

THE ULTIMATE WARHAMMER MAGAZINE

# WHITE DWARF<sup>TM</sup>

APRIL 2018



# ARMIGER KNIGHTS

NEW IMPERIAL KNIGHTS ARRIVE IN WARHAMMER 40,000: FORGEBANE!



# USER GUIDE

Hi and welcome to the digital edition of White Dwarf, the ultimate Warhammer magazine. Here is your quick guide on how to make the most out of your digital download.

**W**hite Dwarf is designed to be read left to right with a simply swipe of the screen. At any time you can tap the screen to bring up the navigation bar. From here you can quickly navigate to different articles or return to the home page.

Choose to view in either a portrait position to view single pages or the landscape position to view in the double page magazine view.

However you decide to read your Digital White Dwarf be sure to look out for various icons which indicate an action. Below you'll find a quick key to these icons and what they do.

We hope you enjoy the issue!



#### **Additional information**

Tap this icon to reveal product information or page instructions.



#### **Web link**

One tap will send you to the Games Workshop store web page or other exciting online content.



#### **Magnify**

Some images deserve a closer look. When you see this icon double tap the image to see more detail.



#### **Scroll / Swipe**

Swiping the screen or image right or left will reveal additional information or images.



#### **Tap**

Tapping this icon will bring up larger or multiple images or additional text.



#### **Video/Audio link**

This button will link you to a video or audio extract.



#### **Book extract**

This icon indicates downloadable content.



**team@whitedwarf.co.uk**





# MEET THE WHITE DWARF TEAM

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

## MATT KEEFE

### Editor

Matt's been spending a lot of time with our Four Warlords this month, gleaning useful painting and collecting tips from them.

#### What's Matt been up to?

"I really do have a secret painting project, I promise! I also played Darren Latham at Blood Bowl live on Twitch. It was a tie at 1-1!"



## MICHAEL HAUGEN WIESKE

### Production Editor

Having spent two weeks in Australia, Michael had a relaxing start to this issue. The second half was not so chilled out...

#### What's Michael been up to?

"I've been reading the Black Library novel Red Tithe. You really couldn't get more chainsword action in a novel if you tried!"



## MELISSA HOLLAND

### Digital Editor

As we're writing this, Mel is finishing our free digital Xmas gift – you can still download it through the White Dwarf app!

#### What's Mel been up to?

"I've finished painting my Weirdnob Shaman, now I'm onto the Warchanter. I love his glow sticks – whooap, whooap!"



## MATTHEW HUTSON

### Lead Designer

Matt has been getting into Warhammer Underworlds in a big way this month and helped organise our office tournament.

#### What's Matt been up to?

"Painting Fyreslayers and Morathi, playing Warhammer Underworlds: Shadespire and clipping out hundreds of skulls."



## BEN HUMBER

### Designer

When he's not been learning to play Warhammer Underworlds, Ben has been fighting in an arena of death – [here](#).

#### What's Ben been up to?

"My Redeptor dreadnought is finished! Now on to Spiteclaw's Swarm for Warhammer Underworlds."



## SHAUN PRITCHARD

### Reprographics Operative

Shaun is one of the six members of Team Dwarf – our office Warhammer Underworld tournament team.

#### What's Shaun been up to?

"I got my Sepulchral Guard painted for Warhammer Underworlds. Oh, and a Foetid Bloat-Drone for my Death Guard."





## DAN HARDEN

### Staff Writer

This month, Dan took on Martyn in our Battle Report. He also pretended not to be competitive at Warhammer Underworlds.

#### What's Dan been up to?

"I've just finished some T'au Sniper Drones for a gaming weekend I've got coming up with my regular gaming group."



## MARTYN LYON

### Photographer

Like Jonathan, Martyn has spent a good few days this month building scenery. He also took part in this issue's Battle Report.

#### What's Martyn been up to?

"I finished another Thundertusk for my Beastclaw Raiders. I've also been painting Ironskull's Boyz for our office tournament."



## JONATHAN STAPLETON

### Photographer

Jonathan has been hard at work helping to build a battlefield this month – you can see what he's created [here](#).

#### What's Jonathan been up to?

"I've been painting a Battlesuit Commander for my T'au army. I also played Martyn at Warhammer Age of Sigmar."



Copyright © Games Workshop Limited 2018 excepting all materials pertaining to the New Line theatrical productions: The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King, THE HOBBIT: AN UNEXPECTED JOURNEY, THE HOBBIT: THE DESOLATION OF SMAUG, THE HOBBIT: THE BATTLE OF THE FIVE ARMIES which are © 2018 New Line Productions, Inc. All rights reserved. The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. © Warner Bros. Entertainment Inc. All rights reserved. THE HOBBIT: AN UNEXPECTED JOURNEY, THE HOBBIT: THE DESOLATION OF SMAUG, THE HOBBIT: THE BATTLE OF THE FIVE ARMIES and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (s18)

All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966. White Dwarf © Copyright Games Workshop Limited 2018. White Dwarf, GW, Games Workshop, Citadel, Warhammer Visions, Golden Demon, 'Eavy Metal, Paint Splatter, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, Warhammer Age of Sigmar, Battletome, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. In accordance with national laws, Games Workshop is prohibited from selling spray paints and bladed equipment to certain age groups. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Editor: Matt Keefe

Publisher: Robert Dekker

Produced by Games Workshop in Nottingham

✉ : [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

Games Workshop Limited  
Willow Road, Lenton, Nottingham,  
United Kingdom, NG7 2WS  
Registered in England and Wales  
– Company No. 01467092.  
ISSN: 0265-8712



# CONTENTS

## PLANET WARHAMMER

What's new in the worlds of Warhammer? Only Forgebane, the Idoneth Deepkin, two new codexes and more besides!

## CONTACT

Send us a letter or ask Grombrindal a question.

## TEMPORAL DISTORT

This month, it's a short leap back in time to 2013.

## GETTING STARTED WITH... STORMCAST ETERNALS

A bite-sized introduction to the greatest heroes of the Mortal Realms – the Stormcast Eternals.

## THE ULTIMATE GUIDE

This month we delve into the darkest oceans in search of the mysterious and deadly Idoneth Deepkin.

## BATTLE REPORT

### THE BLACKSTONE EXTRACTION

In this month's Battle Report the Adeptus Mechanicus come face to metal face with the Necrons.

## HALL OF FAME

Miniatures designer Matt Holland explains why he thinks a pose is so important in making a great Citadel miniature.

## A TALE OF FOUR WARLORDS

The warlords muster their armies for Malign Portents.

## ADVENTURES IN MIDDLE-EARTH

Middle-earth writer Jay Clare tells us all about collecting armies for the Middle-earth Strategy Battle Game.

## HONOUR AND LOYALTY

Hobby legend Gavin Beardsmore is back, not with Aeldari this time but with Imperial Knights from House Makabius.

## BATTLEGROUND: THE RIVER OF SOULS

The Warhammer World team build a brand-new battlefield for Malign Portents – we follow their progress (and help a bit).

## TACTICA IMPERIALIS: DRUKHARI

With a new codex out this month, we decided to take a look at some dirty, underhand and entirely evil Drukhari tactics.

Find out all about the new Knight Armiger Warglaives in Planet Warhammer.



In the depths of the Mirrored City, 12 warbands strive for ultimate glory.



New rules! We present Chaos Cultist gangs in Necromunda – give praise to the Dark Gods!





## UNDERWORLDS TOURNAMENT

12 eager gamers take each other on in the White Dwarf and Friends (title pending) Warhammer Underworlds tournament.

## MAXIME'S CHALLENGE

Maxime Pastourel shows off the results of a painting challenge.

## NEW RULES

### THE BROWN WIZARD

Two new scenarios for the Middle-earth™ Strategy Battle Game.

## NEW RULES

### THE LAST ALLIANCE

Jay's back with new warband rules for Battle Companies.

## NEW RULES

### CHAOS CULT GANGS

More Cultists in Necromunda – this time Chaos ones!

## READERS' MODELS

A selection of models painted by you, our readers.

## IN THE BUNKER

What have the Dwarfers been up to this month?

## 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

The Ultimate Guide

A Tale of Four Warlords

### WARHAMMER 40,000

The Blackstone Extraction

Tactica Imperialis: Drukhari

### BLACK LIBRARY

The Reader's Guide

### PAINTING & MODELLING

Maxime's Challenge

### GAMING

Underworlds Tournament

The Brown Wizard

### COLLECTING

Adventures in Middle-earth

Honour and Loyalty

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](#).



Introducing the Idoneth Deepkin – a whole new faction for Warhammer Age of Sigmar.

Four Warlords, one mighty challenge – to paint as much as they can for their growing armies.





# WHITE DWARF™

APRIL 2018

## THEY WERE HERE LONG AGO

**W**elcome to this month's issue. By now, you've probably had a first look at Forgebane, the new boxed set pitting the Adeptus Mechanicus – including the brand-new Knight Armigers – against the Necrons. We take a look in Planet Warhammer (including some Designers' Notes for the new Knights and from one of the set's authors, Phil Kelly) and we've also used Forgebane as the basis for this month's Battle Report. For me, a real highlight of Forgebane is the sinister parallels it draws between the Adeptus Mechanicus of Mars and – whisper it – the Necrons. The Adeptus Mechanicus, as we all know, form one (sometimes slightly radical) half of the rampantly xenos-hating Imperium – and yet, for all that, the unthinkable truth might well be that the Adeptus Mechanicus, their obsession with technology and indeed their technology itself might well have more in common with the alien Necrons than anyone wants to admit. Forgebane sees them battling over a material precious to the both of them – the fabled blackstone. Why? Well, check out our coverage starting [here](#) to find out.

Elsewhere, we've got a slew of new rules for you this month – new scenarios and new Battle Companies for Middle-earth and Chaos Cult gangs in Necromunda. All that and more to check out over the page. 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'.





# GLOBAL OPPORTUNITIES

**ARE YOU WAITING FOR YOUR CHANCE  
TO JOIN GAMES WORKSHOP?**

Apply to our Store Managers succession plan.

[jobs.games-workshop.com](http://jobs.games-workshop.com)





# PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

## WAR OF THE MACHINES



### WAR OF THE MACHINES

The story in Forgebane focuses on the war that's about to erupt between the Adeptus Mechanicus and the Necrons. The boxed set out this month is self contained, including all the rules you need to play, but should you wish to expand upon the armies in the box with more units you can find their rules in Codex: Adeptus Mechanicus and Codex: Necrons. Packs of datacards are also available for both of these armies and several painting guides can be found for them on the Warhammer TV YouTube channel.

**W**hat's going on this month in the worlds of Warhammer, then? Oh, not much, just two new codexes and a new boxed set (containing new models) for Warhammer 40,000, two new warbands for Warhammer Underworlds: Shadespire, new Legio Custodes models for the Horus Heresy and an utterly incredible, brand-new faction for Warhammer Age of Sigmar. Like we said, not much, really...

Kicking things off is the new boxed set – Warhammer 40,000: Forgebane, which features the Adeptus Mechanicus and the Necrons as they fight over an extremely valuable material called noctilith. The story behind the set is awesome (think: Death Masque) and you can read more about it over the page, but you've probably already noticed the new miniatures that are in the set in the picture above, namely a new Necron Cryptek and two (yes, you get

two in the box) Knight Armiger Warglaives. You can read about the design of the Armigers [here](#) and see them in action in our Battle Report [here](#), where they take on the Cryptek and his Necron Legions. Did we mention the Necrons are one of the armies to get a new codex? No? Well they are, and we'll be using it! The other faction to receive a new codex are the Drukhari, who we talk about in our tactics guide [here](#).

And what's going on in the Mortal Realms is just as exciting, if not even more so. Put simply, the aelves are returning, but they're not as you remember them. Magical? Yes. Mystical? Certainly. Noble and honourable? Not so much. The Idoneth Deepkin are quite unlike anything you will have seen before and they're ready to wage war not only on the forces of Chaos but on Nagash, too, for like him, they desire souls. Click [here](#) to read all about them.





Tap the pictures for more information

## OBSESSIONS AND CODES

Two new codexes containing loads of new background, loads of new rules and plenty of great pictures of Citadel miniatures –super! If you collect one or both of these armies and use them in games of Warhammer 40,000, this is going to be a big deal for you – the Necrons now have Dynastic Codes to fill their metal brains with, while the Drukhari can obsess over the best way to inflict pain on their foes. You can find out more about both books [here](#).



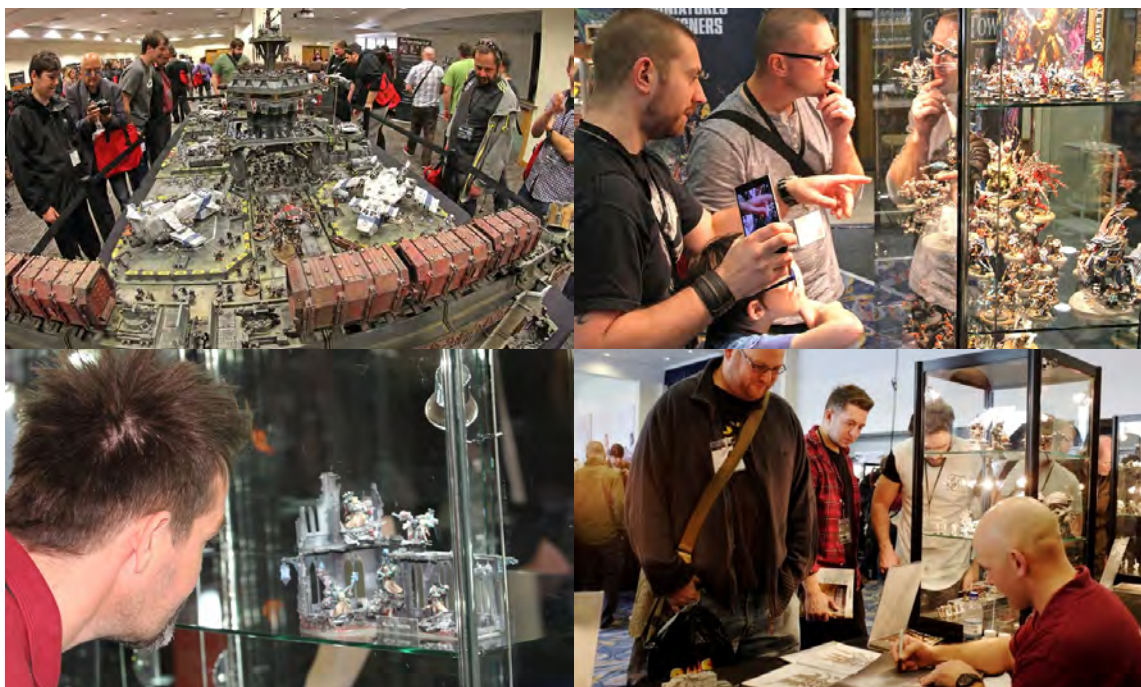
## INCOMING: WARHAMMER FEST!

Warhammer Fest – the biggest event of the Games Workshop year is almost upon us. For a whole weekend you can revel in all things Warhammer, chatting to the designers, writers, painters and artists about their work, playing games, listening to seminars and, of course, entering the Golden Demon painting competition! Warhammer Fest is on 12 and 13 May at the Ricoh Arena in Coventry. You can find out more at:

[warhammerworld.games-workshop.com](http://warhammerworld.games-workshop.com)

## FIVE THINGS WE LOVE IN... APRIL

**5** Loads of new rules. This month we've got plenty of rules content including some great new scenarios for the Middle-earth™ Strategy Battle Game ([here](#)) and rules for using Chaos Cult gangs in Necromunda ([here](#)). On top of that, we've also got a Drukhari tactics article on page 94, which includes a chat with the writers of this, the most evil of codexes.







# PLANET WARHAMMER

## WARHAMMER 40,000: FORGEBANE

On the forge world of Amontep II, the Adeptus Mechanicus are about to make one of their greatest discoveries. They are also about to make one of their most terrible, for beneath the rust-sands of this industrial world lies not only a great treasure but also a deadly foe.



### WARHAMMER 40,000: FORGEBANE

Forgebane is a brand-new boxed set that pits the Adeptus Mechanicus against the Necrons in a race to take over the planet of Amontep II and recover the vast cache of noctilith buried there. Archmagos Belisarius Cawl believes that noctilith – more commonly known as blackstone – could be used as a weapon against Chaos if powered up correctly. The problem is, the Necrons also know this and there is a stasis tomb on Amontep II that is just about to open. So begins a war that could rage for centuries and you get to be there at the very beginning. This boxed set includes two great starting forces for Warhammer 40,000 – the cybernetic warriors of the Adeptus Mechanicus and the soulless Necrons. You can find out more about them over the page.

### FIVE THINGS WE LOVE IN... APRIL

4

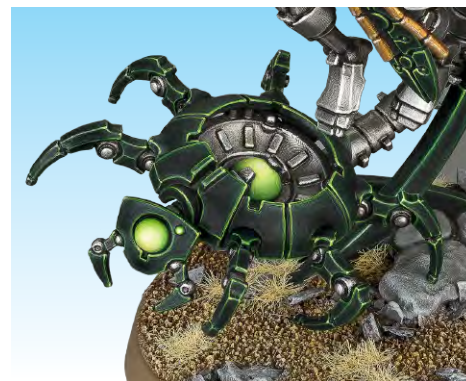
If you love Warhammer Underworlds: Shadespire (who doesn't?) then you'll want to pick up the two new warbands out this month. Not only will you get to paint some great miniatures, you'll also be able to get your hands on the last two sets of cards, meaning you should then own all 437 objectives, upgrades and plays with which to build the ultimate decks!







1



2

The Necron Cryptek Agdahax the Technomandrite is represented in the Forgebane boxed set by this great new Cryptek model. He wears a Canoptek cloak and his carapace is fashioned in the shape of a tomb beetle (1). He hovers above a giant Canoptek Spyder (2) – no doubt one of his more recent technocreations.



## DESIGNER'S NOTES: FORGEBANE

**The events that take place in Forgebane could spell doom for the Adeptus Mechanicus. We caught up with Studio writer Phil Kelly to find out what the war on Amontep II is really about.**

**Phil Kelly:** Ultimately, the story of Forgebane is all about the acquisition and study of the mysterious substance known as blackstone (or noctilith) – a valuable material that could possibly win the war against Chaos. The Adeptus Mechanicus, led by Belisarius Cawl, have an inkling of what blackstone is – they've seen it at work on Cadia – but they are only now beginning to study it in depth. And with great haste, I might add, because the Necrons seem to be appearing wherever the blackstone deposits are, most notably on Adeptus Mechanicus forge worlds. So what, exactly, is going on?

The story of Forgebane is set on the forge world of Amontep II, but actually it's just one example of an event that's taking place across the galaxy – the Necrons are awakening and they're not pleased at what's happened to their galaxy. While some Necrons have been awake for centuries, even millennia, others are only just rising from their stasis crypts, the protocols and activation engrams in their tomb worlds reacting to the advent of the Great Rift and the upsurge of Chaos energy in the galaxy to drag them from their hibernation. But many – too many for it to be a coincidence – have appeared on Adeptus Mechanicus forge worlds. The big question is: why?

When the Adeptus Mechanicus spread throughout the galaxy on their quests of acquisition and enlightenment, they searched for those worlds rich in minerals and resources to claim for their own. Some of these worlds were home to common resources such as ferromagnetic metals, combustible gases, silicates and hydrocarbons, but some also harboured blackstone, a material that

looked like obsidian but seemed to have very little value otherwise. Many of these worlds featured ancient monuments made out of the stuff, but the Adeptus Mechanicus could never fathom their purpose (if the monuments even had one).

Yet the Adeptus Mechanicus were not the only ones to settle on these resource-rich worlds, for beneath the desert sands, mountains and seas, and for close to 60

**“The Adeptus Mechanicus have begun to realise something far more disturbing – that their vast empire may well be built on shifting sand...”**

million years, the Necrons slumbered. As the Great Rift tore across the galaxy, many of the Necrons awoke to find their worlds – the ones they'd settled on because of their abundance of blackstone – taken over by a lesser race. A lesser race that was now meddling with technology they couldn't possibly understand. The Necrons, of course, know not only the value of blackstone but also how to fashion it into an anti-Chaos weapon, yet their hatred for humanity means they are loathe to form an alliance. The feeling is mutual for the Adeptus Mechanicus, for the Necrons are clearly a blasphemy against the Machine God. Yet, while both sides fight for control of blackstone across the length and breadth of the galaxy, the Tech-Priests of the Adeptus Mechanicus have begun to realise something far more disturbing – that their vast empire may well be built on shifting sand...





# PLANET WARHAMMER

## WHAT'S IN THE FORGEBANE SET?

The Adeptus Mechanicus forces include a Tech-Priest Dominus, 10 Skitarii Rangers and two Armiger Warglaives (see right). The Necron force is composed of five Lychguard, five Immortals, three Canoptek Wraiths and a brilliant new Necron Cryptek that you can see on the previous page. All of these models are multipart plastic kits and many come with alternative construction options as explained in the box.

Alongside all these models, Forgebane contains a fold-out rules sheet featuring the core rules for Warhammer 40,000. You also get a 40-page book that tells the story of Amontep II and the quest for blackstone – an exciting read that furthers the saga of the Warhammer 40,000 universe following the events of the Great Rift. In this book you'll also find rules for all the units in the box, plus three missions that you can play back to back to create a mini campaign. This book, plus the rules sheet (and the models, of course), gives you everything you need to play a game of Warhammer 40,000.



## DESIGNERS' NOTES: KNIGHT ARMIGER WARGLAIVES

**A new class of Imperial Knight stomping around is a pretty big deal. So we sat down with designers Jes Goodwin and Dale Stringer to find out more about this great new kit.**

**White Dwarf:** So, chaps, tell us all about the new Knight Armiger Warglaive – what is it?

**Jes Goodwin:** A long time ago when we came up with the idea of Imperial Knights for Titan Legions, their background was all about colonisation and civilization building. Originally they would have been industrial walkers for logging, mining, construction – all those kinds of things – before they were armed and converted into war machines. We designed lots of different classes of Knights (Paladins, Crusaders, Lancers and so on), but recently we felt we needed some different-sized Knights, too. The logic of this was that most Imperial Knights are huge, so they can't get everywhere (like into a rocky crevasse or underground). I imagine they also take a fair amount of training to master, so there's likely to be a need for a smaller class of Knight for them to practice in with slightly fewer controls to figure out.

We developed that idea further. The Knight Armiger Warglaives are like squires to the larger Knights – either their younger relatives or high-ranking servants come to fight alongside them and escort them in battle. Really, they're for close defence – keeping the enemy away from their master – or reconnaissance, scouting out the land and taking note of the enemy's positions before reporting back. That's one of the main reasons for the more animal-looking design of their legs – we wanted them to look more agile than their bigger brothers.

**WD:** There seem to be a lot of design similarities between the Imperial Knight and the Armiger, though. The cockpit looks pretty similar, for example.

**Dale Stringer:** The cockpit is the crucial part of any Knight – everything has to be built around it as it's where the pilot sits. The Armiger's cockpit is almost exactly the same size



# LATEST NEWS

## +++IMPERIAL KNIGHT ARMIGER WARGLAIVE+++

4 Armour plating (not present on original STC design).

3 Torso stabilisation mechanism and wormgear rotation drive.

2 Thermal spear.  
+++ The thermal spear is a melta weapon. It superheats the air around the target – mechanical or living – and vaporises it instantly. +++

1 Tri-toed feet designed for fast movement across all terrain.

5 Carapace weapon.  
+++ Carapace heavy stubber. Ideal target: infantry. +++

6 Cockpit access hatch replete with Household heraldry.

7 Pilot cockpit for household minor Noble or valued retainer. Cockpit houses main sensor array (re: Armiger head).

8 Reaper chain-cleaver.

+++ The reaper chain-cleaver was originally designed for industrial work. It also makes for an excellent close combat weapon. +++

9 Stabilising gyros to ensure stability at high speeds.

QUESTOR MECHANICUS DATA UPLOAD.  
REFERENCE: WARGLAIVE



10 Adeptus Mechanicus power reactor.

+++ TAP THE NUMBERS FOR MORE INFORMATION +++

as that of the Imperial Knight – theoretically, there has to be enough space for a command chair, controls, readouts and dials. Obviously, those things aren't physically in there, but from a model-making point of view there has to be a level of realism to making a kit like this – you have to imagine a human would fit inside it somewhere. Maybe not comfortably but without being bent in half. Other similarities include the exhaust stacks, the reactor on the back, the weapon mounts and the lifting lugs – both types almost certainly share an STC blueprint.

**JG:** We wanted there to be differences, though, to show that the Armigers were of a different class. For starters, they lack the panoply of war that the larger Knights have, such as the mask and the tilting plate. These are really stripped down (or, rather, not so heavily adorned) machines, with a lower standing in the knightly household. Taking away some of those extra armour plates really helped show that. They're also narrower than other Knights, with smaller shoulder pads, which emphasises their need to squeeze into tighter gaps more easily. There's still plenty of space on those pads for transfers, though, so you can show the fealty of your Armigers.

**DS:** As Jes mentioned before, their legs are also quite animal-like and they don't have greaves covering the pistons of their legs, which makes them look lighter. All their armour is over their ankles instead of their shins. They also only have three toes compared to the Knights' four, giving them a nimbler appearance rather than a heavy plodding one. Because their sensor arrays – their heads – are mounted low on their bodies, the Armigers look

**“They also only have three toes compared to the Knights' four, giving them a nimbler appearance rather than a heavy plodding one.”**

hunched over, like they're stalking along low to the ground ready to power into action at a moment's notice. There's certainly a feeling of men-at-arms about them, dashing around to protect their liege lords and beating the enemies out of the bushes for them to shoot.





# PLANET WARHAMMER

## THE ANCIENT AND THE CRUEL

The Necrons and the Aeldari have been hated foes for aeons, their bloody wars stretching back millions of years. With the Necrons now awakening from their stasis tombs and the Dark Aeldari on the prowl once more, the galaxy is less safe than it's ever been.



### CODEX: NECRONS

The Necrons are a race of soulless metal warriors who, for the last 60 million years, have slumbered in their tomb worlds, their presence hidden from the races that now inhabit the galaxy. But now they have awoken and seek to reclaim what was once theirs. Codex: Necrons is a 120-page book packed with everything you need to know about this most ancient of alien races. The first section of the book contains an extensive history of the Necron race including a galactic map showing the remains of their once-great dynasties, plus detailed information on all the units that make up a Necron army, from Overlords and Crypteks to Immortals and Triarch Praetorians. Alongside this you'll find a full-colour gallery of beautifully painted miniatures and an example army to show you what a Necron collection can look like. The back end of the book contains all the rules for the Necrons including unit entries, a weapons index, warlord traits, artefacts, stratagems and tactical objectives and, last but not least, Dynastic Codes for the five largest dynasties – Sautekh, Mephrit, Novokh, Nihilakh and Nephrekh.



### CODEX: DRUKHARI

The Drukhari, also known as the Dark Aeldari, are a sinister race that dwell within the depths of the ancient Aeldari webway, a dimension hidden between realspace and the warp. From the dark city of Commorragh they conduct raids across the galaxy, revelling in the pain and suffering they cause before disappearing into the webway once more, their ships filled with stolen materials and captured slaves. This 120-page codex (which is also available as a collectors' edition) contains a wealth of background about the Drukhari, from their sadistic society to their myriad forms of warfare. Inside you'll find background on the Kabals, Wych Cults and Haemonculus Covens that rule over the Dark City, plus rules enabling you to field armies from all three sub-sects on the battlefield. Alongside rules for all the Drukhari units, the codex also includes artefacts, warlord traits, stratagems and Obsessions (special rules for the Kabals, Cults and Covens). In fact, it includes more of all these things than any other codex so far! You can find out a bit more about them in our Drukhari tactics article [here](#).





## FIVE THINGS WE LOVE IN... APRIL

**More Imperial Knights!** Armiger Warglaives make fielding an entire army of Knights even more viable as you can now have these nimble squires racing along in front of your force, engaging the enemy up close and personal or using their impressive speed to get behind the enemy's forces. You can see them in action in our Battle Report [here](#).



## DATA CARDS: NECRONS

New codex... new datacards! An invaluable gaming resource for any budding Necron Overlord, this set of 72 cards contains 36 tactical objectives for use in Maelstrom of War games, six Powers of the C'tan (including such classics as Cosmic Fire and Transdimensional Thunderbolt) and 30 stratagems for use with Battle-forged armies. We think Resurrection Protocols and Enhanced Reanimation Protocols will prove pretty popular among Necron players.




## DATA CARDS: DRUKHARI

Like the Necrons, the Drukhari also get a set of datacards this month, only theirs is 77 cards strong! Alongside 36 tactical objectives cards, the pack also contains 36 stratagems – the three from the core rules, plus 33 new ones for the Drukhari. The other five cards feature the rules for Power from Pain, the Dark Aeldari army special rule. You'll want this pack for these five cards alone, as they help you keep track of how powerful your warriors have become.



## START COLLECTING! DRUKHARI

Excited about Drukhari? Fancy starting an army of raiders from the Dark City? Then why not treat yourself to Start Collecting! Drukhari, a brand-new box full of plastic models and a brilliant start to a Dark Aeldari raiding force? Inside you'll find a Succubus, a unit of 10 Wyches, a Venom and three Reaver jetbikes. With these four units you have enough models to create a Patrol Detachment, perfect for smaller games of Warhammer 40,000. The Wyches come with a variety of weapons, including razorflails and hydra gauntlets for chopping up the enemy in combat, while the Reavers can be built with cluster caltrops and

 devastating ranged weapons such as the blaster and heat lance.



## WEAPON OF THE MONTH: STAR FALCON

Our weapon of the month is the deadliest attack bird in the Mortal Realms – the Star Falcon carried by Sanson Farstrider. When Farstrider becomes inspired, he can launch his mystical falcon at enemies up to four hexes away, whereupon it will peck out their eyes. The Star Falcon causes one damage per attack, but a critical hit will do two. Kakaw!







# PLANET WARHAMMER

## A RETURN TO SHADESPIRE

### WARHAMMER UNDERWORLDS: SHADESPIRE – MAGORE’S FIENDS

Battle-hungry and driven by an unquenchable rage, Magore’s Fiends are a warband of ferocious Blood Warriors of Khorne. Already well on the path to Daemonhood (or damnation), they have entered the city of Shadespire in search of Stormcast Eternals to slay in their god’s name. This set contains four red plastic characters – Magore Redhand, Ghartok Flayskull, Zharkus the Bloodsighted and Riptooth, a Flesh Hound of Khorne for use in your games of Warhammer Underworlds. The set also includes 60 game cards for use in your battles including 20 each of objectives, upgrades and ploys.



### MAGORE’S HUNT FOR BLOOD AND SKULLS

Studio rules writer (and one of the creators of Warhammer Underworlds: Shadespire) Dave Sanders shares his tactical wisdom for the Fiends.

- Magore’s Fiends become Inspired when they cause damage. They also have lots of objective cards that reward getting stuck into a fight such as No Escape and All the Better to Slay Them.
- Magore has Cleave, making him perfect for taking down Stormcasts and Ironjawz. Watch out for Inspiring them with your attack, though.
- Don’t just charge Riptooth in, hold him back and race him in to finish off a fighter. Use the Furious Inspiration ploy to Inspire him early.

#### KEY PLOY CARDS AND UPGRADES TO CONSIDER



Blood Frenzy virtually guarantees that one of your warriors will make a successful attack. It’s especially funny when combined with Magore’s Daemonic Maw upgrade.



To the Victor, the Spoils is my must-have ploy. If you take an enemy fighter with at least three starting wounds out of action you get to draw three power cards!



Shake About is a brilliant upgrade for Riptooth that enables him to fling enemy fighters closer to your warriors. Combine it with Predatory Leap for even more options.



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

## WARHAMMER UNDERWORLDS: SHADESPIRE – THE FARSTRIDERS

The Farstriders are a warband of Stormcast Eternals Vanguard-Hunters who were led to the Mirrored City by Hunter-Prime Sanson Farstrider on a quest to find a cure to the ailments of Reforging. Inside this set you'll find three blue plastic push-fit models representing the three characters in Farstrider's warband – Almeric Eagle-Eye, Elias Swiftblade and, of course, Sanson Farstrider himself. Like all Warhammer Underworlds expansion sets, this pack includes 60 cards for use in your games, including 29 cards for the Farstriders and a further 31 that can be used by any Warhammer Underworlds warband.



## MAGORE'S HUNT FOR BLOOD AND SKULLS

Product developer Tom Merrigan playtested the Farstriders extensively and he's come up with quite a few dirty tactics for them.

- The Farstriders have the longest-ranged attacks in the game, so you can inflict damage and stay out of range of the slowest fighters.
- Farstrider's warriors gain the Inspire condition when in enemy territory. Consider taking objectives that reward you for doing this.
- Take objectives that reward Glory immediately and which you can achieve easily with your boltstorm pistols, such as Precise Use of Force, Concerted Attack and Masterstroke.

### KEY PLOY CARDS AND UPGRADES TO CONSIDER



Overcharged Boltstorm Pistol gives one of your fighters' ranged attacks smash and cleave, making it even more deadly. Combine this with the Rapid Volley play for twice the fun.



You don't get many fighters in the warband, so upgrades like Lone Warrior are really useful, giving you support even when there are no friendly warriors nearby.



The play Quick Thinker enables you to move one of your warriors as a reaction to an enemy fighter moving – very handy if you need to get out (or in) to trouble.





## SCIIONS OF MATHLANN

The Idoneth Deepkin are unlike any army we've yet seen in the Mortal Realms. Rising from the depths of the seas, they use powerful spells and illusory magic to launch raids far inland before receding like the tide, leaving the dead and the soul-stripped in their wake.



### REBIRTH OF THE AELVES

With the release of the Idoneth Deepkin, there are now three aelven factions roaming around the Mortal Realms. Though they are all nominally fighting for Order, the motives of the Daughters of Khaine and the methods of the Idoneth Deepkin are certainly questionable, and infighting is not uncommon between these two factions and their Sylvaneth kin. What we're really curious about, though, is what Malerion is doing with all the souls that he has recovered from Slaanesh. Only time will tell...

**O**ver the next few weeks and months, you're going to find out a lot more about the Idoneth Deepkin – a race of mysterious aelves that live beneath the seas and oceans of the Mortal Realms and who raid the towns and cities of those who live on land in search of souls. Quite what they require these souls for is explained in the Ultimate Guide to the Idoneth Deepkin [here](#), where we introduce you to this strange and mystical race and maybe even show you some more new models. By now you may well have seen some of them on the Warhammer Community website, though there may still be a few surprises hidden amongst the shoals of floating sea creatures that you haven't yet seen.

Of course, what you're probably wondering is how these dangerous-looking sea creatures make it onto land (well, into the air) in the first

place, let alone survive long enough to fight a battle. Well, that's all part of the mystical nature of the Idoneth, whose Tidecasters harness the power of the ethersea to confuse and disorientate their foes. Some of those sea creatures are illusions that disappear in a flash

**"Tidecasters harness the power of the ethersea to confuse and disorientate their foes."**

of refracted light when attacked. Others are dangerously real, held aloft by aelven magic the likes of which have rarely been seen in the realms. And then, as swiftly as the Idoneth Deepkin appear, they are gone, leaving only the dead and the soulless in their wake. But enough of that here – off to the Ultimate Guide with you!



## IDONETH DEEPKIN ARMY ESSENTIALS



### BATTLETOME: IDONETH DEEPKIN

As with every new army, there's a new battletome to accompany it! This 136-page book contains everything you need to know about the Idoneth Deepkin, both in terms of background and rules. The battletome kicks off with close to 50 pages of new background, from the origins of the Idoneth to an in-depth look at their civilizations beneath the seas and the different classes that make up their society. This is all accompanied by swathes of new artwork, showing the Idoneth both at war and in their natural habitat at the bottom of the ocean. The background section is followed by painting guides and a gallery of stunning Idoneth miniatures painted by the Studio teams, which are in turn followed by 52 pages of new rules for the Idoneth. These include warscrolls, warscroll battalions, spell lists and rituals, artefacts, allegiance and enclave abilities, three new battleplans, Path to Glory rules and points for matched play games.

### IDONETH DICE

Dice are a crucial part of any game of Warhammer Age of Sigmar and this set is designed to match the new Idoneth models. Inside you'll find 20 translucent blue dice that evoke the feel of the sea. The sides of the dice feature a number of waves equal to their value, the 1 is represented by a rune-marked skull and the 6 features the rune of the sea god Mathlann.

### WARSCROLL CARDS: IDONETH DEEPKIN

When you start collecting any Warhammer Age of Sigmar army it's worth picking up a set of Warscroll Cards to go with them. This handy set includes large-format Warscroll Cards for each of the 14 units in the battletome, enabling you to reference them quickly and easily during your games (and put them to one side if a unit dies – so sad!). The pack also includes two card sheets full of push-out tokens that can be used during your games to remind you what's going on, such as what spells are in play, what heroic ability is active and which of the five tides of death is currently in effect.



### FIVE THINGS WE LOVE IN... APRIL

**2** Codexes! In their mission to create new codexes for every faction in Warhammer 40,000, the Studio have generously gifted us with two new codexes this month – Drukhari and Necrons. Martyn was especially happy because he got to use the new Codex: Necrons in this month's Battle Report against the Adeptus Mechanicus. We're sure you'll enjoy trying out all the new rules for both of these awesome armies, too.



**CLICK HERE FOR THE ULTIMATE GUIDE TO FIND OUT MORE ABOUT THE BRAND-NEW IDONETH DEEPKIN**





## 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 take a closer look at some kits for the Legio Custodes and the Nazgûl make an appearance.

### NEW LEGIO CUSTODES

The Legio Custodes are the greatest of the Emperor's warriors, superior even to the Space Marines of the Legiones Astartes. Though few in number, they are devastating shock troops and deliver the Emperor's justice when he is occupied elsewhere, most notably in the invasion of Prospero and the censure of the Thousand Sons.

This month, there are three new kits available for the Legio Custodes – two upgrade packs and one new character. The new character is the Shield-Captain shown to the right, who carries a guardian spear in one hand, while his other hand rests on the pommel of a scabbarded sword that's hidden beneath his voluminous cape. Also available are two upgrade packs for the plastic Custodian Guard kit – pyrrhite spears and adrasite spears. The pyrrhite spears incorporate a melta beam in place of a bolt caster, while the adrasite spear features an adrathic destructor just behind the blade. You can see both spear options on the Custodian Guard squads shown below.



1

The Shield-Captain (1) wears a suit of auramite armour adorned with sigils of the nascent Imperium, from the lightning bolts and crux on his chest marking him out as a veteran of the unification wars to the aquila collar behind his head. Even his cape bears an Imperial laurel with lightning bolts beneath it. The model's head is a separate piece and can be swapped for other heads in the Legio Custodes range should you wish to make each of your Shield-Captains unique.

The five pyrrhite spears and the five adrasite (2) spears are designed to fit on the torsos and arms of the plastic Custodian Guard models – they simply replace the Custodian spears that come in the kit. Adrasite spears are great against infantry, while pyrrhite spears work best against armoured vehicles.



2



# LATEST NEWS

## THE NAZGÛL OF DOL GULDUR

If you're into Orcs and Trolls and other fell creatures then you'll be excited to know that all nine Nazgûl of Dol Guldur are now available for you to use in your battles for *Middle-earth*. These resin miniatures represent the nine deadliest servants of *Sauron* as they are shown in *The Battle of the Five Armies™*, most notably in their clash with the White Council amidst the ruins of Dol Guldur (they can also be seen [here](#)

of the *There and Back Again* book). The nine, which are available in three packs of three models from the Forge World website (see right), include the Witch King of Angmar, Khamûl the Easterling, the Dark Headsman, the Forsaken, the Linging Shadow and two each of the Ringwraiths known as the Abyssal Knights and the Slayers of Men.

### FORGE WORLD

This kit and the rest of the Forge World range of miniatures are available directly from Forge World. To find out more visit:

[forgeworld.co.uk](http://forgeworld.co.uk)



## WARHAMMER LIVE on Twitch

Over 15 hours of Warhammer every week

Games, Interviews & Events



Get in-depth event coverage from around the world.



Watch live gaming and behind-the-scenes interviews Wednesday to Friday.

Tune in for free or subscribe to watch back anytime.

[twitch.tv/Warhammer](https://twitch.tv/Warhammer)





# 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, there's an update for Warhammer Quest 2, and two new games - Warhammer 40,000: Gladius and The Horus Heresy: Legions.

## WARHAMMER 40,000: GLADIUS – RELICS OF WAR

Slitherine are back with a new turn-based strategy game for Warhammer 40,000 called Gladius – Relics of War. On the world of Gladius, four factions – Orks, Necrons, Space Marines and Astra Militarum – battle to uncover the secrets of the planet, where a relic known to the Eldar as the Thousandth Sword of Vaul lies hidden beneath the earth. You can play through unique story lines with any of these factions, playing either against the game's AI or against other people around the world. If you love strategy games, Gladius – Relics of War includes all the aspects you'd enjoy – building fortifications and cities, harvesting resources and researching new technologies. You can find out more about Gladius – Relics of War at:

[slitherine.com/gladius](http://slitherine.com/gladius)



## FIVE THINGS WE LOVE IN... APRIL

1

A whole new race for Warhammer Age of Sigmar. Here in the bunker we're all debating what Idoneth

Deepkin models we'd like to paint first. Martyn and Matt are both pretty keen on Lotann, while Dan has expressed an interest in the Soulrender. No idea what we're talking about? Check out the Ultimate Guide [here](#) for a sneak peak at some of the new Idoneth models.

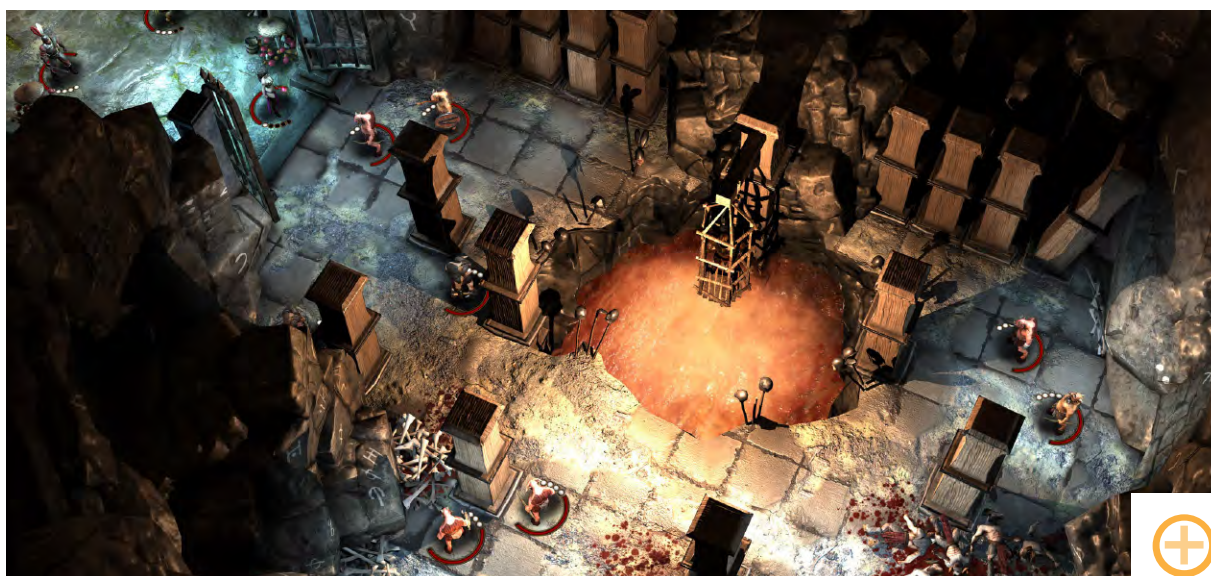




## WARHAMMER QUEST 2: THE END TIMES

There's a major new update for Warhammer Quest 2: The End Times – the Champions of Khorne expansion. If you're new to the game, it's set during the End Times of the Warhammer world and pits a band of mighty heroes against the servants of Chaos (and other gribbly) in a series of classic dungeon-bashing quests.

This expansion includes a new range of enemies to fight in the myriad dungeons of Talabecland – the servants of the Blood God Khorne. Fight against Khornate Beastmen (the infamous Khorngors), Bloodletters, Marauders and the Champions of Khorne themselves as you seek to save the Empire (and make a little gold on the side). There's also a free update to the original game – dungeon ambush. Find out more here: [perchang.com](http://perchang.com)



## THE HORUS HERESY: LEGIONS

An expandable card game set during the Horus Heresy? Yes please! Andres Tallos, CEO of Everguild, tells us more about their latest project. "The Horus Heresy: Legions is unusual in that it combines an ECG game with narrative gameplay," says Andres. "We're all fans of the Horus Heresy – many of us have played Warhammer 40,000 for years – and we wanted to preserve that story in the game. The tutorial is set on the Vengeful Spirit in the training cages with you playing as Loken, followed by the battles on Isstvan III. After that you can play competitively against other players, both as an individual and as a member of a warrior lodge, or more casually in events such as Isstvan V and Prospero. Or both! The game rewards you for playing both ways."



"The art for the game is all Games Workshop art (1)," says Andres, "it's instantly recognisable to any fan and exciting to those players that are new to the genre."

"There are 280 starting cards in the game (2), which will increase as new events and Legions are released. Many of your favourite heroes will also appear."

"Your starting warlord is Garviel Loken (3), but you can gain access to many other including the Primarchs. They are seriously powerful!"







# PLANET WARHAMMER

## FREEBLADE

Great news, Freeblade fans! Pixel Toys have brought their game – which has just celebrated its second birthday – to an entirely new platform: Apple TV! This means you can now play the game on the big screen, enabling you to smash up Orks and heretics on a larger scale than ever before. They've also added a new Knight to the game – the Questoris Knight Styrix.

But that's not the only news. Pixel Toys recently ran an augmented reality competition to see who could superimpose a Knight from the Freeblade game into a

real-world situation, such as a busy high street or a crowded shopping centre using their mobile phone. They had many great entries (one featured a Knight dancing on a guitar), but the overall winner was Mark Harrison Ramsay who stood his Knight in the middle of the street with a trio of small children pointing and waving at it. You can find out more about the competition on Facebook – simply type in 'Pixel Toys' in the search bar to find their page. For his efforts, Mark is being sent the incredible Knight Warden below, which was painted by 'Eavy Metal painter Natalie Slinn to celebrate 30 years of Warhammer 40,000.





# A CAREER LIKE NO OTHER



## GAMESWORKSHOPISHIRING RETAIL STORE MANAGERS.

DO YOU WANT TO RUN YOUR OWN  
GAMES WORKSHOP STORE?

ARE YOU EXCITED ABOUT  
DELIVERING AN AMAZING  
CUSTOMER EXPERIENCE TO EVERY  
PERSON WHO WALKS THROUGH  
YOUR DOOR?

Visit [jobs.games-workshop.com](https://jobs.games-workshop.com) to  
find the latest opportunities in your  
area, and all current vacancies in  
every part of Games Workshop.

**Be part of the hobby you love.**





# 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 look at Space Marines, Inquisitorial Agents, an Emperor Titan and a Primarch.

### FEATURED BOOK

## EMPEROR: WRATH OF THE OMNISSIAH

By Gav Thorpe | Hardback | 304 pages | 28 Apr

There are few Imperial war machines quite as impressive or as iconic as an Emperor Titan and that's exactly what this book is all about. Penned by Black Library stalwart Gav Thorpe, this novel features the Emperor Titan *Casus Belli* of the Legio Metalica as it strides to war against Chaos Cultists, Chaos Space Marines and – you guessed it – heretic Titans. It's the biggest Titan clash since the novel *Titanicus*, featuring entire battlegroups of god-machines smashing each other to pieces across the ruined landscape of Nicomedia. But that's not the only battle taking place in this book because, deep within the bowels of *Casus Belli*, there's an infiltrator on the loose. If you have any idea how big an Emperor Titan is, you'll know how difficult it must be to find someone sneaking about inside it. But that is Mago Exasus's mission, which he must carry out even as the god-machine marches to war.



### TWO NEW OMNIBUSES!

This month in omnibus corner, there are two massive new books available – *Champions of Chaos* and *The Lost: Gaunt's Ghosts*. *Champions of Chaos* is a trio of novels set in the Old World and focuses on three of the Dark Gods' most villainous servants – Valkia the Bloody, Sigvald the Magnificent and Egrimm van Horstmann. The omnibus also includes four short stories collected together for the first time. *The Lost* is the third Gaunt's Ghosts omnibus and collects together the four Dan Abnett novels *Traitor General*, *His Last Command*, *The Armour of Contempt* and *Only in Death*. If you've not read them before, read them now – you're in for a treat!





## LEGACY OF DORN

By Mike Lee | Hardback | 320 pages | 21 Mar

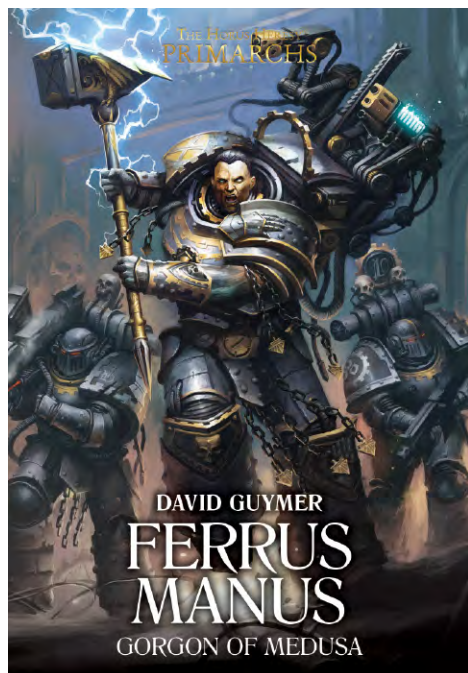
The battle for Rynn's World is one of the most enduring settings in Warhammer 40,000 and any tale about Crimson Fists Space Marines battling Orks is going to be a winner. This novel by Mike Lee is no exception, as it pits Veteran Sergeant Sandor Galleus, his squad of Space Marines and a rag-tag band of human survivors against a horde of rampaging Orks. Separated from the rest of the Chapter, Galleus and his band of brave but un-power-armoured allies must take on the Orks in a guerilla war.



## FERRUS MANUS: GORGON OF MEDUSA

By David Guymer | Hardback | 208 pages | 07 Apr

Previously only available as a limited edition, *Gorgon of Medusa* is now available for all to enjoy. The seventh book in the Primarchs series, this novel focuses on the metal-handed son of the Emperor, Ferrus Manus, commander of the Iron Hands Legion. The story is set during the Great Crusade and is set around a rumour that the Emperor is looking for a Warmaster to lead his legions while he returns to Terra. Interestingly, Ferrus Manus is one of the Primarchs who steps up to the challenge.



## AGENT OF THE THRONE: TRUTH AND DREAMS

By John French | Audio Drama | 67 minutes | 07 Apr

Ianthe is an Agent of the Throne, a former Imperial Guardswoman now working for the renowned Inquisitor Covenant. Tasked with hunting down heretics, uncovering cults and tying up loose ends for her master, Ianthe has been sent on a new mission to hunt down the Rogue Psyker Silas Norn. *Truth and Dreams* is the second audio drama in the Agent of the Throne series, following *Blood and Lies*. We also recommend reading the short story 'The Purity of Ignorance' to learn more about Ianthe.



## THE READER'S GUIDE

JOHN FRENCH

most prolific novelists, both in quill and ink and in audio format. His latest work, *Truth and Dreams*, is out this month. If you've enjoyed reading or listening to one of John's novels, here are five more that might interest you.







# CONTACT

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



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

**TEAM@WHITEDWARF.CO.UK**  
**THE WHITE DWARF BUNKER**  
**GAMES WORKSHOP**  
**LENTON**  
**NOTTINGHAM**  
**NG7 2WS**  
**UNITED KINGDOM**

## INDOMITUS!

I've been inspired to create a Primaris Space Marines army during the height of the Indomitus Crusade. Inspired by the Dark Imperium novel, I was hoping to find some examples of heraldry and squad markings from the crusade, but both the novel and rule book seem to skip over the details of that time period! What does an Indomitus Crusade badge look like? Did Primaris Space Wolves still wear furs? Did Dark Angels ones wear hooded cloaks? The novel briefly mentions special markings, but doesn't go into enough detail for me! Can you help me out?

*Nicholas Froese,  
Port Coquitlam, Canada*

**Hey, Nicolas. So, the Primaris Space Marines all wore their new Chapter colours, though they may not have adopted some of their customs (such as wearing fur pelts) until they joined the Chapter. The Indomitus Crusade was the name for the whole crusade, but within it there were many thousands of task forces, each with their own crusade icon. There aren't any illustrations of them yet, so feel free to create your own.**



## A SIZEABLE ALLIANCE

Hello to all at the White Dwarf team! I've been messing around with Warhammer 40,000 since 1996 and I've been an avid White Dwarf reader since 1997. I began my hobby with the RTB01 Space Marines and then went onto the ones from the 2nd edition boxed game, but eventually settled on Imperial Guard. I never went back to Space Marines as I personally felt they were too small when stood next to a Guardsman (something that's also apparent in many Warhammer 40,000 stories). I practically bounced up and down with joy when the Primaris Space Marines were released, as I could finally field a unit of allied Space Marines that didn't look out of scale with my Guard. These models are part of the reason I'm firmly back into Warhammer 40,000 again. Though they are designed to go together a specific way in a set pose, I find they really capture all the character and design beauty that I remember from the days of metal miniatures.

I opted to paint my new models as Space Sharks – Carcharodons. As you can see, I converted my first model – an Intercessor

Sergeant – to carry a Phobos pattern bolter and he wears a Mk. VI helmet and studded shoulder pads. I also added a few of the savage-looking combat knives from the Kroot sprue – they have a tribal look, which adds to the whole shark feel.

When it came to painting them, I took some cues from (in truth, I was utterly inspired by) Aidan Daly's Astral Hawk from August 2017's White Dwarf, and used the same highlight colours all over to better blend my colours. I also did similar chips and weathering along every highlighted edge. I've not been this excited and enthused by Warhammer 40,000 since the 3rd edition! It's an odd feeling and it has clearly empowered me to do better with my models.



## PAINTING QUESTION: NOXIOUS LIQUIDS

I'm a fan of the Death Guard, so thank you for the white armour painting guide in October's issue. I was wondering how to paint the liquid in the glass incubatum on the Foul Blightspawn model, though, as it looks incredibly realistic.

*Michael Whitehead, Bradford, UK*

**Hey, Michael. James Gallagher painted the Foul Blightspawn. He started by painting a wavy line of Warboss Green across the window to represent the liquid sloshing around. Then he painted the area below it Warboss Green and stippled it with Elysian Green to make it look fizzy. Lastly, he painted the glass Celestra Grey, followed by a patchy wash of Coelia Greenshade and a highlight of Ulthuan Grey.**



### FOUL LIQUID

Warboss Green  
Layer

Elysian Green  
Highlight and Stipple

### FILTHY GLASS

Celestra Grey  
Base

Coelia Greenshade  
Wash (patches)

Ulthuan Grey  
Highlight

'Ardcoat  
Layer



Thanks for writing in, Matt – your Space Shark looks great. Not only are we really impressed with your painting, your conversion work is really good, too – we look forward to seeing more of your models in the near future. (It's worth noting that when Matt contacted us he was having trouble getting a good picture of his model. Now look at it! If you would like to send us pictures of your models, make sure you check out our advice on page 135 first.)

### I'M BACK... WITH PAINT!

I have recently got back into the hobby, having unearthed my collection after a good six years in storage (*how did you survive six years in storage?* – Ed). As well as my Blood Angels army, which I am in the middle of touching up, I found such gems as a Necromunda miniature from the first edition of the game, which I believe was a freebie with White Dwarf sometime in the mid-nineties (I'm sure you could tell me exactly when!) and, more impressively, four paints from a similar time, which I think are from the Space Marine paint set and which are completely unopened! Is this a record for keeping unused paints? I've given them a shake and they seem fine, although part of me is reluctant to open them. Given how the range of paints has evolved a number of times since then, is there any sort of equivalency chart between older Citadel Paints and the current range? If not, maybe I'll just keep them sealed until they become antiques...

**Phil Thornton,**  
St Helens, UK



First off, welcome back to the hobby, Phil, it's great to have you back. Second, the Necromunda model came free with issue 190 from October 1995. Third... wow, those paints are old! There's no colour equivalent chart for these colours but we can match them up for you. The Boltgun Metal equivalents are Leadbelcher (dark metal) and Ironbreaker (light metal). Terracotta is Tuskgor Fur, Ultramarines Blue is Macragge Blue (dark blue) or Calgar Blue (light blue) and Blood Angels Orange is Evil Sunz Scarlet. So you could probably get away without opening them! Also, if you used them and

they ran out, you may not be able to match the colours exactly. Keep them as venerable hobby antiques, we say.

### WHERE ARE MY HEROES?

Hi there. When I updated the Warhammer Age of Sigmar App recently I discovered, much to my dismay, that Skarsnik and Gobbla (the long-time leaders of my Blue Moon Grot army) were gone. Them and many other Old World heroes! I've noticed that Games Workshop has a long history of not supporting fan-favourite armies and games. Armies such as Death have not received models in a long time and some have been scrapped (please bring Tomb Kings back in a pyramid Warhammer Quest adventure). The Hobbit: An Unexpected Journey™ has been all but forgotten. But things are looking better as White Dwarf has provided rules for many old games. Thank you and keep on providing even more.

**James Green,**  
Durham, UK

Yep, it's hard when something we know and love disappears, James – we completely understand. But rest assured, something even cooler is likely to be just over the horizon. You should have a listen to the malign portents (wink, wink). We'll try to keep providing new content for as many Games Workshop games as we can – it does take time to write all those new rules, though!

### CIVIL WAR

A lowly Neophyte here with a question about the Genestealer Cults. Given their fanaticism and religious devotion to their respective Patriarch, would two cults fight if they ever encountered one another? Say the Cult of the Rusted Claw and the Pauper Princes crossed paths, would they perhaps see each other as heretics or traitors?

**Sam Clinton,**  
Australia

Ho hum, an interesting thought there, Sam. They are all the same race, so they should get along, but as we all know, there can only be one Patriarch ruling a brood. Would they go their separate ways or would one cult subsume the other? We will get the Inquisition to investigate further.

## ASK GROMBRINDAL

Greetings, honourable White Dwarf. I have good and bad news. The good news is that this question is about the duardin. The bad news is that we are going to talk about necromancy. Are there duardin Zombies, Skeletons and Vampires?

**Tim Bogaërs,**  
Antibes, France



Pffft! What is this madness? I almost dropped my flagon of ale I was so outraged. You started off so well, too, what with the respectful introduction...

When it comes to Necromancers raising the dead, there are very few rules – if it's deceased, dead, departed, has copped it, is dirt napping, six feet under or pushing up the daisies then a Necromancer can usually bring it back to life. Well, undeath. Fortunately, us duardin – even in death – are not that susceptible to necromancy. You could say our hatred of magic is in our bones. A really powerful Necromancer could probably raise a fallen duardin from the battlefield for a short spell to make a Zombie, but the vengeance we would wreak upon them would be realm-shattering. As for Skeletons, they're even rarer. And Vampires – no chance. There's no way one of my kind is getting nibbled to death. That's what our beards are for – neck protection.

**Grombrindal**



GETTING STARTED WITH...

# STORMCAST ETERNALS

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 Order's most shining heroes, the Stormcast Eternals...



**F**irst forged at the very dawn of the Age of Sigmar, the Stormcast Eternals are the gleaming heroes chosen by the God-King to return order and justice to the Mortal Realms. But they are not untouched by the darkness of the age – wrenched from their peoples to be reborn in Sigmaron, no longer are they mortal or, perhaps, entirely human. When slain they do not perish but instead return to the Celestial Realm to be reborn – reforged – anew, in a process that, some say, sees a little more of their former humanity ebb away each time.

As an army they are both a lightning strike and a hammer blow, sigmarite-clad legions descending from the heavens to shatter the shackles of Chaos that have long bound the Mortal Realms. Formed into innumerable Stormhosts, each a vast army in their own right, the Stormcast Eternals are a standing army of fearsome precision. Organised into different chambers, they offer collectors the choice of packed ranks of heavily armoured fighters, phalanxes of mighty Dracothian Guard, fast-moving, far-ranging vanguard contingents, or a mixture of all of these fighting forces. There are loads of different ways to start with Stormcast Eternals – the Warhammer Age of Sigmar boxed set, Blightwar or their own Start Collecting! set – but where next? Here's the lowdown on Sigmar's finest from us.



**“As an army they are both a lightning strike and a hammer blow, sigmarite-clad legions descending from the heavens...”**

## REFORGED HEROES OF THE STORMCAST

Each Stormcast Eternal was a great hero of their people in life, yet even amongst the Stormcasts' ranks there are those destined to lead. A well-organised and highly disciplined fighting force, these leaders are key to their success.



**LORD-CELESTANT**  
Cloaked in lightning



**LORD-RELICTOR**  
Bearers of the Bones



**LORD-CASTELLANT**  
Wardens of Guiding Light



**KNIGHT-HERALDOR**  
The Call of Sigmar



**KNIGHT-VEXILLOR**  
Bringers of the Storm



**KNIGHT-AZYROS**  
Heralds of the Stormhosts



**KNIGHT-VENATOR**  
The Winged Hunters



# CHOOSE YOUR CHAMBER, UNLEASH THE STORM

## WARRIOR CHAMBER

The warrior chambers provide the massed ranks of the Stormhosts, the solid wall of sigmarite that is the greatest bulwark against Chaos.



### LIBERATORS

Equipped with warhammers or warblades, Liberators are tyrant slayers all. Use some large units to pack your battleline and hunt down enemy heroes.

### PROSECUTORS

Prosecutors are Sigmar's Heralds of Righteousness, attacking from afar with celestial hammers and stormcall javelins. There is no quarter of the battlefield they cannot reach.

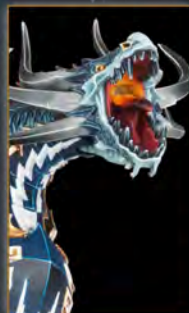


### PALADINS

The champions of the warrior chambers, Paladins take to the field as Retributors, Protectors or Decimators, each masters of their chosen weaponry.

## EXTREMIS CHAMBER

In the age of myth, Sigmar made an ally of the great drake Dracothion. In the Age of Sigmar, their allegiance shows strongest in the extremis chambers.



### STARDRAKES

Children of Dracothion, Stardrakes are winged beasts of phenomenal power. Few in number, they are prized mounts for Lord-Celestants and Drakesworn Templars.

### DRAKESWORN TEMPLARS

Champions of the Drakesworn Temples, even amongst the Stormcasts those so chosen to take the oath and go to war atop a Stardrake are few.



### DRACOTHIAN GUARD

Mounted on monstrous but noble dracoths, few units hit harder than the Dracothian Guard – the Tempestors, Fulminators, Decimators and Concussors.

## VANGUARD CHAMBER

The vanguard auxiliary chambers provide the Stormhosts with rangers and scouts, abroad in the Mortal Realms for months or years at a time in pursuit of foes.



### VANGUARD-PALLADORS

Mounted on bestial Gryph-chargers, Palladors are outriders who can rival even the flying Prosecutors for speed. Use them to scour the flanks.

### VANGUARD-RAPTORS

Aided by the avian Aethervings and armed with longstrike crossbows, Vanguard-Raptors are marksmen without compare.



### VANGUARD-HUNTERS

Rangers and scouts, the Vanguard-Hunters are at home in the wild places of the Mortal Realms, masters of using the land around them to their own ends.

The Stormcast Eternals are a flexible fighting force, often fielding units from different chambers in the same army. Here, units from the warrior, extremis and vanguard chambers combine.





THE ULTIMATE GUIDE TO...

# IDONETH DEEPKIN

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, we dip beneath the waves of the darkest seas and oceans in search of the mysterious and deadly Idoneth Deepkin.







**A** cloying mist begins to rise from the earth. The tang of the sea is in the air, yet the coast may lie hundreds of miles away. Light refracts strangely, leaving those caught within the haze disorientated and confused. Their heartbeats quicken and their movements slow as they struggle for breath. Shapes move within the gloom, coalescing into shoals of fish that lurk on the edge of vision. Spectral shipwrecks materialise from the heaving ground, their hulls shattered on jagged coral reefs. A wave of fear crashes into those caught in the mist, a primal terror of the boundless oceans that erodes their sanity. Distressed sobs emerge from their quivering lips as a trail of bubbles that rise up to the surface of the magical ethersea that has engulfed them.

Only then do they come, the Idoneth Deepkin – the lost children of Mathlann, ancient aelven god of the sea. The first of their number emerge with effortless grace from the magical gloaming, striding forth with great glaives and

**“They do not appear to seek riches or lands to settle, and rarely do they revel in the thrill of battle. Tragically, their motivations are far darker.”**

bows loaded with barbed arrows. Their eyeless faces track their prey with supernatural ease, their harsh lives beneath the sea heightening their other senses. Yet the Namarti are but the foot troops of the Idoneth, the flood tide before the storm. Those who have mastered their fear enough to put up a spirited defence will find the next wave of the Idoneth Deepkin far more terrifying.

From the depths of the ethersea come the Akhelians, the noble princes of the Idoneth. Mounted on Fangmora Eels, great Leviadons and other monsters of the sea, they surge through the magical tides to launch lightning attacks upon their foes, spearing them with tridents and harpoons before racing back into the spectral sea once more. These improbable assaults are sustained by the magic of the Isharann – powerful aelven mages who use the magic of the realms and the darkness that lurks within their hearts to make such raids possible. Yet as quickly as the Idoneth appear, they are gone, like a tide receding from the shore. Few understand why they fight, for they do not appear to seek riches or lands to settle, and rarely do they revel in the thrill of battle. Tragically, their motivations are far darker. They fight to claim your soul.



# THE ULTIMATE GUIDE TO...

## A TALE OF REBIRTH AND TRAGEDY

The tale of the Idoneth Deepkin began many aeons ago during the last days of the world-that-was. Slaanesh, the Chaos God of excess and bane of the aelves, glutted himself on countless aelven souls as the world broke apart. The last he consumed were those that worshipped Mathlann, god of the sea, for they had hidden themselves well from his sight. When the newborn aelven gods Tyrion, Teclis and Malerion captured Slaanesh during the Age of Myth and began to extract the half-devoured souls from the dark god, it was the children of Mathlann that emerged first. Teclis claimed these souls as his own and remade them as the Cythai – the Awakened.

Teclis wished to make the Cythai the greatest of the aelven races, the most noble and pure of their kind. In Hysh, the Realm of Light, he built a great city for them and taught them powerful magic. Yet something was amiss, for his creations grew fractious and withdrawn, becoming resentful to his tutelage. Teclis gazed into their souls and instead of light he found shadow – shadow that even he could not penetrate. Weaving great spells, Teclis shone a bright light of truth upon the Cythai to reveal their secrets. Some collapsed into madness, the rest – fearful for their lives – fled to the dark places of the realms where they felt safest – the seas and oceans.

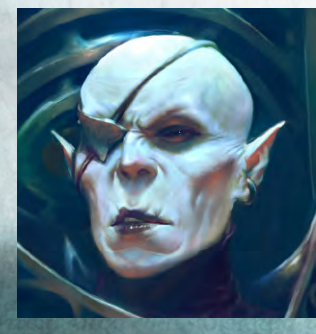
The tragedy did not end there for the Idoneth – a name they chose for themselves meaning ‘extreme seclusion’. Hidden deep beneath the seas, protected by arcane spells and far from the temptations of the realms, they began to form new civilizations. Yet the Idoneth had, for a long while, suspected their souls were contaminated. When the first aelf children were born the curse was realised – barely one in every hundred newborn aelves survived past infancy. Those with the spirit-sight could see the cause – their progeny were born with swiftly withering souls and as a consequence their lives were cut tragically short. The Idoneth desperately sought a cure as their race declined and, in time, they found one. By capturing the soul essence of another creature, they could sustain the lives of these Namarti, if only for a short while. Those among the Idoneth born with souls – the Isharann and Akhelian – looked at their kin and wept. Theirs would be a hard road, for the survival of their race now depended on the souls of others.

## THE ISHARANN, MAGICAL RULERS BENEATH THE WAVES

The enclaves of the Idoneth Deepkin are split into three castes – the servile Namarti, the martial Akhelian and the Isharann – the masters of magic. All aelves have an affinity with magic, yet the Isharann feel its ebb and flow more keenly than their kin. Identified at birth by a Soulscriber, the young Isharann

## HIGH KING VOLTURNOS

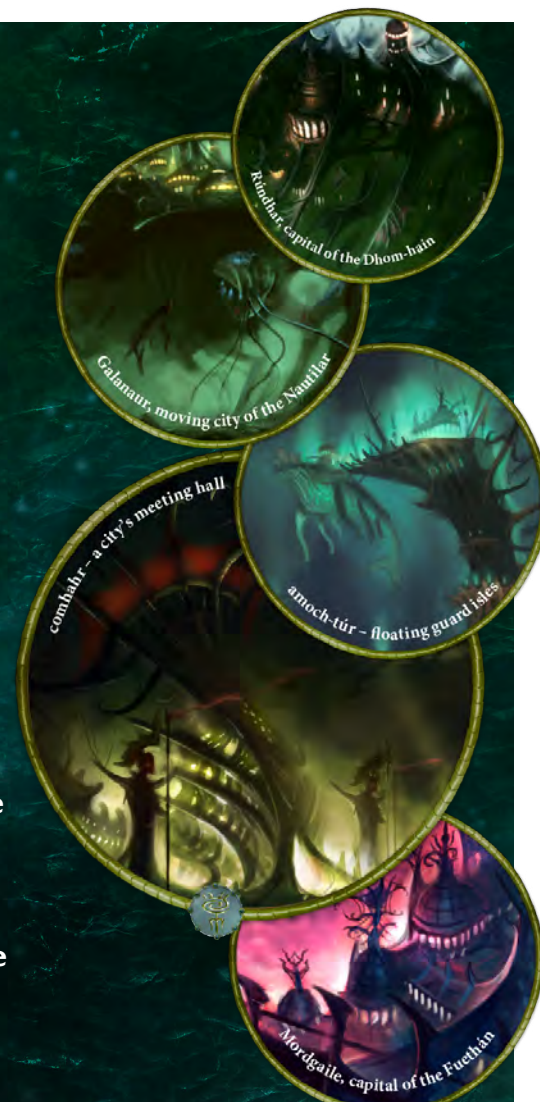
Of all the Akhelian Kings there are none so feared or respected as Volturnos, High King of the Deep and lord of the Ionrach. Volturnos is the last of the Cythai still alive and it's rumoured that his soul was the first rescued from Slaanesh by Teclis. An experienced warrior and a calculating tactician, Volturnos is an inspiration to all Idoneth warriors, whether they hail from the Ionrach enclave or further afield. Armed with the sabre Astra Solus and the magical shield Cealith – weapons gifted to him by Teclis himself – Volturnos rides to war on the Deepmare Uasall, a prince among his kind.



## THE DEEP PLACES

The aelf nations of the Idoneth are utterly isolated, hidden at the darkest depths of the largest oceans of the Mortal Realms. Connected by whirlways – underwater Realmgates – the Idoneth are able to support each other in times of dire need and launch raids across the length and breadth of the realms.

The first city of the Idoneth was named Gealrachi, and was hidden beneath the waves of the Gealus Ocean in Hysh, the Realm of Light. Yet the Idoneth were ever a fractious race and the discovery of the whirlways saw them split into enclaves and disperse across the realms to lead their own isolationist existences. The noblest of the Idoneth – the Ionrach – travelled to Ghyran, the Realm of Life, where they established the city of Príom beneath the Maithnar Sea, while the aggressive and impetuous Fuethán found themselves drawn to the boiling seas of Aqshy, the Realm of Fire. Arguably most unusual city of the Idoneth is Galanaur, the capital of the Nautilar Enclave. Built on the back of a Great Scaphodon – an enormous sea monster – the city has travelled from the Maithnar Sea in Ghyran and currently resides in the Atleus Ocean in Ghur. Recently it has come under attack by the Skaven who, using the carcasses of vast sea creatures, besieged the migrating city.







## ISHARANN HEROES OF THE IDONETH DEEPKIN

**1** Soulscryers are both priests and navigators of the Idoneth. They can sense soul energy at great distances and actually see a victim's soul floating before them – the stronger the soul, the easier it is for the Soulscryer to identify and mark for their fellow Idoneth. A Soulscryer's innate understanding of the whirlway portals enables them to plot courses to distant lands, instructing the Isharann Tidecasters on the best course for them to magically transport an Idoneth phalanx.

**2** Soul Wardens record the number of souls kept within the chorrileums. When more souls are required – often to sustain the lives of the Namarti – it is the Soul Wardens who inform the elders of the enclave that a raid is required. Though Soul Wardens rarely leave their underwater cities, there is one who does – Lotann, Warden of the Soul Ledgers, whose commitment to his duty has seen him join countless raids, his Ochtar familiar looming over his shoulder as he makes his tallies.

**3** Soulrenders hunt down the souls of the fallen and ensnare them using the lurelight that dangles from their helm. They add to this tally of souls by hunting down the strongest foes and capturing them with their talúnhook before stripping their soul from their body. While some victims are killed as they try to escape the Soulrender, others fall into a soulless sleep from which they will never awaken. In times of desperate need, these souls can even be used to reinvigorate fallen Namarti mid-battle.

**4** Tidecasters excel at magic and illusion. It is their spells that enable the Idoneth to travel across the endless oceans of the Mortal Realms, allowing them to launch soul-harvest raids without warning. The Tidecasters also conjure the ethersea that surrounds the Idoneth and their aquatic beasts when they go to war, a phenomenon that often leaves their foes disorientated and gasping for breath as the phantasmal sea washes over them, drowning them in fear.



## THE ULTIMATE GUIDE TO...

spend their formative years learning how to harness different forms of magic before specialising in a particular sphere. Some, like Tidecasters, are elementalists, able to bring the forces of nature crashing down upon their foes in tidal waves and swirling maelstroms. Others, such as Soulscryers, Soulrenders and Soul Wardens use their knowledge of magic to search for, capture and store souls – a crucial process in the survival of the Idoneth enclaves. Many of these wizards, priests and magic-wielders will accompany an Idoneth phalanx to war, bolstering the martial prowess of the Akhelian and Namarti with powerful sorcery. Other Isharann are more rarely seen, such as the Tru'heas healers, the Embailor beast-tamers and the Chorrulus – the Isharann that build the great cities beneath the waves.

Each Idoneth enclave has a ruling council made up of Isharann and Akhelian. Between them they decide the path their enclave will follow, be it aggressive expansion, total isolationism or somewhere in between. It is a harmonious relationship for the most part with no overall ruler – the Isharann know they cannot claim new souls without the Akhelian caste leading their raids. In return, the Akhelians know there is little they can do with their captured souls without the arcane knowledge of the Isharann.

### THE AKHELANS, NOBLE WARRIORS OF THE ENCLAVES

The Akhelians are the warrior caste of the Idoneth Deepkin – when a soul harvest is required, or in times of war, it is they who their kin turn to for leadership and guidance. Like the Isharann, Akhelians are among the few Idoneth born with strong and healthy souls and as such will live to a great age unless they fall in battle. They spend the first few decades of their lives in training, learning not only how to fight, but also how to conduct grand strategies and tactics. Their skills are honed to razor-sharp perfection. Through the Akhelians, the aelven knights of ancient folklore live on – proud, strong and noble.

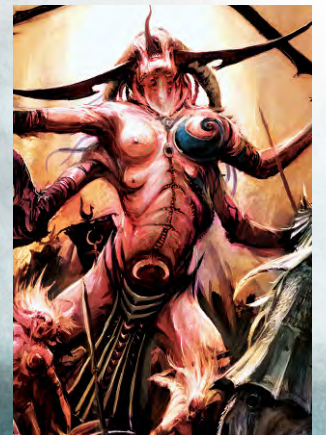
The newest recruits to an Akhelian cohort will typically be posted as crew to an Alloplex or Leviadon bond-beast, where they will man one of the razorshell harpoon launchers.

Experienced Akhelians – those who have proven themselves in battle – may command one of these great sea creatures or even ride to battle on a Fangmora Eel, a sure sign that they have been marked out for greatness. It takes great fortitude to master one of these beasts, even after they have been broken in by an Embailor.

The Akhelians make up the second wave of an Idoneth assault and they will lurk in the depths

### SLAANESH

Though their founders escaped the clutches of Slaanesh long ago, a dark shadow still resides within the collective psyche of the Idoneth. They forgo all pleasure, desire and sensations whenever they can, numbing their minds so that they may not feel or dream impure thoughts. Yet despite the best efforts of the Idoneth, the Seekers of Slaanesh eventually found them and it was the Keeper of Secrets Sslish the Depraved that laid claim to their discovery. Ironically, the Daemon did not keep its secret for long...



### THE AKHELIAN KINGS AND QUEENS

The Akhelian Kings and Queens are the military commanders of the Idoneth Deepkin. Though they often defer to the Isharann lords when diplomacy is required, they are the undisputed leaders in matters of war, for they have trained and fought their entire lives and none know the ebb and flow of battle as well as they do. Highly skilled with blade and spear, Akhelian Kings and Queens are formidable fighters, often riding to battle atop a fearsome Deepmare – one of the rare undersea creatures willing to form a bond with its master.

Yet the true skill of the Akhelian regents lies in their tactical foresight. They must be decisive and inspirational yet prudent, too, for every soul captured in a raid is offset by every life lost.





# THE AKHELIAN BEAST-RIDERS

*From Creatura Mythologica, a study of legendary beasts by Jopha Querillon*

The Ishlaen Guard harness the frightful power of their Fangmora Eel mounts defensively, using it to imbue their shields with some form of impervious energy.



Fangmora Eels are notoriously ferocious and must be bound to their masters with powerful magic.

The Morrarr Guard wield archaic-looking spears that can pierce through armour as easily as flesh. It is said that they can channel the biovoltaic charge of their Fangmora Eel through their spear, though I have yet to see this first hand.



The youngest Akhelians man the weapons of bond-beasts before they earn the right to ride their own mount.

The Alloper is one of the greatest predators of the sea, a vicious beast that always hungers for flesh. How the Idoneth tamed such a beast is a mystery – I believe it may have something to do with the magic-wielding Embailors.



A Ma'harr masters the Leviadon's reins. Note how the creature's eyes have been blinkered so that it may not rebel against its masters.



To see a Leviadon in the sea is rare enough. To see it floating through the sky as if it were underwater is surely a nightmare given form. Crewed by the most skilled Akhelians, it is used by the Idoneth as a battering ram, smashing asunder any foolish enough to stand before it. Curiously, the Leviadon is notoriously hard to target – I have heard tales of archers firing up at it only to find their shots go disastrously wide, refracted by waves of magical energy.



## THE ULTIMATE GUIDE TO...



### THE EIDOLONS OF MATHLANN

In times of dire need the Idoneth may call upon the souls of the departed to create their greatest weapon – an Eidolon of Mathlann. These spectral apparitions are not avatars of the ancient sea god (for Mathlann is long dead, slain by Slaanesh), but gestalt beings created from the shared soul energy of deceased Idoneth aelves. Drawn together, these tiny beacons of spirit energy coalesce into a personification of an ancient memory, a summoned vision of Mathlann that once was. Some of these Eidolons take on the storm aspect of Mathlann, a raging maelstrom of hatred and destruction from which few foes escape alive. Other Eidolons take on the aspect of the sea, bringing strength and courage to their allies and lulling their enemies into a dreamless sleep from which they may never awaken.



of the ethersea until the Namarti cohorts have engaged the enemy, waiting for exactly the right moment to launch their attack. When they do, it is devastating, their bond-beasts racing from the shadows to deliver them into the heart of the battle where they can reap a great tally of souls.

### THE NAMARTI, THE WITHERED SOULS

The Namarti are the most numerous of the Idoneth, though they are also the shortest lived, for they are born with withering souls and many do not live past infancy. Theirs is a tough existence, for their lives are only sustained by painful soul-binding and even then they may not live longer than three or four decades. Though physically similar to their Isharann and Akhelian kin, the Namarti are born blind, their eye sockets covered by a layer of translucent skin that gives them an unsettling, impassive appearance. To survive into adulthood, they must receive a new soul – one of those captured during an Idoneth raid. The life energy transference is conducted by Isharann soul-mages in a series of eldritch rituals that will leave the Namarti physically scarred but alive, a metal collar fixed around their neck and a half-soul rune branded upon their forehead.



The Namarti form the first wave of an Idoneth attack, pinning the enemy down ready for the main Akhelian assault. Lotann, Warden of the Soul Ledgers often accompanies the Namarti, his determination to preserve their souls inspiring them to fight with even greater zeal.



The majority of Namarti will become labourers of the Idoneth enclaves, but the most physically able will be trained by the Akhelians and formed into battle cohorts – the first wave of an Idoneth assault. The Namarti know this may well lead to their deaths and many resent being used in this way, but they also know that the lives of their kind can only be sustained by conducting raids and capturing new souls – they must form the core of a raiding force, for the Akhelians are not numerous enough to do so alone.

Of these Namarti, most are trained as Thralls and fight with long-handled lanmari blades, their serrated edges designed for cleaving through the tough hides of the undersea beasts that the Namarti fight on a daily basis. As the Idoneth discovered long ago, such weapons are equally effective against air-breathing creatures. Other Namarti are given whisperbows and sent to scout out the enemy's positions, their lithe forms darting from cover to fire upon sentries and advance guards before disappearing back into the surrounding gloom. Their lack of eyesight does not appear to affect their skill with a bow for the Namarti can sense the movement of their foes in the ethersea

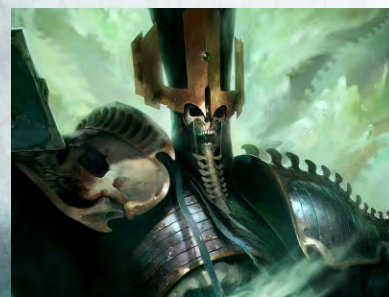
around them. The slightest change in current or pressure is enough to bring a Namarti's bow sweeping up and a hail of arrows racing towards their target.

#### **DISCOVERY OF THE IDONETH DEEPKIN**

Most denizens of the Mortal Realms know little or nothing of the Idoneth Deepkin, for they have been fastidious in their isolation, cutting themselves off from the realms and shrouding their activities in arcane rituals and dark magic. A survivor of an Idoneth attack may have fleeting memories of them, but these will soon fade into half-remembered nightmares as the spells of the Tidecasters take hold. Yet the Idoneth's continual need for souls has finally etched their existence in the minds of several races, most of which now seek revenge on the aelves that have plagued their lands and slain their peoples for centuries. The Idoneth cannot make amends easily, for their curse cannot be cured and souls must be harvested, yet several enclaves have pledged their allegiance – such as it is – to Sigmar and the forces of Order, promising to fight against the growing forces of Chaos wherever they can. It is a daunting time for the Idoneth Deepkin and they do not know what the future will hold. **DH**

#### **THE SOUL WAR**

There was once a natural order to life and death in the Mortal Realms. Upon death, a being's soul would travel to the underworlds of Shyish where they would exist in an afterlife constructed from the cultures and beliefs of their people. However, since the return of Nagash, many of those souls have been captured and enslaved by the Supreme Lord of the Undead, for he believes that all departed souls should belong to him. When Nagash finally learned of the existence of the Idoneth, his fury was unbridled, for they were doing exactly what Sigmar had done before them – stealing souls that should belong to him.





# THE BLACKSTONE EXTRACTION

On the forge world of Amontep II, the Necrons are rising from their hidden tombs. Tasked with acquiring samples of blackstone for further analysis, Magos Ologostion must extract the valuable material from Amontep II before the Necrons can claim it back.





The barrel of his volkite blaster glowing with expended heat, Magos Dominus Dentrex Ologostion fired another volley of thermal energy at the advancing Necrons. Two of the metal warriors were enveloped by the resulting conflagration, one disappearing in a flash of sickly green light, while the other lurched back to its feet, its ruined limbs reforming even as Ologostion watched. Fascinating, mused the Magos, his data-skulls recording everything for later evaluation. Racing back to the nearby servohauler on clacking metallic limbs, Ologostion fired a blurt of binharic code at the hauler's crude machine spirit, ordering it onwards. The tractor unit responded sluggishly, its cargo of blackstone clearly heavier than its recommended load. Ologostion calculated the time it would take for the servohauler to reach the landing zone. The result flashed up on his retina; too long. Mission success was unlikely. The Magos hunched over as arcs of green energy flickered past, lashing across several of his Skitarii

and flinging them broken to the ground. The Necrons were not closing quickly, but their numbers were increasing and their attacks were becoming bolder. Auspex scans suggested that Necron units were beginning to outflank Ologostion's slow-moving acquisition force.

Curiously, the Necrons were not targeting the servohauler, which gave Ologostion a more positive diagnostic estimate – what lesser humans would call hope. If Archmagos Cawl's relief force could get to Ologostion in time, perhaps they would be able to extract the larger sample of blackstone that they had carved from one of Amontep II's monolithic structures. The ground shook beneath Ologostion's many feet and new data entered the noosphere that surrounded him. Incoming war assets. Through the static haze, canticles were being chanted in the name of the Omnisiah. Cawl's relief force was inbound. Ologostion revised his estimates as gauss fire scorched the air around him.

## THE SKITARII ACQUISITION FORCE

**Dan:** This Battle Report all came about because of the excellent story presented in the Forgebane boxed set – it gives you a great feel for the war that's about to unfold between the Adeptus Mechanicus and the Necrons over the material known as blackstone. It seemed like a great opportunity to pit these two armies against each other – the men that would be machines versus the machines that would be men. Oh, the irony!

We thought it would be fun to continue the story presented in the boxed game, following the tale of Magos Dominus Dentrex Ologostion as he plumbs the depths of Amontep II in search of the valuable blackstone. The third battle in the Forgebane book is an evacuation-style mission, where the Magos must escape the battlefield with a chunk of blackstone,

## THE TOMBS OF AMONTEP II AWAKENED

**Martyn:** There were a couple of reasons why I wanted to fight this Battle Report. Firstly, I think Necrons are really cool and I guess I was a little saddened to see how badly they fared against the Adeptus Custodes a few issues ago. They had a tough time in that game and I wanted to see if I could do a little better with them. I also had the benefit of using the rules – including the Dynastic Codes – from the new codex, which I reckon should even the playing field.

Secondly, I don't often fight narrative games – I normally just work out an army list and roll for a mission with whoever I'm playing against, then play a game. Dan had come up with a really cool story for the Battle Report, with the Adeptus Mechanicus trying to escort a Galvanic Servohauler across the battlefield with a legion of Necrons in hot

much to the anger of the newly awakened Cryptek leading the Necron forces. Our plan was to expand upon that idea, with the Adeptus Mechanicus attempting to extract a much larger consignment of blackstone before the Necrons could stop them.

For this battle, I picked pretty much something of everything from the Studio's Mars collection including the Tech-Priest Dominus, Skitarii Rangers and Armiger Warglaives from Forgebane. Part of the reason for picking my eclectic mix of units was that I wanted to try out as many of the stratagems in Codex: Adeptus Mechanicus as possible, but also to see which units worked best against the Necrons. My army just exceeds 150 power and is made up of two detachments – battalion and super-heavy, giving me a grand total of 9 command points. You can see my mighty Martian army over the page.

pursuit. It was a really fun idea for a game and we worked out the finer points of the story between us to create the narrative.

When it came to picking my army, I worked to the same power level that Dan had established. First up were the Necron Warriors. No small units of 10 for me – just one massive unit of 20. With a Cryptek nearby, I'd like to see Dan get rid of them. I also took two units of Lychguard, which I found to be monstrously powerful when we played through the three scenarios in Forgebane. I picked a large contingent of fast units in the shape of Tomb Blades, Canoptek Wraiths, Triarch Pretorians and Destroyers to hold up the retreat of the Adeptus Mechanicus forces. I also took the Nightbringer. If you read the last Necron Battle Report, you'll know that it suffered an ignominious death. Vengeance was owed!

## DAN HARDEN

Dan has an Adeptus Mechanicus army in his collection, though his Skitarii hail from Stygies VIII rather than Mars (they love the xenotech). Having played quite a few games with the Adeptus Mechanicus over the last year, Dan should be well-versed on how to get the most out of them on the battlefield.



## MARTYN LYON

Martyn painted a Start Collecting! Necrons set a while back but only played a few games with them before concentrating on his Dark Angels. With the release of Codex: Necrons this month, Martyn turned his attention back to the undying ones. Apparently he has some cunning tactics.





# BATTLE REPORT



## THE SAUTEKH TOMB OF AMONTEP II

### TOMB COHORT

**HQ**  
1 – Nemesor Mafdet  
Necron Overlord with voidscythe, Veil of Darkness and resurrection orb (6)

**2 – Vizier Photek**  
Necron Lord with resurrection orb (5)

### TROOPS

**3 – Amontep Immortal Guard I**  
5 Immortals with gauss blasters (4)

**4 – Amontep Immortal Guard II**  
5 Immortals with tesla carbines (4)

**5 – Amontep Cohort**  
20 Necron Warriors (12)

### ELITES

**6 – First Scythe Cohort**  
5 Lychguard with warscythes (8)

**7 – First Blade Cohort**  
5 Lychguard with hyperphase swords and dispersion shields (8)

**8 – Silere Envoy**  
5 Triarch Praetorians with particle casters and voidblades (8)

**9 – Silere Envoy Excelsi**  
Triarch Stalker with particle shredder (8)

**10 – Shard of the Nightbringer**  
Shard of the Nightbringer with Cosmic Fire and Seismic Assault powers (12)

**11 – Osiric Doom Guard**  
5 Deathmarks (5)

**12 – The Khepri Myriad**  
3 Scarab Swarms (2)

### HEAVY SUPPORT

**13 – Nephthys Cataclysm**  
Annihilation Barge with twin tesla destructor and gauss cannon (8)

**14 – Nephthys Ruination**  
Annihilation Barge with twin tesla destructor and tesla cannon (8)

**15 – The Neithan Constructs**  
2 Canoptek Spydres with two particle beamers and fabricator claw arrays (8)

### FLYERS

**16 – Qebui Animus**  
Doom Scythe (11)

### VANGUARD COHORT

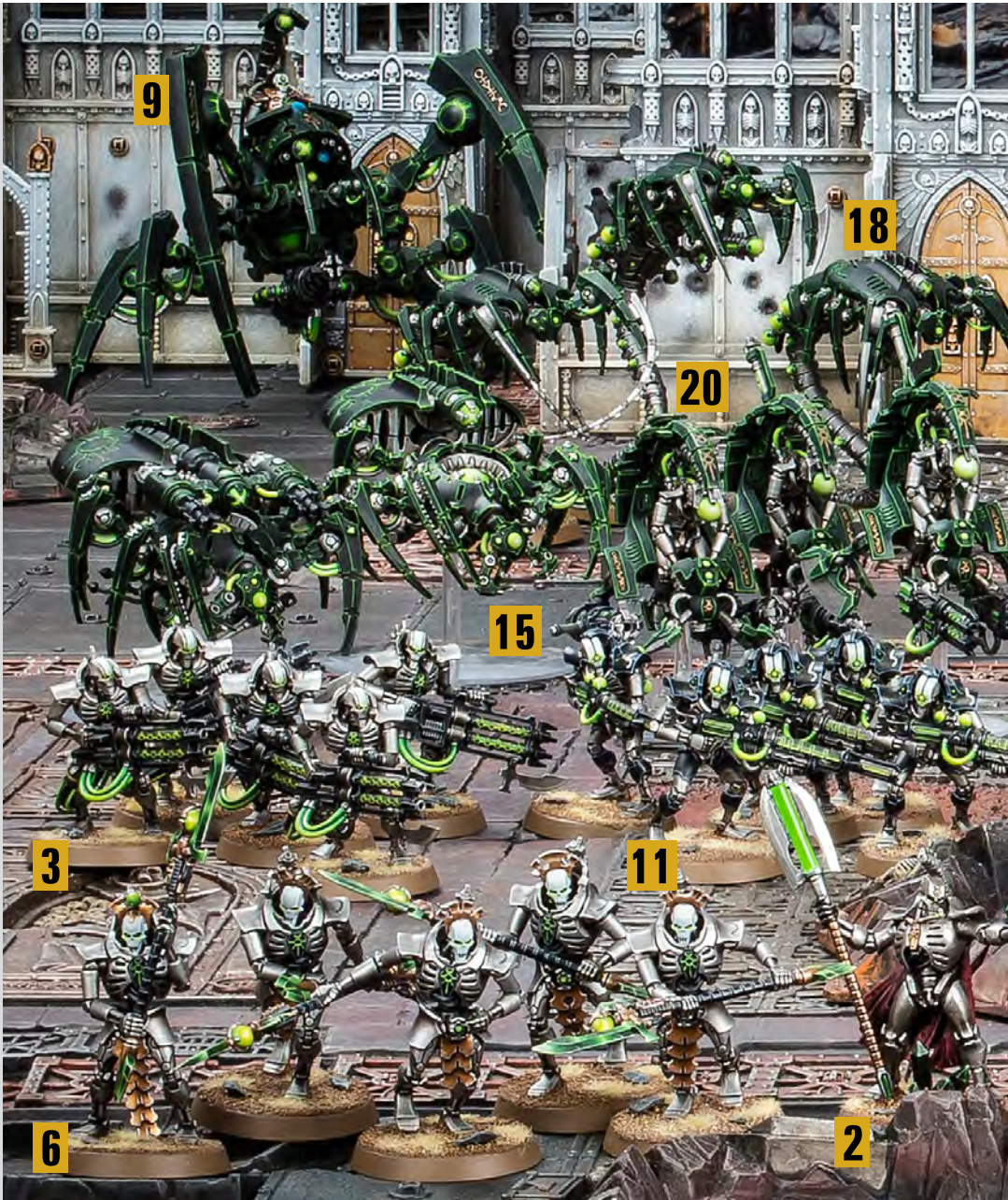
**HQ**  
17 – Agdahax the Technomandrite  
Cryptek with canoptek cloak (5)

**18 – Amontep Protocol Sanctifiers**  
3 Canoptek Wraiths (9)

**19 – Khmet Vengeance Cohort**  
6 Destroyers with one Heavy Destroyer (18)

**20 – Shulak Interception Cohort**  
3 Tomb Blades with gauss blasters, tesla carbines and a particle beamer (5)

**TOTAL POWER LEVEL: 154**  
**COMMAND POINTS: 7**







# THE LEGIONS OF MARS

## EXPEDITION FORCE OLYMPUS MONS-8

### HQ

1 – Belisarius Cawl (13)

2 – Dentrex Ologostion

Tech-Priest Dominus with Pater Cog-tooth (7)

### TROOPS

3 – Alpha-Numex 88

10 Skitarii Rangers with transuranic arquebus, arc rifle, phosphor blast pistol and omnispe (7)

4 – Beta-Numica 65

10 Skitarii Vanguard with arc pistol, power sword, plasma caliver and arc rifle (7)

5 – K-Pex 181

3 Kataphron Breachers with two torsion cannons and an arc rifle (8)

6 – K-Pica 182

3 Kataphron Destroyers with two plasma culverins and a heavy grav-cannon (10)

### ELITES

7 – Monoria Rhu-5

Cybernetica Datasmith (3)

8 – The Blessed Dunamis

5 Fulgurite Electro-Priests (4)

9 – The Blessed Electrum

5 Corpuscarii Electro-Priests (3)

10 – Ganma-Ferrox 23

5 Sicarian Ruststalkers with transonic blades (6)

11 – Delta-Morven 7

5 Sicarian Infiltrators with taser goads and flechette blasters (6)

### FAST ATTACK

12 – Theta-Glaw 9

1 Ironstrider Ballistarius (4)

### HEAVY SUPPORT

13 – Maxilius 4 and Gorgonus 10

2 Kastelan Robots (12)

14 – Lumin-Gravex 531

Onager Duncrawler with twin heavy phosphor blaster (7)

15 – Thunor-Apex 661

Onager Duncrawler with Icarus array (7)

### KNIGHTS OF HOUSE RAVEN

16 – Ursumna, Adamantium Will

Knight Errant (23)

17 – Ulania, Purity Within

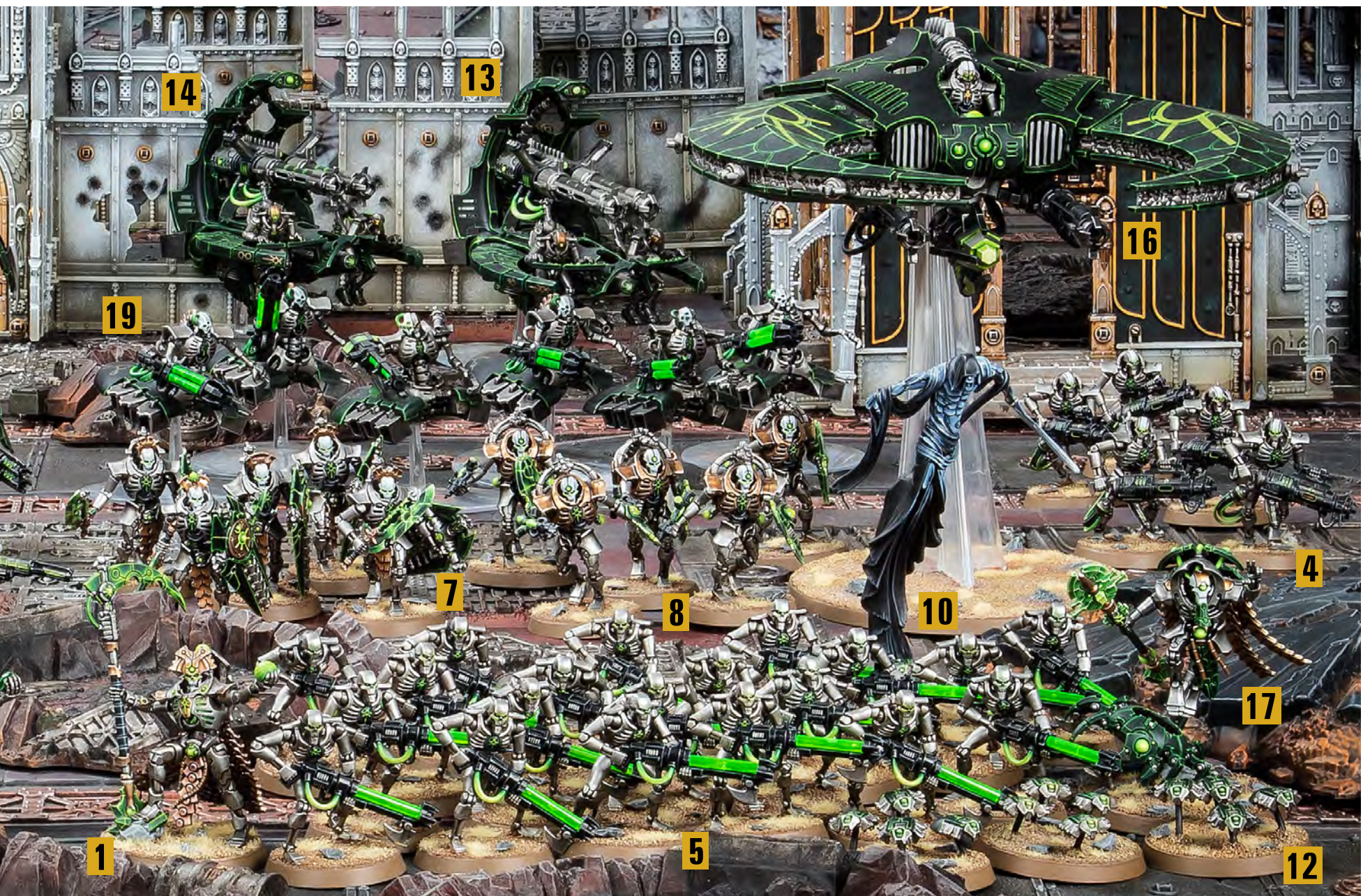
Armiger Warglaive (12)

18 – Solana, Ever-Vigilant

Armiger Warglaive (12)

TOTAL POWER LEVEL: 151

COMMAND POINTS: 9





# BATTLE REPORT

## DEPLOYMENT

**W**ith the Necrons closing fast, Belisarius Cawl took command of the blackstone extraction mission. He had a few units in place to guard the Galvanic Servohauler, but most of his Skitarii were still strung out along the main road, interspersed with priests from the Cult Mechanicus as they jostled to find a position amongst the city ruins. It was a messy deployment but it would have to do in the circumstances. Cawl ordered the Armiger Warglaives of House Raven to hold the flanks and the Knight Errant to guard the extraction point while his

Skitarii took on the Necrons face to face. In the distance he could see the xenos advancing, their ranks filling the eastern horizon between the city buildings. To the south marched a phalanx of Necron Warriors supported by Immortals and Lychguard, the metal warriors urged on by a trio of Necron commanders and a deadly Shard of the C'tan. To the north, a dull buzzing could be heard – the sounds of a Necron flanking force made up of fast-moving Tomb Blades, Triarch Praetorians and hate-fuelled Destroyers ready to pounce on the strung-out Skitarii.

Rather than set up their armies in the usual manner, Dan and Martyn set them up together, placing units in tactical locations or simply where they look cool.

Dan deploys the Skitarii Vanguard (1) and Kataphron Breachers (2) around the Galvanic Servohauler (3), reasoning that they will act as good defensive troops. He deploys Belisarius Cawl nearby (4) surrounded by Fulgurite Electro-Priests. Dan places his Kastelan Robots (5), Kataphron Destroyers (6) and Onager Dunecrawlers (7) in the centre of the battlefield.

The Armiger Warglaive *Purity Within* is set up on the northern board edge along with the Corpuscarii Electro-Priests (8), while the Armiger *Ever-Vigilant* is deployed on the southern board edge with the Sicarian Infiltrators (9). Dan places the Knight Errant at the top of the road (10).

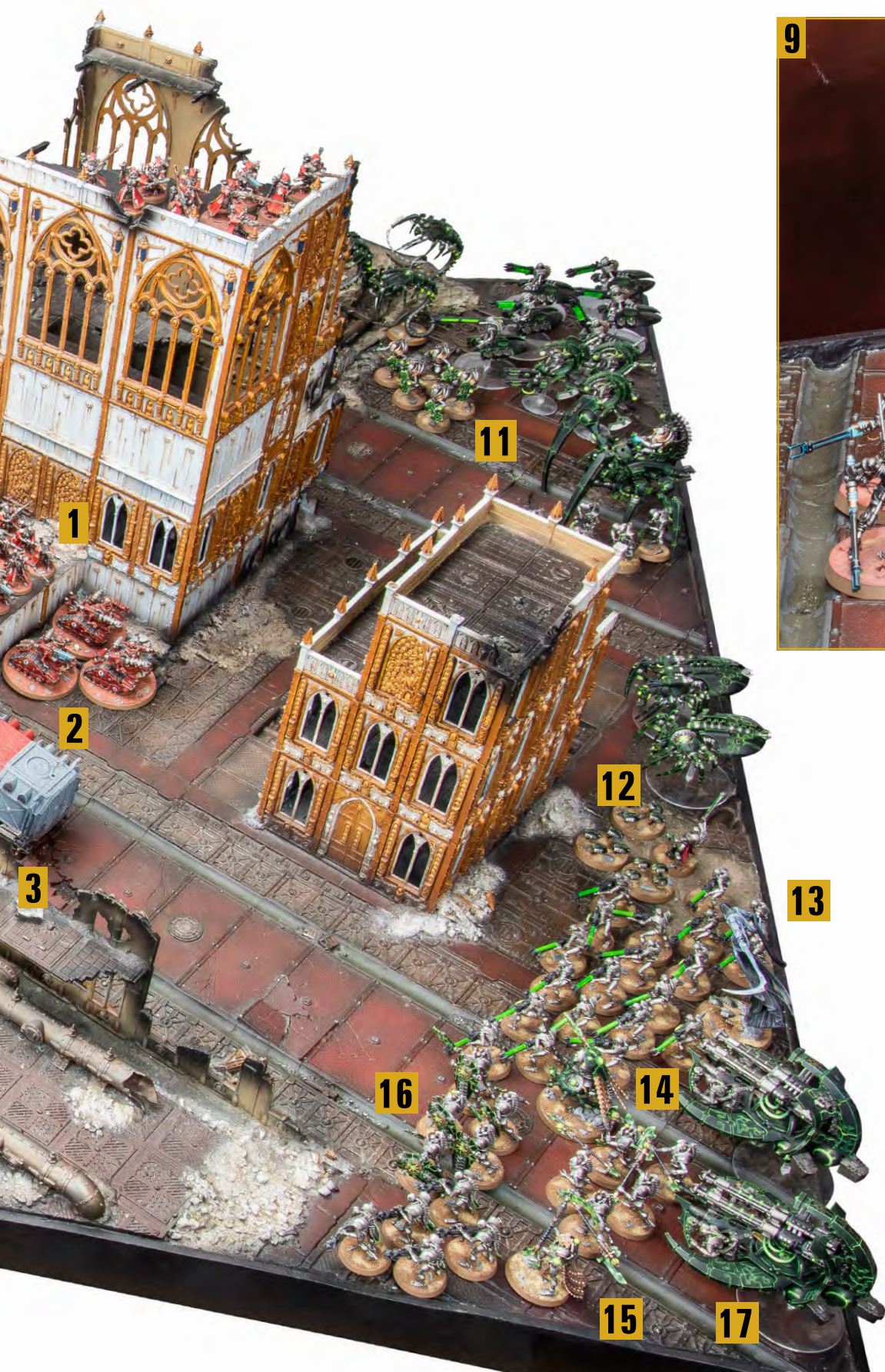
Martyn sets up the Necrons on the eastern board edge, with his fast-moving units (Destroyers, Tomb Blades and Canoptek Wraiths) in the north-east corner (11), the Canoptek Spyders in the centre (12) and his main phalanx in the south-east corner. The Necron Lord (13), Cryptek (14) and Overlord (15) are dispersed amongst the units, with the Lychguard to the fore (16) and the Annihilation Barges (17) and C'tan Shard (18) to the rear.





## THE GALVANIC SERVOHAULER

Before deploying their armies, Dan and Martyn worked out how victory would be decided. To win, Dan would have to get the servohauler and its cargo of blackstone to the steps in the north-west corner of the board, whereby it could then be extracted. By deploying it on the ramp in the south-east corner of the battlefield, it would have to trundle the length of the road (a full 36") to get to the steps at the other end. Dan and Martyn agreed that it would move 6" (and could advance, too) at the start of each of Dan's turns, but only if there was an Adeptus Mechanicus unit within 3" of it. If there were no units nearby, the servohauler would grind to a halt. Martyn, of course, would have to stop the servohauler from escaping and could make it take detours by placing Necron units in its path. Neither side could damage the servohauler for fear of destroying its cargo.





## BATTLE REPORT

### CANTICLES OF THE OMNISSIAH

Incantation of the Iron Soul and Litany of the Electromancer.

### ATMOSPHERIC CONDITIONS

In this battle, Dan and Martyn used the Atmospheric Conditions rules found in Forgebane. The weather conditions change at the start of each battle round.

Dust Storms. Until the end of this battle round, the Range of all ranged weapons is reduced by 6" to a minimum of 12".



## BATTLE ROUND ONE: A RETREAT UNDER COVER OF DUST

**A**s the forces of the Adeptus Mechanicus began their retreat from the Necron advance, a sudden dust storm came crashing down around them, blinding their senses and leaving many of them unable to target the xenos that were now dangerously close. The servohauler roared up the road following Magos Ologostion, a unit of Kataphron Breachers closing off the road behind it before pouring firepower into the Necrons. All the Adeptus Mechanicus units had been given directives to shoot the Necrons identifiable as Lychguard, and those that could see to shoot them almost wiped out one of the advancing units. The remaining Necrons closed in unperturbed. On the northern flank, Purity Within targeted the Canoptek Wraiths but only disintegrated one of their number. The remaining Necrons stayed safely within the dust storm, making it impossible for the Onager Dunecrawler Lumin-Gravex 531 to target them.

Seeing the transporter carrying the blackstone disappear up the road, Nemesor Mafdet ordered his Necrons onwards. Relentless on the advance, the Sautekh warriors lumbered forward, their gauss rifles spitting arcs of atom-shattering energy at the Skitarii Vanguard on the nearby retaining wall, wiping them out to a man. The Annihilation barges fared equally well, their tesla destructors making light work of the Kataphron Breachers that had barred the road. The way was now clear for the Necrons.

Further to the north, Mafdet's flanking force was making progress. The Adeptus Mechanicus units had retreated before it and Mafdet ordered all his units to attack the Armiger Warglaive. He had been warned by Agdahax the Technomandrite how dangerous they could be, but when the dust cleared the walking machine was still standing. Mafdet's protocols glitched with anger.

### FORGE WORLD DOGMA AND DYNASTIC CODES

**Dan:** For this game my army benefitted from the Mars Dogma, Glory to the Omnisiah. Every turn I could chant two Adeptus Mechanicus canticles rather than one and apply the results of both.

**Martyn:** I picked the Sautekh Dynastic Code Relentless Advance for the Necrons. This code means that my units treat all ranged weapons as assault weapons when they advance. They also suffer no penalty to hit when moving and firing heavy weapons.





## SKITARI LOGJAM

**Dan:** Early on I realised that I had a problem with the positioning of my units. Before the game, Martyn and I agreed that the servohauler would move at the start of my turn, which meant I had to leave enough space for it to drive through them. Sadly I barely left any space at all as I was preoccupied trying to keep my units near each other to get special rules, such as the emanatus force field for the Onagers and the Lord of the Machine Cult for the Tech-Priest Dominus. As a result, my units got in the way of the servohauler a lot!



The Triarch Stalker (13) causes three wounds on Purity Within with its particle shredder, but the Destroyers fail to cause any damage. Nearby, the Triarch Praetorians come face to face with the Corpuscarii Electro-Priests (14).





## BATTLE REPORT

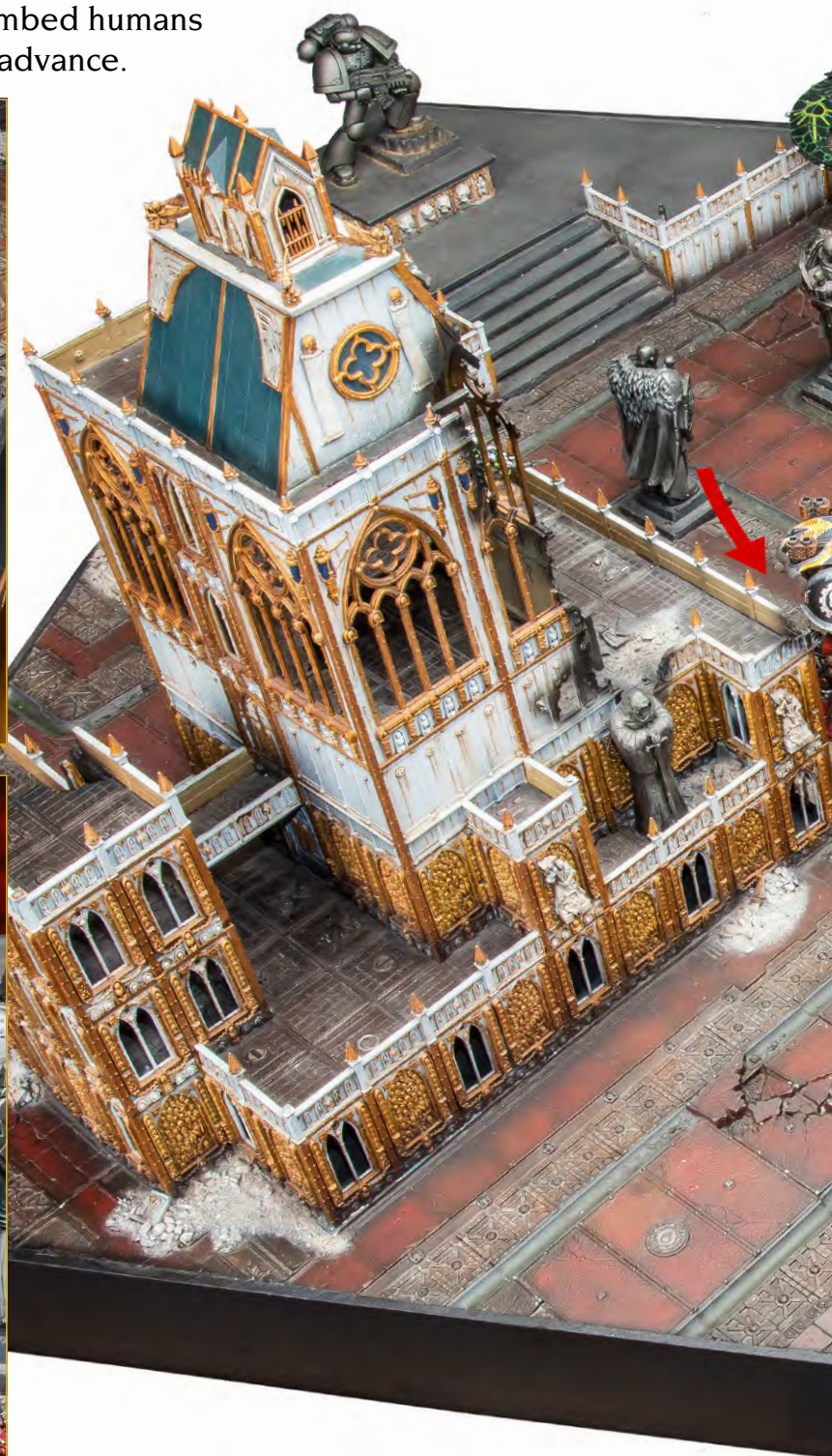
### BATTLE ROUND TWO: THE JAWS OF SAUTEKH BEGIN TO CLOSE

**B**elisarius Cawl ordered the Kastelan Robots and Kataphron Breachers forward to slow the Necron advance. They were almost entirely unsuccessful in their mission, barely killing any of the Necron Warriors trudging up the road towards them. Cawl uttered the binharic equivalent of a muttered curse and ordered the Sicarian Infiltrators and Fulgurites into the fight, if only to hold up a few of the xenos while the servohauler lumbered past. Suddenly, one of the Necron Annihilation Barges exploded in a shower of living metal. Cawl turned to see the Icarus array of Thunor-Apex 661 venting rocket exhaust fumes – he made a mental note to bless the machine and its crew following the extraction. To his left, the north flank of his forces were in trouble. The Armiger Warglaive Purity Within had defied his orders – instead of retreating, it had charged forward was even now hacking and slashing at a pair of barely visible Wraiths.

Protocols racing through his metal mind, Overlord Mafdet ordered his flanking force to conduct an all-out assault. The northern Armiger, already limping and on fire, was blasted from its feet by the Triarch Stalker and finished off by the Tomb Blades. The Triarch Praetorians, meanwhile, were stuck in a frustrating fight with the Electro-Priests, neither side willing to die. Ignoring them, the Destroyers engaged the nearby Dunecrawler, stripping layer after layer of armour off it with their gauss cannons before tearing apart the crew inside with their metal hands. Mafdet was pleased with their progress and ordered his own phalanx forward, his Warriors damaging the robots guarding the road but failing to destroy either of them. In frustration, Mafdet unleashed his Shard of the C'tan, which gorged itself on the life energy of some nearby enemies. Mafdet contented himself with slaying some blade-limbed humans before continuing his advance.

#### BEING STRATEGIC

**Dan:** I often default to Command Re-rolls when I use stratagems, but not this game! I placed five stratagem cards along the edge of the board that I really wanted to use and consulted them every turn to see if they were viable. They were Elimination Volley, Machine Spirit's Revenge, Tech-Adept, Infoslave Skull and Protector Doctrina Imperative. This turn, I used Elimination Volley, which boosts the ballistic skill of your Kataphron Destroyers and Kastelan Robots if they are within 6" of each other. Always handy, I feel!





**FLANK ASSAULT**

**Martyn:** I'd managed to get my Destroyers into a position where they could start to harry the centre of Dan's army. There was just one thing in the way – an Onager Dunecrawler. I played the Extermination Protocols stratagem on the Destroyers, enabling them to re-roll to hit and to wound in my shooting phase. Between them they stripped nine wounds off the tank, but I needed to kill it before Belisarius Cawl fixed it. I reluctantly charged the Onager with my Destroyers and happily they managed to wreck it!

**7****ATMOSPHERIC  
CONDITIONS**

Clear. No additional rules apply.

**4****1****2****6****9****5****CANTICLES OF  
THE OMNISSIAH**

Shroudpsalm and  
Invocation of Machine  
Might.

The Kastelan Robots and Kataphron Destroyers (1) fire an Elimination Volley at the Necron Warriors (2). They kill just five.

Purity Within carves up the Canoptek Wraiths with its reaper chain-cleaver (3). The Electro-Priests electrocute two Praetorians but fail to kill the survivors in combat.

Onager Thunor-Apex 661 fires at the Annihilation Barge Nephthys Cataclysm and blasts it from the sky with its Icarus array, despite the barge's quantum shielding. Nearby, Lumin-Gravex 531 is wrecked by the Destroyers (4).

The Ruststalkers fight the Immortals, killing three (5). Overlord Mafdet strides in and causes the Skitarii to flee. Martyn then uses the stratagem Enhanced Reanimation Protocols to bring virtually every dead Necron back to life.

The Triarch Stalker, Immortals (6) and Tomb Blades finish off the Armiger but it does not explode.

The Doom Scythe arrives (7) but barely dents Thunor-Apex 661 with its death ray. The Deathmarks also arrive (8) and cause a wound on Magos Ologostion.

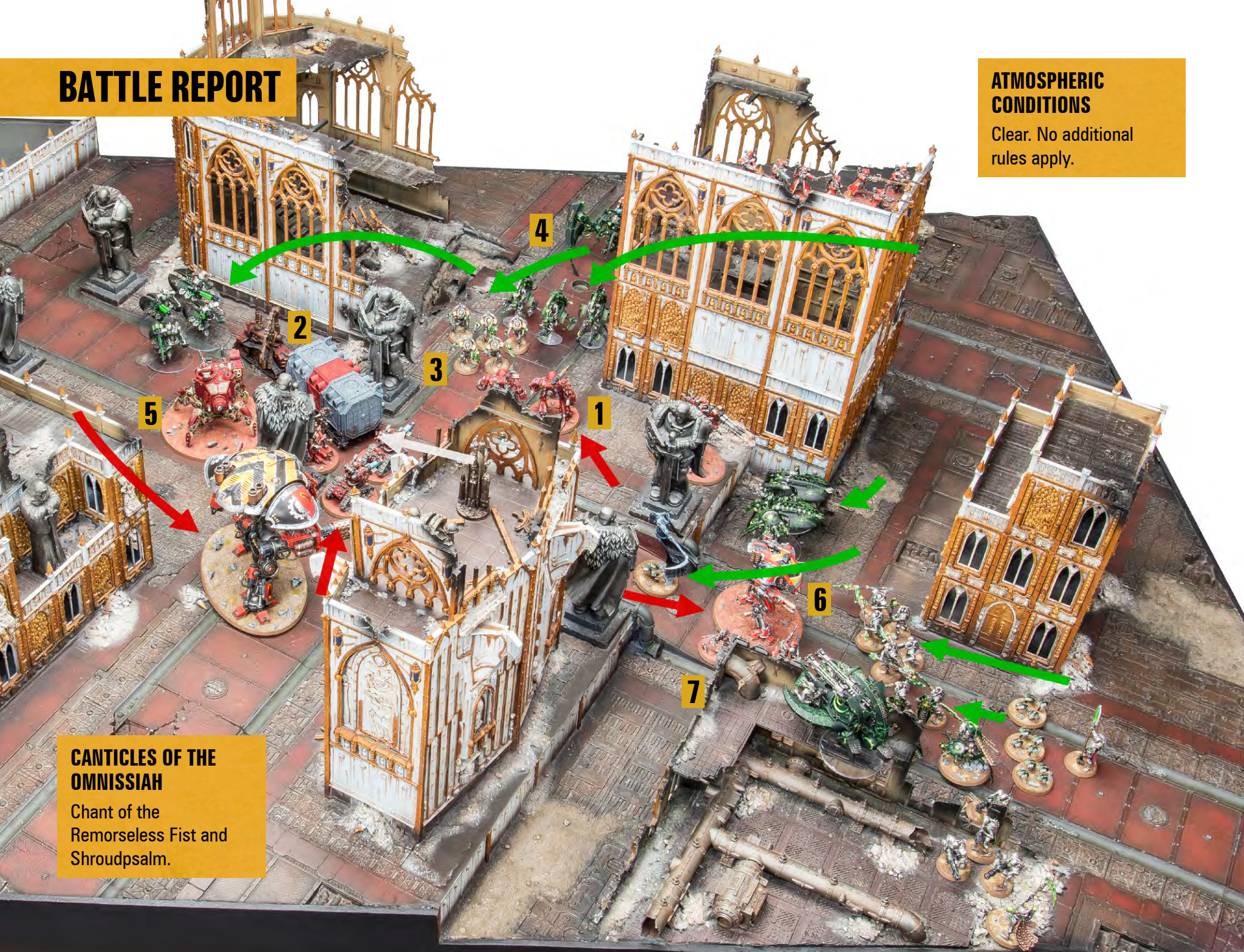
The Nightbringer wipes out the Electro-Priests as they fight the Tomb Spyders (9).



## BATTLE REPORT

### ATMOSPHERIC CONDITIONS

Clear. No additional rules apply.



### CANTICLES OF THE OMNISSIAH

Chant of the  
Remorseless Fist and  
Shroudpsalm.

## BATTLE ROUND THREE: DEATH COMES TO THE MARTIANS

**A**s the servohauler ground slowly past the Adeptus Mechanicus units, Cawl ordered another wave of his troops to intercept the Necrons. The Armiger *Ever-Vigilant* strode out to meet them surrounded by Sicarian Infiltrators, their protocols set for maximum damage. Between them they shattered so many Necrons that the last few vanished in a blaze of green light. Cawl nodded his satisfaction but knew he had sent the Knight to its death. Turning to the north, Cawl saw the Destroyers lurking amid the wreckage of an Onager. Sending a blurt of binharic code, he ordered the Cybernetica Datasmith to change the protocols of his Kastelan Robots to Conqueror rather than Protector. As the Datasmith searched for another data-wafer, the robots and nearby servitors unleashed everything they had on the Destroyers. Cawl hoped they had been violently disassembled, but his auspex warned him otherwise...

Sensing his phalanx faltering, Overlord Mafdet triggered yet another Enhanced Reanimation Protocol, forcing the damaged Destroyers back into the air, their living metal bodies reknitting before the bionic eyes of their foes. Soaring into the air, the Destroyers moved to intercept the blackstone consignment as the rest of the flanking force advanced into the centre of the Mechanicus lines. The loss of his Necron Warriors had been frustrating, but Mafdet was confident that his Lychguard – now back at full strength – could deal with the Armiger. He stamped his iron will upon his Immortals, who electrocuted the skittering humans in their path then turned his attention to the Shard of the Nightbringer. The god-shard was a whirling storm of destruction, columns of black fire streaking from its fingertips to engulf the enemies around it. Mafdet recalled what it was like to smile as the C'tan Shard turned its attention on the enemy commander.

### WE GET KNOCKED DOWN...

**Martyn:** Before this Battle Report, Dan and I fought a few practice games to get used to our armies and work out some key strategies. I picked an infantry-heavy army, intending to make plenty of use of resurrection orbs, the Cryptek's Technomancer ability and the Enhanced Reanimation Protocols stratagem to keep them all on the table. That stratagem proved very important this turn when Dan almost wiped out the Destroyers. With only one left alive after his turn, I was still able to resurrect three of them in my turn.



## DESPERATE MEASURES

**Dan:** I knew it was a desperate move, but I had to charge the Armiger Ever-Vigilant and the Sicarian Infiltrators into the Necron Warriors. Firstly, the Armiger was getting shot up pretty badly and I needed it somewhere relatively safe. Secondly, I had to stop the Necrons advancing up the ramp and into the middle of my retreating force – if I could wipe out the unit, all the better! I knew the Armiger would be assaulted by the Lychguard in Martyn's turn, but I felt it was an acceptable loss.



The Kastelan Robots (1) block the ingress of the Destroyers. Along with the Knight Errant and the Kataphron Destroyers they kill five of them. Three of the Destroyers resurrect in Martyn's turn and the unit flies over the building to block the path of the servohauler (2) but do very little damage to the nearby Onager.

The Corpuscarii are finally killed by the Triarch Praetorians (3) who advance on the Kastelan Robots along with the Tomb Blades and Triarch Stalker (4).

*Thunor-Apex 661* (5) causes nine wounds on the Doom Scythe with its Icarus array.

*Ever-Vigilant* (6) and the Sicarian Infiltrators (7) kill six Necron Warriors with shooting and seven in combat. The remaining Necrons flee. In return, the Infiltrators are slain by the Immortals while the Warglaive is charged by the Lychguard and the Necron Lord. It only just survives (8).

The Tomb Spyders engage the Ironstrider in combat (9) as the Shard of the Nightbringer floats past to attack Belisarius Cawl (10). The Magus survives with a single wound remaining.





## BATTLE REPORT

### BATTLE ROUND FOUR: ASSET LOSSES CRITICAL

**A**nother dust storm swept across the battlefield as the Adeptus Mechanicus tried desperately to extract themselves from the Necron assault. Leaking unknowable fluids, his bionic limbs shattered, Belisarius Cawl retreated from the looming horror that was the Nightbringer as the Knight Errant *Adamantium Will* pounded across the city ruins to smash its reaper chainsword through the alien abomination, obliterating it. Cawl watched the servohauler trundle past and ordered Ologostion to safeguard its passage as he simultaneously repaired himself and one of the nearby Kastelan Robots. Further down the road, a detonation signalled the demise of the Armiger *Ever-Vigilant*, and the Necrons advanced once more, both to the east and the north. Cawl checked his auspex and registered a hint of machine joy as the icons that signified the presence of the Necron Destroyers finally winked out.

The blackstone was slipping through his grasp, Mafdet could feel it. With his Destroyers dead there was little to stop the cyber-humans making away with their prize. The loss of his prized Shard was also, he decided, most irritating. Throwing his cape around his metallic frame, he faded from view, his Immortals disappearing with him, only to reappear at the other end of the road in the path of the servohauler.

Agdahax the Technomandrite continued the advance in his Nemesor's stead. Gauss and tesla fire flickered across the city ruins, every bolt aimed at the Knight standing on the crossroads. The colossal machine reeled as the Necrons fired at it but it did not fall. Agdahax admired its construction – it was resilient for something so crude. With a gesture, he ordered the Lychguard to charge, though their hyperphase blades and warscythes barely scratched the war machine.

#### RESURRECT VERSUS REPAIR

**Dan:** One of the factors that made this Battle Report fun was that Martyn kept resurrecting his Necrons and I kept repairing my vehicles, enabling both of us to thwart each others' plans time after time. Martyn took one of my Kastelan Robots down to a single wound several times during the course of the game and the Knight Errant only survived as long as it did because Belisarius Cawl was there repairing it. I reckon I also killed several of Martyn's Necrons twice, if not three times, during this Battle Report!

1



#### ATMOSPHERIC CONDITIONS

**Dust Storms.** Until the end of this battle round, the Range of all ranged weapons is reduced by 6" to a minimum of 12".





2



With the Lychguard having destroyed the Armiger Warglaive in combat, the Necrons concentrate all their firepower on the Knight Errant (2). They cause 16 wounds in the shooting phase alone – the Doom Scythe inflicting six of them. The Lychguard then charge in and cause another four damage, reducing the mighty war machine to just four wounds.

### CANTICLES OF THE OMNISSIAH

Litany of the Electromancer and Shroudpsalm.

### THE VEIL OF DARKNESS

**Martyn:** I had hoped to use the Overlord's Veil of Darkness to thwart Dan's plans at the last moment, using the veil to transport a unit of Lychguard or even my big unit of Necron Warriors across the battlefield to intercept the servohauler. Sadly, Dan had managed to keep the Overlord away from the Lychguard and the Warriors were all dead, so I had to make do with the Immortals. If they could survive a round of shooting from the Onager, they could stop the servohauler from getting to the extraction point (the stairs behind them). If I was even luckier, the Immortals would cause serious damage to the tank. Of course, they did nothing!



SERVOHAULER  
TRACKER

TARGET



## BATTLE REPORT

### BATTLE ROUNDS FIVE & SIX: IN DESPERATION, VICTORY

**W**ith clouds of dust still swirling around, Cawl ordered the damaged *Adamantium Will* to retreat from the Lychguard, repairing the war machine as it fired down into the fearsome Necron elite. The unit armed with warscythes disappeared in a blast of thermal energy, the parts of them that remained finally laying still. The Kataphrons targeted the Doom Scythe and punched several holes in its necrodermis, expecting it to explode, but the xenos machine had clearly repaired itself since being damaged by *Thunor-Apex 661*. Cawl risked a glance at the blessed Onager and saw that it was saturating the extraction point with autocannon shells and rockets in a desperate attempt to wipe out the Necrons that had suddenly appeared behind it. A flash of green hinted at its success.

Nemesor Mafdet, Overlord of the Sautekh Dynasty and ruler of Amontep II seethed with anger as his Immortals disintegrated around him. Agdahax had continued the assault as ordered, but the towering war machine was still functional, as was the four-legged tank standing before him. Calling in every war asset, Mafdet ordered the destruction of the Tech-Priest that had stolen the blackstone in the first place, but the red-robed human refused to die as gauss fire flickered around him. In frustration, Mafdet attacked the Onager, reducing it to scrap. A monumental explosion shook the ground a moment later as Agdahax finally saw to the destruction of the Knight Errant. But it was all too late – the container bearing the blackstone had rumbled off into the distance. Mafdet vowed revenge.

#### DEATH TOLL EXTREMIS

**Dan:** My Knight Errant finally died in the fifth battle round. I hoped it would explode, as so far nothing had this game. Much to my delight, it did, hitting everything within 7". Three Lychguard died in the blast, the Cryptek took three wounds and the Necron Lord two. A Tomb Spyder was blown to smithereens and two bases of Scarabs disintegrated. On a down note, a Kastelan Robot died, as did the Datasmith and Belisarius Cawl...

#### CANTICLES OF THE OMNISSIAH

Litany of the Electromancer and Shroudpsalm.



#### ONE LAST FIGHT

**Martyn:** When Dan fired the Onager and killed the Immortals I knew I'd pretty much lost the game. My Tomb Blades could not reach the steps to block the advance of the servohauler so I had to try and kill both the Onager and the Tech-Priest Dominus to stop the blackstone reaching its destination. Everything that had guns shot the Tech-Priest but he stubbornly refused to die. I had to content myself with hacking up the Onager in combat with the Necron Overlord. Happily his voidscythe made short work of it.

#### THE FINAL BLOW

**Dan:** I was genuinely amazed that the servohauler made it to its destination. Following the death of the Knight Errant at the end of Martyn's fifth turn and the amount of damage it caused when it exploded, I only had ten models left on the table (and six of them were Skitarii Rangers that had studiously avoided the worst of the fighting by hiding in a building). I had only one model – Ologostion – near the servohauler, but it was enough. He ordered it forward, past the Necron Overlord and on to victory!



#### CANTICLES OF THE OMNISSIAH

Incantation of the Iron Soul and Invocation of Machine Might.



## BLACKSTONE ACQUIRED!

**Dan:** That was genuinely one of the best games of Warhammer 40,000 I've played – myself and Martyn had a brilliant time and the end result was a game that came right down to the wire. In the end I won – I completed the mission objective – but both of us had a good time, which is really important to me when I play a game. If my opponent's not enjoying themselves, I'm probably not either, so it's important to me that everyone involved has fun.

But what made it so great? Loads of reasons, actually. We got to play on a brilliant board – it's available to book if you visit Warhammer World and we urge you to fight on it if you ever get the chance – the tall buildings and sloping road make for a very different gaming experience. I also got to use a Galvanic Servohauler. It may sound

## A LOSS, BUT I'LL GET OVER IT

**Martyn:** Like Dan said, this was a really fun game. I may have lost, but I don't really mind because the game – the story that we fought together, rather than against each other – was awesome. It was great fun playing a narrative game for a change, especially in a scenario where both sides want the same thing and have to throw everything they have at it to either keep it or get it back. It was really interesting fighting a battle where victory would be decided by holding a single objective, and a moving one at that. It made me realise how much more fun it is fighting for a fully modelled, interesting-looking objective rather than just a dice or a counter.

What did I learn from the game? That Codex: Necrons really steps up to the plate and delivers! The Dynastic Codes, warlord traits, artefacts and so on are a real shot in

silly, but that piece of terrain is not just a piece of terrain, it's a story waiting to happen. We built a whole battle around it – why don't you, too? It was also interesting using some different Adeptus Mechanicus units. I have Belisarius Cawl half-painted at home; I reckon I'll finish him. The Armigers are also very appealing – it would be great to paint a couple as escorts for my own Knight Errant. I was also shocked by the amount of firepower the Onager with the Icarus array could put out. That will teach me for building all of mine with neutron lasers because they're the longest guns in the box.

What did I learn? That Canticles of the Omnissiah don't work on Questor Mechanicus Knights (I really needed Shroudpsalm on them!) and that Necrons can churn out a truly terrifying amount of damage. Fear them, people, fear them a lot!

the arm for the faction. I had hoped that a heavy infantry army would do well, but it exceeded my expectations – the prime example being the Lychguard that were almost wiped out in the first battle round but managed to finish the battle by destroying the Knight Errant. If you can maximise the opportunities for Reanimation Protocols, you'll have a very resilient army. On that note, it was funny coming up against an army that could repair almost as much as mine could. Both myself and Dan found it hilariously frustrating when units just wouldn't die (those blasted Kastelan Robots!). I'd also say it was interesting fighting the Armiger Warglaives. They probably didn't get to show off their impressive movement as much as we would have liked (it was a pretty packed battlefield), but they really showed their worth when they got stuck into the fight. **DH**

## SKITARII OF THE MATCH

**Dan:** There's no doubt in my mind – it's got to be the Onager Dunecrawler Thunor-Apex 661. It accounted for an Annihilation Barge, at least two Destroyers, several Necron Warriors (that might have got back up) and a unit of Immortals. All in all, a successful day's work. I was sad to see it destroyed by the Necron Overlord.



## NECRON OF THE MATCH

**Martyn:** For me, the model of the match was the Nightbringer. Its Cosmic Fire ability was especially devastating and it could easily have killed Belisarius Cawl had Dan not been so lucky with his invulnerable saves. The Shard also drew out the Knight Errant, enabling me to zap it to death with the rest of my army.



Magos Dominus Dentrex Ologostion folded his broken bionic arm under his robes and regarded the Necron Overlord standing before him over the ruins of what had once been an Onager Dunecrawler. One of the crew had tried to crawl from the burning wreckage – the Overlord had removed the Skitarii's head with a casual swing of his energy blade. Ologostion got the impression that despite the impassive metal mask staring at him, there was a fury burning behind it that would not be easily quenched.

The Magos risked a glance over the Necron's shoulder, but even his enhanced eyesight could not penetrate the swirling dust storm to see where the blackstone consignment had gone. His data-tether twitched at the air as it tried to pick up incoming noospheric data. The Necron Overlord took a step forward into the wreckage, ignoring the flames licking at its feet. Magos Ologostion reconfigured his auspex and looked over his short-range scanner. Nothing. He pushed the

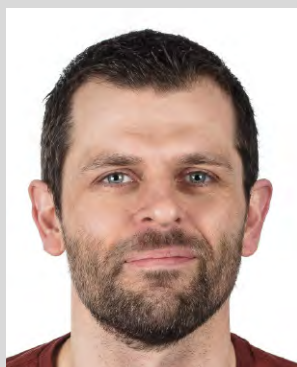
scanner to long range. There was something there, hazy but definitely there. He rerouted every iota of power to his data-tether; his refractor field flickered and died. The Overlord loomed through the fire, his metallic frame aglow. Ologostion checked the power level of his volkite blaster – the cells were burned out. He read the scanner again and a blurt of noospheric data leaped from the dust cloud to meet him. The blackstone consignment had been collected by an atmospheric lander – it was already airborne. The Magos's mission was complete. Now, self-preservation.

A voice like a slab of granite being dragged over gravel interrupted his data-reverie. "Yours is a meddling race, you know nothing of what you do here." Ologostion looked up into the burning green eyes and prayed to the Omnissiah that his personal teleporter would work. He pressed the button...



# STRIKING A POSE

Hall of Fame is a celebration of the finest miniatures in the world and the myriad factors that make them so iconic. This month, miniatures designer Matt Holland tells us what he thinks makes a great Citadel miniature and submits his nomination for the hallowed halls.



**MATT HOLLAND**

Miniatures designer Matt Holland is best known for his work on the T'au and Ork ranges, though most recently he sculpted the Melusai for the Daughters of Khaine. But what factors does he think make for a great Citadel miniature? Really big guns, perhaps?

**L**ast month, we introduced our new-look Hall of Fame, which featured a chat with miniatures design manager Ben Jefferson. In it, Ben talked about narrative and the Citadel miniatures that he felt told the best stories, including the Primaris Apothecary and the Arkanaut Frigate. But, as has always been the case, Ben could only nominate one model to enter the Hall of Fame and his choice was Festus the Leechlord. This month, we asked miniatures designer Matt Holland to share his thoughts on what makes a great Citadel miniature.

**Matt:** There are so many different factors that contribute to making a great Citadel miniature, but for me there are two that really stand out

– archetypes and poses. I find these two factors are really closely linked, as a model's archetype often informs its pose. Wizards, for example, cast spells, so we often sculpt them with their hand outstretched ready to launch a fireball or throw a mystical shield around something. Snipers are crack shots, so they're normally posed aiming and firing their gun. With this in mind, I would say that, for me, what makes a great Citadel miniature and really brings it to life is its pose.

## REINFORCING AN ARCHETYPE

A character's archetype – who they are – can be reinforced by a model's pose. Khârn the Betrayer is a good example of this. Just by looking at him you can tell that he's a Khorne





Berzerker – his pose implies that he is running full tilt into his enemies, he’s leaning forward into the charge and his legs are pistoning past each other. There’s a recklessness to his bearing that suggests he doesn’t care if he gets shot at which, of course, is true. There’s a real sense of speed to him, but also great weight and the potential for destruction. Of the two weapons he carries, you can see that his plasma pistol is secondary to his axe Gorechild. Most warriors on a battlefield are aiming their gun, even if they’re a combat specialist – think Assault Marines. That’s not the case with Khârn – his pistol is raised up and it’s his axe that’s doing all the work. You can see what he’s doing with it right now and, because of his pose, what he’s about to do with it next – there’s a lot of tension in Khâm’s model.

The same thing could be said about the Khinerai from the Daughters of Khaine range sculpted by Steve Party. The Khinerai are flying nightmares, screeching otherworldly haridans that drop from the sky to rend, shred and tear their foes. Their poses (combined with their lithe body shape) make them look fast and agile, like they’re impossibly light but also wickedly dangerous – that every flick of a wrist will cause grievous harm. You get the sense that they dart around a lot. Having their legs

raised up beneath them so their wings hold them aloft was a good move by Steve – it creates a lot of implied movement.

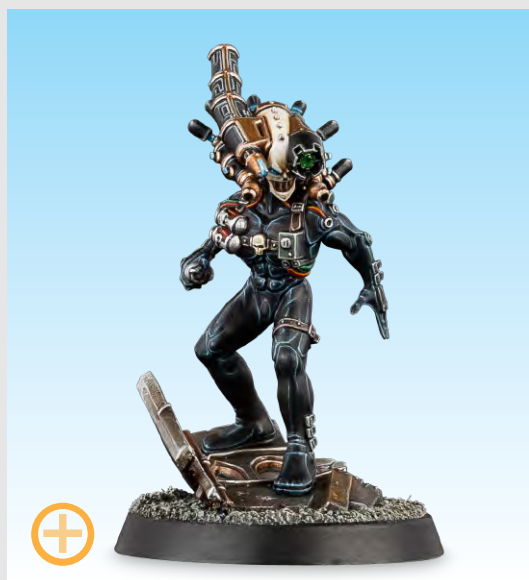
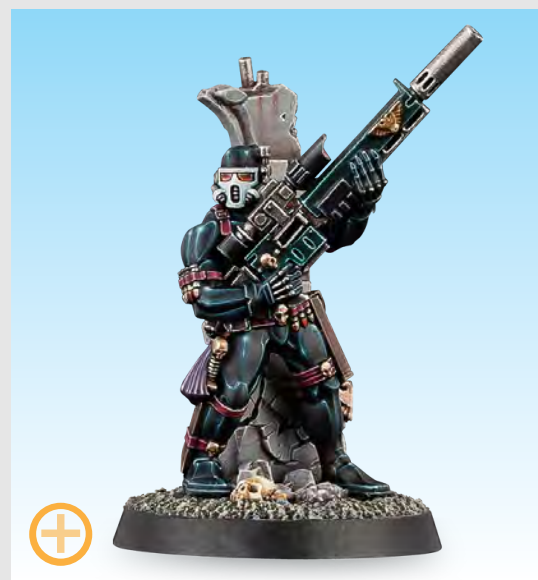
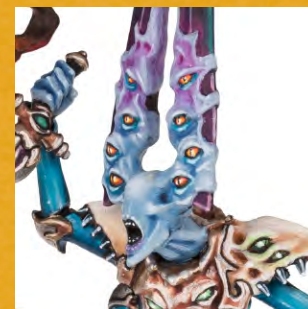
### DEFINING A ROLE

The four Imperial Assassins all have the same archetype, but their poses help differentiate their role on the battlefield. They are all Assassins – their base archetype is the same – but they all operate in different ways. The Eversor, I feel, is one of the easiest to interpret, not to mention one of my favourite models in recent years. His pose is all action, running up a wall, pistol arm thrust out as he eliminates a couple of unlucky henchmen before going in for the kill with his neuro-gauntlet. Sculpting long claws on a model’s hand is always a little tricky as they can make a pose feel awkward or unbalanced, but Martin Footitt nailed it with the Eversor – he looks like he’s about to sweep that claw forward in the next millisecond or two and complete his mission.

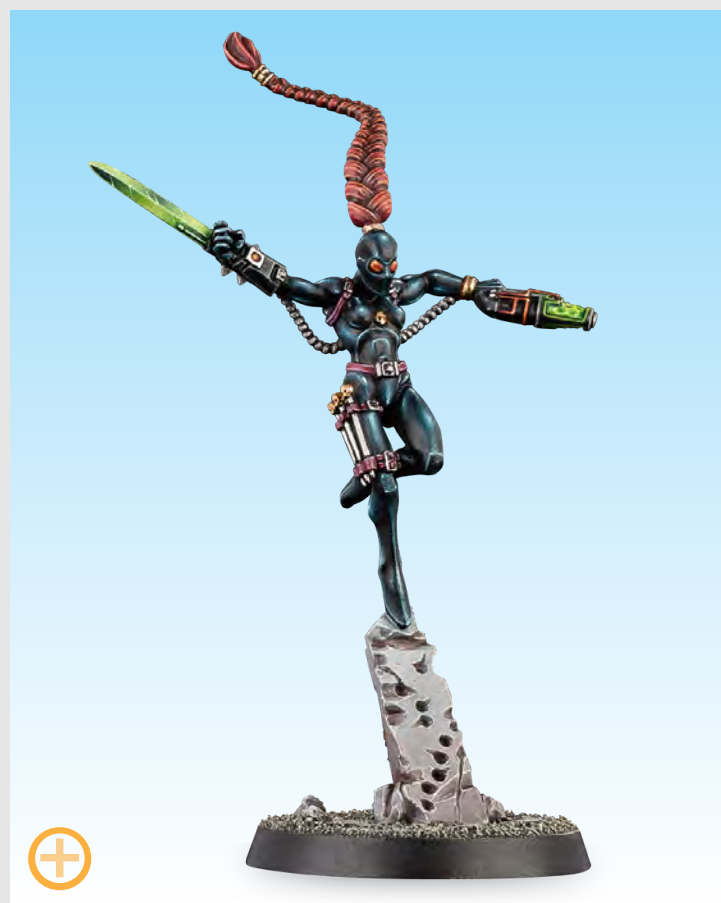
The Callidus is similarly dynamic, but she has a sense of downward momentum to her rather than a forward one, like a comet descending from the sky. You certainly get the impression that she’s just appeared out of nowhere, which is exactly what she does in the background. Her pose is almost relaxed, with her arms outstretched, but you can see it wouldn’t take her much effort to bring that phase sword

### AN UNUSUAL WIZARD

“The Gaunt Summoner from Warhammer Quest: Silver Tower is one of the strangest wizards in all our ranges,” says Matt. “I think his pose is crucial to reinforcing his strange look. Wizards often hold a book to cast a spell, but the Gaunt Summoner is stabbing one with a knife so that flames come out of it – it emphasises his strangeness. His robes and feathers all flow around his hunched body, too, suggesting a magical vortex is swirling about him like he’s a locus of magical energy.”



“...she has a sense of downward momentum to her rather than a forward one, like a comet descending from the sky.”





# HALL OF FAME

slicing down. The Vindicare and the Culexus are at the opposite end of the scale when it comes to posing. The Vindicare doesn't have the archetypal pose of a sniper, but still gets across the impression of a hunter stalking his prey through a ruined city. The Culexus is standing quite still, his arms back, glaring down at his quarry. He's imposing himself on his target. The pose of this model is truly sinister – there's an air of malice to him, an almost imperceptible energy that something horrible is about to happen. The pose reinforces the focal part of the model, in this case, his head.

## CONVEYING A MISSION

It feels a bit weird to talk about models that I've designed in Hall of Fame, but something I always try to do is give a model an action pose when the opportunity arises. That doesn't mean they have to be running and leaping about, but the pose has to be appropriate for the model and help bring them to life. I feel the models I've had the most success with in this are the T'au Pathfinders. I wanted to get across that they're a covert ops team, sneaking around in ruins, searching for ingress routes, disabling booby traps and so on. That's why they don't hold their guns in the same way as

the Fire Warriors – instead of holding them in a traditional gunline pose, they have a more modern military stance, carrying them down, wrists bent, shoulders hunched as they advance, keeping their profiles as small as possible.

## ESTABLISHING A PERSONALITY

Not every model has to have a dramatic, mid-action pose. In fact, one of my favourite models is standing completely still – Ursarkar Creed. Like Khârn, there's a lot of tension in Creed, but it is presented differently. Where Khârn's energy manifests as a raging Berzerker, Creed's energy is pent up – he's certainly not relaxed and any second now he's going to start bellowing out orders to his troops. You can really feel Creed's personality from his pose. His wide stance suggests a bullishness, an immovability, but he's not going to get involved in the fighting directly – he's done his time on the front line and now he's in command he can stand back and observe the battle with his keen tactical eye. His hands are never far from his pistols, though, just in case. However, the model, or rather models, that I feel best show off great poses are...

## ON THE SUBJECT OF POSES...

The very first model to enter the Citadel Hall of Fame was Brian Nelson's Imperial Guard Colonel way back in 2009. Interestingly, one of the reasons he was picked by Jes Goodwin at the time was because of his pose. "The pose, which initially may look static, gives this figure's personality away with just a mere glimpse," says Jes. "He's a blade of a man, full of severity and bleak sternness."



"Ursarkar Creed (1) has such a great weight to him," says Matt. "His pose – feet apart, hand on hip – is emphasised by his greatcoat, which is draped across his arms. He looks much bigger than he actually is, reinforcing his power and authority."

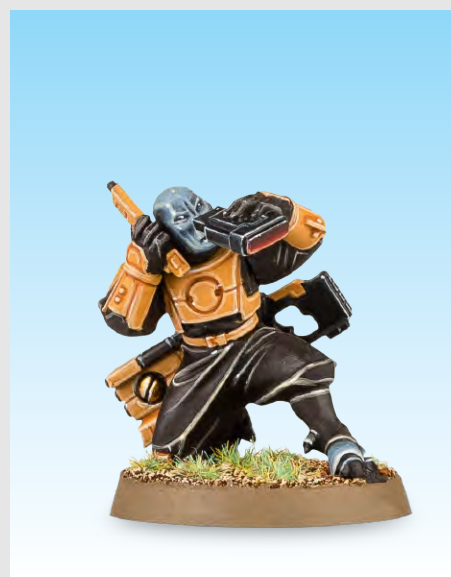
"The T'au Pathfinders squad (2 to 6) was one of the first kits where I really pushed the pose of every model (which is quite hard to do on a multipart plastic kit with thousands of construction options). I wanted to create a unit that, when they were all assembled, looked like a diorama, with every squad member doing something that contributed to the overall story of the unit. A lot of the Pathfinders are advancing, their weight clearly on their front foot while others are hunched forward as though moving cautiously or kneeling to scan the area. Capturing the feel of a professional soldier was really important to me and it was a design philosophy we also used on the Primaris Intercessors a few years later."



1



2



3



4



5



6



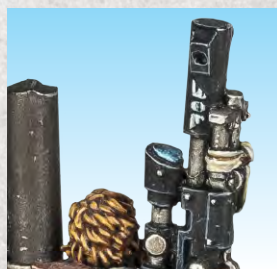
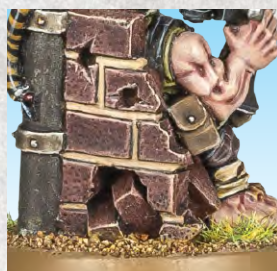
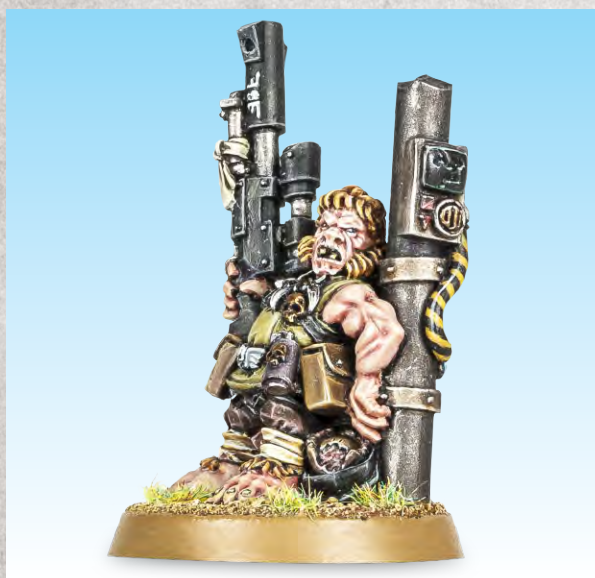


# CITADEL

## HALL OF FAME INDUCTEE

# ASTRA MILITARUM RATLINGS

Designed by Dave Thomas | Nominated by Matt Holland



"Jes Goodwin once told me that a pose often takes the shape of a letter," says Matt. "The most easily recognised is the 'K' shape that a model adopts when it is firing a gun, with the front leg angled forward and the back leg vertical. This Ratling has a 'H' pose. The metal post on the right of the model makes for a tall detail that is balanced out by the raised sniper rifle in the Ratling's hand. Creating balance is an important factor in a good pose."

"Dave had to combine two archetypes on the Ratling – sniper and halfling (for want of a better word). He got across their love of food by scattering snacks around their bases, such as a discarded apple core and a bag with a haunch of meat in it. You'll notice that most of the Ratlings are also pretty laid back when it comes to their poses – one of the snipers is actually sitting down on a wall! That casualness is key when defining their character."

**Matt:** The reason I nominated the Ratlings – specifically the chap leaning against the pillar – is because of their awesome poses. To me they're like snapshots – a perfect moment captured for all time in miniature form. Every one of them is in the act of doing something, be it aiming a sniper rifle, looking through a telescope, fishing for a new ammo clip or taking cover behind a pillar and all of those poses help explain what a Ratling is, how they act and move and what their battlefield role is.

The reason that one Ratling particularly appeals to me is because of how 'in the moment' he appears to be. The wall behind him is pockmarked with bullet craters, showing he's in the middle of a fire fight, but he's clearly not stressed or worried – he's an experienced soldier and this is nothing new to him. You can see all that in his pose – his hand is only lightly clasped about his rifle's stock, with the gun butt resting on his hip. It's casual and relaxed, a sign that he's

familiar with his weapon and doesn't feel the need to grip it close to him like a new recruit. He's leaning back against the wall (the wall getting smashed to bits by incoming fire) and into the metal column, giving the impression that he's either about to swing round it and take a shot or make a dash for better cover. Either way, this model captures him at the critical moment just before he leaps into action – it's full of suspense.

While that one Ratling doesn't have the archetypal pose of a sniper, other models in the unit cover that aspect of a Ratling's battlefield role. Between the five of them their poses convey a wonderful story, placing them right in the middle of the action, each member of the squad supporting the other but also acting as an individual. You could easily create a diorama with this squad of Ratlings, placing them in the battle scene that is implied by their bases. DH



# FIND YOUR LOCAL STORE



## GAMES WORKSHOP AND WARHAMMER STORES

IMMERSE YOURSELVES IN OUR WORLDS AND TALK ABOUT YOUR HOBBY. OUR FRIENDLY STAFF WILL TEACH YOU HOW TO COLLECT, BUILD, PAINT AND PLAY WITH YOUR MINIATURES!



## INDEPENDENT STOCKISTS

WITH OVER 2,000 INDEPENDENT STOCKISTS AROUND THE GLOBE, SELLING A RANGE OF OUR BEST SELLING PRODUCTS, YOUR LOCAL STORE IS NEVER TOO FAR AWAY.

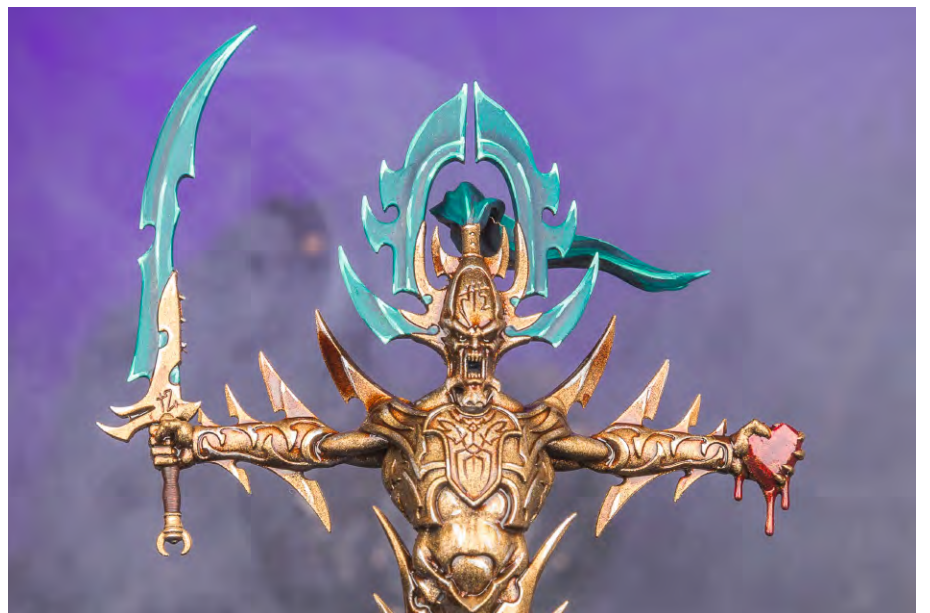
**FIND YOUR NEAREST STORE:**  
[GAMES-WORKSHOP.COM/STORE-FINDER](http://GAMES-WORKSHOP.COM/STORE-FINDER)

REMEMBER, WE'RE ALWAYS OPEN AT:  
[GAMES-WORKSHOP.COM](http://GAMES-WORKSHOP.COM)



# 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...



**T**his month, we reach the halfway point in the challenge set to our warlords, with three months of the six now already gone. Having begun with Start Collecting! boxes (or equivalent) and added a Harbinger as well as a unit or two to protect them, this month our warlords were free to add as many units as they could. For some that meant a new centrepiece for the army, others looked ahead to the final shape of their force, and for others it was quite simply an opportunity for a frenzy of painting and modelling.

Three months in, our warlords boast sizeable armies and many battles are now in the offing. By the time you read this, a worldwide Malign Portents campaign will be raging and our warlords will be taking part. Check out our Facebook page (visit Facebook and search for 'White Dwarf magazine') to find out how they fare.

For next month, we've challenged our warlords to paint any units they require to field a 2,000-point matched play army – for some, this will mean a few more battleline units to meet their minimum requirements, while for others perhaps it will just mean adding a couple more units to make up the last few points they need.

Why matched play? Well, we thought with the freer choice up to now, our warlords' collections are off to a great start and each now boasts a mighty legion. At this point, meeting the requirements for a matched play army will be straightforward for our warlords and give them another option to choose from when it comes to playing games. Plus, of course, we might have some plans in mind for some more serious competition between the warlords. So, turn the page to see the mighty armies our warlords have assembled so far.

## 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

Our Warlord of Order has found his eye drawn to a diverse mix of new additions this month – Daughters of Khaine, golden idols and a shining, airborne hero...



**ANDY KEDDIE**

This month, warlord Andy's been breaking new ground – by using purple where only turquoise has gone before (that is, on some of the details of his new Avatars of Khaine). Could this be the beginnings of the turning of the man once known as the Turquoise King?

**T**asked with adding as many new units to his army as he had time for this month, Andy went for an eclectic mix – 10 Sisters of Slaughter, two Avatars of Khaine. He also added a new ally – a Stormcast Eternals Knight-Venator (which you can see opposite). “When I got the new book (Battletome: Daughters of Khaine), I realised you can now take the Avatars of Khaine as separate entities,” he says. “I knew immediately I wanted a few more, painted in different colours to tie them into different parts of the army, so I managed to do a few trades with people to get two more. They add some height to the army, too, which I really like. Obviously, I already had the Cauldron of Blood in the army, but that was the only unit offering any real height, so I like having the Avatars in there to add some more. They show off a different blend of the army's colours, as well, being mostly gold.”

“The Knight-Venator was a pure indulgence. I've always wanted to paint the model. Even if it's just for the collection, and I don't always use

him as part of my allied contingent, I wanted to have one, which is something a bit different for me. Normally I paint armies for events, so I pick my 2,000 points – or whatever the limit is – and that's more or less the army done. With doing A Tale of Four Warlords, I decided I'm going to paint the fun stuff I really want to have for my collection. So that's why this month is a bit of a mix – the Sisters of Slaughter to help me fill out the core of the army, and then the Avatars of Khaine and the Knight-Venator just because I like the models. In fact, the Knight-Venator was my favourite model to paint out of the whole army so far. I'll worry about how they fit in later!”

“For next month, I've picked another Daughters of Khaine Blood Coven boxed set, which will give me another unit of Witch Aelves or Sisters of Slaughter – I haven't decided which yet – to complete my battleline units, and I've also managed to do a couple of trades for extra Bloodwrack Medusae. And then there's some more of the new stuff, too.”







## THIS MONTH

Andy added two Avatars of Khaine, 10 Sisters of Slaughter and a Knight-Venator to his army this month. "I particularly enjoyed painting the Sisters of Slaughter," he says. "I didn't think I would. I painted a unit of Witch Aelves first because I thought I'd prefer painting those more but in the end I think the extra gold bits and the lack of hair made the Sisters of Slaughter really fun to paint."

"The Avatars of Khaine were great fun as well, and they allowed me to keep the gold going across the army. The only thing I might change is that after I've played a few games I might make them a little more blood-spattered. I like the idea of them running into battle and ending up properly covered in blood, so I'll see how they do in their first few games and if they've earned it I might get the Blood for the Blood God out and splatter some of it on them."



Andy's Daughters of Khaine army and their allies so far: a unit of 10 Witch Aelves, one unit of 10 Sisters of Slaughter, a Cauldron of Blood, two Avatars of Khaine, a Bloodwrack Medusa and an allied contingent of Stormcast Eternals composed of a Lord-Ordinator, two units of five Liberators each (one unit equipped with warhammers and the other equipped with warblades) and a Knight-Venator.

"I need one more battleline unit to field a 2,000-point army in matched play games," says Andy. "Then I'm going to play a couple of games to decide whether I add more Witch Aelves and Sisters of Slaughters as new, smaller units or as extra models to bulk up the size of these existing units. When I read the stories about them, I don't imagine massed units – I imagine little warbands scouring through the streets, so I'm leaning towards smaller units but I'll see how they do first!"



# MAGGOTKIN OF NURGLE

Warlord of Chaos Jes is fully in the thrall of Nurgle now, having summoned forth one of the Plague God's mightiest servants. Not only that, but he can also boast of an army ready for battle...



**JES BICKHAM**

Jes was the first of the warlords to cross the 2,000-point threshold with a fully painted army ready for matched play, but his legions still have yet to take to the field of battle. With the pestilent horde you can see here ready and waiting, he'll be playing his first games this month.

**J**es had his sights set on a Great Unclean One this month but also saw the opportunity to get one up on his fellow warlords. "I've kind of leapt ahead a little with this month's efforts," says Jes. "The secret brief for next month's stage goal is to get the army pitched battle ready by painting up whatever battleline units are required... but this month I managed to get a third unit of Plaguebearers finished so I'm all good for matched play games up to (and over) 2,000 points already! And having 'eaten my greens', so to speak, I'm now free to lavish some attention on some (admittedly gruesome) treats. In particular, this month that has meant not just a Great Unclean One, but also a brace of the new Beasts of Nurgle.

"We often talk in the Studio (and in White Dwarf) about how the majority of what we call the hobby is actually a) modelling, b) painting and c) looking, pointing and making excited noises about finished miniatures. (The best bit of the battle, of course, is when both sides

have deployed in all their glory but before any dice are rolled. At that point you can sit back with your opponent and bask in the glory of two glorious painted armies in all their radiant majesty.) Those activities are hugely enjoyable and most of us do so much more of it than any actual gaming – and so it proved with the Great Unclean One and Beasts. They were really satisfying models to build and paint. The most time-consuming bit was painstakingly putting a blob of Carroburg Crimson on each pimple and then dotting them all with Skull White... worth it for the disgusting overall effect, though!" (You can read more about how Jes painted his latest additions in the orange sidebar on the opposite page, too.)

"So what will I do for next month? I think Rotigus and a Feculent Gnarlmau... and I desperately need to play some games. Andy Keddie's Daughters of Khaine are ripe for a drubbing, I think..." The funny thing is, Jes, Andy said much the same about your Maggotkin. There's only one way to decide it...







## THIS MONTH

"Painting the new plastic Great Unclean One was an unalloyed joy," says Jes. "As ever with this project, I kept the painting dead simple: Death Guard Green spray over bare plastic, followed by an Athonian Camoshade wash and then a Nurgling Green drybrush.

Then it was a case of getting involved in all the gruesome details, which was achieved with a lot of Blood for the Blood God, Nurgle's Rot and Averland Sunset. Why the latter? Well, there's lots of subcutaneous fat showing through, so some disgusting yellows seemed appropriate. I washed it with Agrax Earthshade and gave it a light drybrush of Ushabti Bone.

"In fact, you may have noticed a theme with my army – it's all about the washing and drybrushing. Done right, these technique are quick, clean and remarkably effective."



Jes's Maggotkin of Nurgle army so far: a Great Unclean One, Horticultural Slimux, a Darkoath Warqueen, a Spoilpox Scrivener, two Beasts of Nurgle, three units of 10 Plaguebearers, a unit of three Plague Drones and three Nurgling Swarms.

"Because I've been picking away at this army for a few months now, and because each completed miniature then disappears into the White Dwarf catacombs to be photographed, this is the first time I've actually seen everything I've done so far all together – and it looks like an army! Which is very exciting to see.

"I'm particularly pleased with how well the simple colour scheme holds together across the whole force so far. I was worried that the signature green would be overwhelming but the blood, guts, spots and rusted metals really help to break up the overriding colour, and using the Warhammer Age of Sigmar Shattered Dominion bases on many of the models really helps, too."



# LEGIONS OF NAGASH

Our Warlord of Death, Anthony, opted for the recent dead this month, adding some much-needed fleshy warmth to his army. Or a slightly less bony kind of cold, anyway.



**ANTHONY SALIBA**

Anthony continues to show himself possessed of anything but deathly pace when it comes to painting, finishing nearly as many models as his rivals combined. But with 'matched play month' on the horizon, how will Ant's shambling horde size up against his rivals? Read on...

**A**nt has been characteristically busy this month. He's added (brace yourselves), more than 40 models to his already burgeoning legion of Death: a Vampire Lord, a Cairn Wraith, a Wight King, a Varghulf, 20 Skeletons and 20 Zombies. What was the inspiration for these two huge units?

"I've always liked the idea of that classic feel of an endless horde of the dead just shambling unstopably towards you, and having that many Zombies really helps create that feel. I really like using huge numbers of them in the game, so they can just swamp their enemies."

How does Ant get so much painted in a month? "I just like to keep things going, really, so I'm always building and undercoating the next few units during any breaks I get while painting. If I'm waiting for paint to dry or have a few spare minutes before doing something else, I'll start putting models together so I've always got the next batch ready to go."

With next month's matched play goal looming,

Ant's been totting up the size of his forces so far. "I'm exactly 420 points short of 2,000 points at the moment! I also need one more battleline unit, so for next month I'll be adding another 40 zombies to fulfil that requirement, and three Vargheists to take me up to 2,000 points exactly."

**"I've always liked the idea of that classic feel of an endless horde of the dead just shambling unstopably towards you..."**

"Beyond that, I'm also going to add at least a couple of Nagash's Mortarchs. I want to take my time painting those, so I'm building them as I go along, without a particular deadline in mind." What will your fellow warlords make of that approach, we wonder, Anthony? Will these 'optional extras' count towards the challenge in the month you finish them? The jury is out...







## THIS MONTH

Ant's additions this month include some new heroes and, for the first time, some Skeletons and Zombies, bringing a mixture of his familiar colour scheme and a few new elements.

"I've tried to vary the flesh on the Zombies quite a bit," he says. "I wanted to include a range of tones from the really pale, grey, deathly looking to flesh to the slightly pinker, fleshier looking ones. I also incorporated some Freeguild colours and heraldry into the Zombies' clothing, to show that they've probably died quite recently and risen again.

"The Skeletons on the other hand follow the colour scheme that runs all through the army, wearing red armour to link in with the Vampire Queen on the Coven Throne. So, unlike the Zombies, it looks like they've been part of this particular army of the dead for quite some time."



Anthony's Legion of Death so far: a Coven Throne, a Mortis Engine, a Vampire Lord, a Necromancer, a Wight King, a Knight of Shrouds, two Cairn Wraiths, a Banshee, a Varghulf, five Black Knights, six Spirit Hosts, two Morghasts, a unit of 20 Skeletons and a unit of 20 Zombies. Phew! All of that, painted in three months!

Believe it or not, Ant's army is actually the smallest in terms of points values, a reflection of the large number of cheaper units, like Zombies and Skeletons, available to him – but that was all part of Ant's reason for choosing an army of Death in the first place, as a self-professed lover of vast shambling hordes.

"I want to get the army up to 2,000 points for next month because I do like playing matched play games," he says, "and otherwise I want to keep on adding big units. I've got plans for 40 more Zombies and another 60 or 70 Skeletons. I'd like to have 100 of each in the end!"



# BEASTCLAW RAIDERS

Our Warlord of Destruction, Nick, has decided to have a month away from the Mournfang Packs at very long last, with some bestial new additions to his rampaging ogor horde.



**NICK BAYTON**

As well as painting several new additions to his army, this month Nick also found the time to commentate on editor Matt's Blood Bowl match against Darren Latham, a hard-fought draw. Maybe Matt will get to repay the favour soon with Nick lining up a few games...

**N**ick added six Icefall Yhetees and a Thundertusk to his army. "The Icefall Yhetees and the Thundertusk together are quite cool because the Yhetees have a rule called Invigorated by the Blizzard – if they're within 16" of a friendly Thundertusk they get to run and charge in the same turn. That was one of my reasons for choosing a Thundertusk this month, in fact. As for the riders, in the Beastclaw Raiders book you get three choices of what goes on top of a Thundertusk – a Frostlord, a Huskard or two Beastriders. I went for the Beastriders because I didn't want a second hero yet. I think that's going to be the next thing I do.

"This was also the month where I finally worked out how to use Valhallan Blizzard properly, so you might spot I've redone most of the bases in the army. I'd been using quite small amounts of it on the bases but I found you can really pile it on for a deep snowdrift effect and even add some more after the first layer has dried, so I've been going back and adding more of it to the bases.

"For next month, I'm painting four more Mournfang riders. I'm not painting them as a complete unit – I've actually made them all banner bearers, using the banners from all the kits I've painted so far, so once the new additions are painted each unit will include a banner bearer, which will be quite cool. This will also be the month that I finally decide on what my army's symbol is going to be! I've not really thought about iconography yet for these guys, but now that I'm painting the banner bearers I'm going to have to take the plunge and decide what it's going to be. There's quite a cool little painting guide about painting Beastclaw runes in the Beastclaw Raiders book, so I'll be taking a look at that and deciding what I want to do and then that'll be reproduced across the army on the banners. I'll probably go back and add some tattoos to my ogors as well. I also plan to paint some more monsters – a Huskard on a Thundertusk and an Aleguzzler Gargant as well. I haven't painted a Giant – or a Gargant as they are now – in about 10 years, so I really want to!" **MK**







## THIS MONTH

"I wanted to paint something that wasn't Mournfangs! So I went for the Yhetees," says Nick. "I've used quite a dark colour scheme on the Yhetees. My army is mostly quite dark, neutral tones, so I wanted them to match that and also to stand out against the snowy bases. When I painted the ice weapons, I simply used Duncan's painting guide from Warhammer TV – I just followed it to the letter and it was that easy. Once I'd finished work on the Yhetees, that gave me time to start work on another monster, which was the Thundertusk. I chose a Thundertusk for a bit of variety, rather than having a second Stonehorn in the force at this point, and I built it with Beastriders because they're a battleline unit, which will help me out for next month. When I collect an army, I just keep painting and don't worry about the points until I'm finished, so I'll have to do a quick tally before next month."



Nick's Beastclaw Raiders so far: two Mournfang Packs of four Mournfang riders each, a unit of six Yhetees, a Huskard on Stonehorn, a Thundertusk ridden by two Beastriders and a Fungoid Cave-Shaman for an ally.

"I'll just keep painting for the time being and add units to my army – and then work out the points at the end!" says Nick. "The Mournfang Packs are all battleline so I don't need to worry about that too much anyway in this case."

"I was talking to Lee (the manager in Warhammer World) about my army and he pointed out Braggoth's Beast Hammer warscroll battalion in the Beastclaw Raiders battletome, which includes units of Ironjawz Gore-gruntas – the orruks turn up to fight alongside the ogors. I love the Beastclaw Raiders but there's only so much variety in the army, so adding some models from some other ranges could be fun."





# COLLECTIONS IN MIDDLE-EARTH



## JAY CLARE

A veteran of the Strategy Battle Game, Jay has been collecting miniatures for over 15 years. From Minas Tirith to Lake-town to Mirkwood – Jay has collected an army for just about everything!

**In our first of two Middle-earth offerings this month, Jay Clare talks about the different reasons hobbyists have for collecting their armies and shows off some great example forces he's found while attending Middle-earth gaming events.**

**J**ay Clare: The Middle-earth Strategy Battle Game has been around since the release of *The Lord of the Rings: The Fellowship of the Ring* all the way back in 2001, and ever since then it has captured the hearts and minds of thousands of gamers and collectors who all share a love for the game and the incredible world that J.R.R. Tolkien created.

I myself still remember my first foray into the Strategy Battle Game and being given my first ever miniature by a friend of mine (it was the Aragorn miniature, charging forward, from *The Two Towers*). From there I have fond memories of venturing into my local Games Workshop at the age of ten to buy my first boxes of *The Lord of the*

*Rings* models – I went for a box of Warriors of Minas Tirith to start me off.

Since then my passion for Middle-earth has grown exponentially, as has my collection of miniatures. I started by collecting all of my favourite characters from the movies (I simply had to get all of the Hobbits first), and then began to learn how the game itself actually played. From learning the rules I built up a fully fledged army of my own, sticking with Minas Tirith to begin with and adding more of the relevant Heroes and Warriors to the force until I had a collection that was ready for Matched Play games.





After a couple of years gaming within my local Games Workshop store, I was talked into attending a gaming weekend down at Warhammer World in Nottingham, which was where the bug for gaming events firmly bit me. Never before had I seen so many *The Lord of the Rings* armies in one place; each one was unique and had been collected for an entirely different reason. Some had been crafted to faithfully represent a specific scene or force from the movies, others had been built around the player's favourite character so they could play their games within them – and others yet had been specifically formulated for the event itself in a bid for the player to claim the top spot and be crowned champion!

Since then I have travelled all over the country, and even abroad, to many different gaming events and weekends of all different kinds, and met whole hosts of excited and passionate fans of the Middle-earth Strategy Battle Game.

Each time I attended a new event I have encountered fellow hobbyists who have all got

their own interesting reasons for collecting the armies have brought with them to the event. Sometimes, for example, people have gone the extra mile in making sure their own armies are completely faithful to the stories – even forsaking tactics and useful wargear in order to fully immerse themselves in the experience.

**“There are some absolutely wonderful collections on show, so make sure you read on to see them all!”**

With this in mind, I have gathered together a bunch of gamers and hobbyists that I have encountered on my adventures to gaming events, in order to show off their own collections of miniatures. Each one has been put together for a different reason and there are some absolutely wonderful collections on show, so make sure you read on to see them all!

### ARAGORN

The first model you receive as a collector always leaves a mark; very few people forget the miniature that started their journey into Middle-earth.

As I mentioned earlier the model in question for me was Aragorn from *The Two Towers* (pictured below), depicted charging towards the Uruk-hai that have just blown a gaping wound into the side of Helm's Deep. I still have my copy of the miniature at home now, but it will need to be repainted before I use it again!





## COLLECTING

### RECREATING SCENES FROM THE MOVIES

One of the joys of the Strategy Battle Game is being able to recreate your favourite scenes from *The Lord of the Rings* and *The Hobbit* trilogies, bringing the movies to life on your tabletop. Many players enjoy collecting miniatures that represent specific famous scenes, allowing them to play out how they appear in the books or movies or even change the events of a certain battle or famous event.

Dan Huckvale has always preferred collecting and painting the Evil models from Middle-earth and has built this Cirith Ungol force around the scenes from *The Lord of the Rings: The Return of the King*. His army contains a mixture of Mordor Orcs and Mordor Uruk-hai lead by Gorbag and Shagrat and displays a few subtle

conversions to provide variety between the miniatures and showcase the wide array of weaponry shown by these warriors in the films. Dan loves the scenes from Cirith Ungol, and how they show a range of characterful and interesting Orcs and Uruk-hai. He is especially fond of the scenes between Gorbag and Shagrat and how their petty squabbles over trinkets managed to turn the Orcs and Uruk-hai garrisoning the tower into two rival forces in a deadly skirmish. Dan has even gone one step further and created his own scenario that he plays with his brother, pitting the forces of Gorbag against Shagrat and his Uruk-hai as they clash sword against shield within the twisted stairways and narrows corridors of the tower of Cirith Ungol.

Dan Huckvale's army (opposite) pits the Uruk-hai forces of Shagrat against those under the command of the wily Orc Gorbag.

Dan has included a series of conversions to make his force unique. From weapon or head swaps to the addition of shields, there is a huge amount of variety in the army he has created.

Originally, Dan formed this force based on how much he enjoyed the scenes in Cirith Ungol, and he has always preferred the Evil models. He has also taken it to events in the past, adding Shelob for an added extra threat!

#### BARRELS OUT OF BOND

White Dwarf's own Dan Harden also harbours a deep love for the world of Middle-earth, so much so that he turned his favourite scene from *The Hobbit: Motion Picture Trilogy* into his Armies on Parade entry back in 2015. Dan collected these miniatures specifically so that he could recreate the Barrels out of Bond scene and has all the members of Thorin's Company in barrels travelling down the Forest River as the Elves of the Halls of Thranduil give chase.

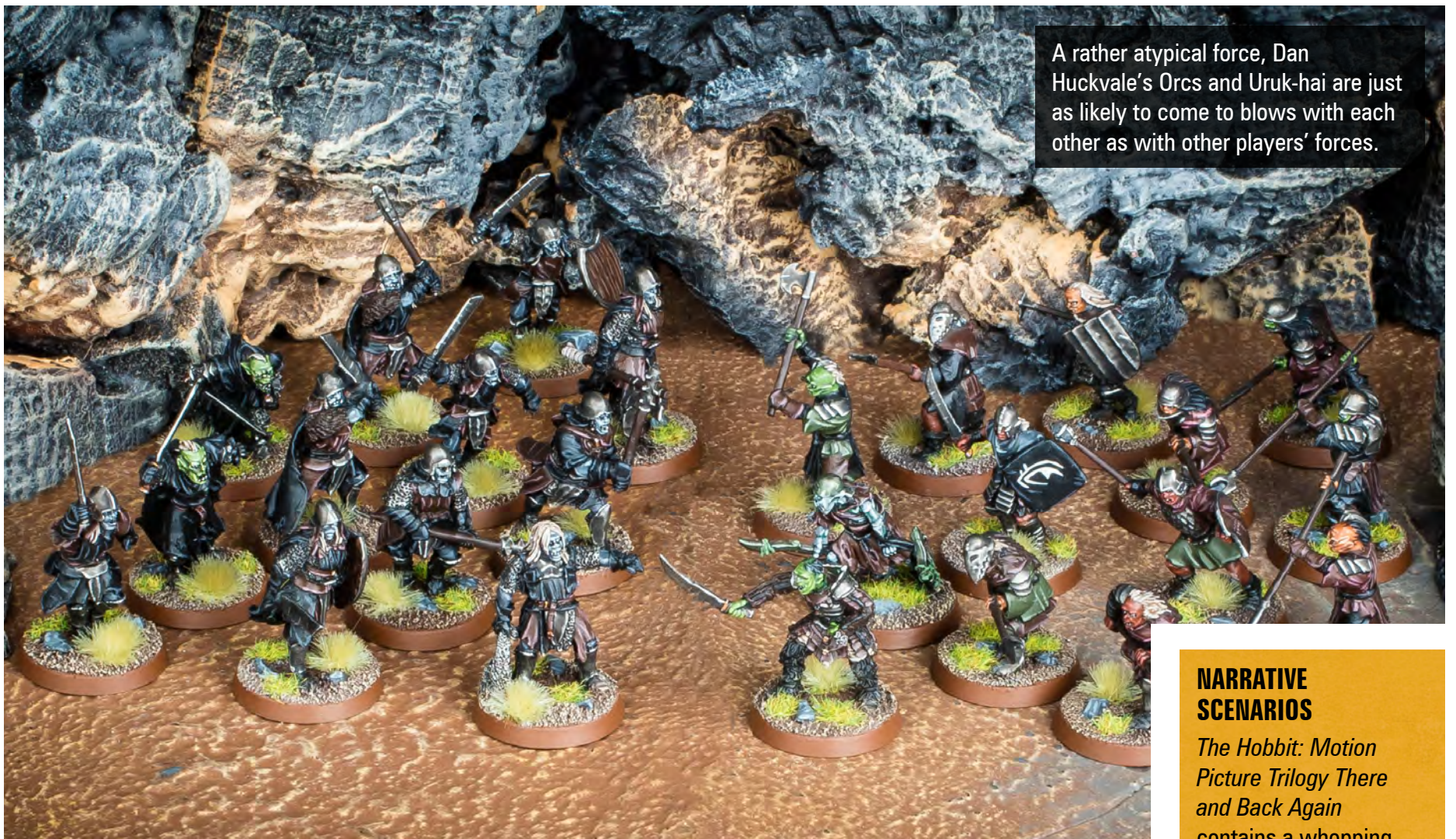
While the Dwarves are the centrepiece of the display board, Dan has also built up quite a sizable Mirkwood force consisting of Palace Guard, Mirkwood Rangers and Thranduil. He has even added in a few Eagles as well!



Barrels out of Bond is one of the most iconic scenes from both the books and the movies – and Dan has done a fantastic job of capturing the movement and chaos of the scene with the way he has displayed his army.







A rather atypical force, Dan Huckvale's Orcs and Uruk-hai are just as likely to come to blows with each other as with other players' forces.

## PLAYING NARRATIVE SCENARIOS

Over the years, almost all of the Middle-earth publications for the Strategy Battle Game have contained a series of Narrative Play scenarios that are designed to help gamers play through the various scenes from the movies, providing them with a specific list of participants, special rules and so forth, all of which helps to capture the essence of that particular scene.

Many collectors of the Strategy Battle Game will form at least part of their collections around these Narrative Play scenarios, making sure they have all of the miniatures that they require to play through all of them – perhaps even playing them one after the other as a campaign that links all of the various events.

Adam Troke is an avid Strategy Battle Game collector and player since it was first released way back in 2001, so it should be no surprise that he has a rather impressive collection of miniatures. Recently, however, Adam's collection has started to expand to include all of the models that he needs to recreate the Narrative Scenarios he is most fond of, his favourite being the Something Worth Fighting For scenario found within the pages of *The Hobbit: Motion Picture Trilogy There and Back Again*. The scenario depicts the scene where Bard the Bowman races down the rubble-strewn paths of Dale to save his children from the hulking Gundabad Ogre that is intent on crushing them with its mighty club. Adam already had a Gundabad Ogre painted and has

recently added Bard, Bain, Sigrid and Tilda to his collection so that he can replay this scenario whenever he wishes. What Adam really enjoys about Narrative Scenarios is their replayability. Now that he has all of the models for the scenario, he can play it at home when friends come round or even squeeze a game in during his lunch break at work.

**“Many collectors of the Strategy Battle Game will form at least part of their collections around these Narrative Play scenarios.”**

### NARRATIVE SCENARIOS

*The Hobbit: Motion Picture Trilogy There and Back Again* contains a whopping thirty Narrative Play scenarios. These follow the story of *The Hobbit* from the paths of *Mirkwood* to the final battle upon Ravenhill – you can even battle Smaug!



Adam has been expanding his collection to play the many Narrative Play scenarios – here, his Gundabad Ogre is chasing Bard's children.



## COLLECTING

# COLLECTING YOUR FAVOURITE CHARACTERS

Some people simply enjoy collecting their favourite characters from the books and movies, and owning the miniatures that depicted the characters they were drawn to.

I know that when I started collecting some fifteen years ago I was far more concerned with getting my favourite heroes rather than building a coherent force – I know I had multiple versions of Frodo, Sam, Merry and Pippin far before a Points Match army!

David Whitaker is someone who enjoys collecting his favourite characters rather than anything else, and has put many hours of care into collecting and painting them. Having thoroughly enjoyed *The Hobbit* movies, David has set about painting up the heroes from the films that he found the most interesting. The first thing he just had to get was his own painted Thorin's Company, as they are simply the most iconic characters

from the films. David has even participated in gaming events with his Thorin's Company, with varying degrees of success, just so he could use them all together in his games.

David has also painted up both Thranduil, King of the Woodland Realm and the spawn of the Pale Orc, Bolg. Thranduil and Bolg were two more characters that really jumped out at David when he first saw their portrayals in the films, immediately making him want to own and paint his own version of the characters.

There is even talk of David building a specific force around both of these heroes, with some Mirkwood Rangers and Palace Guard to accompany their king, and some Hunter Orcs to fight alongside Bolg as he tracks down the company of Thorin Oakenshield – something we would be eager to see.

## THE GREY WIZARD

The wandering Wizard Gandalf has traversed all over the realms and kingdoms of Middle-earth, lending a helping hand or giving counsel to those who require it.

It is not hard to imagine that Gandalf has visited most of the free peoples of Middle-earth on his journeys, and because of that would not look out of place alongside nearly any Good army on the tabletop.

It also helps that Gandalf is such an iconic character!



## SELECTING THE RIGHT MODEL

When painting up his version of Thorin's Company, David wanted to make sure he chose his favourite version of each Dwarf, Hobbit and Wizard within the company. Whilst most of the models David has used are from the plastic Thorin's Company found in the Escape From Goblin-town starter set, he has used the Bilbo Baggins from the Riddles in the Dark set, the Gandalf the Grey from the White Council, and the Thorin Oakenshield that is available from Warhammer World.

David chose to paint this version of Thranduil as it depicts the Elvenking as the calm yet self-important ruler that we see when the Dwarves are his prisoners in Mirkwood, rather than the lethal swordmaster we see in the final movie.

David's version of Bolg has been ever so slightly converted. The eagle-eyed amongst you may have noticed the bow and quiver that the spawn of Azog has on his back. It's been 'borrowed' from a Hunter Orc and given to Bolg – that way he can benefit from his Morgul Arrows special rule.







David's force is focused around Thranduil, Tauriel and their respective followings – a great way to create a themed army.

## BUILDING AN ARMY AROUND A HERO

We all have our favourite characters (the rest of the Middle-earth team are sick of me going on about Bard), and it is always nice to be able to build a force around that hero and make them the centre of attention for the army. This is something that another veteran of the Strategy Battle Game, Damian O'Byrne, has done with his favourite characters – Thranduil and Tauriel.

One of Damian's favourite locations within Middle-earth has long been the twisted and mysterious forest of Mirkwood, and along with it the depiction of the more dangerous Elves that reside within the boughs and the trees of this once-great woodland realm.

Damian has an impressive collection of models for his Halls of Thranduil force, and they are all centred around the King of the Woodland Realm himself. The force contains numerous Mirkwood Elves to form the bulk of the army, as well as a selection of Mirkwood Rangers led by Tauriel, Legolas Greenleaf, a few Mirkwood Cavalry and a contingent of Thranduil's Palace Guard that will ensure their king is kept safe as he rides into battle upon his impressive Elk mount.



### HEROES OF MIRKWOOD

As they are some of his favourite characters in the films, Damian simply could not leave either Thranduil or Tauriel out of his force. Instead he decided to base his army around the two of them!

Tauriel leads the contingent of Mirkwood Rangers into battle. Their Knife Fighters special rule is very similar to Tauriel's Blade Mistress rule and allows them to keep up with their captain as she carves her way through ranks of enemies.



Shown here on foot, Thranduil often leads Damian's army mounted on his mighty Elk, at the head of the Palace Guard and the Mirkwood Cavalry. Both the Palace Guard and the cavalry have a series of benefits to fighting near their king, and so are the perfect choice for Damian's warband.



## GAMING EVENTS

Those of you who know me will know that my favourite way to play games of the Strategy Battle Game is by going to gaming weekends and tournaments. I love the thrill of a competitive game pitting two forces against each other in a battle of wits, skill and tactical prowess. I have travelled all around the United Kingdom, from the highlands of Scotland to the Valleys of Wales, and even as far as Germany, to attend such gaming events, and so it makes sense that a large chunk of my collection is built up of armies specifically put together for that purpose.

In February 2017 I attended the Warhammer World Grand Tournament, and for that event I ended up taking my tried and trusted Lake-town Militia force that I had built up over the course of several events. After a series of six excellent games I managed to

earn myself an impressive second place. The army is completely themed around the scenes in Dale from *The Hobbit: The Battle of the Five Armies* and consists of Bard, his children, Gandalf and a considerable host of Lake-town Militia to form the bulk of the force.

However, I also enjoy the challenge of taking a force to an event that I have never used before, which was the thinking behind my Fiefdoms force where I painted every model in the army specifically for the same event. I wanted to represent the three Fiefdoms of Gondor that were not Dol Amroth (Lossarnach, Lamedon and the Blackroot Vale), and so I took the three leaders of those three Fiefdoms and a full warband of their warriors to go with them. I also brought Gandalf for some added magic.

The armies shown below are two that I took to different events back in 2017.

The Lake-town force (1) is an army I have used many times before and have gained some success with – it also happens to be my favourite army I own (partly because of Bard and his children).

The Fiefdoms army (2) on the other hand was a brand new-force, one that provided me with an exciting challenge. Throughout the event the stars of the army were most certainly the often-overlooked Duinhir and his Blackroot Vale Archers – over the course of the event they slew no less than three Fell Beasts!



1



2





When putting their force together, Ben and Michael decided they wanted to make a display board as well.

By using a tile from the Realm of Battle board and a Lake-town House, they constructed this wonderful display board to house their joint Iron Hills force (Michael's Dwarves are in green, Ben's are blue) – quite an effort for their first ever gaming event!

**“Ben seems to have caught the gaming event bug and is already planning his next force to take to an event.”**

### WARHAMMER WORLD THRONE OF SKULLS

The Throne of Skulls events that are held each year at Warhammer World are always rammed full of amazing armies from all walks of Middle-earth. Those that attend these events will often have put a lot of time and thought into their forces, making

for some amazing armies that look fantastic on the tabletop. Last year's winner Harry Parkhill lifted the Middle-earth trophy after playing all of his games using only The Fellowship – a remarkable effort!



Ben Bailey and Michael Bax put together this Iron Hills force for a doubles gaming weekend. Both of them were brand new to the Strategy Battle Game and so this joint enterprise represents the start of both of their own collections of Middle-earth miniatures.

Michael is planning to add even more Iron Hills Dwarves to his force and really build the army around their leader Dain Ironfoot. He is planning on adding some more Iron Hills Dwarves with crossbows and maybe a few Iron Hills Goat Riders of his own.

Ben seems to have caught the gaming event bug and is already planning his next force to take to an event. This time he is turning to the Evil side and is building a Mordor force jam-packed with Morgul Knights and even a Ringwraith or two, possibly on Fell Beast. **JC**



# HONOUR AND LOYALTY

The Knights of House Makabius fought during the Great Crusade, and many later sided with the treacherous Warmaster during the Horus Heresy. Many, but not all. Gavin Beardsmore tells us about his latest army project – the loyalists of House Makabius.

## COLLECTING A KNIGHT ARMY

The rules for fielding an army of Imperial Knights can be found in *Index: Imperium 2*. You can find an assembly and painting guide for the Imperial Knights (in House Taranis colours) on the Warhammer TV YouTube channel.

**T**owering colossi of war, Imperial Knights are relics of a bygone age, war machines from a time before the Imperium came to rule the galaxy.

Now allied to Mankind's cause, they are amongst its most stalwart defenders, joining Imperial battleforces across the galaxy to bring death and destruction to alien and heretic alike. Piloted by Nobles from ancient households, the intervention of a single

Imperial Knight can turn the tide of a battle. A Knight Lance, such as this one from House Makabius, can help win an entire war. Yet House Makabius has a dubious past rooted in treachery. We asked Gavin why his army of Knights still fight for the Imperium.

"There were a couple of reasons why I decided to collect a force from House Makabius," says Gavin. "First, I really like their background





– they didn't play a huge part in the Great Crusade and ended up having a civil war to decide whether they would fight for the Emperor or Horus during the Horus Heresy – much like many of the Space Marine Legions. I thought it would be interesting to create an army around those few Knights that decided to remain loyal to the Emperor. Secondly, I really like their iconography and Forge World has a great transfer sheet available for them. I simply adapted the transfers a little to remove the Eye of Horus imagery – that helps mark them out clearly as loyalists, I think."

choosing new colours for house makabius  
According to Forge World's Horus Heresy books, the Knights of House Makabius wear bone and dark grey-blue armour. We asked Gavin why his Knights feature different colours.

"Would you wear the same colours at traitors? I know I wouldn't," says Gavin. "I liked the blue-grey colour scheme, but I wanted to try

something a bit more colourful, not only to push my painting skills, but also to really get across the point that these guys aren't heretics.

**"A rich, deep purple next to bone makes for a visually strong and regal-looking colour combination."**

It was also a great opportunity to try out Forge World's range of Clear paints, specifically Eidolon Purple. A rich purple next to bone makes for a visually strong and regal colour combination and I decided they would look great next to each other on Imperial Knights, with plenty of gold trim to make them look really impressive and shiny, like proper loyalists. I realised later on, after several friendly jibes from my regular opponents, that they looked a bit like Emperor's Children who are, of course, traitors. I promise they're not evil!



**GAVIN BEARDSMORE**

The last time we featured Gavin's work was in December's issue, where we showed off his Harlequins from the Masque of the Silent Shroud. At the time we said he'd started work on some Imperial Knights. Well, we weren't lying – here they are! We're curious to see what army Gavin brings us next.



There are six Imperial Knights in Gavin's army so far. Each of them has a different helm and each has its own heraldry. The Lord of the Household can be seen here at the front (chequered heraldry and half-skull mask) while his Kingsward stands behind him on the left.



## COLLECTING

The Lord of House Makabius, piloting the Knight Gallant Nobilitas. You can see how Gavin has made extensive use of transfers on his Knights, from House icons to kill markings.



### BASING KITS

Imperial Knights have very large bases, so Gavin used some parts from the Sector Imperialis Large Base Detail Kit to add some points of interest to their otherwise flat surfaces. The parts in this set are really easy to work with – simply stick them down with Plastic Glue and paint them to match your bases and terrain.



“As with most of my projects, I tried out my colour scheme on a test model first. I actually used a Stormcast Eternal – the curved, unadorned armour panels proved to be perfect, giving me a great feel for how the colours would look next to each other and also gave me some practice with Eidolon Purple. Because it’s a translucent Clear paint, you need to apply it over another colour – normally a metallic paint – to get the shiny, coloured-metal effect. I find that trying out a new paint or a new colour scheme on a practice model first is the best way to approach painting – that way you can do your best work with confidence, rather than trying to learn as you go.”

### GETTING THE PROJECT UNDERWAY

“I gave myself a deadline of one month to

finish each Knight in the army, so it was a six-month project overall. It’s tough finding the time to paint sometimes, but I made a real effort to paint a little bit every night, even if it was just applying a wash or a layer of varnish. Like most people, I decided to construct and paint my Knights in sub-assemblies, building the chassis in one piece and keeping all the armour panels separate. It’s also worth noting that all the weapon systems are magnetised at the upper arm joint, enabling me to swap them around between models. All the carapace weapons are magnetised, too, as are the waist joints. The way I see it, if you’re going to magnetise some bits on models this big, you may as well magnetise all of them – that way you can repose them during a game so your Knight is hacking and slashing at an enemy unit





All of the weapons on Gavin's Knights are magnetised, enabling him to swap them around before a game to give him the most deadly combinations.

or pointing its cannon at its target. It's cinematic and makes for great pictures.

**"Imperial Knights are such large models I thought it would be great to try out some Forge World Weathering Powders."**

"With all the parts built in sub-assemblies, I undercoated them Chaos Black, then basecoated everything with Leadbelcher Spray. This saved a lot of time when painting the chassis – it was just washes and drybrushes after that – and the spray would also act as the basecoat colour for the Eidolon Purple Clear paint, which I applied with an airbrush as

suggested on the Forge World website. I could then just paint the details as normal afterwards, such as the gold armour trim, the bone and black armour panels and the heraldic devices on the shoulders."

The dust of aeons  
 "I didn't stop there with the painting, though. Imperial Knights are such large models I thought it would be great to try out some Forge World Weathering Powders on them to add an extra level of realism to their size and to tie them to their environment. I applied Aged Rust and Light Rust sparingly to the joints of the Knights, particularly around the ankles and leg pistons, but also on hip joints, elbows and waists. I added Black Soot to the ends of the guns to represent burning promethium and

## TRANSFERS

As mentioned on the previous page, Gavin made great use of the House Makabius transfer sheet, though he also used transfers from the Knights Renegade boxed set and the Forge World Titan transfer sheets. Gavin painted over the pupil on the Eye of Horus icon so show these Knights are loyal to the Emperor.





PAINTING THE LOYALISTS OF HOUSE MAKABIUS

Gavin was kind enough to send us a list of the paints he used on his Knights. Before these colours were applied, Gavin sprayed each model Chaos Black, then basecoated it with Leadbelcher.



\*These paints are part of the Forge World Airbrush Clear range for experienced painters. They are available direct from: [forgeworld.co.uk](http://forgeworld.co.uk)

STEEL  
SKELETON

Basecoat:  
Leadbelcher  
Citadel Spray paint

Wash: Nuln Oil  
L Shade

Drybrush:  
Leadbelcher  
L Dry

PURPLE  
ARMOUR

Basecoat:  
Leadbelcher  
Citadel Spray paint

Layer:  
Eidolon Purple (Clear)  
Airbrush\*

Layer:  
Eidolon Purple (Clear)  
Airbrush\*

Wash: Druchii Violet  
(recesses)  
M Shade

Layer:  
Stormhost Silver  
S Layer

BONE  
ARMOUR

Basecoat:  
Ushabti Bone  
L Base

Wash: Seraphim  
Sepia (recesses)  
M Shade

Layer: Screaming  
Skull  
S Layer

GOLD  
TRIM

Basecoat:  
Retributor Armour  
M Base

Wash:  
Agrax Earthshade  
M Shade

Layer:  
Retributor Armour  
M Layer

Layer:  
Stormhost Silver  
S Layer



In the 41st Millennium, the loyalists of House Makabius continue to fight the Emperor's foes. Here they take on the hordes of Hive Fleet Behemoth.



accelerant residue from the bullets. I decided to apply the Weathering Powders dry, straight from the pot, rather than mix them with water first, which is another way to apply them. I find they give a dustier effect this way, which I then preserved with a sprayed-on layer of satin varnish."

### 31ST OR 41ST MILLENNIUM?

So what millennium are Gavin's Knights fighting in – are they from the time of the Horus Heresy or are they fighting in the 41st Millennium?

"I painted them for games of Warhammer 40,000, though I guess I could use them as a Horus Heresy force, too," says Gavin. "So far in this edition of the game I've played against my friends' armies of Tyranids, T'au and Blood Angels. Against Graham's Tyranids I played defensively, holding the backfield and letting them run into my guns. My three Knights did well until my Paladin got swarmed by Genestealers, which eventually dragged it down, but my other two Knights pretty much wiped out the rest of Graham's force. Against Adam's T'au I got caught out by all his Manta-

striking units and lost two of my Knights to his battlesuits, but the last Knight survived and went on to butcher its way through every T'au battlesuit it could reach. The T'au were being cowardly, though, and hid out of sight, so I lost that game 10 victory points to nine. My most recent game was against my mate Jonathan's Blood Angels and we fought on the Sector Imperialis board that I'd just finished painting. My Knights really struggled to get around all

**"The last Knight survived and went on to butcher its way through every T'au battlesuit it could reach."**

the buildings and the Blood Angels ran rings around them! We are currently making plans for our yearly mega-game. I'll probably take my six Knights, some Assassins and I'm also going to paint some Deathwatch models. I hope that adding them to the force will help balance out all the Knights in my regular games." **DH**

### HERALDRY

Gavin's Knights all bear a heraldic banner. Again, these are all subtly modified transfers from the House Makabius transfer sheet. Once the transfers were in place and dry, Gavin sealed them to the model with 'Ardcoat. He then painted over them again with a matt varnish to take away the shine.







# THE RIVER OF SOULS

In Battleground, we showcase some of the finest gaming tables and displays in the world. This month, we teamed up with the Warhammer World studio team to build a battlefield for Warhammer Age of Sigmar set in Shyish, the Realm of Death.

## THE WARHAMMER WORLD TEAM

The Warhammer World studio team build and paint the displays and dioramas in the Warhammer World exhibition halls. They also construct and paint the boards and scenery in the Warhammer World gaming hall. You can even play on the board in this article! To find out more about Warhammer World, follow this link:

[warhammerworld.games-workshop.com](http://warhammerworld.games-workshop.com)

Over the last few months, you can't have failed to notice the malign portents and dark omens about the Realm of Death. Nagash, the Supreme Lord of the Undead, is clearly plotting something evil in the depths of this ghoulish realm, but what, exactly, remains a mystery. For now, at least...

Spurred on by the release of the Malign Portents book, many of us in the White Dwarf team are working on Warhammer Age of Sigmar armies (you can see some of our latest works [here](#)) and we thought it would be great to create a battlefield to fight some of our games over. Of course, there really was only one candidate when it came to picking a realm – the Realm of Death, where all the action is taking place! While we're reasonably proficient

at building and painting scenery in our team, we wanted to create a truly impressive battlefield, so we enlisted the help of the Warhammer World studio to see what ideas they might have. It turns out they had plenty! Here, Andy Barlow and Harvey Snape tell us how they came up with the idea of the River of Souls.

## DESIGNING THE RIVER OF SOULS

**Andy Barlow:** The initial idea for the project was to build a battlefield covered in mausoleums and graveyards, like some kind of undead mortuary city. The picture of Elixia shown on page 32 of the Quest for Ghal Maraz book was the starting point for the project and we liked the idea of having a large centrepiece in the middle of the board that would have some kind of story behind it. We had a chat



with Dave Andrews, who designed a lot of the scenery kits, and he suggested some kind of giant marble obelisk. We thought, wouldn't it be cool if it was placed in the centre of the barrows, siphoning off soul energy to Nagashizzar, Nagash's seat of power in Shyish?

**Harvey Snape:** That was when Andy came up with the idea of the river. Just placing an obelisk in the middle of an old graveyard wouldn't capture many souls for Nagash – there needed to be a constant influx of them. We thought it would be cool to have a few rivers of souls converge on the board and then have the obelisk channel them into a man-made canal. Or, rather, a skeleton-made canal, which would lead to Nagashizzar. And that formed the basic shape of the board.

### PLANNING AND CONSTRUCTING

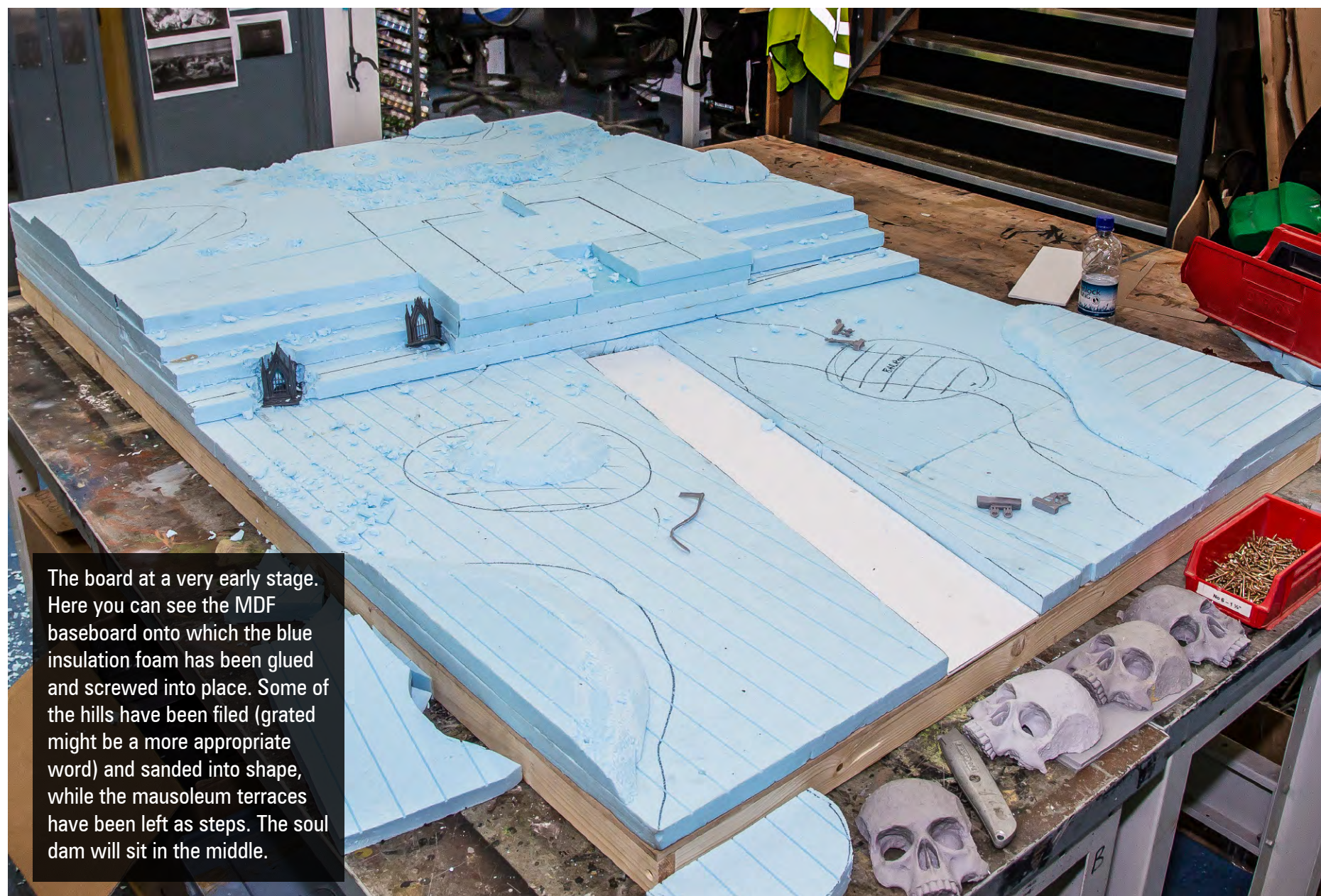
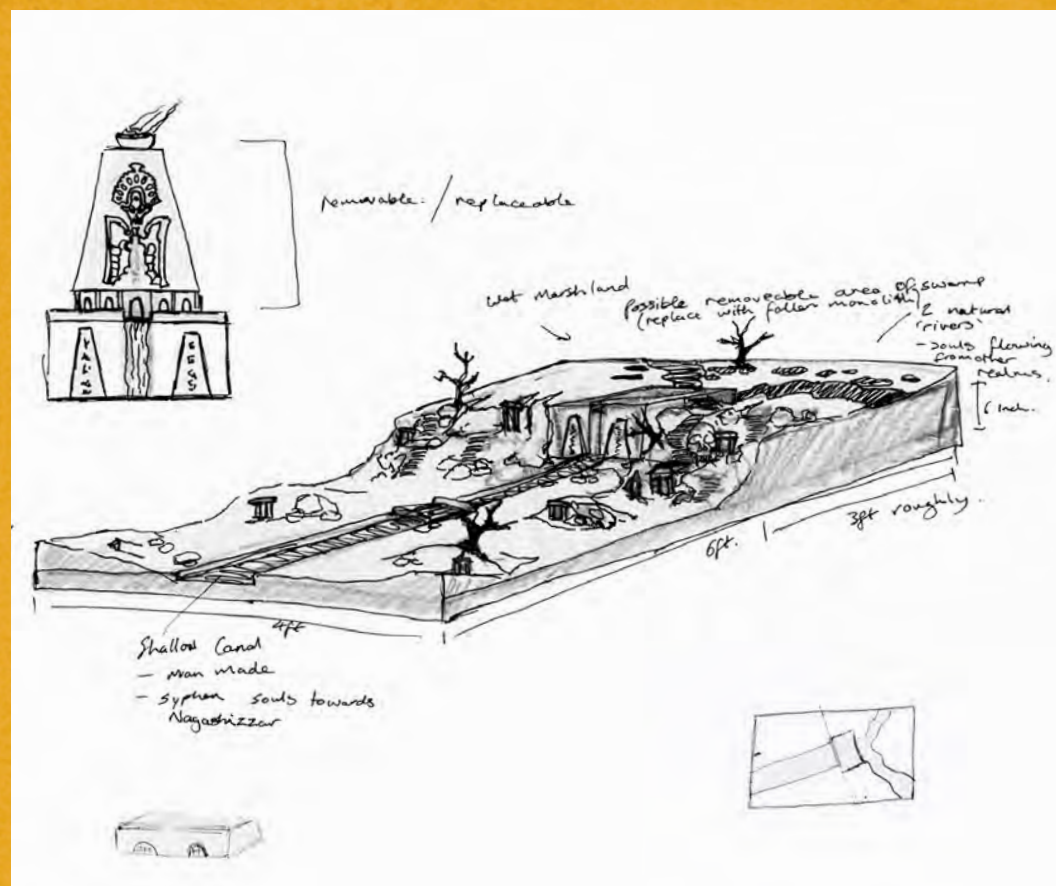
**Andy:** Before we began construction we created a mood board to help us capture the look we were going for. We found pictures of churches, barrows, cairns, mausoleums, bridges and, of course, skulls and posted them up around our work space.

**Harvey:** One of the key things we wanted to get across was that this wasn't a land dominated by Chaos, with piles of skulls and bones all over the place. The death had to have a sense of order to it, with many of the bones used as

### PUTTING PENCIL TO PARCHMENT

**Andy:** Once we'd discussed some ideas and created a mood board of ideas, I started drawing out some concept sketches for the board. This was the basic outline I came up with, showing the canal,

the marshlands and where the dam for the soul siphon would fit. As you can see, the proportions of the board have changed a bit on the final piece, but that's something you normally have to figure out as you go along.



The board at a very early stage. Here you can see the MDF baseboard onto which the blue insulation foam has been glued and screwed into place. Some of the hills have been filed (grated might be a more appropriate word) and sanded into shape, while the mausoleum terraces have been left as steps. The soul dam will sit in the middle.



# BATTLEGROUND

decoration rather than scattered around. The remains of the living aren't trophies, offerings or discarded rubbish on this battlefield.

**Andy:** We wanted this place to look like an ancient graveyard but with a newer obelisk and canal in the centre, like they were added by Nagash's minions at a later date. The plan was not only for them to look different but to be painted differently, too, to make them stand out.

## PRACTICAL THINKING

**Harvey:** When we make a board for Warhammer World, it not only has to look good, it has to be practical, too. Having a river on a board is cool, but it needs a crossing point or a bridge so that the opposing armies can reach each other. That bridge also has to be wide enough for units and larger models to cross it. How frustrating would it be if you played a game where you couldn't move Archaon around? That's why there are plenty of open spaces between the

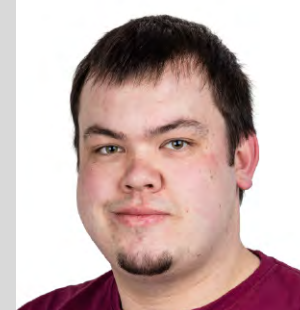
buildings and trees for models to fight in. The buildings and trees roughly retain the footprints they would have as regular kits so they can still be used as the terrain pieces presented in the rules. Similarly, the rivers and

**"The death had to have a sense of order to it, with many of the bones used as decoration rather than scattered around."**

marshes at the top of the board are shallow enough not to get in the way, and models can be placed on and over them.

## CONSTRUCTION AND PAINTING

**Andy:** Most of the construction was fairly simple. The mausoleums were built as normal and then cut in half with a band saw so they would fit into the rock faces around the central dais. The trees were simply glued into place with a hot glue gun, as were the gravestones.



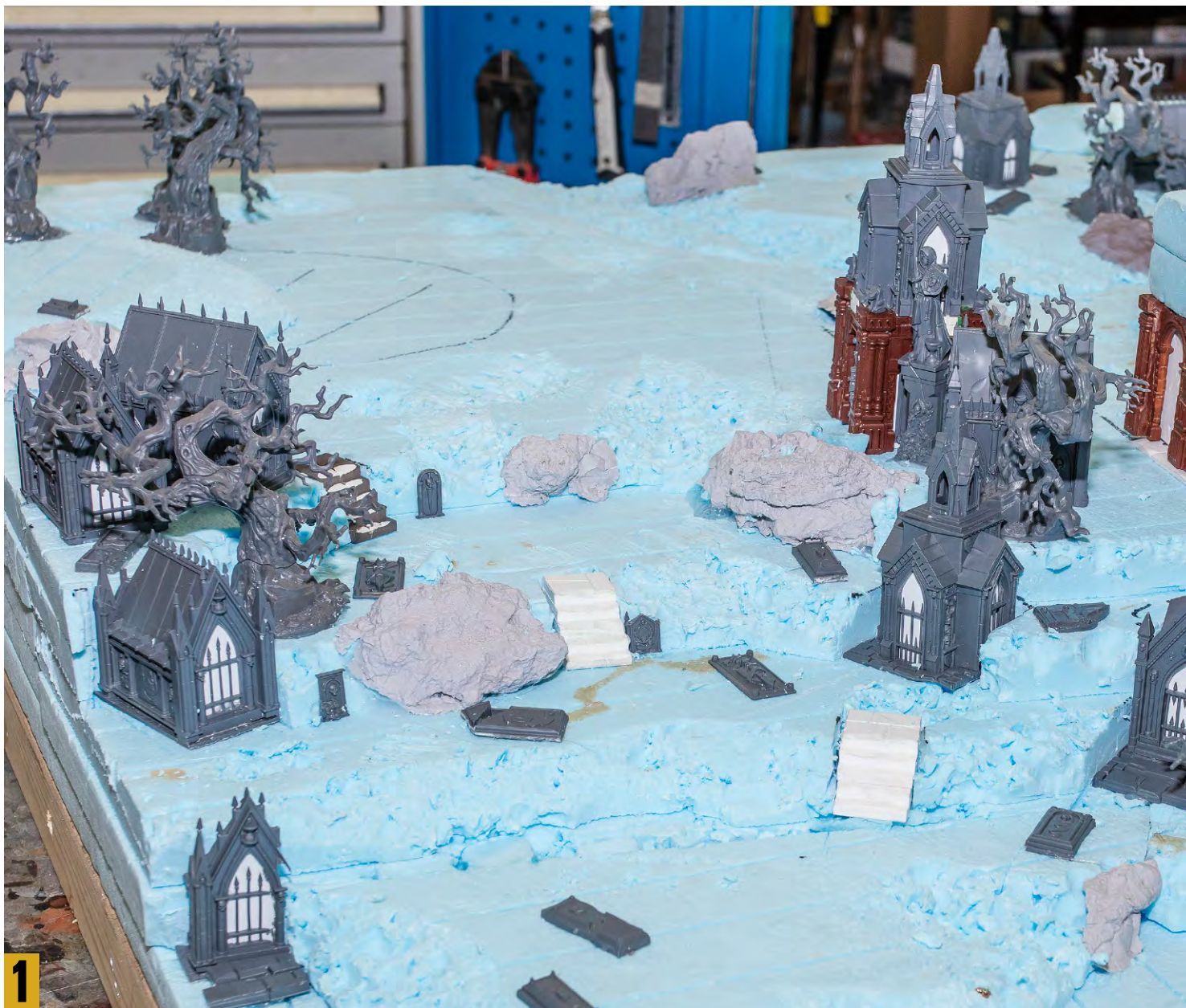
**HARVEY SNAPE & ANDY BARLOW**

Harvey and Andy work in the Warhammer World studio. They were the two architects behind this superb new board.



"The canal and the bridge are made from expanded PVC (XPVC), a durable plastic that is often used by sign makers," says Andy. "It can be cut, scored and dented, making it great for model making, but it can be hard to find. If you can't find it, foamboard is a great alternative. We scored the XPVC with a ruler and a mouldline remover tool, then dented its surface by lightly tapping it with small stones to give it texture."





1

The hills either side of the river feature ancient barrows and mausoleums (1). "We built them into the hills to show they are owned by noble families," says Harvey. "The poor people have basic gravestones located in the more marshy ground below the dam, while the nobility get to have their mausoleums on more solid ground so they won't wash away in years to come. These are the entrances to larger underground crypts where many family members will be interred. We built the tombs from the Sigmarite Mausoleums, then cut the backs of them to fit against the hills, with gravestones of notable family retainers placed around them. We painted the mausoleums grey – the same as the board – as if the stone they were made from was cut from the land. We used Eshin Grey as a basecoat and, seeing as purple is the colour of the Realm of Death, washed the buildings with a little Druchii Violet to give them a purple tone (2). We then drybrushed them with lighter greys."



2



# BATTLEGROUND

"The swamp at the top was meant to show where the original river had been," says Harvey. "The dam beneath the obelisk backed up the water and caused the area to flood, resulting in some of the mausoleums sinking into the mud (1). We wanted to have spirits appearing from the murk of the river, so we cut a few to size and shape, painted them, then stuck them in place after the board was painted. We then poured clear resin over and around them, giving the impression that they were lurking in the water, ready to reach out and grab the ankles of the next unsuspecting warrior that happened to walk past. We painted these wayward spirits using green washes – just like the studio ones – to give them an ethereal glow and make them stand out from the dark water. Nihilakh Oxide and Coelia Greenshade are the perfect colours for Spirit Hosts as they're quick to apply over a white undercoat and they really stand out in a Death army, not to mention as a feature on a dark board (2)."





Once all the buildings were on the board and in place, we covered the insulation foam in plaster repair filler, which we then textured with a large wet paint brush to make it look like rough earth.

**Harvey:** Painting the board was equally simple. We wanted it to have a really dark tone, with no reds, golds or other colours that you might associate with a Chaos God. It is all grey and monotone, like some kind of sensory purgatory. We sprayed the whole board Chaos Black, then airbrushed it Dryad Bark and Stormvermin Fur with Mechanicus Standard Grey for the rocks. The mausoleums (as mentioned earlier) were painted Eshin Grey. We made a few exceptions to the grey colour scheme to add interest to the board and draw

the eye. We painted the roofs of the crypts a dull verdigrised green, while the river features glowing, malevolent spirits. The obelisk and canal we painted with several different colours

**“We wanted it to have a really dark tone, with no reds, golds or other colours that you might associate with a Chaos God.”**

of quarried stone to make it stand out from the mausoleums around them. The colours were all highlighted with Ushabti Bone in a little nod back to the temples and cities of Khemri, the place of Nagash’s birth. **DH**

## REALM OF BATTLE BOARDS

Not everyone will have the level of skill (or the storage space!) to create a battlefield like this. Fortunately, there is a solution – Realm of Battle Gameboards. There are three available – the Sector Imperialis for Warhammer 40,000, the Shattered Dominion for Warhammer Age of Sigmar and the Realm of Battle that can be used for any of our games. They come as six sturdy 2' by 2' plastic tiles that are both easy to paint and store. You can find out more about them on the Games Workshop website.



The obelisk in the centre of the board was envisaged by Andy and Harvey as some kind of soul siphon (3), drawing energy from the most powerful spirits and sending it straight to Nagashizzar. The rest of the spirits would be turned from the river’s original course and sent along the canal where they would, one day,

reach the centre of Shyish. “There’s a hint of Khemri in the design of the obelisk, hinting at Nagash’s origins,” says Andy. “I also wanted it to have ‘Nagash’ written all over it, so that anyone who ever saw it would know who it belonged to. It needed symbols of power. To create the symbols on the sides, which are

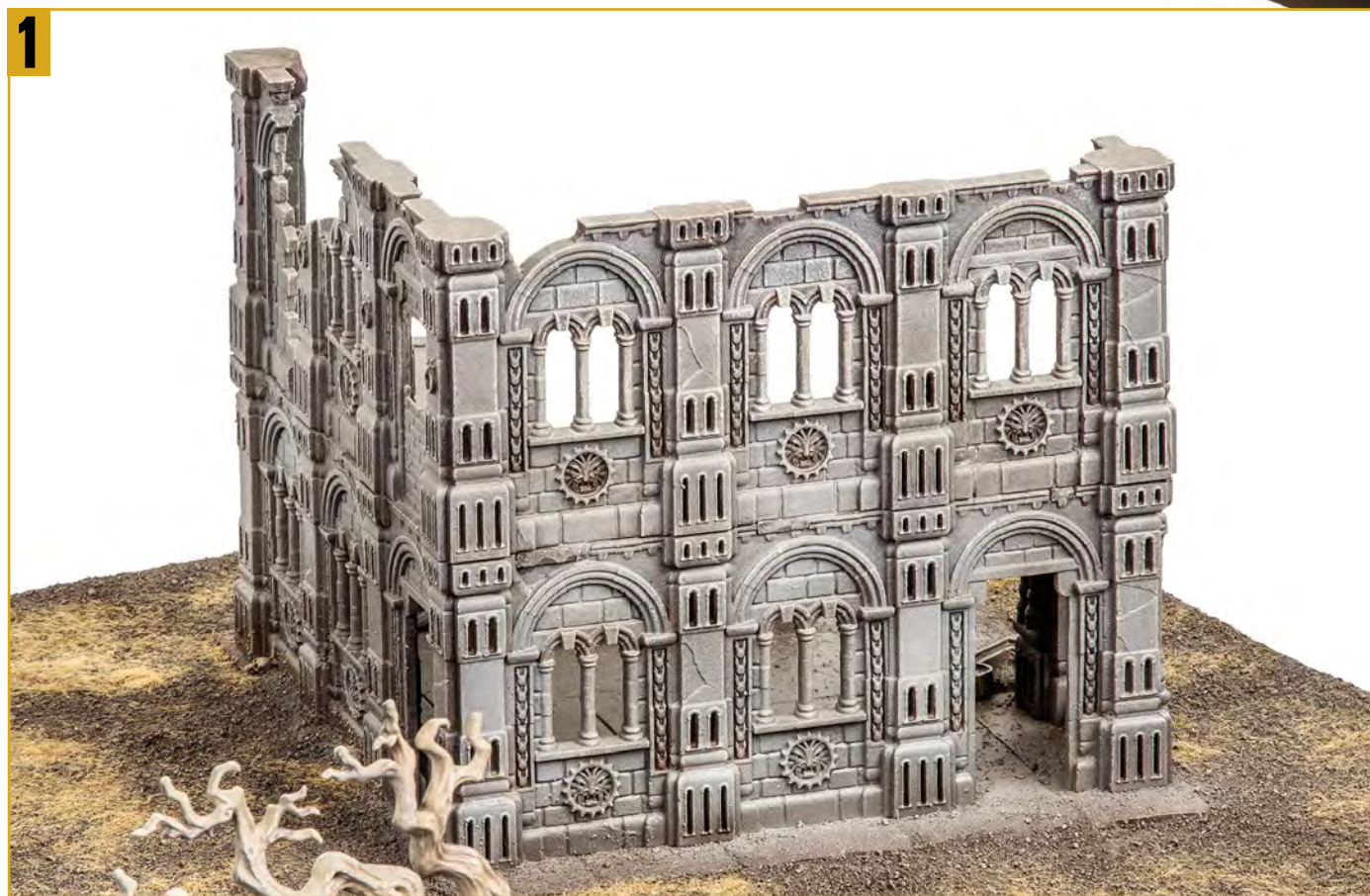
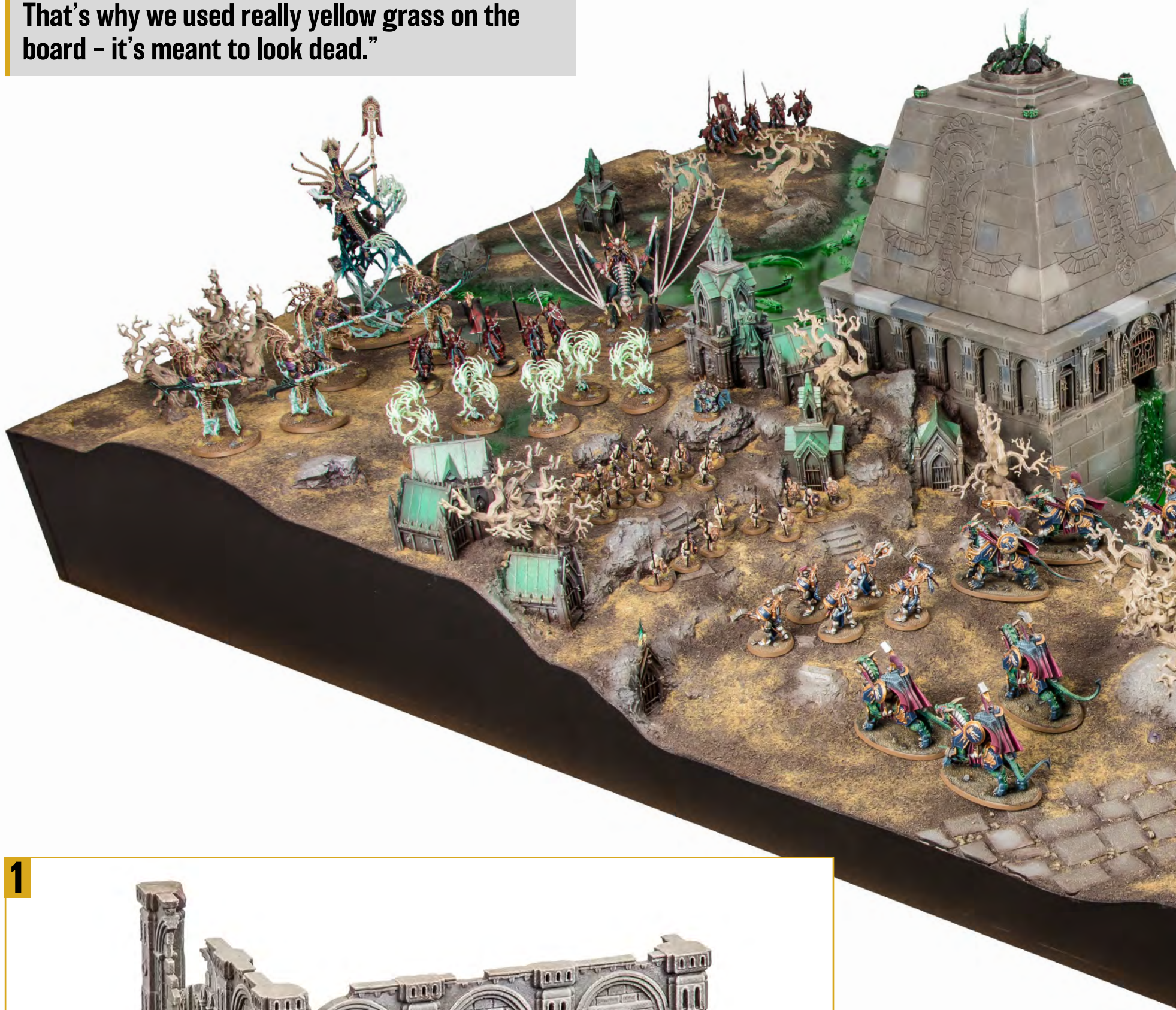


shaped like the head of Nagash’s staff, I made a stencil of the front cover of the novel Nagash: The Undying King. I then used this stencil as a guide and very carefully engraved it into the XPVC panels I’d cut for the obelisk (4). When they were finished, I glued the whole thing together. It certainly took a lot of work!”



## BATTLEGROUND

**“This is the Realm of Death – it’s not a nice place. That’s why we used really yellow grass on the board – it’s meant to look dead.”**



More Azyrite Ruins were used to create the other buildings on the board (1). “They were probably part of the original settlement before Nagash’s undead minions built the canal,” says Andy. “We wanted them to look ruined, as if they’d been staunchly defended. We painted the buildings the same colour as the obelisk to keep the spot colours on the board consistent, starting with an airbrushed basecoat of Stormvermin Fur, then a wash of Agrax Earthshade followed by drybrushed layers of Administratum Grey and Ushabti Bone.”





The Warhammer World team have some very interesting moulds, including one for a giant skull (2). A tree can be seen growing from one of the eye sockets. "It's a bit grim," says Andy, "but this is the Realm of Death – it's not a nice place. That's why we used really yellow grass on the board – it's meant to look dead."

Larger crypts have been constructed for more wealthy nobles (3). "We used the Azyrite Ruins to create the base of the largest crypt," explains Harvey. "It required a lot of chopping and cleaning, but it helped add height to the board. The x-shaped tomb fits perfectly on top, too!"

### NEXT MONTH

In next month's issue of White Dwarf, we will be fighting a Warhammer Age of Sigmar Battle Report over this great new battlefield. But what two armies will be fighting over it? And what for, we wonder? Well, you'll just have to come back next month to find out!

The tombs of long-dead warriors lay scattered around the barrows and mounds (4). "We cut up the mausoleum bases with a saw, then glued them down with a hot glue gun" says Harvey.





# TACTICA IMPERIALIS

The Drukhari are cruel and sadistic beyond mortal comprehension, a race of ancient warriors and depraved fleshcrafters who live for the thrill of battle and the enslavement of lesser peoples. Here we take a closer look at what they can do on the battlefield.



## INITIATING A RAID

The best way to find out more about the Drukhari and how to assemble a raiding force is to get your hands on the new codex. On page 82 of the codex there are three sample armies, one each from a Kabal, Wych Cult and Haemonculus Coven, giving you three great examples of how to start a Drukhari army. On page 84 of the codex, these three armies are then combined into one large raiding force made up of units from all three Drukhari sub-sects, giving you an idea of the sort of force you can field in your games.

**T**he Drukhari, also known as the Dark Aeldari, are a force unlike any other on the battlefields of the 41st Millennium. Where other races mobilise vast standing armies, the Drukhari assemble raiding forces of disparate warbands drawn from the Kabals, Wych Cults and Haemonculus Covens of Commorragh. These sub-sects of Commorrite society put aside their differences to raid the planets in realspace for slaves and other esoteric materials (not to mention for the sheer joy of inflicting and experiencing pain) before diving back into the labyrinth dimension from whence they came to divide the spoils. To conduct such raids the Drukhari have to be swift and they are arguably the fastest faction in Warhammer 40,000. They can also deliver death and destruction with pinpoint accuracy. Here we take a closer look at the Drukhari army and delve into some of

their more devious and underhand tactics.

## SWIFTLY AND WITH STYLE

The Drukhari believe that a swift and merciless offence is the best form of defence. As such they eschew heavy armour and slow-moving tanks in favour of their own lightning-fast reflexes and vehicles that can race across the battlefield at breakneck speed. The slowest unit in the army are the Incubi and even they move 7" a turn (almost twice as fast as an Ork Meganob). The fastest unit is the Razorwing Jetfighter, which can rocket along at a respectable 92". Even the Craftworld Aeldari raise an eyebrow at that. That speed is what makes the Drukhari such a terrifying prospect to fight, because the units you want in combat – Wyches, Grotesques, Incubi and the like – will be slicing up your opponent's troops before they can blink, while those units you want to keep out of harm's way can do so with



ease, either using their own high movement value or by hitching a lift on a Raider or Venom.

### LAPPING UP THE SOUL ENERGY

The army special rule for the Drukhari is Power from Pain – the longer a battle lasts, the more dangerous they become. Most of the benefits from this rule involve either leadership or combat, making your units progressively more dangerous in a fight and less likely to run away while your opponent's troops recoil in horror. It's important to remember that Power from Pain takes effect in the first battle round, not only in your first turn – you don't want to miss out!

### JUDICIOUS APPLICATION OF PAIN

But how to inflict all this lovely pain? First there are splinter weapons, the basic ballistic armament of the Commorrites. Splinter weapons always wound on a 4+ unless the target is a vehicle (in which case it is a 6+). A lone Venom with two splinter cannons can spit out 12 of these poisoned slivers of evil every turn. This makes the Drukhari deadly in a short-ranged fire fight – if the enemy is wearing armour, lucky them. If they're not, feel free to cackle insanely as your troops fill them full of splinters. But what if you're fighting vehicles? Well, the Drukhari have perfected tank-busting weapons, too. The dark lance, void lance, dark

scythe, blaster and heat lance are all high-strength weapons with an AP of -4 (-5 on the heat lance) – they should be able to sort out those pesky tanks.

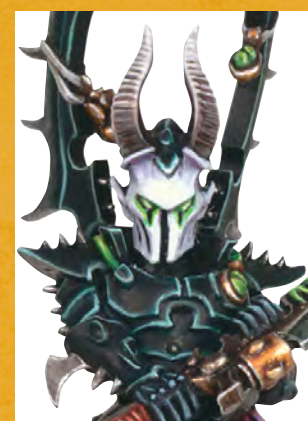
Dark Aeldari combat attacks often lack such a vicious punch, but on the flip side they normally get a lot of them. Most devastating in combat are the Incubi, but Wych Cult units can prove deadly if used correctly as you'll find out over the page. First, though, the Kabalites.

the Kabals of high commorragh

The Kabals of Commorragh are organised into groups and kinbands known as Shards. Kabalite Warriors often form the backbone of a Drukhari raiding force as not only are they cheap in both power or points, they also carry deadly splinter rifles. At short range they are devastating against pretty much any foe, though they may struggle in combat as they aren't that tough and don't wear much armour. The best option is to keep them out of combat in the first place. One tactic is to deploy them in a Raider – they are open-topped, which means the Kabalites can shoot from the Raider's deck as it sails past the enemy at a safe distance. Equip the Raider with splinter racks and you can even increase the damage output from your unit. Alternatively, make use of the new stratagems Fire and Fade and Cruel

### MERCENARIES

Not every unit fits into one of the sub-sects in the Drukhari army list. Incubi, Scourges, Mandrakes and Drukhari beast units are blades for hire, usually fighting for material gain, though sometimes for their own strange reasons. These units can be included in any Kabal, Cult or Coven detachment without preventing other units in the detachment from gaining a Drukhari Obsession. These mercenary units, however, never benefit from Drukhari Obsessions – they have their own agendas, such as perfecting the perfect decapitation or flensing a foe's skin from their body in just four sweeps of a sharpened blade.



Between Kabalite Warriors, Ravagers and Drukhari aircraft, there are very few foes a Kabal can't deal with. Vehicles such as Raiders and Venoms make your gun line both more manoeuvrable and more resilient.





## DESIGNERS' NOTES – CODEX: DRUKHARI

**The Drukhari return to realspace with a brand-new codex this month. We caught up with writers Robin Cruddace and Alex Tuxford to find out what this new book offers to the budding Archon.**

**Robin Cruddace:** Something that's become apparent with the Dark Eldar over the years is that there are three distinct sects within their society – the Kabalites, the Wych Cults and the Haemonculus Covens – each with their own look, background and style of warfare. We wanted to create a codex where you could field a viable army from one of these sub-sects or a combined-arms raiding party using two or even all three of them.

**Alex Tuxford:** These sub-sects are really disparate, each focused on their own goals, but they will work together – such as in a realspace raid – if they feel there is something to be gained from doing so. We wanted to reflect this in the way you build a Drukhari raiding party. Rather than just lump all your units into one detachment, we decided to reward players for taking lots of smaller detachments, representing several different Cults, Kabals and Covens uniting under a common banner.

**Robin:** With most armies, the downside to having lots of Patrol Detachments is that you don't accrue many command points. Not so with the Drukhari – the more small warbands you take, the more Command Points you can get. Another thing is that you could, for example, take two detachments of Wyches from two different cults and benefit from different special rules for each of them.

**Alex:** These are the Obsessions. Aeldari have Craftworld Attributes, Space Marines have Chapter Tactics, the Drukhari have Obsessions. There are 10 in total – four for

the Kabals, three for the Wych Cults and three for the Haemonculi Covens. It means that each detachment can have their own agenda and own special rules based on their background. It certainly makes your force feel less like a military organisation and more like a raiding party.

**Robin:** It means you can pick and choose the rules and background that work best for you, based on how you paint your models and how you like to fight your battles. More smaller detachments also means you've got access to more artefacts, warlord traits and stratagems. One of my favourite stratagems is Alliance of Agony, which enables you to give a warlord trait to an Archon, a Succubus and a Haemonculus in your force, representing three leaders coming together to lead a raid.

**“Each detachment can have their own agenda and own special rules based on their background.”**

**Alex:** The stratagems and artefacts also enabled us to bring back some wargear and abilities that had fallen by the wayside over the years such as the Soul-trap, the Nightmare Doll and the Crucible of Malediction. There are loads of new ones in there that we think you'll love, too.

**Robin:** There really is an excess of army-building options in this codex – an indulgence, a glut. Fitting, really!





Deception to lure the enemy in, then run away before they can inflict too much damage. Other units available to a Kabal are Ravagers, Razorwing Jetfighters and Voidraven Bombers, all of which are powerful anti-tank units. Their manoeuvrability and night shields should protect them from enemy fire while they dish out plenty in return. Lastly, there's the Archon. A capable combat unit, an Archon's abilities can be enhanced with artefacts such as the Djin Blade, though the Writ of the Living Muse (an artefact for the Kabal of the Black Heart that enables nearby Kabal units to re-roll 1s to hit) makes an Archon a great support unit.

### THE WYCH CULTS OF THE ARENAS

Where Kabalites tend to do the shooting, Wych Cults units get on with the slicing and dicing. Wych Cults are divided into Circles and many of the units in Codex: Drukhari are part of a Wych Cult, including Wyches, Succubi, Beastmasters, Hellions and Reavers. The first thing to note about non-vehicle Wych Cult units is that they all benefit from combat drugs. You can pick which combat drug each unit has (which is great if you've got a specific tactic or battlefield role in mind for a unit), though you can't then pick the same drug for another unit. Alternatively you can chance your luck and roll for them. Every combat drug has its use and there isn't necessarily one that's favourable

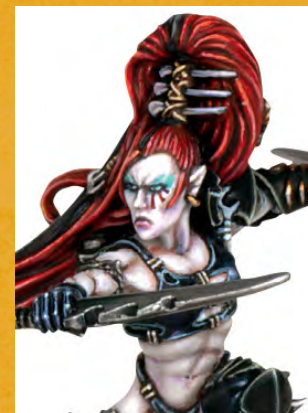
over another, though a unit of Wyches hyped up on Serpentin fighting near a Succubus will hit on 2+ in combat and re-roll 1s. Just saying... Wyches also have the No Escape rule, which makes them great for holding up enemy units that would otherwise try to fall back out of combat (such as T'au battlesuits).

Reavers, meanwhile, can use their speed to get to grips with characters lurking at the back of a battlefield. Their upgrades – grav-talons and cluster caltrops – both cause mortal wounds, so it's always worth finding a lone character for them to pick on. Hellions can Hit and Run, which enables them to fall back from a combat they're not keen on and zoom off to fight one they like the look of. Also, make sure you consider the new Wych Cult Obsessions (see Designers' Notes, left) while you're building your raiding force because all three of them are nasty, giving all your Wych Cult units either +1 Attack, +1 Strength or the ability to advance and charge. Yuck!

The Haemonculus Covens of the dark city  
The Haemonculus Covens are arguably the least typical of the sub-factions that make up the Drukhari army. Formed into Cells of fleshcrafted warriors, they are not only horribly resilient, they also field some nasty monsters in battle. The foot troops of the Covens are

### SPECIAL CHARACTERS

There are three named characters in Codex: Drukhari – Lelith Hesperax, Drazhar and Urien Rakarth. All are powerful, but in very different ways. Urien Rakarth has arguably one of the best auras in the game, giving every Coven unit +1 Toughness within 6" of him. That means Toughness 5 Wracks! Drazhar and Lelith are more about combat. Both offer significant bonuses to nearby Incubi and Wych Cult units, respectively, and both can gain additional attacks beyond those on their profile. Drazhar also has the luxury of a 2+ armour save, while Lelith benefits from a 3+ invulnerable save. Curse her agility!



The gladiators of the Wych Cults are fast but fragile and benefit from being in combat rather than out in the open. They're not especially strong, so try to avoid enemy units with a high toughness or high armour save (or both!).





## A THREE-PRONGED DRUKHARI ASSAULT

The Drukhari are cruel and sadistic but they are also exceptional tacticians. We got in touch with James Tierney, one of the gamers who playtested the new codex. He had these evil thoughts.

### MIGHT OF THE KABALS

Kabalite Warriors are already pretty dangerous with their poisoned attacks, but it's worth noting that they can now take more special weapons than they used to and that blasters now cause D6 damage rather than D3. This means that the Drukhari now have more tools for dealing with multi-wound units. Place an Archon near your Kabalites and they'll re-roll 1s to hit, too, thanks to his Overlord ability. This ability normally has an aura range of 6" but can be increased to 12" if you pick the Towering Arrogance warlord trait for your leader. An Archon can also be a nasty surprise for units that charge your Kabalites, as he can use heroic intervention to join a fight within 3" before attacking them with whatever tasty wargear you pick for him.



### QUEENS OF THE ARENAS

Wyches can put out a serious amount of damage in combat now, as not only do they have two attacks on their stat line, they also get an extra attack for carrying Hekatarii blades. This means that combined with the Adrenalight combat drugs (+1 Attack), a single Wych can dish out four attacks in the fight phase! When you combine this with the Succubus's Brides of Death ability, which gives friendly Wych Cult units within 6" of her re-rolls of 1 to hit in the fight phase, a large unit of Wyches (each can contain up to 20) led by a Succubus becomes a truly formidable force. Add to that their 4+ invulnerable save in close combat thanks to Dodge and you've got a unit that your opponents will really struggle to get rid of.



### FEAR THE TORMENTORS

Incubi have gained an additional level of depth to their rules with a new ability called Tormentors. In short, if the result of a Morale test for an enemy unit within 6" is equal to the highest leadership value within the unit, then the test is failed, and one model flees. What's more, this ability gets better as the game goes on because it can stack with the Mantle of Agony rule from Power from Pain (-1 to leadership for enemy units within 6" from Battle Round 5 onwards) and the Pray They Don't Take You Alive stratagem. If you position your Incubi just right you can potentially cause quite a few models to run away. It's worth noting that Drazhar has the same ability and gives Incubi +1 to hit in combat, too.





A large unit of Wracks accompanied by a Haemonculus makes a perfect flesh-screen for less durable Drukhari units. Grotesques, while brilliant linebreakers, are also an excellent distraction from your other units.



Wracks. With Toughness 4, a 5+ invulnerable save due to their insensibility to pain and the ability to ignore damage on a 6+ due to Power from Pain, they are much harder to kill than other Drukhari. Though not particularly deadly at shooting or in combat, they are survivable, making them perfect for holding objectives and tying up enemy units. Grotesques and the Talos, on the other hand, are phenomenal in

**“Give both units liquifier guns and you’ll see the casualties mount pretty swiftly.”**

combat. Grotesques are best against masses of lightly armoured troops, while a Talos can murder its way through pretty much anything. Give both units liquifier guns and you’ll see the casualties mount pretty swiftly. The Cronos, meanwhile, enables all nearby Drukhari units (not just Coven units) to re-roll wound rolls of 1 in the fight phase. Placed close to Wyches, Incubi and Grotesques, a Cronos can boost the combat potential of your whole army.

A Haemonculus Coven’s true strength comes from the Haemonculi, who give all Coven units +1 Toughness within 6" of them. This makes a huge difference to enemy shooting, ensuring that even bolt rifles only wound on a 5+

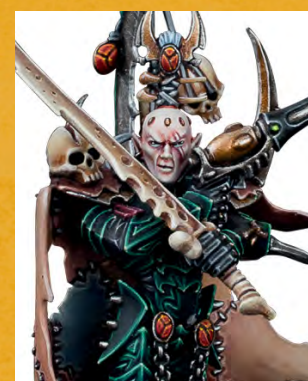
instead of a 4+. Haemonculi are naturally resilient, but the Prophets of Flesh Obsession or the Nightmare Doll artefact make them even more so. Consider placing one near a Cronos and use the Fleshcraft stratagem so they can keep healing each other.

### ASSEMBLING YOUR RAIDING FORCE

Probably the toughest choice for a Dark Aeldari commander is picking what units to field – do you go down the route of creating an army based around one aspect of the Drukhari or do you embrace them all and field Kabalites, Wyches and Wracks alongside each other? The first path enables you to create a highly specialised army with a unified Obsession. For example, every non-vehicle unit in a Prophets of Flesh Coven will have a 4+ invulnerable save. That is quite a tough prospect for any army to face. The second path gives you access to a wider variety of units, each with their own unique abilities that they can bring to the battlefield – you could, for example, have six detachments each with a different Obsession! You have better tactical flexibility overall, but you have to be really careful about what units you place where, how you use them and how you get the most out of their special abilities, Obsessions and stratagems. Consider yourself – like every good Archon – utterly spoilt for choice. **DH**

### MUST-HAVE WARGEAR

There are 16 artefacts in Codex: Drukhari, giving you loads of options for your characters. The Nightmare Doll, for example, gives your Haemonculus a 50/50 chance of ignoring any wound – always handy! The Djin Blade is another classic piece of wargear that can turn an Archon who’s already a good combat unit into a great one. Our favourite artefact is Parasite’s Kiss – a great (not to mention free in matched play games) upgrade for a splinter pistol that restores a wound to the bearer if they kill their target. Use it on easy-to-kill infantry (how fittingly cruel!) to keep your hero in peak physical health throughout the battle.





# MAXIME'S CHALLENGE

We love featuring beautifully painted miniatures in the pages of White Dwarf and this issue is no exception. This month, miniatures designer Maxime Pastourel tells us all about a painting challenge he's been taking part in with his friends. Here are their creations.



## MAXIME PASTOUREL

Maxime is one of the Citadel miniatures designers – his most recent work was on the Death Guard range. What you might not know is that Maxime is also a keen painter, having won several Golden Demon awards over the years.

**W**hen he's not busy sculpting, Maxime can often be found painting new models for his collection – his most recent work was a Craftworld army, which he entered into the Open Category at Golden Demon last year. But Maxime's also a fan of painting challenges. Here he explains what he's been up to.

"A few years ago, my friends and I decided to run a painting challenge," says Maxime. "We thought it would be interesting if we all painted the same model to show what we could do with it, really pushing our painting skills and styles to the limit. We each came up with a list of models we would like to paint, then picked the ones that appeared on most peoples' lists. Here are the results of three of our challenges."



## IMPERIAL SPACE MARINE BY ISMAIL SEKKATE

**Ismail:** I wanted an eye-catching colour scheme on my model with lots of contrast between light and dark, warm and cool. I tried to paint it as neat as possible before applying scratches and impact damage. I kept the base simple so as not to distract from the model but added a skull and spent cartridge to tell a story.

## THE IMPERIAL SPACE MARINE CHALLENGE

**Maxime:** The Imperial Space Marine was the subject of our third painting challenge. It was a model everyone had but no one had painted – I think we were all waiting for the perfect opportunity! It was great seeing how everyone went quite retro with their colour schemes, really harking back to the look and feel of Rogue Trader.

Antoine Volland



Damien Lang



David Cagniard



Stephane Daussin



Francois Niaux



Maxime Pastourel



Pierrick Tessier





## A NEW SHADE OF STORMCAST

“We have a couple of rules for our challenges,” continues Maxime. “Conversions are allowed but we don’t show anyone else what we’re painting until the challenge is over. Only then do we get to see who painted what and how they went about it. Then we vote for a winner between us. I found the results of this first challenge really interesting. The Stormcast Eternals had only been out for a few months when we decided to take on this challenge and we’d only really seen them painted either gold or silver. Everyone picked really unusual colour schemes for this challenge and, actually, pretty unusual painting styles, too. Personally I love Antoine’s bright green version – it’s so bold – but David’s winning entry (right) showed how awesome Stormcast Eternals look in dark colours – he looks really atmospheric and moody. Evoking a powerful story is a key consideration for all of us.”

### LORD-CELESTANT BY DAVID CAGNIARD

**David:** To me, the Lord-Celestant is the ultimate incarnation of Sigmar’s courage and wrath. I tried to give him a dark and aggressive look, with a lot of weathering and battle damage on his armour, like he’s been fighting constantly since his creation. I painted his weapons and eyes to look like they are on fire, representing the fact that he was forged with thunder and lightning by Sigmar and is still glowing with energy. I loved painting this model so much that I have painted another one since.



Antoine Volland



Richard Hill



Maxime Pastourel



Aliaume Chapelle



### THE LORD-CELESTANT CHALLENGE

**Antoine:** I used this Lord-Celestant to try out a new green and black colour combination. I now use this acid green colour on most of my models. I modelled the base with a piece from the Luminark of Hysh to show the glory of the Age of Myth now buried in the dust.

**Richard:** I used a limited colour palette on my entry, aiming for hard armour colours with contrasting soft textiles. I wanted to give the Lord-Celestant a mystical feel, so painted his eyes, blade and gemstones to be glowing. Perhaps this armour is animated by a spirit...

**Maxime:** I like trying new colour schemes so I picked light purple – I’d never seen it done on a Stormcast Eternal. I thought it would give the model a noble and rich feel.

**Maxime:** Aliaume has a really atmospheric style, blending from black to white through his chosen colour – in this case purple – in such a tiny space. His mud and blood effects are really realistic and contrast well with his more fantastical colour scheme.



# PAINTING

## SCIONS OF THE MACHINE GOD

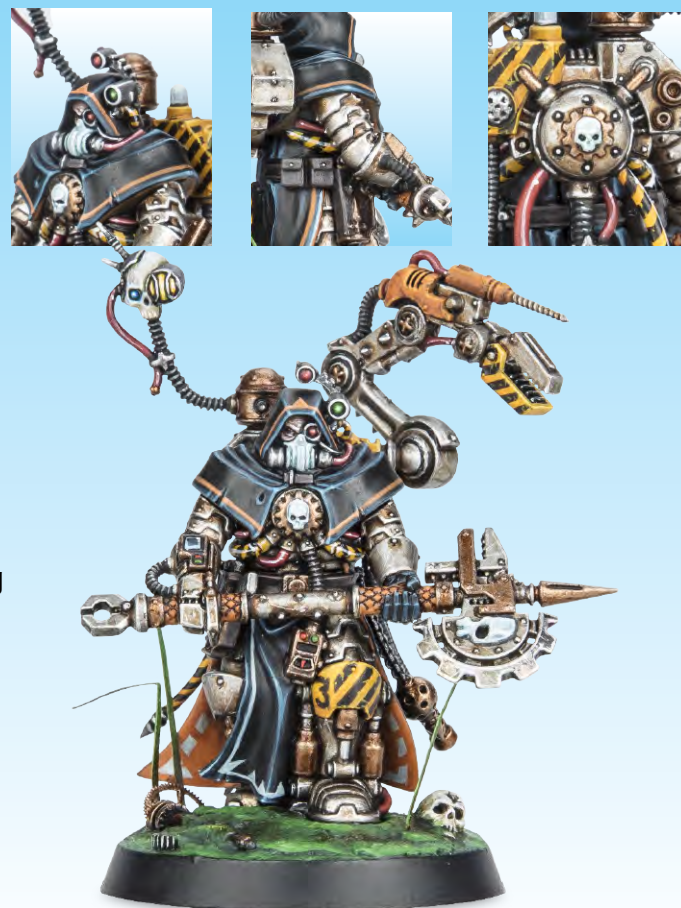
"The second model that got picked for our painting challenge was the Tech-Priest Enginseer. Again, I was genuinely surprised by the other entries when I saw them all – no one had painted theirs red and black and three of the group had used blue as a main colour, either on the robes or the armour. I think that's part of the fun of not seeing anyone else's work or discussing it beforehand – you have to think outside the box and come up with what you think will be original."

## FUTURE PAINTING CHALLENGES

"Our most recent challenge was the Imperial Space Marine and a few more friends asked if they could take part that time – our contest is growing! Next time we're thinking of painting something for Warhammer Age of Sigmar – my vote would be for a Khorne Bloodbound character. A Slaughterpriest maybe..." **DH**

## TECH-PRIEST BY MAXIME PASTOUREL

**Maxime:** I wanted to give my Tech-Priest Enginseer an industrial feel, avoiding the usual Adeptus Mechanicus red robes and cog patterns in favour of hazard stripes and chevrons in orange and yellow. To contrast with these bright industrial colours I gave the model cool black robes and a darker, more natural-looking base, hiding buried pieces of technology amongst the dirt to help give the impression that he is an archeotech hunter looking for salvage. The white rebreather mask helps draw attention to his face.



## THE TECH-PRIEST CHALLENGE

**Christian:** I chose some flashy colours for my Tech-Priest to really make him stand out. I pictured him working in a hangar, which is why I painted hazard markings on the ground, using similar colours to those on the model to imply he is in his usual work environment. Simple and effective!

**David:** I enjoyed painting the various materials on this model, giving him a dirty feel, like he is always repairing stuff. I used yellow as a spot colour for his functional parts.

**Maxime:** What I love about David's entry is the weathering he's applied to the model. He normally paints in a very clean style but took this opportunity to try out some serious weathering on the Tech-Priest's armour. I also really like the soft light effect that he has applied to the model's lenses, lights and data screens.

**Antoine:** This Tech-Priest was an opportunity for me to paint a highly reflective effect on blue armour. I chose white as a high-contrast secondary colour on the model.

Christian Hardy



David Cagniard



David De Abreu



Antoine Volland





# UNDERWORLDS TOURNAMENT

Those who enter the Mirrored City of Shadespire are damned to an eternity of battle, cursed to fight their foes for all time unless they can escape the city's clutches. Sounds great to us! So we decided to run our very own Warhammer Underworlds tournament.



## PLAY YOUR CARDS RIGHT

For this tournament we've included a few of our deck lists so you can see the plays and upgrades we like to use in our games. Next to each card we've included a symbol to tell you whether they are a universal card (usable by any warband) or a faction-specific one. To find out what expansion packs these cards can be found in, head over to the Warhammer Underworlds website where you can find a list of every card in the game, plus more sample deck lists.

**warhammer**  
**underworlds.com**

**S**ix months ago, we saw the release of Warhammer Underworlds: Shadespire. Hard to believe it's been that long already, eh? Since the game's release, six new expansions have come out, giving us warbands for Deathrattle Skeletons, Ironjawz, Skaven, Fyreslayers and additional ones for Khorne Bloodbound and Stormcast Eternals (the last two are out this month, [here](#)).

Aside from the models in the warband boxes, all of these sets also contain new objective, ploy and upgrade cards (making it 437 in total), many of which can be used by any player to build their decks. This is a big part of the Warhammer Underworlds game, with players constantly evolving their warband's tactics based on the cards they have in their decks. For casual gamers, this is great fun, as you get to try and outthink your opponents every time you play. It's also a big part of the tournament

scene, with competitors playing countless games to work out the ultimate decks for their warbands.

Here in the bunker, many of us have spent our lunchtimes sifting through piles of cards in an effort to make the most powerful or fun deck before pitting our warbands against each other (and other unsuspecting victims) in the depths of the Mirrored City. This, of course, involved much trash talking, a fair amount of chin scratching and many cups of coffee from Bugman's Bar – building your decks is as much a part of the game as playing the game itself. Having played a fair amount of Warhammer Underworlds over the last few months, we thought it would be fun to put our new-found tactics and dirty strategies to the test and play our own mini tournament to see who was truly the best at Warhammer Underworlds. But who would become the lord of Shadespire?



THE WHITE DWARF TOURNAMENT – PREPARATION

To get a good number of players for our tournament we cast our net a little wider than the people in our office, managing to catch a total of 12 eager hobbyists for our event. Regular readers may recognise some of them, including Dom Murray (who took part in Armies on Parade a while back), Rik Turner (whose Blood Ravens army we featured in the November 2016 issue of the mag) and Kris Shield – a former member of our team (but we don't hold leaving against him, the traitor). Representing our team would be Martyn, Ben, Matt H, Shaun, Dan and Michael.

For our tournament we decided to use the rules from the Warhammer Underworlds: Shadespire tournament pack that we've sent out to many independent stockists in recent months. It's a self-contained pack that includes a rules manual for running the event (more a set of guidelines, really) and a load of prizes for the entrants, which you can see to the right. Rather than a knock-out tournament, the system pits players against other competitors of a similar level, so players who win most of their games will play other game winners, while those who win the fewest games will play those who have been equally unlucky. Here you can see how we got on in our first round of games, along with some commentary on our warbands and the decks we've chosen for them.

GLORY AND RENOWN

If your local games store has signed up to receive the Warhammer Underworlds: Shadespire tournament pack then they will also be getting their hands on a range of exciting prizes for those who take part. There are alternative character cards with new art on them, Stormcast and Bloodbound activation tokens, acrylic wound markers, deck boxes and, of course, the impressive shard-shaped trophy for the tournament winner. Find a gaming store in your area and see if they're thinking of running a tournament soon!



WARBAND FOCUS  
MATT HUTSON'S CHOSEN AXES

**Matt:** Fyreslayers are an aggressive warband that excel at taking objectives (as that's when they become inspired). For the first round I decided to play to that strength, so picked lots of Hold Objective cards for my objectives deck and cards such as Denial, Fury of the Lodge and A Claim Retaken that reward me for being on the attack all the time. I then picked lots of ploys and upgrades that would complement my

aggressive playing style. A lot of them are ploys like Oathsworn and Fuelled by Fury and upgrades such as Activated Runes that enable me to re-roll failed attacks, while the rest are there to help keep my fighters alive longer – Healing Potion, Ur-gold Boon and Vampiric Weapon all enable me to regain lost wounds during the game. Lastly, I included Earthquake, just to shake things up a bit!



MATT'S DECK

Ploys

- Ur-gold Boon
- Berserk Fury
- Oathsworn
- The Earth Shakes
- Piercing Stare
- Tantalising Prize
- Healing Potion
- Earthquake
- Ready for Action
- Fuelled by Fury

Upgrades

- Grimnir's Fortitude
- Great Swing
- Activated Runes
- Defiant Strike
- Returning Axe
- Total Offence

- Vampiric Weapon
- The Blazing key
- Great Strength
- Great Speed

Objectives

- Ferocious Charge
- Scion of Grimnir
- A Claim Retaken
- Fury of the Lodge
- Denial
- Making a Statement
- Supremacy
- Hold Objective 1
- Hold Objective 2
- Hold Objective 3
- Hold Objective 4
- Hold Objective 5



# GAMING

## RIK VERSUS DAVYDD

In the first game of our tournament, Rik took on Davydd, with Bloodreavers taking on Sepulchral Guard. Davydd picked a deck solely from the Sepulchral Guard box, while Rik used a mix of cards from every expansion. Davydd's plan was to go all out on the killing, while Rik aimed to deny territory, conquer territory and generally just slaughter stuff. Curiously, despite both sides going on the offensive, only two Skeletons and one Bloodreaver died in the entire game, with both players rolling appallingly. Rik's choice of objective cards won out, though, when he scored Contained and Denial at the end of the game.

**"It was horrible. Well, for Davydd it was."** – Rik

**FINAL SCORE: RIK 11 – 3 DAVYDD**



## THE DIRTY(ISH) DOZEN

So here they are, the 12 players in our tournament. They were paired up randomly for the first round of games.

### Team Dwarf

-  Michael Wieske
-  Matt Hutson
-  Dan Harden
-  Shaun Pritchard
-  Ben Humber
-  Martyn Lyon

### Team Marketing

-  Mark Chambers
-  Ben Nipper
-  Kris Shield
-  Rik Turner
-  Dom Murray
-  Davydd Pattinson

## FEATURE GAME

## DAN VERSUS KRIS

Kris was apprehensive about playing against Dan's Sepulchral Guard as he'd lost every game he'd played against that warband so far. Kris's plan was to go straight for the Sepulchral Warden and kill him, while Dan aimed to take as many objectives as he could.

The game began with Kris advancing deep into Dan's half of the board with both Garrek and Targor, while Dan ran as many Skeletons up the board as he could to claim objectives 1 and 2 for Tactical Supremacy. He also placed the Prince of Dust on the central objective, making Kris think that he had it as an objective when, in fact, he didn't have it at all.

The second round saw Kris enact his grand strategy. First, Garrek charged the Sepulchral Warden and caused two wounds on him. Then Kris played the Time Trap ploy to take another activation, raced Karsus into combat too and killed the Warden! From that point on, Dan's warband began to crumble. The Prince of Dust failed to kill Targor, as did the Harvester, who was then smashed apart by Blooded Saek. By the third round, Dan only had four Skeletons left standing. The Prince died in Kris's first activation to another Saek attack. But then the fight went out of the Bloodreavers and they failed every attack for the rest of the game, enabling Dan to secure three objectives in the last round of the game. Though Kris racked up a few more glory points with the Blazing Key, Dan was able to score just enough glory in the last round to secure victory.

**"Ah well, at least I got his boss!"** – Kris

**FINAL SCORE: DAN 8 – 7 KRIS**



Left: "You'll never get me back here," says the Sepulchral Warden, moments before Garrek and Karsus charge across the battlefield and turn him into dust.





## WARBAND FOCUS

# DOM MURRAY'S STEELHEART'S CHAMPIONS

Dom: My initial game plan for the Stormcast Eternals was to score glory quickly, upgrade my fighters and then killing the enemy's warband. The Stormcasts are notoriously tough and, with the right upgrades, can be even tougher, making them virtually unkillable and extremely dangerous to boot. Because they're always outnumbered I tend to advance slowly, keeping the warriors close to each other for

support and denying the enemy the chance to pick off one warrior at a time. In this deck, I have lots of upgrades for Obryn the Bold – Great Strength, Blessed by Sigmar, Lightning Blast – which can turn him into a real tank. Steelheart's upgrade Heroic Stride is also a must-have, enabling me to intercept enemy fighters. Add Sidestep to that and Steelheart can always be where you need him.



## DOM'S DECK

### Ploys

- Peal of Thunder
- Heroic Guard
- Righteous Zeal
- Tireless Assault
- Sigmarite Wall
- Healing Potion
- Sidestep
- Shattering Terrain
- Duel of Wits
- Mighty Swing

- Lightning Blade
- Helpful Whispers
- Great Strength
- Great Speed

### Objectives

- Slayer of Tyrants
- Awe-Inspiring
- Eternals
- Seize Ground
- Consecrated Area
- Lightning Strikes
- Sigmar's Bulwark
- Hold Objective 1
- Hold Objective 2
- Hold Objective 4
- Superior Tactician
- Annihilation

### Upgrades

- Righteous Strike
- Shield Bash
- Heroic Stride
- Blessed by Sigmar
- Heroic Might
- Lightning Blast

## MARTYN VERSUS DOM

It was Stormcast Eternals against Ironjawz in the third fight. Dom planned to form a defensive wall with Steelheart's Champions and gain glory through being stubborn and immovable. Martyn planned to smash 'em up with Gurzag, his tactics revolving heavily around his boss. The first few activations saw Dom consolidate his fighters around an objective in no man's land, to which Martyn responded by charging in Gurzag. He used the ploy Gorkamorka's Blessing to give Gurzag +1 damage (enabling him to kill any of the Stormcasts outright), then stormed him into Severin Steelheart. Martyn's opening hand of objective cards included Victorious Duel and Get Da Boss, so if he killed Severin he would earn three glory. He didn't even scratch him! Then Gurzag – already wounded by Obryn – was killed by Severin. Dom then upgraded Severin with every upgrade he could, including Great Fortitude and Heroic Stride. Because he'd become Inspired from Gurzag's attack, he also gained his Mighty Swing ability, which he used against all three of Martyn's remaining Ironjawz, killing one and causing three wounds on another. It was a small case of moping up after that.

**"It was an avalanche of glory points."** – Martyn

**FINAL SCORE: MARTYN 1 – 9 DOM**





GAMING

MICHAEL VERSUS BEN N

Our fourth tournament battle saw Michael and his Steelheart's Champions take on Ben Nipper and his Sepulchral Guard. Ben has a similar deck to Dan (see below) and planned to take all the objectives. Michael planned to deny them to him. As Ben soon found out, Stormcast Eternals are hard to shift off objectives and those Skeletons that did get to an unclaimed one were soon pushed off it (or smashed to bits entirely).

While Angharad took on the Petitioners, Severin and Obryn worked on the Sepulchral heroes (they can kill them outright with a single hit). Michael scored five glory from kills, enabling him to put upgrades on his characters really early on. He placed Heroic Stride (his favourite upgrade), on Severin Steelheart, enabling him to step back onto an objective every time a Skeleton pushed him off it. There was a brief moment of worry for Michael when the Harvester Inspired charged in-between Angharad and Obryn and used his whirling scythe ability (with re-rolls from the Necromancer Commands). Though he wounded both of them, a healing potion and the Great Fortitude upgrade ameliorated the damage.

“A massacre happened.” – Ben N

FINAL SCORE: MICHAEL 9 – 1 BEN



WARBAND FOCUS

DAN HARDEN'S SEPULCHRAL GUARD

Dan: I've built my deck around scoring glory through taking objectives. As most people point out, the Sepulchral Guard are pretty slow, but once they are Inspired their speed increases from 2 to 3, giving them a better chance of reaching distant objectives. I can also move two fighters in one activation using the Sepulchral Warden's special action (three if I have the Ancient Commander upgrade), enabling

me to pounce on objectives all over the board at the same time – my opponents can't knock me off all of them! I have a few other ploys and upgrades that help me move my fighters about such as Frightening Speed, Sidestep and Danse Macabre, plus Terrifying Screams to nudge enemy fighters off objectives. I rarely kill anything with this warband but I certainly cover a lot of ground!



DAN'S DECK

Ploys

- Restless Dead
- Spectral Form
- Terrifying Screams
- Swift Evasion
- Ceaseless Attacks
- The Necromancer Commands
- Danse Macabre
- Sprint
- Sidestep
- Illusory Fighter

Upgrades

- Lethal Lunge
- Undying
- Ancient Commander
- Frightening Speed
- Grim Cleave
- Remembered Shield

- Great Speed
- Total Offence
- Legendary Swiftiness
- Shardcaller

Objectives

- Skills Unforgotten
- Battle Without End
- March of the Dead
- Tactical Supremacy 1-2
- Tactical Supremacy 3-4
- Supremacy
- Flawless Strategy
- Hold Objective 1
- Hold Objective 2
- Hold Objective 3
- Hold Objective 4
- Hold Objective 5



## FEATURE GAME

# MATT VERSUS SHAUN

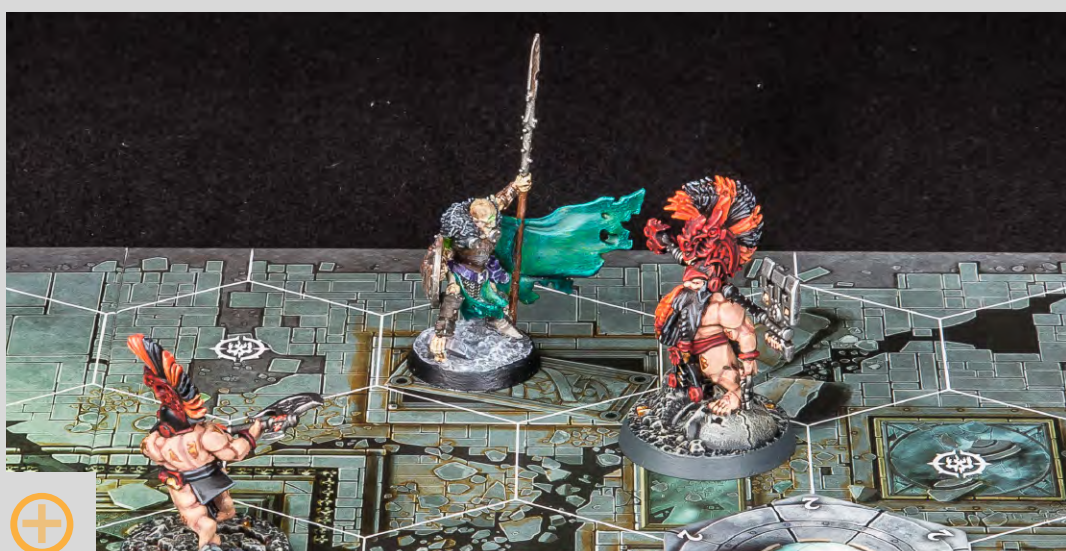
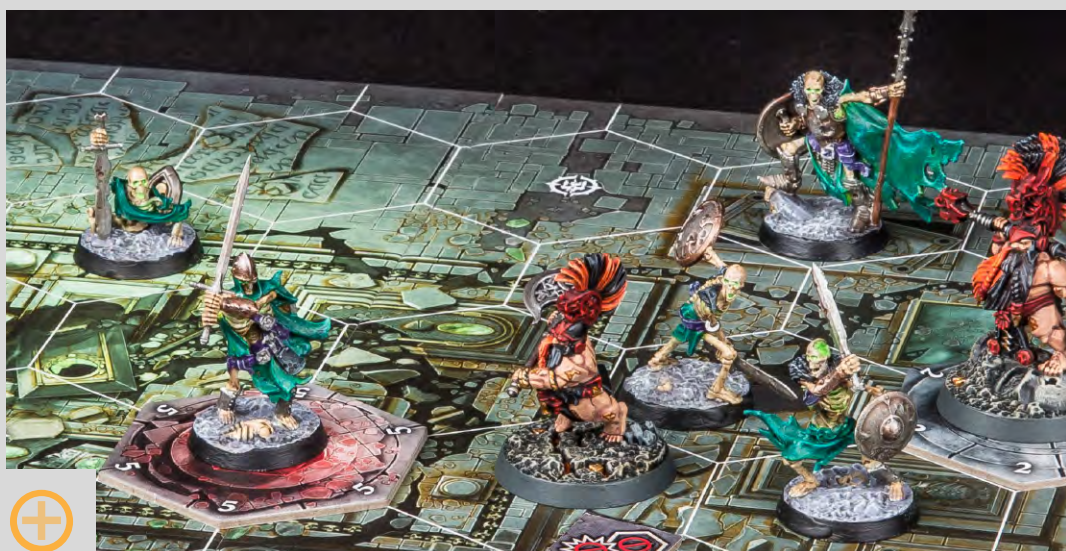
In the fifth game, Matt and his Chosen Axes took on Shaun and his Sepulchral Guard. Matt set up the first board section and Shaun set up the second with just three hexes connecting the two. Shaun made a lot of move actions in the first round, aiming to seal the gap and then storm into Matt's territory to score objectives, while Matt moved all four of his Fyreslayers onto objectives to Inspire them.

Then the violence began. The Fyreslayers raced into the gap and started to take out individual skeletons, picking on the weaker ones (the Petitioners only have two wounds) where possible to gain glory points early on. Matt then used these glory points to upgrade his fighters. To Vol Orrukbane he gave the upgrade Great Swing, enabling him to race into a gap between three Skeletons and hit all of them simultaneously. He only killed one of them and Shaun quickly learned not to place his warriors too close together.

With Shaun's warband already struggling to leave its own board section, Matt played Earthquake (it moves every fighter on the board one hex, but they must all move in the same direction), knocking Shaun's warband even further back and his own fighters forward. Most notably it got Fjul-Grimnir into the hex next to the Sepulchral Warden (who was trapped against the edge of the board) enabling Matt to kill him. As the third round came to its conclusion, Matt scored a massive six glory by playing the Blazing Key upgrade.

**"What's to say? I got battered." – Shaun**

**FINAL SCORE: MATT 11 – 0 SHAUN**



## BEN H VERSUS MARK

The final battle saw Ben and his Skaven take on Mark and his Skeletons. Both players went on the offensive with a succession of charges, but only the Harvester died. He soon came back to unlife, though, and launched a whirling scythe attack on Krrk, the Festering Skaven and the Hungering Skaven, killing the last two. A new Festering Skaven then appeared in Mark's half of the board and pushed the Sepulchral Warden (who was holding the Shadowed Key) off objective two. The rest of the battle saw the warbands squabbling over objective two. Mark finally claimed it, but Ben scored more kills.

**"Oh, you dirty rat!" – Mark**

**FINAL SCORE: BEN H 7 – 7 MARK**



## PLAYING TOURNAMENTS

Fancy playing in your very own Warhammer Underworlds tournament? Then what are you waiting for – you can start playing right now! The game doesn't require much space, so you can easily play in the comfort of your own home, but if you have an independent stockist nearby then why not ask them if they've got the tournament pack yet? If they're up for running an event, you might find loads of new people to play Warhammer Underworlds with.



# WARHAMMER UNDERWORLDS SHADESPIRE



EXPANSIONS ADD NEW  
RACES AND MORE DECK  
CONSTRUCTION OPTIONS  
FOR ALL WARBAND



EXTENSIVE ONGOING  
IN-STORE ACTIVITY  
SUPPORT AND  
ORGANIZED PLAY



## MORE TO COME IN 2018



# THE BROWN WIZARD

This month, the Middle-earth™ team present another two exciting narrative scenarios, both of which have the absent-minded and eccentric Radagast™ the Brown as their focus. We'll hand over to Jay Clare, who will talk you through it all.



**J**ay: Radagast the Brown was one of my favourite parts of *The Hobbit: An Unexpected Journey™*, his scatter-brained nature and love for the world around him made him a character that I was immediately sympathetic to. However, one thing I recently noticed as I was painting up my Radagast the Brown from the Escape from Goblin-town set is that we have hardly any narrative scenarios that feature this iconic character! There are two that have him riding his famous Rhosgobel rabbit sled and another one that has him riding atop a Great Eagle, but, somewhat surprisingly, there are none that feature him on foot – a real shame for such a lovely miniature.

So, with that in mind I set about penning two brand-new narrative scenarios that would allow players to utilise their Radagast the Brown on foot model (even with Sebastian if you choose). The first of these scenarios focuses on the scene where Radagast first discovers that a sickness has descended upon his home, and in this scenario Radagast must move around the board in an attempt to rescue as many of the critters as he can before returning to his house

to heal them; all the while trying to fend off the giant spiders that have invaded his homestead.

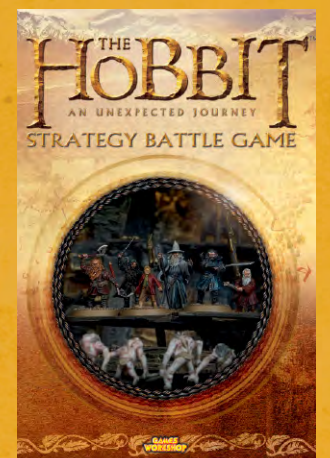
The second scenario depicts the scenes where Radagast – having discovered where the foul creature that invaded his home have come from – sets off to the old fortress to investigate the evil that he believes dwells within. The scenario has Radagast desperately trying to locate some form of evidence of evil within the walls of Dol Guldur, whilst the Witch-king of Angmar lurks within the shadows, waiting for the perfect time to strike out at the Brown Wizard.

Both of these scenarios are designed to be quick, fun little games; perfect for a game at lunchtime or at a gaming club. As these games are quite quick, one way to play is to swap round who is Radagast after the first game to give both players the chance to play both sides – you can even turn it into a mini competition between yourselves to add another level of excitement. I had great fun writing and testing these scenarios, so I hope you get as much fun out of playing them! **JC**

## ADVENTURES IN MIDDLE-EARTH

If you're new to playing *The Middle-earth Strategy Battle Game*, then you'll want to pick up a copy of *The Hobbit: An Unexpected Journey* rules manual.

Inside, you'll find all the rules for the game and many of the heroes and warriors. If you wish to use an army from *The Lord of the Rings*, pick up the Sourcebook for your faction, available from the Games Workshop website.





## NEW RULES

# ATTACK ON RHOSGOBEL

Upon his return to Rhosgobel from one of his many wanderings about the forest, a terrible reality becomes known to Radagast. The Greenwood has become sick; the trees and creatures that live within it are dying, poisoned by an unknown dark power. None, not even Radagast's faithful hedgehog Sebastian, are immune to the sickly

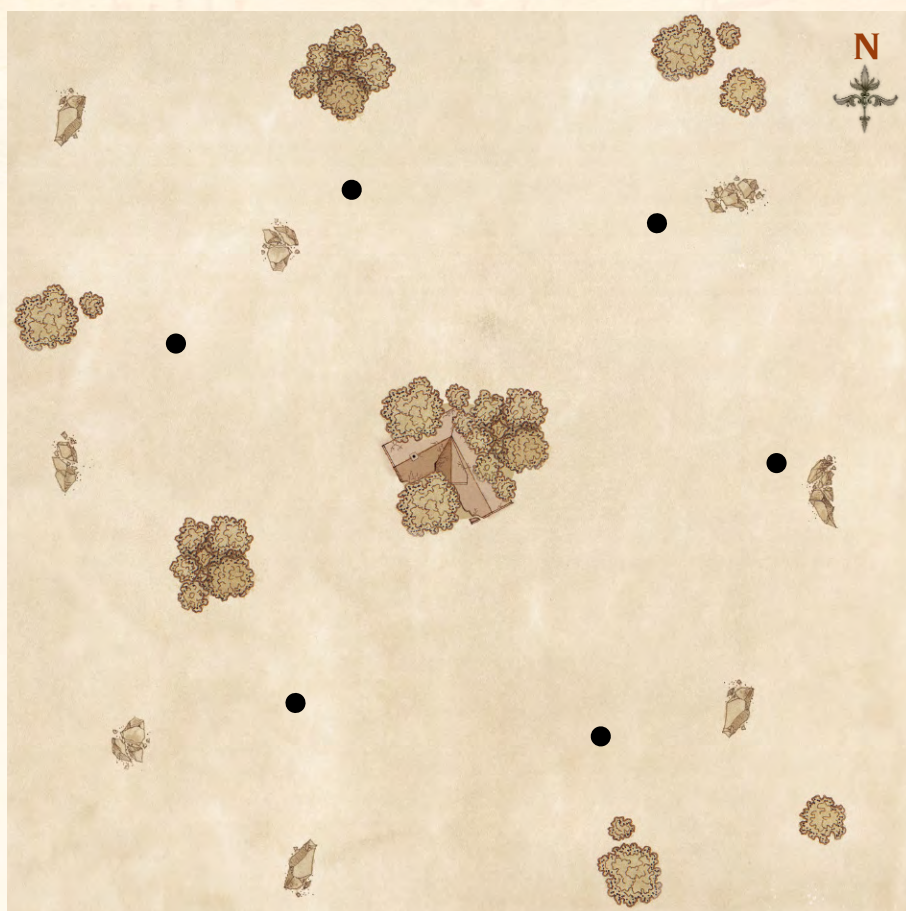
magics that infect them, and Radagast the Brown must endeavour to deliver his creatures from harm. Yet even as he does so, foul beings spawned in the pits of Dol Guldur stalk his every move, looking to prey upon the unwary Wizard.



*"Where on this good earth did those foul creatures come from?"*

*Radagast the Brown, The Hobbit: An Unexpected Journey™*





## LAYOUT

This scenario is played on a 2'x2' board that represents the clearing around Radagast's house. In the centre of the board there should be Radagast's house, built into a tree trunk that is 3" across with a door in one side. The rest of the board should have a few small bushes and tree stumps dotted about. There should be six objective markers placed on the board as shown on the map.

## STARTING POSITIONS

The Good player deploys Radagast the Brown touching the door to his house. The Evil player then deploys the four Mirkwood Spiders so that each one is touching the centre of a different board edge.

## OBJECTIVES

Radagast is trying to rescue the creatures that live within Rhosgobel from the dark form of magic that has begun to poison them. The Good player wins if they can rescue all the creatures within Rhosgobel and then have Radagast enter his house by moving into it via the front door. The spiders have been sent forth from Dol Guldur to see to the end of the Brown Wizard. The Evil player wins if they can slay Radagast before he can achieve his objective.

## SPECIAL RULES

**Rescuing Creatures.** A Dark and powerful form of magic has descended upon Rhosgobel, rendering many of the creatures within Radagast's dwelling helpless and in need of reviving.

The six objectives around the board represent the woodland creatures in need of rescue. Radagast may rescue a creature by ending his move in base contact with a marker. When a creature has been successfully rescued, remove the marker from play.

**Radagast's Determination.** Such is Radagast's devotion to the forest and the creatures within that he will keep defending them to his last.

Whenever Radagast rescues a creature, he may restore one Fate point spent earlier in the battle.

## PARTICIPANTS

### Good Models

Radagast the Brown on foot

### Evil Models

4 Mirkwood Spiders

## DESIGNER'S NOTE

*In this Scenario, Radagast must move quickly in order to rescue all of the creatures around the board – he cannot afford to delay. If forced into combat, Radagast will surely succumb to the spiders, so casting Terrifying Aura early on is vital to the Brown Wizard's success. On the other hand, the spiders can afford to bide their time, utilising their spiderwebs in order to Paralyse Radagast and make him easy prey.*



## NEW RULES

# EXPLORATION OF DOL GULDUR

Following the assault on his homestead by the foul spiders, Radagast learns that they have been spawning within the old fortress and immediately sets out to investigate. Yet even as he enters the crumbling walls of the long forgotten stronghold, Radagast feels the air chill around him and the sense of evil growing. Knowing that

something truly terrible lurks within the walls of Dol Guldur, Radagast sets out trying to locate something that will act as evidence so he can convince the White Council to act. But even as he searches the ruins, the spirit of Angmar waits in the shadows; biding his time and waiting to strike.



*"It is the shadow of an ancient horror; one that can summon the spirits of the dead."*

*Radagast the Brown, The Hobbit: An Unexpected Journey™*





## LAYOUT

This scenario is played within the crumbling ruins and rubble that makes up the remains of the old fortress. The board should be scattered with broken walls, crumbled stairways and piles of rubble. In the middle of the southern board edge is the entrance to Dol Guldur. On the board there should be six statues placed as shown on the map. These are the possible locations of the evidence that Radagast is searching for and are numbered from 1 to 6.

## STARTING POSITIONS

The Good player deploys Radagast in base contact with the entrance to Dol Guldur. The Evil player does not set up the Witch-king; the Nazgûl will appear as the game goes on. The Good player automatically has Priority each turn until the Witch-king is revealed.

## OBJECTIVES

Radagast must find substantial evidence that something unnatural dwells within the old fortress, retrieve it and escape from Dol Guldur. The Good player wins if Radagast can find the evidence and then escape the board via the entrance to Dol Guldur. The Evil player wins if Radagast is slain before this can happen.

## SPECIAL RULES

**Investigating Statues.** Old and sinister-looking, the statues that adorn the inside of Dol Guldur may hold the information Radagast needs.

If Radagast ends his movement in base contact with a statue he may investigate it. Roll a D6 – on a 1-5 it is just a statue and nothing happens. On a 6 Radagast locates the evidence he needs – this is a Light Object.

**The Witch-king.** The Dark Lord's most trusted servant lurks within one of the statues, waiting to strike.

At the start of the game, the Evil player secretly rolls a D6 and notes the result down, making sure that the Good player cannot see it – this is the statue that the Witch-king is hidden within.

If Radagast attempts to investigate the statue that the Witch-king is in, the Evil player immediately places the Witch-king in base contact with Radagast. From this point on, Radagast no longer needs to locate the evidence (the ghostly creature in front of him is proof enough); instead if Radagast slays the Witch-king he immediately gains possession of the evidence.

If Radagast uncovers the evidence before the Witch-king is revealed, the Evil player may place the Witch-king anywhere on the board within 3" of the statue it was hiding in but at least 1" from Radagast – the Witch-king may then move as normal.

In this scenario, the Witch-king does not benefit from his Unholy Resurrection special rule. Instead, if the Witch-king is slain, the Evil player may immediately place the Witch-king in base contact with any statue, and at least 1" from Radagast. Any Might or Will previously spent remains spent.

**The Will of the Necromancer.** Something Evil dwells within Dol Guldur; a force that seems to lessen Radagast's magical abilities.

Radagast suffers a -1 penalty when making a Casting roll. Additionally, the Witch-king of Angmar gains the Resistant to Magic special rule.

## PARTICIPANTS

### Good Models

Radagast the Brown with Sebastian

### Evil Models

The Witch-king of Angmar, Nazgûl of Dol Guldur

## DESIGNER'S NOTE

*This is an unusual scenario in that the Evil player does not do much until either the Witch-king is found or the evidence is located. If Radagast can locate the evidence before the Witch-king is revealed then he will have the advantage, otherwise he will have to best the lord of the Nazgûl in combat in order to win. It is often fun to make the Good player wait a few extra seconds before revealing if the statue they are investigating contains the Witch-king – just to add to the suspense of the situation!*



## NEW RULES



# THE LAST ALLIANCE

**This month, Jay Clare emerges from the Middle-earth team's Hobbit-hole to bring us a bunch of new rules for Battle Companies. Read on for two new Battle Companies as well as a scenario in which you and your opponent have to team up against Fell Wargs.**

**J**ay Clare: A few months ago we released the Middle-earth Strategy Battle Game: Battle Companies, the expansion for collecting and building your own band of intrepid warriors and taking them on their own series of adventures in Middle-earth. Within its pages we covered 22 different Battle Companies from all areas of Middle-earth; from the noble Men of Minas Tirith to the backstabbing Corsairs of Umbar. The November 2017 issue of White Dwarf also had two exclusive Battle Companies, one for Erebor & Dale and another for Gundabad.

However, some of you may remember that in the introduction section of Battle Companies we said that there may well be more Battle Companies that appear in the future – this month in White Dwarf we present you with two more exclusive Battle Companies as well as a brand-new Matched Play scenario to use them in. These are all fully compatible with the companies, scenarios and campaigns we have previously presented.

The new scenario is an unusual one, one where you and your opponent need to work together to try and achieve victory as both your Battle Companies are set upon by a vicious pack of Fell Wargs. Only by teaming up can your

companies hope to survive, yet both companies are still trying to prove their dominance.

The two new Battle Companies focus on very different areas of Middle-earth, both at differing times, even Ages, to each other. The first is The Last Alliance and focuses on the forces of Men and Elves that fought side by side against the armies of Sauron in the closing years of the Second Age. These elite companies of Men and Elves will have constantly gone on scouting patrols around the lands of Mordor, picking off small bands of Orcs, driving back Sauron's spies or even capturing remote outposts.

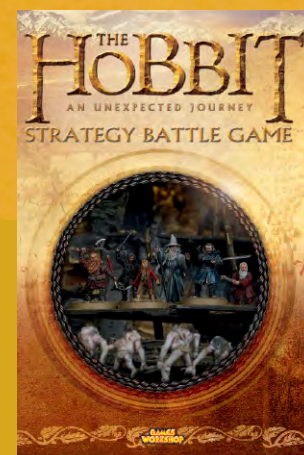
The second new company contains all of the varied and vicious creatures that stalk their prey within the shadows of Mirkwood. Packs of Fell Wargs will often be followed by bloated spiders or flocks of bats as they hunt those that aimlessly wander the paths of the dark forest. Whether they are bound together simply out of hunger or by some darker force remains unknown.

So, without further rambling, here are the new scenario and both the new Battle Companies.  
JC

### ADVENTURES IN MIDDLE-EARTH

If you're new to playing *The Middle-earth Strategy Battle Game*, then you'll want to pick up a copy of *The Hobbit: An Unexpected Journey* rules manual. Inside, you'll find all the rules for the game and many of the heroes and warriors you know from *The Hobbit Trilogy*.

If you wish to use an army from *The Lord of the Rings*, like the Uruk-hai or the Riders of Rohan, pick up the Sourcebook for your faction, available from the Games Workshop website.





# THE WOLVES ATTACK

Two rival Battle Companies have become embroiled in a skirmish, both trying to gain the upper hand. Yet the sound of battle has drawn other dangers to the fray, and the baying of

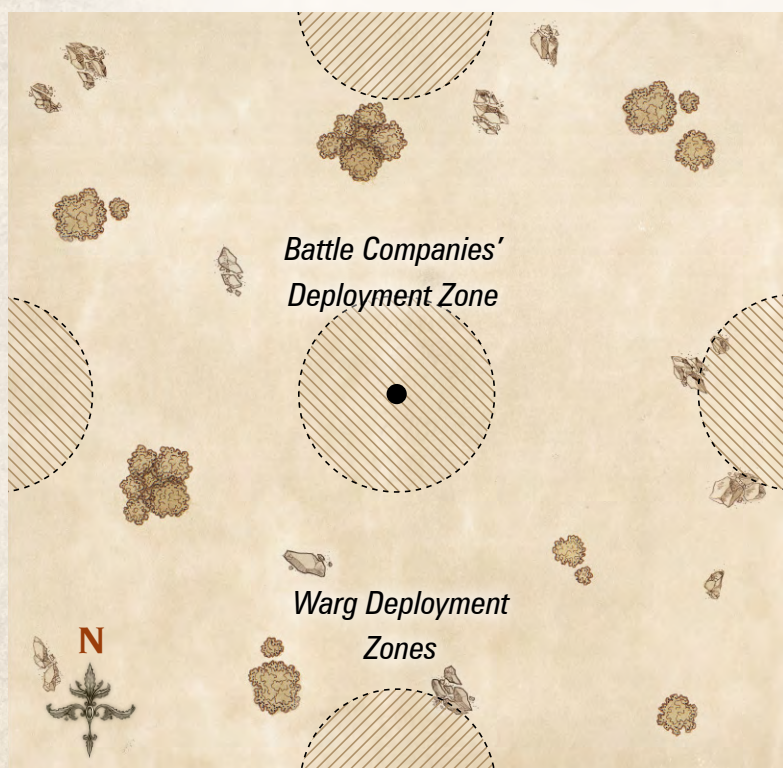
wolves can now be heard growing ever closer. Bitter rivals must now become makeshift allies, as only by working together can both companies hope to survive.



For this scenario you will need 24 Fell Wargs in addition to both players' Battle Companies.

## STARTING POSITIONS

Both players roll a D6, with the highest scoring player deploying one of their models within 6" of the centre of the Battlefield. The other player then deploys one of their models also within 6" of the centre of the Battlefield. Players then alternate deploying models as described above until all models from both Battle Companies have been deployed. The Fell Wargs are then split into four equal packs of six, and each pack is deployed within 6" of the centre of a different board edge.



## OBJECTIVES

Both Battle Companies are fighting for survival against the oncoming Wargs, yet both are still trying to outperform each other.

The game lasts until either all the Fell Wargs have been slain or both Battle Companies have been wiped out.

**Victory** Your Battle Company has models alive and has killed more Fell Wargs than the opposing company.

**Defeat** Your opponent's Battle Company has models alive and has killed more Fell Wargs than your company.

**Draw** Any other result.

## SPECIAL RULES

**The Wargs.** This scenario requires 24 Fell Wargs. The Fell Wargs follow the usual profile for a Fell Warg. The Fell Wargs will always move first in each Move phase, even before Heroic Moves, and will charge the nearest model by the shortest possible route. If this is not possible, they will move as quickly as possible towards the nearest model from either Battle Company.

**The Enemy of my Enemy.** Both Battle Companies are forced to work together, at least for now, and so both companies will count as friendly models to each other. Players will still roll for Priority as normal, with whichever player winning Priority moving their Battle Company first if able.



## NEW RULES

# THE LAST ALLIANCE

In the closing years of the Second Age, the armies of Gil-galad and Elendil formed a compact that would become known as the Last Alliance of Men and Elves to combat the ever-growing threat of Sauron. Marching to war upon the black lands of Mordor, the armies of Men and Elves fought for many years against the hordes of Orcs that Sauron sent to oppose them. During these blighted years it was not unusual for Gil-galad and Elendil to send small bands of their finest warriors to venture into Mordor to undermine the armies of the Dark Lord.

These companies would be tasked with taking out enemy scouts before they could give away their armies' position, capturing small Orc outposts or even assassinating the various leaders of the Orcish armies. As these companies of Men and Elves fought together, the bonds between them grew to a point where they would fight better when fighting alongside their ever-present allies.



### STARTING BATTLE COMPANY

2x High Elf Warrior with Elven blade

1x High Elf Warrior with Elf bow

3x Warrior of Númenor with shield.

### REINFORCEMENTS

1 – Nothing

2 – Warrior of Númenor with shield

3 – Warrior of Númenor with spear & shield

4 – Warrior of Númenor with bow

5 – High Elf Warrior with Elven blade

6 – High Elf Warrior with choice of weaponry

### ARMY SPECIFIC HERO UPGRADE

**Unrivalled Alliance** – The alliance forged between Men and Elves has brought out the best in both races as they fight against the Dark Lord.

If the Hero is a Man they gain a bonus of +1 to their Duel rolls if there is a friendly Elf within 3". If the Hero is an Elf they gain a bonus of +1 to their Duel rolls if there is a friendly Man within 3".



# DENIZENS OF MIRKWOOD™

As the Third Age progressed, the forest of Mirkwood changed drastically. No longer was it the lush and pleasant Greenwood the Great, instead it had developed into a twisted and dark forest, filled with hidden terrors and long-lost pathways that no longer lead to anything but the doom of those that follow them.

Within the sickly trees of this tainted forest small packs of vicious Fell Wargs roam, seeking out those that have gotten lost within the trees that would make for a quick and easy meal. The spiders that dwell within the boughs of the forest will often follow the Wargs on their hunts from high up in the trees, hoping to ensnare any unfortunate victims in their webs as a tasty morsel for later.



## STARTING BATTLE COMPANY

2x Mirkwood Spider  
3x Fell Warg

## REINFORCEMENTS

1 – Nothing  
2 – Broodlings  
3-5 – Fell Warg  
6 – Roll on special chart

## SPECIAL CHART

1-2 – Mirkwood Spider  
3-4 – Giant Spider  
5-6 – Bat Swarm

**A Bat Swarm cannot gain Experience and therefore can never become a Hero.**

**A Note on Broodlings: A Denizens of Mirkwood Battle Company can only ever have a maximum of three Broodlings in it. If you already have three Broodlings in your company and you roll another one for a Reinforcements roll, treat the roll as a Fell Warg instead. The profiles for Broodlings can be found within the Spider Queen's profile.**

## ARMY SPECIFIC HERO UPGRADE

### Ravenous Charge (Wargs only)

– Within its state of constant hunger, the Warg hurls itself at its prey with force enough to send it sprawling to the floor.

The Hero gains the Extra Attack and Knock to the Ground bonuses as if it were a Cavalry model.

### Bloated Creature (Spiders only)

– Countless years spent feasting on the blood of its catch have made the frame of this creature swell beyond its natural size, causing all but the most precise blows to fall short of their mark.

Whenever this Hero suffers a Wound, roll a D6. On a 5+ the Wound is ignored exactly as if a point of Fate had been spent.



**NEW RULES**



# CHAOS CULT GANGS

Like countless worlds of the Imperium, Necromunda is plagued by heretics and renegades. Helot Cults are a particular form of Chaos Cult that festers deep in the hive, raising profane altars among the tunnels and domes and spreading the dark creed of their hellish gods.

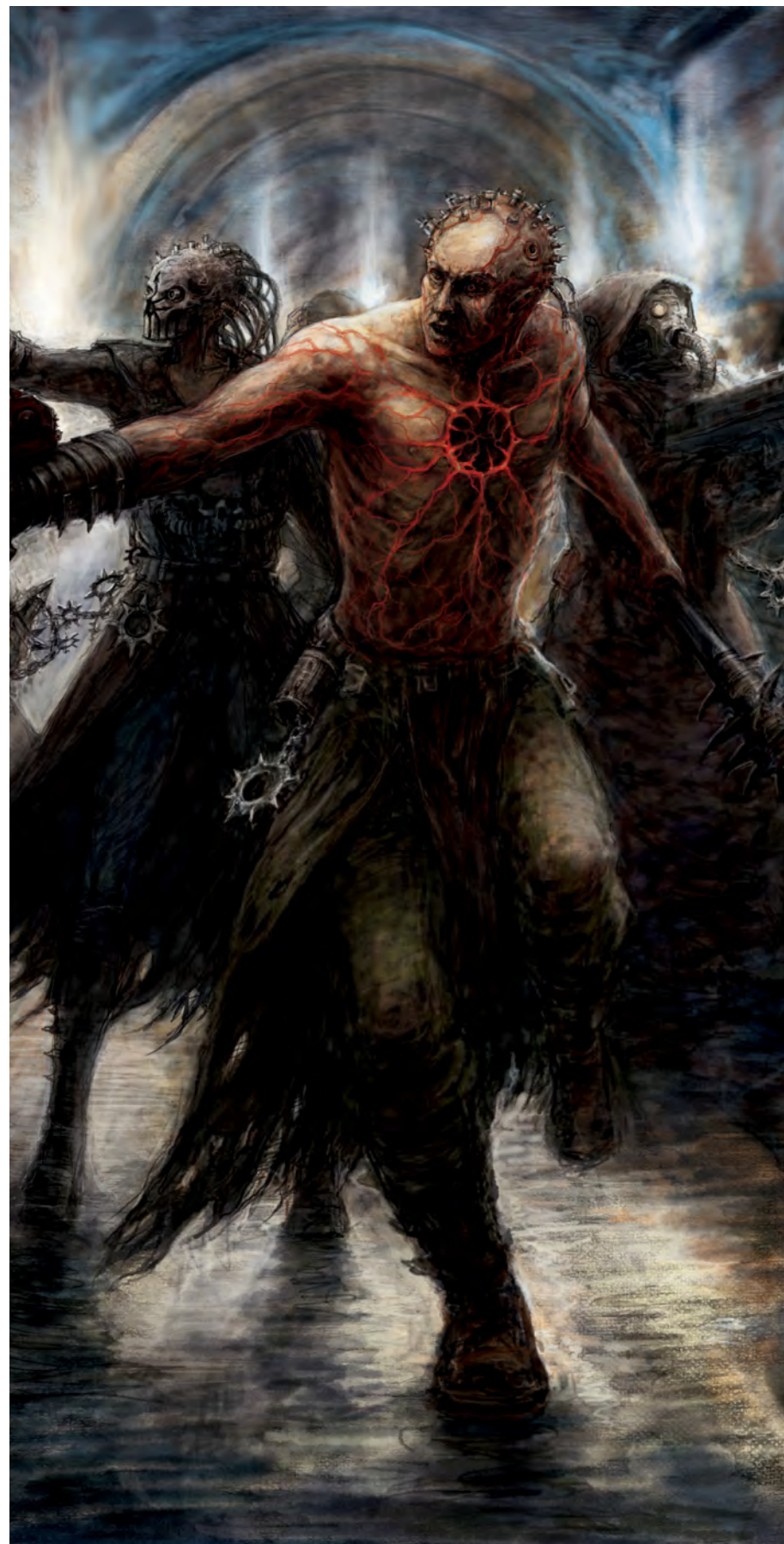




**T**he minds of mortals have always been fertile ground for the Dark Gods. In the soul-crushing drudgery of Necromunda's hive factories, even the faintest promise of power can tempt a groups of helot-workers – indentured industrial serfs – to corruption. After all, a short and brutal life in the service of the Ruinous Powers, with even the remotest chance for deliverance, is often preferable to a short and brutal life under the industrial yoke of the clan houses with only death as a reward for a lifetime of labour. Where cults take root within the hives, Lord Helmawr's Palatine Enforcer cadres are swift to take action, often purging entire levels if even a hint of corruption is found. Bounties are also regularly issued against such deviants, and the hive gangs take pleasure in exterminating the followers of the Dark Gods, knowing all too well what happens if they are allowed to take root.

In the drudging levels of Hive Primus and other hive cities, the Chaos-infected Helot Cults are a disease the authorities have never been able to extinguish. Spawned in illegal worker lodges, these cultish groupings are made up from bitter dissidents corrupted by charismatic demagogues, often strangers who come unheralded to foment discord among the masses. These dark preachers

energies that spill forth. The cult demagogues especially revere these sites and use the ancient fanes to pray to the Dark Gods for power. Their hope is that should their efforts bring favour, then one day their dark masters might force their way through the veil between realities and into the hive, possessing the blessed flesh of the faithful and bringing about an age of blood and madness! **OB/JH**



**“Drudging classes of the Hive unite! Worker, let not the bounty of your labours line the pockets of the Guilders! To have more, we must take more. To take more we must know more! Free yourselves and look to the Serrated Star for your salvation!”**

**- Graffiti linked to Helot Cults**

defame the Imperial Creed and extol the power of the warp, often veiled behind lies of solidarity and fellowship. Their whispered sermons offer freedom and power, slowly infecting the minds of the workers, until the thunder of the manufactory or the bark of their overseers becomes unbearable. At first a Helot Cult will keep itself hidden, gathering in secret during the brief downtime between work shifts in the forgotten spaces between tunnel walls or the reeking bowels of hab blocks. There they hoard weapons – stolen from production lines, underhive traders or hive gangs – and fashion the serrated symbols of their faith by filing down the teeth of cogs harvested from broken machines. Many cultists live double lives, joining the work crews by day and meeting in secret at night; taking part in dark rituals, keeping their identities hidden behind masks or beneath hoods.

While Helot Cults work continually to add to their numbers and spread their influence, their true ambition is something far more sinister. Scattered throughout the hives are cursed sites, places covered in maddening symbols and raised upon floors stained by millennia of blood offerings, where the power of Chaos seeps slowly into reality like a vile poison. Helot Cults seek these places out, hoping to prize open the rents and bathe in the malevolent

### **MODELLING YOUR GANG**

This article allows players to assemble a gang around two to three sets of Warhammer 40,000 Chaos Cultists and Chaos Spawn. Witches can be represented with Forge World Renegade Rogue Psykers and owners of the Dark Vengeance boxed set will find it of great use. Once a campaign is underway Cultists can be equipped from the Trading Post (as explained in Gang War), providing ample opportunity to personalise your gang.



# CHAOS CULT GANGS

## GANG COMPOSITION

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

- There must be one Demagogue. If they are killed, follow the rules listed in 'Hierarchy of the Damned', below.
- There can be no more than two Disciples, plus one for every full 10 Reputation the gang has.
- There can be up to one Witch.
- The total number of Cultists in the gang must be equal to or higher than the total number of other fighters (Demagogue, Disciples and Witches) in the gang, not counting Hangers-on (as described in Gang War 2) or Chaos Spawn.
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy trait take up the space of two weapons – these are marked with an asterisk (\*) in the equipment list.

### HIERARCHY OF THE DAMNED

The rules presented here represent a small Chaos cult of the sort that can be found almost everywhere in the Imperium. It has no ties to larger cults and is insignificant enough to not have attracted the attention of the authorities... at least, not yet.

Unless specified otherwise, a Demagogue follows all of the rules for a Leader, and Cult Disciples and Cult Witches follow all of the rules for Champions. For example, either one can lead a Group Activation – a Cult Demagogue would be able to lead a group of two other fighters, while a Cult Disciple or Witch would be able to lead one other fighter.

Should the Cult Demagogue be killed, follow the rules for a Leader's death (see page 24 of Gang War). Their replacement automatically gains the Cult Leader skill, as described later. Cult Witches can never become the Leader of a gang.

## CHAOS CULTS IN CAMPAIGNS

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

### GAINING EXPERIENCE

Chaos Cult fighters gain experience in the same way as any a normal House gang. Demagogues, Disciples and Witches can have their XP spent on Advancements, in the same way as a Leader or Champion. Cultists advance in the same way as Gangers and can become Specialists if a 2 or 12 is rolled for their Advancement. Chaos Spawn cannot gain experience or Advancements in any way.

### THE POST-BATTLE SEQUENCE

Chaos Cult gangs carry out the post-battle sequence like any other gang, with the Demagogue taking the place of the Leader, Disciples and Witches taking the role of Champions and Cultists taking the role of Gangers. If they have a Settlement territory, it generates Cultists instead of Juves.



## DARK RITUALS

A Chaos Cult is built around the worship of the Chaos Gods, and membership requires adherence to a number of ritualistic practices. The leadership guides the rest of the cult in solemn rites that glorify their dark masters, and – should the congregation be deemed worthy – might result in a gift from the gods themselves.

### LEAD RITUAL

First, decide which of the Chaos Gods the ritual is invoking: Khorne, Nurgle, Slaanesh or Tzeentch. If you wish, you can also pick a member of the gang to be the focus of the ritual, offering them up to be a vessel of the gods' power. Make a deck of all the gang's fighter cards, removing the Demagogue card(s) and only including one card for each Disciple (should a Disciple have more than one equipment set) and draw one at random. Then roll 2D6 and apply the following modifiers:

- +2 if the action is being made by the Demagogue
- +2 if the ritual is praising one of the Chaos gods, and the cult already has the favour of that god marked on their roster.
- -2 if the ritual is praising one of the Chaos gods, and the cult has the favour of a different god marked on their roster
- -2 if the gang lost Reputation in this battle.
- -2 if the gang did not perform a Dark Ritual in the post-battle sequence of their previous battle. This does not count in the post-battle sequence of the gang's first battle in a Turf War.

If the final result is 9 or more, the ritual is heeded by the cult's patron. Mark on their roster sheet that they have the favour of their chosen god – the effects of this favour are listed below. If they already have the favour of a different god, it is replaced. In addition, if a member of the gang was picked to be the focus of the ritual, they immediately gain D6 Experience.

If the final result is 2 or less after any modifiers are applied, or the dice roll is a double 1, the cult is deemed unworthy. They lose any Favour they had with the gods. Furthermore, if a member of the gang was picked to be the focus of the ritual, they are turned into a Chaos Spawn.

### THE GODS' FAVOUR

**Khorne:** Once per round, you can re-roll a failed Wound roll.

**Nurgle:** Once per round, you can re-roll a Recovery roll for one of your fighters.

**Slaanesh:** Once per round, when it is your turn to activate a fighter, you can activate two fighters instead, one after the other.

**Tzeentch:** Once per round, you can ignore any hit modifiers for a single shooting attack.



"No war but the hive war!"

- Slogan found  
daubed on the ruins  
of Manufactory  
Omega-112, Hive  
Primus



NEW RULES

CHAOS SPAWN

Worship of the Chaos Gods can be a route to unlimited power – but such power is not without its risks. Many a would-be champion has been found unworthy and reduced to a hideous Chaos Spawn, their flesh wracked with mutations and their mind scoured of even the slightest hint of sanity. Of course, a Chaos Spawn can be a potent (if unpredictable) weapon, and the cult that birthed it will still find uses for the creature.

If one of a Cult Gang’s fighters is turned into a Chaos Spawn, they are effectively slain. They are deleted from the gang’s roster, and any equipment they were carrying is lost. A Chaos Spawn no longer counts towards the gang’s fighter limits – for example, if the cult has two Disciples and one becomes a Chaos Spawn, they now only count as having one Disciple, so another may be recruited.

They are immediately replaced with a Chaos Spawn, which has the following profile:

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
D6	?	-	?	?	?	?	?	-	-	-	-

When the Chaos Spawn is added to the gang, fill in a fighter card for it as normal. For each characteristic value that is a ?, roll a D6 and consult the following table (roll separately for each). This is the Spawn’s characteristic value, which cannot be altered in any way. Note that the Movement characteristic is random, determined by rolling a D6 each time the Spawn makes a Move or Charge action.

D6	WS	S	T	W	I	A
1	3+	3	4	1	3+	1
2-5	4+	4	5	2	4+	2
6	5+	5	6	3	5+	3

Chaos Spawn cannot be Pinned, and Flesh Wound and Serious Injury results on an Injury roll for it are ignored. If one is taken out of action, it does not suffer a Lasting Injury – instead, it is affected in the post-battle sequence (as described below).

The only actions a Chaos Spawn can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Chaos Spawn automatically pass, but any Leadership or Intelligence checks automatically fail.

In the ‘wrap up’ step of the post-battle sequence of any battle that featured the Chaos Spawn, the controlling player must roll to see whether the cult can restrain the spawn. First, nominate up to three Cultists from the gang who did not go Out of Action and were not Seriously Injured at the end of the battle. Roll a D6 for each nominated Cultist. If any of the dice score a 4 or more the Chaos Spawn is restrained; otherwise, it scurries away to join the other nameless horrors of the Underhive and is removed from the gang’s roster. If a dice scores a 1, make an immediate roll on the Lasting Injuries table for that Cultist, as they suffer the unfettered wrath of the Spawn.

CHAOS SPAWN IN SKIRMISHES

In one-off Skirmish battles, up to two Chaos Spawn can be purchased for a Chaos Cult gang, at a cost of 130 credits each. Determine the characteristics for each Spawn individually.

SKILL ACCESS

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

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Demagogue	-	-	Secondary	Primary	Primary	Primary	-	Secondary
Disciple	-	-	Secondary	Primary	Primary	Secondary	-	Secondary
Witch	-	-	Secondary	Primary	Secondary	-	-	Primary
Specialist	-	-	Secondary	Primary	Primary	-	-	Secondary



## FIGHTERS

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

### 1 CULT DEMAGOGUE

100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	6+	5+	6+	7+

#### EQUIPMENT:

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

#### STARTING SKILL:

All Cult Demagogues start with the Cult Leader skill:

#### CULT LEADER (SPECIAL):

While this fighter is standing, all other fighters from their gang who are within 9" of them use this fighter's Cool and Willpower characteristics instead of their own when making any checks.

### 0-2 CULT DISCIPLES

60 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	2	4+	1	7+	6+	8+	8+

#### EQUIPMENT:

A Cult Disciple starts with no equipment. They have no equipment restrictions.

#### STARTING SKILL:

Cult Disciples start with one skill chosen from their Primary skill sets.

### 0-1 CULT WITCH

70 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	2	4+	1	8+	7+	6+	6+

#### EQUIPMENT:

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

#### STARTING SKILL:

Additional Witch Powers may be purchased in the same way as a skill from a Secondary skill set.

### HELOT CULTISTS

35 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	3+	1	9+	7+	7+	8+

#### EQUIPMENT:

A Helot Cultist starts with no equipment. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear.

### INURED TO INSANITY

The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. If the Underhive Perils rules are being used, fighters from a Chaos Cult gang are immune to the effects of Ritual Circles and can never gain Insanity markers.

WHITE  
DWARF  
EXCLUSIVE

"All power to the  
helots!"

- Last recorded  
words of unnamed  
rabble rouser, Sector  
77 labour riot.



NEW RULES



CHAOS CULT EQUIPMENT LIST

BASIC WEAPONS

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

CLOSE COMBAT WEAPONS

- Fighting Knife.....15 credits
- Flail.....20 credits
- Sword.....20 credits
- Club, maul or hammer.....25 credits
- Axe.....15 credits
- Flensing Claw.....35 credits

PISTOLS

- Autopistol.....10 credits

HEAVY WEAPONS

- Heavy stubber.....130 credits
- Heavy flamer.....195 credits

GRENADES

- Frag Grenades.....30 credits
- Krak Grenades.....45 credits

WARGEAR

- Flak Armour.....10 credits
- Respirator.....15 credits
- Photo-goggles.....35 credits

NEW EQUIPMENT

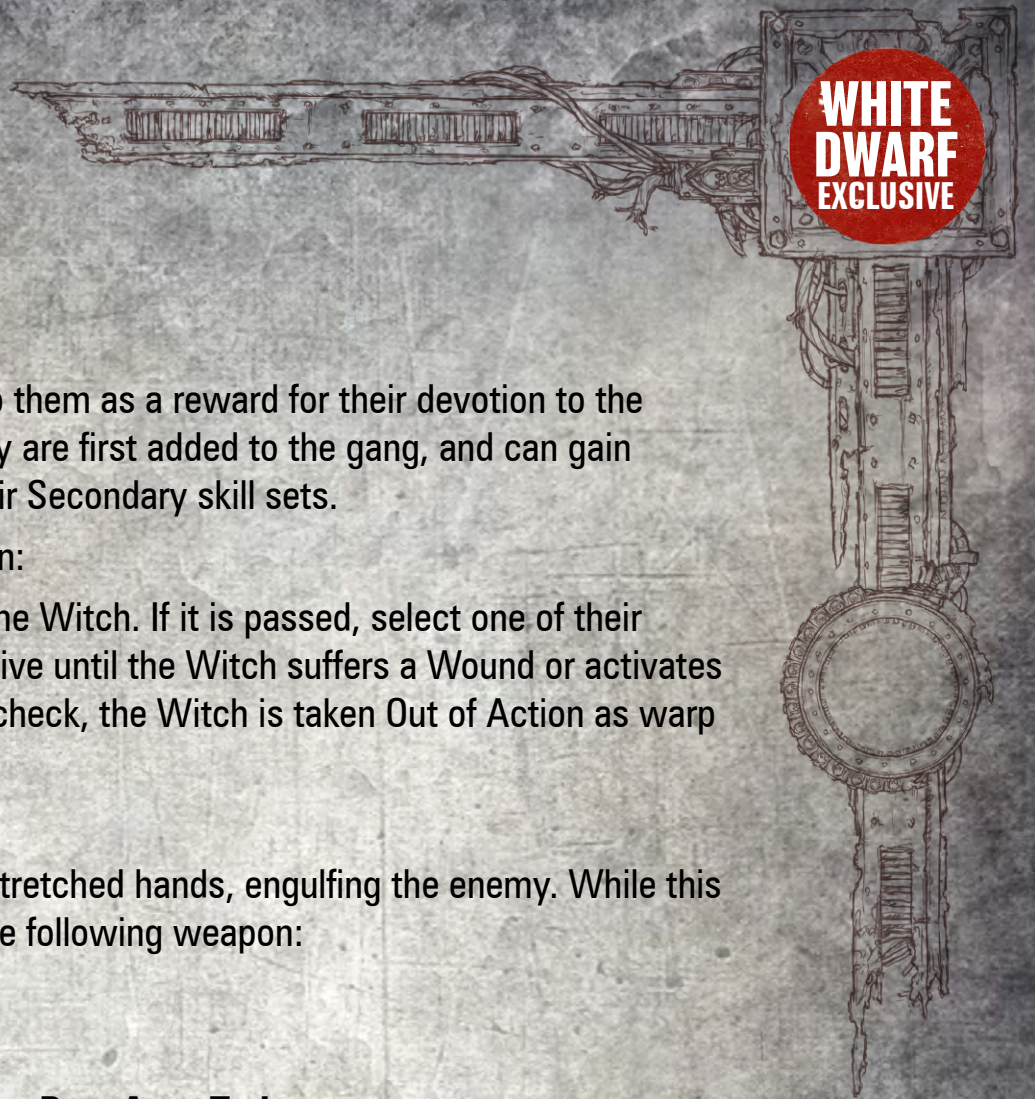
RANGED WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze. Template, Unwieldy
Heavy stubber	20"	40"	-	-1	4	-1	1	5+	Rapid Fire (2), Unwieldy

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Club, maul or hammer	-	E	-	-	User	-	2	-	Melee
Flail	-	E	-	+1	S+1	-	1	-	Melee, Entangle
Flensing claw	-	E	-	+1	User	-	1	-	Melee, Disarm
Sword	-	E	-	+1	User	-1	1	-	Melee, Parry





### WITCH POWERS

Cult Witches are low-level psykers, their powers gifted to them as a reward for their devotion to the Chaos Gods. A Cult Witch has one such power when they are first added to the gang, and can gain further powers in the same way as a skill from one of their Secondary skill sets.

To use a Power, the Witch must make the following action:

**Awaken Power (Basic)** – Make a Willpower check for the Witch. If it is passed, select one of their Witch Powers. This power is now active and remains active until the Witch suffers a Wound or activates another Power. If a double six is rolled for the Willpower check, the Witch is taken Out of Action as warp energies course through their body.

### SCOURING

Coruscating balefire erupts from the Witch’s eyes or outstretched hands, engulfing the enemy. While this power is active, the witch counts as being armed with the following weapon:

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Scouring	-	T	-	-	3	-	1	-	Blaze

### LEVITATION

The Witch rises upon invisible aetheric updrafts, floating just above ground level as they are held aloft by a writhing curtain of warp energy. While this power is active, the witch’s Movement is increased by 2” and they ignore pitfalls and gaps (they must still end their move on solid ground). Furthermore, they cannot be Pinned. As the Witch is only levitated a few inches above the ground, this ability does not affect lines of sight or the use of cover.

### WARP STRENGTH

The Witch’s skin crackles with corposant as dark power grants them inhuman potency. While this power is active, the Witch’s Strength is increased by 2, and the Damage of any Close Combat attacks they make is increased by 1.

### DARK SHIELD

Powerful energies envelop the Witch, protecting them and their allies from harm. While this power is active, add 1 to the result of any Save rolls made for the Witch and any other fighters from their gang within 3” of them (if they do not have a Save roll, they gain a 6+ Save).

### MADDENING VISIONS

Nearby enemies find themselves struck by nightmarish apparitions as the witch becomes a conduit for unfettered warp energy. While this power is active, make a Willpower check for any enemy fighter who ends their turn within 3” of the witch. If the check is failed, the fighter is driven temporarily insane. (This can be marked by placing an Insanity marker from the Underhive Perils token sheet on their card, if the players have one). Each subsequent time the fighter is activated, roll a D6:

On a 1 or 2, they immediately become Broken – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test).

On a 3 or 4, the opposing player can control that fighter this turn, treating them as part of their gang, for example, they could charge or shoot at another fighter from the insane fighter’s gang, treating them as an enemy. Once the turn is over, the fighter no longer counts as part of the opposing gang.

On a 5 or 6, the fighter can act as normal. Once their turn is over, make a Willpower check for them; if it is passed, they regain their sanity and are no longer affected (remove the Insanity marker if one has been used).



# 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.

Solaris Reapers Space Marines Intercessors  
by James McHugh



Solaris Reapers  
Space Marines Lieutenant  
by James McHugh



Solaris Reapers  
Space Marines Captain  
by James McHugh



Thanquol and Boneripper  
by Jim Tink





Fellwater  
Troggoths  
by Dan Standing



Dwarf Blood Bowl Team  
by Chris Pike



Adeptus Mechanicus Tech-Priest Dominus  
by Shane Blomberg



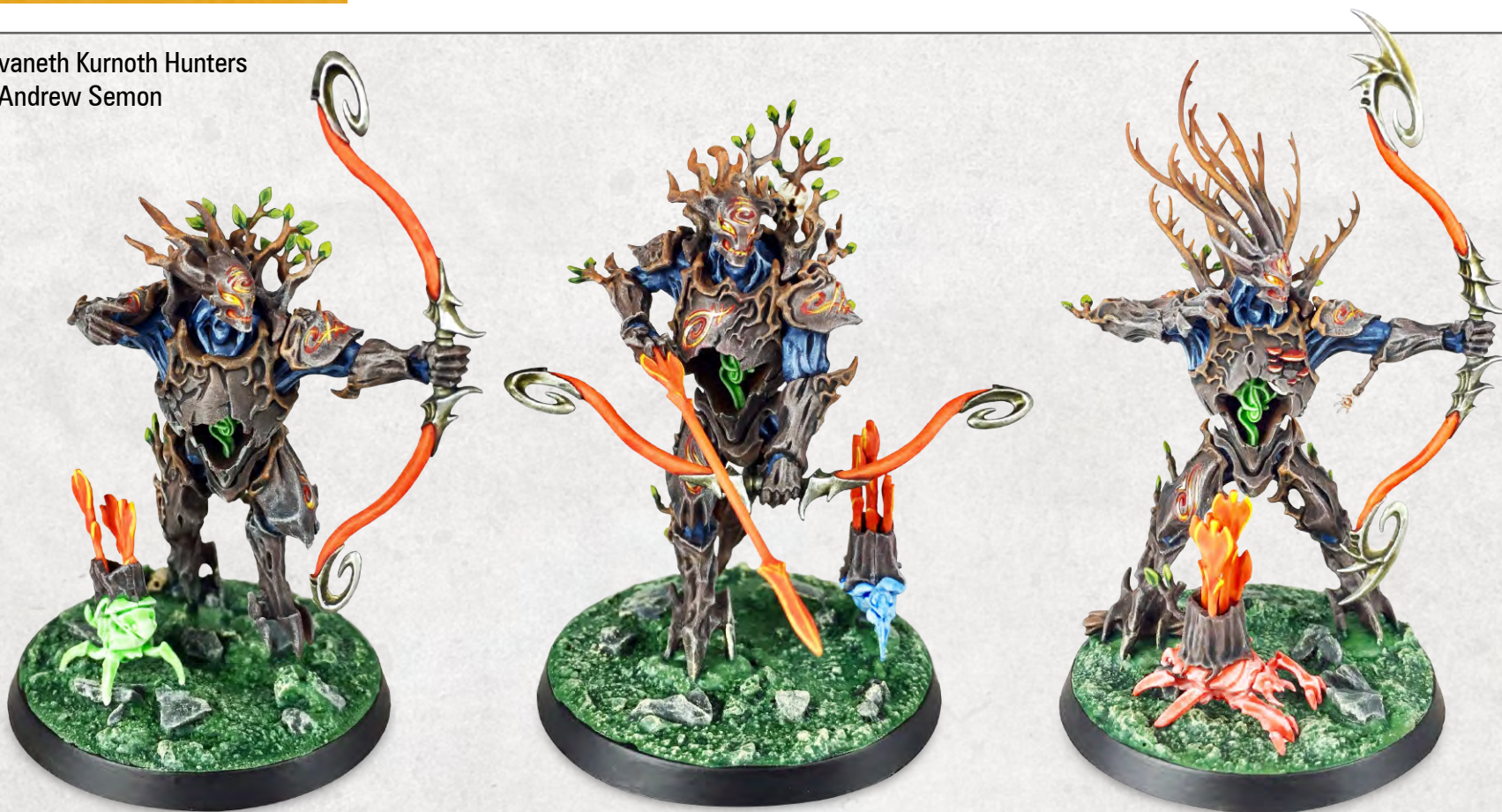
Death Guard Lord of Contagion  
by Colin Maddison





## READERS' MODELS

Sylvaneth Kurnoth Hunters  
by Andrew Semon



Sautekh Dynasty Necron Overlord  
by Adam Conrad



Vior'la Sept T'au Ghostkeel  
by Guillaume Traisnel



Khorne Bloodbound Slaughterpriest  
by Craig Wright





House Hawkshroud Cerastus Knight-Acheron  
by Ryogo Yamane





# READERS' MODELS

## 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](http://www.warhammer-community.com/the-model-photo)

Stormcast Eternals Retributors  
by Gareth Etherington



Ashen Wardens Space Marines Primaris Librarian  
by Ben Porter



Ashen Wardens Space Marines Primaris Ancient  
by Ben Porter



Ashen Wardens Space Marines  
Redemptor Dreadnought  
by Ben Porter



Ashen Wardens  
Space Marines  
Primaris Captain  
by Ben Porter





## READERS' MODELS OF THE MONTH



This incredible rendition of Mortarion was painted by Sam Parker-Bage. We asked him how he painted it.

"I painted the armour with White Scar mixed with a little Seraphim Sepia as a base," says Sam. "Then I used a mix of Seraphim Sepia and Agrax Earthshade to shade the recesses and pure white as a highlight. For the brass I used Warplock Bronze followed by Runelord Brass,

washes of Nuln Oil and Seraphim Sepia, then highlights of Runelord Brass and Stormhost Silver. I painted Mortarion's wings to look like those of a Death's Head moth. I used Rakarth Flesh as the base colour with Reikland Fleshshade in the recesses. I then used Forge World Weathering Powders and a soft make-up brush to apply the patterns, which helped give the wings a dusty feel. I used Pallid Wych Flesh as a final highlight."



# THE WHITE DWARF GUIDE

New to our games and worlds or just wondering what to explore next? With a huge range of games, miniatures, books and more, there's a lot to choose from. Here's how and where to find out more...



Find out more about the Games Workshop hobby online at [GAMES-WORKSHOP.COM](http://GAMES-WORKSHOP.COM)

## WARHAMMER UNDERWORLDS SHADESPIRE

Warhammer Underworlds: Shadespire is a fast-paced game of tactical arena combat for two, three or even four players, fought out using carefully tailored decks of cards, dice and easy-to-assemble Citadel Miniatures. Build your warband, construct your deck and defeat your rivals in the Mirrored City.


There are now eight warbands available for Warhammer Underworlds: Shadespire (with more on the way), each of which present you with new and exciting tactical challenges, both in terms of the miniatures in the set and the cards that come with them. For a look at White Dwarf's Warhammer Underworlds tournament, [here](#).


[www.warhammerunderworlds.com](http://www.warhammerunderworlds.com)




### FACEBOOK

The Warhammer Community team look after a range of Facebook pages dedicated to our worlds and games. These are pages for everyone, where you can catch up on the latest news, ask questions, show off your own work and chat with other painters, collectors, modellers, gamers and fans. Visit Facebook to find pages for:

 [Warhammer 40,000](#)

 [Warhammer Age of Sigmar](#)

 [White Dwarf](#)

 [Black Library](#)

 [Forge World](#)

 [Blood Bowl](#)

 [The Regimental Standard](#)



Explore the world of fantasy miniatures with Warhammer Age of Sigmar – the game of mighty battles in an age of unending war. Collect and paint vast armies, engage in massed battles and read epic tales of great heroes through an exciting range of miniatures, books and games.

[www.games-workshop.com](http://www.games-workshop.com)



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](http://www.warhammer40000.com)





## MIDDLE-EARTH

STRATEGY BATTLE GAME

The Middle-earth™ Strategy Battle Game enables you to recreate the thrilling events of *The Lord of the Rings*™ and *The Hobbit: The Motion Picture Trilogy*™ with your collection of Citadel Miniatures from Thorin's Company's journey to the Lonely Mountain to the Battle of the Pelennor Fields.

[www.games-workshop.com](http://www.games-workshop.com)

## BLOOD BOWL

Blood Bowl is the game of fantasy football. Two players act as coaches, selecting their teams from rosters of Humans, Orcs and the other races of the Old World, taking to the playing field to earn fame, fortune and the adulation of fans along the way!

[www.bloodbowl.com](http://www.bloodbowl.com)



Necromunda is the game of brutal gang warfare in the 41st Millennium. Deep in the underhive of Hive Primus on the polluted nightmare industrial world of Necromunda, rival gangs fight for personal power and the honour of their houses.

[www.necromunda.com](http://www.necromunda.com)

## WARHAMMER QUEST

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!

## THE HORUS HERESY

It is an age of war. Brother fights brother in a hate-fuelled battle to the death as the Imperium itself is torn apart by civil war, 10,000 years before the age of Warhammer 40,000. Explore the Horus Heresy with Forge World's range of miniatures and books.

[www.forgeworld.co.uk](http://www.forgeworld.co.uk)

## 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, as well as a range of miniatures for the Blood Bowl, Necromunda and Middle-earth games.

[www.forgeworld.co.uk](http://www.forgeworld.co.uk)

## BLACK LIBRARY

Black Library produce novels, audio books, compilations and short stories set in the universes of Warhammer Age of Sigmar, Warhammer 40,000 and the Horus Heresy. You can find Black Library titles in bookstores, our own stores and online.

[www.blacklibrary.com](http://www.blacklibrary.com)

## CITADEL

For more than 30 years, Citadel Miniatures have been known around the world as the makers of the finest fantasy miniatures in the world, the centrepieces of Games Workshop's many games and the very heart of our hobby. Check out the whole range online.

[www.games-workshop.com](http://www.games-workshop.com)

## WARHAMMER

Games Workshop stores have been a presence around the world for more than 40 years. Many of our newer and recently refurbished stores are now Warhammer stores, both stocking a huge range of miniatures, games and accessories. Visit your local store for an introduction to our games from our friendly staff.



The home of Warhammer on the web, the Warhammer Community website brings you the latest news on Warhammer 40,000, Warhammer Age of Sigmar, the Horus Heresy, Forge World, Black Library and more!

[www.warhammer-community.com](http://www.warhammer-community.com)

## WARHAMMER TV

Warhammer TV brings you regular videos on every aspect of the Warhammer hobby, from daily tips and tutorials on painting Citadel Miniatures to previews of upcoming miniatures and news on the latest new releases.

[www.youtube.com/warhammerTV](http://www.youtube.com/warhammerTV)

## WARHAMMER LIVE

Warhammer Live is the Warhammer TV live-stream where, every month, you'll find over fifty hours of the best live content on Warhammer 40,000 and Warhammer Age of Sigmar, as well as exclusive interviews from behind the scenes.

[www.twitch.tv/warhammer](http://www.twitch.tv/warhammer)





# IN THE BUNKER

Welcome to the last few pages of the magazine, where we take a regular look at what's been going on inside the White Dwarf bunker over the past month...

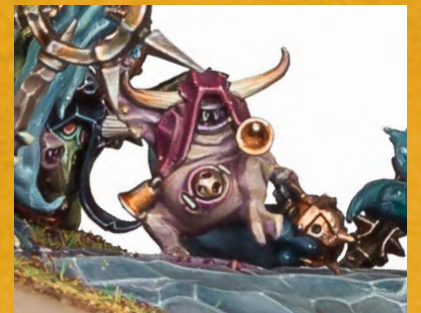
**W**hite Dwarf – the magazine that never sleeps. Not even when it's taking a nap! This month in the bunker, we've got a host of painting projects to show off – we really have been going brush-crazy over the last few weeks. If you're a regular reader, you'll know that several members of the team have been painting new armies for Warhammer Age of Sigmar, inspired as they were by the dark tales in Malign Portents. You can see their work over the page, including a Thundertusk, some Endrinriggers, an Ironjawz Shaman and Morathi (in her more manageable, aelven form). Martyn and

Jonathan also played a game using their new units – Beastclaw raiders versus Kharadron Overlords. It's a rematch they've been waiting to have for a while now.

Meanwhile, in the grim darkness of the far future, Shaun has continued his return to the hobby with a Foetid Bloat-drone for his Death Guard, while Jonathan has added yet another unit to his Ke'lsan T'au army – a Battlesuit Commander to go with the Crisis Team he painted last month. Ben, too, has been at the paints and has put the finishing touches to a Redeptor Dreadnought – you can see it on the back page. First, though, let's take a look at Matt H's Fyreslayers.

## BIT OF THE MONTH...

It's the cowed sorcerer Nurgling on Mortarion's base. We noticed him on our Reader's Model of the Month and thought he looked super cute. No, wait, we mean gross!



## FIGHTING FIRE WITH FYRE

Matt may be working on Morathi at the moment, but that hasn't stopped him painting some more Fyreslayers for his Realm of Shadow army, which includes Fyreslayers, Darkling Coven aelfs and now Daughters of Khaine. "I painted the Fyreslayers for Warhammer Underworlds: Shadespire a few weeks ago and I really enjoyed painting them, so I built another unit of Vulkite Berzerkers and painted them, too. It means I now have enough battleline units for my army, which currently stands at just over 1,300 points. I also had an Auric Runesmitter sitting around from the Magmadroth I painted last month, so I painted him at the same time."



"I've often been asked how I paint the skin on my Fyreslayers," says Matt. "I start with a basecoat of Bugman's Glow, then a layer of Cadian Fleshtone. I then paint the runes Retributor Armour and shade both them and the skin with Reikland Fleshshade. The last stages are a layer of Cadian Fleshtone and a highlight of Kislev Flesh. I then finish off the runes with Liberator Gold. I also used a bit more red on my Runesmitter to mark him out as an important hero in my Fyreslayers army."

"The last unit of Vulkite Berzerkers I built were equipped with fyresteel warpicks and bladed slingshields," says Matt. "This unit I built with two fyresteel handaxes – I like all my units to look different and weapons are a good way to do that. I also like to have different weapon options in a game because you never know what your units might face. Like the rest of my army (and now my warband for Warhammer Underworlds, too), they have half orange, half black beards, marking them out as warriors of the Caengan Lodge."







### SHAUN'S FOETID BLOAT-DRONE

Shaun's been painting loads of Death Guard recently and has just finished this Foetid Bloat-drone for his force. "I applied all the basecoat colours first," says Shaun, "then gave the model a wash of Agrax Earthshade to make it look greasy. The raw red bits I painted with Blood for the Blood God."



### JONATHAN'S T'AU COMMANDER

"A Commander in Coldstar armour is the way to go now," says Jonathan. "They have access to more weapons now and they can move up to 40" a turn if they advance. I gave mine three Assault weapons – the high-output burst cannon, a missile pod and a fusion blaster – so he can advance and fire each turn."

# VOX CHATTER

This month in Vox Chatter, Dan chats with Phil Kelly about the unusual psychic properties of blackstone.



**Dan:** So, is blackstone the same stuff that Blackstone Fortresses are made from?

**Phil:** It's almost like the clue is in the name, right?! Yes, it's the same stuff.

**Dan:** Were the Blackstone Fortresses made by the Necrons? I was always confused because they looked a bit Necron-y, but they were called the Talismans of Vault by the Aeldari...

**Phil:** It's not known who created them, though it's probably not the Necrons or the Aeldari – the technology in them is far too advanced for either race. The Blackstones are armed with warp cannons, as well, which rules out the Necrons as they do not use warp technology.

**Dan:** So other ancient races also knew that blackstone could be used to contain the warp?

**Phil:** Undoubtedly, though that knowledge has long since been forgotten by all except the Necrons. Some individuals have started to figure it out, though – Abaddon the Despoiler managed to activate the Blackstone Fortresses and then made them into weapons of Chaos, for example. Blackstone can be positively or negatively charged with warp energy, making it a ward against the warp or a locus for it. Take the Cadian Pylons that Belisarius Cawl was investigating – they probably held back the warp anomaly that became the Eye of Terror for millions of years. The Blackstone Fortresses, though, have been charged to work in harmony with the warp rather than against it.





## THE WARHAMMER AGE OF SIGMAR PAINTING CHALLENGE

A few months ago, several of us in the White Dwarf team started painting new armies for Warhammer Age of Sigmar, including Beastclaw Raiders (Martyn), Daughters of Khaine (Matt H), Ironjawz (Mel) and Kharadron Overlords (Dan and

Jonathan). As promised last month, here's a selection of the models we've been working on over the last few weeks. There will be plenty more to come in the near future including another Kharadron ship and a very serpentine aelf.



1

Matt H painted Morathi, High Oracle of Khaine (1) to add to his Daughters of Khaine, while Dan painted a trio of Endrinriggers (2) for his Kharadron. He was inspired to paint them after seeing how well Jonathan's unit of them performed in the last game they played.



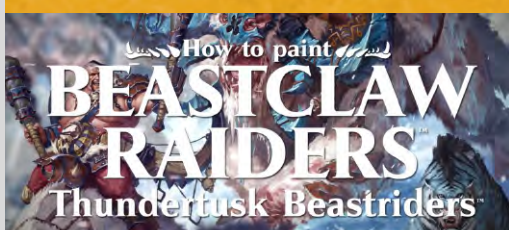
2



3

### A BEASTLY PAINTING VIDEO

Martyn painted his Thundertusk following the How to Paint Thundertusk Beastriders video on the Warhammer TV YouTube channel.



4

Mel finished a Weirdnob Shaman (3) to add to her Ironjawz, painting his robes blue to match her clan's colours while Martyn painted a Thundertusk (4) for his Alfrostun. He's looking forward to freezing someone's new units with it.



# ARENA OF DEATH: ARMIGER WARGLAIVES

We saw what happened when the Armigers fought the Necrons in our Battle Report, but what happens when they come up against something their own size? Or something even bigger?



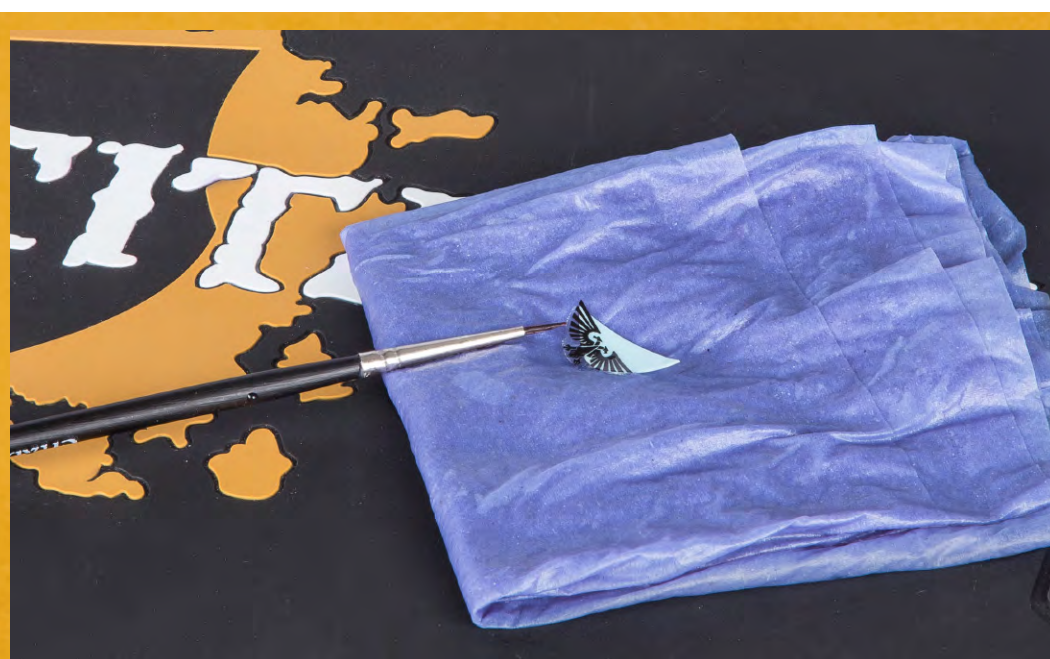
## SMELLS LIKE REVENGE (AND OGORS)

Jonathan and Martyn played their long-awaited rematch this month, pitting Kharadron Overlords against Beastclaw Raiders. Jonathan fielded only infantry in this battle and deployed them right at the back of his deployment zone, forcing Martyn to charge across the battlefield at him. The ogors smashed apart a good number of Kharadron, but Jonathan's Thunderers (their guns boosted by his Aether-Khemist) blasted apart both Martyn's general and his Mournfang Riders. Though Martyn's Thundertusk froze a few duardin to death, it was too little too late for the ogors.



When Dark Imperium came out last year, Ben returned to his Raven's Watch Space Marines, planning to paint some new models for the new edition of the game. Then he got distracted by cake and forgot to paint any. Until now...

"I've been working on one of the new Easy to Build Redeptor Dreadnoughts," says Ben. "I painted it in the colours of my Chapter, the Raven's Watch, with black armour and blue-grey details. I added a new paint to my colour scheme for this model, though – I painted some of the armour panels and weapons with Dark Reaper to mark them out as more functional or hard-wearing pieces – I imagine armour panels need to be replaced a lot. The orange markings show that he's a member of the 6th Company, which will (one day) be made up entirely of Primaris Space Marines – the original Company was wiped out before the coming of the Great Rift." ☠



#### APPLYING TRANSFERS

"I was having a bit of trouble applying transfers to my Dreadnought," says Ben. "Then Dan reminded me of a useful tip from one of the old weekly editions of the magazine – cut out your transfers and place them on a damp piece of kitchen paper. That way the adhesive on the transfer won't get washed off like when you dunk it in water. After about a minute you can pick up the transfer and gently slide the decal into place with a wet brush. Easy!"





# NEXT MONTH


## WHITE DWARF MAY 2018 ON SALE FRIDAY 04 MAY

IDONETH DEEPKIN DESIGNERS' NOTES / TWO BATTLE REPORTS  
THE GOLDEN DEMON CHALLENGE / PAINT SPLATTER  
A HUGE ARMY / HALL OF FAME / AND MUCH MORE!


# SUBSCRIBE TO WHITE DWARF

Don't let Chaos ruin your White Dwarf collection - subscribe now and be sure that you never miss a copy of your favourite Warhammer magazine.

#### CUSTOMER SERVICES CONTACT DETAILS:

 **UK**  
subscriptions@warnersgroup.co.uk  
+44 1778 392083

 **REST OF WORLD**  
uk.custserv@gwplc.com  
+44 115 91 40000

 **ASIA-PACIFIC**  
au.hobbyservice@gwplc.com  
+61 2 9829 6111

 **USA & CANADA**  
custserv@gwplc.com  
1-800-394-4263

Digital customer services:  
gwapps@gwplc.com



## WHITE DWARF DIGITAL COMBINED SUBSCRIPTION

Available in both print and digital formats, now you can subscribe to both for one great price! Get White Dwarf to your door and to your digital device of choice at the same time! To find out more visit:

[www.games-workshop.com/Combined-white-dwarf-Subscription-ENG](http://www.games-workshop.com/Combined-white-dwarf-Subscription-ENG)



