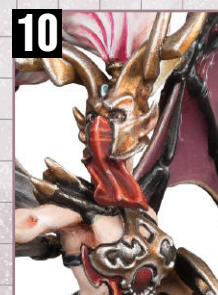
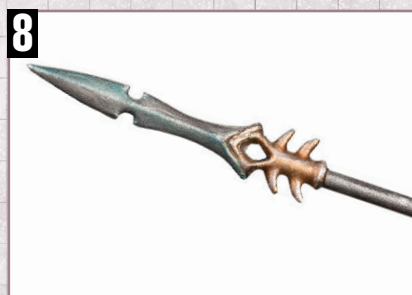
Seb: One of the other crucial things for me when working on the concept model for Morathi was making her comparable in size to Alarielle. They are both aelven god-beings (or

near enough) and I wanted Morathi to be able to look her in the eyes and believe the fight could go either way. That's why her torso and head (in Shadow Queen form) are the same size as Alarielle's. If we make more aelf god-beings in the future, I hope to be able to keep them all a similar size.

Neil: It's part of the reason why she's coiled round a fallen pillar, too – it adds more height, scale and a degree of activity to the model. It's also way more exciting than a plain base or a random rock. I imagined the pillar was part of an ancient aelf temple, which is why the steps have aelven runes and patterns carved into them – they're the remains of a destroyed civilisation. The stairs, along with the burning brazier behind her, echo the architecture of the Cauldron of Blood kit.

the first children of Morathi

Matt Holland: My part in the project was the Melusai. Seb made a mock-up of a half-aelf, half-snake model armed with a bow and wearing a face mask – the bows ended up being featured on the Blood Stalkers while the masks would be for the more combat-



The airborne Khinerai combine the imagery of a Witch Aelf with a Harpy. Their wings share a similar design to those of Morathi, with long fingers and leathery membranes. The Khinerai Lifetakers wear golden crowns (6) that are larger than those worn by regular Witch Aelves, showing their status in Morathi's army. They carry ritualistic sickle-shaped blades (7) that mirror the shape of their curved shields. The Khinerai Heartrenders – who take their name from Morathi's spear – appropriately wield long javelins (8) that they can fling at their foes and are posed as such, with their javelins raised over their shoulders. They wear horned helmets that are daemonic in aspect, just like the Harpies from the world-that-was. They, too, carry heartpiercer shields that feature the rune of Morathi (9). The unit Shryke wears a veil over her face (10), quite possibly to hide a disfigurement from when she was reborn.

orientated Blood Sisters. The Medusa-style helms that Seb designed put me in mind of guardians or bodyguards, which is why the Blood Sisters wear more armour than any of the other Khainites – they're meant to be the protectors of the Hag Queens and even Morathi herself when she takes to the battlefield. It's also why they carry halberds – they're very guard-like weapons and visually similar to Morathi's spear.

The Blood Stalkers are archers, but they're not the kind of aelves that just stand neatly in ranks and fire volleys of arrows at the enemy, they're deadly huntresses. They stalk their prey, slithering silently around the flanks of the enemy army, always watching for the perfect moment to make their killing shot. Their deadly skill is represented by the bunch of heart trophies they wear on their belts, each with a hole punched through the centre. I imagine they spend years perfecting these kill-shots then go and cut out the hearts as trophies for Khaine.

EVOLUTION OF THE HARPIES

Steve Party: The Khinerai Harpies are an

evolution of the Harpies that used to be part of the old Dark Elves army, but this time they're tainted aelves rather than bestial creatures. Where the Melusai share Morathi's serpentine appearance on their lower bodies, the Khinerai share her winged form on their upper bodies, with leathery, long-fingered, bat-like wings sprouting from their shoulders. They have tails, too, which gave me the opportunity to have them leaping and swooping about in the air, using their tails as anchors to their bases. Conveying a high degree of movement in their poses was really important as it makes them appear faster, more lithe and agile than the ground-based Melusai.

I wanted the Khinerai to be more warrior-like than the Witch Aelves (who are more like crazed cultists), so I gave them more armour, particularly on their legs, which will be the first things to hit the enemy when they descend from the sky. I also gave them bladed bucklers, just like the Sisters of Slaughter, but put more of a curve on them rather than a straight edge. This makes them as much a weapon as a form of protection, which is appropriate considering these aelves are all about shedding blood. **DH**

BLOODWRACK MEDUSAE

Neil: The Bloodwrack Medusa was one of the contributing models to Morathi's design. There's a great bit of history about the Medusae from the world-that-was, saying that they were once sorceresses who tried to use magic and blood rituals to make themselves more beautiful than the gods. They were cursed for trying and turned into serpent-like monsters. Morathi alone was spared for she didn't need magic to appear beautiful. The irony is that now she does, because she's a giant snake monster!

ILLUMINATIONS

THE T'AU EMPIRE

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This issue, our subject is the T'au Empire and how the art shows their armies at war, their people and the utopian cities they create.



The Supremacy of Vior'la by Igor Sid. "The T'au are skilful warriors whose tactics are rooted in ancient hunting traditions," says Igor. "Faced with an enemy as frightful as the Death Guard, they rally together, aggregate their efforts and fight as one, a coherent, determined force. They have the technological advantage, deep tactical planning and strength through unity. The Death Guard might be tough, but the T'au believe in the Greater Good."

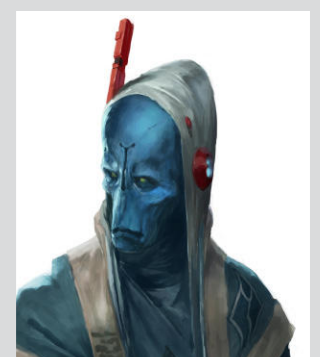
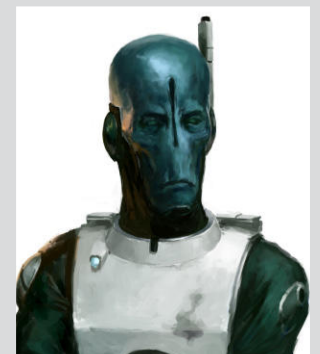
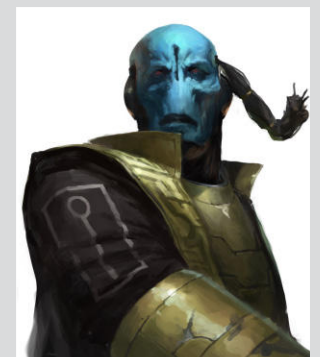
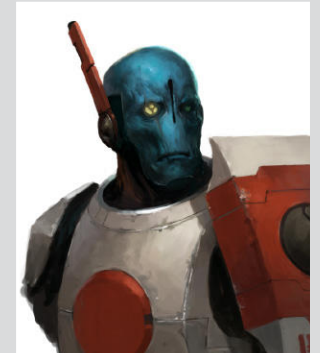
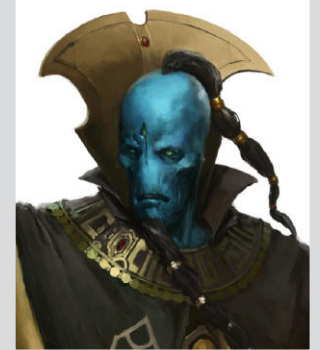


ILLUMINATIONS





Kroot Hunters by Mark Holmes. "They may be savage, but I wanted to portray the Kroot as having a deep tribal culture, hence their pack markings," says Mark. "I also wanted to show how close-knit their kinbands are in battle."



The T'au Castes by Igor Sid. The ruling caste of the T'au Empire are the Aun or Ethereals (top). The other castes are:

- Shas (Fire) – military and armed forces.
- Fio (Earth) – builders, scientists, engineers.
- Kor (Air) – pilots and starship crew.
- Por (Water) – envoys and negotiators.



Mu'gulath Bay by Nuala Kinrade. "This piece shows a T'au city under construction," says Nuala. "It's clean, beautiful and full of hope – the opposite of an Imperial city – though it still has defence turrets in preparation for war."

ILLUMINATIONS

Codex: Tau cover (2001) by Adrian Smith. The first codex cover depicted the T'au wearing clean uniforms and shining battlesuits – it was bright and optimistic, the sort of idealised image of warfare the T'au use in their propaganda. Later codexes featured war-damaged suits and dead bodies – the galaxy was far more hostile than the T'au ever expected.





Death on Prefectia by Diego Lorens. "Depicting this scene was bittersweet for me as I'm a keen Space Marines fan," says Diego. "It was a good opportunity to show the T'au as a disciplined, efficient and fearsome force in battle."



Mont'ka by Even Mehl Amundsen. "The idea of the T'au fighting up close and personal allowed for some more visceral action than usual," says Even. "These are Farsight's best warriors delivering a killing-blow attack to the Space Marines."

ILLUMINATIONS



“It must have been a bitter blow to Shrike’s troops to be out-stealthed and outmanoeuvred by the relatively young T’au.”



The Ghosts of N'Dras by Doo Chun.
“For this piece (originally from War Zone Damocles: Kauyon. – Ed) I wanted to show the front line of a Raven Guard assault being destroyed in an ambush by XV95 Ghostkeel battlesuits. The Raven Guard are the masters of stealth and swift assaults, so it must have been a bitter blow to Shrike’s troops to be out-stealthed and outmanoeuvred by the relatively young T’au.”

DEATH FROM THE SHADOWS

As Nagash's undead legions march forth from the Realm of Death, other forces move to stop them. At the head of a vast army, Mannfred von Carstein enters the Realm of Shadow where he is confronted by a foe he did not expect to run into – Morathi.



MORATHI AND NAGASH

Morathi holds a particular hatred for Nagash, Supreme Lord of the Undead and, as a result, his many undead minions. During the Age of Myth, both Morathi and Nagash were members of Sigmar's Great Alliance, yet it was Nagash that revealed Morathi's true form – the Shadow Queen – to the council in all her monstrous glory. Morathi has hated the Great Necromancer for this ever since and will go out of her way to destroy any armies that belong to him, wherever they may be found in the Mortal Realms.

This month's Battle Report features two Warhammer Age of Sigmar armies that both have new battletomes – the Daughters of Khaine and the Legions of Nagash. For this battle we wanted to take a closer look at how both of the armies worked, including their army special rules, spells and specific tactics that could be employed by them.

To help with this, we thought it would be fun to ask one of the Studio team to come and take part in this month's Battle Report. Not only would they have an intimate knowledge of the armies on the battlefield but they would also be able to show off how the units interacted with each other and what units would work best against what foes. The man we picked for the job was product developer Ben Johnson, who was heavily involved in playtesting the Daughters of Khaine. Ben would be playing against our very own Dan, which would

certainly make for an interesting match-up – a high-end tournament gamer versus, well... Dan, who has been known to come up with a clever tactic every now and again. Ben would be playing as the Daughters of Khaine, while Dan would take command of the Legions of Nagash – he has, after all, collected an army of Undead since Warhammer Age of Sigmar was released. Both players agreed to a points limit of 2,500 but waived the restrictions on required units so as to be able to fit a greater number of their faction's more unusual units into their army.

We chose the battleplan Altar of War (from Battletome: Daughters of Khaine) for this game. In this battleplan, the two armies are competing to see which side can kill the most enemy units in each battle round. If Ben's Daughters of Khaine kill the most units, they gain Khaine's favour and some handy bonuses. If Dan's undead legion kills more units, then



the Daughters of Khaine lose some of their special rules. We thought this was a great way to show off how important the allegiance abilities – Fanatical Faith and Blood Rites – are for the Daughters of Khaine. Here are the two generals to tell us about their armies.

Dan: I chose lots of different units from Legions of Nagash, picking some I regularly use and some that I don't. My initial thought was to field Nagash as my general, but at 800 points he would take up almost a third of my points allowance! Instead, I picked Mannfred, who at about half the cost is still great at spellcasting, is pretty fearsome in combat and has a great command ability. For the core of my army I picked three 20-strong units of Skeleton Warriors. They may not be that hot in combat, but they normally survive long enough for some of them to be resurrected the following turn – something I was really looking forward to trying out with the new Unquiet Dead battle

trait. I picked two units of Morghasts to be my shock troops and a Mortis Engine, which I would use to support the rest of my force while simultaneously dishing out mortal wounds to Ben's units.

Ben: The Daughters of Khaine have fewer units to pick from compared to the Legions of Nagash, so I basically tried to take one of every unit in the book (including units of Witch Aelves with new weapon combinations) – it really is the best way to find out how they all work on the tabletop and to establish what spells, prayers and command abilities benefit what units best. Morathi was a must-have because she makes such a huge difference to the way you can play the army, with a couple of Hag Queens supporting her. The rest of the force was made up of as many units as I could fit in, including an Avatar of Khaine – they are truly deadly when used correctly.



BEN JOHNSON & DAN HARDEN

Ben is a regular on the UK tournament scene and one of the chaps who worked on the Daughters of Khaine and Legions of Nagash books. He should be able to give Dan some useful gaming tips.

BATTLE REPORT



MANNFRED'S LEGION OF NIGHT

Dan's army was picked from Battletome: Legions of Nagash. Dan chose the Legion of Night allegiance, which gave him access to several powerful battle traits (see over the page) plus the **Unbending Will** command trait. You can read more about these abilities on page 68 of Battletome: Legions of Nagash.

LEADERS

1 – Mannfred, Mortarch of Night
Additional Spell: Amaranthine Orb (420)

2 – Wight King
Wight King with Baleful Tomb Blade and the Curseblade (120)

3 – Necromancer
Additional Spell: Soul Harvest (110)

BATTLELINE

4 – Skeleton Warriors
20 Skeleton Warriors with champion, standard bearer and hornblower (160)

5 – Skeleton Warriors
20 Skeleton Warriors with champion, standard bearer and hornblower (160)

6 – Skeleton Warriors
20 Skeleton Warriors with champion, standard bearer and hornblower (160)

OTHER UNITS

7 – Mortis Engine
Mortis Engine (180)

8 – Morphast Archai
2 Morphast Archai with spirit halberds (220)

9 – Morphast Harbingers
2 Morphast Harbingers with spirit blades (220)

10 – Grave Guard
10 Grave Guard with wight blades, Seneschal, standard bearer and hornblower (160)

11 – Black Knights
5 Black Knights with barrow lances, Hell Knight, standard bearer and hornblower (120)

12 – Vargheists
3 Vargheists (160)

13 – Terrorgheist
Terrorgheist (300)

TOTAL POINTS: 2,490





THE WITCH CULT OF HAGG NAR

Ben's army was chosen from Battletome: Daughters of Khaine. Ben picked Hagg Nar as his Temple City, giving him the Daughters of the First Temple ability and the Devoted Disciples command trait. You can read more about these on page 56 of the Daughters of Khaine battletome.

LEADERS

1 – Morathi, High Oracle of Khaine

Additional Spell: Mindrazor (480)

2 – Hag Queen on Cauldron of Blood

Additional Prayer: Catechism of Murder. Relic of Khaine: Khainite Pendant (300)

3 – Bloodwrack Shrine

Additional Spell: Steed of Shadows (220)

4 – Hag Queen

Additional Prayer: Martyr's Sacrifice (60)

BATTLELINE

5 – Witch Aelves

20 Witch Aelves with pairs of sacrificial knives, Hag, standard bearer and hornblower (200)

6 – Witch Aelves

20 Witch Aelves with sacrificial knives, bladed bucklers, Hag, standard bearer and hornblower (200)

7 – Sisters of Slaughter

20 Sisters of Slaughter with sacrificial knives, barbed whips, Handmaiden, standard bearer and hornblower (240)

OTHER UNITS

8 – Blood Stalkers

5 Blood Stalkers with heartseeker bows, sacrificial daggers and Krone (160)

9 – Blood Sisters

5 Blood Sisters with heartshard glaives, crystal touch and Gorgai (140)

10 – Khinerai Lifetakers

5 Khinerai Lifetakers (80)

11 – Khinerai Heartrenders

5 Khinerai Heartrenders (80)

12 – Doomfire Warlocks

5 Doomfire Warlocks with cursed scimitars, doomfire crossbows and Master of Warlocks. Additional Spell: The Withering (160)

13 – Avatar of Khaine

Avatar of Khaine with torrent of burning blood (180)

TOTAL POINTS: 2,500



BATTLE REPORT

DEPLOYMENT

Ben and Dan deployed their armies as per the battleplan's instructions, taking it in turns to place units until both armies were deployed. Ben positioned his Cauldron of Blood in the centre of his territory with units of Witch Aelves either side of it so they could benefit from the Hag Queen's prayers (and her cauldron of witchbrew). He also placed the Avatar of Khaine next to the Cauldron so that it could be activated by the Hag Queen early in the game. Dan responded by placing a block of Skeletons and his unit of Grave Guard on the hill opposite, just in front of one

of his gravesites so that he could resurrect fallen warriors later in the game. He backed up the two units with his Necromancer and Wight King, both of which can also resurrect fallen Skeletons. Dan placed Mannfred in the centre of his battleline, from where his Vigour of Undeath command ability could reach the most models, with Ben placing Morathi right opposite him in the midst of her army. Ben kept his Khinerai in reserve, flying high above the battle, while Dan used his Ageless Cunning rule to keep his Vargheists off the table in preparation for an ambush.

THE CULT OF HAGG NAR

The Daughters of Khaine have two battle traits – Fanatical Faith and Blood Rites. Fanatical Faith allows them to ignore any wound on a roll of a 6+, a very handy rule seeing as they wear so little armour! Blood Rites represents the mounting frenzy of the Witch Aelves as the battle progresses and has a special chart in the battletome (page 50). Each battle round, the Blood Rite progresses, giving them cumulative bonuses, most often in the form of re-rolls. As mentioned earlier, the Altar of War battleplan can either increase or decrease the effects of the Blood Rites. Because the army is from Hagg Nar, Ben will also gain an additional rules bonus later in the battle.





THE LEGION OF NIGHT

The Legion of Night has four battle traits. First is the Unquiet Dead special rule, which enables Dan to place four gravesites around the battlefield (**A**, **B**, **C** and **D**). From these points he can return slain Skeleton Warriors and other summonable models to their units. He can also use the graves to summon units to the battlefield, which is why he kept a unit of Skeleton Warriors in reserve. Other battle traits include Deathless Minions, which enables his warriors to shrug off wounds on a 6+, The Bait, which gives a bonus to his units' saving throws while they're in his territory, and Ageless Cunning, which enables him to place up to three units in ambush and arrive later in the game.



Ben deploys Morathi in the centre of the Daughters of Khaine battleline (**1**). With careful manoeuvring, he can make sure that she transforms into her Shadow Queen form right in front of Dan's army.

Dan deploys the Mortis Engine next to Mannfred in the middle of the undead force (**2**), not only to boost the spellcasting capabilities of the Deathlord, but also to cause as much damage as possible with its wail of the damned ability (and hopefully its reliquary, too). Dan places his Morghast Harbingers next to the Mortis Engine, making it difficult for the Witch Aelves to charge up and over the terrain.

Ben's shooting units – the Warlocks and Blood Stalkers (**3**) – back up his main battleline, while the Bloodwrack Shrine and Blood Sisters make for a strong western flank (**4**).

Dan deploys the Terrorgheist (**5**) ready to sweep around Ben's eastern flank and places the Morghast Archai (**6**) to deal with the Bloodwrack Shrine.

Ben places his Hag Queen next to the Cauldron of Blood (**7**), so that if one Hag's prayers are not heard by Khaine, the other Hag's prayers hopefully will be.

BATTLE REPORT

BATTLE ROUND ONE: BLOOD IS SPILT, BONES ARE CRUSHED

The Altar of War battleplan states that the Daughters of Khaine player gets to choose who goes first, so Ben let Dan make the first move. Dan used Mannfred's Vigour of Undeath command ability to enhance pretty much every unit on his side of the table (it gives them re-rolls of 1 on their hit and wounds rolls) before moving his units marginally forward, keeping them near the gravesites so they could benefit from their regenerative capabilities. His only real advances were the Terrorgheist, which he moved onto his eastern flank to tempt the Sisters of Slaughter away from Ben's main battleline (and the blood chalices of the Hag Queens), and the Black Knights, which he charged headlong into the Witch Aelves, hoping to kill a few before they descended into a blood frenzy fuelled by witchbrew and Khainite prayers. Sadly for Dan, their bladed bucklers saved most of them from harm.

Ben's first action was to blast the Black Knights to bits with Morathi's signature spell, Arnzipal's Black Horror. The Hag Queen on the Cauldron of Blood activated both Avatars of Khaine but was then wounded when she failed to invoke Catechism of Murder. The Hag Queen next to her then also failed Martyr's Sacrifice. Both, however, dished out witchbrew – to the Witch Aelves and Sisters of Slaughter, respectively. The Witch Aelves, freed from fighting the Black Knights, charged into the Grave Guard and Skeleton Warriors, killing four of the former and eight of the latter, while the Sisters of Slaughter butchered the Terrorgheist, causing a monstrous 20 wounds (because of re-rolls for witchbrew). The Avatar of Khaine charged Mannfred (see below) but everything else in Ben's army failed to charge, including the two units of Khinerai Harpies that landed behind Dan's army. Regardless, the Daughters of Khaine had drawn first blood...

PRAY TO KHAINE

Ben: Prayers are a big feature of the Daughters of Khaine army. Used correctly, they can really boost the combat potential of your units. Catechism of Murder is a personal favourite as it can help your units dish out loads of damage and get rid of big units, while Martyr's Sacrifice is perfect if you're fighting something tough to kill (like Morghasts). You may lose models, but the potential to cause mortal wounds is a big deal. I picked the Khainite Pendant relic for my Hag Queen, enabling her to pray three times in every hero phase.



THE FURY OF KHAINE UNLEASHED

Having been activated in the hero phase, the Avatar of Khaine made straight for Mannfred. Though Mannfred fought first, he only caused three wounds on the Avatar and none of them with his sword Gheistvor (which would have given him a bonus to his spellcasting in the following turn). In return, the Avatar inflicted five wounds on Mannfred (he negated one with the Deathless Minions battle trait), reducing him to just two wounds.

UNITS SLAIN THIS ROUND LEGIONS OF NAGASH: 0 DAUGHTERS OF KHAINE: 2

Mannfred (1) casts Mystic Shield on the nearby Skeletons (2) but fails to cast Wind of Death on the Witch Aelves (3).

The Terrorgheist uses its death shriek to kill five Sisters of Slaughter (4), which then charge it and kill it in Ben's turn. Two Sisters die when the beast explodes.

The Black Knights charge into the Witch Aelves (5) but only kill two after Ben makes four successful saves on 6s with their bladed bucklers, reflecting four mortal wounds back at the Knights. The Witch Aelves kill a third Knight with their own attacks before Morathi (6) casts Arnzipal's Black Horror and kills the last two.





"Black Knights are devastating shock troops," says Ben. "Dan's charge against the Witch Aelves was a good choice, as the Knights do two damage on the charge with every wounding hit. However, Dan should have picked the other unit of Witch Aelves as his target – the ones without bladed bucklers. He would have killed six of them (rather than two) due to their lower armour save and they wouldn't have lost any models to reflected mortal wounds."



The Khinerai (7) land behind Dan's army.

The Hag Queen on the Cauldron of Blood activates the Avatar of Khaine (8), which charges Mannfred. She then gives witchbrew to the Witch Aelves (9), before they charge into the Skeleton Warriors on the hill.

The Blood Sisters charge the Skeletons on the western flank (10), Ben making sure they stay 3" away from the Morghast Archai.

BLOOD RITES

Quickening Bloodlust: Daughters of Khaine re-roll run rolls of 1.

BATTLE REPORT

BATTLE ROUND TWO (DAN'S TURN): THE DEAD RISE ONCE MORE

Dan won the roll-off for the second battle round, which promptly led to the longest hero phase of the game, with Dan meticulously planning what order to use all of his abilities in. The proximity of the two Khinerai units to his gravesites (C and D) meant he couldn't summon the unit of Skeletons he had in reserve, nor could Mannfred use the Endless Legions command ability to bring back the Black Knights because Mannfred wasn't quite close enough to a gravesite. As Ben pointed out later, in his own second turn: "When Dan retreated Mannfred from the Avatar, it was just a couple of inches in the wrong direction."

So, having raised as many Skeletons as he could with Deathly Invocation – an ability common to most undead heroes – Dan set about inflicting as much damage as he could, namely mortal wounds with both the Mortis Engine and Mannfred. In total, 23 unsaved mortal wounds (Fanatical Faith can negate a mortal wound) were dished out from spells, damned nails and opened reliquaries.

Despite a number of Skeletons getting back up, the Witch Aelves they were fighting made short work of them. Re-rolling to wound rolls because of witchbrew, they were now also re-rolling to hit because of the Zealot's Rage Blood Rite (see the box to the bottom right) combined with the Hagg Nar coven ability. Because Dan chose to fight with the Morghast Harbingers first and destroyed the Avatar of Khaine, Ben picked the Witch Aelves to fight next and smashed almost the entire unit of Skeletons apart. Dan got revenge, though – the Morghast Harbingers easily killed the Blood Sisters on Ben's western flank. Dan was in the lead for kills so far this round, but how would Ben fare in his second turn...?

6



UNITS SLAIN THIS ROUND (SO FAR)

LEGIONS OF NAGASH: 2

DAUGHTERS OF KHAINE: 1

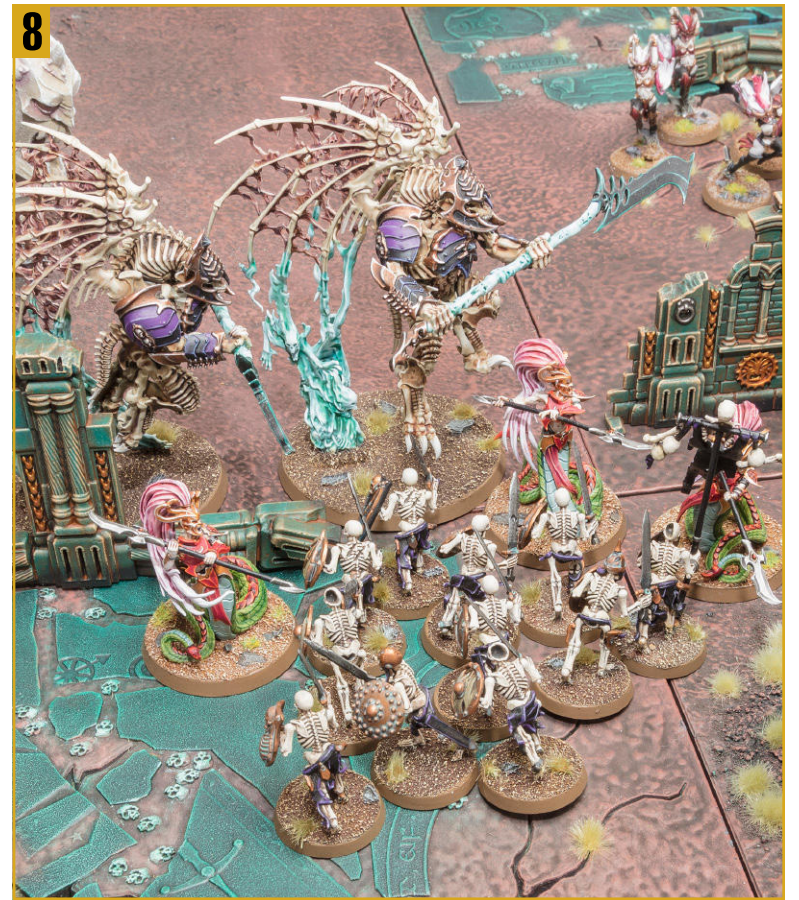
"I brought the Vargheists in behind the Blood Stalkers in an attempt to split up Ben's force," says Dan. "At least, that's what I told Ben! My plan was to fly them over to Morathi and start causing some damage to her. Unfortunately, Ben had a screen of Doomfire Warlocks around her and the charge roll for my Vargheists was nowhere near good enough to reach any of his units."



2

8

A



"I hate retreating from combat, but Mannfred was in a dire situation with the Avatar. He might have been able to kill it (and potentially regain some lost wounds and boost the power of his sword), but I really didn't want to take that risk. Instead, Mannfred retreated and the Harbingers went in for the kill. Energised by Mannfred's Vigour of Undeath command ability, they killed it easily."



BLOOD RITES

Zealot's Rage (enhanced by Hagg Nar's Daughters of the First Temple rule): Daughters of Khaine re-roll all failed hit rolls. In addition, Avatars of Khaine always count as being Animated.

The Corpsemaster on the Mortis Engine (1) opens the reliquary, inflicting 12 mortal wounds across Ben's units, while healing three of Mannfred's.

The Necromancer, Wight King (2) and Mannfred (3) all use Deathly Invocation to resurrect three Grave Guard and nine Skeleton Warriors. Two more Skeletons shamle forth from gravesite C, almost returning the nearby unit to its starting strength.

Mannfred casts Wind of Death on the Witch Aelves (4) on a 12, enabling him to cast it again a second time. Morathi dispels his Mystic Shield, though.

The Wight King's Curseblade strips a wound off the Hag Queen (5).

The Vargheists arrive from ambush (6).

Mannfred retreats from the Avatar, but the Morghast Harbingers charge in and destroy it (7).

The Morghast Archai charge the Blood Sisters (8) and wipe them out.

The Witch Aelves, bolstered by the Zealot's Rage Blood Rite and witchbrew demolish 11 Skeletons – the rest crumble due to battleshock (9).

BATTLE REPORT

BATTLE ROUND TWO (BEN'S TURN): THE KILL-FRENZY BEGINS

Ben's second turn saw him play and combine every rule he could to get the upper hand over Dan's undead horde, which was – at the start of Ben's turn – in the lead with number of units destroyed.

Having seen the ferocious power of the Morghast units, Ben wanted to deal with them quickly. Sadly for Ben, the Grave Guard were holding up the Witch Aelves, meaning they couldn't charge the Harbingers. "Is this the turn I transform Morathi? No... I don't think so, not yet – I still need her command ability for now," says Ben. And he did. Using Morathi's command ability (see right), Ben was able to kill the Grave Guard in his hero phase and then race the Witch Aelves off to engage the Harbingers along with the Cauldron of Blood. By not transforming Morathi, he was also able to cast more spells, specifically at Mannfred (see The Horror! on the opposite page).

The Bloodwrack Shrine, meanwhile, charged into the Morghast Archai but, again, Ben was

careful with his charge, positioning the Shrine so as not to drag the nearby Skeleton Warriors into the fight. It was a wise move, because the Archai almost destroyed the Shrine and a few attacks from the Skeletons could have finished it off.

The Witch Aelves, now in a frothing blood-frenzy, unleashed Khaine's fury on the Harbingers, utterly obliterating them (even the ever-optimistic Dan couldn't make 37 successful armour saves), though Ben's other units fared less well in the fight phase. The Khinerai Lifetakers came out second best in their fight with the Mortis Engine, while the Heartrenders failed their charge on the Wight King. Ben chose not to charge the Sisters of Slaughter into the undead hero in an attempt to stop Dan using the nearby gravesites to summon more units next round.

IS EVERYTHING IN ORDER?

Ben: When you're playing a game you really can get caught in the heat of the moment and make rash little decisions. In this turn I used Morathi's Worship Through Bloodshed command ability, enabling me to shoot with the Blood Stalkers and attack with the Witch Aelves in the hero phase. Foolishly, I forgot to give them witchbrew, cast spells or invoke prayers on them first, all of which would have made them more deadly. I was lucky, they killed the last few Grave Guard they were fighting, but only just...

The Blood Stalkers (1) and Witch Aelves (2) benefit from Morathi's command ability, enabling them to kill the Grave Guard in the hero phase. The Witch Aelves then move to join the fight against the Morghast Archai alongside the other unit of Witch Aelves (3) and the Cauldron of Blood (4). The Avatar of Khaine on the Cauldron of Blood ejects a torrent of burning blood over the Necromancer as it rumbles past him, boiling the ancient wizard alive.



The Khinerai Lifetakers pounce on the Mortis Engine (5) but barely damage it. They fail to fly out of combat before it kills two of them in return.

The Khinerai Heartrenders (6) fail to charge the Wight King (7). Ben then declines to charge him with the nearby Sisters of Slaughter (8).

The Bloodwrack Shrine smashes into the Morghast Archai (9). Ben fights first with his large unit of Witch Aelves in the fight phase, enabling Dan to use the Morghast Archai first in this combat. They cause nine wounds on the war machine (it only had 11 left), almost destroying it.

BLOOD RITES

Zealot's Rage (enhanced by Hagg Nar's Daughters of the First Temple rule): Daughters of Khaine re-roll all failed hit rolls. In addition, Avatars of Khaine always count as being Animated.



THE HORROR!

Ben: I had hoped to kill Mannfred in the first battle round, but he was still just clinging to life (well, undeath). I wanted to transform Morathi into her Shadow Queen form, but she was the best chance I had at killing Mannfred after he hid behind the Morghast Archai. My other units may not have been able to reach him, but her magic could and I wanted to cast as many spells as possible to ensure he died (High Oracle Morathi can cast three spells but her Shadow Queen form can only cast one). In the end, Mannfred stopped Morathi from casting Arcane Bolt but was struck down by Arnzipal's Black Horror.



"The power behind the Daughters of Khaine comes from their heroes," says Ben. "If you kill them, you drastically reduce the effectiveness of the army. Dan's force had virtually no missile troops to begin with and with Mannfred dead he had no ranged magic attacks to kill those heroes either. That's why, when the large unit of Witch Aelves with paired sacrificial knives charged the Harbingers, they dished out 68 attacks, with re-rolls on everything! They were drunk on witchbrew, crazed from the Blood Rites and the Hag Queen on the Cauldron was chanting the Catechism of Murder to them. They were unstoppable."



BATTLE REPORT

BATTLE ROUND THREE: THE SHADOW QUEEN UNVEILED

Once again, Dan won the roll-off to see who would go first in the third battle round. With his army in tatters, his only thought was to try and destroy Morathi. Or at least wound her a little bit...

Though Ben had virtually surrounded the Wight King, Dan was able to summon a unit of Skeletons to the battlefield before hacking the Hag Queen up with the undead hero. He'd slowly sapped the life out of her throughout the battle with his Curseblade and one final stab was all that was required. The screeching spirits surrounding the Mortis Engine killed another couple of Witch Aelves and wounded the Cauldron of Blood, while the Morghast Archai finished off the Bloodwrack Shrine and the Vargheists ripped apart the Doomfire Warlocks.

Then it was Ben's turn and things got ugly. Morathi transformed into the Shadow Queen and flew over to the Morghast Archai, killing one with her Crown of Serpents (it had one wound left) and the other with her envenomed tail, which caused six damage. She then used her spear Heartrender to slice up a few nearby Skeletons that really didn't deserve such treatment. The two units of Witch Aelves split up to tackle the Wight King and Mortis Engine, though a torrent of blood from the Cauldron of Blood followed by a volley of Khinerai javelins finished off the Wight King before combat could be joined. Only the Vargheists stood between Ben and victory.

"Choosing when to transform Morathi can be pretty tough," says Ben. "On one hand, you may not have a choice – your opponent may wound her enough to take that decision out of your control. If she's not wounded, though, I've found that her High Oracle command ability and spells are invaluable early on in the game where they can help you take objectives, kill certain units and so on.

"Later in the game, when your army starts to spread out and run amok, her abilities can have less of an impact, so that's the time to transform. In her Shadow Queen form she can annihilate regular units and heroes and will give the most powerful characters a run for their money. And don't forget, your opponent can only cause a maximum of three wounds on her each turn. She really is very hard to kill!"



4

A detailed miniature battle scene featuring a large dragon-like creature with red wings and a blue dragon-like creature with green wings, both mounted on a large, ornate, golden structure. The scene is set on a red, rocky terrain with green, patterned tiles. Various other miniatures, including skeletons and smaller creatures, are scattered around the base of the main structure. The background shows a green, patterned tile with a grid of small squares.

UNITS SLAIN THIS ROUND
LEGIONS OF NAGASH: 3
DAUGHTERS OF KHAINE: 5

Slaughterer's Strength:
Daughters of Khaine re-roll wound rolls of 1.

The Witch Aelves chop up the pesky Mortis Engine (5).

BATTLE REPORT

BATTLE ROUND FOUR: A CLASH OF BLOODTHIRSTY BEASTS



BLOOD RITES

Unquenchable Fervour: Daughters of Khaine re-roll save rolls of 1. In addition, Daughters of Khaine units do not need to take battleshock tests.

The fourth battle round saw Ben finally win a roll-off to see who went first. Not that it was strictly needed by this point – he pretty much had the game in the bag! Or so he thought... (No, Dan, *he did*. You can't string this out any longer. – Ed).

Rather than just charging into the Vargheists to finish them off, Ben set about demolishing them systematically. First Ben used the Gaze of Morathi, which could have killed a Vargheist outright, but he didn't manage to roll over the Vargheists' wounds characteristic (note: not the number of wounds they had remaining). Then he shot them with the Blood Stalkers, which wounded one of them, followed by the Avatar of Khaine on the Cauldron of Blood, which melted the wounded Vargheist with a torrent of hot gore. With nothing left to shoot at the last blood-hungry beast, Ben charged Morathi into the fight. Did she use her spear? No. Her Crown of Serpents? No. Her envenomed tail? Yes. One hit, one wound roll, one dead Vargheist. It was victory to Ben and the Daughters of Khaine, but the Witch Aelves had still taken a bit of a beating in the process. Read on to find out the post-battle thoughts of the two generals.



THE POST-SLAUGHTER DEBRIEF AMIDST THE BLOOD AND BONES

Dan: Now that was a great game with loads of exciting stuff going on, though I feel I might have been a little outclassed on the tactics front!

Ben: It's all about knowing what your army does, planning carefully where to put your models and when to use their abilities and trying to find ways to stack the dice in your favour. We both had some poor luck with the dice (my first-round charges were awful), but I was able to affect my dice rolls more than you were, which made a big difference to the damage my units inflicted.

Dan: What could I have done differently with my army, do you think?

Ben: Firstly, I would have kept all your gravesites closer together and behind your own lines. Think about where most of the fights will take place on the table, then put your gravesites behind that point – you'll have no trouble keeping units alive.

Dan: Yeah, I expected to advance further than I did, and I really didn't consider keeping my heroes near the gravesites to use those abilities.

Ben: Because of your The Bait battle trait, you get a bonus to your armour save for Deathrattle units in your own territory, so you could have kept all three units of Skeletons back and waited for me to advance into them. It would have prevented me landing the Khinerai behind your army, too, and denying you the chance to bring some of your units back.

Dan: Yeah, I was really annoyed with myself about that – I left just enough space for them to land and I had no shooting units nearby to get rid of them. I would have had to turn a unit round to fight them or just ignore them.



Ben: Your lack of shooting was a problem. You needed to kill the Hag Queens early on so they couldn't use their prayers. The Mortis Engine stripped wounds off the Cauldron, Shrine and Hag Queen throughout the game, but it didn't kill any of them. You were also really unlucky with Mannfred's spellcasting – that's why I tried to kill him quickly – just in case your luck changed!

Dan: You seemed to do it easily enough between Morathi and the Avatar! Perhaps I should have stuck to my instincts and taken Nagash... **DH**

Above: Ben's use of Morathi in this game was impeccable. By surrounding her with his own units he was able to prevent her being charged in combat, making it hard for Dan to make her transform into her Shadow Queen form. Then, when Ben was ready, he chose the moment to transform Morathi with devastating results!

WISE WORDS FROM THE ONLOOKERS

Throughout the Battle Report, Michael made notes on all the key actions, while Jonathan took all the wonderful pictures you've seen over the last 16 pages. We asked them their thoughts on the battle.

Michael: It was really interesting seeing how Ben plays – he meticulously plans every move to get the most out of his units. Even during deployment he really carefully placed Morathi, saying that "If she transforms now, she'll be closer to Dan's army, not further away." It was little things like this – constantly checking ranges between units and heroes in particular – that made such a big difference to the outcome of the game. It was especially interesting to see how powerful the core units of the Daughters of Khaine can be, but also how fragile they are when they're left unsupported.

Jonathan: I was genuinely surprised at the amount of damage both Dan and Ben's units could churn out. For Ben, it was all about the rules synergies, creating monsters out of regular units before unleashing them on an unsuspecting Dan. Some of Dan's units, though – the Morghasts in particular – were really brutal, too. If he'd managed to boost their attacks in the same way that Ben did, they would have been unstoppable. I think the key to the game was the death of Mannfred. After that point, Dan's army really started to fall apart. Never let an undead general get killed!

COLLECTING

PERTURABO'S IRON LEGION

We love featuring great-looking armies in White Dwarf, so when hobbyist and all-round nice guy Ben Greaves got in contact to see if we'd like to feature his Horus Heresy Iron Warriors collection, we jumped at the chance. Here it is in all its gunmetal glory.

Ben Greaves is a regular participant at Warhammer World events, having won a Best Army award for his Adeptus Mechanicus army back in 2015. Since then, he's been working on a sizeable army of Iron Warriors supported by Mechanicum units (and a Reaver Titan) so he can play games set during the Horus Heresy. Every model you see here (excluding the converted Primaris Redemptor Dreadnought) has been used at a Horus Heresy Throne of Skulls, Campaign Weekend or Horus Heresy Doubles event – quite an achievement, we think you'll agree. Here, we chat to Ben about

his army, why he loves painting Iron Warriors and what he enjoys most about Horus Heresy events.

White Dwarf: When and how did you first get into the hobby and what was your first army?

Ben Greaves: It was back in 1989 – I visited my cousins' house and saw them playing what I now know to be Rogue Trader. Shortly after that I got the Titan Legions boxed set but I didn't properly get into the hobby until the second edition of Warhammer 40,000. My first army – and first Warhammer love – were the Dark Angels.



BEN GREAVES

We featured Ben's Adeptus Mechanicus army back in 2015. Now it's the turn of his Iron Warriors.



THE IRON WARRIORS

The Iron Warriors were one of the 20 Legions of Space Marines created by the Emperor of Mankind for his Great Crusade. For over 200 years the Iron Warriors fought at the Emperor's behest, led to war by their Primarch Perturabo. Brutal and possessed of a cold logic, the Iron Warriors were masters of siege warfare and were sent into some of the most gruelling and dangerous warzones, receiving little praise for their achievements. It is little wonder that they sided with the Warmaster during the Heresy.



COLLECTING

LOYALIST OR TRAITOR?

Not every Iron Warrior followed Perturabo when he joined forces with Horus – some remained loyal to the Emperor. But who does Ben's army follow, as he has converted models for Erasmus Gold (traitor) and Kyr Vhalen (loyalist)? "The army is a snapshot of a much larger crusade force from before the Heresy takes place," says Ben. "I have painted three of Malcador's Knights Errant for the army to encourage the loyalists to break away from the main force when they have to choose sides."



WD: What got you into collecting Iron Warriors and the Mechanicum of Mars?

BG: It all started with the Mechanicum, actually – I'd always loved the idea of them even before there was a range of models to play with! When I got into playing the Horus Heresy, the Mechanicum were the first army I collected – I have a real love for the model range. Attending the Forge World Open Days and Horus Heresy Weekenders has enabled me to chat to the miniatures designers and gain an insight into their work on the range, which has only furthered my love for the armies of Mars.

"I like to think of it as a snapshot of a crusade force led by Perturabo himself."

I started painting Iron Warriors when the Betrayal at Calth set came out. I wanted to collect a Space Marine Legion, but I wasn't ready to do Dark Angels as they didn't have specific Legion rules or models at that time. The Iron Warriors as a Traitor Legion appealed to me, not because of their devotion to Chaos, but rather because they liked Horus more than

the Emperor. They also struck me as an army that would be quick to paint to a decent standard using the methods I'd learned painting my Adeptus Mechanicus and Mechanicum armies over the last few years.

WD: The collection on show here is huge. How did you structure your painting projects?

BG: Every single model was painted with the specific purpose of attending the Horus Heresy Throne of Skulls events. I like to take a new army every time, which is why the army has grown so much over the last two years – I've attended quite a few events, painting around 3,000 points of new models each time! The Iron Warriors came first, with Perturabo and the Terminators being the focus of the army. I followed that up with a Legio Cybernetica contingent for the next event, an Iron Warriors armoured assault force for the next one, then an artillery line and so on.

WD: How did you decide on your colour scheme for the Mechanicum?

BG: Once I set myself on the road to a large-scale army, it became clear that it needed a narrative behind it. I like to think of it as a snapshot of a crusade force led by Perturabo himself. The Legio Cybernetica cohort would therefore be bonded to the Iron Warriors and







carry the Legion's paint scheme. However, not being from Olympia, they haven't earned the right to wear warrior markings (hazard stripes), so instead they pay homage to them by wearing red Mechanicum stripes.

WD: What painting techniques do you use – airbrush, drybrush, washes, weathering powders?

BG: I rely heavily on drybrushing for all my models. When done correctly it saves a lot of time and creates a very nice

effect. All of the Iron Warriors and Mechanicum are painted using the same techniques and colours (*which you can see at the bottom of this page.* – Dan). I find that events give me the drive and a deadline to get an army finished. I often leave an event inspired to try something different at the next one, too – I'm currently working on an Ultramarines force for the next one I plan to attend.

WD: You seem to be pretty inspired by the Warhammer World events that you attend.



UMBRAM MORTIS

Ben: The Reaver Titan is very special to me as it is something I've always aspired to own. The model is just immense and my long-suffering wife (and Ultimate Hobby Queen – Warhammer Community's Nick Bayton gave her that title) was quick to name him Stevie. Personally, I

prefer Umbram Mortis, which roughly translates as Death's Shadow! It's painted in the colours of the Legio Atarus, which are pretty similar to those of my Mechanicum units. It features red chevrons on its heraldry to show its allegiance both to the Mechanicum of Mars and the Iron Warriors.



"I find that events give me the drive and a deadline to get an army finished."



THE PRIMARCH

Ben: If I had to pick one single model in my army to be my favourite, it would have to be Perturabo. I mean, come on, he's a Primarch! If 10-year-old me knew that one day we would not only have models but actual rules for using Primarchs in our games, I think I might have collapsed.

I won my very first painting award with Perturabo at a Horus Heresy Throne of Skulls and a finalist pin at Golden Demon, too. As a nod to my old Mechanicus army, he also has a very dead Thallax on his base, crushed under his armoured boot.





BG: The Horus Heresy community is awesome. I have many friends all over the country that I only get to see at these events. The atmosphere, gaming tables, games, people, food, drink – everything – makes the events so much fun. I've attended every one of the Horus Heresy events that have been held at Warhammer World and I've been fortunate enough for my Iron Warriors to be nominated for Best Army at four of them and the Mechanicum at a further three (they also won Best Army one year). I've picked up a few other painting accolades with them, too – Perturabo won Best Primarch while my Siege Breaker Jocastus Brask won Best Character. I even earned a couple of finalist pins at Golden Demon – one with Perturabo and a second with Anacharis Scoria – my Archmagos on Abeyant that I converted from an Onager Dunecrawler. I've also won a Throne of Skulls with the Iron Warriors, gaining four out of five best game votes despite using six quad mortars!

WD: Are you more of a 'laughs and jokes' kind of player or do you take the gaming side of the hobby quite seriously? Or do you prefer a combination of the two?

BG: I'd like to think that I'm a laughs and jokes kind of player, however my armies nearly always end up being pretty competitive. Part of that comes from experience and playing in a large community up in Preston where battles can often be challenging. I would much rather have a laugh and a drink with my opponent than smash their army on the battlefield (though doing both is always nice). At the end of the day, painting models comes before gaming in my heart. **DH**

PAINTING IRON WARRIORS

Want to know how Ben paints his Iron Warriors? It really is this simple! Here are the colours and painting techniques he used for all the models in his army.



BASECOAT

Mournfang Brown
Citadel Spray Paint

METAL ARMOUR

Leadbelcher
Overbrush

Agrax Earthshade
Recess Wash

Runefang Steel
Drybrush

GOLD TRIM

Retributor Armour
Layer

Agrax Earthshade
Recess Wash

Runefang Steel
Drybrush

CHEVRONS

Abaddon Black
Layer

Averland Sunset
Layer

EXPLORING THE STORY

Hall of Fame is back and it's got a new look! Here, we talk to the people in the know – the talented members of the Studio design team – to find out what, in their opinion, makes a great Citadel miniature. This month, we chat to miniatures design manager Ben Jefferson.



BEN JEFFERSON

Ben Jefferson is one of the miniatures design managers for the Studio, which means he talks to the sculptors every day about their work. He's also a Golden Demon winner from days gone by, so he knows a thing or two about painting great models.

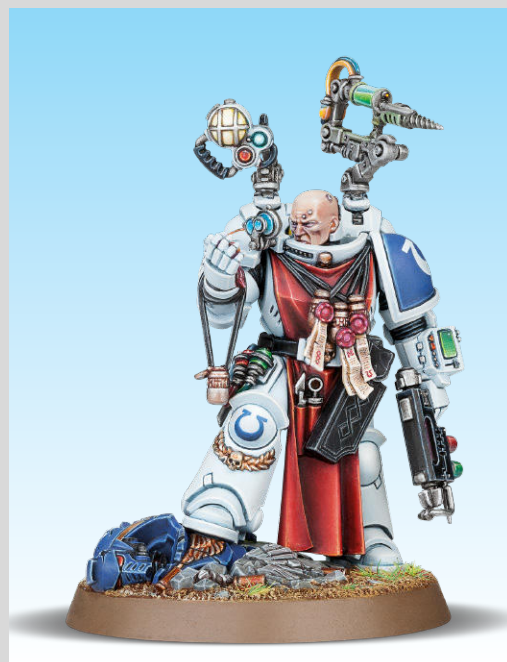
Hall of Fame has been a regular feature of White Dwarf since 2009 and over 60 models have been inducted into the hall in that time. We felt it was high time to bring it back into the magazine on a more regular basis, and also bring it bang up to date. So, we asked ourselves, how could we improve on such a popular and long-running feature?

Well, what we realised was that there are all sorts of reasons why miniatures have been nominated for the Hall of Fame over the years – some were chosen as personal favourites, others for their technical accomplishments and yet others because of how enjoyable they are to paint. What we realised was that underlying all of these was one common theme – there was *something* that made each of these miniatures great. So, we took this as our starting point – what makes a great Citadel

miniature, in the eyes of those who know our miniatures best? What are those aspects that really bring a miniature to life? So, for this new incarnation of Hall of Fame, that's where we start – we ask our chosen nominator what makes a great Citadel miniature, and then let them pick the miniature they believe epitomises that very thing and so deserves a spot in the Hall of Fame. This month, it's miniatures design manager Ben Jefferson. Here's what he had to say...

WHAT'S IN A STORY?

Ben: For me, there are three things that underpin every Citadel miniature – theme, narrative and archetype. Though I think all are important – I'm sure the two I don't pick will be covered in another Hall of Fame in the future – it's narrative that I feel contributes most to creating a great Citadel miniature. I'll explain. The reason I got into playing Warhammer was



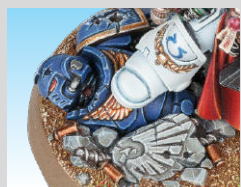
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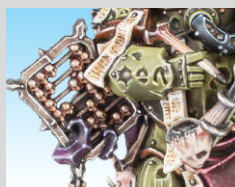
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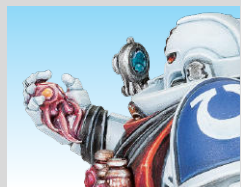
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Darren Latham's Primaris Apothecary (1) tells a powerful story – that of the life-cycle of a Space Marine Chapter. Without Apothecaries to recover the geneseed of fallen warriors (2), a Chapter would be unable to create new Space Marines. The model is sculpted analysing the geneseed (3), checking for any sign of taint or mutation.

Maxime Pastourel's Tallyman of Nurgle (4) is the embodiment of Nurgle's fascination with life, disease and death and the recording of these things. You can see him recording (5), analysing, then shouting back the results to the troops around him before starting the process all over again. His Nurgling helper (6) handles the filing.

The Lord-Castellant, by Edgar Ramos (7), captures the feel of a watchman as he patrols the walls of his fortress. His helmet and belt are shaped like gatehouses, symbolising his role, while the hourglass at his belt represents the changing of the guards. The parchments hanging from him (8) show his purity, as he is also a ward against Chaos.



because of the models and how cool they looked. I didn't see it as a game to be won, but a story to be told – I saw the models, held them in my hands, and I imagined them doing things on the battlefield, interacting with each other and fighting in mighty battles. The best miniatures for me were those that really drew me in, fired up my imagination and enriched the Warhammer universes because of how they looked. By looking at them you were able to get a feel for the world they lived in, of the people they fought alongside, of the gods they worshipped. They had a personality, despite being only a few centimetres high, and every aspect of the model – all the tiny details – contributed to the story that was being played out before you – a miniature vignette, if you will. It was the stories the models told that really excited me most – they still do to this very day.

MODELS THAT TELL THE BEST STORIES

Coming up with a shortlist of miniatures that had a great narrative to them was both really easy and really hard! There are so many to choose from (that's the easy bit) but narrowing it down to just a few was really tricky. A recent model that really caught my attention was Darren Latham's Apothecary. The story on that model is really clear – you can tell at a glance that

he's a medic and that he's putting his skills to use to recover a fallen battle-brother's geneseed. That story is reinforced by all the elements of the model that mark him out as a battlefield surgeon – the medical robe, the syringes, scalpels and drills, the over-shoulder lamp. But this model shows something deeper than that single story – it also explains the cycle of the life, death and creation of every Space Marine.

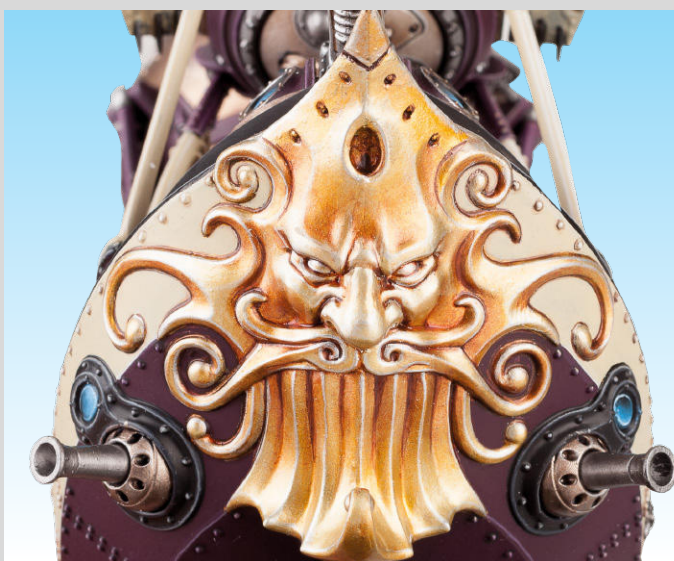
Other models that I think capture the narrative aspect of Citadel miniatures really well are the Tallyman and Lord-Castellant models. The Tallyman's story is one of ceremonial documentation – he's a battlefield archivist, recording new contagions and diseases for Papa Nurgle. You can see the story of his role really clearly – how he's writing down all his observations on a scroll and tallying something with his abacus that is almost certainly unquantifiable. There's very little logic to what he's doing – it's like the act of documenting is more important than the results, which he relates to the troops around him through his loudhailer. He's got notes pinned all over his armour, but they're transient scribbles – they could flutter off at any time and no one would be any the wiser. I also love the studious Nurgling scampering about around his feet. He's got a determined face, like he's

THEMES

Ben mentioned two other factors that he thought were just as important as narrative – archetypes and themes. "A model can have many themes," says Ben. "A theme can be as simple as saying, for example, that the T'au don't often use metal in the construct of their weapons. That then influences the design of the model. Another theme is Nurgle's gallows humour and cheerfulness, which you can see in the cheerful grin of the Great Unclean One and many Nurglings."



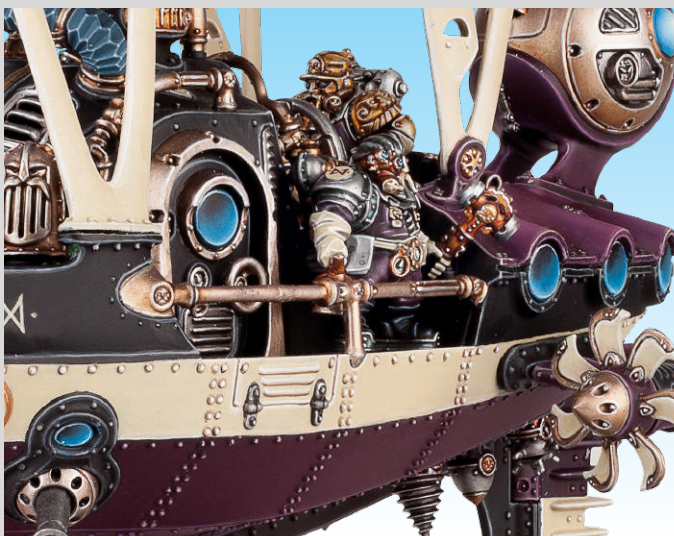
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There are a lot of stories taking place on the Kharadron Frigate. How the aether-endrins (1) work is not explained, but you can see how they interact with each other and how they're constructed to be practical and functional rather than aesthetically pleasing.

The ancestor face (2) on the prow is one of the few areas where the Kharadron have added ornamentation to their sky-vessels. "The Kharadron have moved past superstition and the worship of gods," says Ben. "Their only real concession is the ancestor face, which honours their heritage."

The ship's bridge (3) is a tangle of dials, pressure wheels and valves. They may not look neat and tidy, but they are highly efficient, designed by duardin who believe that time is money and that over-engineering and making things look aesthetically pleasing just gets in the way of more work and more profit. An Endrinrigger (4) ensures these systems are kept in working order.

HALL OF FAME

ARCHETYPES

"Archetypes define how a character acts and thinks and what they can do," says Ben. "Commanders and wizards are easy archetypes to identify, but there are more unusual ones. The Aether-Khemist is a good example – he's a commercial scientist not a fighter, but you can clearly see he's upgraded his gear for war. Horticultural Slimux hits a few strange archetypes – those of gardener and farmer. He has agriculture written all over him, but he's also a Daemon warrior."



so engrossed in his job of cataloguing the Tallyman's notes. To that Nurgling, there is nothing more important in all existence. He has a powerful story all of his own.

The Lord-Castellant is similarly story driven. I recall chatting with Edgar Ramos as he worked on the model and us coming up with its story – that of an ever-observant watchman out on patrol, his lantern held out before him as he searches the darkness for signs of Chaos. He's got his halberd in his other hand – a classic gatekeeper's weapon – and his guard dog (the Gryph-hound) at his heels. The watchman archetype really informed and helped us build the story for this model.

Another model that made my list early on was the Arkanaut Frigate from the Kharadron Overlords range, sculpted by Ollie Norman. The model tells some incredible stories, not just about how the sky-vessel works, but about the Kharadron race as a whole. The first thing I see when I look at the Frigate is a machine built out of necessity. There is very little ornamentation and it is all practical and functional. It's not pretty, either – there

are flexible pipes and tubes, cables, gauges, valves and exhausts sprouting out of every conceivable panel. They all flow from one element to the other, giving you the impression that something really happens inside this ship, that the aether-endrins really do hold it aloft.

The Kharadron Frigate reminds me of old-school engineering when it was all about grease, steam and getting your hands dirty. It's not like a high-end, modern-day car that's engineered to within an inch of its life – instead, it's all a bit makeshift, like everything has a job and if it works then no one has bothered to tidy it up. The Captain's control panel is a mess of gauges, dials and pipes all overlapping, but it works for him, so that must be fine! And this is the way the duardin (or Dwarfs, in the olden days) have always been – pragmatic and practical engineers. The whole model – the ship, its crew, all those tiny details – reinforces the Kharadron view of life that everything is a means to an end, and that end is profit. But these are all runners-up for me. My nomination for the Citadel Hall of Fame is...

A HISTORY OF THE CITADEL HALL OF FAME

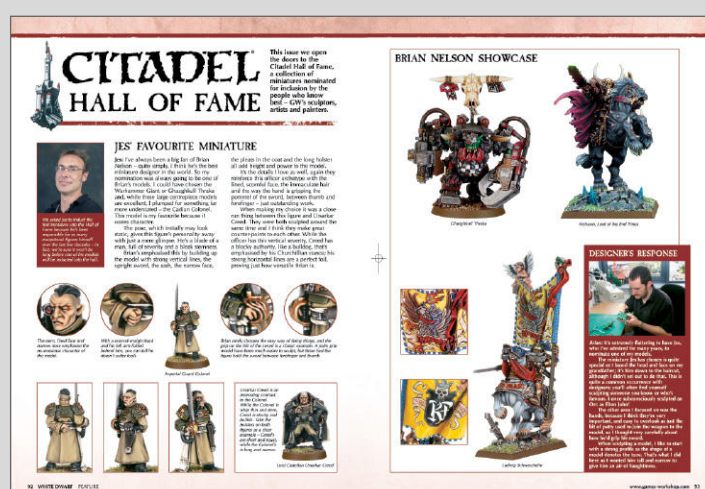
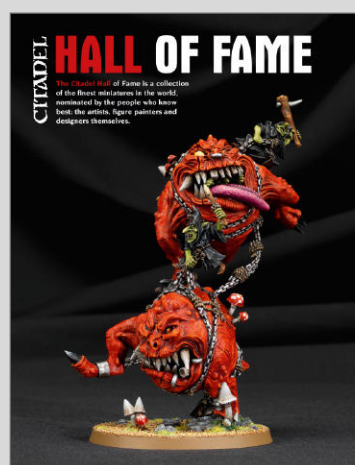
The Citadel Hall of Fame has been a part of White Dwarf for almost a decade. But where did it all begin and what was the first model to enter the hallowed halls all those years ago?

The Citadel Hall of Fame first appeared in issue 349 of White Dwarf back in January 2009, with the very first model to enter the hall being Brian Nelson's Cadian Colonel.

Other models to enter the Hall of Fame include the Eldar Shadowseer, Warhammer Giant (now known as the Aleguzzler Gargant), Tyranid Carnifex, Skaven Assassin (the once-infamous Deathmaster Snikch), C'tan Shard of the Nightbringer, Lord of Khorne on Juggernaut, Mangler Squigs, Urien Rakarth, Kaptin Badrukk, Skaven Screaming Bell, Eldar Wraithlord (incidentally also nominated by Ben), Land Raider, Chaos Helbrute and countless more besides. It really is a very long list!

In 2016 we also started the tradition of inducting our readers' favourite model of the year into the Hall of Fame. Magnus the Red was the first to be nominated by you, our readers, but at the time of writing this issue (it's October!) we have no idea what model will be your champion for 2017.

Right: Miniatures designer Jes Goodwin was the first person to induct a miniature into the Hall of Fame – he chose Brian's Cadian Colonel. In that very first article, other models by the same sculptor were featured, an idea that inspired us to feature other models that epitomised a certain aspect of what makes a Citadel miniature great.



Left: When White Dwarf was relaunched in 2012, the Citadel Hall of Fame returned after a six-month break. This time, other notable people from around Games Workshop were asked to nominate a Citadel miniature, including artists, Forge World designers and army painters. After all, everyone has their favourite miniature!



CITADEL

HALL OF FAME INDUCTEE

FESTUS THE LEECHLORD

Designed by Juan Diaz | Nominated by Ben Jefferson



1



2



3

"I have a sentimental attachment to Festus as he was the first vignette-style model (*a model that, rather being alone on its base, is interacting with one or more other characters to create a scene.* – Ed) I got to work on with Juan when I joined the design team," says Ben.

"I really like how the model stretches the archetype of a wizard out in weird and wonderful ways, melding it with the physician, doctor and scientist. The fact that his wizard's staff has a shamanic feel to it shows that this is not necessarily a scientific work, although the conical flask he's holding (1) shows that science is perhaps a part of it.

"The Nurgling helper (2) is the comedy relief in this piece – without it Festus would be a really grim model. The fact there's a foot sticking out the top of the model is kind of funny in a sick way. I love how Festus's 'laboratory' is actually nothing more than some wooden supports and a leather bag full of body parts. It's so grim. You can also see the spool of guts (3) that links the lab back to Festus so he can continue to be a part of Nurgle's Great Work."

Ben: The themes are often very self-evident in Nurgle models, but I think Festus refers back to them in interesting and captivating ways. The themes of rot, entropy and disease are all demonstrated, as is the cycle of life according to Papa Nurgle, but Festus also demonstrates very literally 'Nurgle's Great Work'. I love how, despite being a very macabre model, it's actually quite joyful, like Papa Nurgle himself. You can see that both Festus and his Nurgling lab assistant are enjoying their work and Festus looks proud of what he's doing.

In terms of the narrative there is an intense story unfolding before your eyes in this model and it says far more to you than a single snapshot in time normally does. Festus is preparing his patient for his journey from death into a new form of life. He thinks he is helping him and I love how this caring is shown as he cups the back of his patient's head and feeds him the potion that he has concocted both in the

laboratory he wears on his back and in his own belly. However, Festus doesn't look towards his patient and this is a useful way of showing that the work is far more important to Festus than the 'material' that goes into it. You can see what the patient's destiny is when you look at the model. He will be taken into the laboratory by the Nurgling and will join the Great Work and become a new form of life more pleasing to Nurgle. I love how the intestinal umbilical that goes from the bottom of the lab goes into Festus's body. It shows he considers himself part of the Great Work and has dedicated himself to it fully. All of this shows that the work isn't one of design – Festus allows it to take its own shape.

I also really like how the Nurgling faces away from the observer in this vignette – it's a useful motif to demonstrate that his work is far more important than anything else. His playful smile also helps add a degree of humour to an otherwise pretty dark piece. DH

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...



Last month, Malign Portents arrived, and four new Harbingers (one for each of the Grand Alliances) entered the Mortal Realms. So, for this month's challenge, we tasked our warlords with adding one of these ominous heroes to their army, along with at least one unit to accompany them as a sort of bodyguard. For one of our warlords, this meant a new allied contingent, while for others it simply meant adding to their growing hordes, and you can see all of the results over the next few pages.

This month also saw the first clash of warlords, as two of their number met on the field of battle. It's inevitably the case that such an encounter is going to go better for one warlord than the other, but this one proved rather one-sided so there's some freshly-stained honour to be reclaimed next month – which is just what we want to see.

As you read this, the Malign Portents campaign will be raging around the world (find out more about it on the inside front cover and online), and our warlords will be taking part. Check out our Facebook page and Warhammer Live on Twitch to see how they fare, and we'll also have news on how their first few games have gone in next month's issue.

For next month's challenge (which they'll need to complete throughout the rest of March), we've tasked our warlords with adding as many units as they can to their army as part of the ongoing muster for the campaign. We'll bring you the results in next month's issue. If you're joining in, painting units and taking part in the campaign yourself, be sure to visit our Facebook page (head over to Facebook and search for 'White Dwarf Magazine') and show us the results of your own endeavours. See you next month!

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!

DAUGHTERS OF KHAINE (AND FRIENDS)

With a new battletome and a host of new models for the Daughters of Khaine out this month, the future for Andy looks blood-drenched, but this month he's seen some gleaming light in the malign portents.

As a servant of Order, the Harbinger brought forth by Malign Portents to join Andy's army is the Lord-Ordinator, which Andy found more than a little pleasing.

"When we started A Tale of Four Warlords, we talked about doing these characters as part of it, and I got massively excited, because I'd wanted to paint some Stormcast for ages. So, I thought, if I'm painting this Stormcast character, I should paint some Stormcast allies for my army as well.

"I went away thinking 'I really want to paint gold if I'm going to do Stormcast.' Not all gold, but I wanted gold in there somewhere. The test colour scheme I'd done for the whole army didn't have any gold on it, so I went away and built a Stormcast to do a test model to see how they could marry up. So the turquoise cloth, that's the same as on the Witch Aelves, and for the armour I used the same edge highlighting I'd used on the swords of the Witch Aelves. I think of it as being like jade. I sprayed them Incubi Darkness and shaded down with Coelia

Greenshade, then edge highlighted with Thousand Sons Blue and a really fine edge highlight of Gauss Blaster Green. I wanted it to be simple but striking.

"Then I started looking at the Witch Aelves and I identified the hilts of their weapons and some bigger parts on certain kits like the Altar of Khaine, all of which I thought would look brilliant in gold, so I added that to my colour scheme (it wasn't on Andy's original test model you saw in January. – Ed). I knew that would allow me to use a lot of gold on the Stormcast Eternals when I came to paint them for this month and still keep the same colours are running through the army. I've tried to keep it to five colours across the whole army. I've been using the Shattered Dominion bases for my units so far. The idea in my head is that they're in some kind of ruined Sigmarite city, slowly reclaiming it, which fits nicely with this new contingent and makes the Stormcast natural (if slightly uneasy) allies. I imagine they're rightly suspicious of the Daughters of Khaine."



ANDY KEDDIE

Andy Keddie arranges tournaments and events for Warhammer World. With a few Warhammer Age of Sigmar gaming events coming up, we might well see Andy himself in action with his growing army of Order.



MAGGOTKIN OF NURGLE

Big things are in the air for the Mortal Realms, so how has Jes Bickham's Maggotkin of Nurgle army taken shape in light of current mysterious events? There's some foul foreboding in the air...



JES BICKHAM

As an ex-Grombrindal himself, Jes knows something of the arcane practices that go into making White Dwarf each month. Luckily, his enforced schedule of painting for an hour a day hasn't fallen foul of any of the team's deadlines just yet...

Last month, Malign Portents was unleashed on the Age of Sigmar, and the forces of Nurgle were given reason to pause in their baleful ministrations to ponder what it all means. As a Design Studio insider, Jes Bickham – we presume – should have a clearer idea than most. So, what *does* it all mean, Jes? For your army, at any rate...

"Well, for my burgeoning Maggotkin army it means reinforcements coming together for whatever it is that's building in Shyish, the Realm of Death (here's a hint: it's nothing good for anyone but Nagash...). Horticultus Slimux is already engaged in his ongoing Blightwar, but more filth Daemons are needed, which is where the new Darkoath Warqueen comes in. It was an absolute delight to get to paint one of these characterful new miniatures this month, and she ties neatly into the story of my army – wracked by visions of Nurgle's manse crumbling to death-dust, Estra Redmoon has, through sheer force of will and arcane help, pulled more Plaguebearers through the veil to reinforce Slimux's horde. This isn't quite the

natural order of things, though, so the Spoilpox Scrivener known as Scrawl Sneerscribe has arrived along with them to tally their accomplishments and ensure all is going to Grandfather Nurgle's plan.

"The Spoilpox Scrivener is a wonderfully rich model to paint, full of revolting charm, but I used the same simple techniques as on the rest of the army I've painted so far – I spray them with Death Guard Green, apply an all-over wash of Athonian Camoshade, and then give them a quick drybrush of Nurgling Green. The Warqueen, however, was lavished with a bit more attention and some fine edge highlighting as she's a much more regal and cleaner character. (At least, she is until she starts slaughtering her enemies...) The cloak was probably the most intensive bit. From a basecoat of Khorne Red, I washed the model with Nuln Oil, then highlighted up with Mephiston Red, Evil Sunz Scarlet and finally Fire Dragon Bright, and based her up to match the rest of the army."



BEASTCLAW RAIDERS

Towering disciple of Destruction Nick Bayton was visited by a diminutive Harbinger this month. No, it wasn't Dan – it was the new Moonclan Grot Fungoid Cave-Shaman, bringer of malign portents.

Nick's original plan for this month's painting hit a snag when the Yhetees he'd planned to use to accompany his Fungoid Cave Shaman were out of stock! Pressed for time, Nick went straight to his old stalwarts, the Mournfang riders.

"Mournfang Packs are the mainstays of a Beastclaw Raiders force," says Nick. "So, I decided to paint some more. My aim is to paint up maybe about 16 to 20 Mournfang riders, with a few monsters in the background. I want the whole army to be from the Beastclaw Raiders book, so it's a good job I enjoy painting Mournfangs."

"Top tip for painting the Mournfangs: I paint the three parts of the model separately – the rider, the saddle and the Mournfang. I use the coloured sprays to make my life a lot easier. All of the Mournfangs are sprayed with one of the coloured sprays and then washed and drybrushed and worked up from there. I used Zandri Dust (for the Mournfang at the back left of the photo below), Mournfang Brown (back right), Stormvermin Fur (front left) and

Mechanicus Standard Grey (front right) for variety. The Ogors themselves I spray with Mournfang Brown because it's the basecoat colour for all the rusty metal and at the same time it's a good basecoat for all the skin, too. The saddles I basecoat with Leadbelcher spray, and I just put a couple of washes on them after that, because you don't really see that much of the saddle once the whole model is painted.

"I played my first game against Ant as well this month, and the Mournfangs were pretty good, so I wanted to have a few more of them." (You can find out how that game went for our warlords over the page. Spoiler: it went pretty well for Nick.)

"The plan for next month is those Yhetees and another Start Collecting! box, this time with a Thundertusk, which has a cool little rules synergy with the Yhetees. The Yhetees get a little bit better if they're near a Thundertusk. So, by next month, I should have a 2,000 point army!"



NICK BAYTON

Nick's been out and about at a number of events as part of the Warhammer Community team this month, but still found time to keep up with his goals for A Tale of Four Warlords, and to become one of the first warlords to bring his army to battle.



LEGIONS OF NAGASH

The Legions of Nagash were reinforced with their own brand-new battletome last month, giving Anthony a whole new raft of options. But first there were malign portents to be read...



ANTHONY SALIBA

Big news for Ant this month – he'll soon be joining the Forge World Studio as part of their Warhammer Age of Sigmar team – let's see how it influences his choice of new units over the remaining few months of A Tale of Four Warlords!

Anthony led the way in the first month when it came to the number of models he managed to paint and plans to continue in like vein. But first, there was the arrival of an ominous messenger...

"The Knight of Shrouds was the first model I painted this month," says Anthony. "I wanted to make use of the ethereal colour scheme I'd used on the Spirit Hosts and Coven Throne I painted last month, so the Knight's 'flesh' follows that colour scheme while for his lower robes I used the black cloth colour scheme used on the Black Knights last month."

"The Knight of Shrouds is an ethereal character so I wanted to pick out some of the more ethereal characters from the Legions of Nagash to accompany him – almost like his left and right hand – and then the two Morghasts provide some beefy (*well, not so beefy, really, but we know what you mean.* – Ed) bodyguards for the three of them. It's a classic sort of regal retinue."

"The Banshee is the only model I've painted that doesn't blend in with the rest of the army in terms of colours. I painted her that way deliberately because I wanted her to stand out. You can have whole units of Banshees but that's not what I'm planning on doing – I want her to be more of a character on her own, based on the Silver Lady from the Realmgate Wars novels."

"The blue armour plates on the Morghasts is also a new addition to the army's colour scheme. It's a traditional colour scheme for the models, which I wanted to make use of because when I paint Arkhan the Black and Nagash (spoiler!) I'm going to make use of those traditional colours on them as well. I haven't painted any Skeletons yet, but all the bone on the Morghasts, the Cairn Wraith, the Coven Throne and the Black Knights are painted in the same way, so that element will link any Skeleton Warriors to the army when I add those in. My plan for next month is all the rotten and rotting stuff, though – Zombies and a lot of Flesh-Eater Courts stuff." **MK**





Anthony added a pair of Morghasts to his army this month, bodyguards for his Knight of Shrouds, but also a hint of the army's allegiance to Nagash and what may be to follow...

GAME ON: NICK BATTLES ANTHONY

The hobby room resounded to the sound of the first clash between warlords this month. "Ant and me set up a small game," says Nick. "It was a Start Collecting! box versus Start Collecting! box. We used the Open War cards. We 'house ruled' it a bit – we drew two cards from the Deployment, Objectives and Twist decks and then chose from those six cards what we were going to play, which was quite cool and gave it

a bit of variety. Ant charged his Coven Throne into my Stonehorn in the first turn and I killed it for the loss of two wounds on the Stonehorn. Pretty grim and after that it was pretty much over! The Stonehorn is probably a little bit too powerful for a game that size. I won't feel as bad about doing it to Ant when the army's bigger!"

"My lesson for this month was 'Don't charge the Coven Throne into Stonehorns,'" says Ant, when we ask him what he learned this month. There we were expecting a painting tip. We'll see how our other warlords fare next month...



ANGELS AND PLAGUES

In Battleground, we showcase some of the finest gaming tables and displays in the world. This month, our photographers ventured into Warhammer World's exhibition hall to take pictures of the Death on Khendrel IV display.

The Death on Khendrel IV display is one of the newest additions to the Warhammer World exhibition centre. Constructed by the talented members of the Warhammer World studio team, it shows a Dark Angels assault on the promethium refineries of Khendrel IV, which have recently fallen into the hands of the Death Guard. The Dark Angels – their ranks bolstered

by over 100 Primaris Space Marines – have come to liberate the world, its people and (most importantly) its promethium refineries and manufacturums, for if they are allowed to remain in enemy hands the consequences could be dire. Read on to find out how the team went about designing, building and painting this epic display.



KHENDREL IV

Since the opening of the Great Rift, the forces of Chaos – the Death Guard among them – have spewed forth from the warp to claim some of the Imperium's most important worlds. Should they gain a foothold in realspace, they could bring the Imperium to its knees. The Dark Angels' mission is simple – to eradicate the Death Guard from Khendrel IV or die valiantly in the attempt.

BATTLEGROUND

THE WARHAMMER WORLD TEAM

Headed up by James Karch (you may remember him from A Tale of Four Warlords back in 2016), the team members that worked on this display include Mick Cudworth, Dan Hyams and Andy Barlow. Everything you see here was conceived, built, painted and installed by them, so they know a thing or two about painting lots of Citadel miniatures, converting scenery and creating cool dioramas. Heed their words of wisdom!

DEATH ON KHENDREL IV – THE ANTAGONISTS

James Karch: The idea behind this board was simple – to show Space Marines on the attack. So often in dioramas the Space Marines are shown defending something. We wanted this diorama to show them taking the fight to the enemy. There's a lot of speed and violence going on – the Thunderhawks roaring across the sky, the Ravenwing attack run, the Deathwing teleporting in – it's meant to be a snapshot of a battle – the very instant when everything kicks off.

We picked the Dark Angels as the aggressors for two reasons. Firstly, because the Ravenwing, Deathwing and the regular battle-brothers all have unique battlefield roles, so we could create lots of things for them to be doing that were in character with the models – the Deathwing teleporting into the middle of the Death Guard, for example. The second reason was because the other major Chapters – the Ultramarines, Space Wolves and Blood Angels – all had dioramas in the exhibition hall already. The Dark Angels were owed their place! Picking the enemy was easy – the Death

Guard had just been released and have great story-telling potential.

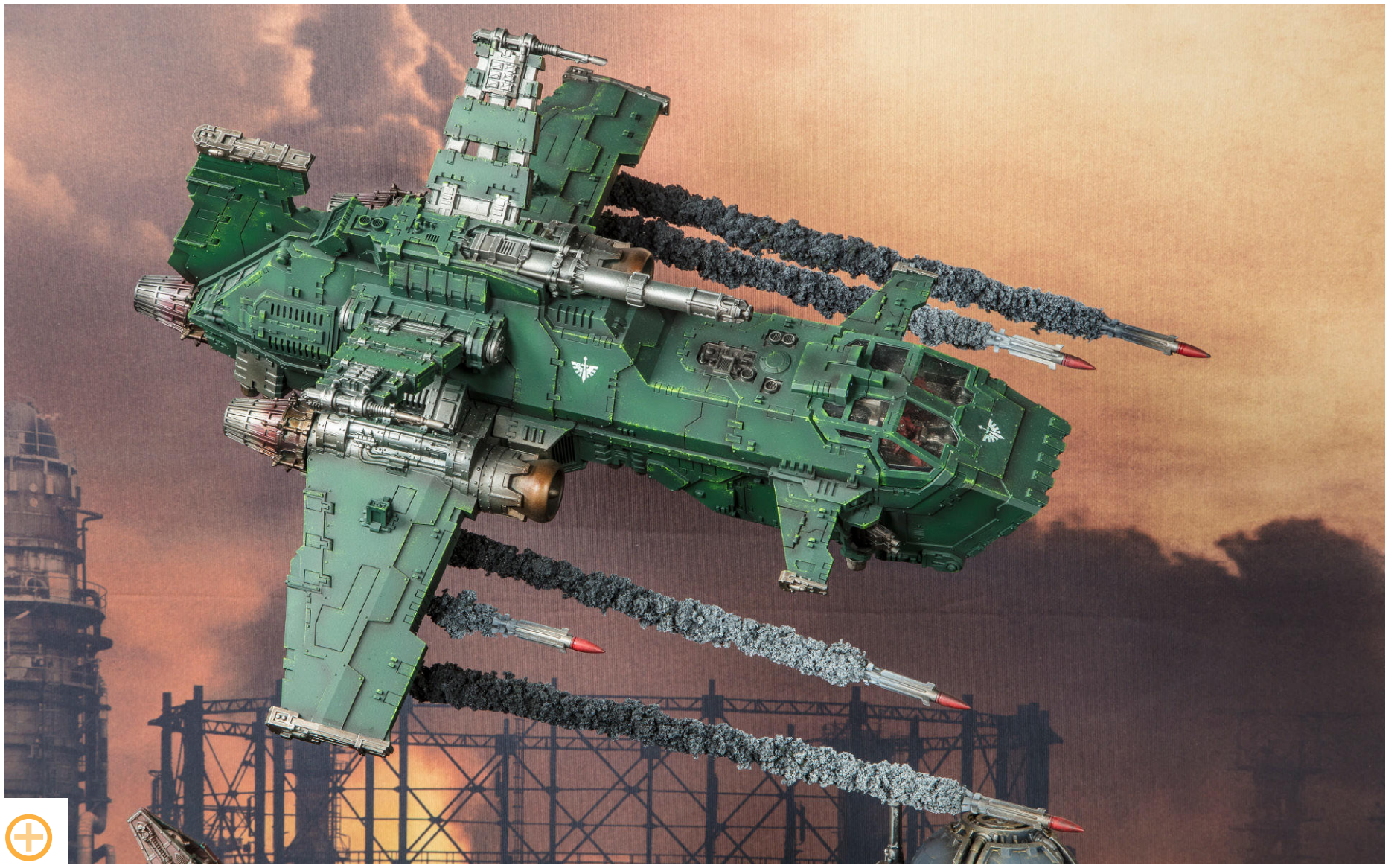
DEATH ON KHENDREL IV – THE STORY

Andy Barlow: The story behind the board is that the Death Guard have taken control of a promethium refinery. But we wanted to add an extra element to that – the Death Guard don't just take over places, they corrupt them, which is why there are vats of toxic-looking green sludge at the front of the display. They're clearly nothing to do with promethium production, so what are they? Probably something unwholesome...

Dan Hyams: It's a water treatment facility and all the manufactorum workers have become tainted by something the Death Guard put in the water. That's why we painted all the Poxwalkers with orange overalls, like they were once factory workers and technicians that have now turned into plague zombies.

Andy: We wanted to create lots of individual scenes with the models, each with their own story that people could pore over. The Deathwing have just teleported in, for





BATTLEGROUND

"Most of the board is constructed from Sector Imperialis or Sector Mechanicus kits," says Mick. "The walls here are made from the Shrine of the Aquila, the main gate from a Skyshield Landing Pad and the generators from the Alchomite Stack."

"We wanted to create lots of individual scenes with the models, each with their own story that people could pore over."





Left: A Dark Angels Drop Pod has crashed into one of the tainted vats, causing its contents to spill out. The Dark Angels have a bigger problem to worry about, though, because there are hundreds of shambling Poxwalkers – the world’s corrupted populace – to deal with.

Below: “The Dark Angels were really quick to paint,” says Andy. “We went with the basecoat, wash, layer, layer approach, using Caliban Green, Nuln Oil, Warpstone Glow and Moot Green for their armour, just like in the painting guides and on Warhammer TV.”



BATTLEGROUND

“We used neutral colours when painting the buildings – greys and beiges, mostly – so as not to detract from the models.”



“The Death Guard are even more simply painted than the Dark Angels,” says Andy. “We undercoated them Corax White, basecoated them Screaming Skull, then washed them with Seraphim Sepia. That’s most of the work done!”



BATTLEGROUND



Above: The Ravenwing fighter craft race to engage the Death Guard's armoured units, including a Plagueburst Crawler in the foreground. Note the wrecked Imperial Guard tanks hidden amid the Death Guard troops – a sign that the Imperial defenders didn't give up without a fight when the Death Guard first attacked Khendrel IV.

example, but have now become the target for the Chaos Reaver Titan. But the Reaver has drawn the attention of one of the Thunderhawks, which has fired its missiles at it. Each element interacts with another, creating a story, but also works on an individual basis. The Titan, for example, is crushing a load of armoured containers beneath its feet – we really wanted to convey the weight of this huge war machine lumbering towards the hated loyalists.

BUILDING AND PAINTING THE DISPLAY

Mick Cudworth: The buildings were almost all assembled before being painted – it makes them so much stronger and more durable. They're pretty much all Sector Mechanicus kits, though we found a lot of new ways to use them, such as placing the Haemotrope Reactors on the ends of the Ferratonic Furnace to create even bigger reactors! There are some Forge World Genatorium Nexus board tiles in there, too, cut up and placed vertically to create huge silos or power units – whatever your imagination wants them to be, really! We used neutral colours when painting the buildings – greys and beiges, mostly – so as not to detract from the models. A useful trick we found was to paint the buildings in light colours, then dirty them up with washes and weathering powders

– for buildings it's much easier to start light and shade down than it is to start dark and drybrush up. The washes were really simple – we mixed up a batch of Agrax Earthshade,

“We do a lot of research before we start a project like this – we've got a library of images, from rusty doors and hatches to oily pipes and derelict buildings.”

Seraphim Sepia and 'Ardcoat (which helps the washes flow across the large flat surfaces) and applied it to the recesses of each building. Then we sprayed them with a small water squirter like you'd use for household plants, which made the washes streak down the walls like wet rust and grime. Most of the buildings are only three colours – a basecoat, a metal, a detail – then our special wash.

Dan: We do a lot of research before we start a project like this – we've got a library of images, from rusty doors and hatches to oily pipes and derelict buildings. It's worth looking up stuff like that and practicing getting the look you want to achieve right on a spare bit of building before you begin a new scenery project. **DH**

VISIT WARHAMMER WORLD!

Want to see this display board and many others like it? Perhaps play a game or quaff a tankard of Bugman's XXXXXX? You need to visit Warhammer World!

**warhammerworld.
games-workshop.com**



“We wanted to create lots of individual scenes with the models, each with their own story that people could pore over.”



'EAVY METAL MASTERS

The 'Eavy Metal team are rated amongst the greatest miniatures painters in the world. In 'Eavy Metal Masters, we look at one team member's favourite creations and find out how they brought them to life. This month, we take a look at the work of Anja Wettergren.



ANJA WETTERGREN

Anja joined the 'Eavy Metal team back in the heady days of 2005 having only painted miniatures for a couple of years prior to joining! She's been a staple part of the team ever since, and can often be found painting large monsters such as Bloodthirsters, Great Unclean Ones and the mighty Archaon.

The 'Eavy Metal team paint many of the miniatures that you can see in our codexes and rulebooks, on posters and box fronts, on the Games

Workshop website and in the pages of White Dwarf. 'Eavy Metal Masters is all about celebrating the work of these exceptional painters, showing off some of their favourite models along with their personal thoughts on what it was like painting them. This month, Anja Wettergren's in the spotlight.

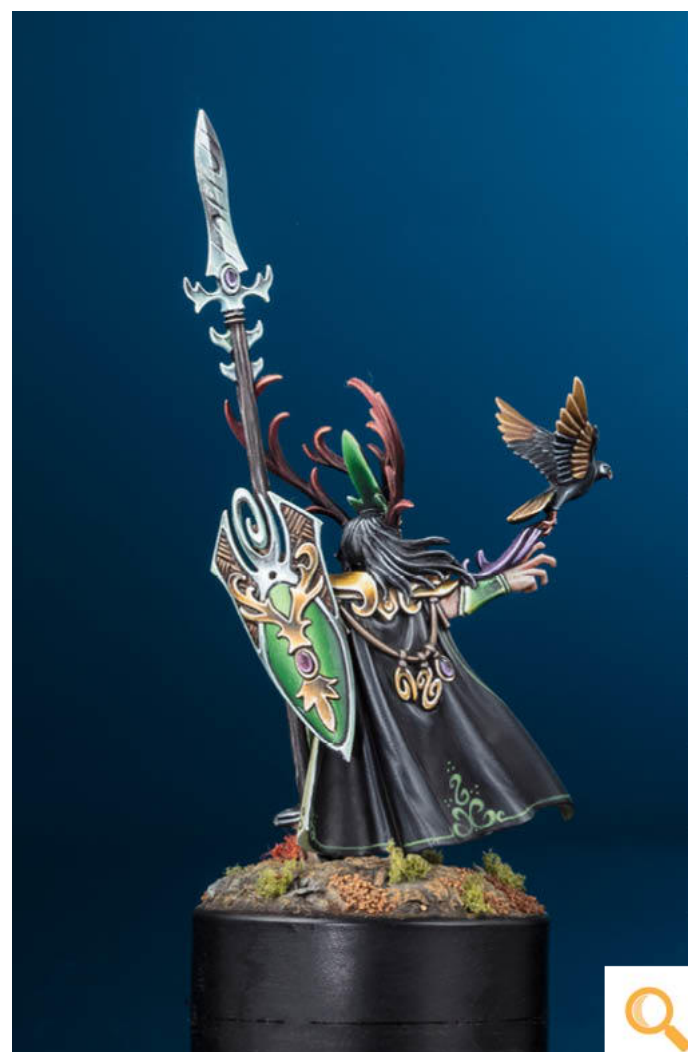
"I've always been a creative person – I love music and art – but I've never had any formal training," says Anja. "I got into painting miniatures because some friends of mine started playing Warhammer – I saw the models and thought they would be fun to paint. I can't recall what my first models were, but I loved painting Lizardmen (now Seraphon) and Skaven. I also played a lot of Blood Bowl. When I went to university I carried on painting, both for myself and others, but I actually studied

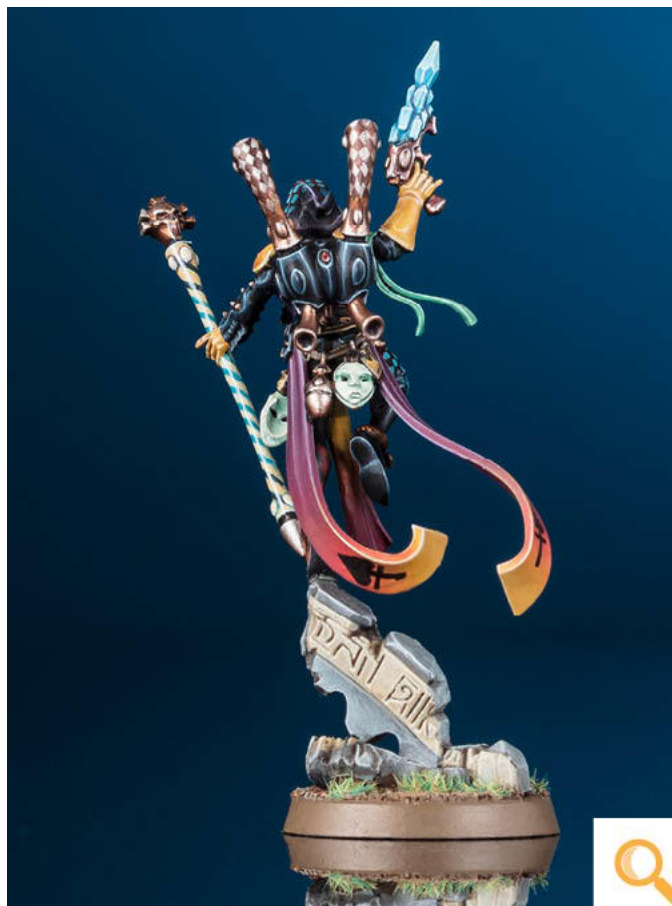
linguistics rather than anything art-based. I was planning to become a translator, but I didn't really feel passionately enough about it. I loved painting more. That's why, when an opening came up in 'Eavy Metal, I applied for it. And somehow I got it, which was a big surprise as I'd only been painting for a few years!

"I get to paint a wide range of models in my job, but I love painting larger models such as dragons and monsters most. Their size offers a lot of scope when it comes to exciting colour combinations and blending work, which is one of my favourite techniques – I love creating a smooth colour transition, especially if I'm using really bright colours. I don't really do understated colour schemes – they have to be bright, vibrant and exciting – really eye-catching. Here you can see a few of the models I've worked on over the years, including those I'm most proud of."

NOMAD PRINCE

Anja: I painted Araloth – now the Nomad Prince – when the model came out in 2014. Unusually it was a personal project – I just really liked the model Neil Langdown sculpted. The 'Eavy Metal version of Araloth is very summery – lots of vibrant greens and yellows. I wanted my version to look darker and more sinister, so I changed the palette, painting his cape, hair, falcon and clothing black instead of green or yellow. I then reintroduced the green on his armour, painting it to look highly reflective, like a lord caught in the moon of the twilight hour rather than one standing in bright sunlight. I'm really pleased with the end result, especially the green textures on the model – the soft, blended cape, the hard reflections on the metal armour and the painted green centre of his shield. I used a warm purple as the contrasting spot colour – it's a regal colour perfect for a noble.



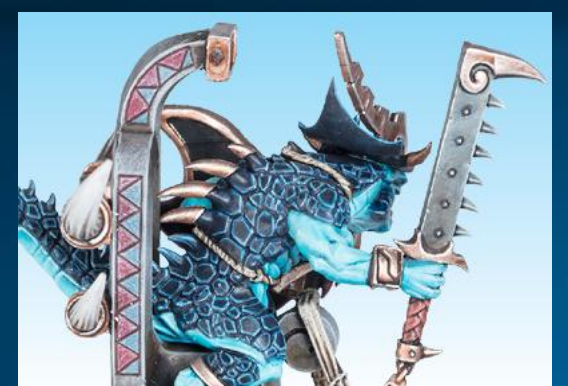


HARLEQUIN SHADOWSEER

Anja: The Shadowseer is my all-time favourite single miniature that I've painted. The previous version of the model painted by Darren Latham blew my mind when I saw it and so there was a lot of pressure – from me, no one else – to paint mine just as well. I went all-in with the chequered pattern, not only applying the pattern, but creating a colour transition from red to blue on the model's cowl and a colour fade on the legs (light to dark on the model's right, dark to light on the left). Then I added the purple through to yellow blend on the streamers and loincloth – I thought why not go completely over the top! It was a real challenge working on such a small model with so many colours, but I was (and still am!) so happy with the finished result.

SAURUS OLDBLOOD ON CARNOSAUR

Anja: This model has been my favourite painting experience since joining the team – I was allowed to paint it however I liked, so I did! Orange and turquoise are two of my favourite colours, so they both appear on the model. The neutral black scales and white underbelly support the two vibrant colours, but don't detract from them. Getting your colour scheme right on a model is really important – a poor colour choice will hurt the eyes like a dud note in music hurts the ears.



PAINTING

ALEGUZZLER GARGANT

Anja: The Warhammer Giant, as it was then, was the first model I painted for a box cover – I'd been working for 'Eavy Metal for four months! I find painting large miniatures a lot easier as you have more space to test out your colour scheme, and play around with the composition. With smaller models you often don't have that luxury.



OGROID THAUMATURGE

Anja: Like I said earlier, I like bright colours and blending, so that's what happened on the Ogroid Thaumaturge. We decided he would be blue-grey in colour because he's a follower of Tzeentch, but I wanted to add some extra colour to him - he is a wizard after all. I painted his lower legs and back a darker blue than his chest (his legs are virtually black), and his hands red, blending the colour up into his forearms. I found it added a level of fluidity to him, like his skin is shifting hue, but it also helps your eye travel more easily around the model, like a smooth jazz ballad! When I blend colours, I tend to do it on the model, mixing the paints while they're still wet to get exactly the right effect I'm after.



ARCHAON EVERCHOSEN

Anja: I can find painting projects a little nerve-racking. That was, until I painted Archaon – nothing scares me now. My chosen colour scheme would have to last, well... forever – it would be definitive, which was terrifying. The main challenge on this model was Archaon himself, who had to wear black, yet was sitting behind three colourful heads – getting the colour balance right was really tricky. Overall, he took around 400 hours to paint, then I slept for days!

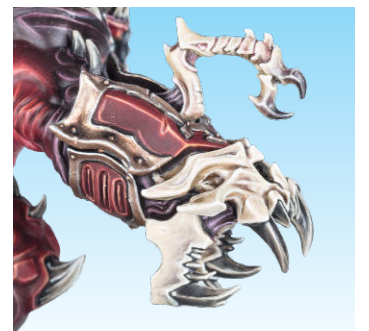
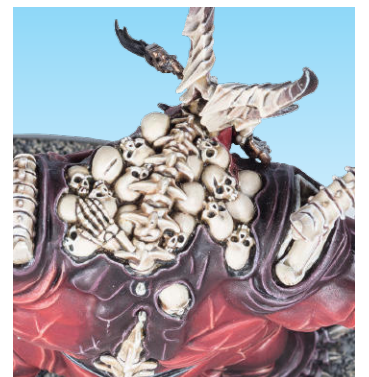
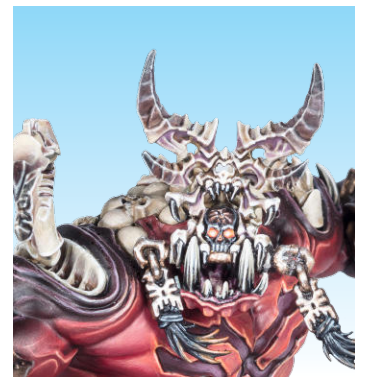


PAINTING

We've seen some of Anja's favourite miniatures from her time in 'Eavy Metal, but what do her fellow painters have to say about her work? We asked them what they think are Anja's most impressive models.

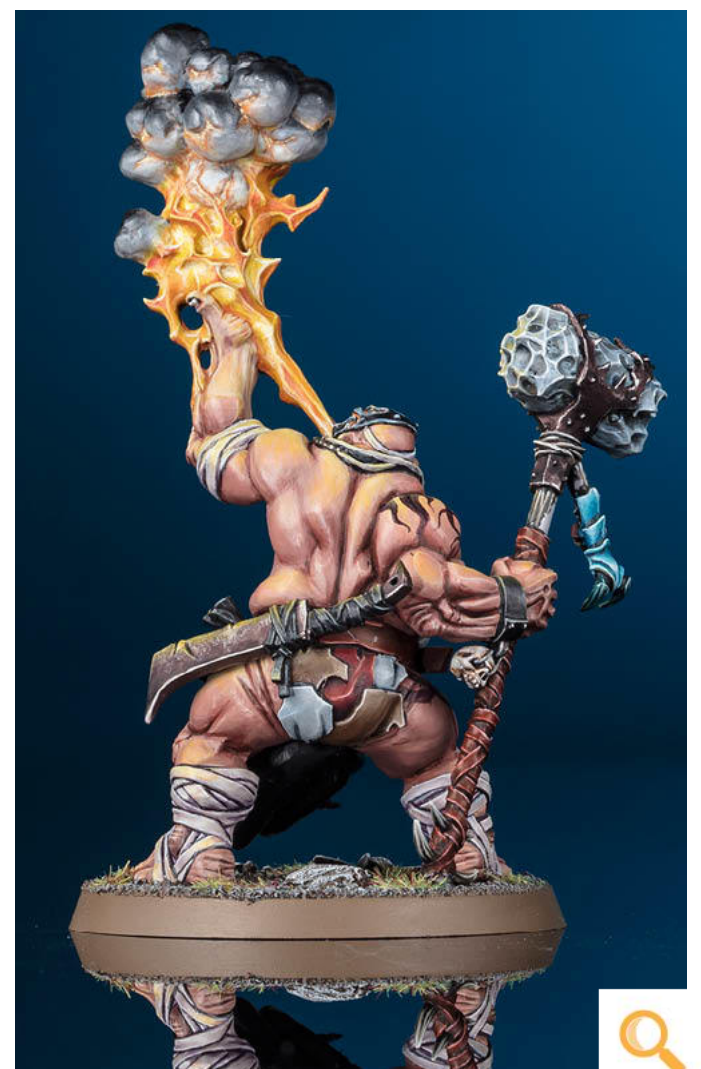
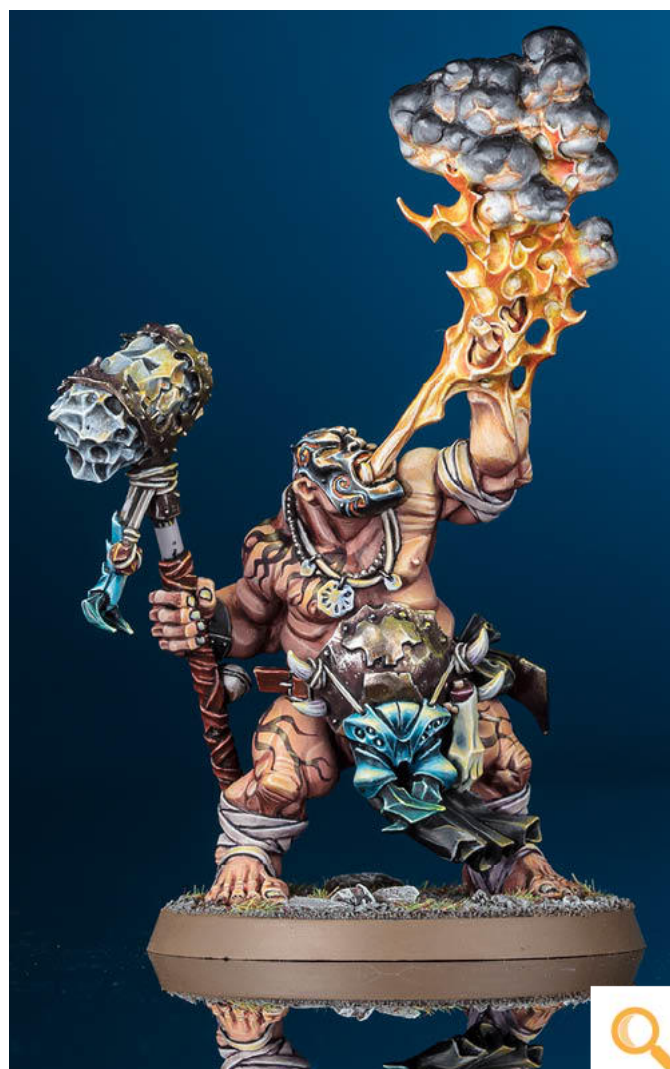
KHORGORATH

"I love what Anja has done with the Khorgorath from the Warhammer Age of Sigmar Starter Set," says Max Faleij, one of the painters in the 'Eavy Metal team. "The colour transition on the model is really clever, emulating a real beast, with a lighter, fleshy underbelly and a darker back and legs. It's worth noting, though, that these darker areas have a cool tone to them, tending towards blue on the colour wheel, while the Khorgorath's body is much warmer and more vibrant, edging towards yellow. It really highlights Anja's skill at blending because the colour transition between these areas is so smooth. Anja's used bone as the spot colour on the model, drawing your attention to the model's hands and head. I say head, but really the Khorgorath's face is a mass of bones around one tiny skull. Interestingly, Anja painted that skull black with glowing eyes. Had it been bone-coloured it would have become lost amongst the other bones. Painted this way, it really stands out."



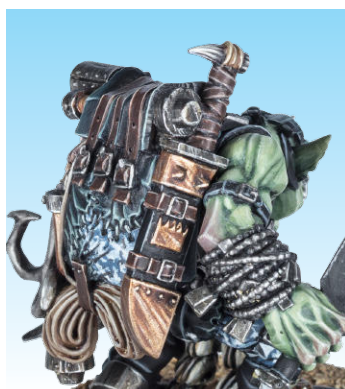
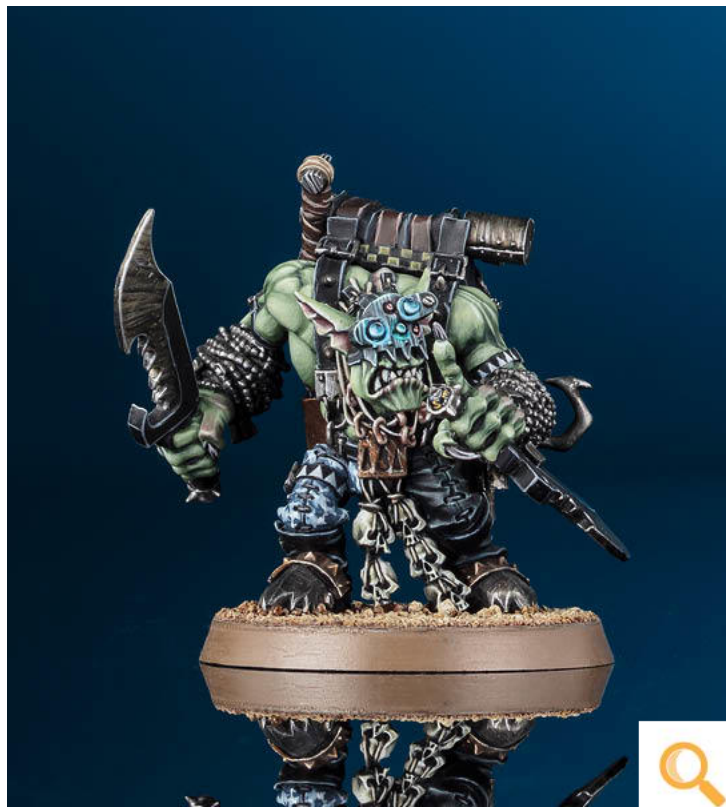
OGOR FIREBELLY

"Anja has achieved something seriously impressive with this model," says Tom Winstone, whose work we featured in the last 'Eavy Metal Masters in November 2017's issue. "Until Anja painted the Firebelly, we'd only seen object source lighting (the glow that comes off an object, such as a fire or light) on small areas of a model. On the Firebelly, the magical flame reflects off every surface of the miniature and it is rendered flawlessly. But that's not the only impressive aspect of the model. The blue bug head, the claw hanging from the hammer and the blue tint to the Firebelly's helmet are great spot colours that contrast well with the fire effect – a brilliant example of warm and cool colour contrast on a model. Even more impressive, Anja has painted the orange glow effect over the blue areas, which shows a great level of skill, not only combining the contrasting colours, but placing the glow effect perfectly."



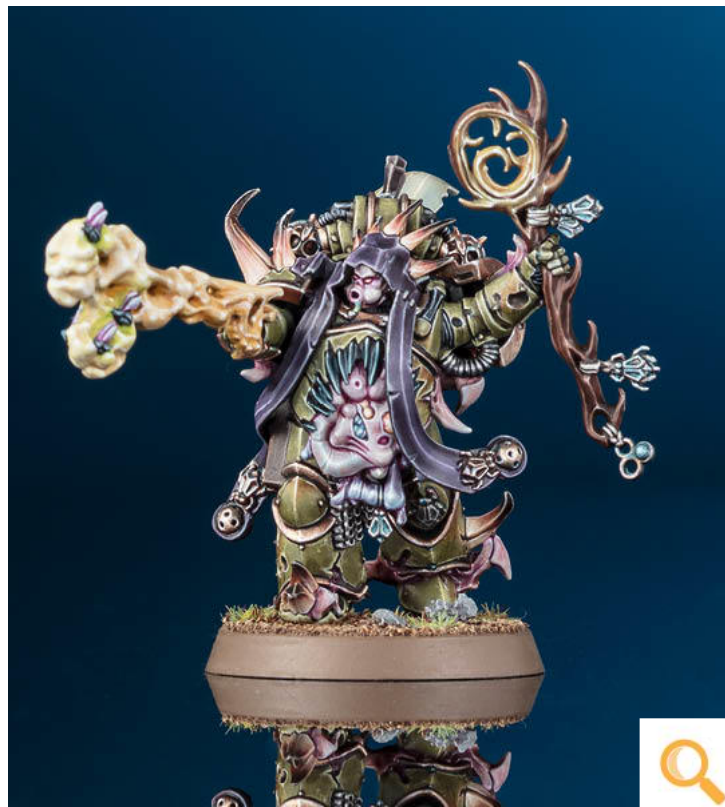
BOSS SNIKROT

"What Anja's done really well with Snikrot is match his background to her paint scheme," says Chris Innes, another member of 'Eavy Metal. "She gave him really pale, almost ghostly skin, and an intricate camo pattern on his trousers, representing his prowess as a master of stealth. The glowing lenses on his mask are a great focal point for the model and the scratches on his blade suggest it's often been put to good use."



DEATH GUARD MALIGNANT PLAGUECASTER

"The colour composition on this model is incredible," says Max. "Anja's combined warm yellows and greens with cool blues and purples, really capturing the look and feel of one of Nurgle's servants. A favourite touch of mine is the use of turquoise on the verdigris and guts – it's really subtle, but just catches the eye. I also love how his cloud of pestilence matches the colour of the wood at the top of his staff."



VANGUARD-PALLADORS OF THE HAMMERS OF SIGMAR

"Creating a colour scheme for a new creature can be really tricky, but I was so impressed when I saw the Gryph-chargers painted by Anja," says Chris. "She picked colours – the blue-tinged skin, turquoise fur and brown stripes – that complement the rider's colour scheme without detracting from it, but at the same time look really exciting and unusual in their own right."





B LANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has enthused and excited many painters and modellers, and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month, John shares his own latest works with us.

The last time we saw some of John Blanche's miniatures was over a year ago when he surprised and delighted us with the models he created for the Pilgrim – a collaborative modelling, painting, writing and gaming project that involved fans of John's work from all over the world. Since then, John's spent most of his time at his illustrating desk working on new projects, but that hasn't stopped him creating a whole new warband for an upcoming game that he's got planned later in the year. So

what's John got to say about his latest creations – the warband of Beth Sheba? "They're dirty Scavvies," says John, simply. "I imagine they're a rad-waste gang, the sort of people that live where no one else wants to – they're pretty much the bottom rung on society's ladder. Most of the models are made from Poxwalkers and bits from the new Necromunda Escher and Goliath models, but there are other bits and pieces thrown in there, too such as Daemonette claws, a Mourngul from Forge World, one of



the new Plague Surgeon models from the Death Guard range – anything and everything I can get my hands on, really!”

A question we get asked a lot is how John paints his models. “I start with a Corax White undercoat,” says John. “Then I establish the base colours such as flesh tones, robes and armour. What really brings the models together – what people would call my distinctive style – is a heavy sepia wash, which I make by mixing Seraphim Sepia with Agrax Earthshade to give it a warm, earth tone. Once I’ve covered a model in the wash, I then apply tiny dabs of Abaddon Black, which swirls around in the wash creating different looks and effects. It’s not neat, but then everyone knows that’s not my style! Once the base colours and washes are applied I paint on my final colours, which often include artists inks – I find they add great depth and texture to a model. Each model in this warband took me roughly an hour to paint. That may sound quick, but then I have had over 60 years of practice!”



“Typhon (1) is a foul-breathed mutant,” says John. “He roams around the rad-wastes breathing noxious gas on people. The model is based on a Mourngul, but without any arms. I added a couple of Daemonette claws to his shoulders to frame his face, though.”

1



“Nebuchadnezzar (2) is the heavy of the gang. His body is the new Deathguard Plague Surgeon model, but with spare armour plates from the Necromunda Goliath gang sprue. His arms are also from the Goliath set – they’re beefy enough to match the model’s body.”

“Pottamus (3) is an executioner converted from a Lord of Plagues. I can’t recall what kit his head is from (it’s a Freeguild Greatsword. – Dan), but I picked the most mournful-looking one I could find, then sculpted a ragged executioner’s cowl over it using Green Stuff.”

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3



1



2



3



4



5

"I haven't come up with names for all the Scavvies (2 to 8) yet," continues John. "These are the proper lowlifes, though, so they might not deserve them. They're all converted from Death Guard Poxwalkers with Escher arms. I've found that Escher arms fit the Poxwalkers really well – they're not massive, muscular man arms like you find on most of our models, which means they fit the emaciated bodies of the Poxwalkers much better. I'm a big fan of flintlock pistols, too, and the curved handles of the Escher autopistols certainly have that look. I also added Green Stuff hoods to most of them to give the warband a unified look."

"I mentioned before that painting a model for me is a pretty quick process – I reckon I actually take longer building a model," says John. "Coming up with an idea and then finding all the right parts for a conversion can take quite some time and it's important to get it right, to come up with something you'll be happy to paint."

The finishing touches to John's warband were the bases. "I mostly paint them as I go along, using the same earthy tones as the rest of the models," says John, "but these ones I finished off with Forge World Weathering Powders to give them the look of wet, sickly land covered in a layer of irradiated dust."



6



7



8

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STAKE A CLAIM

The Kharadron Overlords are nothing if not competitive, so when a new seam of aether-gold is discovered above the Mortal Realms, captains must act fast if they want a share of the profit.



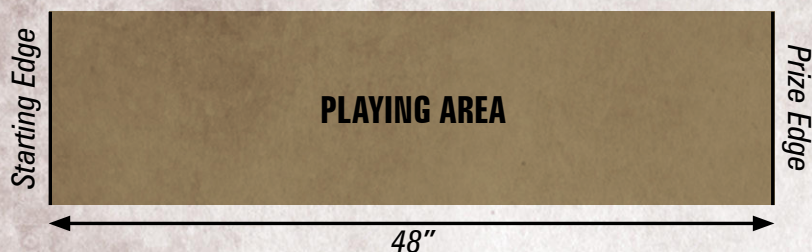
A rich accumulation of aether-gold has been detected. You have taken your fastest ship to lay a claim to it, but a rival sky-port has received the same reports and will try to beat you to your prize. Arrive before their captains or disable their skyvessels to secure the greatest share of the contract for your sky-port!

This minigame for two or more players allows you to use your Kharadron skyvessels in a different setting to the usual battlefields of Warhammer Age of Sigmar. Each player takes control of a Kharadron Overlords skyvessel – either a powerful Ironclad or a swift Arkanaut Frigate – and takes on their opponent(s) in a race to claim the seam of aether-gold. But captains beware – ruining your ship in the hunt for profit may leave you worse off than you started!

YOU WILL NEED

A playing area 48" long and 12" wide, with one battlefield edge designated as the prize and the opposite edge as the starting edge as shown below. Each player takes control of a Kharadron Overlords skyvessel model, either a Frigate or an Ironclad. Players must also decide which of the optional weapons their model will be armed with as described on its profile. You will also need a tape measure or other measuring device and 12 six-sided dice per player. A small screen for each player may also be useful.

Players may wish to play a larger game with multiple models on each side, in which case they will require 12 dice per skyvessel. We recommend using differently coloured dice for each model to avoid confusion. If you wish to play a larger game, widen the playing area by 6" for each additional model being used.



HOW THE GAME WORKS

The game is played in three rounds, during which players will attempt to score the greater share of a lucrative contract. Each round is divided into turns during which players alternate moving their skyvessels, firing their guns and finally attempting to board nearby skyvessels. Players score victory points for arriving first at the prize, as well as for finishing each round with the least amount of damage possible.

SETTING UP

At the start of each round, players roll off, alternating setting up a skyvessel model with its base in contact with the starting edge of the playing area. Once all models are set up, the first turn begins.

THE GAME TURN

Allocation phase: Each player secretly allocates their dice into three piles, priority dice, movement dice and combat dice.

Movement phase: Starting with the player with the most priority dice, each player takes turns moving one of their skyvessels.

Combat phase: Starting with the player with the most priority dice, each player alternates picking one of their skyvessels to attack enemy skyvessels with their weaponry.

Boarding phase: If a skyvessel is near enough to an enemy skyvessel, players may make a boarding roll-off for them.

PHASES

Allocation

Players secretly divide their dice into three piles. This can be done behind a screen or hidden behind a hand. This represents the crew allocating the skyvessel's aethermatic power to its different systems. The three piles are:

Priority: Players may allocate any number of dice to this pile.

Movement: Players may allocate a maximum of 6 dice to this pile.

Combat: Players may allocate a maximum of 8 dice to this pile.

Players then reveal their allocation simultaneously. The player with the most priority dice is considered to have priority and will act first in each subsequent phase. If two or more players allocate the same number of priority dice, the player with the most damage dice on their model's base has priority (see Damage). If this is also tied, players should roll a dice, re-rolling ties. The player who rolls highest has priority. After the player with priority has acted, the player to their left acts next, and so on until all players have acted.

Movement

Starting with the player who has priority, players take turns picking one of their models to move. When they pick a model, they roll all the dice allocated to movement for that model. If they roll one or more results of 1, apply the appropriate result from the following table.

NUMBER OF '1' RESULTS	EFFECT
1	This dice is not counted towards the number allocated to movement for this turn
2	A strong magical headwind slows this skyvessel. Halve the distance this model can move per movement dice on their profile until the end of the turn
3+	The overloaded engine stalls. This model may not move this turn

For each dice allocated to movement, a model may be moved up to the distance shown under the movement characteristic on their profile ([here](#)). To move, pick a direction and move your model in a straight line up to the total number of inches allowed. For example, an Ironclad can move 2" per dice. If it has 5 dice allocated to movement, it may move up to 10".

A model may move over another model but may not finish its move on top of it.

Combat

Starting with the player who has priority, players pick one of their models to attack with and fire that model's weapons. When attacking, the player whose turn it is takes dice from their combat pile and allocates them to the weapons on their skyvessel. Up to two weapons can be fired per turn, and each weapon has a maximum number of dice that can be allocated to it, as

shown in the Dice column on the skyvessel's profile, over the page. The player then picks an enemy model to be the target of each weapon. For example, Alex has four dice allocated to combat for his Frigate. He chooses to allocate the maximum of one die to the Heavy Skycannon and the remaining three dice to the Aethershot Carbines.

The player then rolls the dice allocated to each weapon in turn, applying any additional abilities noted on that weapon. For each die that is equal to or higher than that weapon's Damage Score, the enemy model suffers 1 point of damage.

Boarding

Starting with the player who has priority, players may pick one of their models and an enemy model within 2" of it. That player and the controller of the model within 2" then make a boarding roll for their skyvessel. To make a boarding roll, the owning player rolls a single die for their model and adds that vessel's boarding value from its profile. The player that scores the highest causes one point of damage to their opponent's model. If the scores are tied, no damage is caused.

Damage

Roll a die each time a model takes a point of damage. If the result is equal to or above the armour characteristic on that model's profile, the damage is ignored. If the result is lower, the controlling player must pick one of that vessel's dice to become a damage die and place it on that model's base. If a player has any combat dice that have not yet been allocated to weapons, they must pick from these to become damage

dice first, before any other dice. Damage dice remain on a model's base and may no longer be allocated during the Allocation phase.

Once all 12 dice have been placed on a model's base as damage dice, it is immediately disabled and may take no further part in the game.

WINNING THE GAME

If all of a player's models are disabled, that player is defeated and their opponent automatically claims the prize for that round.

The first player to move one of their models so that its base is in contact with the prize battlefield edge claims the prize for that round. That round will finish at the end of that turn.

At the end of each round, each player scores a number of victory points equal to the number of remaining dice they have for their models that have not become damage dice. The player who claimed the prize scores an additional 4 victory points. After points have been scored, players start the next round with new undamaged skyvessels, which may be different to the ones used in the previous round.

At the end of the third round, players add their scores together from each round. The player with the most total victory points is the winner.



FRIGATE

A frigate is armed with Aethershot Carbines and either a Heavy Skycannon or a Heavy Skyhook.

MOVE	SAVE	BOARDING	ABILITY
2" per movement dice	5+	2	Swift as the wind: You may add an additional 2" to the total distance a Frigate can move each turn.

WEAPON	DICE	DAMAGE SCORE	ABILITIES
Aethershot Carbines	0-12	5+	-
Heavy Skycannon	0-1	4+	If any damage is caused by this weapon, roll a dice. On a 5+, an additional point of damage is caused
Heavy Skyhook	0-1	4+	If any damage is caused by this weapon, you may move this skyvessel up to 3" directly towards the closest part of the target model.

IRONCLAD

An Ironclad is armed with Aethershot Carbines and either a Heavy Skycannon, Heavy Skyhook or an Aethermatic Volley Cannon. It also has a rack of Aethershock Torpedoes.

MOVE	SAVE	BOARDING	ABILITY
2" per Movement dice	5+	3	All guns blazing: You may allocate a single combat dice each turn to an Ironclad's Aethershock Torpedoes in addition to the two weapons it is normally allowed to fire.

WEAPON	DICE	DAMAGE SCORE	ABILITIES
Aethershot Carbines	0-12	5+	-
Heavy Skycannon	0-1	4+	If any damage is caused by this weapon, roll a dice. On a 5+, an additional point of damage is caused
Heavy Skyhook	0-1	4+	If any damage is caused by this weapon, you may move this skyvessel up to 3" directly towards the closest part of the target model.
Aethermatic Volley Cannon	0-2	5+	For each dice allocated to this weapon, roll 2 dice. A point of damage is caused for each result of 5+.
Aethershock Torpedoes	0-1	4+	-

GENESTEALER CULT GANGS



MODELLING YOUR GANG

This article allows players to assemble a gang using Neophyte Hybrids and Acolyte Hybrids – the ideal basis for a nascent cult. All of the starting wargear is available in existing Genestealer Cult kits. Once a campaign is underway, fighters can obtain additional weapons and equipment from the Trading Post (as explained in Gang War) – a great opportunity to make your cult your own!



Few threats to the Imperium are as insidious as that of the Genestealer. A perfectly crafted organism, its sole purpose is to infiltrate and subvert the populations of entire worlds. On Necromunda the threat of the Genestealer is synonymous with one word: Secundus.

The dark legend of Hive Secundus is one whispered from the crystal-salons of the spire to the grimy gambling halls of hive bottom. It is a cautionary tale of how an entire hive fell prey to an alien cult, and how, even now, the xenos over-being brooding deep within Secundus reaches out across the wastes to spread its vile spoor. Barely a century ago, Hive Secundus was a mighty centre of industry and culture, yet it was laid low by the actions of Tech-Priest Biologis Hermiatus, who in his hubris believed he could concoct an anti-gene to Genestealer infestation. When his heretical experiments went disastrously awry, Hermiatus damned himself to the Genestealer taint and Hive Secundus to the nuclear fires of purgation.

Hermiatus fled Necromunda, though he was eventually brought to justice by the Inquisition at Gorinum Station in the Beta Magellan sector. Hive Secundus was toppled and a ring of steel erected about its ruin. Yet, to this day, twisted xenos things seek to penetrate the confines and to spread the stain of infestation to the other hives of Necromunda. The Necromundan

planetary defence regiments have thus far succeeded in defending the 'Dust Wall' as the containment perimeter is known, and few things get in or out. Of course, 'few' is not the same as 'none'... One of the tendrils of the Hive Secundus strain to have worked its way past Governor Helmawr's defences is the so-called Cult of the Second Son. The first members of the cult were an ash crust mining clan infected by contact with the wreck of a strato-ship that was shot down as it fled the purging of Secundus, crashing several hundred kilometres out in the wastes.

Now the Cult of the Second Son grows in the dank darkness of several hive cities, guided by the faint psychic signal emanating from Secundus, and spreads its influence as its distant Patriarch directs. Staking its claim with scavenged tools and weapons, the cult consists mostly of Neophytes and Acolytes, some hiding in plain sight among the mutated denizens of the underhives. A few members of the fourth generation have begun to emerge, and once these mature the Cult of Second Son will stand on the cusp of its next stage of evolution. **OB/JH**

GENESTEALER CULT GANGS

GANG COMPOSITION

A Genestealer Cult gang must follow these rules when it is founded, and when new fighters are added to the gang:

- There must be one Adept. If they are killed, follow the rules for a Leader's death (see page 24 of Gang War).
- There can be no more than two Acolytes, plus one for every full 10 Reputation the gang has. The total number of Neophytes in the gang must be equal to or higher than the total number of other fighters (Adepts, Acolytes and Aberrants) in the gang, not counting Hangers-on (as described on page 16 of Gang War 2).
- A fighter can be equipped with a maximum of three weapons (four weapons in the case of Acolytes). Weapons with the Unwieldy trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.

CULT LEADERSHIP

The Genestealer Cult represented here is small, almost insignificant compared to the ones that are represented in Warhammer 40,000. As such, whereas those cults are traditionally led by a Magus or Primus, the cult here is led by an Adept. This represents a Neophyte in possession of a low-level mutation that grants them some of the abilities shared by the leaders of more established cults. In games, an Adept can be represented by either a Magus or Primus miniature or even an Acolyte or Neophyte unit leader, depending on how they are equipped and which skills they have.

Unless specified otherwise, an Adept follows all of the rules for a Leader, and Acolytes follow all of the rules for Champions. For example, either one can lead a Group Activation – an Adept would be able to lead a group of two other fighters, while an Acolyte would be able to lead one other fighter.

GENESTEALER CULT GANGS IN CAMPAIGNS

A Genestealer Cult gang works similarly in a campaign to a House gang, with some exceptions.

GAINING EXPERIENCE

Genestealer Cult fighters gain experience in the same way as a normal House gang. Adepts and Acolytes can have their XP spent on Advancements in the same way as a Leader or Champion. Neophytes advance in the same way as Gangers and can become Specialists if a 2 or 12 is rolled for their Advancement. Aberrants also advance like Gangers but cannot become Specialists – instead, if a 2 or 12 is rolled, the controlling player can choose any other result from the table (respecting the normal limits on maximum characteristics).

CAPTURED FIGHTERS

If an Adept or Neophyte is captured, the normal rules are followed. However, Acolytes and Aberrants are worth more when sold to the guilders; the gang that is selling them receives their full value in credits instead of half their value.

INCOME AND SPECIAL TERRITORIES

Genestealer Cult gangs gain income from their turf as normal – after all, despite their secret agenda, they are seen as just another gang by most of the locals.

Any Special Territory that requires one or more Gangers (for example a Chem-pit or Mine Workings) can instead be worked by one or more Neophytes. Settlement territories do not generate Juves; instead, they generate a free Neophyte. Genestealer Cults cannot have a Guilder Contact territory; if they roll one on the Special Territories table, the controlling player should roll again. If a Genestealer Cults gang steals a Guilder Contact from a rival gang, it is not added to their roster – it is simply removed from the other gang's roster. While the cult members are masters of infiltration and subterfuge, they shy away from the scrutiny that comes with direct dealings with the Merchants Guild.

NEW RULES

POST-BATTLE ACTIONS

Each Adept and Acolyte in the gang can make one post-battle action, in the same way as a Leader or Champion, respectively. In the case of Acolytes, it is assumed that they work from the shadows, often sending a less conspicuous Neophyte to carry out the bulk of the action. Genestealer Cult gangs cannot make the Sell to the Guilders action, lest they risk revealing themselves.

If an Acolyte or Aberrant is escorted to the Doc with a Medical Escort action, the cost is increased to 3D6x10 credits, the extra coin going towards ensuring the Doc's silence. Should a gang fail to rescue a captive held by a Genestealer Cult gang then the Cult player can make them disappear (best not to dwell on what they do with them!) – simply remove the captive from the campaign.

SKILL ACCESS

Genestealer Cult fighters have access to the following skills (see page 40 of Gang War):

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Adept	Secondary	-	Secondary	Primary	Primary	Primary	-	-
Acolyte	Secondary	-	Secondary	Primary	Primary	Secondary	-	-
Specialist	Secondary	-	Secondary	Primary	Primary	-	-	-

ADEPT ABILITIES

Genestealer Cult Adepts have access to a number of special abilities that represent their connection to the distant Patriarch. An Adept is given one of these abilities when they are first added to the gang and can gain additional abilities in the same way as a skill from one of their Secondary skill sets.

FAMILIAR

The Adept is accompanied by a familiar – a psychic manifestation of their will. This ability can be taken up to twice by an Adept, granting them up to two Familiars. Each Familiar must be represented by a miniature and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	5+	-	2	2	1	2+	1	-	-	-	-

Familiars have the Catfall and Clamber skills.

If a Leadership, Cool, Willpower or Intelligence check ever needs to be made for a Familiar, use the Adept's characteristic value instead.

The Familiar is always activated at the same time as the Adept, in the same way that a Group Activation is made. If the Adept is leading a Group Activation, the Familiar does not count towards the two fighters they can activate.

If the Adept goes Out of Action, the Familiar is removed from play. Familiars never suffer serious injuries and cannot gain Experience.

HYPNOSIS

With little more than a piercing stare, the Adept can dominate the minds of the weaker-willed. Once per round, when an enemy fighter within 9" of the Adept makes a ranged or close combat attack, the Adept can use this ability – its use must be declared before the hit roll is made. The opposing player makes a Willpower check for the attacking fighter. If the check is failed, the attack is not made – no hit roll is made and no ammo roll is required – but the action still counts as having been used.

UNBREAKABLE WILL

The Adept channels some measure of the Patriarch's control over nearby cult members. Whenever a Nerve or Willpower test is made for another fighter from the gang who is within 9" of the Adept, use the Adept's characteristic value.

ZEALOT

The mere presence of the Adept can drive their cult brethren to aggressive acts of hatred. When another fighter from the same gang who is within 9" of the Adept makes close combat attacks, you can re-roll any dice that roll a natural 1.

FIGHTERS

A starting Genestealer Cult gang is made up of the following fighters:

1 GENESTEALER CULT ADEPT.....120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	3	3	2	3+	2	3+	5+	5+	4+

EQUIPMENT LISTS:

A Genestealer Cult Adept starts with no equipment. They can be equipped with Pistols, Close Combat Weapons, Adept Weapons, Grenades and Wargear.

SKILLS:

Adepts do not start with any skills; instead, they start with one Adept Ability (see left). Additional Adept Abilities may be purchased in the same way as though they were a Secondary skill set.

0-2 HYBRID ACOLYTES.....85 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	3	1	3+	1	4+	5+	7+	6+

EQUIPMENT:

A Hybrid Acolyte is equipped with a Hazard Suit. They can be equipped with Pistols, Close Combat Weapons, Acolyte Weapons and Grenades.

Skills:

Hybrid Acolytes start with one skill chosen from their Primary skill sets.

0-2 ABERRANTS.....90 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	6+	5	4	2	5+	2	9+	4+	6+	10+

EQUIPMENT:

An Aberrant starts with no equipment. They can only be equipped with Aberrant Weapons.

SKILLS:

All Aberrants have the Unstoppable skill. Note that they cannot gain additional skills.

1 OR MORE NEOPHYTE HYBRIDS.....45 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	4+	1	7+	5+	6+	8+

EQUIPMENT:

A Neophyte Hybrid is equipped with a Hazard Suit. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear. When the gang is created, one Neophyte Hybrid can be equipped with a Special Weapon or Heavy Weapon. During the campaign, additional Neophytes can also take Special Weapons or Heavy Weapons, but the gang can never include more than one Neophyte with a Heavy Weapon.

"To kill the xenos you must first find the xenos! Take the Corporaptor Hominis, or Stealer, and its hybrid spawn. They can be identified by their pale skin, glassy black eyes and furtive ways – and remember, if all else fails... count the arms."

Enforcer
Suppression-
Sergeant Rex
Zymmer

NEW RULES

GENESTEALER CULT EQUIPMENT LIST

BASIC WEAPONS

- Autogun 15 credits
- Lasgun 15 credits
- Shotgun
(with solid and scatter ammo).....30 credits

CLOSE COMBAT WEAPONS

- Fighting knife.....15 credits
- Chainsword.....25 credits
- Power maul.....30 credits

PISTOLS

- Autopistol.....10 credits
- Laspistol.....10 credits
- Hand flamer.....50 credits

SPECIAL WEAPONS

- Grenade launcher
(with frag and krak grenades).....55 credits
- Flamer.....100 credits
- Webber.....125 credits

HEAVY WEAPONS

- Mining laser*.....125 credits
- Seismic cannon*.....140 credits
- Heavy stubber*.....145 credits

NEW EQUIPMENT

RANGED WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Mining laser	18"	24"	-	-1	9	-3	3	3+	Unwieldy
Needle pistol	4"	9"	+2	-	4	-1	-	6+	Pistol, Scarce, Toxin
Seismic cannon									
– short wave	12"	24"	-	-1	6	-1	2	5+	Rapid Fire (1), Seismic, Unwieldy
– long wave	12"	24"	-1	-	3	-	1	5+	Rapid Fire (2), Seismic, Unwieldy
Webber	-	T	-	-	5	-	-	5+	Template, Web

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Power maul	-	E	-	-	S+2	-1	1	-	Melee, Power
Heavy rock cutter	-	E	-	-	S+4	-4	3	-	Melee, Unwieldy
Heavy rock drill	-	E	-	-	S+2	-3	2	-	Melee, Pulverise, Unwieldy
Heavy rock saw	-	E	-	1	S+3	-3	2	-	Melee, Rending, Unwieldy
Bonesword	-	E	-	1	S	-2	1	-	Melee, Parry
Toxin injector claw	-	E	-	-	S	-1	1	-	Melee, Toxin
Lash whip	E	2"	-	-	S	-	1	-	Melee, Versatile
Staff of office	-	E	-	-	S	-	1	-	Melee, Parry
Power pick	-	E	-	-	S+1	-3	1	-	Melee, Power, Pulverise

GRENADES

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Demolition charge	-	SX2	-	-	8	-3	3	6+	Grenade, Blast (5"), Single Shot
Blasting charge	-	SX2	-	-	5	-1	2	5+	Grenade, Blast (3"), Knockback

ACOLYTE WEAPONS

- Heavy rock drill*.....90 credits
- Heavy rock saw*.....120 credits
- Heavy rock cutter*.....135 credits

ADEPT WEAPONS

- Toxin injector claw.....20 credits
- Lash whip.....20 credits
- Staff of office.....25 credits
- Bonesword.....30 credits
- Needle pistol.....40 credits

ABERRANT WEAPONS

- Power pick.....40 credits
- Power hammer.....45 credits

GRENADES

- Blasting charge.....35 credits
- Frag grenades.....30 credits
- Demolition charge.....50 credits

WARGEAR

- Hazard suit.....10 credits
- Respirator.....15 credits
- Photo-goggles.....35 credits
- Cult icon
(maximum one per gang).....40 credits
- Extra arm.....50 credits

NEW WEAPON TRAITS

SEISMIC

If the target of a Seismic attack is Active, they are always Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. In addition, if the wound roll for a Seismic weapon is a natural 6, no save roll can be made against that attack.

WEB

If the wound roll for a web attack is successful, no wound is inflicted, and no save roll or Injury Roll is made. Instead, the target is automatically Webbed. Treat the fighter as if they were Seriously Injured. A fighter that is Webbed at the end of the game does not succumb to their injuries and will automatically recover. When rolling to determine if any enemy fighters are captured at the end of the game, add +1 to the dice roll for each enemy fighter currently Webbed.

Note: You may find it convenient to note which fighters are Webbed to differentiate them from those that are Seriously Injured. We recommend making a note on their Fighter Card.

SINGLE SHOT

This weapon can only be used once per game. After use it counts as having automatically failed an Ammo Check. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (x) trait.

RENDING

If the roll to wound with a Rending weapon is a natural 6 the attack causes 1 extra point of damage.

NEW WARGEAR

HAZARD SUIT

The ash wastes are a hostile place – the ash dunes are frequently toxic or corrosive and strong winds whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, ash crust miners frequently wear heavy suits of rubberized canvas with vulcanised plates protecting them from the dangers of their working environment.

A Hazard Suit grants a 6+ save roll. Additionally, when a hazard suit is combined with a Respirator, the fighter's Toughness is increased by 3 against Gas attacks, rather than the usual 2.

CULT ICON

One Hybrid Acolyte in the gang may carry a Cult Icon. This symbol of the Four-Armed Emperor serves to inspire the cult members to greater acts in battle. When the Hybrid Acolyte carrying the icon makes a Group Activation, it may activate two Readied fighters within 4", rather than the usual one.

EXTRA ARM

The majority of Genestealer hybrids, especially those of the earlier generations, display a third arm, often ending in a claw resembling that of a purestrain genestealer, if not quite so effective a weapon and disturbingly more dextrous and human in its movements.

Any fighter with a third arm may use it to better handle an Unwieldy weapon, or to gain an extra attack in combat. If armed with an unwieldy gun, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 attack in close combat. This extra attack is treated as being made with a fighting knife rather than with any other weapons the fighter may be carrying.



Mining laser,
Dvarlock pattern



Autogun,
Doloran 0.42 pattern



Needle pistol,
Dvarlock pattern



Power pick



T'AU EMPIRE

FOR THE GREATER GOOD!

The dynamic and enlightened T'au Empire rises in the galaxy's eastern reaches, sweeping aside the old order with bleeding-edge technology and an indomitable will. Guided by the mysterious Ethereal caste, the T'au strive for the Greater Good of all, and are determined to bring the truth of their enlightened philosophy to the galaxy's warring races - even if they must do so at the barrel of a gun.

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: Morathi, High Oracle of Khaine and T'au Fire Warriors.

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.



T'AU SKIN



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 at 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 formulated 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.



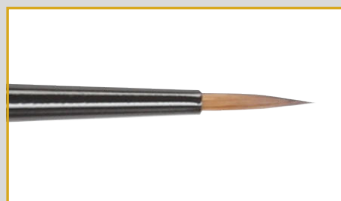
BASE BRUSHES

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.



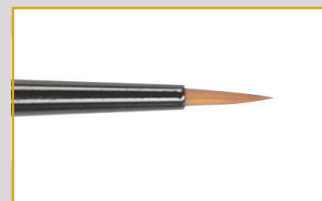
LAYER BRUSHES

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.



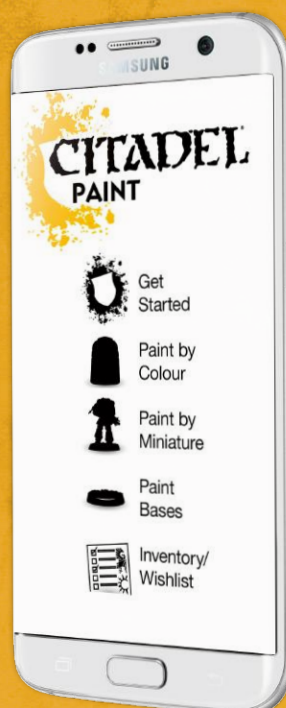
UNDERCOAT

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

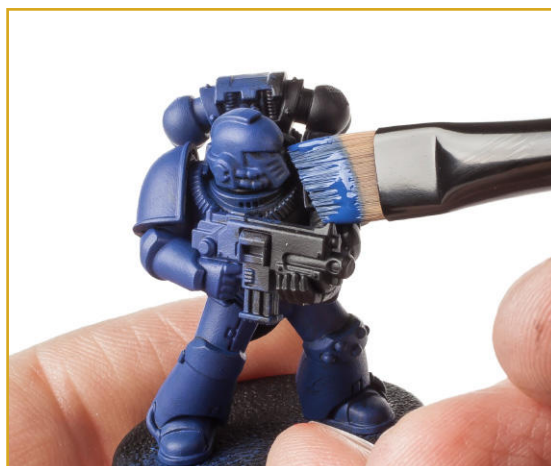


THE CITADEL PAINTING SYSTEM: TECHNIQUES

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.



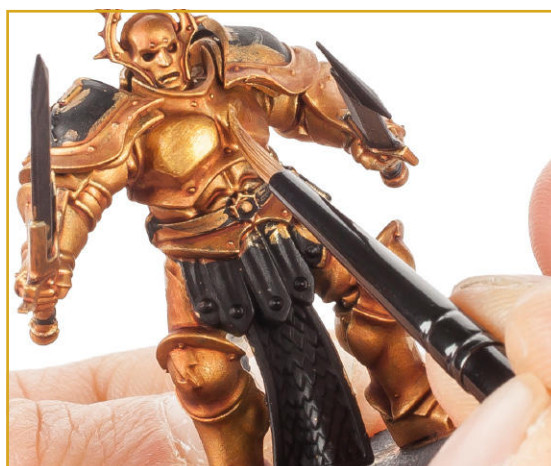
SPRAY

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.



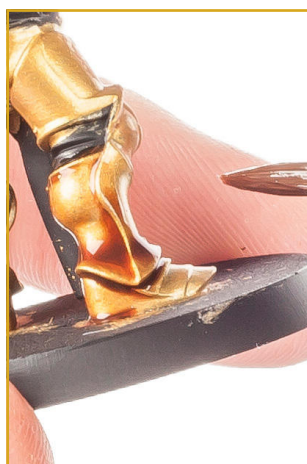
EDGE HIGHLIGHT

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.



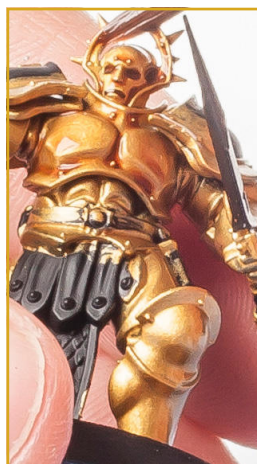
WASH

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.



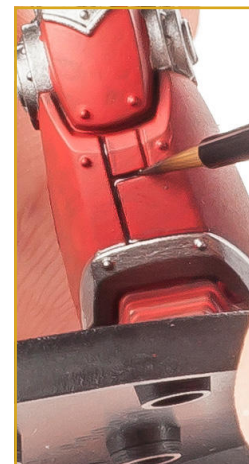
ALL-OVER WASH

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.



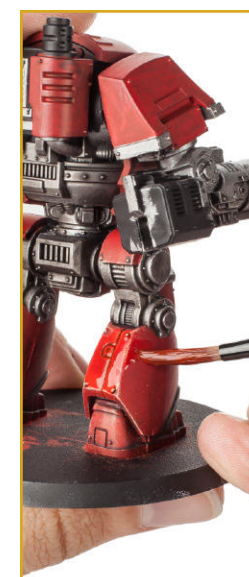
OVERBRUSH

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.



MODELLING AND PAINTING

MORATHI, HIGH ORACLE OF KHAINE

Morathi, in either form, is a stunning character model, more than worthy of a little extra time and attention – but, with a few simple techniques and a little care, stunning results are easy to achieve.

BEGIN WITH GOLD

There's a lot of gold on this model, so it's a good idea to paint it to completion first. You will need to take some care to avoid getting any paint on the finished gold but most of these areas are quite distinct, and easily avoided, especially if you paint the model in sub-assemblies (see right).

DARK RED AND BRIGHT RED

Two different reds are used on this model. The darker outer part of the cloak was highlighted not with reds and oranges but browns and flesh tones to give it a darker feel, to contrast with the bright red of the cloak's lining.



GOLDEN HEADDRESS



DARK RED CLOTH



BRIGHT RED CLOTH



SUB-ASSEMBLIES

Morathi was painted in three sub-assemblies so that Tom could reach all the parts of the model. He mounted Morathi's body and head on spare flying stands by first carefully snipping off the rounded top part of the flying stand and then drilling a small hole into the stem of the flying stand, and another one into parts of the model that wouldn't be seen once assembled. (Take care when doing this: see Using a Drill, below.) Tom then glued a short length of wire into the flying stand to allow him to mount the model on it. Painting the model in these sub-assemblies also allowed Tom to use different colours of spray undercoat for the model and its base.



DESIGN STUDIO 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: Tom Moore, Jay Goldfinch, Dan Hyams and Paul Norton.

AELVEN SKIN



Basecoat:
Rakarth Flesh
S Base



Wash:
Reikland Fleshshade
M Glaze



Layer: Rakarth Flesh
S Layer



Layer:
Pallid Wych Flesh
XS Artificer Layer



Wash: Carroburg
Crimson (lips)
XS Artificer Layer



Layer:
Rhinox Hide (eyes)
XS Artificer Layer



Layer: White Scar
XS Artificer Layer



Layer:
Abaddon Black (pupils)
XS Artificer Layer

LUSTROUS BLACK HAIR



Basecoat:
Abaddon Black
M Base



Layer: Eshin Grey
M Layer



Layer: Dawnstone
S Layer



Layer:
Administratum Grey
XS Artificer Layer

SNAKE BRAIDS



Basecoat:
Incubi Darkness
M Layer



Layer: Kabalite Green
S Layer



Layer: Sybarite Green
XS Artificer Layer

BLOOD



Basecoat:
Mephiston Red
M Base



Layer: Blood for the
Blood God
M Layer

TECHNICAL – BLOOD FOR THE BLOOD GOD

Blood for the Blood God is a Technical paint designed for adding a gore effect to your models. The paint is translucent with a shiny finish, giving it the look of freshly spilt blood. On Morathi's wings it was applied over a layer of Mephiston Red to help make it look like darker and more viscous blood.



ON THE APP



USING A DRILL

It's important to take care when using a drill. Before starting, check the drill bit is held securely in place. Hold the model so that your fingers are not too close to the spot where you're drilling (in case the drill bit slips out of the hole) and avoid drilling directly towards your fingers in case you go all the way through!



MODELLING AND PAINTING

TECHNICAL – 'ARDCOAT

'Ardcoat is a viscous, cloudy-looking varnish that dries clear, giving the area it's applied to a shiny or wet-looking finish. It is applied just like a layer paint – we recommend using an S Layer brush for small items like gems and an M Layer brush for larger areas such as slimy tentacles. On Morathi, the Heart of Khaine was finished with 'Ardcoat to give it a wet look.



CREATING TEXTURE

Morathi's base is made of stone – a very different texture to those present on the High Oracle. To give the steps a rougher, more natural texture – and to help define them as carved stone – Tom drybrushed them using progressively lighter shades of grey and khaki. The secret to the great effect he achieved is drybrushing up the stairs rather than across them. That way the flat of the brush catches just the lip and top of each step, rather than the face and recesses, adding depth to the texture of the stone.

PAINTING THE HAIR

Morathi's hair is a mixture of lustrous black hair and braids ending ominously in snake heads. Hair is the kind of texture you might often drybrush, but on this example the hair was carefully highlighted with layers. This is because Morathi is a character and worthy of the attention, and also because the locks of her hair are relatively distinct and pickin them out

with some fine layer highlights is particularly effective.

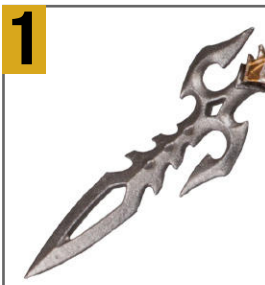
AELVEN METAL

The aelven metal was washed with Coelia Greenshade to give it a magical tint. Apply this wash sparingly – you don't want to turn the metal green. Thin with Lahmian Medium if needed.

AELVEN METAL

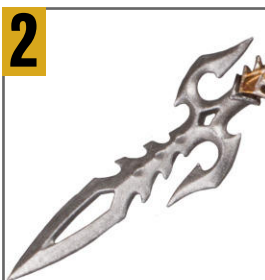


1



Basecoat: Leadbelcher
M Base

2



Layer: Ironbreaker
M Layer

3



Wash: Coelia Greenshade
M Shade

4



Layer: Stormhost Silver
S Layer

GREEN GEMSTONES



1



Basecoat: Abaddon Black
M Layer

2



Layer: Kabalite Green
S Layer

3



Layer: Sybarite Green
XS Artificer Layer

4



Layer: Baharroth Blue
XS Artificer Layer

HEART OF KHAINE



1



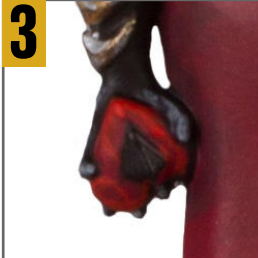
Basecoat: Abaddon Black
S Base

2



Layer: Khorne Red
M Layer

3



Layer: Evil Sunz Scarlet
S Layer

4



Layer: Fire Dragon Bright
XS Artificer Layer

5



Layer: 'Ardcoat
XS Artificer Layer

BLACK LEATHER BOOTS

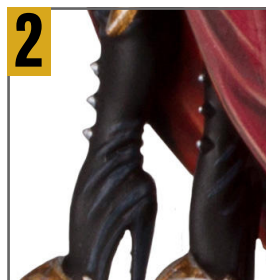


1



Basecoat: Abaddon Black
S Base

2



Layer: Dark Reaper
XS Artificer Layer

3



Layer: Administratum Grey
XS Artificer Layer

AELVEN RUINS



1



Basecoat: Mechanicus Standard Grey
XL Base

2



Wash: Agrax Earthshade
L Shade

3



Drybrush: Dawnstone
L Dry

4



Drybrush: Karak Stone
L Dry

5



Drybrush: Pallid Wych Flesh
L Dry

T'AU FIRE WARRIORS – T'AU SEPT

The Fire Warriors of T'au Sept display the famous ochre Sept colours often associated the T'au Empire. If this is your chosen colour scheme for your army, you'll find you can easily adapt it to battlesuits, drones and vehicles, as well as Fire Warriors.

UNDERCOAT

This model was undercoated with Chaos Black spray. All of the main base colours (The Fang for the the skin, XV-88 for the armour and gun casing and Rhinox Hide for the fatigues) will cover well over a black undercoat.

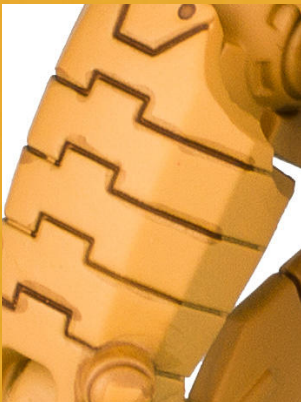
GYROS

For the gyros (the metallic hemispheres towards the front of the gun) use the stages shown for the gyros on the Vior'la Sept painting guide over the page – the colours are precisely the same.



RECESS WASHES

A recess wash is when you shade just the recesses of a model rather than a whole area. T'au miniatures have loads of panel lines on their armour and a neat wash applied into these lines makes the panels really stand out. Try mixing a little Lahmian Medium into your Shade paint if the recess wash is coming out too dark on your model.



TWO THIN COATS

It's a mantra that the chaps in the Warhammer TV team live by – two thin coats of paint are always better than one thick one, especially when you're applying a lighter colour over a darker one, such as XV-88 over Chaos Black like on the Fire Warrior to the left. It's tempting to try and cover the whole area in one layer of paint, but this can obscure details and lead to a messy finish. Instead, apply one thin layer of paint first, let it dry, then go over the area a second or (gasp!) third time to get a smooth, neat finish.

T'AU SKIN	WHITE SEPT MARKINGS	PULSE BLASTER STOCK	T'AU SEPT ARMOUR	FATIGUES
<div>1</div> <div>Basecoat: The Fang M Base</div>	<div>1</div> <div>Basecoat: Celestra Grey M Base</div>	<div>1</div> <div>Basecoat: Abaddon Black M Base</div>	<div>1</div> <div>Basecoat: XV-88 M Base</div>	<div>1</div> <div>Basecoat: Rhinox Hide S Base</div>
<div>2</div> <div>Layer: Russ Grey M Layer</div>	<div>2</div> <div>Layer: Ulthuan Grey M Layer</div>	<div>2</div> <div>Layer: Mechanicus Standard Grey S Layer</div>	<div>2</div> <div>Layer: Tau Light Ochre M Layer</div>	<div>2</div> <div>Wash: Nuln Oil M Glaze</div>
<div>3</div> <div>Wash: Nuln Oil M Shade</div>	<div>3</div> <div>Wash: Nuln Oil (recesses) M Glaze</div>	<div>3</div> <div>Layer: Administratum Grey XS Artificer Layer</div>	<div>3</div> <div>Wash: Agrax Earthshade M Glaze</div>	<div>3</div> <div>Layer: Gorthor Brown S Layer</div>
<div>4</div> <div>Layer: Fenrisian Grey S Layer</div>	<div>4</div> <div>Layer: White Scar XS Artificer Layer</div>	<div>4</div> <div>Layer: Ungor Flesh S Layer</div>		

STIPPLING

Stippling's a technique that involves lightly dabbing a model with paint to create effects such as battle damage, mud or blood splatters. Using an S Dry brush, apply a small amount of your chosen colour to the end of the bristles, then lightly dab it onto the areas of the model where battle damage would most occur, such as the corners of armour panels.



T'AU CRISIS BATTLESUITS – VIOR'LA SEPT

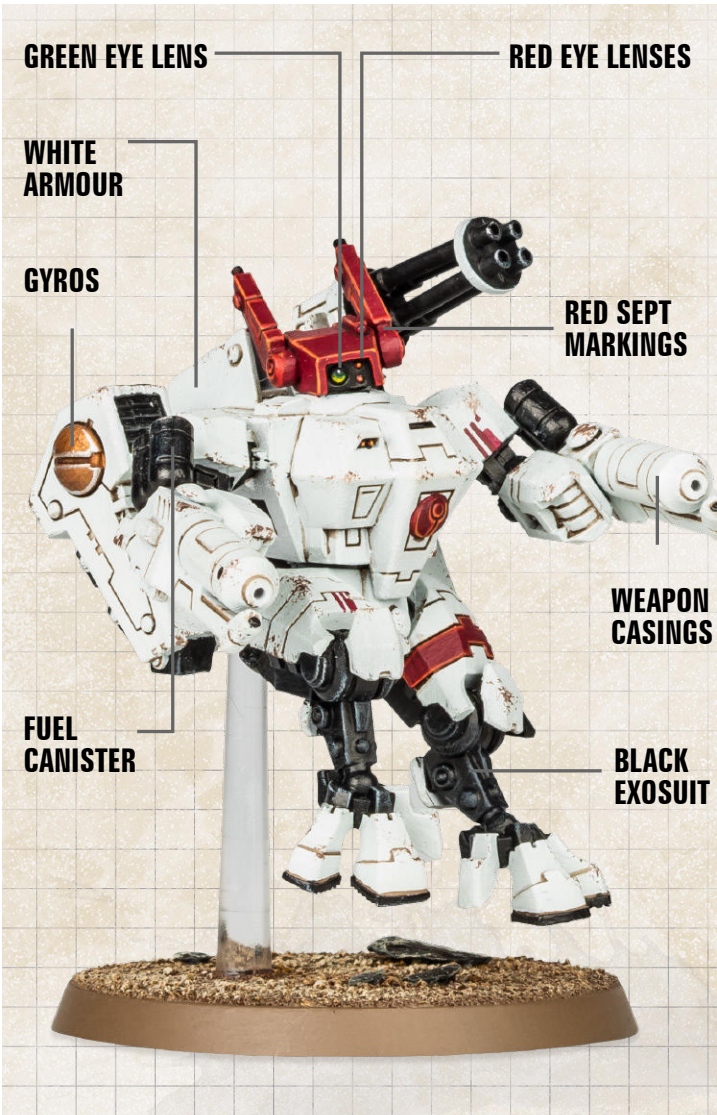
You'll see this striking red and white Vior'la Sept colour scheme on the cover of many of the T'au kits, and it's easy to recreate for yourself.

CORAX WHITE UNDERCOAT

This model was undercoated using Corax White spray. When using a spray to undercoat models like this one, which are mounted on a flying stand, mount the model on a spare flying stand stem, but don't glue it on, as the spray will also cover the flying stand. That way, you'll be able to take the model off once you've painted it and mount it on a fresh, clear flying stand stem. (You can use the spare stem you sprayed the model on for when you're undercoating your next battlesuit, too, of course.)

WHITE ARMOUR

The striking white armour on this model was basecoated with Ulthuan Grey, which is very similar in tone to Corax White, so apply the basecoat nice and lightly (thin it down with a little water) and you'll find you don't have to worry too much about covering every inch of the armour as the Corax White will itself



SUB-ASSEMBLY SECRETS

One of the main reasons for painting a model in sub-assemblies is so that you can basecoat different parts of a model in different colours. The battlesuit to the right, for example, was sprayed Corax White, but its head could have been left separate at the assembly stage and sprayed a different colour entirely – in this case, red. Even if you're not spraying a part a different colour, just painting it separately can make painting easier. Imagine if you got a spot of Khorne red on that clean white armour – what a nightmare!

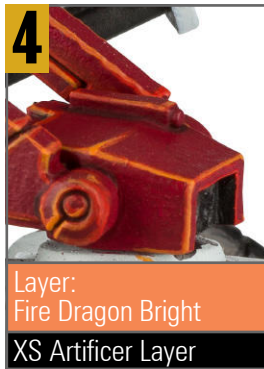
WHITE ARMOUR



BLACK EXOSUIT



RED SEPT MARKINGS



provide a basecoat. The most important thing is making sure you evenly cover all the large, flat surfaces.

RECESS WASHING THE ARMOUR

It's at this stage that you'll need to take the most care – apply the Agrax Earthshade wash only into the recesses. This can take a little while but is much quicker overall, as you won't need to spend as much time tidying up the white areas afterwards. If you do need to tidy

them up, you can do so with a little Ulthuan Grey, though.

BATTLESUIT HEAD

The battlesuit's 'head' (or sensory array) is painted a contrasting red. You might prefer to paint this part separately, and if doing so, you can use Mephiston Red spray to make basecoating quicker. If you want to paint the head separately, just lightly glue it to a spare flying stand stem with some super glue.

GYROS



1

Basecoat:
Retributor Armour
M Layer

2

Wash:
Agrax Earthshade
M Shade

3

Layer: Runefang Steel
S Layer

RED EYE LENSES



1

Basecoat:
Abaddon Black
S Base

2

Layer: Mephiston Red
S Layer

3

Layer: Wild Rider Red
XS Artificer Layer

4

Layer: Fire Dragon Bright
XS Artificer Layer

GREEN EYE LENS



1

Basecoat:
Abaddon Black
S Base

2

Layer: Caliban Green
S Layer

3

Layer: Warpstone Glow
S Layer

4

Layer: Yriel Yellow
XS Artificer Layer

5

Layer: White Scar
XS Artificer Layer

WEAPON CASINGS



1

Basecoat: Ulthuan Grey
L Base

2

Wash: Agrax Earthshade (recesses)
M Glaze

3

Layer: Ulthuan Grey
M Layer

4

Layer: White Scar
XS Artificer Layer

FUEL CANISTER



1

Basecoat:
Abaddon Black
M Base

2

Layer: Mechanicus Standard Grey
S Layer

3

Layer: Administratum Grey
S Layer

APPLYING TRANSFERS

Transfers are a great way to apply detailed markings to your miniatures. We recommend cutting out your decal from the transfer sheet, then placing it on a damp cloth. After about a minute the transfer will loosen from the carrying paper and you can carefully slide it into place on your model using a wetted M Layer brush.



BASING – SAND

Texture paints are the quickest and easiest way to base your models, but sand is another option if you prefer. Squeeze a little PVA glue out onto a palette or some card and thin it with a little water. Paint it straight onto the model's base then dip the base into a container of sand. You can add a few small pebbles, too, if you like. Then simply paint over the sand.



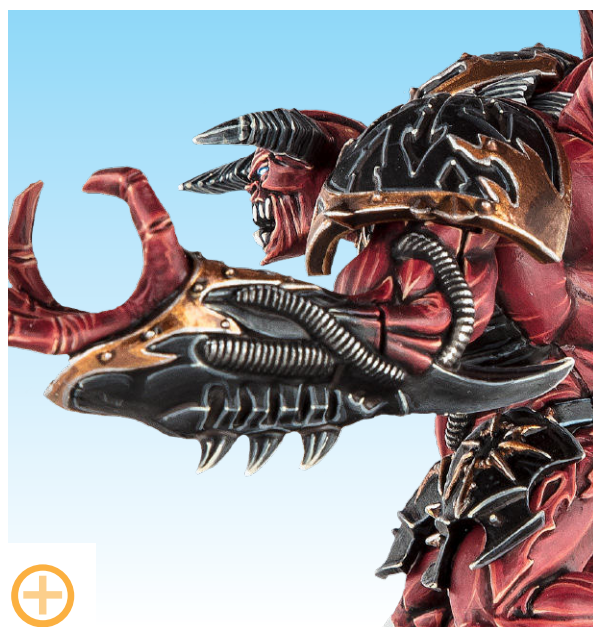
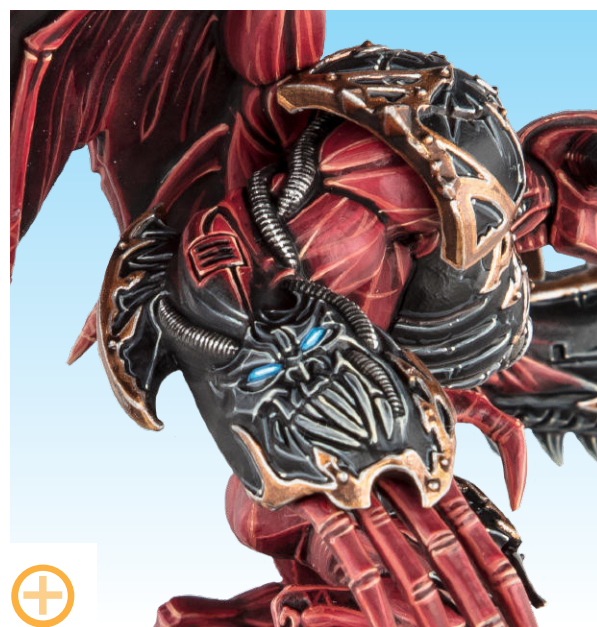
HERO CHALLENGE

Rarely does a day go by at our head office when a painting challenge of some kind isn't underway. This month, someone in the Studio army painting team asked who wanted to paint a Warhammer 40,000 character. The five models here are the result.

DAEMON PRINCE OF KHORNE

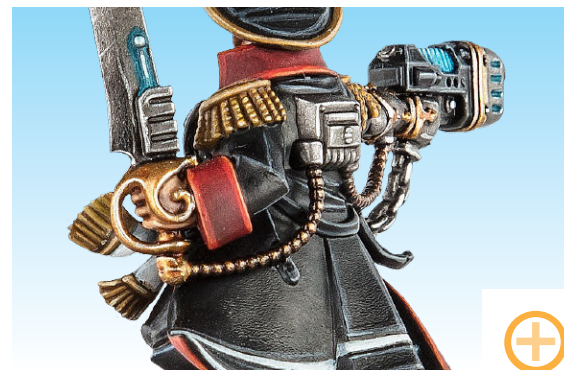
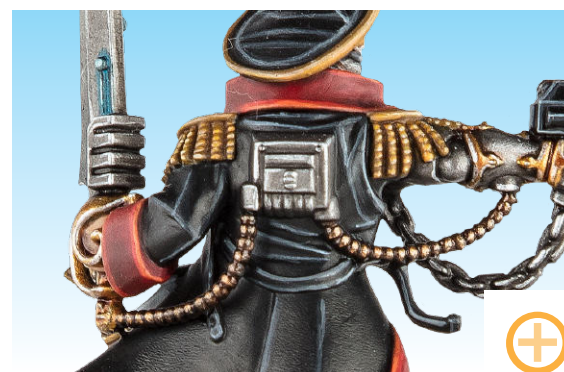
BY JAY GOLDFINCH

Jay: I painted this Daemon Prince as part of my Khorne Daemonkin army. I wanted to use the same paints as I had on my Bloodletters, but really push the highlights and even add in a bit of blending to make the model stand out on the battlefield – he is one of my commanders, after all. I kept the shoulder pads and thigh plates separate while painting the model, enabling me to work on the large areas of skin more easily. I started with a basecoat of Khorne Red, then washed it with Nuln Oil thinned down with a little Lahmian Medium. I then mixed Khorne Red and Nuln Oil to get a slightly darker tone of red, which I used to achieve a smoother colour transition on the muscles. Next I applied thin glazes of Wazdakka Red to build up the highlights, followed by Squig Orange, then finally Kislev Flesh on rougher areas such as knees and elbows. The black I painted really simply – Abaddon Black, Eshin Grey, Dawnstone and finally Screaming Skull – the result is an earthy, flat black that doesn't detract from the main colours on the model.



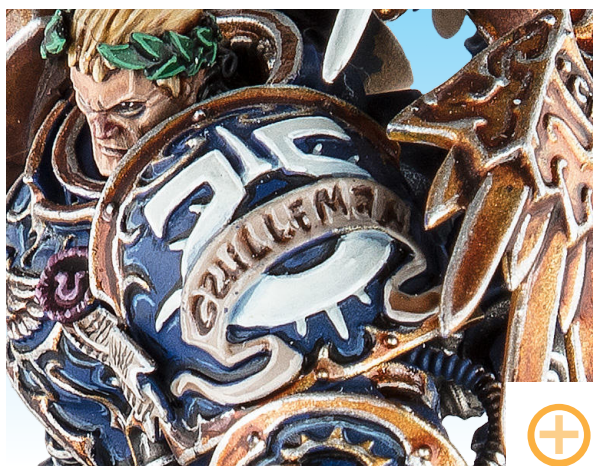
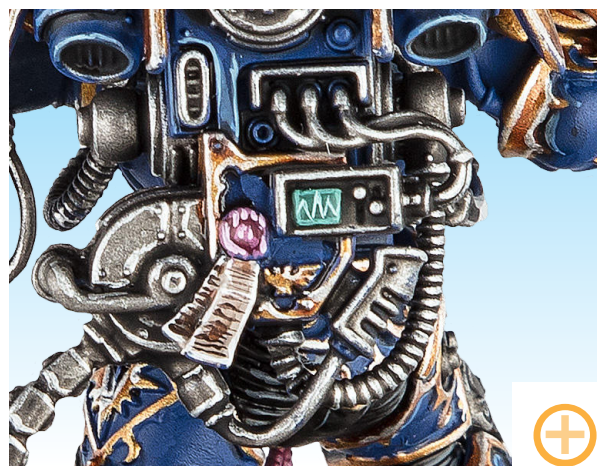
OFFICIO PREFECTUS COMMISSAR BY STEVE BOWERMAN

Steve: I've been painting Cadians for Shadow War: Armageddon and I wanted a leader for them. Commissars wear a lot of black, so I pushed the brightness of the reds and yellows more than I normally would to brighten up the model. Those colours also appear on the most interesting details – the sword, hat, epaulettes – so it was worth picking them out. I used three types of black on the Commissar – an earthy black on the trousers, a grey leather on his coat and a reflective blue-black on his boots.



ROBOUTE GUILLIMAN BY DAN HYAMS

Dan: I fancied pushing my painting skills, so I picked Guilliman. There are a lot of different elements on this model – skin, blue armour, gold, the flaming sword – to really test your abilities. I assembled his body but painted his head and base separately. First I sprayed him Macragge Blue, then I followed the painting stages from the Sons of Ultramar painting guide for the blue armour. I picked out the armour trim with Retributor Armour before shading it with Reikland Fleshshade Gloss – it adds so much depth to gold! The final touch was a wash of thinned-down Abaddon Black between the trim and the blue armour to help distinguish the boundary between the colours. His skin I painted in a new way for me. I undercoated his head Corax White, then washed it Reikland Fleshshade before picking out the raised areas with Kislev Flesh. It gives a great result that's really easy to achieve.

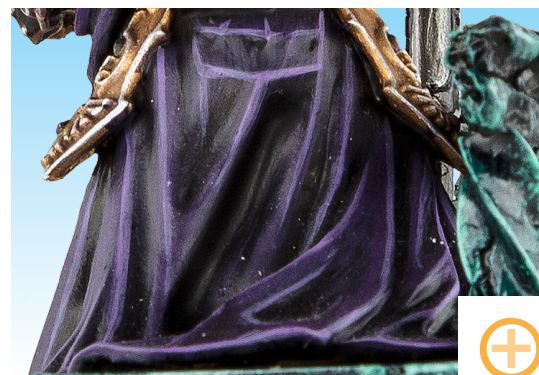
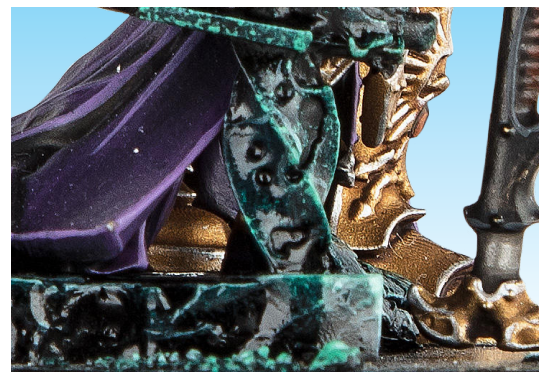
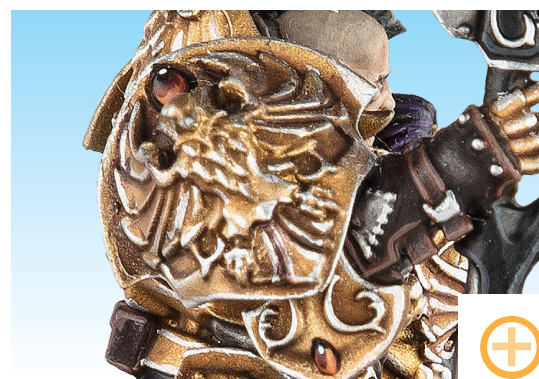


PAINTING AND COLLECTING

CONSTANTIN VALDOR

BY JAMES GALLAGHER

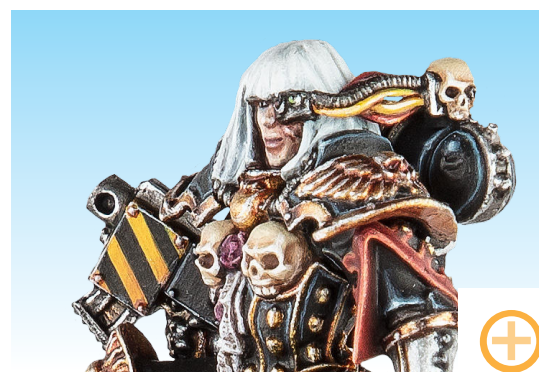
James: I have a Legio Custodes army for the Horus Heresy and I converted Constantin Valdor to lead them. I used Ixion Hale as the basis for the conversion, giving him a Custodian Guard head and swapping the blade of his halberd for a spear to match the artwork of Valdor. I painted him like the rest of my army – by spraying him Retributor Armour, then washing him Agrax Earthshade before layering up through Retributor Armour, Liberator Gold and Stormhost Silver. The bases of my models are painted to look like green marble, representing the inside of the Emperor's Palace. For the marble effect I started by sponging Incubi Darkness over the Chaos Black undercoat, followed by lighter and smaller stipplings of Kabalite Green and Sybarite Green. I then added striations of Gauss Blaster Green and, lastly, a layer of 'Ardcoat to make it shine.



CANONESS VERIDYAN

BY NATALIE SLINN

Natalie: I wanted to paint this model just like the artwork, but I made a few little changes, such as giving it a glowing blue power sword rather than the traditional golden one to add an extra spot colour to the miniature. I decided to paint Veridyan using some new painting techniques that I was learning at the time, particularly reflective black armour. I spent a lot of time looking at real armour to try and understand how light reflects off and diffuses across it and then how to apply that to a miniature. It was a big learning curve figuring out what colours to use and where to apply the reflective dot highlights. I started with pure Abaddon Black and worked up through quite a few different mixes of blue and grey to pure White Scar for the final blink points of light. I then used warm reds and golds to contrast with the cold black armour. **DH**



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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.

Space Wolves Redemptor Dreadnought
by Matthew Whipps



Blood Angels
Chaplain
by Carl Tinsley



Death Guard
Plague Marine
by Thilo Engels



Khorne Bloodbound Slaughterpriest
by Oliver Gommer



Death Guard
Lord of Contagion
by Paul Billinghamurst



White Scars Intercessor
by David McGowan



Imperial Fists Captain
in Gravis Armour
by Ryogo Yamane



Saim-Hann Aeldari
Wraithblades
by Chris Pike



House Terryn Knight Paladin
by James McHugh



READERS' MODELS

Saim-Hann
Aeldari Farseer
by Chris Pike



Khorgorath
by Bas de Rue



Blood Bowl
Orc Lineman
by Fabio Veronelli



Blood Bowl
Orc Lineman
by Fabio Veronelli



Roboute Guilliman
by Damien Tomasina



Khârn the Betrayer
by Rittipong Wongjaroenkij



READER'S MODEL OF THE MONTH



Our Reader's Model of the month is this stunning Lord of Change painted by Senasuke, who sent this picture all the way from Japan.

"The colours I used for the Lord of Change's skin were Macragge Blue, Lothorn Blue and Ceramite White," says Senasuke. "I applied Macragge Blue first as a basecoat, then mixed in Lothorn Blue to

highlight it, blending the colours together. I then added a little Ceramite White to the mix to make the skin really bright. I chose XV-88, Yriel Yellow and Ceramite White for the gold details and jewellery, and used many thin layers of paint to build up the colours for the final effect. While working on the wings, I carefully painted each feather one at a time and gradated the colour from blue to green on the tips."

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



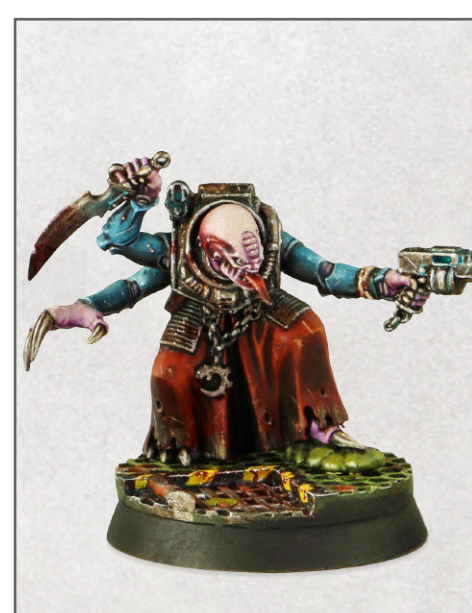
IN THE SPOTLIGHT: JOHN MARGIOTTA

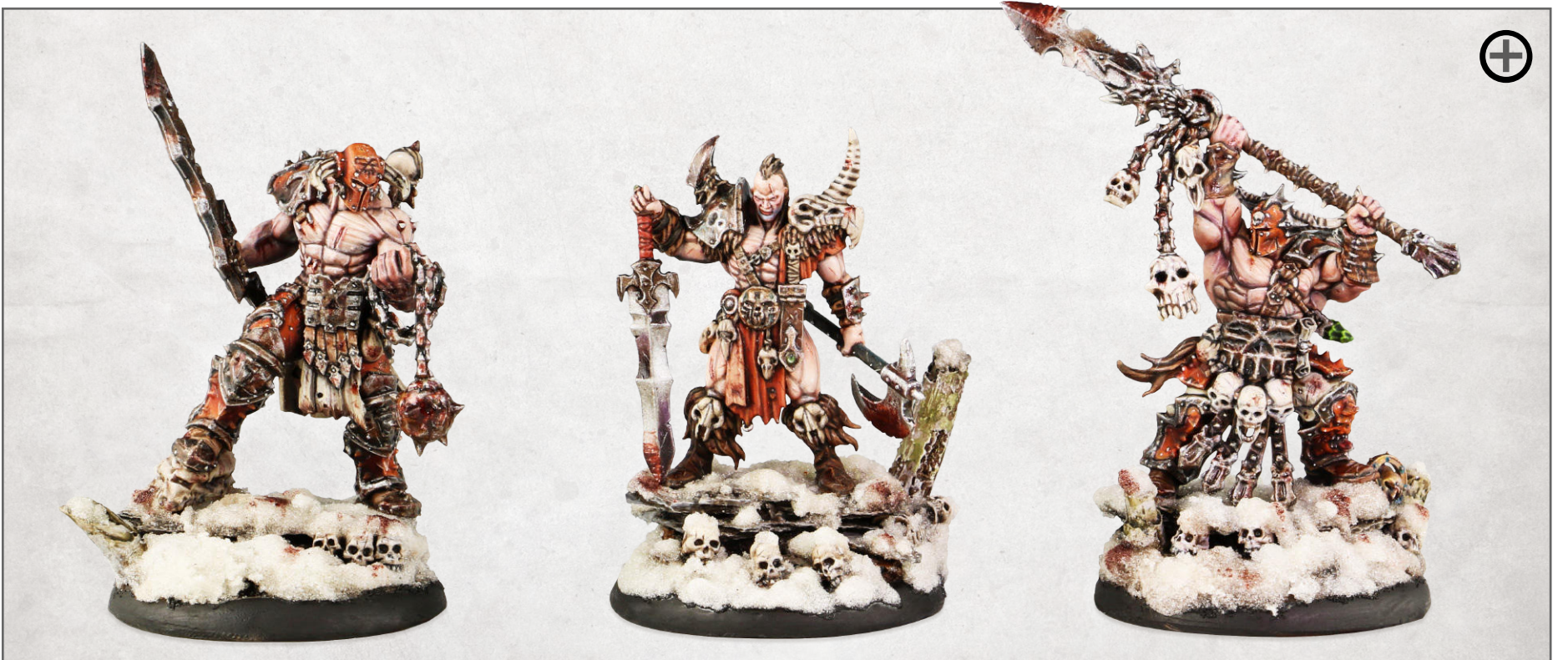
We get sent loads of great photos of painted miniatures every month, but once in a while we receive a selection all painted by one talented hobbyist. This month, we look at the work of John Margiotta.

Regular readers may recognise John Margiotta's name and possibly even his painting style – he's been featured in White Dwarf a few times over the years and now he's finally made it into the spotlight.

"My painting style is geared more towards the likes of John Blanche and Jakob Nielson, mainly due to how gritty, weathered, and war-torn I like my models to appear," says John. "For me, realism is the key to painting models and weathering, blood, scrapes and scratches are what I enjoy painting and looking at most – I find it makes a model very appealing. However, they have to be applied in a somewhat neat and methodical manner to look right, which is weird because war is never a clean endeavour. It took me quite a lot of practice to get this right over the years. I really wouldn't have it any other way!"

"Genestealer Cultists (1 to 4) are some of the best models from the Warhammer 40,000 range in my opinion. When Deathwatch: Overkill came out, I could not resist them and got right to work painting! The Acolytes are my favourites out of all of them and I chose a classic Genestealer colour scheme for their flesh and carapaces. I especially love their faces – they've been sculpted with such depth, really capturing their menacing look."



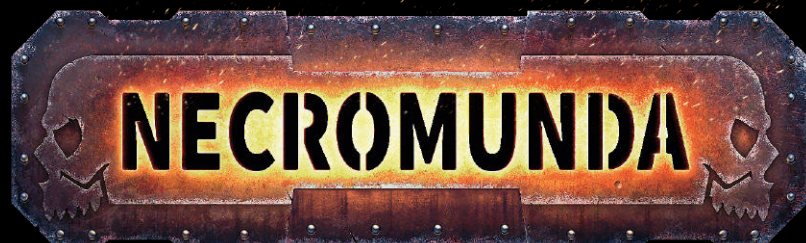


THE WHITE DWARF GUIDE

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Three gangs – those of House Goliath, House Escher and House Orlock are available now – with more to follow. There are also two Gang War supplements and, if you haven't seen them already, in this issue we've got rules for Genestealer Cults in your games of Necromunda ver on page 108. So, visit the website to find out more and prepare yourself to head into the perilous underhive...

www.necromunda.com



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-  [Warhammer Age of Sigmar](#)
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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



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www.warhammerunderworlds.com



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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!

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www.forgeworld.co.uk

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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...

Welcome to another month in the White Dwarf bunker, where paint flows like a multi-coloured river and the battles never cease. This month, we've been hard at work on all manner of personal projects. Martyn, Mel, Matt H and Dan have all been working on their new armies for Warhammer Age of Sigmar, while Jonathan has taken a break from his Kharadron Overlords (he has painted loads of them now!) to paint some T'au for an upcoming mini-tournament he's playing in with some of the other Studio photographers. However, before he moved his sky-vessels carefully to the other side of his desk in favour of battlesuits, he took on Dan and his Skaven in one last challenge – to see who would win the office Firestorm campaign. Suffice it to say, two armies full of engineers and high-powered weaponry was going to be messy. You can see how their game went over the page. Meanwhile, most of us have also just got our hands on our own copies of Warhammer Underworlds: Shadespire (it came out the weekend this bit was being written) and are looking forward to painting our own warbands and coming up with some devious tactics.

BEN JEFFERSON

Hall of Fame was chaired this month by Ben Jefferson, one of the Studio's design managers. For those of you who might not recognise the name, Ben is a long-time member of the Citadel Design Studio, a regular contributor to White Dwarf and a four-time Golden Demon winner. He won his first Golden Demon back in 1995, another two in 1996 and a fourth in 2000 with his converted Inquisitor that you can see to the right (narrowly missing out on gold in the Warhammer 40,000 Single Miniature category to Jakob Nielsen, whose work we often feature in Blanchitsu). Not only that, but Ben also worked in 'Eavy Metal for a few years, so he's painted a fair number of models in his time. He certainly knows what he's talking about when it comes to Citadel miniatures.



FOR THE GREATER GOOD

Excited by the release of Codex T'au, Jonathan has painted some new battlesuits for his army. "I'd only painted a Stormsurge up to this point, so I thought I should probably add some more models to the force," says Jonathan. "Having looked at the new codex, I reckon my T'au army will come from Ke'lsan, as their sept colour is yellow, which I have clearly used on my battlesuits' helmets and aerals. I decided to give all the models in my Crisis Team a pair of flamers and a missile pod. The missile pods will enable them to shoot at something when they arrive from their Manta strike. The flamers should keep them safe from charging enemies – no one would be silly enough to run at that many flame-based weapons, would they? Next up, a unit with fusion blasters."



OUR PAINTING CHALLENGE

Over the last few months, we've been working on new models for our Warhammer Age of Sigmar armies. Above you can see Matt's latest quintet of Witch Aelves for his Daughters of Khaine army, plus a Bloodwrack Medusa that he painted purple to match the skin tone of his aelves. To the right is Martyn's Icebrow Hunter for his Beastclaw Raiders force. "I paint my ogors in quite warm tones," says Martyn, "so to give them a cold, wintery feel I paint their weapons to look like ice – it's just a basecoat of Ceramite White, glazed with Guilliman Blue and a couple of light patches of Coelia Greenshade."



BUILDING THE SHADOW QUEEN

Matt started work on building Morathi this month and had a few tips when it comes to assembling her. "For little Morathi, I followed the advice in Paint Splatter. For big Morathi, I wanted to paint her separately from the pillar she's coiled around, but her

dress and tail interact with it quite a lot, meaning you really do need to assemble and paint them together. What I did do, though, was paint the bottom of the pillar (which I glued to the base) first, before attaching Morathi. I'll paint the wings separately, too." We'll see the finished model next issue, Matt says!



VOX CHATTER

This month in Vox Chatter, Dan and Michael chat about the changes to a much-loved classic – Hall of Fame.



Michael: I really enjoyed reading (and editing) our new-look Hall of Fame this month – it gave me a really great insight into the design of our miniatures and it was fascinating finding out how much thought goes into the models we get to paint and play games with.

Dan: Oh, it was totally enlightening! It was like when I chatted to the Studio painters about colour theory and textures – these guys know their craft inside out.

Michael: It makes me want to go and analyse all my models, to properly look at them and discover their stories. I reckon most of them are intuitive – we know them subconsciously when we look at the model – but I reckon there are a few like that umbilical tube on Festus that many of us just haven't noticed and which add so much more to the miniature.

Dan: I loved the cyclical feel to the narratives, particularly on the Apothecary. That idea of a Space Marine dying, his geneseed being harvested, checked, stored then re-implanted is really cool and having that whole story shown on a miniature is very clever. It's the same with Festus – him 'helping' someone, then putting their remains in his laboratory, then concocting a new potion from what's left of them to feed to his next patient.

Michael: Next time I convert a character for one of my armies I'll have a much better idea of how to give them a strong narrative story based on what Ben talked about.



THE WAR OF THE ENGINEERS

This month, our Warhammer Age of Sigmar campaign comes to a climactic end. Having duked it out for several months, the two top players – Dan and Jonathan – found that they both needed one more victory to win the campaign. It seemed only fitting for them to fight it out to find our campaign winner.



THE FINAL BATTLE

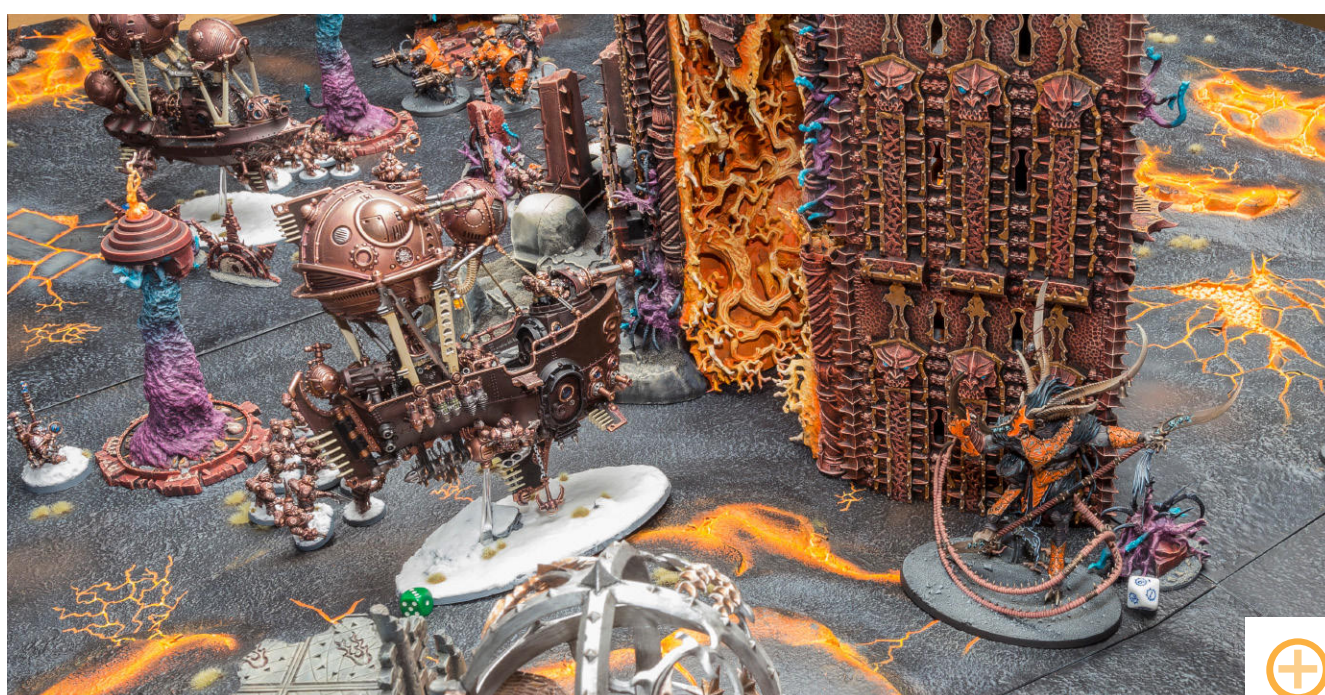
This was it, the final battle of the Flamescar Campaign. Dan and Jonathan were on almost even terms when it came to mustering their forces, fielding just over 2,000 points each. They would be fighting for objectives, one in each quarter of the battlefield – whoever held them at the end of the game (or annihilated their opponent's army) would win.

Jonathan's sky-vessels advanced and began making a mess of Dan's units with their cannons. But Jonathan quickly regretted it when the surviving Skaven charged in and started hacking up his Frigate. Dan's Warp Lightning Cannon also obliterated three Endrinriggers before the remaining sky-warriors sawed the war machine to pieces, then did the same to the nearby Doomwheel.



The ironclad, lurking on one side of the fiery portal in the centre of the board was too big to fit through it, but Jonathan parked it close enough so that Dan also couldn't run the Verminlord through. So it went around with its massive 12" move and began carving up the Ironclad in combat. Sadly, the Greater Daemon then became the target of every Kharadron gun that could see it and it was torn to shreds by their guns. In return, the Stormfiends blasted the Frigate out of the sky and stormed into the Arkanaut Admiral who'd seen off not only the Stormvermin, but also 20 Clanrats (many of them fled rather than die to his hammer).

Though the Skaven had the upper hand, Jonathan's positioning of his Grundstok Thunderers enabled him to hold one flank of the battlefield and slowly roll up the Skaven army. A failed charge from the last remaining Stormfiend on the Ironclad (which had just three wounds remaining) sealed Dan's fate. The Kharadron mopped up the ratty survivors and the campaign was over. The Flamskar Plateau belonged to the Kharadron of Barak-Jazzbaz.



And so, our Warhammer Age of Sigmar campaign comes to an end, with Jonathan scoring the most Glory Points overall. Dan and Mel came close behind, with Stu earning himself a wooden spoon for coming in fourth. But what will our warlords get up to next on the gaming table. All will be revealed...

He may be painting Daughters of Khaine at the moment, but that hasn't stopped Matt working on other projects, too. "I've painted another Magmadroth for my Caengan Lodge Fyreslayers army," says Matt. "I've wanted to add to the army for a while now and I decided a second Magmadroth was the way to go. This one has a Runeson riding it into battle and I painted it lighter than my first Magmadroth (which has a Runefather riding it) to show that it's younger and has a more fiery temperament."

Matt painted his Magmadroth using virtually every red and orange paint he could get his hands on. "I started with a Khorne Red basecoat, then worked by way up through Mephiston Red, Evil Sunz Scarlet, Wild Rider Red, Trollslayer Ornage, Fire Dragon Bright and finally Lugganath Orange. I wanted it to have a lighter underbelly, like it was about to unleash a fiery blast." **DH**



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