

THE ULTIMATE WARHAMMER MAGAZINE

# WHITE DWARF™

JUNE 2018



# WARHAMMER AGE OF SIGMAR

THE SOUL WARS BEGIN! NEW RULES! NEW MINIATURES!



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# MEET THE WHITE DWARF TEAM

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

## MATT KEEFE

### Editor

Matt claimed an unexpected victory in the Bugman's Brawl Blood Bowl tournament this month. Easy, he says.

#### Matt's favourite feature:

"Glazer's Creek, definitely. Dan has been nagging me for ages to do it. Maybe he'll leave me alone for a bit now."



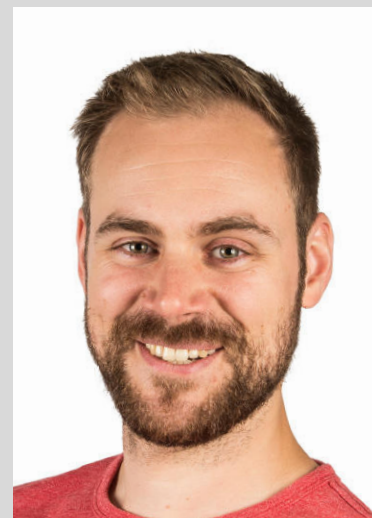
## MICHAEL HAUGEN WIESKE

### Assistant Editor

Keldrek, Knight of Shrouds has just appeared on Michael's desk. He could be entombed in his box for some time.

#### Michael's favourite feature:

"Really simple – all the new releases. I just love looking at all the new models in all their shiny glory."



## MELISSA HOLLAND

### Digital Editor

Mel's been painting an Ironjawz Warchanter during her lunch breaks – you may have seen it on Facebook.

#### Mel's favourite feature:

"I love Warhammer Age of Sigmar, so I really enjoyed the introduction to the Soul Wars on the first few pages."



## MATTHEW HUTSON

### Lead Designer

This month, 10 Sisters of Slaughter have replaced a unit of Hearthguard Berzerkers on Matt's painting desk.

#### Matt's favourite feature:

"Playing the new Warhammer Age of Sigmar – the Nighthaunt were a great army to use. I might have to paint some..."



## BEN HUMBER

### Designer

Ben painted nothing this month. He claims it's because Matt K asked him to make a Blood Bowl certificate for something.

#### Ben's favourite feature:

"The Ultimate Guide to Armageddon was great fun to work on – that planet's got a lot of history!"



## SHAUN PRITCHARD

### Reprographics Operative

Shaun's just started painting the Lord of Contagion from Dark Imperium, ready to add to his Death Guard force.

#### Shaun's favourite feature:

"I do like undead armies, so I really liked seeing the Nighthaunt in action in the Battle Report this month."



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: [whitedwarf](https://www.facebook.com/whitedwarf)



## DAN HARDEN

### Staff Writer

Dan has mostly been painting scenery this month for the Glazer's Creek Battle Report. You can see it over the page.

#### Dan's favourite feature:

"Chatting to the artists about their work was really interesting – the thought that goes into every piece is incredible."



## SIMON GRANT

### Staff Writer

Simon's the new boy in the team. He's yet to make us tea, but he did bring in ice cream one day, so he's okay by us.

#### Simon's favourite feature:

"Dan and Chris's Battle Report – they looked like they were having a brilliant time and the pictures of it are awesome."



## MARTYN LYON

### Photographer

The photographers have gone Stormcast crazy this month. Martyn's painting his as Celestial Vindicators.

#### Martyn's favourite feature:

"The Soul Wars Battle Report – I love gaming in the Age of Sigmar and the new rules are really exciting!"



## JONATHAN STAPLETON

### Photographer

Jonathan, meanwhile, is painting some black-clad Anvils of the Heldenhammer because they're best at killing Chaos.

#### Jonathan's favourite feature:

"I'm not sure if it counts as a feature, but Chris Peach's smokin' boots. Also, his wounded soldiers in general."



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# WARHAMMER AGE OF SIGMAR

When the soothsayers said the dead would rise once more, did you heed their visions? Did you listen to the prophecies of the seers when they said that civilisations would fall? When oracles saw malign portents of a god's wrath unleashed, did you believe them? Those that can read the omens know much and you would do well to listen to them, for the winds aetheric blow strong and with them they carry the stench of the grave.

The balance of power is shifting once more in the Mortal Realms.

From his throne in High Azyr, Sigmar realises his folly – the creation of the Stormcast Eternals – and despairs. The Chaos Gods, though they revel in destruction and anarchy, know they have angered a god whose vengeance is eternal. The aelven deities – arrogant and aloof – experience fear for the first time in aeons and their children clutch desperately at their essences. For they have all stolen souls – souls that belong to the underworlds of Shyish and, by extension, its dark and powerful master.

Nagash, Supreme Lord of the Undead, will claim his due.

Now the soul-thieves must pay the price for their treachery, their greed and their temerity. Those with the sight – those you ignored – read the portents. In the dark of night they were visited by burning skulls and laughing maws. They witnessed the failing crops and withering cattle. It was their dreams that became nightmares, invaded by grasping skeletal hands and spectral visages. Nagash has unleashed the raw necromantic power of Shyish and it is terrifying to behold. The Mortal Realms buckle and heave as the spirits of countless ages return to wreak revenge upon the living.









# THE LANDS OF FIRE

The omens foretold that death would come to every realm, yet death is ever-present in Aqshy, the Realm of Fire, for wars have raged there for aeons uncounted. The ancient tomes say that it was the barbarians of Aqshy that first spilled blood in the name of Khorne and that the Blood God's dominion over this fiery hellscape would have been total had it not been for the intervention of the stubborn Fyreslayers and the Stormcast Eternals. Now, the Bright Realm reels beneath the pounding of armoured boots as vast armies march to war once more. Yet beneath their feet, under the parched soil and ash-covered plains over which they fight, lie the bones of those that fought before them. Even now they begin to stir with a deathly animus.

## VOSTARGI MONT

City of Brimstone,  
vassal keep of the  
Fyreslayers.

## THE GREAT PARCH







## THE WAR OF LIFE

Do not speak of the horrors that have been unleashed upon Ghyran, the Realm of Life. Once the most verdant and fertile of the realms, it has become corrupt with decay and despair, its arboreal majesty infected with disease, sickness and a terrible malaise of the soul. Now the pox-ridden children of Nurgle stalk its foetid forests, while the Plague Monks of the insidious Skaven concoct ever more deadly plagues to unleash upon the Jade Kingdoms. The mystical Sylvaneth, under the command of their radiant queen Alarielle, fight a constant war against those that befoul their realm, aided in their endeavours by Sigmar's greatest warriors. Though the rot has been halted, life has not yet returned to Ghyran, for the air is heavy with the tang of death.



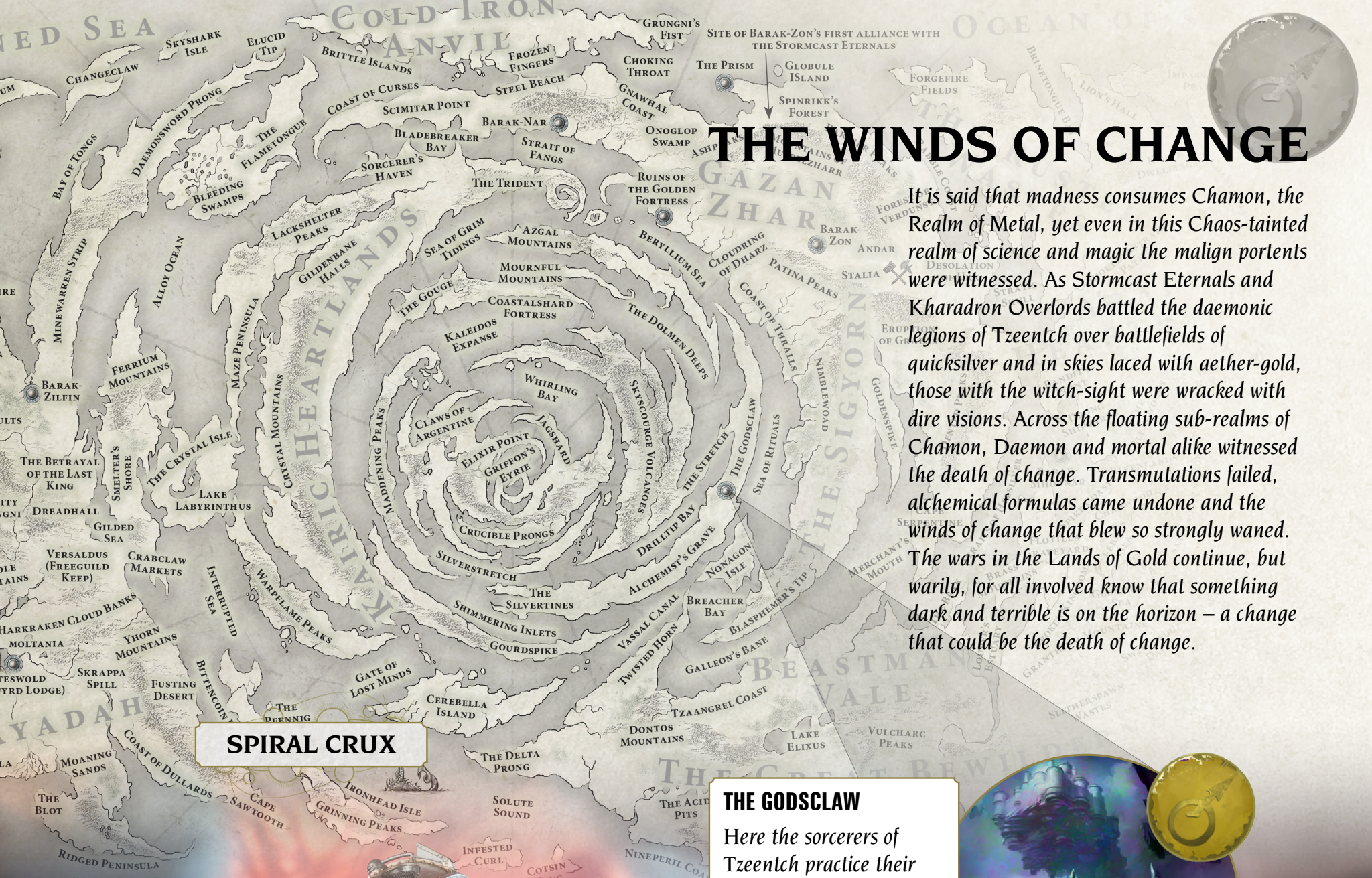


## THE FIGHT AT THE END OF THE WORLD

Enter the beast-realm of Ghur at your peril, for a savage hunger has come over the orruk tribes and ogor warhordes that dwell there. No longer are they content to stalk the plains in search of monsters to slay or other warbands to fight, for the shamans among them have seen glimpses of the future. In mushroom-induced fever dreams they bear witness to endless battles beneath violet-tinged skies, of wars that last eternities in underworlds beyond count. So desperate are these primal creatures to do battle that many have thrown themselves into the portals that lead to Shyish in search of the Fight at the End of the World. Death has visited grim visions upon the seers of Ghur. The warhordes respond in the only way they know how. With destruction.







# THE WINDS OF CHANGE

It is said that madness consumes Chamón, the Realm of Metal, yet even in this Chaos-tainted realm of science and magic the malign portents were witnessed. As Stormcast Eternals and Kharadron Overlords battled the daemonic legions of Tzeentch over battlefields of quicksilver and in skies laced with aether-gold, those with the witch-sight were wracked with dire visions. Across the floating sub-realms of Chamón, Daemon and mortal alike witnessed the death of change. Transmutations failed, alchemical formulas came undone and the winds of change that blew so strongly waned. The wars in the Lands of Gold continue, but warily, for all involved know that something dark and terrible is on the horizon – a change that could be the death of change.

## SPIRAL CRUX

## THE GODSCLAW

Here the sorcerers of Tzeentch practice their most mind-bending spells.





# RISE OF THE DEAD

*Shyish – the Amethyst Realm, the Realm of Endings. Yet this is where a story is about to begin – the next chapter in the saga of the Mortal Realms. Since the reawakening of the god Nagash, Shyish has become a dark and dour land where the natural order of things and the sanctity of death has been usurped by undeath. So great is Nagash's hatred of the living – particularly those who stole souls from him – that he has laboured long and hard to create a vast black pyramid of Shyishan realmstone. Even now its presence can be felt, a canker at the heart of the realm, drawing the weakest souls inexorably towards it. Nagash's power grows. The people of Shyish quail in terror. The unquiet dead stir in their graves and vengeful spirits coalesce once more to torment the living.*



## THE PRIME INNERLANDS

### RUINS OF SHADESPIRE

*Jutting from the Desert of Bones stands the bleached corpse of a once-great city cursed by Nagash.*







## THE SOUL WARS

*And so a new age begins in the Mortal Realms – an age of fear, darkness and madness but maybe also of hope, prosperity and unity. The Chaos Gods – their plans foiled – seek new ways to conquer, corrupt and destroy. Their armies, both mortal and daemonic, still defile the realms, and even Azyr, the Realm of Heavens, is no longer safe from their predations.*

*The armies of Destruction rampage freely, leaving carnage in their wake. They care not for civilisation or peace – their wars are as unpredictable as they are inescapable.*

*The forces of Order stand united, yet cracks have already begun to show in Sigmar's latest grand alliance. Man, aelf and duardin prosper and thrive, and hope returns. Yet mistrust and dissention are never far away.*

*And all withhold souls from their rightful owner – Nagash. His wrath is boundless, his patience eternal. His Legions of Death will march on the realms and reclaim those souls that are his due. All will fall. All will die. All will journey to Shyish, there to await their fate. All will belong to Nagash. The War of Souls has begun.*

## VENTURE INTO THE WAR-TORN REALMS

**F**or generations, the forces of Order have battled the servants of Chaos, but now Nagash, Supreme Lord of the Undead, has returned in anger to stake his own claim to the Mortal Realms. Or, more particularly, to the souls of all who dwell across them. This is the beginning of a new era – an era both terrifying and awesome – for the Mortal Realms and for Warhammer Age of Sigmar, for the Warhammer Age of Sigmar: Soul Wars boxed set is on the way, bringing with it a new edition of the rules. You can read more about it, starting over the page, and see the new rules in action in one of this month's two Battle Reports, [here](#).

Away from the Mortal Realms, this month's other Battle Report celebrates something of an anniversary – it's 20 years since the original Last Stand at Glazer's Creek, one of the most popular and fondly remembered Battle Reports in White Dwarf's history. So, we decided now was the time to give Dan his long-held wish of refighting it! Check it out [here](#). That just leaves space to mention that there are new Imperial Knight models (and a new codex) this month, too, which is exactly what we look at in Designers' Notes. Turn the page to see what else we've got in the issue. 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 over on the 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'.





# PLANET WARHAMMER

## ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

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### PLANET WARHAMMER

Warhammer Age of Sigmar updated! The Soul Wars begin! Imperial Knights march, and much more!

### CONTACT

The letters page – write in and have your say.

### BATTLE REPORT

#### BATTLE OF FALLING SOULS

We try out the new edition of Warhammer Age of Sigmar – the Stormcast Eternals of the Sacrosanct Chambers face off against the terrifying Nighthaunts!

#### GOLDEN DEMON WINNERS' CHALLENGE

We asked Golden Demon winners to take part in a painting challenge – here's part two of our coverage.

### DESIGNERS' NOTES

We chat to the designers behind the Imperial Knights.

### FREE PREVIEW

#### SOUL WARS BY JOSH REYNOLDS

Read the first chapter of Black Library's Soul Wars novel.

### BLANCHITSU

Our second look at the warbands of Tor Megiddo.

### NEW FEATURE

#### ILLUMINATIONS – HALL OF FAME!

What happens when you mix two White Dwarf favourites? Look here to find out!

### BATTLE REPORT

#### LAST STAND AT GLAZER'S CREEK

20 years after the original Battle Report in White Dwarf 222, we return to Glazer's Creek... this time, it's Dan versus Warhammer TV's Chris Peach!

### THE ULTIMATE GUIDE TO...

#### ARMAGEDDON

Few Imperial planets have survived as many wars as the hive world of Armageddon. Read all about it here.

#### A TALE OF FOUR WARLORDS

Our warlords of Order, Chaos, Death and Destruction add magic users to their armies in this month's instalment.

### GETTING STARTED WITH...

#### WARHAMMER AGE OF SIGMAR

In a surprise to no one, now is a great time to get stuck in with Warhammer Age of Sigmar!

### TEMPORAL DISTORT

This month, we travel back to June 1998 – White Dwarf 222!

### CUSTOMISE YOUR CAMPAIGN

Jay Clare talks house rules for your Middle-earth games and presents a new scenario for saving lost heroes after battle.

### IMPERIAL KNIGHTS: RENEGADE

We present additional rules for Dominus-class Knights and Ork Gorkanauts in games of Imperial Knights: Renegade.

### READERS' MODELS

A selection of models painted by you, our readers.

### IN THE BUNKER

What have the Dwarfers been up to this month?



### BOX CONTENTS

The Warhammer Age of Sigmar: Soul Wars boxed set includes the following:

- Warhammer Age of Sigmar Core Book
- 52 Citadel Miniatures
- Battle of Glymmsforge booklet
- Core rules booklet
- Start Here booklet
- 13 Warscroll cards
- 12 six-sided dice
- 12" range ruler
- Assembly guide
- Stormcast Eternals decal sheet
- The first chapter of Black Library's *Soul Wars* (see [here](#) for more details)

**S**harpen your blades and gird yourselves for battle – the Soul Wars have begun and the Mortal Realms are plunged into a dark new era with the launch of a new edition of Warhammer Age of Sigmar. Not only does this fantastic boxed set reignite the ancient rivalry between the God-King Sigmar and the Great Necromancer Nagash, but it introduces two new armies set to form the front line of the Soul Wars – the Sacrosanct Chambers of the Stormcast Eternals and the Nighthaunts. These two powerful forces can be used to bolster the Stormcast Eternals and Legions of





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

## WARHAMMER AGE OF SIGMAR

The Battle of Falling Souls

## WARHAMMER 40,000

Last Stand at Glazer's Creek

## BLACK LIBRARY

The Reader's Guide

## PAINTING & MODELLING

Golden Demon  
Winners' Challenge

## COLLECTING

A Tale of Four Warlords

## GAMING

Customise your Campaign

Imperial Knights:  
Renegade

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](#).

# WARHAMMER AGE OF SIGMAR SOUL WARS



Nagash, respectively, but can serve just as well as armies in their own right. The boxed game includes no less than 52 Citadel miniatures as well as the glorious new 320-page Warhammer Age of Sigmar Core Book (click [here](#) for more details). Also included are 13 warscroll cards, dice and a range ruler, providing everything you need to get stuck in on the battlefield. For new players, there's even a handy 'Start Here' booklet to help out!

As if the boxed set wasn't enough to get any self-respecting Warhammer Age of Sigmar player salivating with excitement, there's also the 2018 edition of the General's Handbook, offering myriad new ways to play the game (click [here](#) to see why we're so enthusiastic about it). A brand-new expansion for the game also bursts onto the scene this month – Warhammer Age of Sigmar: Malign Sorcery. This awesome addition introduces a set of 13 deadly new spells to the game – each represented by its

own Citadel miniature – bringing a cinematic edge to the magical effects as your wizards hurl them about the battlefield. Check out [here](#) learn more about these spells and other new Warhammer Age of Sigmar releases coming this month.

But that's not all – Warhammer 40,000 fans will be rejoicing in the streets when they gaze upon the new autocannon-toting Knight Armiger Helverin and towering Knights Valiant and Castellan. Click [here](#) to see these stunning new miniatures in all their glory. Codex: Imperial Knights, also available this month, brings these new patterns of Knights to light and provides full rules for the faction. Those that can't wait to get their hands on the codex can seek further illumination in our Designers' Notes [here](#).

First of all, let's take a look at what to expect when you muster your forces for the Soul Wars...





# PLANET WARHAMMER

## NIGHTHAUNTS

The tormented spirits that form the Great Necromancer's Nighthaunt processions are spectral embodiments of traitors, murderers and those that have displeased Nagash. Torn from the afterlife in Shyish and refashioned according to Nagash's cruel whim, these damned souls now serve as the spearhead of his immortal legions in the Soul Wars. The Nighthaunts attack swiftly and silently, often appearing as if from nowhere to tear into their beleaguered prey, the sudden wailing of banshees and screams of the dying the only signs that a battle has even begun. Nagash chose his servants well, for no wall can offer protection against their fury, nor any blade pierce their ethereal form unless driven by sufficient will or esoteric power. The Warhammer Age of Sigmar: Soul Wars boxed set includes 33 of these terrifying Nighthaunt models.



1



2

The Guardian of Souls and Spirit Torment (1) are powerful spirits cursed to watch over the souls of the damned. A Guardian of Souls can use the baleful light of its nightmare lantern to draw forth gheists from the underworlds to fight, while Spirit Torments entrap the souls of those that have escaped Nagash's judgment within their weighty shacklegheist chains.

Chainrasps (2 and 6) are the soul-remnants of criminals and evildoers that were executed for their crimes. They drag down their prey as a horde of spiteful gheists.

Grimghast Reapers (3) are blind spirits cursed to kill indiscriminately and harvest an endless bounty of souls.

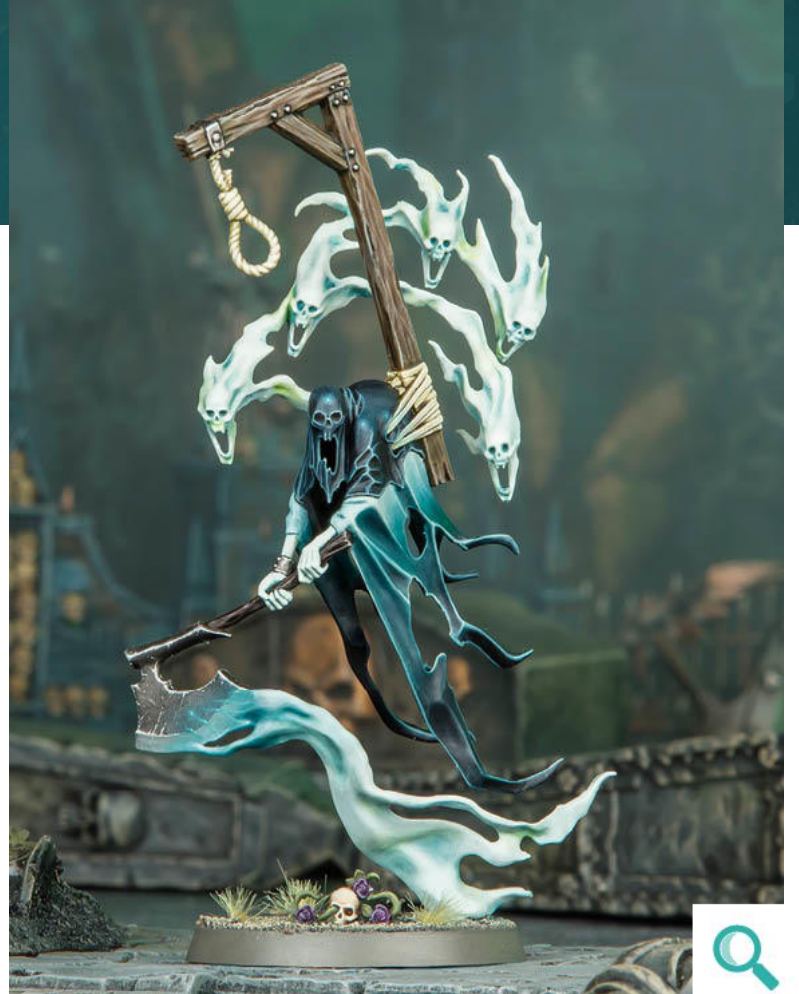


3





4



5



6



7

A traitor general in life now doomed to serve Nagash eternally in death, the Knight of Shrouds on Ethereal Steed (4) is a cruel and feared commander of the Nighthaunt hosts.

The Lord Executioner (5) took too much pleasure in his grim duty, and has been cursed to act as a headman in service to Nagash for all eternity. Where they drift, the souls of those slain wrongfully at their hands follow, endlessly harrowing and even protecting their murderer from harm to prolong his torment!

Glaivewraith Stalkers (7) point their blades towards the heart of their chosen prey and are bound to slowly but inexorably pursue them.



# PLANET WARHAMMER

## STORMCAST ETERNALS

With the onset of the Soul Wars, Sigmar sends forth his Sacrosanct Chambers – entire brotherhoods of magically attuned Stormcast Eternals – to do battle with Nagash's deathless legions. Each mortal chosen to join the ranks of a Sacrosanct Chamber upon their ascension is a warrior-mage capable of channelling aetheric power to augment their formidable fighting skill further still. Long has the God-King withheld these mighty champions from the terrible wars being waged across the Mortal Realms, yet now he trusts that their unique skills will hold the secret to discovering a solution to the flaw that besets the process of reforging Stormcast Eternals slain in battle. Warhammer Age of Sigmar: Soul Wars contains 18 of these imperious Stormcast Eternals, supported by a Celestar Ballista and attendant crew.



1



2

The Celestar Ballista (1) launches accurate single shots or punishing salvos of stormbolts that burst amongst the foe to wrack them with the power of caged lightning. The ballista is manned by two crew, bare-armed for their more industrious duty in battle and each bearing specialist range-finding gauges to aid them in calculating their aim.

Like all of their order, the Castigators (2) and Sequitors (3 and 7) are emblazoned with the emblem of the Sacrosanct Chamber – a symbolic representation of the Anvil of Apotheosis – for when not in battle, it is their sacred duty to protect it against threats both physical and magical.



3





4



5



6



7

Each Sacrosanct Chamber is led by a mighty Lord-Arcanum (4), a fearsome warrior-wizard mounted atop a rearing Gryph-charger that can bear him as swiftly as the aetheric winds.

A Knight-Incantor (5) is a powerful stormcaller, able to unleash deadly novas of eldritch lightning about her. Holding aloft a spirit flask and ornate, gilded staff, the Knight-Incantor looks every bit the eye of a magical storm.

Evocators (6) wield both tempest blade and stormstave with sublime skill and can summon crackling lightning arcs between their weapons to cut down those that survive their initial onslaught.

## TO WAR!

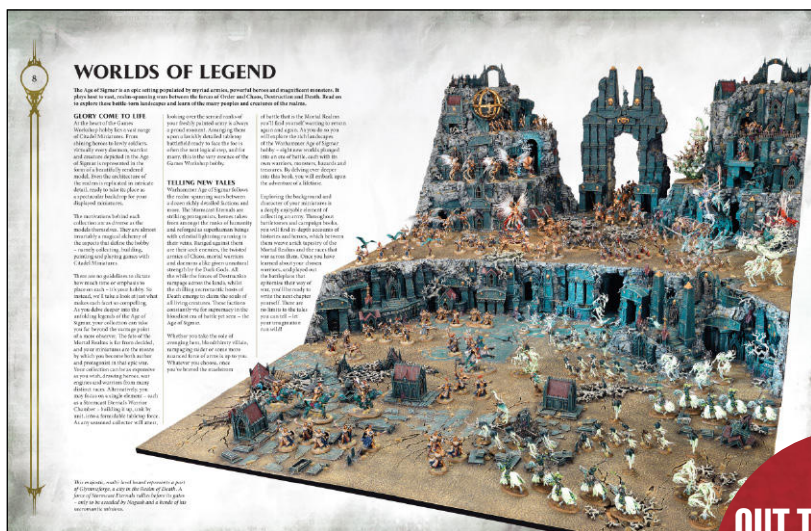
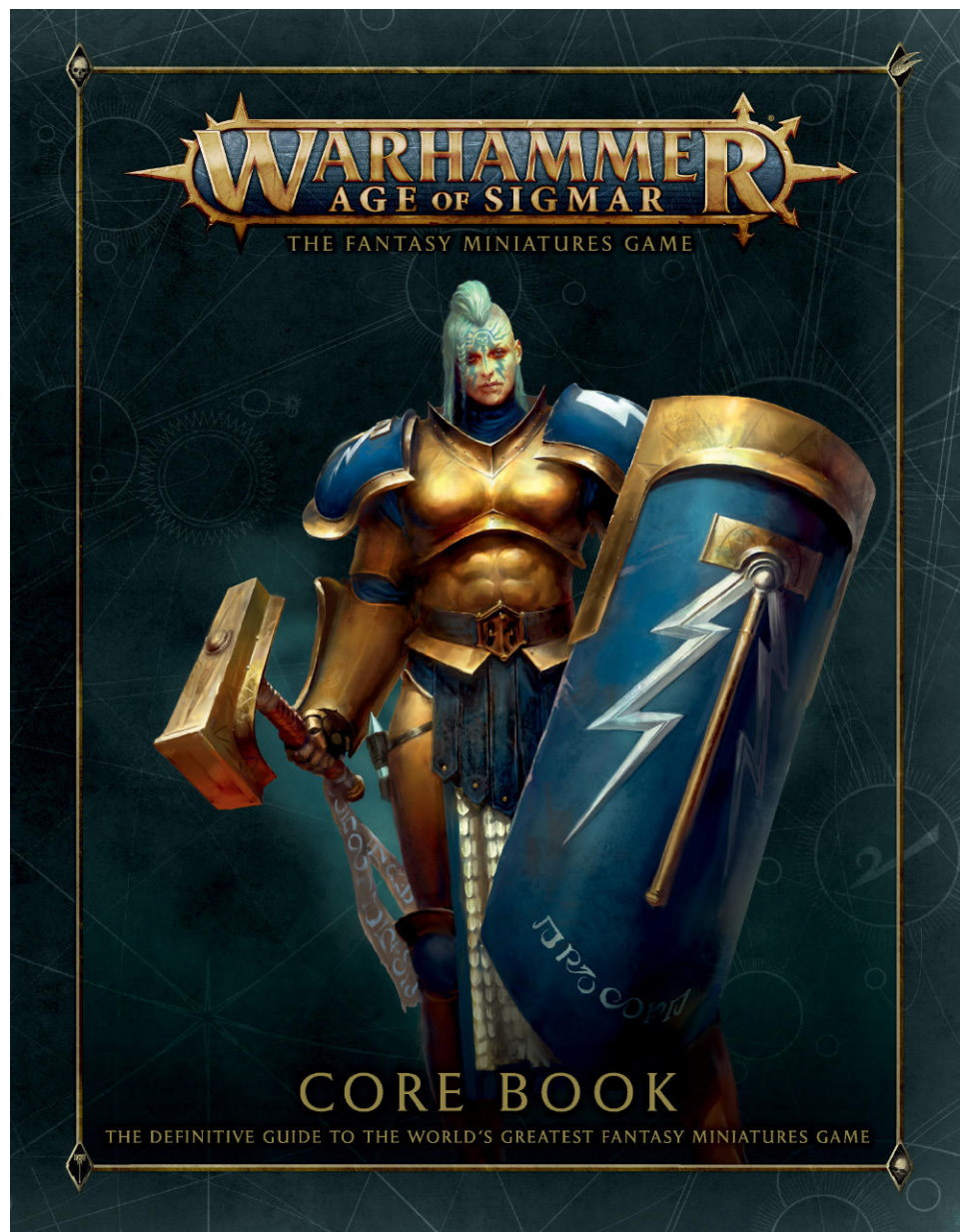
This issue sees the launch of the Warhammer Age of Sigmar: Soul Wars and introduces the rival armies tasked with spearheading this new conflict. If you can't wait to see them getting stuck in, check it out [here](#) and read how the Stormcast Eternals and Nighthaunts fared in the first of this month's Battle Reports, the Battle of Falling Souls.



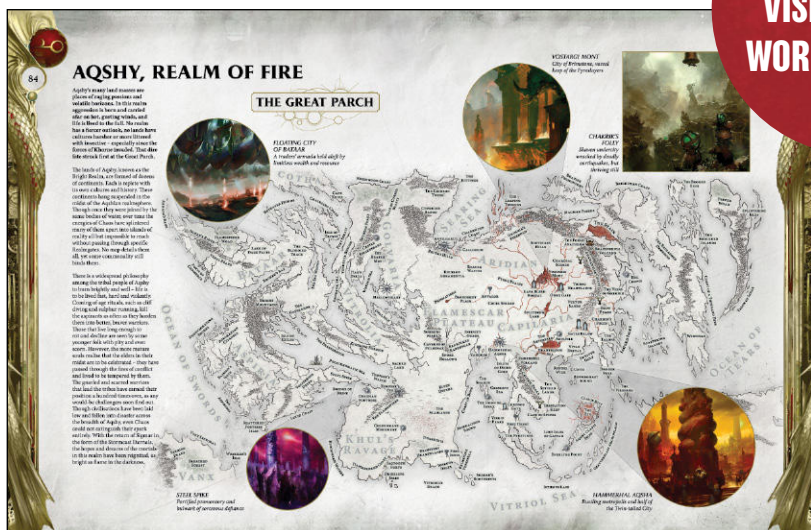
# PLANET WARHAMMER

## WARHAMMER AGE OF SIGMAR CORE BOOK

The Warhammer Age of Sigmar Core Book is the latest evolution of the world's greatest fantasy miniatures game. This 320-page hardback tome recounts the definitive history of the Mortal Realms and reveals how the old rivalry between Sigmar and Nagash has flared to life once more, culminating in the bitter Soul Wars. The Mortal Realms themselves are explored in greater depth than ever before – astral charts reveal the location of each Realmsphere in the cosmos and are followed by maps and detailed accounts of what life is actually like for those that dwell in each realm. The myriad factions that fight for dominion of the Mortal Realms are also introduced in full, all supported by some of the most jaw-dropping artwork to date (a teaser of which you will have seen at the start of this very magazine!). The Core Book also includes a new and refined edition of the rules that consolidates all of the core rules and associated guidelines (such as how to use warscrolls and allegiance abilities) into one place. The three ways to play (open play, narrative play and matched play) are an integral part of the core rules, serving as the focal point for every game. They also cater for more specific theatres of war, featuring additional rules and battleplans that help you engage in siege warfare, fight underground, play multiplayer games, run campaigns and much more besides!



OUT THIS MONTH!  
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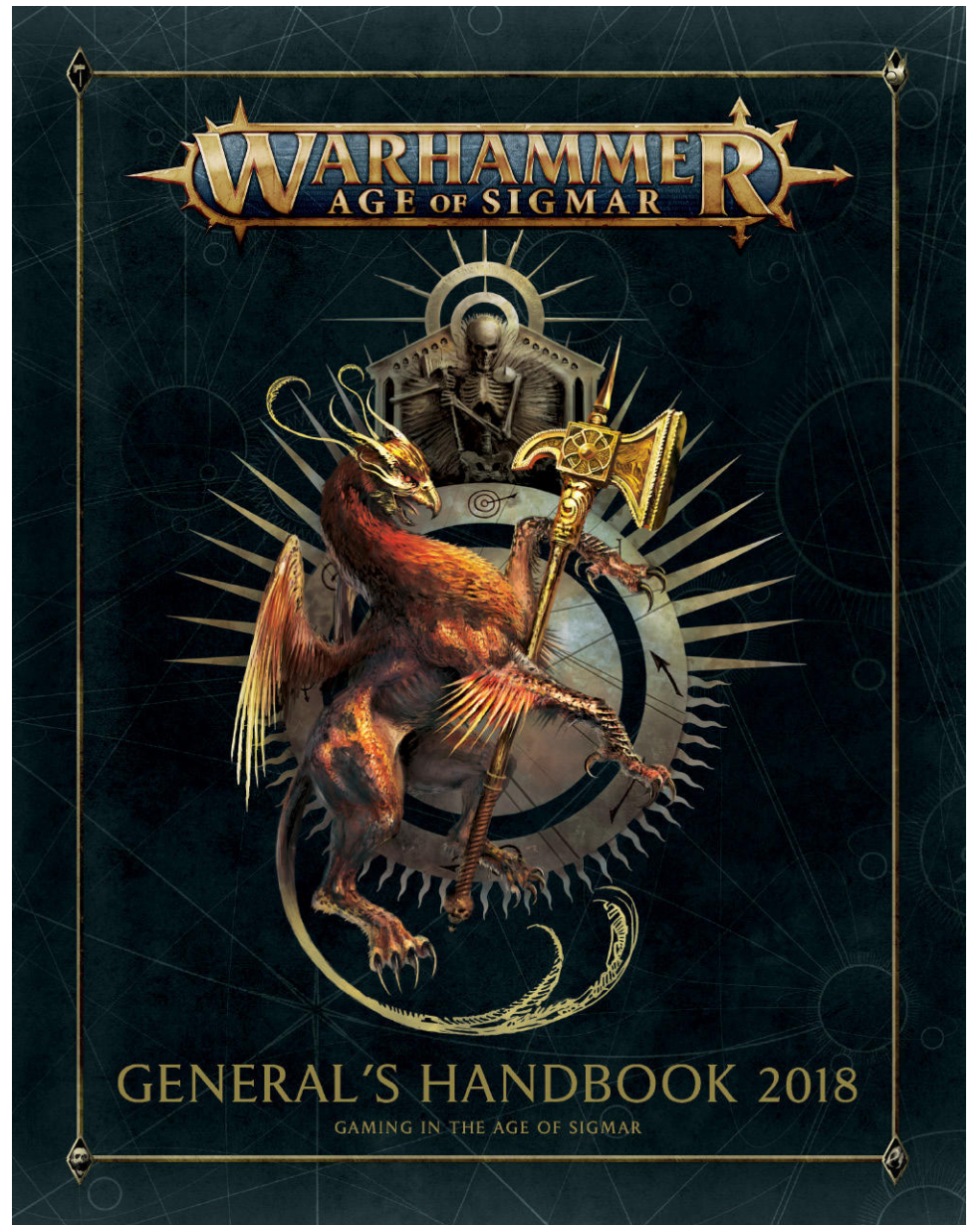


## GENERAL'S HANDBOOK 2018

The General's Handbook is the ultimate guide to expanding and enriching your Warhammer Age of Sigmar gaming experience. The 2018 edition is designed to support the updated rules in the Core Book, adding loads of flavourful rules and battleplans for open, narrative and matched play.

For open play, there's an Open War Generator that brings brand-new objectives, twists, ruses and sudden death victory conditions into play, as well as rules for fighting aerial battles. The narrative play section introduces a plethora of story-driven special rules to add into your games, and details two example battleplans that use or expand upon these rules. For matched play, there's a total of 12 battleplans to play and an exhaustive list that provides the latest points values for every warscroll and warscroll battalion in the Warhammer Age of Sigmar range.

Furthermore, the Conquest Unbound section offers loads of additional content, such as updated scenery warscrolls for every terrain feature in the range and updates to the rules for summoning units in battle (adapted in the wake of the new edition of the core rules). The book's contents conclude with a host of allegiance abilities for those factions without a dedicated battletome. For even more information on the exciting new material in the General's Handbook 2108, read our mini-feature below.

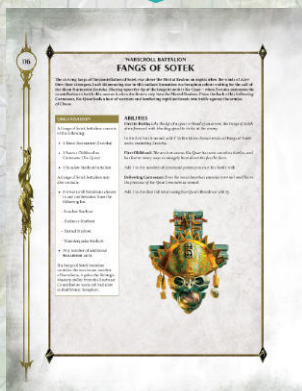


## FIVE THINGS WE LOVE IN... THE GENERAL'S HANDBOOK 2018

The 2018 edition of the General's Handbook is full of exciting rules content, from guidelines to fighting aerial battles to optional rules that add narrative more flavour to your battles.

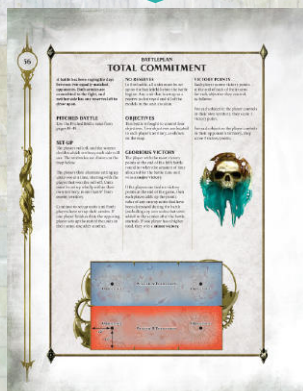
### 5 WARSCROLL BATTALIONS

The General's Handbook 2018 includes warscroll battalions for a number of famous armies. If you've painted your Fyreslayers as members of the Greyfyrd or Vostarg Lodges, for example, you will find their warscroll battalions in addition to the updated Fyreslayer allegiance abilities. There are also warscroll battalions for two Seraphon starhosts and a pair of Ironjawz clans, each featuring their own unique compositions and abilities.



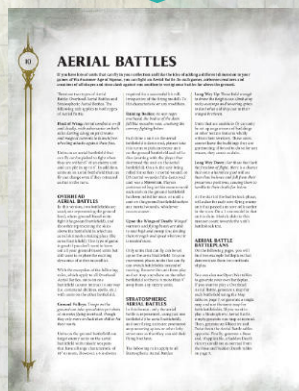
### 4 MATCHED PLAY BATTLEPLANS

For those that prefer to fight matched play battles, the General's Handbook includes 12 battleplans for pitched battle games. The first six are updates to those found in the General's Handbook 2017 (modified for use with the new edition and incorporating any FAQs), while the other six are all-new. One of the battleplans even features an objective marker that jumps about the battlefield for a game that will never be the same twice!



### 3 AERIAL WARFARE

Have you ever tried fighting a battle high up in the sky? What about combining such a game with a second battlefield representing the foot-sloggers clashing on the ground even as their brethren contest the skies high above? Well, the open play section has you covered. Not only does it include two dedicated battleplans to help you engage in aerial warfare, but it even includes two alternative Open War Generator tables specifically for aerial battles.



### 2 SUMMONING REINFORCEMENTS

Setting aside reinforcement points for units that are summoned (or otherwise arrive later in the game) is a thing of the past in the new edition. To enable factions with existing battletomes to utilise this seismic shift in the core rules, the General's Handbook 2018 features updated summoning rules for every army that can bring new units to battle – including the Blades of Khorne, Disciples of Tzeentch, Sylvaneth and Seraphon.



### 1 NARRATIVE PLAY RULES

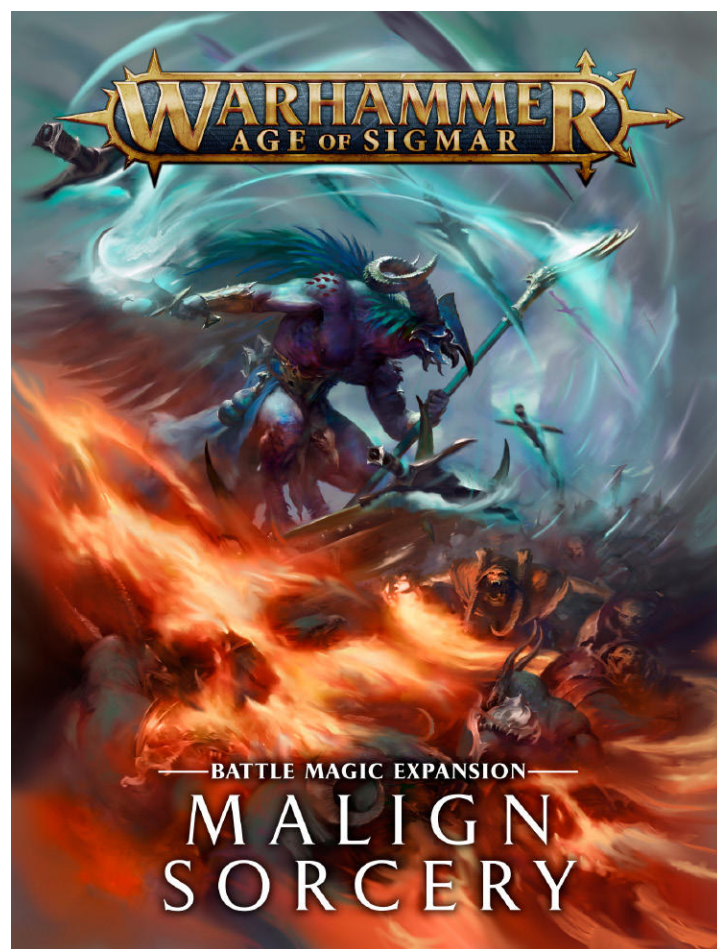
Who doesn't like a bit of pick and mix? In this case, of course, we're referring to the narrative special rules section, which includes over 40 different ideas to give your games a narrative touch. Have you ever wondered what effect a violent earthquake or an ominous solar eclipse would have on a battlefield? What about statuary being granted magical animus even as battle is joined? Look no further than this section for guidance.





The Necroquake that followed Nagash's great and terrible ritual has seen magic flood into the Mortal Realms like never before. So saturated with aetheric energies have the lands become that even mundane items glow with power and the most dangerous battle magic becomes not only self-perpetuating, but self-aware...

Warhammer Age of Sigmar: Malign Sorcery is an expansion to the rules found in the Core Book and brings many fantastical and esoteric features to your battles in the Mortal Realms, including unique spells and artefacts that your heroes can use depending on the realm in which they are fighting. However, by far the most impressive of these new additions is the introduction of endless spells. Deathly spheres of energy or walls of prismatic crystal can be summoned onto the battlefield as miniatures and remain in play for the rest of the battle!



The boxed set includes an 88-page hardback **(1)** book which recounts the events that led to the Shyish necroquake and magical energies set loose in its wake. It also provides a plethora of additional battleplans and game rules to bring these exciting events to life in your games.

The Malign Sorcery set includes

13 endless spell warscroll cards (2), which detail the full rules for manifesting each of these deadly spells as well as how they act in following turns once they have been unleashed upon the world.

Each endless spell has a matching Citadel miniature **(3)**, which is set up on the battlefield once it is manifested.

# FIVE THINGS WE LOVE IN... JUNE

**5** All the new miniatures! This month unveils a huge amount of books, boxed sets and miniatures, but there are so many new models that we barely know where to start. Matt H is clamouring to get his hands on some Dominus-class Imperial Knights, while Jonathan is itching to have at the new Stormcast Eternals.





## WARHAMMER AGE OF SIGMAR COMBAT GAUGE

This handy device helps you make measurements in the thick of a swirling melee. Forged from finest Sigmarite (disclaimer: this may not actually be true), the sides of this metal combat gauge measure 1/2", 1", 2" and 3", with each increment denoted by a small, protruding point for accuracy. Behind the laser-etched Warhammer Age of Sigmar logo and on the reverse side there's the stylised astral map design so synonymous with the imagery of the game.



## NEW CITADEL TECHNICAL PAINTSGAUGE

If you plan on painting your Nighthaunt miniatures from the Warhammer Age of Sigmar: Soul Wars set, look no further than the new Citadel Technical Paints Hexwraith Flame and Nighthaunt Gloom. Both are designed specifically to be applied over a white undercoat and are ideal for achieving an ethereal look to your Nighthaunt miniatures. Hexwraith Flame offers a green balefire finish, while Nighthaunt Gloom provides a colder, blue feel instead.



### ALSO ROLLING OUT THIS MONTH...

**Wound Trackers** – 12 uniquely shaped 10-sided dice designed for keeping track of your wounded models during the battle.

**Scenery Effect Dice** – 20 six-sided dice that you can roll to generate and keep track of scenery effects for your terrain features.

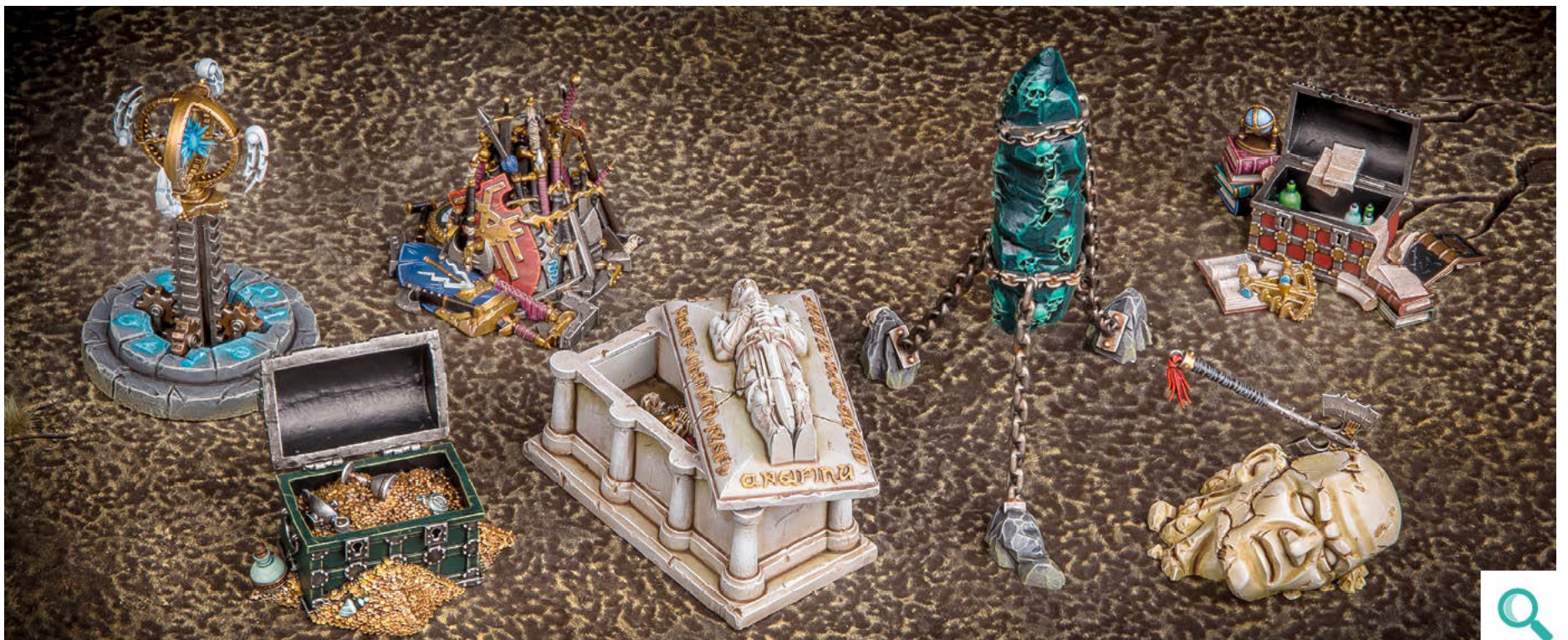
**Command and Status Dice** – eight six-sided status dice (for tracking actions such as running) and 12 six-sided command dice (for tracking command points etc.).



## WARHAMMER AGE OF SIGMAR SHATTERED DOMINION OBJECTIVES

This set features seven objectives inspired by the imagery of the Mortal Realms, such as a Soul Stone, a Realmvault Key, an Ensorcelled Armoury and the Iconoclast Axe (stuck in a statue's head!). The stone lid of the Hallowed Tomb can be set in place or ajar, revealing the skeleton of the fallen warrior within. Similarly, the chest in the Realm's Ransom can be assembled with its lid shut fast or open to

display its bounty of riches. Finally, the Trove of Arcane Glory features a stockpile of ancient tomes, scrolls, alchemical flasks, a sextant and an astral compass. These objectives can be used for a number of different purposes, from small, thematic terrain features to dedicated objective markers commonly used in pitched battle games and some narrative battleplans.



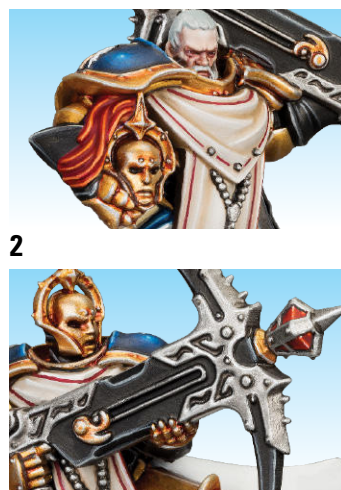




# PLANET WARHAMMER

## EASY TO BUILD STORMCAST ETERNALS CASTIGATORS

Castigators hail from the Sacrosanct Chambers of the Stormcast Eternals and provide powerful fire support in battle. They are magically gifted, able to augment their ranged weaponry with greater accuracy or enhanced killing power. This Easy to Build kit includes a unit of three Castigators (one of which is a Castigator-Prime, the unit's leader), and a single Gryph-hound.



A loyal Gryph-hound (1) accompanies these Castigators to battle, its keen senses and piercing cry able to alert the Stormcast Eternals to any danger should the enemy attempt to approach unseen.

The Castigator-Prime (2) carries his ornate war helm tucked into his armpit, revealing the wizen face of a veteran warrior.

Castigators carry thunderhead greatbows (3). They use these fearsome weapons to launch spiked projectiles wreathed with celestial energies. Upon detonation, these warheads unleash charges of voltaic power to wrack their victims.



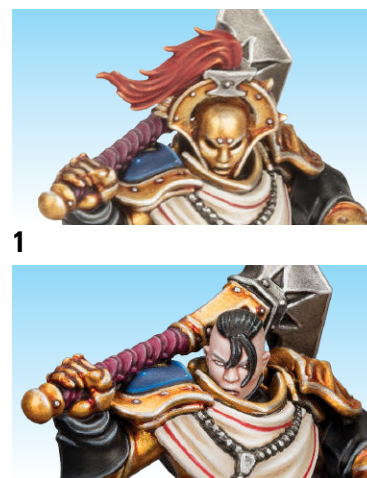
A Sequitor-Prime leads this unit of Stormcast Eternals. She bears the traditional combined armament of a Sequitor warrior – namely a soulshield and stormsmite maul – both of which can be infused with arcane power in battle to enhance their effectiveness.

The Sequitor-Prime can be assembled with her impassive war helm donned (1), or with her face on show (2), revealing the stoic and determined expression of a natural-born warrior.

As befits her senior rank, the Sequitor-Prime's shield (3) has been embellished with symbolic heraldry and scripture of her order.

## EASY TO BUILD STORMCAST ETERNALS SEQUITORS

Sequiters serve as the implacable bulwark of the Sacrosanct Chambers, fending off the worst their enemies can throw at them with shimmering soulshields before crushing heads with devastating blows from their stormsmite weapons. This Easy to Build kit contains three Sequitors, including a Sequitor-Prime and a warrior wielding a stormsmite greatmace.



### EASY TO BUILD

Easy to Build kits are exactly that – kits designed specifically for quick and easy assembly. In fact, the four sets released this month are designed to be popped out of their frames and fitted together without the need for plastic cutters or glue!





## EASY TO BUILD NIGHTHAUNT MYRMOURN BANSHEES

Myrmourn Banshees are cursed to endlessly wander in search of magical sustenance. Should they encounter a source of such power – be it a site of latent aetheric energy or the arcane sorcery of battle wizards – they will greedily draw it into their gaping maws to achieve momentary relief from their tortured existence. This Easy to Build kit includes four Myrmourn Banshees.



1



2



3

Myrmourn Banshees feature disturbingly distended jaws (1), the better to drink deep of the magical essence they eternally crave.

Many Easy to Build kits also feature sculpted bases that add character and identity to the models, and the four sets released this month are no exception. Each Banshee's base features thorny briars and gravestones (2) to symbolise the forgotten places these creatures haunt in their cursed afterlives.

The Myrmourn Banshees feature hollow torsos beneath their robes and veils (3), the negative space really adding to the ethereal look of the miniatures.



## EASY TO BUILD NIGHTHAUNT GLAIVEWRAITH STALKERS

In life, those that would become Glaivewraith Stalkers revelled in the thrill of the chase and the bloody reward at hunt's end. In death, the forms of these hunters have been merged with their steeds into disturbing amalgams of man and beast, fated to slowly, steadily pursue their mark in a cruel parody of their past lives. This Easy to Build kit includes four Glaivewraith Stalkers.



1



2

As with the other Easy to Build kits released this month, the four Glaivewraith Stalkers each feature a beautifully detailed base, with broken masonry and statuary from ancient mausolea, ornate iron-wrought gates and creeping briars (1).

One of the Glaivewraith Stalkers can be armed with a hunter's glaive like the other models in the kit, or with a large drum and beating stick to denote it as a Deathbeat Drummer (2). The presence of a Deathbeat Drummer enables the unit to retreat and still charge, enabling them to continue the hunt for their chosen quarry.







# SOUND THE CHARGE!

The Imperial Knights tower over the battlefield, each a nigh-unstoppable behemoth of destruction. While just one of their number can dominate any fight, should an entire army muster for war, the ground will shake beneath their thunderous tread.

## IMPERIAL KNIGHTS ARMY ESSENTIALS



### CODEX: IMPERIAL KNIGHTS

Codex: Imperial Knights is the definitive guide to all things knightly in the grim darkness of the far future. The 120-page hardback book features an in-depth account of the history of their houses, from their origins and Mankind's settling of the Knight worlds many thousands of years ago to the Imperial Knights' domination of the battlefields of the 41st Millennium. Alongside a detailed bestiary on all of the different classes and patterns of Imperial Knight, the military structure of the knightly houses is revealed in full, along with background and colour schemes

for nine of the most famous knightly houses (including two new houses – Vulker and Mortan). Alongside new warlord traits, stratagems and relics, Codex: Imperial Knights also treads further down the path of the Freeblade than ever before, with optional rules for Qualities and Burdens that offer a mix of character-driven benefits and drawbacks to Freeblades in battle. Indeed, there is so much content in this book that we almost forgot to mention the brand-new Freeblade special character, *Canis Rex*...

### DATA CARDS & DATASHEETS

The Imperial Knights are blessed with two handy card sets to make fielding them in battle even easier. Firstly, the 79-card set of datacards contains 36 tactical objectives (including 6 unique to the Imperial Knights), a whopping 31 stratagem cards as well as an additional 12 cards that cater for the 6 Quality and Burden upgrades available to Freeblades. Meanwhile, the datasheet set includes 11 large-format datasheet cards (including two for each Armiger class), and two token sheets.



### ROLLING LIKE NOBILITY

For those that prefer to battle the enemies of Mankind from the comfort of a Throne Mechanicum, there is no better way to deliver a righteous smiting than by using Imperial Knights dice. This set includes 20 black dice with silver details. The dreaded Skull of Failure replaces the 1s, whilst 6s are represented with the helm of an Imperial Knight.



### FIVE THINGS WE LOVE IN... JUNE

**4** Dan has been getting all sentimental this month, celebrating the 20th anniversary of a much-loved Battle Report from June 1998 – Last Stand at Glazer's Creek. Click [here](#), to see Chris Peach in an updated version of this Battle Report, using terrain he built for the occasion! Chris, similarly inspired, converted casualties to use in the game.



MODEL  
OF THE  
MONTH



## IMPERIAL KNIGHTS KNIGHT CASTELLAN

Knights Castellán are the final say in heavy firepower. Each of these Dominus-class war machines is capable of devastating an enemy battleline by itself with a single apocalyptic broadside. The Castellán's left arm sports a deadly volcano lance – sister to the infamous volcano cannon of a Shadowsword super-heavy battle tank – and no prey is safe from its destructive fury. Against more numerous foes, the Castellán unleashes the annihilating force of its plasma decimator, reducing entire swathes of the enemy to smouldering ruin, even as its carapace-mounted siegebreaker cannons pound them to dust with

relentless barrages of heavy ordnance. This fearsome array of weaponry is augmented further still by a meltagun array for close range defence against armoured melee threats and shieldbreaker missiles for the targeted destruction of energy-shielded foes. Against such withering firepower, few can hope to survive.

The multipart plastic Knight Castellán kit includes one of these towering war machines. Once assembled, our model of the month stands even taller than a Questoris-class Imperial Knight – truly a god of war on the battlefield!



# PLANET WARHAMMER



## IMPERIAL KNIGHTS KNIGHT VALIANT

The Valiant-pattern Imperial Knight differs most from its Castellan kin in the effective range of its primary weapons. Whereas the Castellan pounds its foes from afar, the Valiant marches into the heart of the enemy line to obliterate them at point-blank range. Its thundercoil harpoon can bring down any foe, no matter its size – when the harpoon's devastating warhead strikes home, it delivers an enormous electrical surge that can still the heart of even the most monstrous foe and blast apart nearby infantry. Those with the tenacity to survive this attack will be doused by a roiling torrent of molten flame from the Valiant's triple-

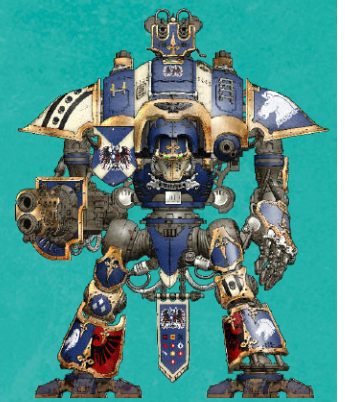
barrelled conflagration cannon, its fires hot enough to burn a hole clean through the hull of a battle tank. When a knightly house gathers in force to assail an enemy stronghold or fortified position, they will rarely do so without a Knight Valiant at the fore to lead the assault. Like the Knight Castellan, the Knight Valiant can be armed with two shieldbreaker missile racks and a single siegebreaker cannon on its carapace, or just a single rack of missiles and a pair of cannons. The Knight Valiant is a multipart plastic kit that enables you to build one of these sacred giants of the battlefield.



## IMPERIAL KNIGHTS ARMIGER HELVERINS

Helverin-pattern Imperial Knights are instantly recognisable from the pair of fearsome Armiger autocannons sprouting from each arm. Just two such war machines can boast more firepower than an entire squadron of battle tanks. By their very nature, Imperial Knights are often heavily outnumbered in the field of battle, and

Armiger Helverins are employed to provide the knightly houses with additional fire support. This multipart plastic kit includes two Armiger Helverins, each with a choice of two carapace weapons – a heavy stubber or a meltagun.



### BACK TO CLASS

The most commonly seen Imperial Knights come in three classes of war machine, based on their original Standard Template Construct. Each class has a number of different patterns dependent on their primary armament.

**Dominus Class:**  
Castellan, Valiant

**Questoris Class:**  
Crusader, Errant, Gallant, Paladin, Preceptor, Warden

**Armiger Class:**  
Helverin, Warglaive

## IMPERIAL KNIGHTS ARMIGER WARGLAIVES

Previously only available in Warhammer 40,000: Forgebane, the Imperial Knights Armiger Warglaives join their Helverin-pattern kin as a separate kit. The set includes two Warglaives, each with a choice of carapace-mounted meltagun or heavy stubber. Smaller, lighter and faster than

Dominus and Questoris-class Knights, Armiger Warglaives are deadly war machines in their own right. Often used as scouts or escorts to lances of their larger kin, Warglaives specialise in close-range kills with their thermal spears and reaper chain-cleavers.



CHECK OUT THIS MONTH'S DESIGNERS' NOTES [HERE](#) TO LEARN MORE ABOUT THE IMPERIAL KNIGHTS!



# PLANET WARHAMMER

## SECTOR MECHANICUS SACRISTAN FORGESHRINE

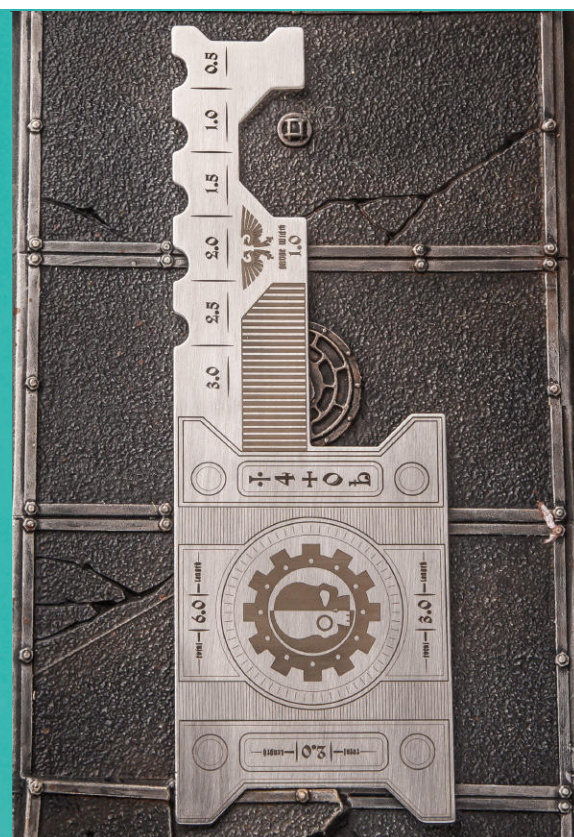
A Sacristan Forgeshrine is a vital support hub that enables lances of Imperial Knights to continue waging war without having to withdraw far from the front lines. Built-in auto-Sacristan systems allow docking Knights to swiftly rearm, refuel and even receive limited repairs before rejoining the battle once more. These structures are often hastily erected to support ongoing engagements or reinforce breaches made in enemy lines.

As its title suggests, the Sacristan Forgeshrine is fully compatible with the other products from the Sector Mechanicus scenery range. As such, not only will it make a great addition to your terrain collection if you have any Imperial Knights, but it can be used to bolster your Sector Mechanicus scenery even if you don't.

### IMPERIAL KNIGHTS BATTLE GAUGE

This stainless steel gaming accessory is a handy tool that helps you to make quick and easy measurements in battle. Specifically designed for when your Imperial Knights are involved in close combat, the edges of the Battle Gauge measure 0.5 to -3" in ½-inch increments, and 6" along its longest edge.

The Adeptus Mechanicus-inspired details lasered into the Battle Gauge make it look like a precision tool crafted for the Tech-Adepts of Mars by a master-artisan. At the heart of this design is the Machina Opus, the symbol of the Adeptus Mechanicus that proves its bearer's devotion to the creed of the Omnissiah.





## FIVE THINGS WE LOVE IN... JUNE

**3** From malign portents comes Malign Sorcery! Endless spells are here to stay, and the battlefields of the Age of Sigmar will never look the same again. Once summoned, endless spells remain in play, and some will even continue to attack those nearby. Anarchy will reign as players vie to retain control of the wild magic they have summoned or risk the wrath of their own sorcery!

## IMPERIAL KNIGHTS: RENEGADE

Imperial Knights: Renegade is a standalone game that pits a Knight Crusader of House Taranis, *Red Mist*, against the rampaging Renegade Knight known as the *Litany of Destruction*. The game is fought over six unique missions, each representing a pivotal duel fought between these mortal foes over the course of *Red Mist's* hunt for the traitor Knight.

The game features weapon summaries for the two Knights involved in the narrative, but the reference sheets within also include a list of all Questoris-class Knight weaponry should you wish

to play games with your own choice of armament. The game book features handy painting guides and, should you wish to field your Knights in games of Warhammer 40,000, provides rules to do just that.

The boxed set is exceptional value for money. Not only does it include two Imperial Knight Paladin kits (along with a sheet of Imperial Knight and Renegade Knight transfers to adorn them with), but it also includes a Knight Warden upgrade frame and even a Sector Mechanicus Galvanic Magnavent scenery piece!

ADDITIONAL  
RULES FOR  
DOMINUS  
KNIGHTS  
[HERE!](#)





## LATEST FROM FORGE WORLD

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. This month, the mysterious Alpha Legion Lernaean Terminators reveal themselves.

The hydra scale motif is used heavily on the Lernaean Terminators (1), reflecting their status within the legion.

The Lernaean Terminators carry ornate power axes (2), their heads crowned by hydra claws and their hafts clad in barbed scales.

Like all Cataphractii, the Lernaean's armour is powered by a huge generator (3) covered in heat sinks, power coils and exhaust ports.

The conversion beamer (4) is a rare and unusual weapon even in the 31st Millennium. It fires an energy beam that transforms matter into pure energy – the denser and more heavily armoured the target, the easier it is to obliterate.

### ALPHA LEGION LERNAEAN TERMINATOR SQUAD

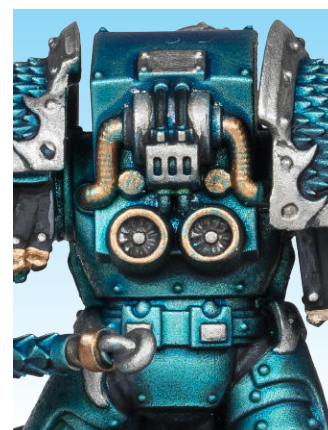
The Lernaean Terminators of the Alpha Legion had a dark and terrible reputation even before the outset of the Horus Heresy. Whereas the Alpha Legion often favour subterfuge and sabotage – methods deemed underhand by their fellow Legions – when the Lernaean enter battle, subtlety is replaced by slaughter. Lernaean Terminators wear suits of Cataphractii Terminator armour styled in the image of their Primarch, with scalework cladding and crested helms, as befits the chosen warriors of their Legion.

Each of these implacable warriors is armed with a brutal power axe and volkite charger. One of their number bears a conversion beamer – an archaic but uncompromisingly destructive armament uniquely favoured by the Lernaean Terminators.

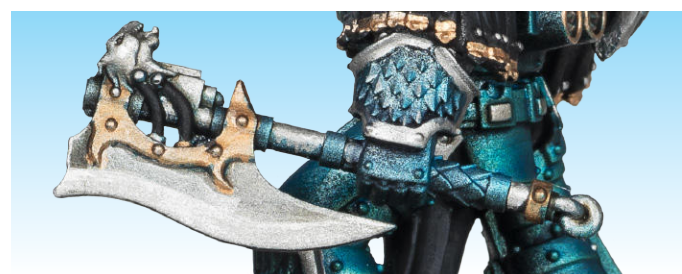
The Lernaean Terminator Squad kit includes five resin miniatures armed with the equipment described above, though they are compatible with the weapon arms found in the Citadel Cataphractii Terminator Squad kit.



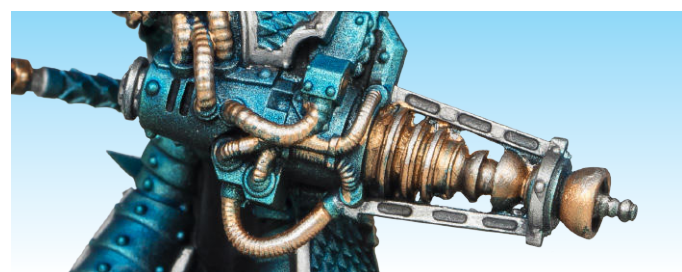
1



2



3



4



#### 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)



# LATEST NEWS



## THE COILS OF THE HYDRA – THE ALPHA LEGION

**Mysterious and devious, the Alpha Legion are the XXth and last of the Emperor's Space Marine legions. But where do their allegiances lie...?**

"The wise commander utilises his enemy's weakness even more than he utilises his own strength."

Such is one of the many tenets of the Alpha Legion – the last of the Emperor's great Space Marine Legions to be founded during the Great Crusade. Even before they were united with their Primarch, the warriors of the Alpha Legion were silent and secretive, specialising in infiltration, assassination and covert operations. Indeed, many of the other Legions never even knew of their presence, for the warriors of the Alpha Legion often disguised themselves in the colours of the battle-brothers they were fighting alongside, though to what end was never explained.

The unification of the Alpha Legion with their Primarch was one of even deeper secrecy, for they discovered that they had not one gene-father, but two – the twin Primarchs Alpharius and Omegon. So unassuming were these two Primarchs, that it is said they could pass for a legionnaire, making it virtually impossible for an enemy commander to pick them out on the battlefield. Though the other Primarchs were not fooled – they knew a fellow brother on sight – it is doubtful whether any of them ever knew of the existence of the second brother.

The Great Crusade saw the Alpha Legion engage in many covert operations, using speed and misdirection to confuse and confound their foes and, on several occasions, their allies. Roboute Guilliman in particular disliked the devious (and often dubious) tactics of the Alpha Legion and saw their grand strategies as over-complicated when more conventional tactics would be more suitable. In the end, the reputation of the Alpha Legion gained only one supporter – Horus.

When the Horus Heresy began, the Alpha Legion were one of the seven Legions sent to Istvan V to crush Horus's rebellion, but ultimately joined the Warmaster as one of the Traitor Legions. At least, that's what all the other legions believed...

The Alpha Legion infiltrated many of their brother Legions, most notably the Raven Guard but even the ranks of the Sons of Horus. At the Alaxxes Nebula they fought the Space Wolves, while on Ultramar, Alpha Legion agents nearly assassinated Guilliman himself. On Chondax they aided the White Scars, while on Tallarn they fought them. Their goals were always inscrutable. The only action the Alpha Legion took part in overtly was to spearhead Horus's advance on the Sol System, launching a major attack on the Imperial Fists around Pluto. Though Alpharius was supposedly killed by Rogal Dorn, Omegon soon took his place. Or did he...?

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# PLANET WARHAMMER

# LICENSED GAMES

All across the world, our licensed partners are creating fantastic video games based on Games Workshop's tabletop games. This month, we take a look at Mechanicus, introduce a multi-medium combat card game and check out some shiny Age of Sigmar goodies!

## MECHANICUS

An encrypted message sent centuries ago has reached a number of Adeptus Mechanicus forge worlds. A joint expedition is launched to investigate, only to encounter the undying legions of the Sautekh Dynasty!

For the first time in video game history, the power of the Adeptus Mechanicus is yours to command. Lead your zealous Tech-Priests and Skitarii forces on a quest to uncover the forgotten technologies buried within in the Sautekh Dynasty tombs of Silva Tenebris. Your every decision will shape the missions ahead and ultimately dictate the fate of your forces as your quest for knowledge leads you into ever more dangerous and uncharted territories.

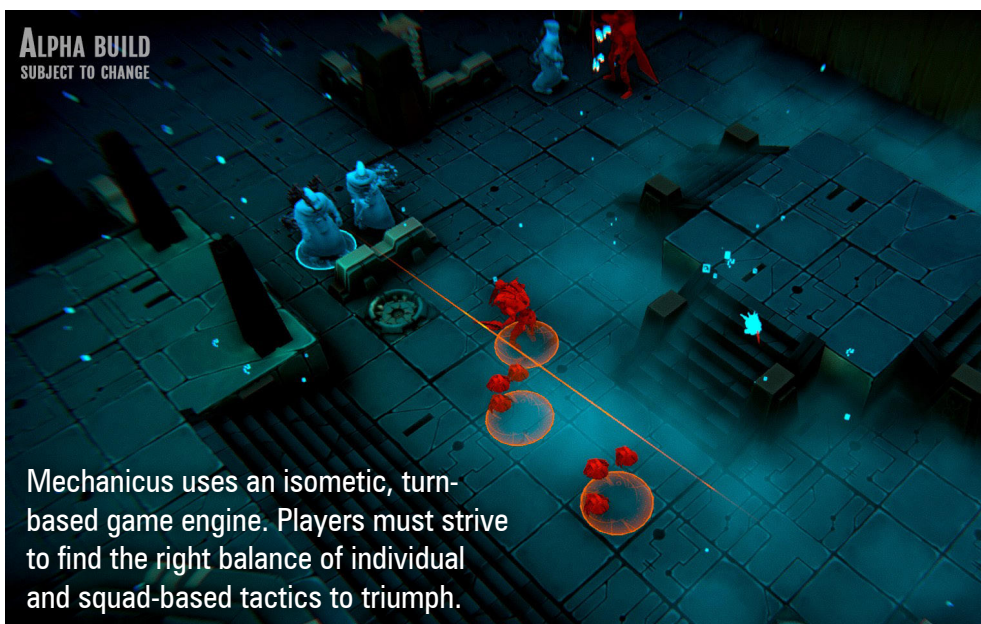
Mechanicus offers a tactical turn-based experience that gives the player a large array of choices unlike any other title in the genre, each small decision ultimately determining their success or failure.



Some of the missions see your forces delving deep into Necron tombs, the walls and floors laced with intricate networks of Xenos technology.



Tech-Priests can be upgraded in many different combinations.



Mechanicus uses an isometric, turn-based game engine. Players must strive to find the right balance of individual and squad-based tactics to triumph.

## FIVE THINGS WE LOVE IN... JUNE

**2** The ground shakes to the thunderous tread of Imperial Knights this month as they take to the battlefield in greater numbers than ever before. In fact, the Imperial Knights' roster has doubled in size, with no less than five new units to pick from.





## NEED GLASSES?

Following on from the success of their officially licensed Warhammer 40,000 range, Half Moon Bay have designed a new range of Warhammer Age of Sigmar products for release soon. Keep an eye on their Facebook and Instagram pages for any updates. The collection will feature lines including a heat-changing mug, a set of drinking glasses and a notebook with matching pencil case. In stock now you can find Half Moon Bay's Warhammer 40,000 collection. Standout products include a silver metallic Space Marine bowl, and glass tankard featuring the phrase 'The Emperor Protects' and Aquila symbol in silver metallic detailing. If you fancy something for when you're on the go, the range also features a card holder with an embroidered Aquila symbol on the front and a Space Marine wallet with embossed detailing.



All of the glasses bear a Sigmarite shield design on one side and one of four Stormcast Eternals vignettes on the other side.



The Warhammer Age of Sigmar drinking glasses set contains four pieces for those all-important refreshments during your battles.

## COMBAT CARDS

Combat Cards, from Well Played Games, is a turn-based, tactical card game which sees players building decks of Warhammer 40,000 miniatures and duelling to destroy each others' characters. It's free to play and is set for release on Android and iOS later this year. The game combines the classic card-versus-card gameplay of the physical Combat Cards with the timing, stat-tracking and special effects that a video game adds to the experience. Players build a deck of cards and battle their opponents by choosing whether those cards will make ranged, melee or psychic attacks. Because all cards from each side deliver the attack you choose, the game is about balancing the best outcome for you and the worst for your opponent. Battles only last a few minutes, so you can quickly try different approaches and hone your tactics.



## FIVE THINGS WE LOVE IN... JUNE

**1** The Age of Sigmar is back and better than ever! This fantastic new edition sees the Soul Wars erupt across the Mortal Realms and the arrival of two new armies to lead the way. Check out the Battle Report [here](#) to see how they got on when Simon and Matt tried out the new edition.







## TALES FROM THE BLACK LIBRARY

Black Library produce novels, audio dramas, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, Elysian Drop Troops, Dark Angels and the city of Shadespire all feature. But first, Soul Wars!

### FEATURED BOOK

#### SOUL WARS

By Josh Reynolds | Hardback | 432 pages | Coming soon!

We're big fans of Josh Reynold's work here in the White Dwarf team – he continuously surprises and delights us with epic tales set in the Mortal Realms. *Soul Wars* is surely the most epic of the stories he's written so far. There's even a special edition of the book available, which you can see below and to the right.

The story proper begins in Glymmsforge, the Shyishan free city around which the battles in the Soul Wars boxed set are fought. However, the first chapter (after an introductory short story called 'Threnody', set a decade earlier) is all about Nagash and his Great Work – in this instance the colossal Black Pyramid that he pile-drives through the underworlds of Shyish, causing a necroquake that reverberates across the realms. An epic start, we think you'll agree.

Then it's back to Glymmsforge where the sky has turned purple (it really shouldn't do that) and the dead are rising from their graves (which they seem to do on a regular basis). Glymmsforge is rendered in incredible detail, mostly through the eyes of the main characters – a young girl named Elya and a Lord-Castellant of the Anvils of the Heldenhammer called Pharus Thaum. But they're just part of a much larger cast that includes men, aelves and duardin from across the realms, all of them left reeling from the effects of the necroquake. It's the introduction of the God-King Sigmar that really makes you realise the scale of this story, where mortals and gods fight alongside each other. Sigmar and Nagash even meet, if only briefly, for the first time in aeons. We won't spoil what happens, but the message is clear – they both want order, but in very different ways.

Highlights of the novel include the many varied and malicious Nighthaunt characters, the portrayal of cats in the Realm of the Dead (you'll find out), the introduction of the Sacrosanct Chamber of the Stormcast Eternals and the brilliant dialogue between Nagash's Mortarchs – Arkhan, Mannfred and Neferata.





## WAR OF SECRETS

By Phil Kelly | Paperback | 384 pages | 23 June

*War of Secrets* is the third novel in the Space Marine Conquests series and this story is all about the Dark Angels. A Chapter known for its secrets, the arrival of the Primaris Space Marines brings about a new dilemma – can they be trusted? As the Dark Angels battle the T'au (who are uncovering dark secrets of their own regarding their Gue'vesa allies) the Primaris Marines discover they are part of an aeons-old conspiracy – one that becomes even deeper when they find out who the T'au are fighting.

## THE DARKNESS IN THE GLASS

By Various | Audio Dramas | 71 minutes | 16 June

*The Darkness in the Glass* features three brilliant audio dramas set in the Mirrored City of Shadespire. The stories are told by a team of talented voice actors who really bring aelves, Stormcast Eternals, Bloodbound warriors and other, darker foes to life as they try to escape the city's glass labyrinths. With each tale running to just over 20 minutes in length, they are great bite-sized stories to listen to while doing the washing up, on the bus to work or while painting your latest miniatures.

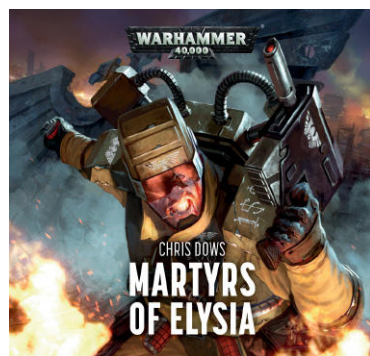
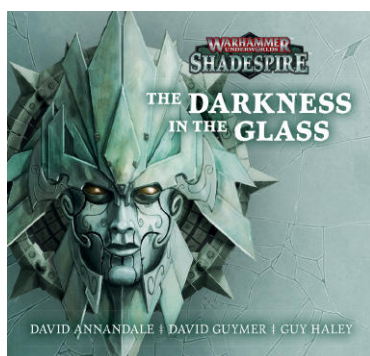
## MARTYRS OF ELYSIA

By Chris Dows | Audio Drama | 60 minutes | 30 June

Sergeant Zachariah and the 158th Elysian Drop Troops are back for the third instalment in their audio drama series, but this time they're up against a very different enemy – the Commissariat. Having fought a desperate battle against the forces of Chaos and a renegade officer, Zachariah is now on trial accused of murdering a superior. But it's not the charges that Zachariah is worried about, it's the other stuff he's been keeping secret that he hopes won't get dug up...



Available 16th  
June 2018



## THE READER'S GUIDE

### THE AGE OF SIGMAR

With the release of a new edition of Warhammer Age of Sigmar this month, we thought we'd take a closer look at some of the stories that have been written about the Mortal Realms and the people that live there. It's hard to believe there are already close to 100 novels, audio dramas and short stories available and more coming out every month. Here are five of our favourites reads.



#### EIGHT LAMENTATIONS: SPEAR OF SHADOWS

Available as a hardback and an ebook

Another great novel by Josh Reynolds, we raved about this book when it first came out and we're still raving about it! We originally described it as "Gotrek & Felix for a new age", with a compelling cast of extraordinary characters, an exciting quest and some of the most awe-inspiring descriptions of the realms to date. Favourite bizarre moment? The city travelling around on the back of a giant worm.



#### FOUR THOUSAND DAYS

Available as an eShort from  
[blacklibrary.com](http://blacklibrary.com)

This fiery little story by David Guymer flew under our radar when it first came out. Not any more. It follows the tale of Dunnegar, a Fyreslayer of the Angfyrd Lodge who undergoes the Trial of Wrath to become a Grimwrath Berzerker. He then joins his lodge on 4,000-day march to reclaim the lands of their ancestors from the forces of Chaos. If you want to know about Fyreslayers, this story is a great introduction to their culture, fiery temperament and renowned stubbornness.



#### OVERLORDS OF THE IRON DRAGON

Available as a hardback and an ebook

If you like Kharadron Overlords, you'll love this novel by C L Werner. The story revolves around Brokrin Ullissonn, a Kharadron Captain from Barak-Zilfin and master of the Ironclad Ang Drak (Iron Dragon). Down on his luck, Ullissonn is both overjoyed and suspicious when he hears tell of an aether-gold seam more pure than any before it. He's right to be suspicious – the servants of Tzeentch are up to their old tricks. Prepare yourself for high-intensity aerial battles.



#### CITY OF SECRETS

Available as a hardback and an ebook

If you want to know more about the cities of the Mortal realms and the people that live there you'll want to pick up *City of Secrets* by Nick Horth. This story is set in the city of Excelsis, a bastion of civilization in the realm of Beasts. Humans, Scourge Privateers, duardin and Stormcast Eternals make an appearance in this tale of mystery and intrigue in the darkest depths of the city. You also come to learn just how 'pure' the Knights Excelsior truly are.



#### THE GATES OF AZYR

Available as an ebook and  
MP3 download

This is where it all began three years ago – *The Gates of Azyr*, in which the Stormcast Eternals descend from the heavens on bolts of lightning to do battle with the forces of Chaos for the very first time. The characters Vandus Hammerhand and Korghos Khul – two pivotal characters in the history of the Mortal Realms – are introduced and their deeds will shape the Realmgate Wars. The story continues in the Realmgate Wars series, beginning with the novel *War Storm*.

Many Black Library books and audio CDs – including the entire Horus Heresy series – are also available as eBooks and MP3 downloads. For more information, and to see the full range of Black Library products available, visit:

[www.blacklibrary.com](http://www.blacklibrary.com)







# 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,  
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## MORE RULES!

Last year, I wrote in begging for more support for boxed games. I was very blunt in my opinions and I was surprised to see my letter get printed in White Dwarf. Your reply was professional and reasonable and I sort of assumed equated to 'You can't please all the people all the time'. I get that. My taste in games is going to be different from other gamers.

But then I picked up December's White Dwarf. Necromunda! Blood Bowl! Shadows Over Hammerhall! Hybrids for Space Hulk. I don't just feel listened to, I feel spoiled! I wanted you to know that I really appreciate the direction you're taking with White Dwarf and that I plan to vote with my wallet. Genestealer Hybrids and Chaos Adversary Cards here I come!

*Tom Bisbee,  
North Attleborough,  
Massachusetts, USA*

**Well, it's true, Tom, you can't please all the people all the time, but we try! We want White Dwarf to be a magazine for all hobbyists – it may skew towards gamers or painters sometimes, but we do aim to have something in the mag for everyone.**



## THE FUTURE'S LOOKING BRIGHT

Hi there, White Dwarf. I've been tempted to write to you guys after reading the 40th anniversary issue. The reason why is because my landlady handed me and my brother a

stack of old White Dwarfs owned by her son, dated from 1991 (issue 139) to 2006 (issue 320).

Through these issues, I've seen how much White Dwarf has changed over its 40-year history, such as the old Mail Order catalogues at the back of each issue and features such as Index Astartes and Skullz. I was also impressed with the range of games you used to display, such as Space Marine, Man O' War and Gorkamorka. I truly want to say, after reading

the magazine from June 2011, and reading the October 2012 relaunch, and the first couple of issues from the weekly relaunch of 2014, that this is the best iteration of the magazine yet, so keep on keeping on!!!

P.S: Could you use Battle Reports to test out new releases like you did in the 2012 relaunch?

*Shomari Nassor,  
London, UK*

**Hey, Shomari. We agree – it's fun looking back at the journey White Dwarf has taken over the years – it's why we feature Temporal Distort every month. With regards to showing off new units in Battle Reports, you'll see plenty of them in action in our game on page 38 with plenty of talk about new rules to accompany them.**

## PAINTING QUESTION: URBAN CAMOUFLAGE

Good day! Thank you all for your great work; I appreciate the huge amount of effort it must have taken to shift White Dwarf back to its esteemed status, and it shows every month.

Every year I like to start a new force (but my chances of finishing it are only a 4+), and I was looking through past issues of White Dwarf for inspiration. One article in particular that caught my eye was the New Army for a New Era article in July 2017 in which James Anderson's Cadians look great. I've tried urban camouflages before with little success, and lately is no different. Is there any chance that James might share the colours he used for his Astra Militarum?

Thanks in advance!

*Jonathan Curth,  
Fayetteville, Arkansas, USA*

**Hey, Jonathan. Firstly, it's great to hear that you're starting a new army – we wish you all the best with your endeavour! To help you out, we got in contact with James and he shared with us the colours he used for his Astra Militarum models. We hope they are of use to you. Make sure you send us some pictures of your models when you get them finished.**

### FATIGUES

The Fang  
Basecoat

Drakenhof Nightshade  
Recess wash

Fenrisian Grey  
Layer (camouflage)

Ulthuan Grey  
Highlight

### WEAPONS

Death World Forest  
Basecoat

Athonian Camoshade  
Wash

Elysian Green  
Layer

Nurgling Green  
Layer

### ARMOUR

Abaddon Black  
Basecoat

Leadbelcher  
Drybrush

### HELMET VISORS

Abaddon Black  
Basecoat

Mournfang Brown  
Layer

Skrag Brown  
Layer

Averland Sunset  
Layer

Flash Gitz Yellow  
Layer

White Scar  
Layer



James says the secret to his striking camouflage is the sharp contrast between the solid layers of The Fang and Fenrisian Grey.

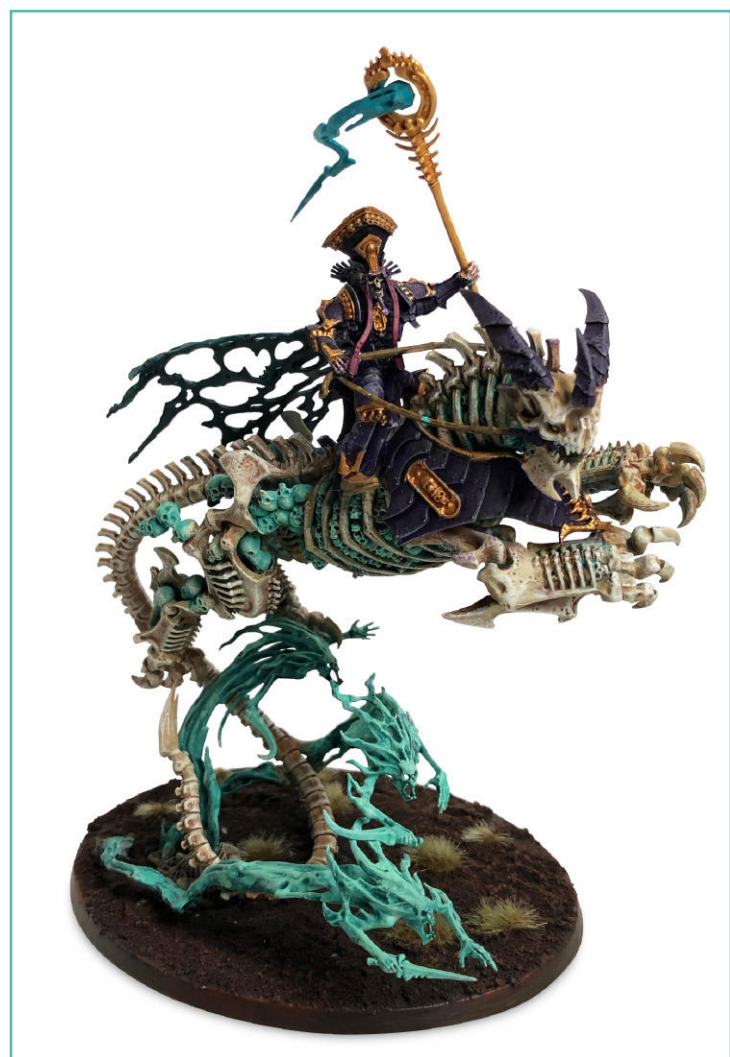


## YOUNG BLOOD

This is my first time writing to you, so I thought I would take this opportunity to thank the whole White Dwarf team for the truly outstanding work you do. Much to my wife's chagrin, White Dwarf is my favoured bedtime and Sunday morning read!

I am not sure if you include the work of younger readers, but I thought it would be worth a try. My son Oli (aged nine) is a huge Warhammer Age of Sigmar fan and won the Best Young Blood and Best First Army awards at the Armies on Parade event at our local Games Workshop. Alongside taking part in the Descent of the Overlords event at Warhammer World last year, this was the highlight of 2017 for him. I am particularly proud of his Arkhan the Black, which he painted completely on his own over a six-week period!

*Francois Morin,  
Montreal, Canada*



Hey, Francois, thanks for getting in touch – Oli's rendition of Arkhan looks awesome. Nice work, Oli! We also find that events such as Armies on Parade are a great way to get an army painted. We look forward to seeing what you both paint next time Armies on Parade comes around.

## A HOBBY RESURRECTION

I have played Games Workshop games for 20 years. I remember fondly the days when \$35 got you a box of 20 men and my shed was filled with plastic, metal and scenery made with

dental plaster. Then it all fell down, prices skyrocketed and there were trading problems with the southern hemisphere. White Dwarf was replaced with an imposter that was full of nothing but pictures and I came to dislike GW. Friends left the hobby and part of me died a little.

Thank you for returning to what the hobby was once like. I love Warhammer Age of Sigmar and the new models and factions. Thank you for returning White Dwarf to the hobby mag we all love. Huge thank you for bringing back games like Blood Bowl and Necromunda (I have my fingers crossed for Mordheim). I have never been so excited about the hobby. My only regret is the loss of the Bretonnians – I hope they make a comeback, if only as a Mordheim warband. Please include some more female heroes, too. Keep up the good work.

*Nick Meier,  
Zilzie, Australia*

Thanks for the kind words, Nick – it's great to hear that you're back in the hobby. We're not holding our hopes out for the Bretonnians making a comeback but, like we say to most people, you never know what the future may hold. And – as you may have noticed in the new Soul Wars box – new female models. Huzzah!

## MORE RULES!

Hi, guys. I'm a Warhammer Age of Sigmar player looking to get into Warhammer 40,000. My preferred way to play is narrative, but I really like the idea of power levels to help balance armies. I have no idea what power level will give me a game that lasts a couple of hours, though. The General's Handbook has a great chart for this – could we have a similar guide for Warhammer 40,000 power levels?

*Pete Smith,  
Portsmouth, UK*

An interesting idea, Pete – we'll mention it to the games developers. In our experience, a 50 power game normally lasts about an hour and a half, 75 power can take two and a half hours and 100 around three and a half (including chat and banter). Hope that's useful!

## ASK GROMBRINDAL

Grombrindal – I have a question for you. There are four Chaos Gods in the Mortal Realms – Nurgle, Khorne, Tzeentch and Slaanesh. But wasn't Slaanesh created by the aeldari in Warhammer 40,000? How does that work? Any words of wisdom?

*Jacob Moffatt,  
Chudleigh, UK*



Eugh, a Chaos question! I really must sort out my contract so I don't have to answer them. Anywho... the Realm of Chaos is a mystical place that spans all of existence, stretching across dimensions and time – sometimes it's called the Realm of Chaos, sometimes the warp, Empyrean, Immaterium, Formless Wastes, Land of Lost Souls or simply the Abyss – it's all pretty much the same thing. In the Warhammer 40,000 universe it's said that Slaanesh was created by the aeldari. After his (or her) creation, Slaanesh was then free to journey across the Realm of Chaos, where he (or she) crafted a realm of pleasure and excess in which to dwell. From this point on, Slaanesh could send his (or her) minions – be they mortal or daemonic – across the Realm of Chaos, either into realspace, to the world-that-was or now the Mortal Realms (and countless other places). Seeing as how similar the aelves are to the aeldari, it's no wonder that Slaanesh took such an interest in them!

*Grombrindal*



# BATTLE OF FALLING SOULS

The Soul Wars have begun and the armies of Nagash and Sigmar vie for dominance across the Mortal Realms. In this Battle Report, we're putting both the latest edition of the core rules and new miniatures from Warhammer Age of Sigmar: Soul Wars to the test.

**S**igmar has sent forth his Sacrosanct Chambers on a quest to learn all they can of eternal life. Only once this secret is fully revealed to the God-King can the flaw in the reforging process be excised completely. Should that day arrive, Sigmar's Stormhosts would stand as true immortals and a lasting victory over the endless legions of the Dark Gods would become possible. But the power to defy death comes at a terrible

cost, for to do so is to directly challenge the Great Necromancer himself, who endlessly covets the souls of the dead. In the Realm of Shyish, a strange place exists where the life essence of those slain by their own hand falls from the sky to crash into the ground below. It is here that a host of Stormcast Eternals has gathered to investigate this phenomenon, and here that Nagash has sent a Nighthaunt host to deny them.







As Lord-Arcanum Galaher Swiftwind burst forth from the aether, his Gryph-charger uttered a keening cry. Moments later, his fellow riders blinked back into existence by his side, followed by a fierce warrior, twin axes in hand.

“Well met, Lady Blacktalon,” said the Lord-Arcanum, instantly recognising the legendary Knight-Zephyros by her wild intensity. “I was unaware that you would be joining us on this mission. Be that as it may, your presence is most welcome, for I do not expect our movements to go unnoticed for long. Nagash suffers no interlopers without his leave.”

He turned and cast his gaze into the distance, knowing better than to expect a response from the taciturn huntress. A faint glow on the horizon caught the Lord-Arcanum's eye, growing gradually brighter with each passing moment. They'd found it! The Vault of Falling Souls lay yonder and there was not a moment to lose. Signalling for his riders to follow, the Lord-Arcanum pointed his staff towards their final destination.

## IN ETERNAL SERVICE TO NAGASH

**Matt:** Simon and I decided to pick our armies as if we were starting our own collections. This meant that the obvious place for us both to start was the Warhammer Age of Sigmar: Soul Wars boxed set, bolstered by any appropriate kits that would augment or reinforce the units within. With that in mind, we opted to fight an open play battle so we didn't need to worry about points.

The Nighthaunt miniatures from the Soul Wars box offer a great selection of heroes and units, including a powerful general in the form of the Knight of Shrouds on Ethereal Steed. I plan on combining the two Chainrasp Hordes into a single 20-model unit – that way I can re-roll their wound rolls of 1 for having 10 or more models and will even be able to add 1 to their wound rolls as well if I keep the Guardian of Souls nearby!

Adding the two other Nighthaunt kits released this month gave me four more Glaivewraith Stalkers to reinforce my other unit as well as some Myrmourn Banshees. I plan on keeping this unit away from danger so that they can focus on shutting down Simon's powerful magical abilities.

The units from a Start Collecting! Malignants set gave me some Hexwraiths and Spirit Hosts (both of which are also Nighthaunts, so added nicely to the army's theme), as well as a Mortis Engine. I also added a Cairn Wraith, Tomb Banshee and a Knight of Shrouds as they're all Nighthaunts, too. I'm a big fan of wights, so decided to include a unit of Grave Guard and Black Knights as well.

I'm going to use the Grand Host of Nagash allegiance abilities from the Legions of Nagash book for its nasty Grave-sand Glass artefact.



### MATT HUTSON

As Nagash's newly appointed Mortarch of the Damned, Matt Hutson was the obvious choice to field the new Nighthaunt miniatures in battle. To get into character for the game, he wore a black cowl around the office and only communicated in hushed whispers. That's dedication.

## A QUEST FOR IMMORTALITY

**Simon:** It is my honour and privilege to be the first of the White Dwarf team to lead the magically attuned warriors of the Sacrosanct Chamber into battle. It's fairly safe to say that my army will be heavily outnumbered by Matt's and, to make matters worse, his allegiance abilities will ensure that he receives regular reinforcements. As such, I don't plan on keeping any units to one side to strike from the heavens later on – I'll need all the bodies I can get on the battlefield from the start.

As with Matt, the core of my army consists of one half of the Soul Wars box bolstered by the two Easy to Build Stormcast Eternals kits. This will give me a small but powerful core of melee warriors in the form of three units of Sequitors and a trio of deadly Evocators. These will be supported at range by two units of Castigators and a Celestar

Ballista. Leading my golden host will be a Lord-Arcanum and a Knight-Incantor, both of whom are capable warriors and wizards. I picked another pair of heroes as well – a Lord-Ordinator, to help defend and augment the accuracy of my Celestar Ballista, and a Lord-Relictor for the useful prayers at his disposal.

My last few additions were down to narrative indulgence. As my Lord-Arcanum rides a Gryph-charger, I thought it would be nice to include some Vanguard-Palladors as they ride the same celestial steeds. I then remembered that Neave Blacktalon can follow in the wake of units that ride the winds aetheric, so thought it would be fun to include her, too. Lastly, I added two units of Prosecutors as speedy flankers. Oh, I almost forgot about the Gryph-hound from the Castigators set! I'm sure I can find a use for him...



### SIMON GRANT

Chosen by Sigmar and reforged by the Six Smiths to do battle with the God-King's foes, Simon Grant swiftly claimed the honour of leading the Stormcast Eternals into battle. Simon has been keeping his trusty warhammer by his desk for 'good luck' (not to intimidate Matt, honest!).



# BATTLE REPORT



## KORDHAK'S CURSED PROCESSION

### NIGHTHAUNT PROCESSION

#### 1 – Kordhak the Unforgiven

Knight of Shrouds on Ethereal Steed

Bane of the Living (*Command Trait*)

#### 2 – Dorthar the Liar

Knight of Shrouds

#### 3 – The Midnight Watchman

Guardian of Souls

Grave-sand Timeglass (Artefact of Power)

#### 4 – Traitor's Due

Lord Executioner

#### 5 – Mallok the Cruel

Spirit Torment

#### 6 – The Pallid Queen

1 Tomb Banshee

#### 7 – The Tithe

1 Cairn Wraith

#### 8 – The Stricken Horde

20 Chainrasps

#### 9 – The Inevitable Hunters

9 Glaivewraith Stalkers

#### 10 – The Laughing Reapers

5 Hexwraiths

#### 11 – The Toll

4 Grimghast Reapers

#### 12 – The Wailing Maidens

4 Myrmourn Banshees

#### 13 – The Spiteful Swarm

3 Spirit Hosts

### GUARDIANS OF THE BALETOME

#### 14 – The Baletome Reliquary

Mortis Engine

#### 15 – The Obsidian Riders

5 Black Knights

#### 16 – The Doom Guard

10 Grave Guard with crypt shields







## SWIFTWIND'S GOLDEN HOST

### HAMMERS OF SIGMAR SACROSANCT CHAMBER

#### 1 – Galaher Swiftwind

Lord-Arcanum on Gryph-charger  
Champion of the Realms  
(Command Trait), Armour of  
Silvered Steel (Artefact of Power),  
Savage Loyalty (Gryph-charger  
Trait)

#### 2 – Kalysta Stormweaver

Knight-Incantor

#### 3 – Stormweaver's Chosen

3 Evocators

#### 4 – The Auric Wall

4 Sequitors

#### 5 – The Everseekers

4 Sequitors

#### 6 – The Stormbreakers

3 Sequitors

#### 7 – The Thunderkin

5 Castigators

#### 8 – The Lightning Guard

3 Castigators

#### 9 – Sigmar's Judgment

Celestar Ballista

### HAMMERS OF SIGMAR SACROSANCT CHAMBER AUXILIARIES

#### 10 – Valor the Astromancer

Lord-Ordinator

#### 11 – Faragroth

1 Gryph-hound

### HAMMERS OF SIGMAR WARRIOR CHAMBER

#### 12 – Halthor the Grim

Lord-Relictor

Lightning Chariot (Prayers of the  
Stormhosts)

#### 13 – The Skyborn

3 Prosecutors with Celestial  
Hammers

#### 14 – The Raptors of Azyr

3 Prosecutors with Celestial  
Hammers

### HAMMERS OF SIGMAR VANGUARD AUXILIARY CHAMBER

#### 15 – Neave Blacktalon

#### 16 – The Windriders

3 Vanguard-Palladors with shock  
handaxes on Gryph-chargers

### A WORD ON POINTS

Simon and Matt chose armies for an open play battle, so did not need to take into account the points costs and battlefield roles of their units. However, for our readers that are interested in a scale comparison, both armies would come to around 2,000 points in a matched play game.





# BATTLE REPORT

## DEPLOYMENT

**S**et-up started with Matt, who had won the roll-off to pick which territory would be his, after which both players took it in turns to set up a single unit. After selecting the locations of his four gravesites, Matt concentrated the set-up of his first few units in the centre, positioned to force Simon's powerful ranged units to set up as far back as possible. Matt hoped that by controlling the centre for the opening few battle rounds, he would be able to react to the arrival of the meteor shower (see opposite) more effectively than Simon could.

The aggression of Matt's initial set-ups certainly had the desired effect. Simon chose to form his main battleline nearer to his edge of the battlefield in order to give the deadly firepower at his disposal time to soften up Matt's units from afar before the melee fighting began in earnest. Each time he set up one of his units, Simon added it to one of three main groups, each led by one of his most powerful heroes. The groups on the left flank and in the centre would look to hold the line and bide time until the meteors struck, while his right-hand group raced along the ridge top to pin Matt's units in the centre or engage them if they sought to challenge that flank.

### A CUNNING RUSE...

As the players were randomly generating the battleplan they would be playing (see top right) and Matt's army had a greater total number of wounds, Simon was able to generate a ruse for his army to use. He rolled the Catch Them Off Guard result, which allowed him to move any of his units up to D6" before the first battle round started. Simon used this ruse to creep further forwards down the right flank with his Vanguard-Palladors, Prosecutors and Neave Blacktalon.

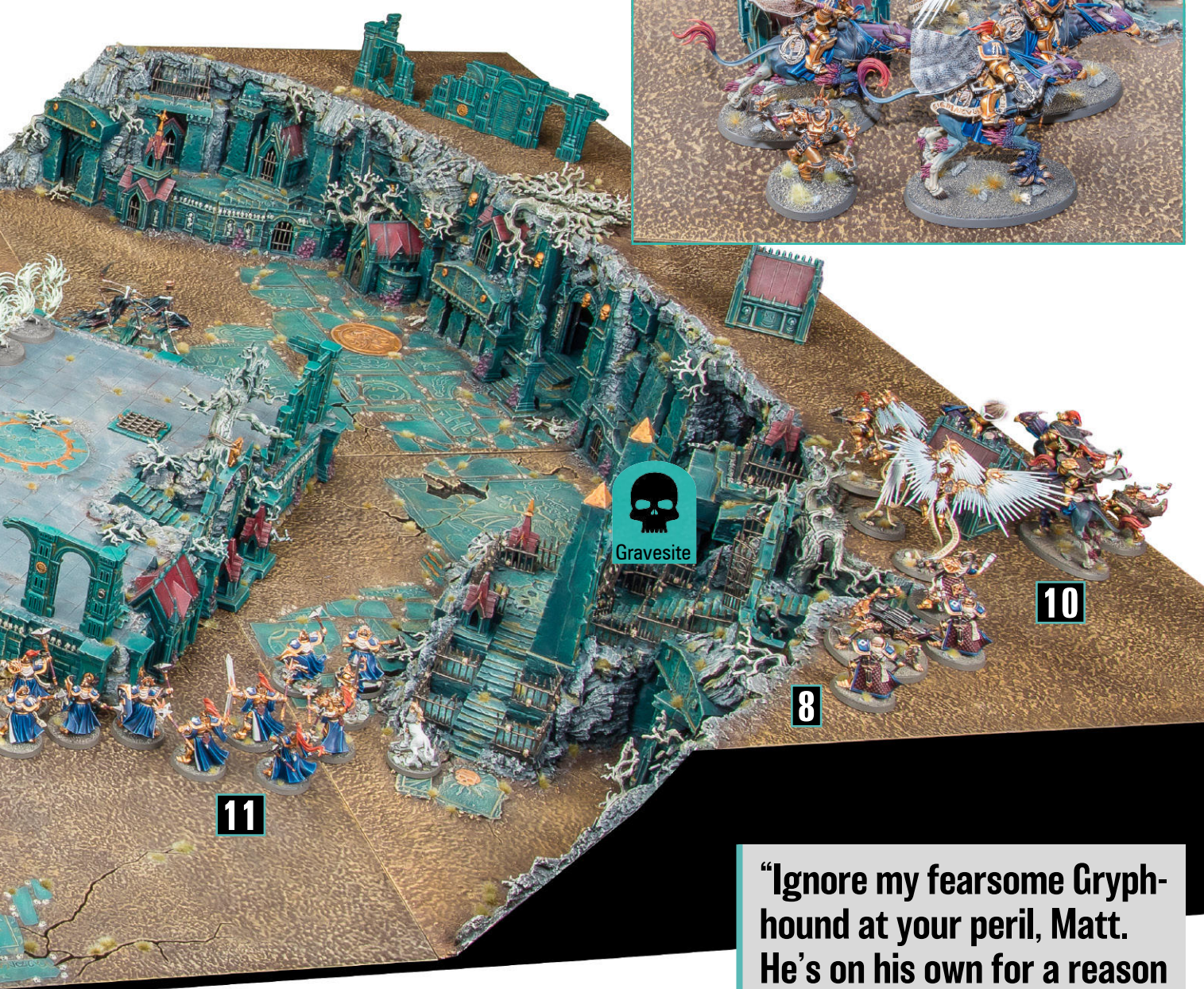
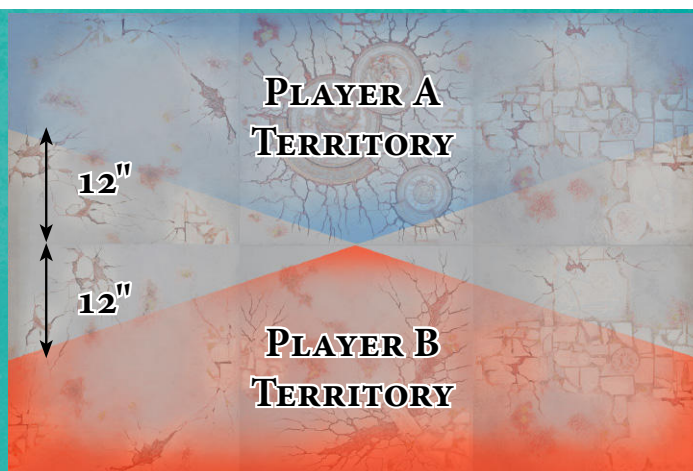




## GENERATING A BATTLEPLAN

Simon and Matt decided to use the new Open War battleplan generator from the General's Handbook 2018 for this battle. To do so, the players rolled on a number of tables to randomly generate a deployment map, the objective for the battle, as well as a twist that would apply an additional special rule to the game. As he was outnumbered, Simon was also able to secretly generate a ruse (see bottom-left), though did not qualify for a sudden death victory condition.

The players generated the arrowhead deployment map (top right), and the Meteor Shower objective, which would see objectives appear at the centre of three randomly determined sections of the battlefield (see right) at the start of the third battle round. After five battle rounds, the player controlling the most objectives would win. The twist for this battle would be Judgment of the Gods, which would cause D3 mortal wounds on any units that failed a battleshock test.



Matt forms his units on the left flank around his Knight of Shrouds on Ethereal Steed and Hexwraiths (1), then places the large unit of Chainrasps nearby (2), ready to float down the cliffs to support his advance.

Matt keeps his Mortis Engine (3) as far away from Simon's deadly ranged units as possible. Given that it's one of his few models without the Ethereal ability (which ignores the Rend modifier of incoming attacks), he guesses that Simon will focus his firepower on it.

Spells can now be unbound at ranges of up to 30", so Matt sets up his Myrmourn Banshees (4) at the rear of his lines to counter Simon's powerful magic from a safe distance.

The Grave Guard and Black Knights (5) hold the centre of Matt's line, poised to sweep around the large mausoleum and charge the centre of Simon's battleline.

Simon divides his firepower as evenly as possible between the two flanks, with both of his Castigator units (6 and 7) covering the left flank and his Celestar Ballista (8) and accompanying Lord-Ordinator (whose presence will add 1 to Simon's hit rolls for the war machine) dominating his right flank from the cliff top.

Looking to shore up the left flank, Simon sets up his Lord-Arcanum and Lord-Relictor (9) in support, hoping that their combined abilities to heal allies or smite foes with spells and prayers will prove to be a crucial advantage.

Simon assembles a powerful force to speed down the right flank, setting up his Vanguard-Palladors followed by Neave Blacktalon and an accompanying unit of Prosecutors atop the cliffs (10).

Finally, Simon places his hardest-hitting units – the Knight-Incantor, Evocators and a unit of Sequitors (11) – by the mausoleum, ready to take it by storm.

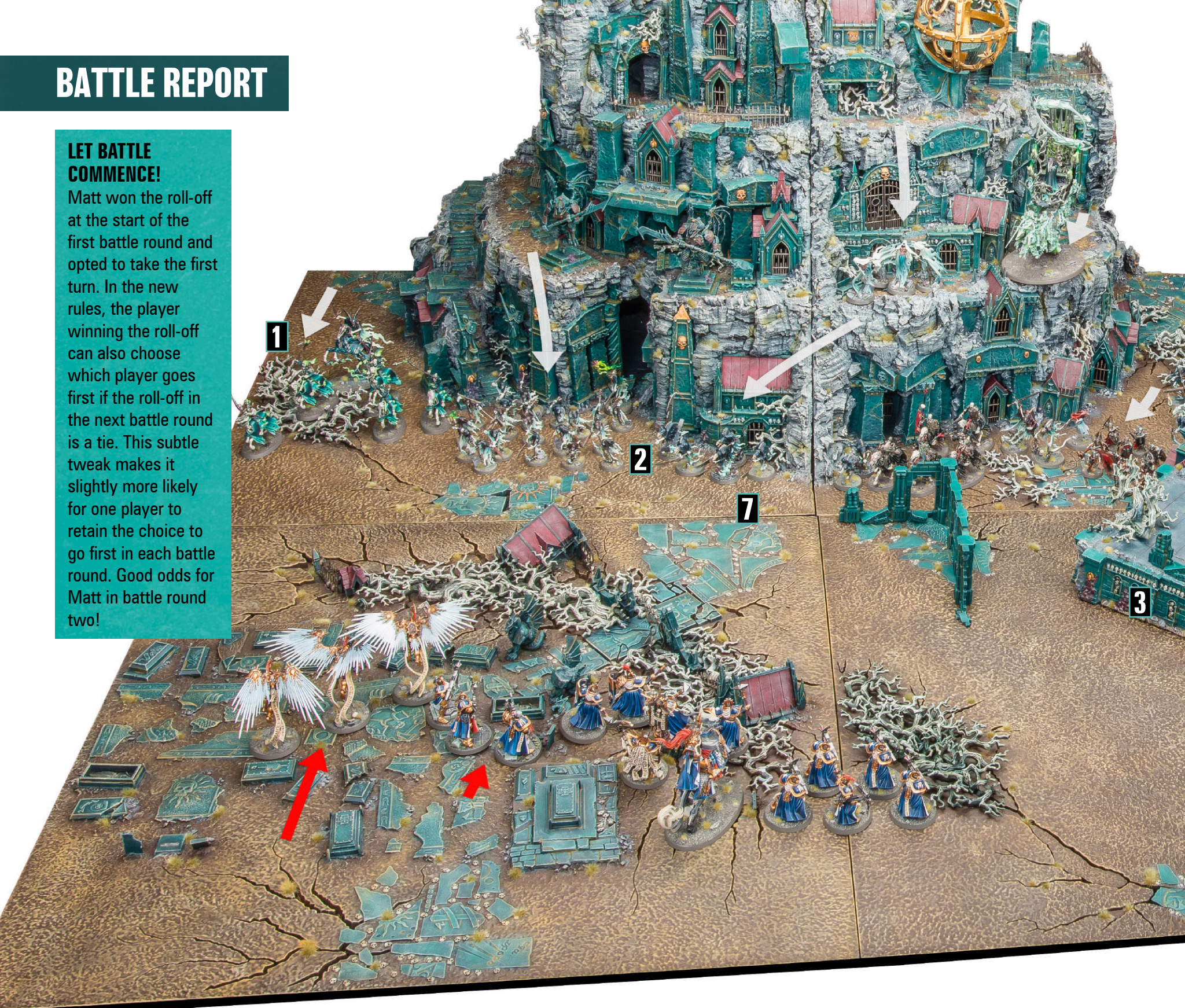
**"Ignore my fearsome Gryph-hound at your peril, Matt. He's on his own for a reason – he needs no help!" – Simon**



# BATTLE REPORT

## LET BATTLE COMMENCE!

Matt won the roll-off at the start of the first battle round and opted to take the first turn. In the new rules, the player winning the roll-off can also choose which player goes first if the roll-off in the next battle round is a tie. This subtle tweak makes it slightly more likely for one player to retain the choice to go first in each battle round. Good odds for Matt in battle round two!



## TURN ONE: FROM THE UNDERWORLDS THEY COME

**M**att began his hero phase by channelling the temporal power of the Grave-sand Timeglass carried by his Guardian of Souls. This baleful artefact inflicted two mortal wounds on Simon's general and cursed him to suffer additional wounds in later turns on a roll of 4+! Matt then cast Mystic Shield on his Chainrasp Horde with the Guardian of Souls.

With an eerie silence, Matt's army floated slowly towards the Stormcast Eternals, the Myrmourn Banshees and Glaivewraith Stalkers drifting down to ground level. Matt was careful to keep his units within 9" of nearby gravesites where possible in order to replenish any casualties he suffered during Simon's turn. With neither of his shooting units in range and no Stormcast Eternals close enough to charge, Matt's turn was effectively over.

After Simon's Lord-Relictor failed to call down a healing storm, his Lord-Arcanum cast Healing Light on himself, undoing the damage wrought on him in Matt's turn. His Knight-Incantor then blasted the Spirit Hosts with an Arcane Bolt, inflicting a single mortal wound on them.

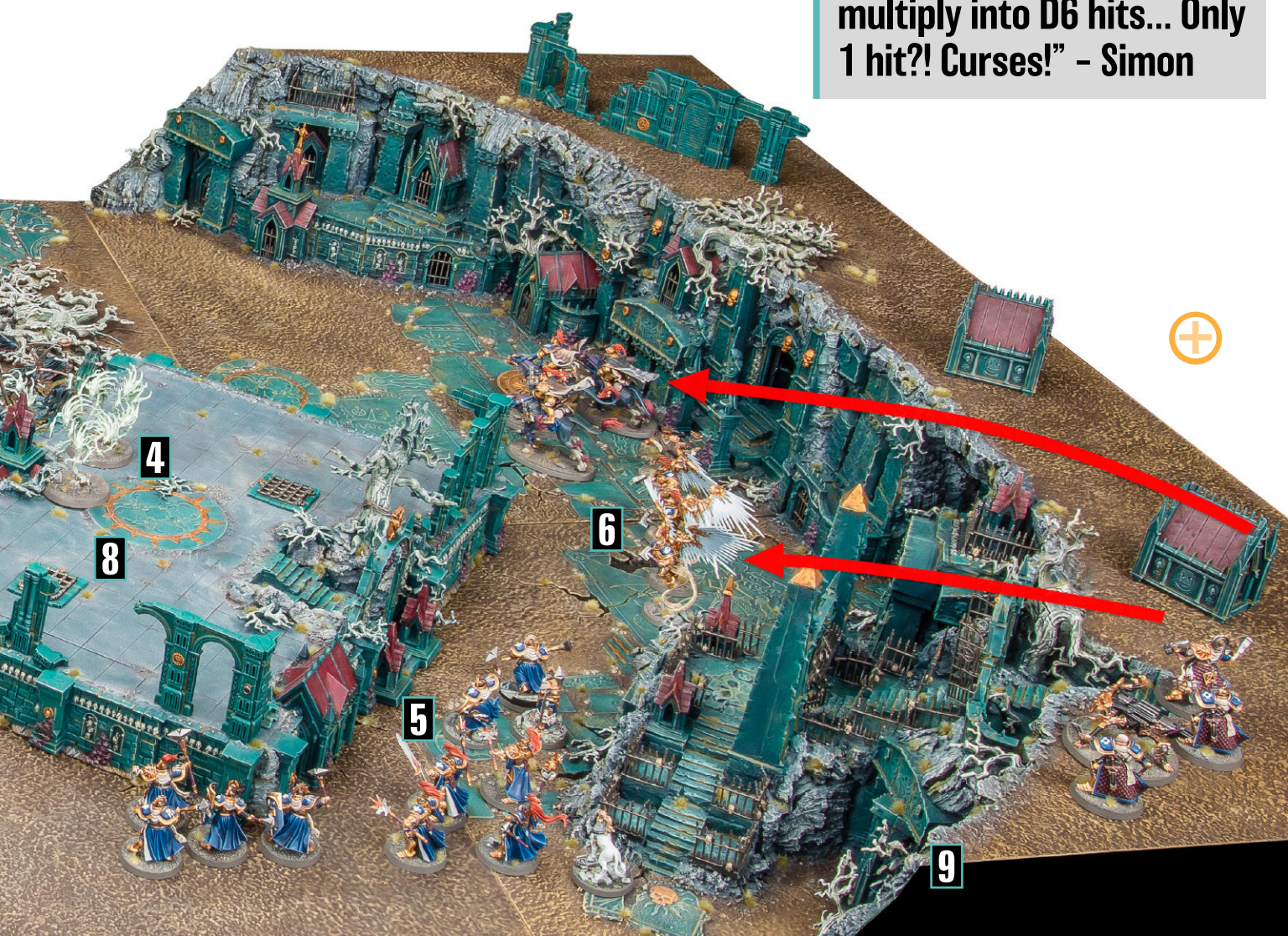
Simon held back with the majority of his army, hoping to punish the deathly host from a distance, though he pushed forwards down the right flank with his Prosecutors, Vanguard-Palladors and Neave Blacktalon, as well as the unit of Sequitors to their left. Simon's shooting phase was underwhelming considering the firepower at his disposal – this was mostly due to the ethereal nature of his targets. Matt's units suffered a few casualties, but their Bravery of 10 saw no further losses due to battleshock.

## ETHEREALITY

The Ethereal ability is very much the hallmark of the Nighthaunts and renders units immune to save roll modifiers (either positive or negative). This ability grants them the powerful advantage of being able to ignore the Rend characteristic of incoming attacks, yet they cannot claim the benefit of being in cover due to their phantasmal nature. However, they can benefit from the Mystic Shield spell, which now enables the target unit to re-roll save rolls of 1.



**“A hit! Brace yourself, as my Celestar stormbolts multiply into D6 hits... Only 1 hit?! Curses!” – Simon**



Matt's Hexwraiths and general (1) advance to threaten the left flank, ready to charge into combat in his next turn.

The Chainrasp Horde and Glaivewraith Stalkers (2) drift to the ground to form a solid (or should that be ethereal?) line of battle near the centre.

The Mortis Engine (3) remains atop the cliffs this turn, with Matt planning to swoop it down into the fray when Simon commits his forces and unleash the power contained within its reliquary.

Matt moves his Spirit Hosts (4) on top of the mausoleum, hoping to draw the heavy firepower of Simon's Celestar Ballista away from his Mortis Engine.

In his turn, Simon moves his Sequitors, Evocators and Knight-Incantor (5) to counter the Spirit Hosts, their advance covered by the Celestar Ballista behind them.

Simon's flanking force sweeps down the cliff (6), the Prosecutors taking flight while the Vanguard-Palladors (followed by and Neave Blacktalon) ride the winds aetheric.

The Glaivewraith Stalkers (7) absorb the combined firepower of the Prosecutors and both units of Castigators opposite them for the loss of only two of their number.

One Spirit Host is banished (8) after it suffers one mortal wound from the Knight-Incantor's Arcane Bolt, another wound from the hurled celestial hammers of the Prosecutors and a third and final wound from the Celestar Ballista's stormbolt.

Simon rolls a 2 to hit with the single bolt loosed from his Celestar Ballista (9). This would normally have missed were it not for the guidance of the Lord-Ordinator nearby. However, Simon's excitement is short-lived after he promptly rolls a 1 for the number of hits caused by the Celestar stormbolt!



### RIDING LIKE THE WIND

Though unable to fly like the winged Prosecutors, the Gryph-charger steeds of the Vanguard-Palladors have the power to ride the winds aetheric. This incredibly useful ability enables them to swiftly relocate up to 6D6" away (ignoring any terrain and intervening models as if they could fly), instead of moving normally. Not only that but Neave Blacktalon has the ability to follow in the wake of a friendly unit that moves in this manner. Simon made good use of these abilities to make a sweeping advance along the right flank while moving them from the cliff top to ground level.



### BRINGING THE THUNDER

A Celestar Ballista has the option to fire a single Celestar stormbolt with great accuracy up to 36" (hitting on a 3+), or a fearsome volley of four bolts up to 18", but at a cost in precision (hitting on a 5+). However, stormbolts contain Azyrite lightning bound within them that is unleashed with deadly force upon impact. As a result, regardless of the range or number of stormbolts a Celestar Ballista fires, every successful hit inflicts D6 hits on the target unit instead of only one. With the potential to inflict 24 hits at a Rend of -2, all will learn to fear the Celestar Ballista!



# BATTLE REPORT

## TURN TWO: WHERE THE HEAVENS AND UNDERWORLDS MEET

**M**att won the roll-off again and decided to take the first turn and launch his attack. In his hero phase, Matt used the Spectral Lure spell of his Guardian of Souls and his army's Unquiet Dead allegiance ability to completely replenish all of the casualties his army suffered in the first battle round, much to Simon's dismay! Matt moved to engage Stormcast Eternals units across the battlefield, advancing then charging with much of his army, though the distance meant his Chainrasp Horde and Spirit Hosts failed to reach their targets. Matt spent a command point to inspire his Hexwraiths with his general's Lord of Gheists command ability and was rewarded when the ghostly horsemen cut down the Prosecutors on the left flank, though the Black Knights failed to match their tally, only slaying a single Castigator in the centre.

In Simon's turn, the only spell that he successfully cast was unbound by the Myrmourn Banshees. Seeking to counter, and if possible eliminate, Matt's general, Simon blasted him with a lightning storm from his Lord-Relictor, then moved his Lord-Arcanum and nearby unit of Sequitors to engage him directly. On the right flank, Simon moved his Prosecutors to threaten the isolated Lord Executioner. His opportunistic attack was rewarded when they inflicted three wounds in the shooting phase with their celestial hammers, then charged in to finish off the gheist lord in combat. Simon had further success elsewhere, blasting three wounds from the Mortis Engine with his Celestar Ballista before finishing it off in combat. Nearby, the Grimghast Reapers fell to the Vanguard-Palladors even as the Cairn Wraith succumbed to the fury of Neave Blacktalon's axes.

### EMPOWERMENT

Castigators can infuse their thunderhead greatbows with arcane power at the start of each shooting phase, either with increased accuracy (to re-roll hit rolls of 1) or increased hitting power (for an additional -1 Rend). As most of his targets were ethereal, Simon always augmented their accuracy. The Sequitors also have a similar ability, enabling them to augment their weapons (to re-roll all failed hit rolls) or empower their soulshields (to re-roll all failed save rolls instead of only 1s).

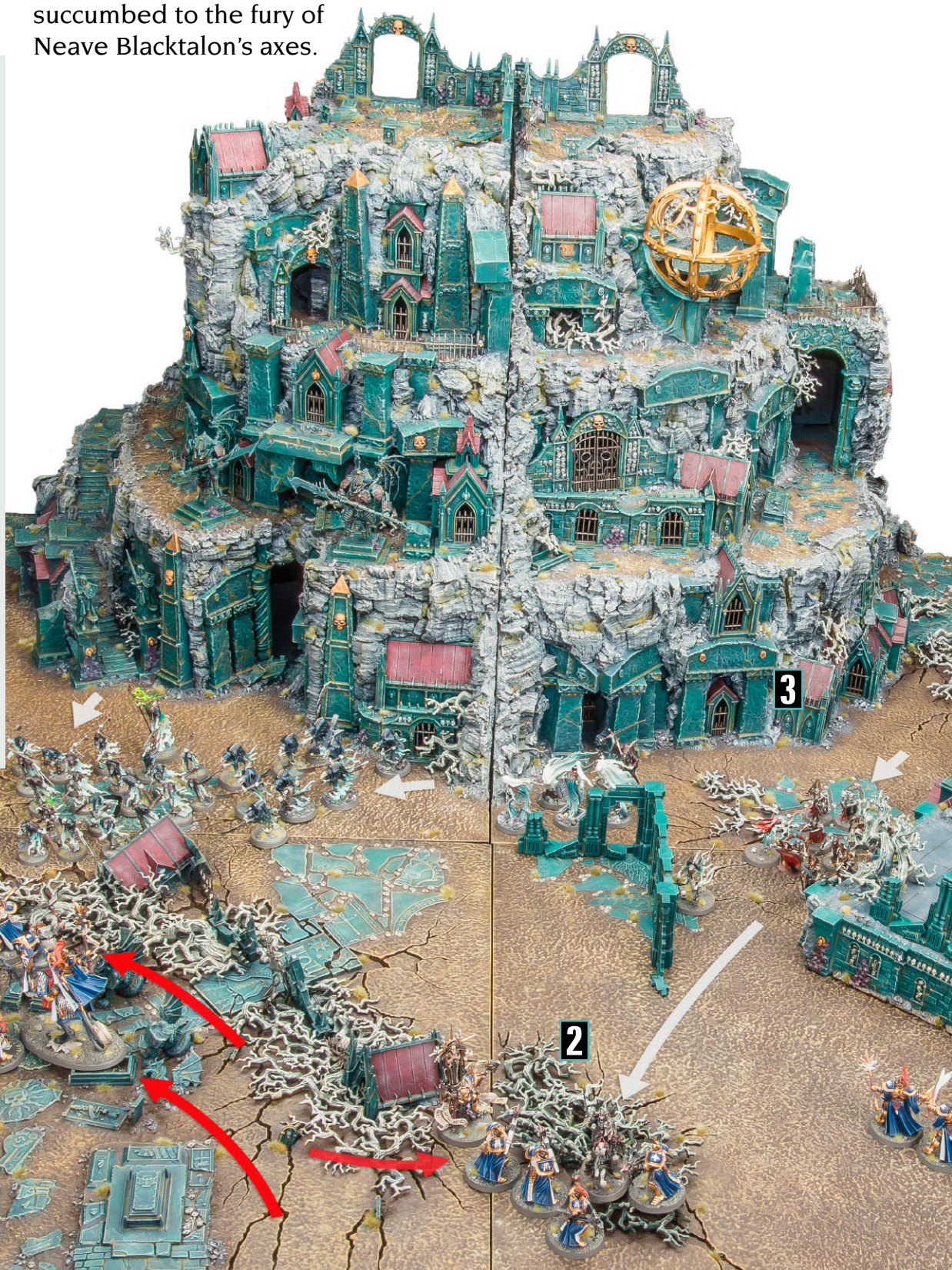
The Hexwraiths **(1)** tear through the Prosecutors alongside the Knight of Shrouds on Ethereal Steed but are themselves assailed in turn by a unit of Sequitors and the Lord-Arcanum.

The charge of the Black Knights **(2)** is blunted by lucky save rolls, buying time for the Lord-Relictor to support his Castigator brethren in defeating the wight cavalry.

The Grave Guard **(3)** remain within 3" of the Tomb Banshee, offering her some limited protection against incoming fire due to the Look Out, Sir! rule (which forces attackers to subtract 1 from their hit rolls for targeting heroes near to friendly units).

The Evocators **(4)** charge the Mortis Engine, smashing great chunks from the fell construct with a flurry of blows before finally destroying it with their celestial lightning arcs.

Before its destruction, Matt's Mortis Engine drifts down from the cliff to engage the Sequitors **(5)**. The wailing of the spirits accompanying the Mortis Engine wounds a Sequitor in the shooting phase before it charges in to slay two of their number. The survivor inflicts four wounds in return with his stormstrike greatmace.





## A CLASH OF GENERALS

Never one to miss the opportunity for a heroic showdown, Simon hurled his Lord-Arcanum into the Knight of Shrouds on Ethereal Steed. Despite having already suffered two mortal wounds earlier in the turn from a lightning summoned by the Lord-Relictor, it still took the combined might of the Lord-Arcanum, his Gryph-charger steed and the empowered attacks from a unit of Sequitors to banish Matt's general back to the underworlds.



## SPECTRAL ONSLAUGHT

Despite only hitting on a 5+ with their melee attacks, Spirit Hosts nonetheless have staggering combat potential. Not only do they make six attacks each, but their Frightening Touch ability means that any hit rolls of 6+ inflict a mortal wound instead of the normal damage, so one lucky roll can be devastating. This is exactly what happened when Matt's Spirit Hosts inflicted a total of eight mortal wounds on the Sequitors, wiping the unit out!



In order to further weaken the Mortis Engine so that the Evocators can destroy it, the Celestar Ballista (6) launches a single stormbolt at the Mortis Engine. For the second turn running, the Lord-Ordinator's presence converts a failed hit roll into a success. However, this turn the hit multiplies into six hits. Caged lightning ripples across the surface of the Mortis Engine, inflicting three more wounds on it.

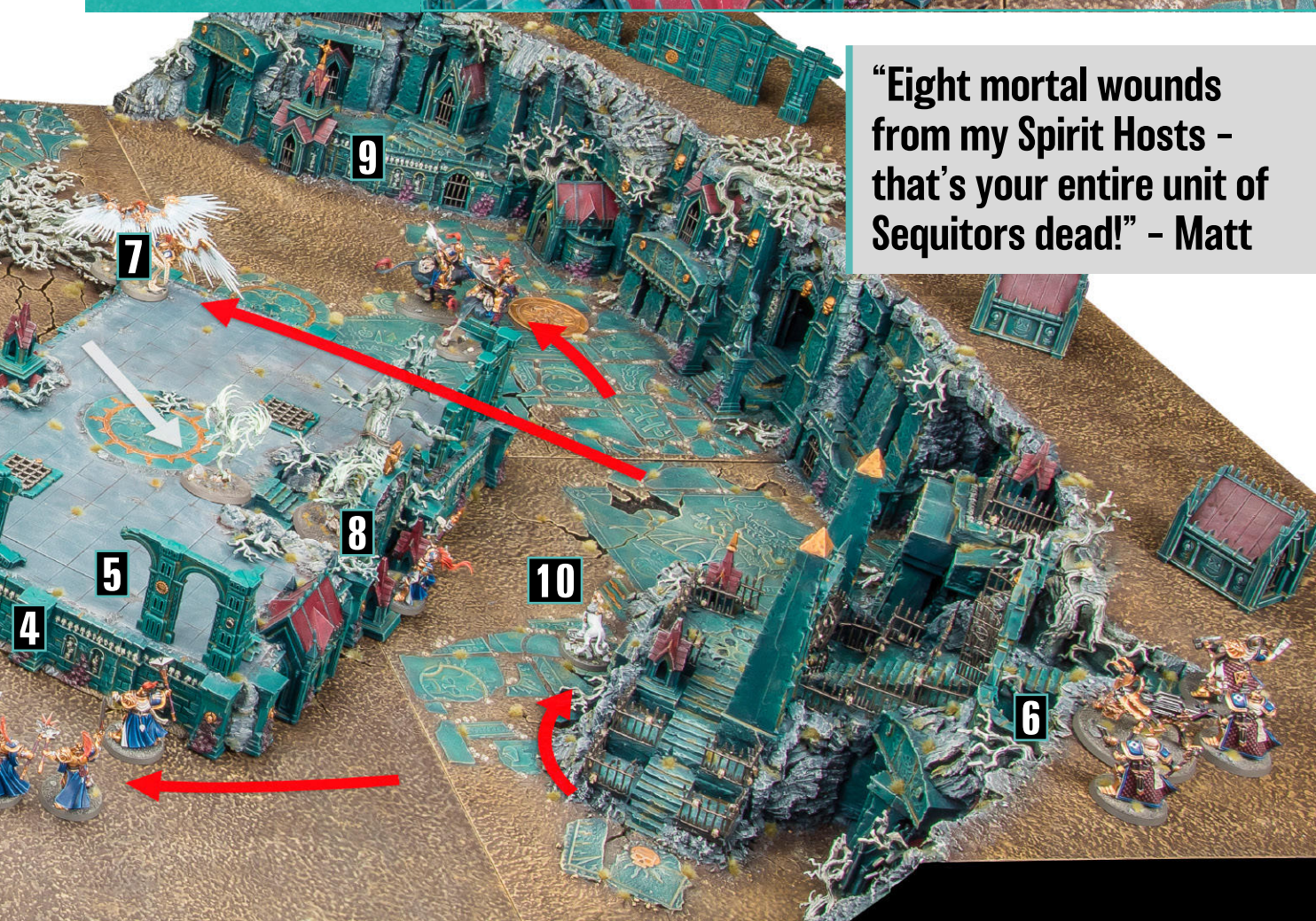
In an unexpected turn of events, the Prosecutors (7) pelt Matt's Lord Executioner with celestial hammers, inflicting three wounds. Riding his luck, Simon hurls them into combat to finish the job. Their luck continues to hold and the Prosecutors emerge triumphant for the loss of only one wound in return!

Seeking to prevent his valiant Sequitor-Prime from fleeing due to battleshock, Simon spends a command point to activate the Inspiring Presence command ability with his Knight-Incantor (8) to ensure the test is passed automatically. The Knight-Incantor then leads another unit of Sequitors into combat with the Spirit Hosts, but the unit is slaughtered in a murderous frenzy of spectral claws. The Knight-Incantor banishes one of the spectral hosts but now finds herself isolated and alone.

The Vanguard-Palladors (9) are assailed by the Grimghast Reapers and Cairn Wraith. Though one of their number is sorely wounded, they rally to strike back hard at their attackers. The Vanguard-Palladors eventually prove too much for the Grimghast Reapers, cutting down the last of their number. The Cairn Wraith, too, is slain when Neave Blacktalon joins the melee, shredding the spectral creature with a flurry of axe blows.

The Gryph-hound (10) remains at a safe distance, poised to react to wherever the three objectives arrive at the start of the next battle round.

**"Eight mortal wounds from my Spirit Hosts – that's your entire unit of Sequitors dead!" – Matt**





# BATTLE REPORT

## TURN THREE: THE FALLING SOULS

**T**he battle round began with Matt once again winning the roll-off and taking the first turn, hoping to react to the objectives after their arrival. However, his plan was soon thrown off kilter as, though he commanded the central objective, the other two arrived on the flank that Simon had just overrun. Matt's first action was therefore to spend a command point with his newly appointed general, the Knight of Shrouds on foot, to summon his recently slain unit of Grimghast Reapers to reinforce his dominance of the centre. Matt successfully cast Spectral Lure once again, this time to restore his Hexwraiths back to full strength. After his Tomb Banshee's wail was resisted by Simon's Sequitor-Prime, Matt charged with all his available units, including the Grave Guard, Grimghast Reapers and Chainrasps. Simon's

hero phase once again passed with no magical influence after Matt used his Myrmourn Banshees to unbind the only spell that Simon successfully cast. With the locations of the three objectives revealed at the start of the battle round, Simon moved to secure the two on the right flank, advancing his Gryph-hound carefully forwards while the Lord-Ordinator made for the stairs leading down to the objective at the foot of the cliff. Towards the middle of the battlefield, the Evocators moved to destroy the Tomb Banshee in combat, hoping to clear a path to the central objective, though she stubbornly refused to fall in spite of their deadly skill. Sorely outmatched in combat with the Grave Guard and Grimghast Reapers, the Prosecutors were swiftly overwhelmed despite the late intervention of the Vanguard-Palladors and Neave Blacktalon.

### SUMMONING

At the start of their turn, each player generates a command point that they can use to activate command abilities or, in the case of Matt's army, summon slain units back from the dead. Simon knew that this ability was unique to Matt's general, but each time a player's general is slain, they can choose another model to take over as general (and even generate a command trait for them). Simon could therefore do little to prevent Matt from spending command points to activate it.

### THE OBJECTIVES ARRIVE...

As per the Open War objective they generated, three meteors (or in the case of the narrative for this game, clusters of souls) crashed to the ground at the start of the third battle round. As Matt Keefe had just arrived to see how things were progressing, the players nominated him to roll up the locations of the objectives. Much to Simon's delight, Matt rolled 2, 4 and 6, meaning that the meteors slammed down in the centre of the battlefield as well as in the middle of the two right-hand sections that had recently been swept clear of the Nighthaunts by Simon's aggressive flank attack.

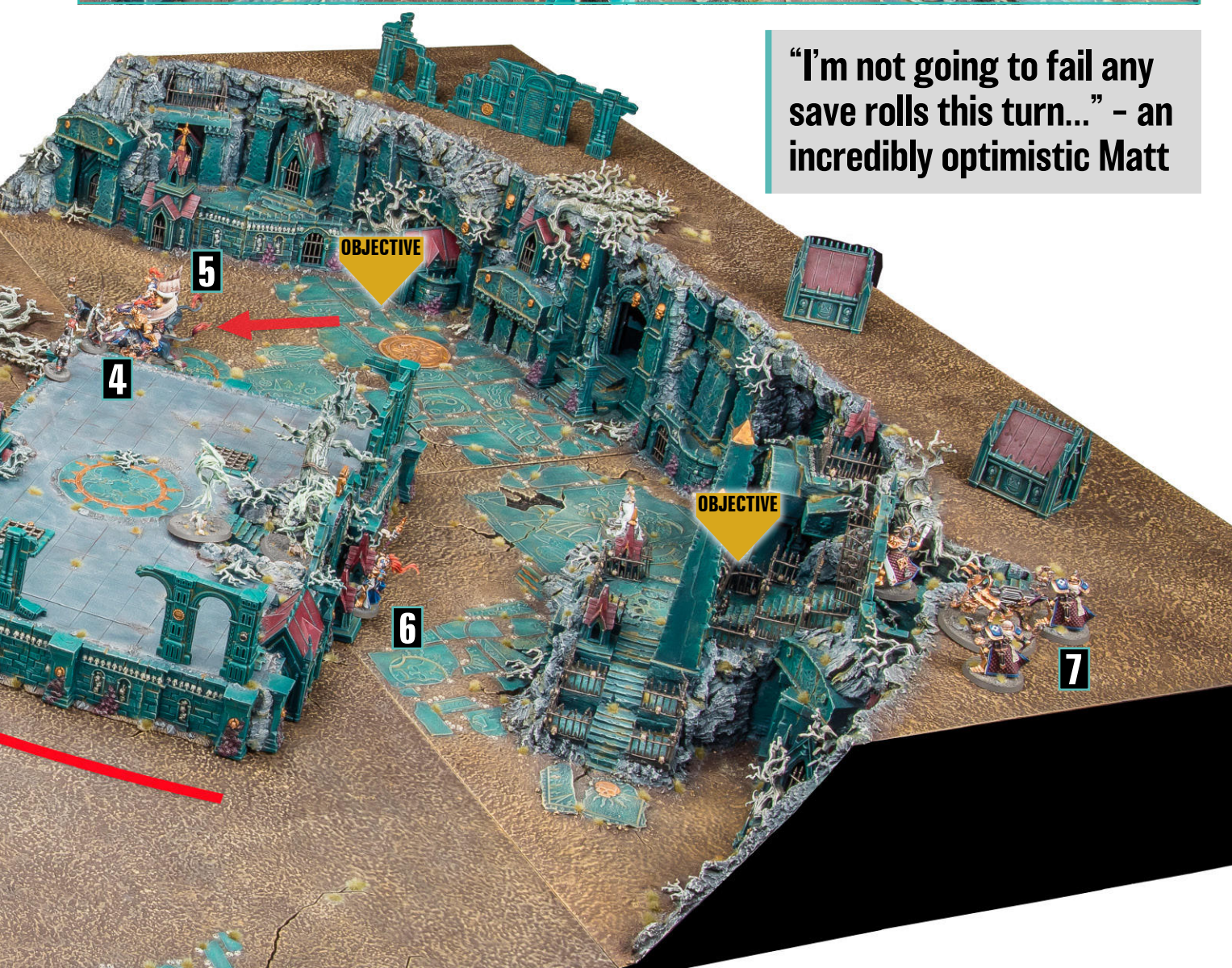




## STUBBORN DEFENCE

Despite their units fighting on the opposite flank to where the objectives had arrived, both players refused to withdraw, and the swirling melee soon descended into a battle of attrition. Simon had cunningly positioned his Sequitors in preparation to receive the charge of the Chainrasp Horde, preventing them from reaching his general. With the powerful

ability to magically augment their shields (allowing Simon to re-roll any failed saving rolls for the unit), the Sequitors fought on despite the overwhelming odds and the sheer number of wounds inflicted on them by the Chainrasp Horde. Simon also made regular use of his Lord-Arcanum's Cycle of the Storm ability to prevent the death of one friendly Stormcast Eternal model each turn and help keep them in the fight.



**“I’m not going to fail any save rolls this turn...” – an incredibly optimistic Matt**

The arrival of the Chainrasp Horde (1) threatens to turn the tide in the protracted melee on the left flank, but much of their strength is absorbed by the glowing soulshields of the Sequitors. Yet as the bitter fighting continues, the Hexwraiths finish off the Castigators and begin to turn their spectral scythes on the Sequitors. Before long, only the Sequitor-Prime and Lord-Arcanum survive to face the teeming horde of gheists.

Having finished off the last of the Black Knights, the Castigators (2) turn their thunderhead greatbows on the Glaivewraith Stalkers but only manage to banish one of the spectral fiends.

Having smashed their way through the Mortis Engine, the Evocators (3) hurl themselves at the Tomb Banshee, inflicting three wounds but failing to strike her down.

With the Spirit Torment floating menacingly nearby enabling Matt to re-roll hit rolls of 1 for his Grave Guard and freshly returned Grimghast Reapers (4), the Nighthaunts overwhelm the trio of Prosecutors in a flurry of stabbing blades and reaping scythes.

Neave Blacktalon and the Vanguard-Palladors (5) sweep into the victorious Nighthaunts in order to drive them back from the objective behind them. One of the Vanguard-Palladors is slain, but not before wreaking terrible damage.

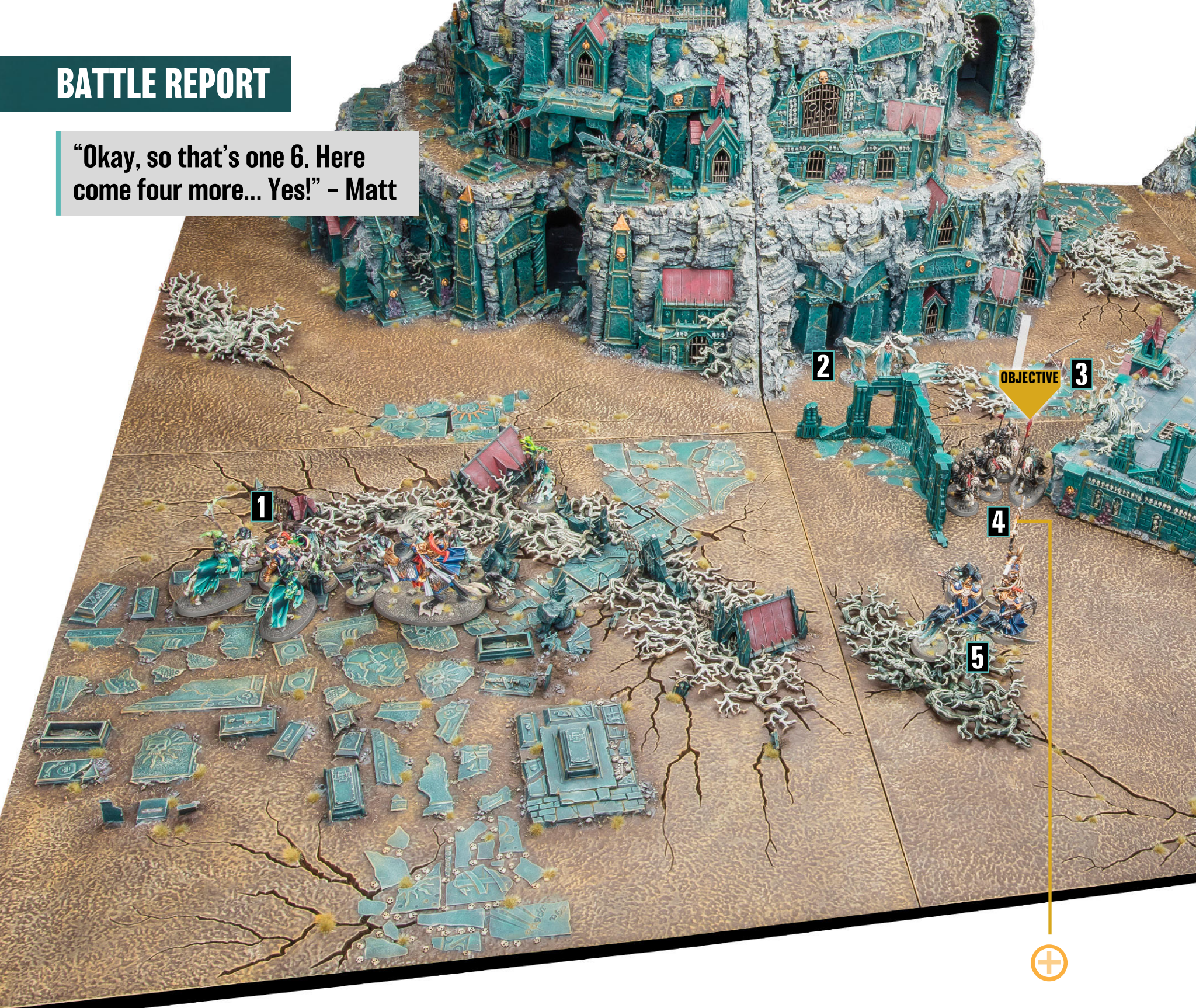
Simon moves his lone Sequitor-Prime onto the mausoleum and hurls him into the Spirit Hosts in a bid to protect his Knight-Incantor (6). Despite his valour, the Sequitor-Prime is swiftly torn apart by the rampant swarm of ghosts. His noble sacrifice enables the Knight-Incantor to battle on, albeit gravely wounded.

To Simon's frustration, the Celestar Ballista (7) only inflicts a single wound on the Spirit Hosts.



## BATTLE REPORT

“Okay, so that’s one 6. Here come four more... Yes!” – Matt



### TURN FOUR: BACK INTO THE FRAY (AGAIN!)

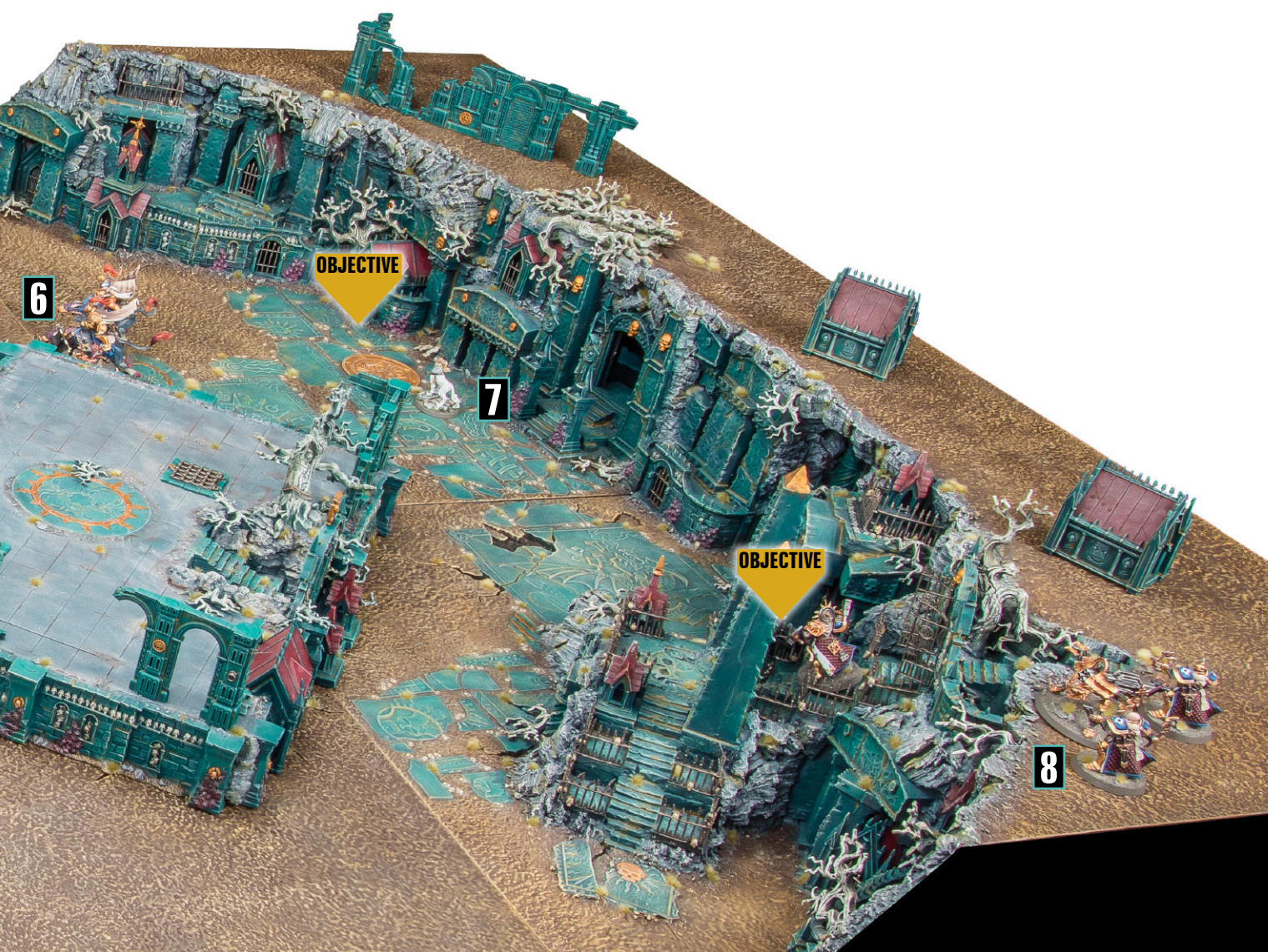
**N**either player was surprised when Matt won the roll-off for the fourth battle round in a row – Simon had long given up hope of winning a roll-off by this point! Matt wisely chose to take the first turn to prevent Simon from being able to cut off his reinforcements by positioning units around his gravesites. He desperately needed to defeat the Vanguard-Palladors and Neave Blacktalon to open up a route to the objective behind, but the presence of the three Evocators in the centre forced his hand. Spending a command point with his general to summon forth the Black Knights once more, Matt sent them galloping full tilt towards the mighty trio. Matt supported the charge of the Black Knights by sending his Glaivewraith Stalkers to engage the Lord-Relictor and remaining Castigators beyond.

The Guardian of Souls had been a thorn in Simon’s side for much of the game, replenishing units with his Spectral Lure spell and increasing the wound rolls of the Chainrasps. In an attempt to put an end to this threat, Simon summoned a lightning storm with his Lord-Relictor to inflict three mortal wounds on the source of his ire. He attempted to finish the Guardian of Souls with an Arcane Bolt from the Lord-Arcanum, but the Myrmourn Banshees thwarted him. Unsure as to whether or not he could hold the two right-hand objectives against Matt’s forces, Simon nonetheless moved his Gryph-hound and Lord-Ordinator onto them. With his Knight-Incantor now dead, everything now relied on the Celestar Ballista delivering a volley of stormbolts powerful enough to rid the Stormcast Eternals of the rampaging Spirit Hosts once and for all.

#### THE POWER OF DEATH

The various factions that comprise the Death Grand Alliance all share a powerful allegiance ability that enables them to survive situations that no mortal could endure. The Deathless Minions ability allows the controlling player to roll a D6 each time a unit within 6" of a friendly hero suffers a wound of any kind and ignore it on a 6. For the Nighthaunts, who are hard to kill in the first place, this can be enormously effective. And if you can roll four 6s out of four like Matt did, even better!





### HEROIC DUO

Twice more in the fourth battle round, the last surviving Sequitor-Prime suffered enough wounds from the Hexwraiths and Chainrasps to fall, but each time, Simon used the Cycle of the Storm ability of his Lord-Arcanum to keep him alive. To make matters worse, the Armour of Silvered Steel continued to thwart Matt's attempts to bring down Simon's general, as its dazzling brightness forced him to subtract 1 from his hit rolls in combat.



### POTENTIAL FULFILLED!

Having been largely unfortunate with the Celestar Ballista thus far, and with nothing between the seemingly unstoppable Spirit Hosts and the nearby objective, Simon dearly hoped that the tutelage of the Lord-Ordinator would finally pay off on the war machine's crew. His reversal of fortune was nothing short of spectacular, with three successful hits multiplying into 16, annihilating the remaining Spirit Hosts in a devastating volley.



The Sequitor-Prime and Lord-Arcanum (1) continue to hold the line against the Hexwraiths and Chainrasp Horde, all the while gradually wearing down their spectral adversaries with attacks of their own. At the end of the battle round, only a pair of Hexwraiths and a handful of Chainrasps remain.

Matt continues to keep his Myrmourn Banshees (2) at a safe distance from the Stormcast Eternals, focusing on using their magic-eating properties to unbind Simon's spells at every opportunity.

Matt's surviving Knight of Shrouds (3), now acting as his general, moves up behind the charging Black Knights to hold the central objective.

In the initial fight between the Black Knights and Evocators (4), only one warrior on each side is cut down. In Simon's following combat phase, the Evocators inflict a much healthier 5 wounds, but Matt proceeds to pass one save roll on a 6, followed by all four Deathless Minion rolls on a 6, completely ignoring the damage! Matt's lucky streak continues as the Black Knights cut down the remaining Evocators mere moments later.

The Glaivewraith Stalkers skewer three of the Castigators (5), though the survivors fight back hard. They are soon joined by the Lord-Relictor, whose intervention helps turn the tide against the Nighthaunts.

The Vanguard-Palladors (6) finish off the last of the Grimghast Reapers as Neave Blacktalon continues to hew her way through the Grave Guard.

The Gryph-hound (7) secures the nearby objective on the far-right flank.

Commanded to unleash their war machine's full fury by the Lord-Ordinator, the crew of the Celestar Ballista (8) launch a volley that destroys the remaining Spirit Hosts on the mausoleum.



# BATTLE REPORT

## TURN FIVE: THE VALOUR OF THE FEW

**S**igmar smiled upon Simon at last as he finally won the roll-off at the start of the battle round. This proved to be especially important, as the destruction of Matt's Spirit Hosts in the last turn had denied him the opportunity to threaten the objective held by the Lord-Ordinator. By taking the first turn, Simon could prevent any reinforcements that Matt might summon this turn from reaching the objective defended by his Gryph-hound. Doing so relied on retreating – a principle that is normally anathema to Simon. But given the gravity of the Sacrosanct Chamber's quest to learn all they can of immortality, Simon decided to make an exception! Withdrawing his Vanguard-Palladors from the combat with the Grave Guard, he moved them to within 9" of Matt's nearest gravesite, which would force him to set

up his reinforcements further back and, crucially, out of charge range of the vulnerable Gryph-hound. However, this tactic still required one undertaking to succeed – Neave Blacktalon simply had to slay two of the remaining three Grave Guard to guarantee at least a draw at the end of the battle or kill them all for certain victory. Thus far, the famed huntress had been wildly inconsistent in her damage output, so Simon held his breath as he rolled the dice, despite the odds being very much in his favour...

Of course, such heroes of the Age of Sigmar grow to become legends among their people precisely because they rise to the occasion when need is dire. And so, with a blur of her axes, Neave Blacktalon deftly hacked her way through the surviving Grave Guard to win the day.

### GETTING CARRIED AWAY!

Earlier in the battle, both players shared the common goal of holding up the opposing units on the left flank to prevent them from threatening the central objective. By the fifth battle round, this had simply become a matter of honour, with both players determined to fight to the last or defeat the forces arrayed against them at all costs. This melee ended in a bloody stalemate, and to everyone's amazement the heroic Sequitor-Prime was still standing!

A second lightning storm from Simon's Lord-Relictor strikes the Guardian of Souls and banishes it back to the underworlds. Not only does this rid the Stormcast Eternals of a powerful threat, but nullifies the wound roll bonus and Deathless Minions saves that the Hexwraiths and Chainrasps have been benefitting from.

The Myrmourn Banshees drift and flutter around the central objective (1), securing it for the Nighthaunts.

The Celestar Ballista fails to match its success in the previous battle round, the Knight of Shrouds escaping unharmed despite being struck by a stormbolt.

Having descended down the steps to the objective at the base of the cliff, the Lord-Ordinator claims the second objective (2) in the name of the God-King Sigmar.

Matt's general once again summons the Grimghast Reapers back from the underworlds but it is too little, too late.

Showing both the loyalty and intelligence for which his breed is famed, the Gryph-hound stands guard over the third objective (3) to ensure victory for the Stormcast Eternals!





## THE AFTERMATH: GLORY TO SIGMAR (BUT ONLY JUST!)

### ROBBED... BY A GRYPH-HOUND!

**Matt:** I can scarcely believe that victory came down to a Gryph-hound curled up and asleep on top of the last objective! I blame Matt Keefe for his dodgy dice rolls to see where the objectives landed – if even one of those two objectives had appeared on the opposite side of the battlefield, I'd have had the game sewn up in no time.

I was actually smashing Simon's army apart and he was really starting to run out of units. In fact, he only had eight models left at the end of the battle and I was continually bringing reinforcements to bear. If the battle had lasted another turn, I would have almost certainly overrun most if not all of his remaining forces. It just goes to show how desperate he was towards the end that he was reduced to holding an objective with a Gryph-hound!

Of course, the game was won by Simon's sneaky – some would say cowardly – tactics of retreating from combat with his Vanguard-Palladors. Had he been more honourable (*You have no idea how much this is hurting Simon's pride!* – Ed), he would have stayed in the fight like a true champion of Sigmar, objectives be damned!

Despite being defeated at the last, I stand by my strategy of holding the centre of the battlefield in force. Not only was it almost guaranteed that an objective would appear there, but it should have given me the opportunity to strike out for a second objective from a place of strength. I think that ultimately, the fact that both of the other objectives landed in the two most inconvenient positions for me was my downfall. I had all but crushed Simon's flanking force by the end, but the surviving dregs were just enough to hold on.

### MODEL OF THE MATCH

The Guardian of Souls was not only a really useful model for me in the game but proved to be an absolute nightmare for Simon. He was responsible for keeping my Hexwraiths going all game with his Spectral Lure spell, and his presence provided both +1 to my wound rolls and Deathless Minion saves for units nearby!



### THE NOT-SO-HEROIC FORCES OF SIGMAR

**Simon:** Ha! I knew my trusty Gryph-hound wouldn't let me down. Sigmar entrusted me with his keeping for a reason, and who am I to question the wisdom of the God-King?

I'll be honest, though – victory came down to finally winning a roll-off for the first turn, and in the one battle round that it really mattered. Beyond that, though, luck didn't play an especially crucial part in the battle (though we both certainly had some outrageously lucky moments), as it largely balanced itself out. Matt's Spirit Hosts slaughtered an entire unit of Sequitors, but they themselves were later wiped out by a single deadly volley from my Celestar Ballista. Saying that, I did enjoy Matt rolling four 6s immediately after nonchalantly claiming that he would do just that!

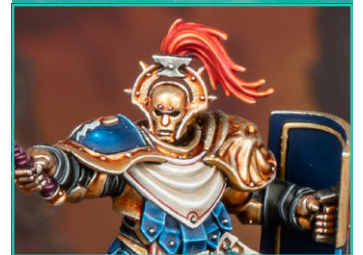
It took all of my willpower to withdraw from combat with my Vanguard-Palladors. I normally

field a Khorne army for Warhammer Age of Sigmar and had I been doing so, I would have remained in glorious melee and endeavoured to win through strength of arms alone. But Sigmar chooses his champions not for valour alone, but for their will to defeat the God-King's enemies at all costs. Well, that's my excuse anyway and I'm sticking by it, so there! But as much as I was able to engineer a sneaky way of denying Matt effective use of his reinforcements in the last battle round, I'd be remiss if I claimed anything other than the arrival of the objectives on the right flank being the real reason I was able to win. The sudden loss of my Evocators in the centre and diminishing strength on the left flank would have scuppered any chance I otherwise had should the objectives have appeared there.

SG

### MODEL OF THE MATCH

There were a number of models that I could have chosen here: Neave Blacktalon for her late heroics, my faithful Gryph-hound for ultimately winning me the game or the Celestar Ballista for annihilating those pesky Spirit Hosts. However, I developed a soft spot for my seemingly invincible Sequitor-Prime, so he gets my vote!



Valor the Astromancer prepared himself to die. The weight of failure bore heavily on the Lord-Ordinator, for it had been Valor that first identified the unique nature of the Vault of Falling Souls through his Warscryer Citadel's gilded arcanoscope. The fallen souls at his feet had already begun to seep into the ground, their potential for answers spent. They would return to Azyr empty-handed, glory their only gain. Glory. It had indeed been glorious! They would return to Azyr with honour intact.

Valor caught sight of Galaher Swiftwind being dragged from his Gryph-charger by grasping spectral hands before his attention was seized by two flares of light overhead, signalling the death of the ballista's crew atop the cliff behind him. Their killer revealed himself moments later, a gheist lord carrying a phantasmal blade of purest night. The Knight of Shrouds drifted down to face him with the arrogant slowness of one about to savour the death of a rival. The Lord-Ordinator hefted his astral hammers. His final duty in this life was to die well.





# WINNERS' CHALLENGE

For more than 30 years, Golden Demon has been the ultimate challenge for the very best painters of Citadel miniatures. But what, then, of a Champion of Champions? Join us, as we introduce the very first White Dwarf Golden Demon Winners' Challenge...

**G**olden Demon winners can rightly think of themselves as some of the best miniatures painters in the world. To celebrate this incredible standard of painting, we decided to introduce a new challenge, exclusively for those talented painters who've taken home a gold, silver or bronze Golden Demon

statuette over the previous 12 months. The challenge is simple – paint a piece to fit on a 60mm round base, to a theme set by the White Dwarf team. This year, the theme was a Warhammer Age of Sigmar one – the painter's choice of Order, Chaos, Death or Destruction. Here we bring you the second selection of entries...

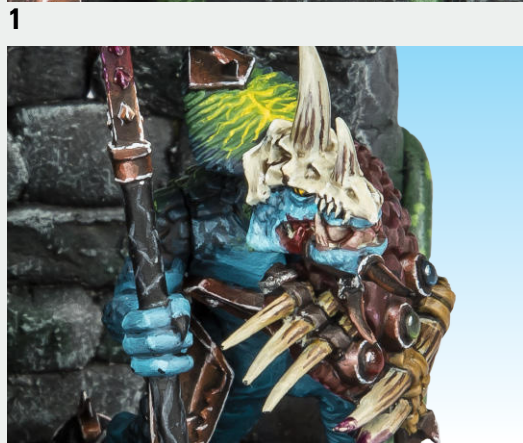
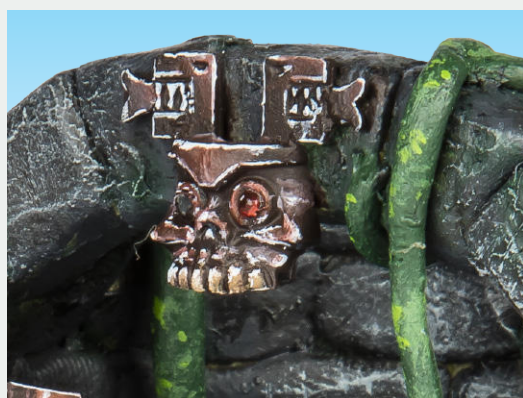
## ANCIENT GUARDIAN BY REUBEN BLAKEMAN

Reuben won silver in the Young Bloods competition at Golden Demon: Warhammer 40,000, and chose Order as the theme for his Winners' Challenge entry.

"My idea was for a heavily scarred Saurus Guard, fresh from a battle against Chaos, protecting the entrance of an ancient ruin and the powerful relic that lies within, thus keeping it in the hands of Order." Reuben built a temple entrance to evoke this part of this theme, with severed tentacles from would-be invaders littering the ground.

**"The challenge is simple – paint a piece to fit on a 60mm round base, to a theme set by the White Dwarf team."**

## OLD & YOUNG BLOOD



Reuben decorated the stone archway his Saurus Guard is defending with parts from the Saurus Knights kit, including the wardrum as a headstone (1). Carrying on the battle-weary theme, the Saurus himself carries a cracked shield and obsidian-staffed halberd, both covered in gore (2) – Reuben has even added some blood to the Saurus's maw!





## GHYRAN'S WRATH BY MALLY ANDERSON

Mally Anderson won bronze in the Warhammer Age of Sigmar Large Model category at Warhammer Fest 2017 with his Glottkin, so he was in familiar territory with Alarielle the Everqueen. "The initial concept I had was a dynamic scene to match her wonderful attacking pose," says Mally. The idea was to use some sort of plants firing from the ground

and lifting the Wrathmonger into the air. The ironic thing is that this was all planned before I knew about the release of the new Creeping Vines! So, they made things a lot easier and meant I could then get on to working Alarielle's pose into the scene to emphasise her prominence. Raising her onto a small ledge helped set her place in the scene as the main character."

**"The ironic thing is that this was all planned before I knew about the release of the new Creeping Vines!"**



## CREEPING VINES



1



2

"I heated the vines with boiling water," says Mally, "and bent them around the wrists of the Wrathmonger (1). This worked perfectly well but the vines couldn't take the weight! Let's face it, I don't think they were designed for this use. The solution was to wrap wire around the vines to resemble a creeper." Alarielle's pose has her making a powerful, forward motion with her arm (2). Mally matched the angle of the vines to emphasise Alarielle's power.



# GOLDEN DEMON

## THE NATURE OF CHAOS BY LEE HEBBLETHWAITE

Lee won bronze in the Unit category at Golden Demon: Warhammer Age of Sigmar in late 2016. He chose Chaos as his theme for the Winners' Challenge. "I'd had an idea about incorporating 'real-life' nature with the Daemons of Nurgle for ages, and the Winners' Challenge was perfect chance to bring the idea to life," he says. Nurgle is associated with life as a growing, changing and infectious force, and many forms of (albeit corrupted and diseased) nature feature in the design of the Daemons of Nurgle, notably flies. Lee picked up on this idea with a Plaguebearer having infested the shell of some beast. "The Plaguebearer emerging from his protective shell to attack an unsuspecting victim, while a pesky Nurgling runs off with his sword," says Lee – a nod to another aspect of Nurgle, his sense of humour.

"I went with a clean and bright paint scheme, using cold and warm colours contrasting against each other on each miniature. I tried for a realistic pattern on the shell and had fun adding all the Nurgle gore using glass microbeads and gloss varnish."

"I'd had an idea about incorporating 'real-life' nature with the Daemons of Nurgle for ages, and the Winners' Challenge was perfect chance to bring the idea to life."



## COMING OUT OF HIS SHELL

Lee added a snail shell to the Plaguebearer, incorporating several Nurgle-esque touches, like the Nurgling holding onto entrails, the green pustules and the head hanging from the tip of the shell (1).

Lee used a Freeguild Greatsword for the Plaguebearer's unsuspecting victim, grabbed by the wrist as the Plaguebearer bursts from its shell (2). Dropping his sword in shock, the Greatsword can only watch as it's carried off by a Nurgling (3)!



1



2



3





## SEPULCHRAL GUARD BY MAXIME CORBEIL

Citadel miniatures designer Maxime Corbeil won gold in the Open Competition at Warhammer Fest 2017. For the Winners' Challenge, he opted to make use of the Sepulchral Guard – a set he designed himself! "The piece was a bit challenging, as it was my first diorama or vignette," he says.

"It took some time to choose which Skeletons I would paint. I did some composition tests with a lot of adhesive putty and all the bits I was planning to use. I knew I wanted something ascending from the ground, which gave me a place to start. In the end, I didn't convert any of the models – well, in a way I made them in the first place!

"Painting-wise, I worked with a small palette, quite realistic and warm, trying to give each Skeleton his own cloth colour but linking them with the rest of the colours and textures. The hardest part to paint was the mud, actually. I struggled to find the right tone. I had fun with the stones on the stairs, reusing a lot of the colours I used on the models as subtle glazes, again to link everything up. I added some vegetation to make things a bit more interesting."



## A REALM OF DEATH



1



2

"I wanted a grim atmosphere, something really classic, in line with the models – an old cemetery with broken architecture and skulls – a bit how I imagine the Realm of Death – so I built the base from the scenery bit of the Stardrake kit (1), some bits from the Sepulchral Guard bases and loads of Green Stuff to make sure all the parts had the same texture, which is also why I didn't use sand (2). The Citadel Skulls box was just out and really helpful, too."



# GOLDEN DEMON

## 'EAVY ARMOUR BY PATRIC SAND

Patric Sand won silver in the Middle-earth category at Golden Demon Classic 2017. For his Winners' Challenge entry, he chose Destruction as his theme. "My inspiration for this piece is the artwork of Adrian Smith," says Patric, "a big orc sitting on top of a boar, wearing 'eavy armour. This is the classic image of orcs for me and I had to do a tribute! My idea of an orc (*now known as orruks in the Age of Sigmar*. – Ed) is a creature with dark, deep green skin, wearing loads of rusty weathered armour pieces, with brutal weapons and only one thing on its mind – to fight.

"The paint job itself was quite simple. The armour has a lot of weathering. I started with a basecoat of Leadbelcher then shaded it with Agrax Earthshade. Then I applied some dots of Agrax Earthshade mixed with Nuln Oil to add a darker, stained effect. After that, I painted some Skrag Brown into the recesses of the armour to make it look rusty. Finally, I added some scratches with Runefang Steel. I used the same technique on the white armour pieces, but shaded it with Seraphim Sepia instead of Agrax Earthshade."

**"My inspiration for this piece is the artwork of Adrian Smith – a big orc sitting on top of a boar, wearing 'eavy armour."**

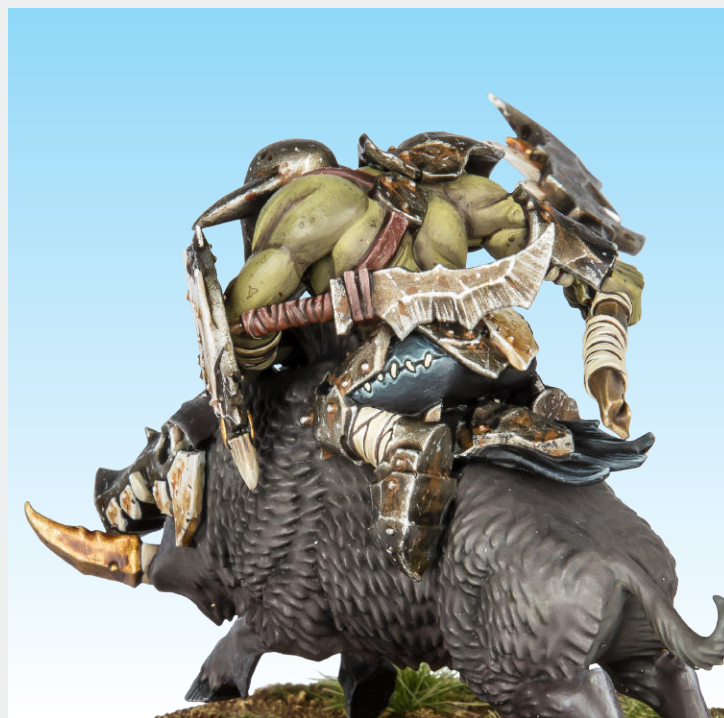


## TEXTURES AND GRIME

Patric chose a cream colour for the metal plates on the rider's shield, and for some of those on the face of the boar (1), to introduce a lighter colour but made sure these were stained and dirty like the rest of the armour. For Patric, this is an essential part of the orc – or orruk – look. "Even the skin has these stains, like liver spots, and a dotted texture to make it stand out a bit more (2)." Patric painted these spots with the same colour used for shading the skin.



1



2



**“I aimed for a theatrical piece that showed how I thought the Lord-Castellant’s warding lantern would work...”**

**THE WARDING LIGHT BY RYAN ALLEN**  
Ryan Allen won gold in the Duel category at Golden Demon: Horus Heresy 2017 with, unusually, a Calth-themed Battlefleet Gothic piece.

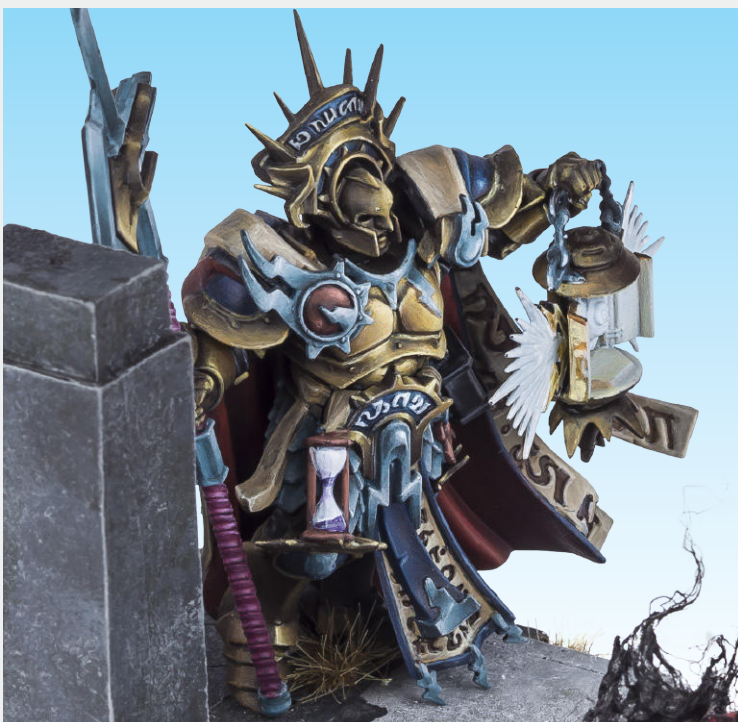
“I approached this piece in the way that I do with all my competition entries, and that is to recognise my skill level compared to the competition (I know I am not at the level of Andy Wardle or Robin McLeod, for example) and aim to practice something I struggle with.

“So knowing I would be at a lower skill level than some of the competition (*that sounds far too modest!* – Ed), I aimed for a theatrical piece that showed how I thought the Lord-Castellant’s warding lantern would work, which was by melting the Daemons from reality. I then chose to try and show it as a strong light source. This gave me the chance to practice two weak areas I have, which are light sources and non-metallic metals.”

Needless to say, we think Ryan’s piece is fantastic – but it’s reassuring for the rest of us to hear that even winners sometimes doubt their abilities and use the competition as a chance to practise.



## BY THE LIGHT OF A WARDING LANTERN



1



2

Ryan used his Lord-Castellant’s armour (1) as an opportunity to practise painting non-metallic metals. He also used the warding lantern itself as the light source for the piece. To achieve this effect, Ryan has applied lighter highlights in the areas where the lantern’s light would fall and created shadows in areas where those, too, would naturally occur – for example, on the diorama’s base, where shadows are cast by the Bloodletters’ legs (2).



# GOLDEN DEMON

## THIS IS MY REALM BY TOMÁŠ PEKAR

A regular White Dwarf contributor, Tomáš won bronze in the Warhammer 40,000 Single Miniature category at Golden Demon: Classic.

Tomáš's aim with this piece was to ask questions of the viewer about exactly what is going on. "I prefer each person to come up with a story in their own mind. For example, is this the end of a battle, or merely the start? The Chaos Warrior has already been defeated, but the Hunter looks like he is about to leap from the rocks to search for more enemies. Is he on his own, a lone fighter searching for his prey, or are there other Sylvaneth in the woods around him? Is he the monster or the victim? For me, the theme is Chaos – the chaos of battle, the chaos of thoughts, chaotic moments and trying to work out what is going on in them. Plus, of course, a true servant of Chaos itself.

"The Kurnoth Hunter is not converted – one of the poses already fit perfectly – but I used a hobby knife to add some texture to bark. The fallen Chaos Warrior I repositioned and the upper part of right hand is new, made from Green Stuff. As a warrior of Khorne, I left his weapons in his hands to suggest his convulsions after death."

"For me, the theme is Chaos – the chaos of battle, the chaos of thoughts, chaotic moments and trying to work out what is going on in them."



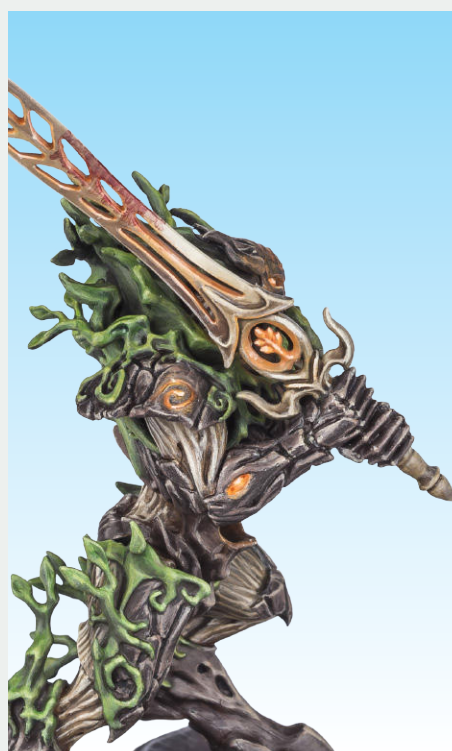
## CAUGHT IN THE UNDERGROWTH

"I painted the Hunter burning from within with a desire for revenge on those who have disturbed his realm," says Tomáš. (1) "I also used the same effect as a light source coming from within his sword (2).

"The base (3) was a big challenge for me. It was the first time I tried making this type of terrain," he says. "It's intended to tell part of the story of the piece – a few moments after the invader falls, the forest has already begun to deal with his body."



1



2



3



## VARANGUARD BY ROBIN MCLEOD

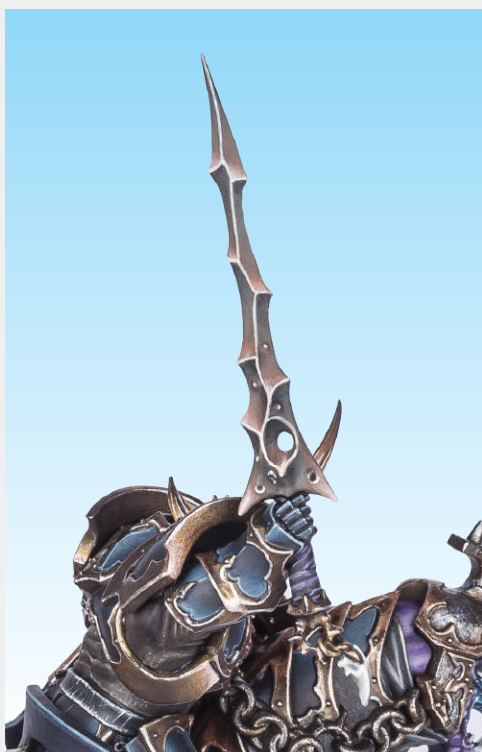
Rob won silver in the Single Miniature category at Golden Demon: Warhammer 40,000 in 2017 with his Chaos Sorcerer, so Chaos is clearly an old favourite.

"The Varanguard really ooze menace," he says. "They are such fantastic miniatures, I was really excited to paint one. The idea behind this piece was to depict the Stormcast having been struck down by the Varanguard, who knocked him into the foul pool below. I'd decided on the Nurgle-themed components for the rider already and I wanted to convey that the Stormcast has been wounded by a plague weapon. I swapped the head of the Stormcast with one taken from the Festus Leechlord kit, which looked suitably infected with Nurgle's blessings.

"I opted for a polished effect on the Varanguard's armour, using a cool blue tone. I blocked in the highlights and then layered back down to the dark tones while using glazes in-between to tie it all together."



## KNIGHT OF RUIN



1



2



3

"I think the plague sword (1) is one of my favourite elements of the piece. I used copper tones to complement the metallic areas across the rest of the model, which give a nice contrast to the blue in the armour (2). I collect a lot of Chaos miniatures, and Nurgle is a big favourite, so this was a great piece to work on." While the Varanguard are followers of the Everchosen himself, Rob used the sword and the base (3) to hint subtly at Nurgle's involvement.



DESIGNERS' NOTES

# IMPERIAL KNIGHTS

With the arrival of this month's additions to the Imperial Knights range and an exciting new codex to introduce them, we decided to catch up with the masterminds behind the miniatures and discuss the army's development over the years.







**W**hen the Imperial Knights first arrived on the scene in the form of the Knight Paladin and Knight Errant, little did we know that they would eventually be followed by so many more Imperial Knights. In fact, there are now nine different patterns of Imperial Knight across three classes – almost double the number there were even a year ago! With all this in mind, we thought it fitting to take a look at their journey so far. By offering them lands and titles on a nearby Knight world (read as ‘tea and biscuits’), we persuaded designers Jes Goodwin, Tom Walton and Dale Stringer to tell us everything about the development of the Imperial Knights over the years. As the forerunner that would eventually go on to define the visual aesthetics of the entire range, we decided to kick things off with the Questoris-class Knight.

**“...the Questoris-class Knight was designed as I imagined the settlers would build it.”**

**Jes Goodwin:** The Imperial Knights actually date back to the early 1990s. They first appeared in the Epic range of games, including Space Marine and Titan Legions. Those models were of a much smaller scale, though (they were each about an inch tall. – Ed). The original Knights were based on some of my early concept sketches, which, years later, I then updated for the Warhammer 40,000-scale Knight. It was then up to Tom to turn that concept into a finished miniature.

**Tom Walton:** Before the knightly houses were first established, Imperial Knights were used as functional machines designed to aid the practical requirements of the civilizations that emerged on what would become Knight worlds. As such, the model that we now know as the Questoris-class Knight was designed as I imagined the settlers would build it, with winches, lifting lugs and worm drives to carry its vast weight. These elements also serve as a bridge in your imagination as to how something actually functions – you know how muscles, joints and ligaments work, so replacing them with cogs, gears and pistons just feels right.

**JG:** Another factor to consider is that Imperial Knights are controlled by a pilot, so we needed to create a functional space for them to sit. We decided early on that we wanted the pilot to be mounted within the machine’s chassis rather than in the head like with the various Titans.

**TW:** Exactly, so I added a large hatch to the top of the carapace so you can see where the pilot would be lowered into position, but it also



## DESIGNERS' NOTES

includes rungs and handles for the maintenance crews. You can almost see how they would be clambering all over the carapace, rearming, refuelling and repairing the Knight.

**White Dwarf:** That would make a great diorama, especially with a Sacristan Forgeshrine! So how did you go about turning something that was a functional vehicle into a full-on war machine?

**JG:** At its heart, a Questoris-class Knight is still the same vehicle that would have originally been used to perform tasks such as logging with large chainblades or heavy lifting with powered gauntlets, perhaps even mining. The difference is that, as the feudal societies of the Knight worlds became more established and the Knight suits were retrofitted accordingly, their endoskeletons were clad in armour and they were armed with dedicated weapons of war.

**TW:** Given that the Knights would have been adapted in this manner using Standard Template Constructs (STCs), I designed the armour to represent large cast sections of prefabricated plating that could have been

easily fitted into place. Because the heraldry of the knightly houses would play such a significant role in the visual identity of the Knights, I ensured that these large areas of smooth armour plating would cater for the intricate transfers without risk of the decals rippling or overlapping. These same areas could instead be lavished with freehand detail by suitably experienced painters or offer clean fields of bold colours for those painting their Knight models as Freeblades.

**JG:** And yet details such as the Knight's beetle-back carapace, stylised fleur-de-lis, full-helm head options and hanging tabard really help to convey the model's Imperial Gothic styling even before any colours or decals are applied.

**WD:** We've talked a lot over the years about how Warhammer 40,000 is defined by the Imperium's gothic imagery, and that's true of the Imperial Knights, too. But what exactly do we mean by the Imperium's gothic feel?

**JG:** I would say that it is a combination of functional, industrial-looking technology with heavily stylised decoration born of thousands of years' worth of aesthetic development. In the case of the Imperial Knight, a good



**JES GOODWIN,  
TOM WALTON & DALE  
STRINGER**

Tech-savants Jes, Tom and Dale are the miniatures designers responsible for creating the original Imperial Knight STCs that enable us all to make plastic duplicates of these glorious war machines for our own armies and collections.

Questor Mechanicus Knights of House Raven stride forth to do battle with an Ork horde, representing all three major classes of Knight. A towering Knight Valiant stands to the fore, a pair of Armiger Helverins and a Knight Errant charge alongside.





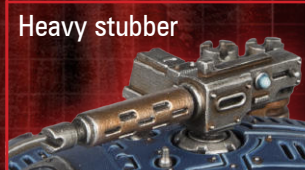
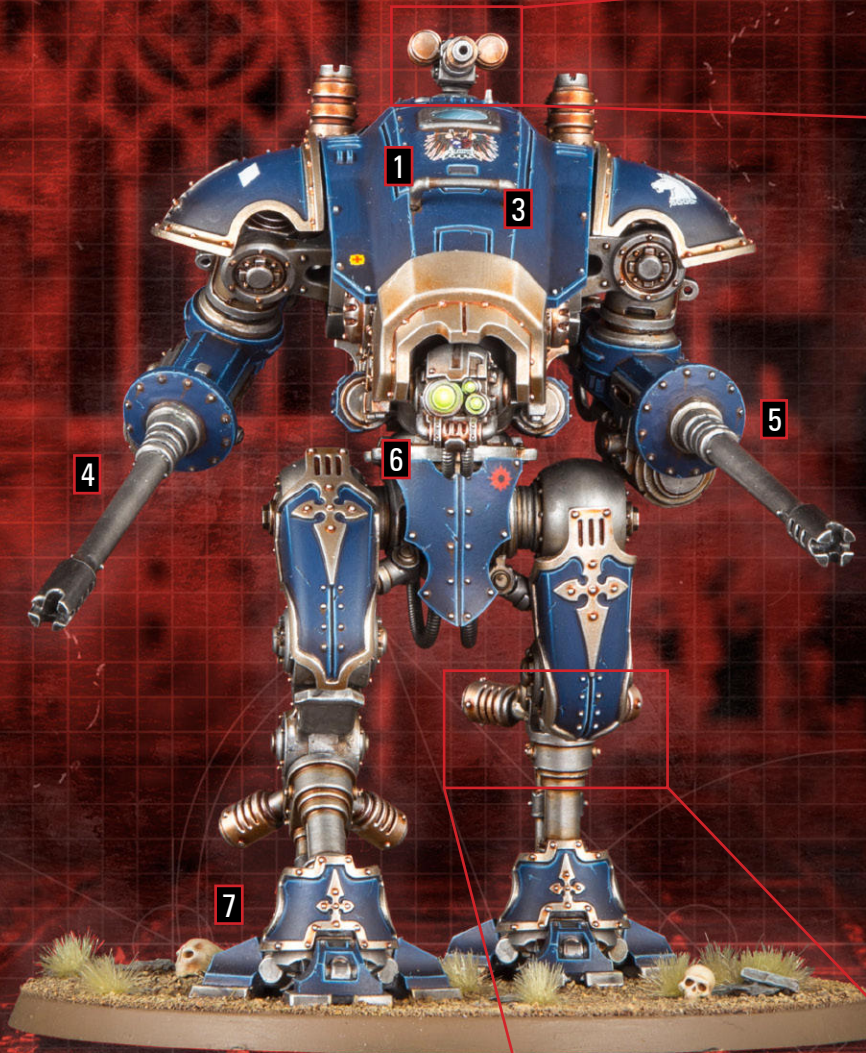
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+++ Armiger Knights share the STC designs of the larger classes, but due to their lower power requirements, their plasma reactor core, exhaust pipes and power distribution systems are scaled to their compact size for optimum efficiency. +++



+++ Armiger autocannons share a silhouette with the ancient hand-held lance weapons of feudal Terra, with a long shaft and armoured shield at their base. +++



+++ The military patterns of Armiger-class Knights feature a carapace-mounted heavy stubber for anti-infantry fire or a meltagun for dealing with more heavily-armoured threats. +++



+++ The reverse knees of an Armiger-class suit are flanked by a pair of gyro stabilisers to compensate for their inverted legs, giving it a more hunched, predatory posture, but one that is far better suited to its swift gait. +++

example of this concept in action can be found in the rounded 'bones' that form the structure of its endoskeleton. It's a subtle but effective design flourish that we ended up replicating on the other classes of Knight suit and beyond (*see left*).

**WD:** Let's talk about the Armiger Knights, which you designed, Dale.

**Dale Stringer:** The goal was to create a smaller, lighter class of Knight suit that would have a noticeably different battlefield role to the Questoris-class Knights that came before it. First and foremost, an Armiger's size would make it more agile and able to threaten enemies that were too well dug in or sheltered by terrain for their larger cousins to engage effectively. The Knights Armiger also had to be instantly recognisable as belonging to the Imperial Knights range. As a result, I replicated many of the features found on the Questoris-class Knights, such as the exhaust stacks, the reactor on the back, the weapon mounts and

the lifting lugs, but on a slightly smaller scale. I then gave the legs a more animalistic stance and less armour plating for greater freedom of movement.

**JG:** All the Imperial Knights would have been created using STC blueprints, so having obvious similarities between the different classes was paramount. You can see this in the weapons used by the Armigers, which are variations of those utilised by the Questoris-class Knights and share a similar look. The Warglaive's reaper chain-cleaver and thermal spear are effectively scaled-down versions of those used by the Knight Errant. Conversely, the Helverin autocannons are more akin to the carapace-mounted Icarus autocannons of the Questoris, though beefed up into Armiger-grade primary weapon systems.

That's why these two patterns of cannon share a common design, even down to their crenellated barrels. It's little details like this that really tie ranges of miniatures together.

## KNIGHT HELMS

A key point of Imperial Knight culture is their divided loyalty to either the Adeptus Mechanicus directly to the Imperium as a whole. The kits for the Armiger and Questoris class Knight models include options for more Mechanicus-themed face plates, complete with optical lense arrays (*below*), as well as full helm designs to show their allegiance to the wider Imperium.





# DESIGNERS' NOTES

+++ IMPERIAL KNIGHT: DOMINUS CLASS, CASTELLAN PATTERN +++

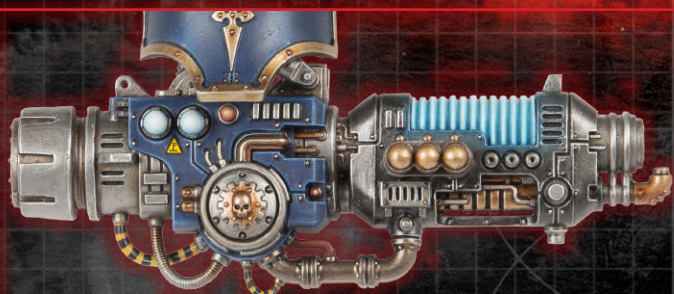
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+++ Secreted within the warhead of each shieldbreaker missile is a rare form of Warp-breaching technology that enables the warhead to flicker in and out of the immaterium to bypass energy shielding and other esoteric defences. Secreted within the warhead of each shieldbreaker missile is a rare form of Warp-breaching technology that enables the warhead to flicker in and out of the immaterium to bypass energy shielding and other esoteric defences. +++



+++ A plasma decimator is an ancient pattern more akin to the antiquated plasma technology utilised by the Adeptus Mechanicus than that of the Astra Militarum or Adeptus Astartes. The plasma decimator features an extended coolant barrel, ignition torch and its own plasma reactor core. +++

+++ The name of the Knight's house is proudly displayed on its chest plate where the heart would be on a bipede of flesh and blood. +++





+++ Tap the numbers for more information +++

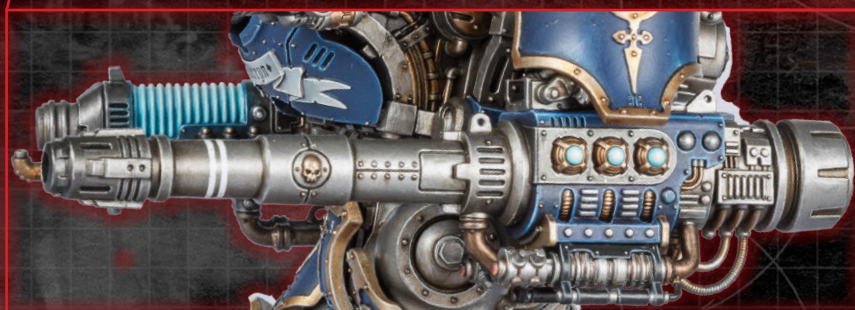


+++ A network of runs and ladders allow Sacristan Tech-Adepts and repair crews to reach the pilot's cockpit and other access hatches as needed. +++

+++ Due to its increased power demands of Dominus-class Knights, they each require a dual plasma reactor core. +++



+++ Advanced auto-loaders enable the carapace-mounted siegebreaker cannons to maintain a relentless bombardment of heavy ordnance. +++



+++ The volcano lance is perhaps the single most powerful pattern of military-grade heavy laser cannon utilised by the Imperial Knights, and is designed for the elimination of alpha-level threats at long range. The weapon features a dual targeting system for precision accuracy. +++



# DESIGNERS' NOTES

**DS:** We actually imagined the Armiger-class Knights having a number of purposes. Given their smaller size, they could feasibly be used as training suits for young nobles aspiring to pilot a larger Knight suit. On the battlefield, roving packs of Knight Armiger Warglaives or Helverins would likely serve as scouts or escorts to a Knight lance made up of larger Knights.

**JG:** The Warglaive and Helverin represent two combat patterns of Armiger-class Knight. The knightly houses would doubtless have other patterns of Knights Armiger, each with their own specific roles. For example, you could easily picture an Armiger outfitted with loading arms and spare munitions rearming another Knight. As Dale hinted, maybe on certain Knight worlds, a prospective pilot would have to serve time learning the trade, mastering several different duties as an

Armiger 'squire' before earning the right to advance and ultimately command one of the larger classes of Knight suit.

**WD:** Speaking of which, let's talk about the largest class of Knights in the range – the Dominus-class Knights Castellan and Valiant. What's the deal with these new behemoths?

**JG:** We saw the Dominus class as being more rare and exotic than the other Knight classes. This is partly due to the nature of their armaments – the primary weapons of the Castellan and Valiant unleash searing plasma bursts or high-yield energy beams, whilst the other classes utilise solid-shot, heavy ordnance or melta weaponry. Though the STCs provided the means to create these weapons and the Dominus Knights themselves, the cost in resources would inevitably be much greater. Of course, it's not just the rarity and quality of the weapons

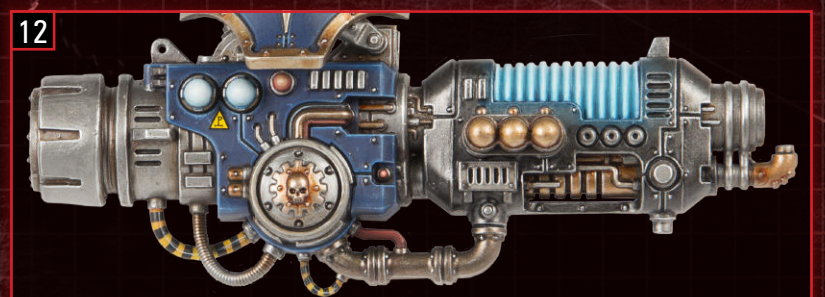
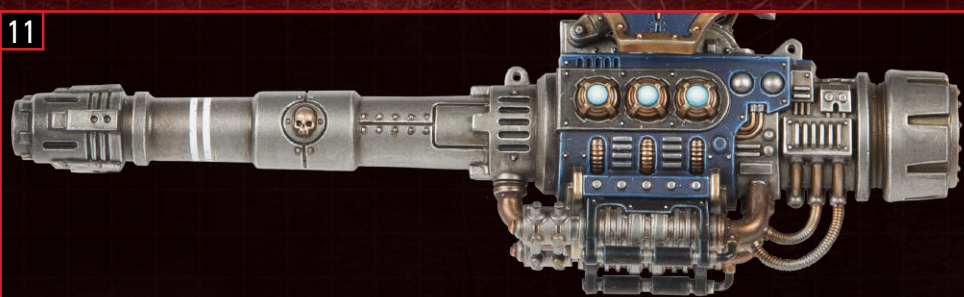
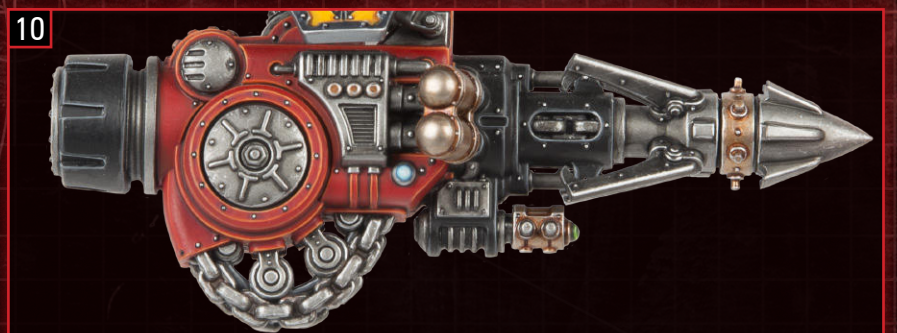
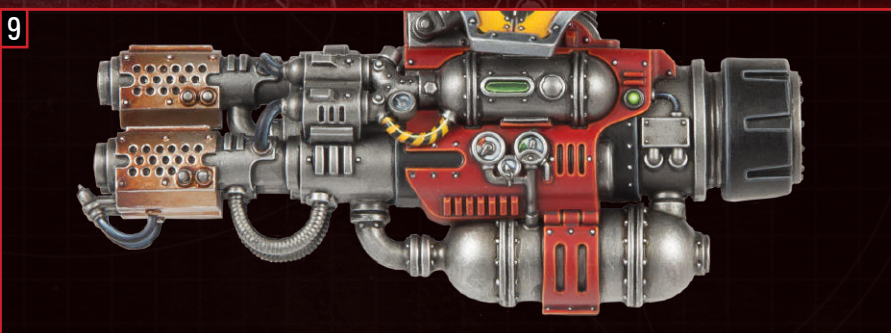
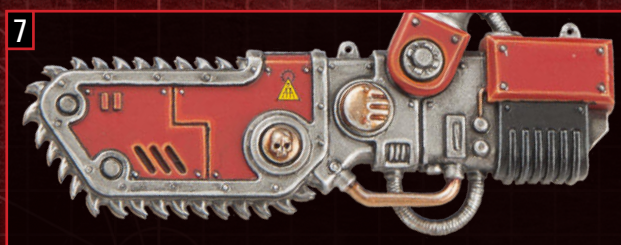
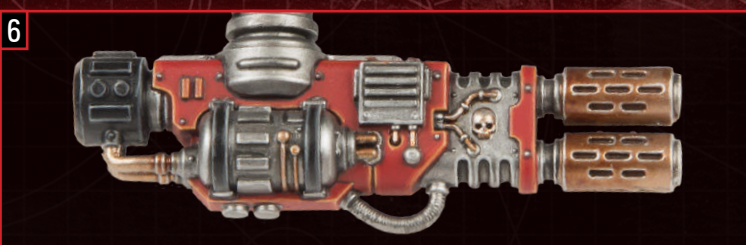
## UNITY OF DESIGN

Details like the Questoris-class Knight's plasma reactor core (1) became seminal design principles that would be shared across the entire Adeptus Mechanicus range. The backpacks of the Primaris Space Marines (2) also bear a similar design influence via their creator, Belisarius Cawl.

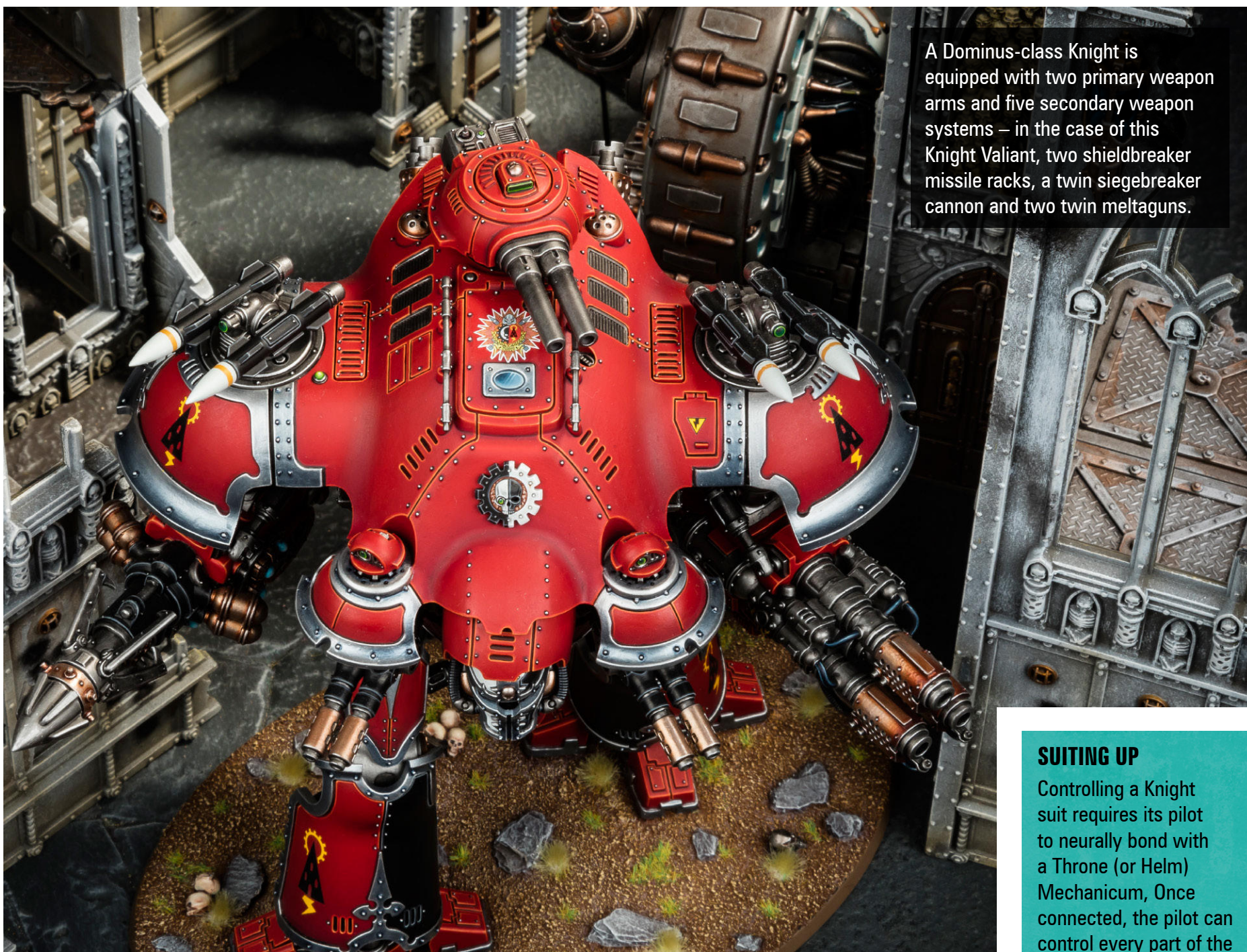


## IMPERIAL KNIGHT ARMAMENTS

1. Dominus-class shieldbreaker missile rack
2. Armiger-class carapace melta gun
3. Helverin-pattern Armiger autocannon
4. Dominus-class carapace siegebreaker cannon
5. Armiger-class heavy stubber
6. Warglaive-pattern thermal spear
7. Warglaive-pattern reaper chain-cleaver
8. Dominus-class twin melta gun array
9. Valiant-pattern conflagration cannon
10. Valiant-pattern thundercoil harpoon
11. Castellan-pattern volcano lance
12. Castellan-pattern plasma decimator







A Dominus-class Knight is equipped with two primary weapon arms and five secondary weapon systems – in the case of this Knight Valiant, two shieldbreaker missile racks, a twin siegebreaker cannon and two twin meltaguns.

that Dominus-class Knights bear but the sheer quantity of them as well.

**DS:** They're certainly not short of guns! I had to consider the increased strain that such a number of guns (and the rare quality of its primary weapons) would have on their plasma reactor cores. Dominus-class Knights also stand taller and are considerably bulkier than Questoris Knight suits. I therefore decided to equip the Dominus Knights with a dual plasma core system to cope with the massive power requirement.

**JG:** The Dominus-class Knights are at the opposite end of the spectrum to the Armigers not just in size, but also in the experience of their pilots. We reckon a Dominus is one of the largest war machines a single pilot can control with a neural interface without mental overload. Anything much larger than that and you're talking a Titan or super-heavy tank, which require entire crews to control them.

**WD:** So why would the settlers risk investing so many resources into building the larger Dominus-class Knights?

**JG:** The Questoris-class Knights were, first and foremost, utility vehicles that were

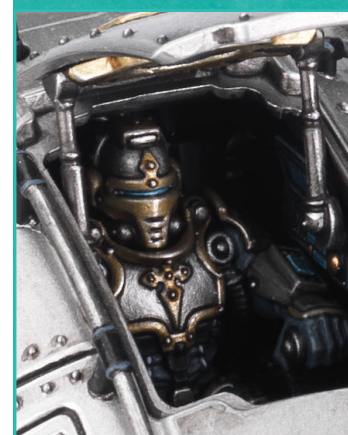
subsequently retrofitted into armoured combat suits, but the Dominus-class Knights were built specifically for military use from the outset. With its formidable arsenal, the Knight Castellan is a defence specialist, while the Knight Valiant is the suit of choice for taking the fight to the enemy. When the knightly houses are up against it, Dominus-class Knight suits offer the solution.

**DS:** I drew inspiration for these Knights from Jes' concept sketches, but also from the old Titan Legions miniatures like the Imperator-class Titan and the classic Warlord Titan with its curved carapace. The Dominus Knights share many of the design aesthetics of the Questoris-class Knights, just with noticeably heavier and more brutal nuances. For example, the legs of the Dominus Knights have a more sturdy, cumbersome appearance that really suits them. One quick look at the Dominus Knights tells you all you need to know about them. They're larger, heavier, bristling with deadly guns and stand upright, unlike the more predatory hunch of the other Knight suits. They're more akin to a castle on legs or battlements with guns on!

#### SUITING UP

Controlling a Knight suit requires its pilot to neurally bond with a Throne (or Helm) Mechanicum. Once connected, the pilot can control every part of the Knight suit as if it were their own body.

"Ensuring that a Knight pilot has sufficient space to sit in his Throne Mechanicum has always been an important design consideration for the Imperial Knight range," says Dale. "Even though the *Canis Rex* model is the first time we've actually shown a pilot in position, we strive to ensure that there is a sense of realism to all of our model designs."





## DESIGNERS' NOTES

### DEVELOPING THE NEW KNIGHTLY NARRATIVE

**Andy Clark is the Design Studio's Knight Apparent, having written the background for the new edition of Codex: Imperial Knights as well as two novels, Kingsblade and Knightsblade.**

**W**ith Andy sitting comfortably in his Throne Mechanicum, we asked him about the story behind the new classes of the Imperial Knights and how they fit in with the faction as a whole.

"The first thing to bear in mind is that Armiger-class pilots control their Knights in a slightly different manner," Andy explains. "They connect to their Knight suit via a Helm Mechanicum instead. This is for two reasons: firstly, the Helm Mechanicum rig is smaller, so can fit into the slightly more compact cockpit of an Armiger; secondly, Helms Mechanicum are neurally linked to the Throne Mechanicum of a senior Knight nearby – commonly a Knight Preceptor, as they are the most experienced tutors. It's quite an insidious notion really, as the commanding Knight can override the actions of any Armigers they are linked to, but as this process uses subliminal mental suggestion, the Armiger pilots are not even aware of it!

"Where the Armigers are light and nimble, Dominus-class Knights are the more static defensive bastions and nigh-unstoppable battering rams of the knightly houses. Indeed, the Castellan and Valiant excel in their specific roles more than any other class or pattern of Knight and carry the perfect weaponry to perform them. If you need to destroy a powerful super-heavy threat such as an Ork Stompa or Khorne Lord of Skulls before it reaches your lines, use a Knight Castellan. If you need to breach a hole in an enemy battleline, field a Knight Valiant.

"But where the Armiger and Dominus classes differ most from the Questoris class is that they are very binary in their weaponry and battlefield role. While they're very good at their dedicated specialism, they don't have the flexibility of the Questoris class. As a result, the royal and baronial lords of each Knight house unanimously pilot Questoris-pattern Knight suits. The Questoris-class Knight suits retain their place as the heart of the army, which is exactly how it should be." **SG**

















# SOUL WARS

BY JOSH REYNOLDS

As Nagash, Supreme Overlord of the Undead, arrays his forces against all things living in the Mortal Realms, it is in the free city of Glymmsforge that the forces of Death and of the Heavens first cross blades. Black Library author Josh Reynolds tells the tale in his new novel *Soul Wars*, the first chapter of which you can read for free right here!

**A**t the heart of the Realm of Death, the Undying King waited on his basalt throne.

He sat in silence, counting the moments with a patience that had worn down mountains and dried out seas. Spiders wove their webs across his eyes, and worms burrowed in his bones, but he paid them no mind. Such little lives were beneath the notice of Nagash. His awareness was elsewhere, bent towards the Great Work.

Then, Nagash stiffened, alert. Purple light flared deep in the black sockets of his eyes. The scattered facets of his perceptions contracted. The disparate realms slid away, as all his attentions focused on Shyish and the lands he claimed for his own.

Something was wrong. A flaw in the formulas. Something unforeseen. The air pulsed with raw, primal life. It beat upon the edges of his perceptions like a hot wind. He shrank down further still, peering through the eyes of his servants – the skeletal guardians that patrolled the streets endlessly. He saw... green. Not the green of vegetation, but dark green, the solid green musculature of things that should not be in Nagashizzar. He heard the thunder of rawhide drums and tasted a hot, animal stink on the air.

Something was amiss. Inconceivable. And yet it was happening.

Nagash shook off the dust of centuries and forced himself to his feet. The creaking of his bones was like the toppling of trees. Bats and spirits spun in a shrieking typhoon about him as he strode from his silent throne room, shaking the chamber with every step.

He was trailed, as ever, by nine heavy tomes, chained to his form. The flabby, fleshy covers of the grimoires writhed and snapped like wild beasts at nearby spirits.

He cast open the great black iron doors, startling those of his servants in the pillared forecourt beyond. That the fleshless lords of his deathrattle legions were gathered here before the doors of his throne room, rather than seeing to their duties, only stoked the fires of his growing anger. 'Arkhan,' he rasped, in a voice like a tomb-wind. 'Attend me.'

'I am here, my king.'

Arkhan the Black, Mortarch of Sacrament and vizier to the Undying King, stepped forwards, surrounded by a gaggle of lesser liches. The wizened, long-dead sorcerers huddled in Arkhan's shadow, as if seeking protection from the god they had served briefly in life and now forever in death. Unlike his subordinates, Arkhan was no withered husk, for all that he lacked any flesh on his dark bones. Clad in robes of rich purple and gold, and wearing war-plate of the same hue, he radiated a power second only to that of his master.

Nagash knew this to be so, for he had made a gift of that power, in days long





gone by. Arkhan was the Hand of Death and the castellan of Nagashizzar. He was the vessel through which the will of Nagash was enacted. He had no purpose, save that which Nagash gifted him. 'Speak, my servant. What transpires at the edges of my awareness?'

'Best you see for yourself, my lord. Words cannot do it justice.'

Though Arkhan lacked any expression except a black-toothed rictus, Nagash thought his servant was amused. Arkhan turned and swept out his staff of office, scattering liches and spirits from their path as he led his master to one of the massive balconies that clustered along the tower's length. At his gesture, deathrattle guards, clad in the panoply of long-extinct kingdoms, fell into a protective formation around Nagash. While the Undying King had no particular fear of assassins, he was content to indulge Arkhan's paranoia.

'We appear to have an infestation of vermin, my lord,' Arkhan said, as they stepped onto the balcony. 'Quite persistent vermin, in fact.' Razarak, Arkhan's dread abyssal mount, lay sprawled upon the stones, feasting on a keening spirit. The beast, made from bone and black iron, its body a cage for the skulls of traitors and cowards, gave an interrogative grunt as its master strode past. It fell silent as it caught sight of Nagash, and returned to its repast.

Many-pillared Nagashizzar, the Silent City, spread out before him. It was a thing of cold, beautiful calculus, laid out according to the ancient formulas of the Corpse Geometries. A machine of stone and shadow, intricate in its solidity, comfortable in its predictability.

It was a place of lightless avenues of black stone veined with purple, and empty squares, where dark structures rose in grim reverence to his will. These cyclopean monuments were made from bricks of shadeglass, the vitrified form of the collected grave-sands. Harder than steel and polished smooth, the towering edifices resonated with the winds of death.

Nagashizzar had been made from the first mountain to rise from the eternal seas. There had been another city like it, once, in another time, in another world, and Nagash had ruled it as well. Now all that was left of that grand kingdom were threadbare memories, which fluttered like moths at the edges of his consciousness.

Those memories had taken root here and grown into a silent memorial. Or perhaps a mockery. Even Nagash did not know which it was. Regardless, Nagashizzar was his, as it had always been and always would be. Such was the constancy of his vision.

But now, that vision was being tested.

Nagash detected a familiar scent. The air throbbed with the beat of savage drums and bellowing cries. Muscular, simian shapes, clad in ill-fitting and crudely wrought armour, loped through the dusty streets of Nagashizzar. Orruks. The bestial, primitive children of Gorkamorka.

Below, phalanxes of skeletal warriors assembled in the

plazas and wide avenues, seeking to stem the green tide, but to no avail. The orruks shook the ground with the joyful fury of their charge. A roaring Maw-krusha slammed through a pillar, sending chunks of stone hurtling across the plaza. It trampled the dead as it loped through their ranks, and the orruk crouched on its back whooped in satisfaction.

The orruks were the antithesis of the disciplined armies facing them. For them, warfare and play were one and the same, and they approached both with brutal gusto. They brawled with the dead, bellowing nonsensical challenges to the unheeding tomb-legions. There was no objective here, save destruction. Unless...

Nagash turned towards the centre of the city, where the flat expanse of the Black Pyramid towered over the skyline. It was the greatest and grandest of the monuments he'd ordered constructed. Unlike its smaller kin, hundreds of which dotted Shyish, the Black Pyramid was the fulcrum of his efforts. Its apex stretched down into Nekroheim, the underworld below Nagashizzar, while its base sprawled across the city – a colossal structure built upside down at Shyish's heart.

A flicker of unease passed through him as he considered the implications of the sudden assault. It was not a coincidence. It could not be. He looked at Arkhan. 'Where did they come from?'

The Mortarch motioned southwards with his staff. 'Through the Jackal's Eye,' he said. Nagash's gaze sharpened as he followed Arkhan's gesture. The Jackal's Eye was a realmgate, leading to the Ghurish Hinterlands. There were many such dimensional apertures scattered across this region – pathways between Shyish and the other Mortal Realms. They were guarded at all times by his most trusted warriors. Or so he had commanded, a century or more ago. As if privy to his master's thoughts, Arkhan said, 'Whoever let them pass through will be punished, my lord. I will see to it personally.'

'If the orruks are here, then whoever was guarding the gate is no more. The reasons for their failure are of no interest to me.' Nagash considered the problem before him. Then, as was his right as god and king, he passed it to another, one whose entire purpose was to deal with such trivialities.

'Arkhan, see to the disposal of these creatures.' Nagash looked down at his Mortarch. Arkhan met his gaze without flinching. Fear, along with almost everything else, had been burned out of the liche in his millennia of servitude. 'I go to bring the Great Work to its conclusion, before it is undone by this interruption.'

'As you command, my lord.' Arkhan struck the black stones of the balcony with the ferrule of his staff. Razarak heaved itself to its feet with a rustling hiss. The dread abyssal stalked forwards, and Arkhan hauled himself smoothly into the saddle. He caught up the reins and glanced at Nagash. 'I am your servant. As ever.'

Nagash detected something that might have been disdain in Arkhan's flat tones. Of course, such was impossible. The



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Mortarch was no more capable of defying Nagash than the skeletons trudging through the wastes. And yet, he seemed to, in innumerable small ways. As if there were a flaw in him – or in Nagash himself.

For a moment, the facets of Nagash's being hesitated. Then, as ever, the black machinery that passed for his soul righted itself and continued on. He had been mistaken. There was no defiance. Only loyalty. All were one, in Nagash, and Nagash was all. 'Go,' he said, the stentorian echo of his command causing the air itself to shudder and crack.

With a sharp cry, the Mortarch urged his steed into a loping run. The skeletal monstrosity galloped across the balcony and flung itself into the air. The winds of death wrapped protectively about both rider and steed, carrying them towards the battle.

A moment later, a cyclone of howling, tortured spirits streamed past Nagash and spiralled into the air in pursuit of the Mortarch. He watched as they hurtled upwards and away, a cacophonous fog of murderous spectres, twisted and broken by his will into a shape suited to their task. They had been criminals, murderers and traitors in life, and now, in death, they were bound in stocks and chains, afflicted with terrible hungers that could never be sated. Nagash knew himself to be a just god, whatever else.

He turned away, satisfied. Arkhan would see it done, or be destroyed in the attempt. The Mortarch had been destroyed before and would be again. Always, Nagash resurrected him. His term of service had no end, for so long as the Undying King required his services.

He cast his gaze back towards the Black Pyramid and let his body crumble to dust and bone. Even as it came apart, his mind was racing through the confines of the pyramid like an ill wind. Its interior was a labyrinth of impeccably placed tunnels and passageways, all polished to a mirror-sheen. These pathways resonated with the energies of the aetheric void that encompassed and permeated the Mortal Realms, invisible and inescapable.

Construction had begun in the depths below Nagashizzar, in the underworld of Nekroheim, the wells from which all other underworlds had sprung. The dead of entire civilisations had surrendered their bones to form the walls and ceiling of the cavernous reaches of the underworld. The vast expanse was lit by a dead sun, the flickering wraith of an ancient orb long since snuffed, stretched upwards from the deepest pit in the underworld. Its sickly radiance cast shrouds of frost and fog wherever it stretched, and an eternal corona of wailing souls orbited it.

Now, that sun churned malignantly, its incandescent heart pierced by a capstone crafted from purest grave-sand. He had placed that capstone himself, with his own hands. Only through his magics, and the fluid nature of Nekroheim, had such a feat of engineering been possible. The Black Pyramid had blossomed from that point, spreading outwards and upwards with glacial certainty.

Once, the black pyramids had been the wellsprings of his

power, designed to draw in the souls of the dead, like fish in a net. Most were gone now, reduced to rubble by the rampaging armies of the Ruinous Powers.

But this one eclipsed them all, in both size and purpose. Every element of its construction was bent towards drawing the raw stuff of magic itself, from the edges of Shyish, to its heart. The greatest concentration of those magics which sustained the Realm of Death would be refracted and reflected through the pyramid. Thus would the raw magics be refined into a more useful form. It had been constructed over the course of aeons, assembled by generations of artisans, both alive and dead. And now, it was complete, awaiting only his presence to fulfil its function.

His spirit raced through the passageways, and where he passed, the skeletal servitors scattered throughout them twitched into motion, following their master into the hollow heart of the pyramid. This central chamber spread outwards from the structure's core, from capstone to base, banded by pillared tiers, one for each level of the pyramid.

As Nagash's spirit billowed into the immense chamber like a black cloud, silent overseers, stationed among the pillars, stirred for the first time in centuries. They directed the new arrivals onto the assemblage of walkways and ledges that extended from the tiers towards the hundreds of platforms that clung to the central core of the pyramid.

The core stood in stark contrast to the orderly nature of the rest of the structure. It was a contorted spine of jagged shadeglass, reaching from the interior of the capstone up to a glittering field of amethyst stalactites that spread across the pyramid's base. A web of shimmering strands stretched out from the core in quaquaversal spillage. The core and its calcified web were covered in innumerable facets of varying sizes and shapes, all of which shone with a malevolent energy.

To Nagash, that light was almost blinding. It throbbed with morbid potential, and he felt the Black Pyramid's monstrous hunger almost as keenly as his own. It clawed greedily at his essence, but he resisted its pull with an ease born of long exposure. It feasted on the strength of the realm, battenning on the winds of death, as he would feast on it, in his turn.

His deathrattle slaves entered the chamber, and many of the skeletal labourers were ripped from their feet and drawn into a sudden crackling storm of amethyst energies, as Nagash drew their essences into his own. With brisk efficiency, he disassembled the unliving slaves and reassembled them into a new body for himself.

The God of Death flexed a newly fashioned hand, feeling the weight of new bones. Satisfied, he stepped onto the largest of the walkways. Ancient warriors, clad in rusty, age-blackened armour, knelt as he passed through their ranks. Deathrattle champions and lords, the kings and queens of a hundred fleshless fiefdoms, humbled themselves before the one they acknowledged as their god and emperor both. The diminished husks of slaves and artisans abased themselves, grovelling before the master of



their destinies. Nagash surveyed the silent ranks and was pleased.

At the urging of the overseers, skeletons trooped across the walkways to the great platforms clinging to the core. Occupying each platform was a millstone-like ring of shadeglass, dotted with turning spokes of bone. These lined the core's length, from top to bottom, one atop the next, rising upwards along the spine. Strange sigils marked the crudely carved circumference of each ring, and these glowed with a pallid radiance.

'The time has come,' Nagash said, as the last of the skeletons assumed its position. The walls of the shaft hummed in time to his words. As one, his servants stiffened, their witch-light gazes fixed upon him. 'Go to your prepared places, and bend yourself against the wheel of progress. Let it turn and time itself be ground between the stones of my will.'

The fleshless shoulders of princes and slaves alike bent to the spokes of each wheel. As the skeletons pushed against the spokes, the stone rings began to move. A thunderous, grinding growl filled the air. Violet lightning flashed across the facets of the web and sprang outwards, striking the polished walls of the shaft.

A rumble began, far below. It shuddered upwards through the pyramid, shaking it to its upside-down foundations. Loose grave-sand sifted down like dry rain. Nagash, still standing atop the largest walkway, stretched out a talon, gathering together the strands of crackling energy that seared the air. With precise, calculated movements, he looped the shimmering skeins of magic about his forearms, as if they were chains. The skeins flared, burning as he pulled them taut, but he ignored the pain. After all, what was pain to a god?

Facing the core, Nagash gathered more and more of the skeins, and his titanic form became a conductor. Amethyst lightning crawled across him, winnowing into the hollow places and filling him with strength enough to crack the vaults of the heavens. This was not the raw magic that soured the edges of his realm, but a purified form.

He hauled back on the strands of magic he held, lending his strength to that of his servants. As they pushed, he pulled, forcing the great machinery into motion. Around him, the faceted walls began to shift and scrape as slowly, surely, the Black Pyramid began to revolve on its capstone, as he had designed it to do.

The structure rotated faster and faster. The dead sun beneath it flared brightly, as if in panic, and then burst with a cataclysmic scream that shook Nekroheim to its intangible roots. Rivers of cold fire streaked up the sides of the pyramid, flowing towards the base, or else washed across the cavern walls. Nekroheim itself shuddered, as if wounded.

The cavern floor began to churn and shift. Millions of bones clattered as the rotation of the pyramid drew them in its wake. Like some vast, calcified whirlpool, the entirety of the

underworld was soon in motion. A storm of bones and tattered spirits, spinning about the ever-turning pyramid.

Within the pyramid's heart, Nagash felt and saw all of this in the polished walls of shadeglass. He saw the streaks of purple light stretching out, flowering into storms of raging elemental fire as they broke through the borders that separated Nekroheim from the other underworlds. The purple light dug into the metaphysical substance of these other realms, hooking them the way a meat-hook might sink into a side of beef. Steadily, they were drawn towards Nekroheim, becoming part of the growing maelstrom.

Nagash threw back his head and bellowed. He felt as if he was on the cusp of dissolution, as if the monstrous energies he sought to manipulate now threatened to rip him asunder. Only his will prevented him from succumbing to the forces he'd unleashed. A lesser god would have dissolved into howling oblivion. He clawed at the storm of magic, drawing more of it into himself, pulling the world-spanning chains tight.

Outside the pyramid, Nekroheim was crumbling. Changing shape. The underworld bent beneath the oscillating structure, bowing up around it. Becoming something new.

The reverberations rippled outwards across Shyish. Through the eyes of his servants, Nagash saw the skies above Nagashizzar turn purple-black. Orruks wailed as their green flesh sloughed from their bones, and they collapsed in on themselves. Billions of skull-faced beetles poured down from the swirling clouds, devouring those greenskins that were still in one piece. Nagash laughed, low, loud and long as the ground beneath Nagashizzar began to buckle and sink. Soon, every realm would feel the echoes of what he did here. Reality would shape itself to accommodate his will.

His laughter ceased as shadeglass cracked and splintered all around him. Something moved within the polished depths. They came slowly, drifting through the dark: vast impressions with no definable shape or form. The air of the chamber stank of hot iron and spoiled blood, of sour meat and strange incenses. He heard the rasp of sharp-edged feathers and the clank of great chains. He felt the flutter of unseen flies, clustering about his skull, and their hum filled the hollows of his form.

Something that might have been a face slipped across the cracked facets. It gibbered soundlessly, but Nagash heard its words nonetheless. It spoke in a voice that only gods could discern, spewing curses. He turned as something that might have been a blade, wreathed in fire, struck another facet. More cracks shivered outwards from the point of impact. Nagash did not flinch. To his left, enormous talons, as of some great bird, scratched at the shadeglass, while opposite them, a flabby paw-shape, filthy and sore-ridden, left streaks of bubbling excrescence along the facets.

Eyes like dying stars fixed him with a glare, and a howl shook Nekroheim to its roots. Great fangs, made from thousands of splintered swords and molten rock, gnashed in elemental fury. Nagash lifted a hand in mocking greeting.



'Hail, old horrors – I see that I have your attention.'

The Ruinous Powers had come like sharks, stirred from the deep places by a storm, as he'd known they would. They came roaring, thrusting the barest edges of their inhuman perceptions into his realm. Was it curiosity that had drawn them so – or fear?

He felt their awareness as a sudden pressure upon him, as if a great weight had fallen on him from all angles. The immensities circled him through the facets of the walls, prowling like beasts held at bay by firelight. 'But you are too late. It is begun.'

Something bellowed, and great claws of brass and fire pressed against the reverse of the shadeglass, cracking it. An avian shadow peered down through the facets of the ceiling, whispering in many voices. The stink of rot and putrefication choked the air. Had any of his servants been alive, they might have suffocated from the stench. Voices like the groaning of the earth or the death-screams of stars cursed him and demanded he cease.

He cast his defiance into their teeth. 'Who are you to demand anything of me? I am Nagash. I am eternal. I have walked in the deep places for long enough and have gathered my strength. I will shatter mountains and dry the seas.'

He turned as they circled him, keeping them in sight. 'I shall pull down the sun and cast the earth into the sky. All of time will be set aflame and all impurities in the blood of existence burnt away, by my will and mine alone. There shall be no gods before me, and none after.' He gestured sharply. 'All will be Nagash. Nagash will be all.'

As the echo of his words faded, something laughed. A ghost of a sound, no more substantial than the wind. Nagash paused. Something was wrong. Belatedly, he realised that the Ruinous Powers would not have come, unless there was some amusement to be had. Not the orruks, but something else. Some other flaw in his design.

'What mischief have you wrought?' he intoned. He found it a moment later. Familiar soul-scents, bitter and tarry, wafted on the currents of power flowing through the edifice. Tiny souls, these. Like bits of broken glass. The skaven spoke in hissing, squealing tones as they scuttled through the pyramid, wrapped in cloaks of purest shadow. He did not know by what magics the ratkin had avoided the guardians of this place. Nor did he care. That they were here, now, was the only important thing.

It seemed the orruks were not the only ones who had come seeking the treasures of Nagashizzar. He looked up, into the insubstantial faces of his foes. 'Is this, then, the best you can do? You send vermin to stop me?' The laughter of the Dark Gods continued, growing in volume. Incensed, a part of his consciousness sheared off and slipped into the depths of the pyramid, seeking the origin of the disturbance while the rest of him concentrated on completing the ritual he'd begun.

His penumbral facet swept through the passages and

pathways like a cold wind, but moving far more swiftly than any natural gust. He found them in the labyrinthine depths, chipping away at the very foundation stones of the pyramid. Their desire for the vitrified magics was palpable. The skaven had ever been a greedy race.

How long had they been here, pilfering the fruits of his labours? How had they gone unnoticed, until now? As their tools scraped at the bricks of shadeglass, crackles of purple lightning flowed through the walls. The more they collected, the greater the destabilisation became. Nagash watched the arcs of lightning, tracing their routes and calculating the destruction they would wreak.

Somewhere, at the bottom of the deep well of his memories, something stirred, and he had the vaguest impression that all of this had happened before. The pyramid, his triumph, the skaven, it all felt suddenly – awfully – familiar. God though he was, he could not well recall his existence before Sigmar had freed him, though he knew that he had existed. He had always existed. But he could recall only a few scattered moments, frozen in his recollections like insects in amber – instances of pain and frustration, of triumph and treachery. Was that what this was? Had he lived through this moment – or something like it – before? Was that why the dark gods laughed so? He paused, considering. The black clockwork of his mind calculating.

The Mortal Realms were something new, built on the bones of the old. They were merely the latest iteration of the universal cycle and would one day shatter and reform, as had countless realities before them. As sure as the scythe reaped the grain, all things ended. Nagash knew this and understood, for he was death, and death was the only constant. But what if there had been a time that he had not been as he was?

And what if that time might come again?

What if this was the first step towards that unthinkable moment? And what if he had walked this path before, always with the same beginning and same ending?

Driven by this thought, Nagash let his essence fill the corridor like a graveyard mist, though his body remained in the core, wracked by amethyst lightning. He felt a bite of pain as the rite continued, and he rose up over the ratkin, crackling with wrath. He crushed the closest, snaring it in a foggy talon.

At its demise, he pushed all doubt aside. If this moment had happened before, so be it. The outcome would change. Must change. He would hold fast to his course, whatever the consequences. He would not – could not – be denied. Time itself would buckle before him.

Skaven squealed and scuttled away, fleeing the damp coils of fog. The slowest perished first, bits of shadeglass clattering to the floor as they convulsed and died. The mist filled their contorted forms, dragging them upright and sending them in pursuit of their fellows. The dead ratkin clawed at those they caught, ripping gobbets of fur and



meat from their cringing forms. The skaven descended into an orgy of violence, hacking and stabbing at one another in their panic, unable to tell friend from foe.

If this was the first step, he had taken it, and there was nothing to be done. If not, then he still had a chance to see his design through. As the last of the intruders perished, in fear and madness, Nagash dismissed them from his thoughts. Their remains would join the rest of his chattel. There were more important matters to attend to now.

The presence of the intruders had thrown off the delicate balance of the pyramid's function. He could feel it, in the curdled marrow of his bones. They had polluted it somehow, tainted his Great Work. That had been their purpose all along. He could see it now – an antithetical formula, let loose among the Corpse Geometries, to gnaw at the roots of his perfect order. An artificial miscalculation, meant to break him.

Always, they sought to despoil the order he brought. Always, they made sport of his determination. They sent their servants to cast down his temples, and inflicted a hundred indignities upon his person. Again and again, they drove him to the earth, chaining him in one grave after another. They set stones upon him and sought to bury him where he might be forgotten forevermore. The laughter of the Ruinous Powers shook the pyramid, and shadeglass fissured all about him.

They thought him beaten. They thought that once more he would be cast down into a cairn of their making, to be safely ignored until the next turn of the wheel. Anger pulsed through him, and amethyst light flared from the cracks in his bones.

He was not beaten. And he would never be buried again.

'Stand not between the Undying King and his chosen course, little gods,' Nagash said. 'Nagash is death, and death cannot be defeated.' As he spoke, his thoughts raced through the structure, seeking a way to compensate for the damage. He was too close to fail now. There must be a way. There was a way. He merely had to divine it.

Skeletons were caught up in a grave-wind, disassembled and reconstructed as Nagash took shape at the points of greatest stress – many Undying Kings rose up, a hundred eyes and a hundred hands, driven by one will. These aspects of him set their shoulders against collapsing archways, or braced sagging walls. 'I will not be undone. Not again.' The words echoed from the mouths of each of his selves, as they fought against the pyramid's dissolution. A chorus of denials.

Shadeglass cracked and splintered as the oscillation sped up. Blocks of vitrified sand shifted and split, sliding from position to crash down around him. But still, the Black Pyramid revolved. Nagash reached out with mind and form, seeking to hold the edifice together through sheer determination. Despite his efforts, sections peeled away and crumbled to dust. Passages collapsed, pulverising thousands of servitors.

The core twisted as if in pain. Cracks raced along its length, leaking tarry magic. The mechanisms of rotation ruptured and burst, hurled aside by the core's convulsions.

Skeletons were dashed against the walls, or sent tumbling into the depths of the pyramid. Nagash ignored all of this, focused on containing the magics that now surged all but unchecked and unfiltered through the structure. The power burned through him, threatening to consume him. But he held tight to it. His Great Work would not be undone. Not like this.

'I will not be defeated by vermin. I will not be humbled by lesser gods. I am Nagash. I am supreme.' His denial boomed out, echoing through the pyramid. Through the eyes of innumerable servants, he saw Shyish fold and bend like a burial shroud caught in a cold wind. Wild magic raced outwards, across the amethyst sands.

Across the realms, a rain of black light wept down from the convulsing sky. A million forgotten graves burst open. In vaulted tombs, the honoured dead awoke. Spirits stirred in shadowed bowers and hidden places. Nagash roared wordlessly and drew the power to him, refusing to let it escape. It was his. And he would not let it go. Let the realms crack asunder, let the stars burn out, let silence reign. Nagash would endure.

He could feel the realm buckling around him, changing shape, even as the dark gods laughed mockingly. Reality itself shook, like a tree caught in a hurricane wind.

Until, all at once, their laughter ceased.

And in the long silence that followed... Death smiled.

**Read the rest in *Soul Wars* by Josh Reynolds, coming this month from Black Library! Click [here](#) for more information.**







# B LANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has enthused and excited many painters and modellers, and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month, we return to the rad-ruined world of Tor Megiddo.

**L**ast month in Blanchitsu, we introduced you to Tor Megiddo – a modelling, painting and gaming project being undertaken by 13 keen hobbyists from around the world, their models inspired by John's artistic vision. This month, we chat to Eric Wier, Saul Painter and Kristian Simonsen about their contributions to the Tor Megiddo project.

"My gang are the Slipgibbets – a gang of desert mutants," says Saul. "I wanted most of the mutations to be impractical or even useless, so I looked at the mutation table in my old and well-loved Rogue Trader book to get some ideas. The warrior called Flood was my first

attempt at a post-apocalyptic mutant, with leathers, a dust mask, goggles, mohawk and a shotgun (plus a few other quite low-tech weapons). My models tended to get a lot more mutated after him."

"The main inspiration for my warband – the Lost Boys – is techno barbarians," says Kristian. This all ties in with the overall idea of Tor Megiddo, a backwater desert world that once was civilised but after a cataclysm is reduced to barbarism and cannibalism. People have to fight for promethium to survive." You can see Saul's gang to the right and Kristian's warband over the page.

## TOR MEGIDDO

Tor Megiddo is a harsh Desert World where life can be a constant struggle. The few remaining city domes are places of opulence and slavery. But in the wilderness, freedom, starvation and madness hold sway. There are still oceans of promethium beneath the earth and tribes roam the sand dunes in search for fuel, water and food.

## HERE FOR PROFIT

"Although we were unable to take part in the Tor Megiddo game, myself and my brothers Adam and Greg sent along some characters for the other players to use," says Eric Wier. "Adam converted and painted these two – a bounty hunter called Arkan Vell (on the left) and an itinerant robot known as the Vermillion Wanderer. Vell was converted from a classic Gorkamorka Digga Shaman, which we felt suited the background of Tor Megiddo perfectly. The Wanderer was made from many parts, including a Skitarii Ranger's body, a Necron head (under the hood) and the legs of a Harlequin Death Jester with Elysian Drop Troop boots."





## THE SLIPGIBBETS BY SAUL PAINTER

"I used a lot of drybrushes and washes for the Slipgibbets," says Saul. "I started with a Chaos Black undercoat followed by a light zenithal basecoat of grey around the top of each model. I then drybrushed a lot of the models Ushabti Bone, or Rakarth Flesh on the skin, followed by loads of washes (Seraphim Sepia, Agrax Earthshade, Reikland Fleshshade, Carroburg Crimson and Nuln Oil). Lastly I added a few Pallid Wych Flesh highlights to the skin and a bit of sponged-on Rhino Hide on the metalwork. The spot colours for the warband are Nihilakh Oxide (over White Scar) on their lamps and Khorne Red on their goggles and visors."



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"Kastorax (1) is a Tech-Wytch and leader of the Slipgibbets. A hunched and bitter monster, he claims to have psychic powers and that he can control, repair and jinx machinery at will." The model is based on a Skaven Plague Priest with the head of an Adeptus Mechanicus Tech-Priest Dominus.

Flood (2) is second in command to Kastorax. He is based on a Genestealer Cults Neophyte Hybrid with a Chaos Warrior cloak and a Skaven tail.

Oak (3) is converted from an Ork Runtherd with mutations from Poxwalkers.

Atlas (4) is made from a Chaos Marauder with the gas-masked head of a Chaos Cultist.

Hijack (5) is converted from a Genestealer Cultist with the head of an Ungor.

Cobalt (6) is also based on a Genestealer Cultist, but this time with a Skitarii Ranger's head.

Grub (7) is the smallest member of the warband. He is converted from a Gretchin model with the head of an Ungor.

Penance (8) is made using a Chaos Cultist, but with a couple of arm swaps and the addition of a head horn.

Absent (9) is made almost entirely from Genestealer Cultist bits, but with the addition of a Skaven left arm.





## THE LOST BOYS BY KRISTIAN SIMONSEN

"The Lost Boys are all heavily kitbashed so as to tell exactly the stories I created for them," says Kristian. "I had to do a fair bit of sculpting to get them looking just how I wanted. I painted the figures in my warband quite quickly – I blocked in the main colours on each model, then applied a heavy wash all over them to help define their shapes. I then worked down into the shadows and up for highlights to create a smooth transition of colour, particularly on their skin. The last stage on the skin was a drybrush of off-white. Then it was on to the details, weathering and some white spot highlights to create that extra definition and focus. The bases are covered with red and yellow weathering pigments, while the oil spills were created using black oil paint and 'Ardcoat.'" **DH**



1

The Slåsbil (1) is ridden by an unhinged member of the warband, who built it himself," says Kristian. The Slåsbil is based on the chassis of a Kataphron Breacher while the giant fist was sculpted by Kristian.

The masked second in command of the Lost Boys (2). "He wears armour that bears a strange X-shaped rune," says Kristian. "Since putting it on he has become increasingly more aggressive."

"Old Raegar (3) was once a Petromonger's slave. He escaped and helped establish the Lost Boys. He carries a heavy stubber."



2



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"Khorgor the Bloody (4) escaped with Kull the Unwashed from the fighting pits of Mondus Centurium. They finally found a home among the Lost Boys." The conversion is based on a Slaughterpriest of Khorne while the two-handed buzz-axe comes from an Ork Nob.

"Brutus the Bikerboy (5) is a bit of a loner, riding his bike on the plains listening to weird, powerful music from ancient Terra." Brutus's mechanical steed is an Ork Bike, while Brutus himself is made using parts from a Chaos Marauder Horseman.

A battered truck is the Lost Boys' preferred method of transport (6). It was built using the chassis and front cab of an Ork Battlewagon, but with the rear bodywork assembly left off. Kristian used several skulls from the Skulls set to adorn the vehicle. The crewman on top is a classic Necromunda Goliath Ganger.



7

"The Scrap Queen, Ilse the Vengeful – leader of the Lost Boys (7)," says Kristian. "She was attacked by her cannibal father, who broke her back and might well have eaten her legs. Some time later, a Tech-Priest crashed upon Tor Megiddo and the Lost Boys took his mechanical parts and grafted their queen to them." The conversion combines a Vampire from the Coven Throne with the lower torso of Belisarius Cawl and arms from a Sicarian Ruststalker.

"Kull the Unwashed (8) is an escaped pit slave from Mondus Centurium." The model is converted from a Blanchitsu classic – the Lord of Plagues.

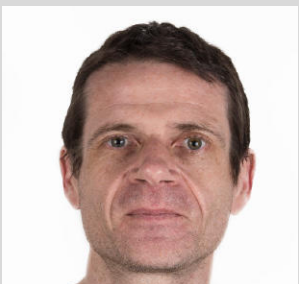


8



# THE EMOTIONAL RESPONSE

In Illuminations we look at the illustrations that can be found in our many publications. So, in the first of a new series inspired by Citadel Hall of Fame, we asked several members of the Design Studio art team what they feel makes a great piece of Warhammer art.



**PAUL DANTON,  
PHIL MOSS &  
KEVIN CHIN**

Paul, Phil and Kev are three of the in-house artists in the Games Workshop Design Studio. If you've ever opened a battletome, codex, rulebook or an issue of White Dwarf then it's likely that you've seen their work. Along with the other members of the Studio art team, they have helped shape the fantastical worlds of Warhammer for many years.

**W**hether you're new to our hobby or a long-standing veteran, you can't have failed to notice the incredible artwork shown in our many publications. From epic battle scenes and nightmare landscapes to character portraits and spot illustrations, there's plenty to catch your imagination, get you excited about the worlds of Warhammer and make you want to explore them further. They bring to life the universes in which the models you paint and play games with exist. But how does the art achieve this? In this new take on Illuminations, we ask our in-house artists what factors they think make for a great piece of Games Workshop art. This month, Illustrator Paul Dainton shares his thoughts, with additional words of wisdom from fellow artists Phil Moss and Kevin Chin.

## THE EMOTIONAL RESPONSE

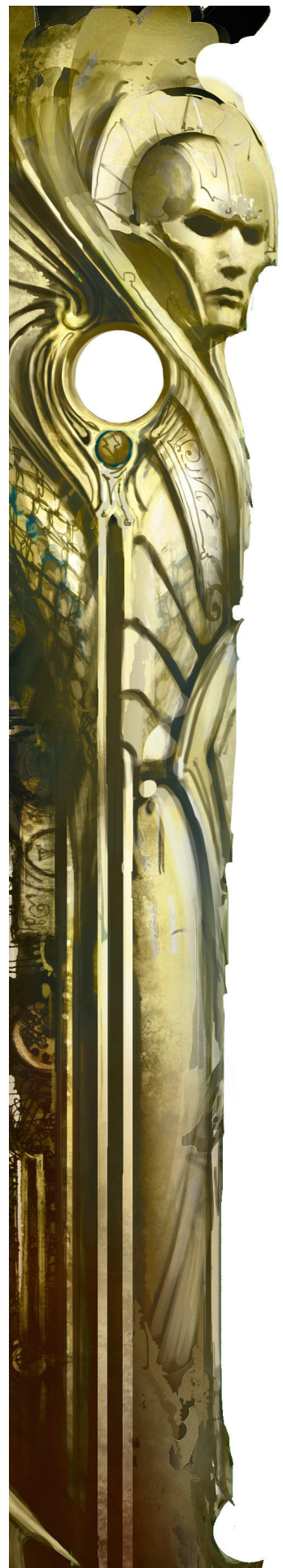
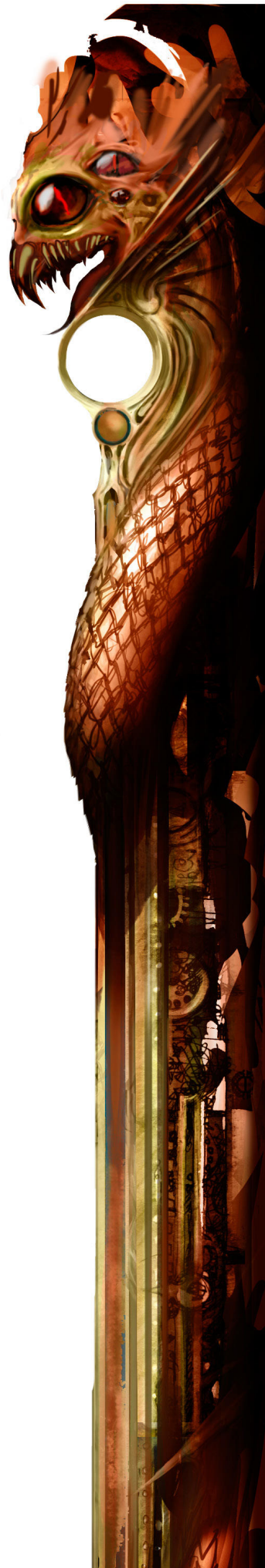
**Paul Dainton:** There are many aspects to consider when you talk about what makes a great piece of Games Workshop art. Some feel that composition is key, the use of colour or a particular style. Or the subject matter, the narrative behind the piece or the technical skill of the artist. While all of these are important, I feel they're meaningless if the art fails to elicit an emotional response from the viewer. That's what our art is supposed to do – capture someone's attention and get them to feel something about the subject matter.

Alex Boyd's piece (next page) is a great example of this in my opinion. You understand emotionally the horror and oppressiveness of the scene even if it takes you some time to work out exactly what's happening – from it you can appreciate that the Warhammer 40,000 universe is incredible in a horrible way. You wouldn't want to be any of the people in this scene – they all live such a heightened existence where life and death are a hair's breadth apart. I get excited about the world that exists around this piece and the images that I can now go away and conjure in my own head.

## JUDGEMENT DAY

### ALEX BOYD

**Phil:** Alex's piece (opposite) is so well composed – it really conveys the tyranny of the Imperium of Man. The buildings are all leaning in over you, the ships above are trapping you into the scene. It feels so heavy and claustrophobic, like thousands of years of misery are pressing down on you. It's meant to make you feel uncomfortable, like you're looking at a scene that really shouldn't be happening. But this is the dark future and it is. Take some time to absorb this piece – you'll find all the little details quite disturbing.



**CHAOS AND ORDER  
ALEX BOYD**







## EMBODIMENT OF THE BLOOD GOD

**Paul:** Alex Boyd's Khorne shield spot illustration from the Warhammer Age of Sigmar core book says a lot about Khorne. Even if you know nothing of the Blood God, this spot illustration implies violence. It's strange and horrific, it's got blades, spikes and teeth. It's red like spilt blood and brass like ancient armour. It's hot and visceral, while looking old and malevolent. You'll notice that it also features a lot of the shapes and imagery we've come to associate with the Khorne miniatures range. Khorne's rune, which is based on the shape of a skull, actually has a nasal bone on this piece, with the teeth showing through below it. The curved shields and bladed fangs at the bottom of the image share shapes with the Juggernauts of Khorne.

Alex's line work has a subtle but disturbing quality to it that really captures the archaic feel of the Warhammer worlds. I can see hints of Albrecht Dürer in his style, and John Blanche, too. But it's not just about technical skill – Alex clearly has that, but he combines it with a deep knowledge and understanding of the background of Warhammer to create powerful images like this.



**KHORNE SHIELDS**  
**ALEX BOYD**

## CHAOS SPACE MARINE ADRIAN SMITH

**Phil:** Adrian often illustrates his Chaos characters so they're looking straight in your eye... with a human eye (see right). They're not just monsters, they're monsters that were once human. Whether Chaos Warrior or Chaos Space Marine, they were once like us. It's like you're looking at what you could become if you listen to the wrong whispered voices. It's that affinity we have with them that makes them so disturbing and sends that little shudder down the spine.

**Paul:** Adrian has a great talent for putting loads of little details into an image, but not losing the image to the details – he understands the value of them. On this piece, the hard textures on the armour and the boltgun – the minute scratches and swirling filigree – contrast so well with the fleshy backdrop. Certainly with this piece it helps convey that sensual pleasure that Slaanesh's followers crave – it makes me wonder, with revulsion, what journey this creature took.

## HIDDEN IN PLAIN SIGHT

In my opinion, spot illustrations – the page borders ([here](#)), piles of skulls, shields and things like that – are one of the best ways we use art to provoke an emotional response. Their effect is quite subliminal – a lot of people physically see them, but don't consciously absorb what they mean. Unlike a full-page piece of art, they're always on the periphery of your vision, adding to the feeling of what you're reading. Weirdly, you would notice if they weren't there – a codex or battletome would feel bland and sanitised without them. It's quite abstract.

The page borders – the columns – are there to support the structure of the book. It's a good metaphor, I think! The Stormcast Eternals page borders are clean and noble-looking, but they're also serious and forbidding – there's no mirth in their expressions. You glimpse them on the edge of your vision and you feel like you should take the text seriously, that the epic saga you're reading is powerful and magnificent. The Chaos columns evoke a nastier feel – one of twisting horror and scratchy insidiousness. You catch them out of the corner of your eye and they make you feel just a little uncomfortable, like you shouldn't really have seen them, that you don't really want to see them. But then you're compelled to look again. We put a lot of effort into them for the

new Warhammer Age of Sigmar book, to continually reinforce the imagery of the realms and the people that live and fight in them.

**Phil Moss:** The graphic elements, battle scenes and character portraits should all work in concert together. They should make you sympathetic to the setting you're reading about. If you're reading a Chaos battletome, you should feel like you're surrounded by the power of Chaos because of the art. You should feel like you're reading something that's creepy and debased, that there's an element of wrongness conveyed by the art – you feel emotionally soiled by it! A Death battletome should feel morbid and bleak – you should get a feeling of futility and finality from it.

## SYMPATHY FOR THE HUMANS

**Paul:** Because we're humans, we have a natural affinity to the portrayal of them. We see them in a battle scene or a portrait and we wonder what it would be like to be them or live in their world. Of course, most of us really wouldn't want to but, as outsiders looking in, we think we do.

I find that Adrian Smith's work – particularly anything to do with Chaos – always gets a strong emotional response from me because it is so human and something that we can relate to. His Slaanesh Chaos Space Marine is







## ILLUMINATIONS

one of his most disturbing illustrations in my opinion – Adrian combines depravity and brutality so well, creating something ultra-violent and ultra-weird but still recognisably human. There's a life to his characters that makes them feel like they could step out of the artwork at any moment.

John Blanche's work gets that same feeling across to me. His work is very textural, which means the different elements – colour, composition, line work and some outrageous subjects – work together to create a powerful feeling in the piece. His cover for the original Codex: Sisters of Battle (below) is a great example of that. His characters embody the madness of Warhammer 40,000 but they still feel very real and grounded. Again, you start to imagine the world that surrounds them, the insanity of the mythical universe they live in.

**Kevin Chin:** The first time I saw John's work it blew my mind – I was just left staring wanting to know and understand more about what I was looking at. John has a very distinctive style, one that not everyone's going to like,

but it has come to be synonymous with the look and feel of Warhammer 40,000. You can't help but feel something for what you're looking at, whether it's disgust, disbelief, amazement, curiosity...

### FEAR OF MONSTERS

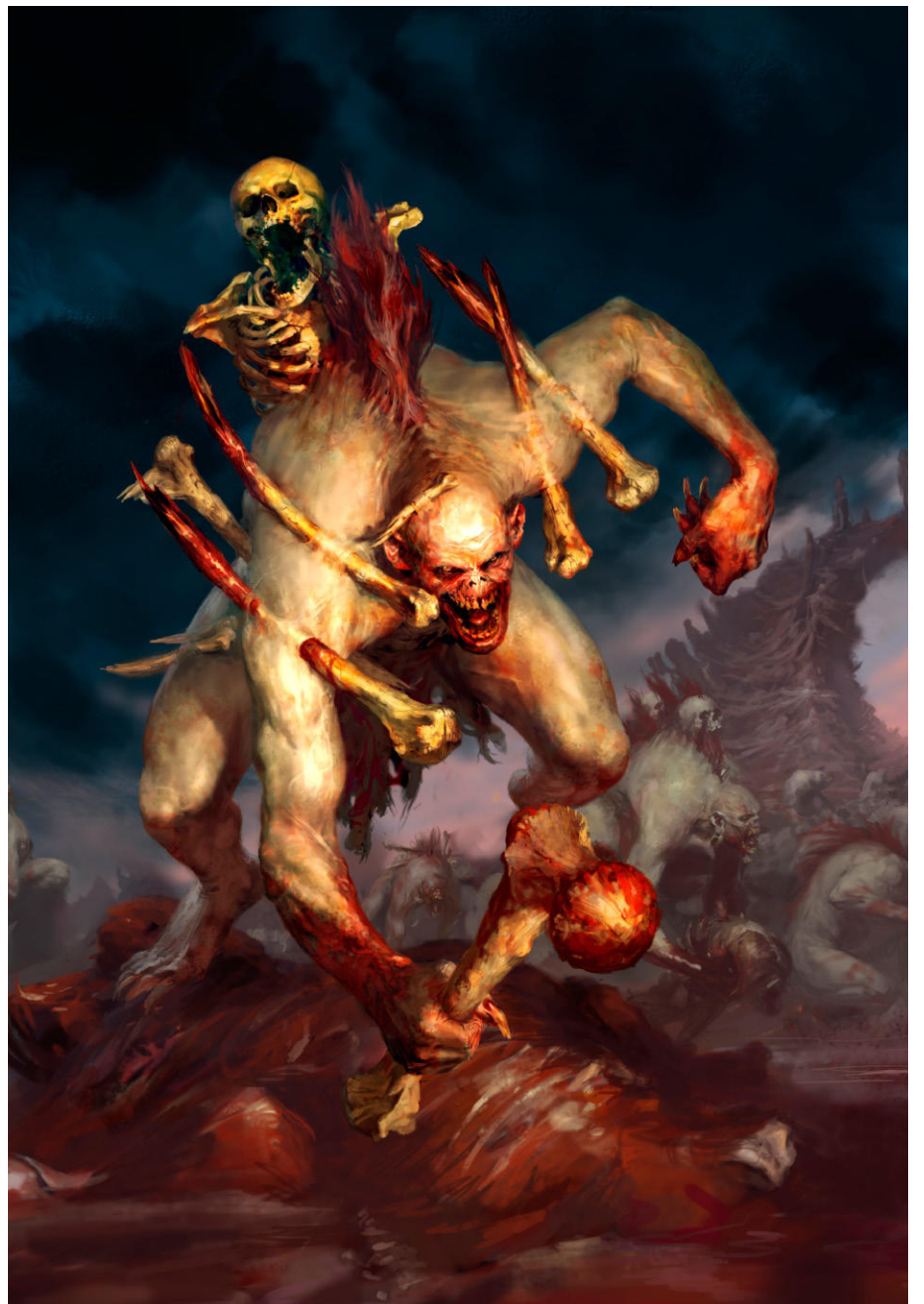
**Paul:** While we often feel sympathy for the humans in art, we should look in fear upon the monsters. I hope that I come close to capturing some of the things we've been talking about in the Crypt Ghoul I illustrated for the cover of the Flesh-eater Courts book (shown below). I want people to feel disgusted when they look at him. Horrified, too. He's looking straight at you, right into your eyes, and you can see the human behind the feral grin – the death of humanity is a powerful concept. I wanted people to know that this Ghoul is a nightmare creature, but I also wanted the piece to infer something more than that – if this human-like creature is out there in the Mortal Realms, what else could be out there waiting for you? And that's part of the reason why I chose the piece I did to induct into the Illuminations Hall of Fame...

## CANONESS VERIDYAN JOHN BLANCHE

**Kev:** John's work just exudes madness. I remember when I first saw the Canoneess (bottom left) and all I could think was "Wow!" You're hit hard by the insanity of the piece, by all the imagery involved in it and the attention to detail. There's a religious feel to it, but also a sci-fi one, plus renaissance and medieval. The crazy thing is, it works – it just feels right to us as hobbyists.

### CRYPT GHOUL PAUL DANTON

**Phil:** Paul's Crypt Ghoul (bottom right) is like a monster from an old folk tale – the creature children have been told will come and get them if they don't go to bed. But it's not a story, it's real. I feel revulsion when I look at it. Revulsion, fear, a bit of pity. If you were right there with it you would run for your life. You may think you're brave, but this creature is beyond sanity – I wouldn't stand and fight it.





# ILLUMINATIONS

## HALL OF FAME INDUCTEE

# GUTTER RUNNERS

By Alex Boyd | Nominated by Paul Dainton



Paul's nomination for the Illuminations Hall of Fame is this piece by Alex Boyd, which he feels best sums up his thoughts on how a piece of Games Workshop art provokes an emotional response. We asked Alex to share his thoughts on his work.

"This sort of picture – an army book bestiary entry – is a great opportunity for an artist to say something about how the subject fights," says Alex. "Gutter Runners – Skaven as a whole, really – are vicious, agile fighters and their fighting style kind of demands a dramatic piece of art to explain what they're about. Gutter Runners don't fight in regiments, or even big hordes, but in small packs that leap from the shadows to gang up on their victim. They're naturally cowardly, but an unfair advantage gives them an almost reckless courage. Here, I imagined the human soldier falling back, like he's just seen what's coming for him as the first Gutter Runner leaps onto his shoulders, its weight dragging the man down. Then the other Gutter Runner – the one clawing at the man's side – delivers the coup de grace and the whole pack leaps forward again. It's a moment of action. I think the outcome of the fight is all too bleakly apparent..."

**Paul:** Alex's Gutter Runner is such a simple illustration, but it really provokes a strong emotional response from me. I can see exactly what a Skaven is and its state of mind – it's crazed, hungry, desperate. If you had never seen a Skaven warrior before, you would get a good idea from Alex's piece what they're all about – they are the stuff of nightmares! It's a very personal piece. By that I mean there are only a few protagonists rather than a battlefield full of them (though that's implied by the other Gutter Runners lurking on the fringes of the fight) – they're caught in a life-or-death struggle and it makes you feel like you're there with them rather than an observer looking in on the scene. That's when the emotional response really kicks in – you're suddenly very

glad you're not there! You're not the guy about to be stabbed. You're also not the Gutter Runner making an adrenaline-fuelled dash to make a kill before you yourself are killed. You can appreciate the desperation of the situation, the split-second decisions that are taking place, the struggle that's about to happen. It's sombre but exhilarating at the same time. For me, Alex's piece is a window into a much larger world – it's a starting point for your imagination. That's one of the keys to a great piece of Games Workshop art – it shouldn't be prescriptive and tell you everything – it should leave enough to the imagination that you get to fill in the gaps yourself and become part of the world that piece of art is depicting. DH



# LAST STAND AT GLAZER'S CREEK II

On the desert world of Montar VII, the 24th Ventrillian Dragoons have been cut off from their main army group by a horde of rampaging Orks. Their only hope is to drive off the Orks and hold out for as long as they can – or die valiantly in service to the Emperor.



Ortan Glazer – grox farmer by trade – squinted into the distance where the sun was just rising over the sand dunes. There was dust on the horizon. Grabbing a pair of magnoculars, Glazer raced up the ladder of his grain silo. There had been rumours of Ork raids in recent months, though so far none of the foul aliens had been seen near the farm. Glazer had been a boy the last time the Orks had invaded Montar VII and many of the ramshackle huts that made up his farm still bore the scars of a battle that was fought almost twenty years previously. His father had fought in that battle – Glazer recalled his stories fondly.

What was that? A glint of light on the eastern horizon. Men were scrambling across the dunes – they were running from something. Glazer watched the men intently as they approached, then descended from the grain silo. They were clearly soldiers of the Astra Militarum, their crimson uniforms covered in dust. Several bore light injuries, and a Taurox armoured transport followed clumsily in their wake dragging a trio of gun carriages. From the sound of it, the Taurox was on its last legs.

The Astra Militarum Commander brushed down his uniform as he approached the boundary of the farmstead and offered up a weary salute – his eyes were red beneath his plumed helm. “Commander Stromfjord, 24th Ventrillian Nobles,” said the officer. Glazer offered an approximation of a salute in return. “Are there any settlements near here – cities, depots, fortifications?”

Glazer shook his head. “Nothing – just my farm. Why, what’s—” Stromfjord cut him off. “We need to fortify it immediately,” he said. He barked orders to his troops and they began building barricades from anything they could find, pulling barrels and sheets of rusted metal into a defensive perimeter around the farm buildings.

“What’s going on, sir?” asked Glazer as the Guardsmen knocked out the glass in the windows of his home. “What’s following you?” “Orks,” replied Stromfjord with a hint of apprehension in his voice. “A horde of them. And they’re heading this way.”





**T**his month, we pay homage to a classic. Pitching a beleaguered force of Imperial Guardsmen against sustained assaults from a massive Ork horde, Last Stand at Glazer's Creek was originally fought in the pages of White Dwarf back in June 1998. To celebrate its 20th anniversary this month, we decided to refight it. Well, we say we – this was the brainchild of our writer, Dan, who says that Glazer's Creek is one of his favourite Battle Reports of all time. We asked him about it.

"I remember reading the original Last Stand at Glazer's Creek when I was at school," says Dan. "I had an Ork army back then, too, and I refought that battle with my friends several times over the years. It held a lot of appeal – the brave last stand against an overwhelming horde, the level of excited tension for both players, the story behind it, the joy (or despair) when an Imperial hero finally fell – all these

elements made for an excellent day playing Warhammer 40,000. When I went on Warhammer TV's Twitch channel last year, I was asked what my favourite Battle Report was and I said Glazer's Creek. I also said I would love to refight it. Our readers agreed!"

Dan's adversary would be Chris Peach and his Imperial Guard army – the 24th Ventrillian Nobles. "When I heard Dan wanted to refight this Battle Report, I jumped at the chance to take part as it's a favourite of mine, too," says Chris. "We had about six months to prepare – I painted a load of new Guardsmen while Dan painted some more Orks and a load of scenery to represent the farm. We even updated the rules from the original game (which you can read over the next few pages) so you can fight the game yourself with your own armies." Turn the page to find out more about the Last Stand at Glazer's Creek II.



**CHRIS PEACH & DAN HARDEN**

It's Warhammer TV's Chris Peach and his Astra Militarum army versus White Dwarf's Dan Harden and his horde of Orks. Many laughs were had this day in the bunker.



# BATTLE REPORT

## FIGHTING THE STAND AT GLAZER'S CREEK

Veteran hobbyists may recall that the original Last Stand at Glazer's Creek Battle Report included rules so that you could play the scenario with your friends. Well, we took those rules and updated them for the current edition of Warhammer 40,000, making a few tweaks here and there to account for 20 years' worth of new Citadel miniatures since the original game was written. Here are the rules the game was played with.

## THE SCENARIO RULES

The Last Stand at Glazer's Creek is not one battle, but a series of brutal assaults. The Astra Militarum player selects an army of up to 50 power – this is the force that will be used in each Ork assault.

The Ork player randomly selects an army for each assault from the models in their collection. Before any units are generated for the first assault, though, the Ork player must secretly write down how many assaults they would like to make – either three, four or five. The number they pick will determine how many bonus units they get for their final assault.

NUMBER OF ASSAULTS	NUMBER OF EXTRA ROLLS ON DA BOYZ CHART IN THE FINAL ASSAULT
3	4
4	2
5	0

The Ork player then rolls three times on the Da Leaderz chart and six times on the Da Boyz chart opposite to generate their force for the first assault. You must generate a new Ork

## THE FIRST LAST STAND

Last Stand at Glazer's Creek was a follow-up game to a display that was shown at Games Day 1997 – the Battle for Big Toof River. The display featured a regiment of Imperial Guardsmen known as the XXIVth Praetorians – some new models were sculpted for it and were later sold through Games Workshop stores. The Praetorian models are now long out of production, which is why we decided not to feature them in this game, but we feel that Chris's Ventrillian Nobles are an excellent (we'd even go so far as to say better) substitute.

## THE 24TH VENTRILLIAN NOBLES – DEFENDERS OF GLAZER'S FARM

The 24th Ventrillian Nobles are Chris Peach's own Astra Militarum army. Many of the models are lovingly converted using Imperial Guard and Freeguild Militia parts. They will be the defenders in this battle.





army for each subsequent assault, not use the same one.

**Note:** For this game, Mekz, Painboys and Runtherds can be picked as Leaderz, even though they are normally Elite choices. They still need to comply with the power rating restrictions shown above. On a roll of a 6 for da Boyz, a unit of 5 Nobz can be taken even though they have a power rating of 11 (we're so generous!).

THE BATTLEFIELD

The Astra Militarum player sets up the terrain for this game. Glazer's farm is set up in the centre of the battlefield – it must include at least one building (to represent the field hospital) and no part of the farm can be further than 12" from the centre of the battlefield. We recommend playing this battle on a 6' by 4' Realm of Battle board.

The terrain on the rest of the battlefield should be sparse, representing the plains around the farm. Because the Astra Militarum player sets up the terrain, they can create a defensive position with loads of cover for their troops and almost none for the Orks.



DEPLOYMENT

The Astra Militarum army set up first in each assault. All Astra Militarum models must begin the assault within the farm compound. Once the Astra

D6	DA LEADERZ	DA BOYZ
1	A HQ choice with a power rating of 4 or less.	Any Ork unit (except HQ) with a power rating of 4 or less.
2	A HQ choice with a power rating of 5 or less.	Any Ork unit (except HQ) with a power rating of 5 or less.
3	A HQ choice with a power rating of 5 or less.	Any Ork unit (except HQ) with a power rating of 6 or less.
4	A HQ choice with a power rating of 6 or less.	Any Ork unit (except HQ) with a power rating of 7 or less.
5	A HQ choice with a power rating of 6 or less.	Any Ork unit (except HQ) with a power rating of 8 or less.
6	A HQ choice with a power rating of 7 or less.	Any Ork unit (except HQ) with a power rating of 10 or less.

MEDIC!

Throughout this series of battles, the Imperial Guard forces become gradually more depleted as casualties are inflicted. While you don't need to represent wounded models on the battlefield (they're all in the field hospital), Chris thought it would be fun to make some wounded Guardsmen. These casualties include a couple of troopers with their arms in slings, one with a bandaged head, an unlucky gut shot and even a trooper with no legs (though still holding his standard aloft). Keep an eye out for them as they appear throughout the battle.

THE GLAZER'S FARM GARRISON

24TH VENTRILLIAN NOBLES  
PATROL DETACHMENT

(Power ratings in brackets)

HQ

1 – **Commander Stromfjord**  
Company Commander with chainsword and laspistol (2)

ELITES

2 – **Lieutenant Varenhalt**  
Platoon Commander with power sword and laspistol (2)

3 – **Platoon Command**

Platoon Command Squad with vox caster and regimental banner (2)

TROOPS

4 – **Ventrillian Infantry Squad 1**  
10 Guardsmen with plasma gun and vox caster (3)

5 – **Ventrillian Infantry Squad 2**  
10 Guardsmen with plasma gun and vox caster (3)

FAST ATTACK

6 – **Armoured Sentinel**  
Armoured Sentinel with plasma cannon (3)

HEAVY SUPPORT

7 – **Heavy Weapons Squad**  
Heavy Weapons Squad with three autocannons (3)

24TH VENTRILLIAN NOBLES  
VANGUARD DETACHMENT

HQ

8 – **Commander Bauhin**  
Company Commander with power sword and laspistol (2)

ELITES

9 – **Colour Sergeant Brawn**  
Ogryn Bodyguard with bullgryn maul and brute shield (4)

10 – **Ventrillian 24th Command**  
Company Command Squad with vox caster and regimental banner (2)

11 – **1st Ventrillian Dragoons**  
10 Veteran Guardsmen with missile launcher, three meltaguns and vox caster (5)

12 – **Special Weapons Squad**  
Special Weapons Squad with three plasma guns (3)

TROOP TRANSPORTS

13 – **Taurox**  
Taurox with two autocannons (4)

95TH VENTRILLIAN JAGERS  
VANGUARD DETACHMENT  
HQ

14 – **Major Scharper**  
Company Commander with power sword and plasma pistol (2)

ELITES

15 – **95th Ventrillian Jagers**  
Special Weapons Squad (including two farmhands) with sniper rifles (3)

16 – **Brother Vanhire**  
Ministorum Priest with chainsword and laspistol (2)

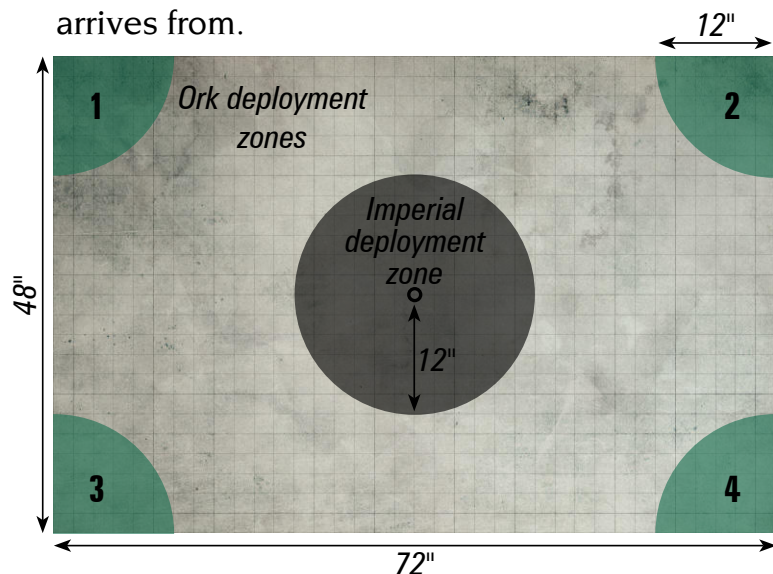
17 – **Sisters of the Silvered Sphinx**  
4 Crusaders with power swords (3)

18 – **Farmer Glazer (son of Glazer)**  
Platoon Commander with sniper rifle, power sword and laspistol (2)



# BATTLE REPORT

Militarum player has deployed all of their units, the Ork player must roll a D6 for each of their units, deploying each of them wholly within 12" of the corresponding corner on the deployment map shown below before rolling for the next unit. On a roll of a 5 or 6, the Ork player can choose what corner that Ork unit arrives from.



## THE FIRST TURN

The Ork player takes the first turn in each assault. The Astra Militarum player can seize the initiative and take the first turn on a dice roll of a 6.

## BATTLE LENGTH

Before each Ork assault, count up the number of Ork models. At the end of a player turn in which the Ork force has been reduced to half that number of models (rounding down), the Orks retreat and that assault ends. So, if there are 55 models in the first Ork assault, the assault will end once 28 of them have been killed or fled.

## VICTORY CONDITIONS

The defenders must survive until the end of the Orks' final assault. If at least one Astra Militarum model is still standing outside the

## DA ORK HORDE

Above you can see most of the models in Dan's Ork army (we left out big stuff like the Stompa and the Gorkanaut as they're a little too powerful for a game that's designed to be fought predominantly with infantry and light vehicles).

We haven't included an army list for the Orks as Dan would be rolling to see what units appeared in each assault rather than taking all of his Orks in every wave. Dan's plan was to use as many of his different Ork units as he could throughout the Battle Report.

## WARBOSS SKOGRIN'S GOFF HORDE

Dan's Ork army has always been predominantly made up of Goff Orks, though over the last year Death Skull Lootas and Freebooterz have joined the horde. Dan's Orks will be the attackers in this battle.





hospital, the Imperial player wins the battle. If the defenders are wiped out, the Ork player wins.

CASUALTIES OF WAR

Any Astra Militarum models that are ‘killed’ during an assault are kept to one side. If the Ork assault is fought off, roll a D6 for each ‘dead’ Astra Militarum model and consult the table below:

MORALE

Astra Militarum units do not take Morale tests in this battle (it is a fight to the death, remember!). Ork units take Morale tests as usual. Any models that flee count as dead for the purposes of working out when an assault ends.

THE HOSPITAL

One of the buildings that makes up Glazer’s farm must be designated as the field hospital. After each Ork assault, any Guardsman with a serious injury is deployed in the field hospital. During the next assault, these casualties may not leave the field hospital voluntarily, but they may fire Overwatch from it if the hospital is attacked in combat by an Ork unit.

The field hospital has a Toughness of 8, a save of 3+ and 15 Wounds. If it is destroyed, each model garrisoning it must disembark. These models are formed into a single unit within 6" of the field hospital for the rest of the assault. They fight as normal, but must subtract 1 from their hit rolls. At the end of the Ork assault, every model in this new unit must roll on the Casualties of War chart. A new building must then be designated as the field hospital for the remaining assaults.

D6	INJURY RESULT
1-2	Dead. This Guardsman will take no further part in the battle (or any other battle for that matter).
3-4	Serious injury. This model starts the next Ork assault deployed in the hospital. At the end of the assault, roll again for the model on this chart.
5-6	Flesh wound. Get back in the ranks! This Guardsman returns to their unit for the next Ork assault.

PLAY IT YOURSELF

So there you have it – the rules we used to play this famous scenario. So why not give it a go yourself with your own armies? While Orks and Astra Militarum are the classic match-up for this game, there’s nothing to say you couldn’t attack with Tyranids instead. Or even with Guardsmen with, say, T’au defending. As long as the defender’s army works out at roughly 50 power and the attacking waves follow the rules we’ve presented here, you should get a great series of games. Let us know how your last stands go!





# BATTLE REPORT

## THE FIRST ASSAULT: TESTING DA WATER

**C**ommander Stromfjord looked out over the barricades as the first wave of Orks reached the farmstead. “Here they come, men,” he shouted. “Hold your fire – wait till they’re at short range!” His men were remarkably calm considering the circumstances. Then again, they had nowhere to run and nowhere to hide – they were surrounded.

A barrage of noise followed by a stifled scream broke the silence. Stromfjord whirled round to see a couple of his special weapon troopers pitch off the roof of an outhouse – in the distance a mob of garishly clad Orks tinkered with huge hand-held cannons that no man could ever hope to carry. “Bring them down!” he yelled to the infantry squad nearby, who leapt to obey him, their lasguns spitting beams of crimson energy up the dunes towards the

Orks. Close by, the autocannon teams made a thunderous racket as they targeted a Killa Kan. Stromfjord left them to it – the Ork Trukk racing in from the other direction was a much more dangerous threat.

Stromfjord was about to issue orders to his men, but Commander Bauhin – a new addition to the regiment – was already directing the fire of the Ventrillian Dragoons. Despite their accuracy, the Trukk hurtled on and crashed into the stanchions of the grain silo, disgorging a mob of Orks into the Dragoons. Stromfjord grimaced as several of his men fell, but the survivors retreated in good order, drawing the Orks into the waiting guns of his infantry. The greenskins, realising they were outgunned, fell back and skulked off into the dunes. “Regroup and reload!” barked Stromfjord.

### THE FIRST ORK ASSAULT

#### Da Leaderz:

Warboss

Big Mek with kustom force field

Painboy

#### Da Boyz:

10 Ork Boyz in a Trukk

10 Ork Boyz

10 Ork Boyz

5 Flash Gitz

20 Grots

1 Killa Kan

**Total power: 47**

**Number of Orks: 60**

30 kills are required to break the first Ork assault.

**“Bring down the Kan, don’t let it get to the wall! Dragoons, target that Trukk – you don’t want the Orks among you.” – Commander Bauhin**



### THE VOICES OF COMMAND

**Dan:** Having a Trukk full of Boyz in the first assault (and deployed where the autocannon teams couldn’t see it) was a huge bonus. If I could get it close enough I might even be able to make a second-turn charge.

**Chris:** While killing off Ork infantry was my main plan, I couldn’t let the Killa Kan live. If it got to the Taurox or the heavy weapon teams it might take them permanently out of action. I couldn’t let that happen to my biggest guns.





### COWARDLY GRETCHIN!

While a mob of 20 Grots helped bulk out the numbers for the first assault, they proved extremely easy for the Guardsmen to kill. And even easier to make run away! When five Grots died, seven of their number fled the battlefield in terror! Those brave enough to stay and fight (or, rather, those that didn't notice their mates running away) quickly hid behind a stack of barrels.



### CASUALTIES OF THE FIRST ASSAULT

#### Wounded:

Four – two due to self-inflicted plasma wounds (investigation pending).

#### Killed in Action:

Seven (including five Ventrillian Dragoons and one hastily enlisted farmhand).

"Take Aim!" Grots (1) swarm on from the north-west and are promptly targeted by the second Ventrillian infantry squad (2). Most of the Grots run to skulk somewhere they can't be shot.

A Killa Kan (3) sneaks up on the field hospital but is blasted apart by autocannon fire (4).

"Dakka dakka dakka!" The Flash Gitz (5) fire on the Ventrillian plasma team (6) killing half their number with super-heated rocket plasma laser bullets (or whatever fancy ammunition is in fashion these days).

The first Ventrillian infantry squad (7) move to back up the plasma team followed by Stromfjord and his command group (8). The infantry squad target the Ork Boyz (9) to the south-east in the hope of thinning their ranks but the Orks are protected by Gazmek's (10) kustom force field.

In return, the Orks run forward but fail to reach the outhouse walls. Three Orks are killed by the plasma team, prompting the Orks to think twice about their attack.

To the north-east, a mob of

Shoota Boyz (11) fire several ammo crates' worth of bullets at the 95th Jagers up on the silo gantry (12). They wound two of the team's loaders, one of which was an enlisted farmhand.

An Ork Trukk (13) races forward, the Boyz riding in the back eager for a scrap. The Armoured Sentinel (14) opens fire on the Trukk with its plasma cannon and promptly overheats. The pilot is dragged from the cockpit having suffered severe burns.

"First Rank, Fire!" The Ventrillian Dragoons (15) open fire on the Trukk with their meltaguns but fail to destroy the ramshackle vehicle. A missile from the same unit somehow passes clean through the Trukk's chassis without exploding.

The Orks, bellowing with excitement, leap from their Trukk, blast a guardsman to death with a rokket (16) and then charge.

Three Orks are killed by the meltagunners as they run in, but the Orks take five Veterans out of action in combat. With great discipline, the Veterans fall back, allowing nearby units to annihilate the Ork Boyz.



# BATTLE REPORT

## THE SECOND ASSAULT: GETTIN' SNEAKY AND BURNY

**F**rom the dunes around Glazer's farm came a guttural roar and the second Ork attack began, an Ork Trukk leading the advance towards the walls. The Dragoons – their uniforms splattered in blood – scaled the barricades and turned their deadly meltaguns on it, reducing its engine to molten metal. “They’re on the west wall, sir!” came Lieutenant Varenhalt’s voice over the vox. “They appeared out of nowhere – sneaky ones, these Orks!” Running to the west wall, Stromfjord saw his second infantry squad move in to fight the Orks, just as the Kommandos retreated and a Deff Dread stomped in, crushing the barricades.

“Purge the xenos!” bellowed Brother Vanhire, racing past Stromfjord followed by his Crusaders. His chainsword swinging wildly, the priest hacked ineffectively at the Deff Dread,

which – its arms flailing equally erratically – eviscerated two of Vanhire’s Crusaders in a spray of gore.

Suddenly a screeching detonation and a scream came from up above and one of the autocannon loaders fell from the roof of the hospital, his uniform ablaze. “They’re targeting the hospital, sir – with flamethrowers and some kind of energy weapon,” said his colour sergeant, his ear to the vox. “Do you want us to evacuate it?” Stromfjord nodded, then turned his attention to the fight going on behind him where an Ork Warboss was pulling down the barricades beneath the silo. The first infantry squad bravely held the Ork off and miraculously even wounded the beast. With an angry roar, the Warboss called off the attack and the Orks slunk back into the dunes.

### THE SECOND ORK ASSAULT

#### Da Leaderz:

Warboss

Big Mek with shokk attack gun

Boss Snikrot

#### Da Boyz:

10 Ork Boyz in a Trukk

10 Ork Boyz

10 Ork Boyz

5 Burna Boyz

5 Kommandos

1 Deff Dread

**Total power: 49**

**Number of Orks: 44**

22 kills are required to break the second Ork assault.

Below, the Orks swarm the western defences of Glazer’s farm. The Ventrillian Dragoons (1) take the fight to the Trukk Boyz (2) on the south-west corner, while the Ventrillian infantry try desperately

to hold back the Deff Dread (3). They even fix bayonets, but that barely holds the huge machine back. Only the Intervention of Brother Vanhire and the Crusaders stop its rampage.







Their ranks severely depleted, the Ventrillian Dragoons prepare to leap over the barricades and take on the Orks face to face (4). They do just that, obliterating a Trukk with their meltaguns, then killing three Orks with overwatch fire (Chris rolls a triple 6 for his meltaguns – the second time he performed such a feat in this game).

The marksmen of the 95th Ventrillian Jagers fire from the gantry of the grain silo (5) at the Ork Warboss approaching from the north-east. The first infantry squad below them fix bayonets ready to receive a charge.



"Have at 'em, lads!" Sergeant Bickers gives encouragement to the second infantry squad as the Kommandos attempt to scale the defences (6).

"Think you're sneaky, eh? Think again, Ork!" Commander Bauhin, supported by Colour Sergeant Brawn, charges out to attack Boss Snikrot (7). They chop up the Ork with their swords.

As the field hospital is set alight, Commander Stromfjord (8) and his command squad move to defend the fleeing casualties and the autocannon teams.

### TOTAL CASUALTIES

#### Wounded:

Nine (Squad 2 and the 1st Ventrillian Dragoons now both at half strength).

#### Killed in Action:

11 (Private 1st Class Jenkins – Plasma Gunner – died from severe plasma burns).





# BATTLE REPORT

## THE THIRD ASSAULT: 'ERE WE GO, 'ERE WE GO, 'ERE WE GO!

**S**tromfjord saw the dust rising over the dunes and knew a third assault was imminent. How many more would the Orks make? Nearby, what remained of the field hospital – Glazer's farmhouse – burned.

"They're coming from the south-west," yelled Glazer from the top of the grain silo, pointing to the hills. This time the Orks were making a concerted attack on one corner of the farm.

"The north-east, too," shouted Major Scharper over the vox. It's that blasted Warboss and his bodyguard again, thought Stromfjord. Shots whined out as the 95th Jagers sniped the approaching Nobz, then the first infantry squad unleashed volley after volley of las-fire at them under the watchful eye of Commander Bauhin. Stromfjord saw two fall but, then, disaster! Laughing manically, the Warboss and one of his Nobz strode forward and unleashed a tidal wave of burning promethium over the first infantry squad, cooking them alive.

As the Orks swarmed in behind them, Stromfjord and his command squad held the southern barricades against the Ork Boyz pouring down from the hills. Along with the firepower of the autocannon teams, they finally managed to drive the Orks off, but not before more Guardsmen lay wounded or dead. The Ork Warboss grinned as he retreated once more into the dust.

### THE THIRD ORK ASSAULT

#### Da Leaderz:

Warboss

Big Mek with kustom force field

Painboy

#### Da Boyz:

10 Ork Boyz

10 Ork Boyz

20 Grots

5 Nobz

3 Bikers

1 Deff Dread

**Total power: 50**

**Number of Orks: 52**

26 kills are required to break the third Ork assault.





4



### MORE COWARDLY GROTS

A second mob of Grots (who also seemed intrigued by discarded oil drums) took on the second infantry squad in a very one-sided firefight. Despite the proliferation of barn doors on display, the Grots failed to hit any of them or the Guardsmen behind them...

"Ventrillions, give them everything you've got. And then give it again!" Lieutenant Varenhalt orders what's left of the second infantry squad to fire at the Ork Bikers (4). Private Cole, his plasma gun steaming with uncontrolled energy, overheats his weapon and is dragged to the hospital with severe plasma burns. He is nicknamed 'Hot Cole' for the rest of his life.

"More dakka, then some stompin'!" The looted Deff

Dread (which is why it's painted blue for luck, in case you were wondering) charges the Taurox and kicks it a bit before sawing it rather roughly in half (5).

Nearby, the Freebooterz known as Da Flash Mob and the Goff Orks called Dagfist's Hackaz charge the barricades defended by Commander Stromfjord. In an act of selflessness, his troopers valiantly storm forward. When the Orks retreat, only Stromfjord himself is left standing amid the carnage.

5



### TOTAL CASUALTIES

#### Wounded:

10 (including seven badly singed members of the first infantry squad).

#### Killed in Action:

16 (commendation to Private Gorman – vox-operator – who died bugling).



# BATTLE REPORT

## THE FINAL ASSAULT: SMASH 'EM, LADZ!

**S**tromfjord watched as his men dragged ammo crates and barricades into position, creating a smaller defensive perimeter within the compound. His colour sergeant approached, a bandage around his head. Miraculously, none of Stromfjord's command squad had been seriously injured in the last assault, though the first infantry squad were now all either dead or wounded. Stromfjord looked over at the last two Ventrillian Dragoons who, somehow, were still standing. Those two had been through hell in every assault – he would recommend them highly to their commanding officer when this was all over.

“Incoming! North... east and west,” yelled Scharper from the top of the silo, pointing at a mob of brightly armoured Orks on the horizon.

“Incoming, south-east and south-west,” called Ortan Glazer, who was now standing at the

southern wall near the hospital. Above him the plasma gunners powered up their guns and launched a searing salvo at the Killa Kans clanking down the hill. The Sentinel nearby added its firepower to that of the plasma gunners, almost felling one of the war machines.

Autocannons and lasrifles sang out, a cacophony of clanging, booming, cracking and whining. Stromfjord could hear Gretchin screeching somewhere and Orks bellowing as they fell. But there were far too many of them this time. Once again the Dragoons leapt over the barricade, and Stromfjord's command group moved to hold the wall. The Orks raced towards them. Stromfjord readied his sword...

**“Ventrillians! We fight to the last man! There will be no retreat, no surrender, only eternal glory. The Orks will pay dearly this day.” – Commander Stromfjord**

### THE FOURTH ORK ASSAULT

#### Da Leaderz:

Warboss

Kaptin Badrukk

Big Mek with kustom force field

#### Da Boyz:

10 Ork Boyz in a Trukk

10 Ork Boyz

20 Grots

5 Nobz

5 Flash Gitz

5 Burnas

3 Killa Kans

1 Bubblechukka

**Total power: 68**

**Number of Orks: 67** (34 kills required.)

### THE VOICES OF COMMAND

**Chris:** When I found out that this was Dan's last assault, I was relieved and dismayed – relieved because I was running out of Guardsmen, dismayed because Dan would get two extra units in this assault. We also decided that I could move the barricades and ammo crates to form a smaller perimeter to protect my dwindling army. I was going to need it!





1



Warboss Skogrin, a Big Mek and a trio of Killa Kans storm in from the south-east backed up by Da Flash Mob (1). The special weapons team overcharge their plasma guns once more and pray to the Emperor for salvation.

Brother Vanhire and his surviving Crusaders stand in the centre of the compound (2) ready to block any gaps in the perimeter wall.

"Take 'em down, men!" shouts Sergeant Bickers pointing at the Flash Gitz (3). He does not realise that he's the only member of his squad still standing. Nearby, the autocannon teams (4) fire on a unit of Gretchin, hoping to reduce their numbers. Above them, the 95th Jagers (5) also shoot the Gretchin, while Major Scharper charges the Ork Nobz alone (6)!

2



3



1



7



"Death or glory, kid. Death or glory." Veteran Guardsman Cavendish encourages Guardsman Jacobson forward into the Orks (7). Meltaguns raised, they vaporise yet another Ork Trukk, but are then ignored by the mobs of howling Orks. Offering praise to the Emperor, they turn and find themselves face to face with a mob of burna-toting Orks. Cavendish and Jacobson are counted among the dead.

The Orks then swarm over the defences (8), cutting down not only the Ventrillian Command Squad but Commander Stromfjord, too. Nearby, Farmer Glazer confronts Warboss Skogrin (9) in a desperate attempt to protect the wounded as the Killa Kans attack the Armoured Sentinel (10).

## THE VOICES OF COMMAND

**Dan:** Chris had really come to fear flame-based weapons by this assault, so when I rolled for my units I picked a trio of Killa Kans (one has a scorcha) and a unit of Burna Boyz. I reckoned they'd give the Guardsmen a good toasting!



# BATTLE REPORT

“They’re coming in,” shouted Glazer as the Ork Warboss swung a massive power klaw at his head. Stromfjord heard a detonation as the Sentinel fell to the Killa Kans, followed by screaming from the barricades as the gaudily armoured Orks fired a barrage of unusual-calibre bullets at his men.

And then the Orks were among them. Choppas rose and fell, blood sprayed everywhere. Orks bellowed and men screamed. Stromfjord sliced about him but there were too many of the wretched aliens and he was smashed to the ground. High-calibre shots rang out and Ork bodies fell on top of him as Brother Vanhire – his fiery rhetoric reaching a fever pitch – led one last charge against the Orks, wiping out the mob that had breached the wall. It was just enough. The Ork Warboss gave Glazer’s body one last kick and grudgingly decided he couldn’t afford to lose any more Boyz. It was an insignificant farm anyway...



## PLASMA VERSUS PROMETHIUM

Throughout the battle, a fair number of Chris’s Guardsmen suffered injuries from overheating plasma weapons. At times, Chris was killing his troopers faster than Dan could get to them! In the last assault, Chris overcharged every plasma

weapon he had. “It’s the last assault – they’re going to die heroically,” said Chris. He was almost right. One Guardsman detonated, while the other two almost destroyed a Killa Kan. They were then roasted by the Kan’s scorcha. Fight fire with fire, eh?

“Where’s da loot?” Having been promised a big pile of teef and a cut of the Imperial wargear, Kaptin Badrukk and his Flash Gitz join the fight (1). The second infantry squad takes the brunt of their firepower, followed by Varenhalt’s command squad.

The Goff Orks trample over Commander Stromfjord and come face to face with an angry priest (2). Commander Bauhin, Colour Sergeant Brawn and the Crusaders join him in the fight. Meanwhile, Skogrin finishes off Glazer and starts kicking his way through the wounded guardsmen.



## TOTAL CASUALTIES

### Wounded:

26 (Commander Stromfjord and farmer Glazer are among the injured).

### Killed in Action:

28 (70% fatality rate in the first infantry squad. 80% in the Ventrillian Dragoons).



## CLEAR AWAY THE BODIES, FETCH THE MEDICS

In the aftermath of the battle at Glazer's farm, Dan and Chris discuss what – for them – has been a particularly memorable series of games.

**Chris:** Wow! Honestly, that was one of the most fun games I've ever played – the spirit of the original game was right there throughout and I truly understand how tense it must have been for Adi and Paul when they fought this scenario 20 years ago. When you're playing as the defender, it is a relentless battle. Initially, it felt a bit one-sided – I repelled the first wave of Orks easily enough, but then the second one was a bit tougher and then the third one was really tough. The fourth one almost broke me! The final roll call, for those that are interested, was 28 dead, 26 wounded and 14 still fit for active duty.

**Dan:** The entire game pretty much hung on a single attack at the end. One dice roll, actually! If Colour Sergeant Brawn hadn't killed that last Ork Nob in combat, the Orks would probably have swarmed the compound and killed everything in it. I'm not sure even Commander Bauhin could have stood up to an Ork Warboss in combat.

**Chris:** Yeah, my army was in tatters by the fourth assault. It's weird how you lose a Guardsman from a squad in the first assault, then maybe two in the second assault, then suddenly you're down to three or four guys and their shooting is almost ineffective. You're just hoping that one or two lasgun shots kill... well, anything! Rolling for casualties at the end of each assault was a really tense moment. Like when you roll for serious injuries after games of Necromunda – people might die! I really felt it when a trooper copped it, but there was elation when one of them returned from the

hospital.

**Dan:** That's a big part of the whole scenario for the Astra Militarum player, along with figuring out how to spread your forces around the farm. You handled the random Ork deployment really well, I think – your troops always seemed to be in the right place at the right time, or close enough that they could get to where they were needed. I think Brother Vanhire's charge into the Deff Dread was wonderfully heroic – if he hadn't done that you would have lost a lot more Guardsmen!

**Chris:** This was a game for heroic actions! Every trooper became a hero of the

**“Rolling for casualties at the end of each assault was a really tense moment.”**

Imperium, not just some guy with a lasgun. Suddenly Private Simpson has fixed his bayonet and leaps over the barricades to take on an Ork Warboss in combat, or the trooper with the steaming plasma gun is pushing it into the red for another super-charged shot knowing that it might be his last. I felt a little bad picking on the Grots in the last assault, though, but I was getting desperate!

**Dan:** I think that was entirely legitimate. But as you soon found out, if you go for the easy targets, the tougher targets come and find you!

**Chris:** Oh, they did! If anyone out there plays this scenario, watch out for Ork Nobz – they probably accounted for most of the casualties at Glazer's Creek. Curse their scorchas and claws! **DH**

## HEROES OF THE IMPERIUM

**Chris:** This is a genuinely tough choice, but it has to be the Ventrillian Dragoons. Every one of them had to roll on the casualty chart at least once and there were still some alive in the final assault. Rolling three 6s for overwatch with their meltaguns not once but twice was what really earned them their honours, though. Well done, lads!



## BEST HEAD-KRUMPAS

**Dan:** The Nobz were probably the stars of the show for me. While the Ork Boyz did their damage here and there, the Nobz were consistently impressive. They're hard to kill in small games like this and just one combi-scorcha in the unit caused absolute carnage in one of Chris's units. I think I'll have to paint some more of them.



*Stromfjord felt something shaking his shoulder and he instinctively grabbed at the wrist as his other hand clenched into a fist ready to strike. "It's alright, sir, it's Bauhin," said his second in command, his body silhouetted by the setting sun as he leaned over Stromfjord. "Get a stretcher over here right now!" he bellowed to the medics swarming around the farm outhouse near the grain silo.*

*Stromfjord sat slowly upright and looked down. An Ork's torso was lying across his legs. No wonder they felt numb. He pushed at the stinking green meat and made to stand up, but his knee gave way and he stumbled. Bauhin caught him and manoeuvred himself under the other officer's arm. "Easy, sir, you've taken quite a beating. Take a seat over here." Bauhin helped Stromfjord over to an ammunition crate and handed him a hip flask. Stromfjord unstopped it and hoped it was water. It wasn't, but it would do in the circumstances. He looked around. The devastation was total. Glazer's farm still burned furiously, lighting up the darkening sky. The barricades were torn*

*down or flung aside – the Taurox lay on its roof, virtually sawn in half. Ammunition crates lay scattered everywhere, barrels leaked sump oil. And everywhere bodies or parts of bodies, Orks and men jumbled up like the debris of an avalanche.*

*"Bauhin." Stromfjord's mouth was thick with dust. Bauhin turned to him. "Are they coming back, Bauhin? Have we seen them off?"*

*"Major Scharper reports that he can't see any more Orks out in the dunes," replied Bauhin. "He's sent his Jagers out to scout the land, but they haven't seen any Orks for..." Bauhin regarded his chronometer, shook it, then shrugged, "a while, sir."*

*"Numbers?"*

*Bauhin knew that question was coming. It was the bit of the job he hated most. "Twenty-six dead, sir. One of the Crusaders bought it, too, and one of the farmhands. Twenty-six wounded, including yourself, sir. Glazer's injured but he'll pull through – only lost an arm. Fourteen men still fit for duty. They're clearing up now, sir."*



THE ULTIMATE GUIDE TO...

# ARMAGEDDON

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, we journey across the Segmentum Solar to one of the most dangerous and war-torn planets in the galaxy – Armageddon.



## ARMAGEDDON

AR04.01

Orb. Dist. 1.1AU

[Prime Bio]

.91 G/Temp 60°C

Hive World

High Vulcanism

Imports/Exports

Aestimare A501

Tithe Grade: Exactus

Extremis reduced to  
Solutio Tertius.



**T**oxic rain falls on a world polluted by thousands of years of industry. Radioactive ash – the atomic fallout of countless battles – swirls in the wind.

Vast hive cities rise from lifeless plains, their spires reaching jaggedly into storm-wracked skies as if begging the heavens for salvation. Yet there is no salvation for the people of Armageddon, only endless toil in its many factories or a grim fate on one of the planet's many battlefields. It is said that more human lives have been lost on Armageddon than any other planet in the Imperium, that it is a world destined to exist in a state of perpetual war with the enemies of Mankind. As the 41st Millennium draws to a close, that certainly seems to be the case.

## A WORLD OF INDUSTRY

The hive world of Armageddon – the principle world in the Armageddon sector – lies roughly 10,000 light years to the galactic north-east of Terra, near the border between the Segmentum Solar and the Ultima Segmentum.

A factory world of incredible size and output, Armageddon is the keystone of an entire Imperial sector. As with all industrial worlds, it teems with billions of souls that scrape a torrid living from the infected grease and rotting steel of the hives, each man, woman and child fighting to breathe the same toxic air. Sectors for light years around rely on the industrial output of Armageddon's immense hive cities, and few worlds other than Necromunda can





compete with the magnitude of goods the world produces. The cost of millennia of industry is a planet reduced to a barren wasteland ravaged by over-mining and pollution.

### THE STEEL LEGION

Yet goods are not the only valued commodity of Armageddon, for it also contributes millions of soldiers to the ranks of the Astra Militarum every year. The most famous are known as the Steel Legion – these regiments traditionally deploy as mechanised infantry, riding to battle in the Chimeras manufactured by their home world's many factories. The troopers of the Steel Legion are hardy and tenacious warriors, many of them having fought for survival in the

gang wars that dominate the hive cities of their world before joining (or being conscripted by) a newly formed regiment. The Steel Legion of Armageddon have been deployed across the length and breadth of the Imperium, though in the last few centuries an increasing number of regiments have been stationed on Armageddon itself to fight the wars that rage across its surface.

### THE ARMAGEDDON WARS

A key Imperial world, Armageddon has come under attack countless times over the millennia. No invasion has yet claimed this stoic world, though in the last millennium there have been three occasions when Armageddon almost fell to the enemies of the Imperium...

### A LONG HISTORY

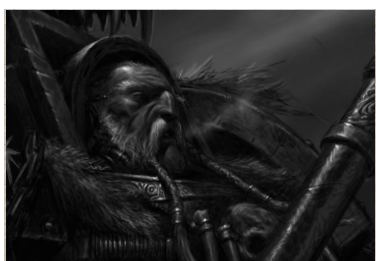
Armageddon was once the world of Ullanor Prime – a world that was dominated by Orks at least twice during its history – first by the Ork Warboss Urlakk Urg during the Great Crusade and again in M32 by the Beast. The Orks were finally defeated and Ullanor condemned, but the Adeptus Mechanicus coveted the Ork technology on Ullanor and moved it before it could be destroyed. The 'new' world was named Armageddon.





## ANGRON

Once Primarch of the World Eaters Space Marines, Angron is now a Daemon Primarch of the Blood God Khorne. Angron's motives for invading Armageddon at the head of a vast army of Daemons are unknown.



## LOGAN GRIMNAR

The defence of Armageddon was Logan Grimnar's first real test of his abilities after becoming Great Wolf of the Space Wolves Chapter. Centuries later, this is still recounted as one of his greatest sagas.

## THE FIRST WAR FOR ARMAGEDDON

Few in the Imperium know of the First War for Armageddon, when the planet was invaded by the Daemon Primarch Angron. It is rumoured that the taint of Chaos still lingers.

In 444.M41, the Daemon Primarch Angron brought the Space Hulk *Devourer of Stars* crashing out of the warp into the Armageddon system at the head of a vast war fleet. Smashing aside the planet's orbital defences, Angron's assault was swift and utterly without mercy. Traitor Astartes from the World Eaters Legion, Chaos Titan Legions, Daemons, Chaos Cultists, Beastmen and mutants made planetfall across Armageddon, tearing into the hive world's defence forces with unstoppable fury. Worse still, cults to the Dark Gods that had festered within Armageddon's hive cities reared their heads and joined the slaughter. While the Imperial forces on the continent of Armageddon Secundus quelled these uprisings and held back Angron's forces, Armageddon Prime became a charnel house. Rivers filled with blood, Daemons walked the bone-strewn soil and monoliths of skulls were built to honour the Blood God Khorne. Yet as Angron's daemonic hordes grew in power, the defenders of Armageddon Secundus – bolstered by the arrival of Logan Grimnar and the Space Wolves – readied their defences.

As Angron's forces marched upon Armageddon Secundus, Logan Grimnar unleashed the full fury of his warriors, holding back the hordes of Chaos as the Astra Militarum bombarded them from afar. Angron could not be halted and his army swept on, engulfing the Imperial defenders. Yet Grimnar had one more gambit to play. At his disposal was an entire brotherhood of Grey Knights under the command of Brother-Captain Aurellian. As Grimnar drew the forces of Chaos further into the guns of the Imperial defenders, Aurellian and his retinue teleported into the heart of the battle to surround Angron and his bodyguard of a dozen Bloodthirsters. The fight that ensued was cataclysmic – though Angron was banished back to the warp, Aurellian and ninety of his brotherhood were slain in the process.

Victory had been achieved on Armageddon, but the cost was horrifically steep. Mortal men had borne witness to Daemons and the power of the warp – their minds were no longer secure. Much to the dismay of Logan Grimnar, much of the populace of Armageddon had to be exterminated to keep such dark knowledge secret.





# THE SECOND WAR FOR ARMAGEDDON

In 941.M41, the Ork Warlord Ghazghkull Thraka invaded Armageddon leading a massive Waaagh! His plan was simple – to crush the planet and bring about an era of endless war.

## AN UNSTOPPABLE FORCE MEETS AN IMMOVABLE OBJECT

From the fires of the Second War were born a great hero of the Imperium and one of the most dangerous threats to its survival.



**ORK WARLORD  
GHAZGHKULL MAG  
URUK THRAKA**

Ghazghkull's rise to prominence was an unusual one. After losing part of his brain to an exploding boiler shell, he had half his head replaced by crude botanics. Upon recovering, he claimed he could hear the voices of the Ork gods Gork and Mork and took forcible control of his warband. Over the years, his warband grew into a massive Waaagh! – the largest since the Great rampaged across the stars in M32. A cunning warlord and masterful tactician (for an Ork), the self-titled Prophet of the Waaagh! is a dire threat to the Imperium and everything in it.



**COMMISSAR YARRICK,  
HERO OF HADES HIVE**

Commissar Sebastian Yarrick was already an old man when the Orks invaded Armageddon. Highly knowledgeable on the greenskin menace, he proved invaluable in the defence of Armageddon, holding back Ghazghkull's hordes at Hades Hive despite overwhelming odds. It was during the defence of Hades that Yarrick lost his right arm to Warboss Uguhand's power claw. Uguhand then lost his head to Yarrick's chainsword. Yarrick now wears the Warboss's claw, a symbol of his iron will, his strength and his defiance of the Orks.

Almost 500 years after the First War, Armageddon was invaded by Waaagh! Ghazghkull. Deciding that his planet could deal with the threat, Planetary Overlord von Strab chose not to ask the wider Imperium for aid. It was a costly mistake.

Millions of Orks made planetfall on Armageddon, laying waste to all in their path. The Imperial defences were a shambles, deployed piecemeal as the Orks advanced. It was Commissar Yarrick who ordered the planet's astropaths to call for aid when Armageddon Prime fell – an act that saw him banished to Hades Hive by von Strab. But Yarrick was not idle, and while the Orks savaged Armageddon Secundus, the Commissar organised the defences of Hades. Despite astronomical losses, Yarrick held Hades long enough for reinforcements to arrive, spearheaded by Space Marines from the Ultramarines, Blood Angels and Salamanders Chapters. Had Ghazghkull concentrated his forces on the Space Marines he could still have won his war on Armageddon, but Hades Hive had thwarted him for too long. The Orks made one final devastating assault on the hive city before they were overrun by the Imperial reinforcements. Knowing his war was over, Ghazghkull left his armies to fight on Armageddon and returned to the stars.

## HERMAN VON STRAB

As Planetary Overlord, the defence of Armageddon fell to Herman von Strab during the Second War. Arrogant and conceited, he did nothing when Ghazghkull's Space Hulk, *Da Wurld Killa*, entered the Armageddon system, refusing to call for aid. Following the Second War, von Strab was tried for his crimes and deposed from power by Commander Dante of the Blood Angels. He managed to evade execution, only to appear once again almost six decades later, this time in league with the Orks. It was von Strab's treachery that led to the capture of Hive Acheron during the Third War for Armageddon. Von Strab ultimately met his end at the hands of the 13th Penal Legion, led by Colonel Schaeffer.

## THE WAR ZONE

Armageddon is divided into three major landmasses – a central body of land made up of Armageddon Prime and Armageddon Secundus, the Fire Wastes to the north-east and the Deadlands to the south-west.

The ash wastes of Armageddon Prime and Armageddon Secundus are the result of thousands of years of industrial pollution. The air is so toxic in the wastes that rebreathers and hazard clothing are essential for survival. As a result, the majority of the population live in the eight major hive cities. An equatorial jungle divides the two continents – many Orks fled into its depths following the Second War.

The Fire Wastes provide many of the raw materials required in Armageddon's forges and manufacturums, while the toxic ice fields of the Deadlands provide Armageddon with water. Once purified, it is sent by colossal pipelines and tankers to the hive cities.





# THE ULTIMATE GUIDE TO...



## CAPTAIN TYCHO

Erasmus Tycho was Captain of the Blood Angels 3rd Company during the Second War for Armageddon. Badly mutilated by an Ork Weirdboy, his hatred of the Orks drove him to return to Armageddon for the Third War.



## HELBRECHT

As High Marshal of the Black Templars, Helbrecht took command of the Space Marine fleets around Armageddon, coordinating fleet actions and boarding assaults on the Ork ships in orbit around the planet.

## THE THIRD WAR FOR ARMAGEDDON

**With the Orks defeated, the people of Armageddon set about rebuilding their shattered world. Yet the Beast of Armageddon would have his revenge a generation later...**

Following his defeat on Armageddon, Ghazghkull returned to his stronghold in the Golgotha Sector to consider his next move. Though his Waaagh! had caused catastrophic damage, his attack on Armageddon had been little more than a test of the Imperium's defences. Over the following decades, the Ork Warlord perfected his tactics and harnessed new technologies, preparing to unleash the greatest Waaagh! the galaxy had ever seen on the world of Armageddon.

On the Day of the Feast of the Emperor's Ascension 57 years after Ghazghkull's first invasion, augur probes registered a massive disruption in the warp as several Ork fleets tore their way back into reality on the outskirts of the Armageddon Sector. At least a dozen Space Hulks accompanied the Ork armada, showing Ghazghkull's intent – to crush Armageddon. The Imperial Navy intercepted the Orks but, outnumbered six to one, their ships had to disengage or face annihilation. Armageddon went on high alert and the world's Astropaths sent out calls for

aid. No less than 24 Space Marine Chapters answered the call and Astra Militarum Regiments from all across the Segmentum Solar mobilised for the invasion of Armageddon.

When Ghazghkull's war fleet finally entered the Armageddon System several months later, they quickly set about attacking the planet's orbital defences. The battle in the heavens raged for three nights and by dawn on the third day Ork troop ships and attack craft were raining down from the sky. Ghazghkull's first act was to annihilate Hades Hive – the city that had held out so long during his last invasion. Yet he did not commit any troops to the city, instead obliterating it with asteroids dropped from his orbiting Space Hulks.

Across Armageddon, Ork forces assaulted the hive cities. Volcanus, Acheron and Death Mire all came under attack simultaneously. Acheron fell to treachery from within and was soon captured. Volcanus lost many of its defensive redoubts and was besieged. Death Mire fared better, with the Titans of





Legios Tempestor and Victorum holding back the Orks. Yet many more continued to rain down from the skies as Ghazghkull's Space Hulks teleported heavier war assets such as Gargants and Stompas directly into battle. Even Yarrick – who had returned to Armageddon to fight Ghazghkull – could not fathom his tactics.

Ghazghkull's masterstroke was the deployment of the Roks. These huge asteroids that had followed in the wake of the Ork fleet now crashed directly into the planet. Some disintegrated on impact, many did not, disgorging entire warbands of Orks onto the planet's surface. While the Astra Militarum defended the hive cities, the Adeptus Astartes attempted to destroy the Roks – now heavily armed and armoured Ork fortresses littering the ash wastes. It was then that Ghazghkull launched his assaults on Hives Tempestora and Helsreach, attacking both cities from the water using submersibles built in the Fire Wastes and Deadlands. Caught entirely off guard, Tempestora fell within days and the Helsreach docks were quickly captured, though the city remained in Imperial hands thanks to the intervention of the Black Templars under the command of Chaplain Grimaldus. Hive Infernus came under attack next by armies of Gargants, the Titans of Legio Crucius moving to stop them. The battle lasted 10 straight days and finally saw the hive besieged by the Orks. In less than a month, Ghazghkull had brought Armageddon to its knees. Yet the Imperial forces refused to give up their world so easily...

### DA ROKS – ORK ATTACK FORTRESSES

Following in the wake of Ghazghkull's fleet were dozens of asteroid fortresses. Sealed against the void, they contained millions of Ork Boyz and war engines for deployment on Armageddon. The Imperium had encountered Roks before, but never in such vast numbers, and it didn't expect the Roks to plough into the planet's surface to support the invasion. Ghazghkull's carefully laid plans taught the Imperium a harsh lesson – that some Orks are brutally cunning.



### 'ORKIMEDES'

The Ordo Xenos believe the teleporters used during Ghazghkull's invasion were the creation of one extremely skilful Ork Mek. Dubbed 'OrkimeDES' by Imperial Scholars, the current whereabouts of this dangerous creature are unknown.



### GENERAL KUROV

A hero of the Second War, Vladimir Nikita Kurov commanded the Astra Militarum forces between the wars. He was responsible for the xenocidal purges of the equatorial jungles and the formation of new defence regiments.



Kill teams of Blood Angels Scouts fight Ork Kommandos amongst the ruins of Hades Hive. The number of Ork warbands now infesting Armageddon is unknown.





# FORCE DISPOSITIONS IN THE THIRD WAR FOR ARMAGEDDON

File ref. sks22/010/99-184/8a – Imperium presence/Armageddon sector. 5/721999.M41. Here follows a list of the Imperial forces stationed on Armageddon as recorded by the Departmento Munitorum and the Adeptus Administratum.



## ASTRA MILITARUM

The Astra Militarum form the core of Armageddon's defence forces. Over half of the 300 regiments engaged in the war are from Armageddon – the remainder have been brought in from other sectors.

ARMAGEDDON ASH WASTE MILITIA	5 REGIMENTS	KROURK OGRYN AUXILIA	2 REGIMENTS
ARMAGEDDON COMMAND GUARD	5 COMPANIES	MINERVAN TANK LEGIONS	3 LEGIONS
ARMAGEDDON HIVE MILITIA	120 REGIMENTS	MONGLOR OGRYN AUXILIA	1 REGIMENT
ARMAGEDDON ORK HUNTERS	5 REGIMENTS	MORDIAN IRON GUARD	6 REGIMENTS
ARMAGEDDON STEEL LEGION	25 REGIMENTS	NOCTAN STRIKE FORCES	6 REGIMENTS
ARPHISTA PENAL LEGION	1 LEGION	OCANON PHALANX TROOPS	11 REGIMENTS
ASGARDIAN RANGERS	2 REGIMENTS	PYRAN DRAGOONS	10 REGIMENTS
CADIAN SHOCK TROOPS	15 REGIMENTS	SAVLAR CHEM-DOGS	6 REGIMENTS
CATACHAN JUNGLE FIGHTERS	3 REGIMENTS	SAVLAR CHEM-RIDERS	2 REGIMENTS
DEATH KORPS OF KRIEG	5 REGIMENTS	SEMTEXIAN BOMBARDIERS	9 BATTERIES
ELYSIAN DROP TROOPS	14 SQUADRONS	MILITARUM TEMPESTUS	18 COMPANIES
JOPALL INDENTURED SQUADRONS	17 BATTALIONS	ZOUVAN SKIRMISHERS	4 BRIGADES

## ADEPTUS ASTARTES

24 Space Marine Chapters sent strike forces to Armageddon including the Blood Angels, Salamanders and Space Wolves, all three Chapters having sent aid to Armageddon in the past.

ANGELS OF FIRE	7 COMPANIES	MARINES MALEVOLENT	2 COMPANIES
ANGELS OF REDEMPTION	4 COMPANIES	MORTIFACTORS	10 COMPANIES
ANGELS OF VIGILANCE	6 COMPANIES	OMEGA MARINES	9 COMPANIES
ANGELS PORPHYR	8 COMPANIES	RAPTORS	5 COMPANIES
BLACK DRAGONS	9 COMPANIES	RELICTORS	10 COMPANIES
BLACK TEMPLARS	3 CRUSADES	SALAMANDERS	6 COMPANIES
BLOOD ANGELS	1 COMPANY	SILVER SKULLS	7 COMPANIES
CELEBRANTS	10 COMPANIES	SONS OF GUILLIMAN	6 COMPANIES
CELESTIAL LIONS	10 COMPANIES	SPACE WOLVES	5 GREAT COMPANIES
EXORCISTS	12 COMPANIES	STORM GIANTS	5 COMPANIES
FLESH TEARERS	5 COMPANIES	STORM LORDS	2 BROTHERHOODS
IRON CHAMPIONS	7 COMPANIES	WHITE SCARS	3 BROTHERHOODS

## ADEPTUS MECHANICUS

The Adeptus Mechanicus has a keen interest in Armageddon and seeks to preserve its manufactorums. Skitarii Legions from Mars join seven Adeptus Titanicus battle groups in defence of the planet.

CENTURIO ORDINATUS	4 ORDINATUS	LEGIO METALICA	LEGIO
LEGIO CRUCIUS	DEMI-LEGIO	LEGIO TEMPESTOR	LEGIO
LEGIO IGNATUM	LEGIO	LEGIO VICTORUM	LEGIO
LEGIO INVIGILATA	LEGIO	SKITARII	14 LEGIONS
LEGIO MAGNA	LEGIO		

## ADEPTA SORORITAS

The Order of Our Martyred Lady are stationed at the Sanctum of St. Katherine in Hive Tempestora. The Order of the Argent Shroud are deployed to the Fire Wastes and the Temple of the Emperor Ascendant in Hive Helsreach.

ORDER OF OUR MARTYRED LADY	3 COMPANIES
ORDER OF THE ARGENT SHROUD	7 COMPANIES

## DEPARTMENTO MUNITORUM

Engineer and pioneer corps were deployed across Armageddon when Ghazghkull's fleet translated into the system from the Golgotha warp corridor. They are engaged in an unceasing mission to bolster the defences of the hive cities.

ENGINEER CORPS	2 CORPS
PIONEER CORPS	1 CORPS

## ORDO XENOS

Two Deathwatch Kill Teams have been deployed to St. Jowen's Dock to prevent the space station being overrun by Ork raiders. Though the Orks have little interest in the station, it is of vital strategic importance to the Imperium.

FUROR SHIELD	1 KILL TEAM
KEEP EXTREMIS	1 KILL TEAM

## OFFICIO SABATORUM

The Ork Invasion has necessitated the deployment of agents from the Officio Sabatorum. Their primary mission is to ensure the destruction of the Ork fortresses known as 'Roks' that have crashed into the surface of Armageddon.

AGENTS	34
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## OFFICIO ASSASSINORUM

### CEASE AND REPENT

+ FILE ACCESS DENIED +

A questioning mind betrays a treacherous soul.

++ ADMINISTRATUM NOTIFIED ++



## IMPERIAL FLEET

Following the Second War for Armageddon, the Sector Naval Command for the Imperial Fleet was transferred to the Armageddon Sector. St. Jowen's Dock is the primary naval facility in the Armageddon System.

HIS WILL	APOCALYPSE CLASS BATTLESHIP
TRIUMPH	APOCALYPSE CLASS BATTLESHIP
INOMINE VERITAS	EMPEROR CLASS BATTLESHIP
GREEN LAKE	OVERON CLASS BATTLESHIP
FIRST-LINE CRUISER SQUADRONS	6
SECOND-LINE CRUISER SQUADRONS	9
LIGHT CRUISER SQUADRONS	12
ESCORT SQUADRONS	36
BOMBER STRIKE WINGS	43
INTERCEPTOR STRIKE WINGS	67
SPACE MARINE BATTLE BARGES	14
SPACE MARINE STRIKE CRUISERS	103
THUNDERHAWK GUNSHIPS	NUMBERS UNKNOWN





+++ UPLOADING... ENEMY FORCE DISPOSITION IN ARMAGEDDON SECTOR. 5/721999.M41.  
ALL INFORMATION IS APPROXIMATE AT TIME OF COMPILATION. +++

ARMAGEDDON PRIME

The Ork forces assaulting Armageddon Prime are under the command of Warboss Gazgrim, also known as the Great Despot of Dregruk.

DESPOT GAZGRIM'S WAR HORDE	ESTIMATED 200 WARBANDS, 18 GARGANTS
WARLORD THOGFANG'S GARGANT BIG MOB	ESTIMATED 3 WARBANDS, 7 GARGANTS
WARLORD RUKGOB'S GARGANT BIG MOB	ESTIMATED 5 WARBANDS, 6 GARGANTS
WARLORD BADFANG'S BATTLE FORTS	ESTIMATED 3 WARBANDS, 16 BATTLE FORTRESSES
BLACK SLAYERS TRIBE	ESTIMATED 30 WARBANDS, 4 GARGANTS
FIREBELLIES TRIBE	ESTIMATED 18 WARBANDS, 3 GARGANTS
VARGA'S DROP LEGION	ESTIMATED 24 WARBANDS
RAZOR SPEED FREEKS	ESTIMATED 21 SPEED KULT WARBANDS
WARLORD GORSHAG'S BIG GUNZ	ESTIMATED 7 ARTILLERY WARBANDS



ARMAGEDDON SECUNDUS

Warlord Ghazghkull Thraka commands the assault on Armageddon Secundus. His horde is the largest of those fighting on Armageddon.

GREAT OVERLORD GHAZGHKULL'S WAR HORDE	ESTIMATED 400 WARBANDS, 18 GARGANTS
WARLORD MORFANG'S GARGANT BIG MOB	ESTIMATED 6 WARBANDS, 7 GARGANTS
WARLORD SKARFANG'S GARGANT BIG MOB	ESTIMATED 3 WARBANDS, 6 GARGANTS
WARLORD BURZURUK'S GARGANT BIG MOB	ESTIMATED 4 WARBANDS, 9 GARGANTS
WARLORD KROKSNIK'S DETH TRAKS	ESTIMATED 4 WARBANDS, 32 BATTLE FORTRESSES
BLACKSKULL TRIBE	ESTIMATED 30 WARBANDS, 3 GARGANTS
CROOKED MOON TRIBE	ESTIMATED 21 WARBANDS, 5 GARGANTS
RED FIN TRIBE	ESTIMATED 30 WARBANDS, 4 GARGANTS
RED WHEELZ SPEED FREEKS	ESTIMATED 18 SPEED KULT WARBANDS
BURNING DEATH SPEED FREEKS	ESTIMATED 25 SPEED KULT WARBANDS
WARLORD THUGSNIK'S BIG GUNZ	ESTIMATED 6 ARTILLERY WARBANDS
WARLORD MORBAD'S BIG GUNZ	ESTIMATED 12 ARTILLERY WARBANDS



THE FIRE WASTES

Urgok the Unstoppable leads the Ork assault on the Fire Wastes, utilising Ork submersibles to make attacks across the Boiling Sea on Hive Tempestora.

GREAT SLAYER GRIMSKULL'S WAR HORDE	ESTIMATED 60 WARBANDS, 8 GARGANTS
WARLORD BLAGROT'S GARGANT BIG MOB	ESTIMATED 4 WARBANDS, 3 GARGANTS
WARLORD SKRAG'S GARGANT BIG MOB	ESTIMATED 2 WARBANDS, 3 GARGANTS
VULTURES TRIBE	ESTIMATED 16 WARBANDS, 3 GARGANTS
STOMPERS TRIBE	ESTIMATED 11 WARBANDS, 1 GARGANT
SLASHERZ SPEED FREEKS	ESTIMATED 12 SPEED KULT WARBANDS
WARLORD RUKGLUM'S BIG GUNZ	ESTIMATED 11 ARTILLERY WARBANDS



THE DEAD LANDS

The Over-Fiend of Octarius has secured the Dead Lands. His forces have launched aerial and naval assaults on both Hive Tartarus and Hive Helsreach.

GREAT FIEND GORSNIK MAGASH'S WAR HORDE	ESTIMATED 250 WARBANDS, 160 BATTLE FORTRESSES
WARLORD BOGSNIK'S BLITZ BRIGADE	ESTIMATED 8 WARBANDS, 26 BATTLE FORTRESSES
WARLORD SKABSNIK'S BLITZ BRIGADE	ESTIMATED 12 WARBANDS, 41 BATTLE FORTRESSES
BLACK CLOUD SPEED FREEKS	ESTIMATED 20 SPEED KULT WARBANDS
WHITE LIGHTNING SPEED FREEKS	ESTIMATED 31 SPEED KULT WARBANDS



ORBITAL SUPPORT

The Ork fleets present at Armageddon are the largest gathering of Ork warships on record, far eclipsing Ghazghkull's first invasion fleet in 941.M41:

- 12-16 ORK SPACE HULKS
- 2,000-3,500 FIGHTA-BOMMER SQUADRONS
- 2,100+ ORK ATTACK CRAFT
- 80-100 ORK ROKS
- 250-400 ORK KROOZERS





# THE ULTIMATE GUIDE TO...

## THE WAR ON ARMAGEDDON CONTINUES

At the close of the 41st Millennium, the Orks of Ghazghkull's Waaagh! continue to ravage the planet of Armageddon. Yet darker forces have also come to wreak their revenge on this beleaguered world.

The war on Armageddon continues following a second Chaos invasion. The Salamanders Chapter is dispatched once again to save the world from destruction.



### A GALAXY AT WAR

While war raged on Armageddon, the rest of the Imperium reeled under countless devastating assaults. Cadia was overrun by the armies of Abaddon the Despoiler. The Blood Angels' home world of Baal was assailed first by Tyranids, then by Daemons of Khorne. The Ultramar system – home to the Ultramarines Chapter – was ravaged by plagues and came under attack by the Death Guard. Fenris, feral world of the Space Wolves, was invaded by the Daemon legions of Magnus the Red. Even Holy Terra was assailed by Daemons. Nowhere is safe...

At the height of his success on Armageddon, Ghazghkull Thraka once again did something entirely unexpected – he left the world he had planned to conquer and took to the stars in his ship *Kill Wrecka*, intent on an entirely new path of destruction. Commissar Yarrick and High Marshal Helbrecht immediately left Armageddon at the head of two Imperial crusade fleets, following Ghazghkull to the Octarius Sector. They vowed not to let him escape a second time.

Back on Armageddon, Ghazghkull's Ork hordes settled into a gruelling war of attrition with the Imperial defenders, the Warlord's trusted lieutenants eager to continue Ghazghkull's war in his stead. Yet elsewhere in the galaxy, the forces of Chaos were in the ascendancy. As worlds fell and blood was spilled, a Great Rift split the galaxy asunder, from the Hadex Anomaly in the galactic east to the Eye of Terror in the north-west. Entire sectors of the Imperium were cut off and the Astronomican – the Emperor's guiding light – waned. The warp spilled into realspace and the Imperium was plunged into a nightmare. Armageddon was cut off by violent warp storms, neither side able to

receive reinforcements from outside the system. And so the war between the Imperium and the Orks continued.

But other forces had their eyes on Armageddon. As the warp poured forth from the Great Rift, so too did the legions of Chaos – Daemons flooded into realspace and Armageddon stood right in their path. As Orks fought humans, Daemons fought both factions and each other, the legions of Khorne and Tzeentch both trying to claim the world for themselves. So desperate did the fighting become that at times the Imperial forces even fought alongside the Orks. When the warp storms cleared and Imperial reinforcements finally arrived on Armageddon, they found a world half-warped by Chaos. A hasty assault was executed by companies from nine Space Marine Chapters to halt a ritual that, had it succeeded, would have brought the Daemon Primarch Angron back to Armageddon to wreak his revenge on the world. As the forces of Chaos consolidate their gains and the hordes of Orks grow once more, Armageddon remains gripped by a war that may last until the end of all time. **DH**



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# A TALE OF FOUR WARLORDS

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



## A TALE OF FOUR WARLORDS

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

**O**ur penultimate episode of this series sees our warlords finish the task of painting at least one wizard model to join the ranks of their ever-growing hordes in preparation for next month's final challenge. For next month, we'll be asking them (and all of you painting along!) to paint up some endless spells from the Malign Sorcery box to use in a four-way gaming extravaganza. Given that they'd need a wizard or two in order to summon these awesome new spells in the first place, we've been getting them well prepared!

Our two most relentless painters, Nick and Anthony, not only found time to finish off several (or in Nick's case, a few really big) additions to their armies, but they even met each other on the field of battle in a 2000-point matched play game. Anthony's army managed to surround the Beastclaw Raiders, but the

ogors are very used to being outnumbered. Despite Anthony's best efforts, the Frostlord on Stonehorn was all but unstoppable and won Nick the battle.

But Jes and Andy have been far from idle this month. Indeed, Mr. Bickham has completed a third Great Unclean One to lead his daemoniac throng of Nurgle, while Andy has been finishing off a unit he didn't quite have time to finish off last time as well as painting an aelf Sorceress.

We're currently salivating at the prospect of Nick's monstrous beasts taking on Jes's giant trio of Greater Daemons in battle, but they have thus far avoided facing each other. Jes will be instead be challenging Andy's Daughters of Khaine to a game in a few days' time. Andy has even been working on a new tactic with his army that he hopes will enable him to defeat Jes's daemoniac horde. Read on to find out what he has planned.



# BEASTCLAW RAIDERS

Nick has painted some frosty reinforcements for his army this month in the form of a Huskard on Thundertusk and his unique take on an Ogor Firebelly that channels ice magic rather than flame.

**N**ick made some interesting choices with his additions to his collection this month. His first choice was understandably a difficult one, as the Beastclaw Raiders are one of the few factions in the game that have no wizards!

"I began by looking up the allies that are available to the Beastclaw Raiders in the General's Handbook," explains Nick. "There are two wizard options that are open to them as allies: Butchers (from the Gutbusters faction) and Firebellies. I know that Butchers channel magic in their own way, but of the two, the Firebelly just felt more traditionally magical, though that's probably got something to do with the gout of flame erupting from its mouth, to be fair!

"Having decided what type of wizard I was going to add, I started looking into ways that I could help it fit in with the overall theme of my army. Fire and ice has always been a strong, contrasting image, but I wanted to dial up the frosty side to 11. You may have noticed that,

throughout my army, I've painted many of the weapon tips and talismans that would traditionally be some sort of flinty stone as ice instead. That gave me the idea for my 'Frostbelly', who is basically an ogor that has become so saturated with the power of the Everwinter that his very breath is hoarfrost and he can freeze his foes to death with a gesture. I painted his skin in more pallid tones than I have with the rest of my army, and used the same colours and techniques to paint his cloud of icy breath as I did with the frozen weapon head of his enormous maul."

With this month's challenge completed, Nick also found time to paint a Huskard on Thundertusk to lead his army in smaller battles. "I've always been something of a narrative-driven gamer," says Nick. "As such, I felt like I needed a lieutenant-level character to act as my general in smaller games. The Frostlord leads the entire tribe so, to my mind at least, should be reserved for when the majority of the tribe rides to war."



**NICK BAYTON**

At the time of writing, the temperature has plummeted and snow is on the ground. We're deeply suspicious that Nick Bayton has been summoning the Everwinter with his offerings of beautifully painted Beastclaw miniatures.

Nick painted the tabard of his Frostbelly using the same colours as for his army's clothing and banners, creating a strong visual link between all of the models in his collection.





# DAUGHTERS OF KHAINE(-ISH)

Andy adds another ally to his Daughters of Khaine this month, along with more Sisters of Slaughter to remind us that Khaine is first and foremost in his heart, despite his wavering allegiance of late.



## ANDY KEDDIE

Andy claims that his youthful complexion is nothing to do with genetics but merely the result of bathing in the blood of his enemies. Given his newfound love of all things Khainite, we're starting to believe the rumours we once scoffed at.

Andy carefully dribbled Blood for the Blood God into the carving of the Chaos Star on his Sorceress's base, as if a fresh sacrifice of blood had been made there. What a delightful notion.

**A**s our resident Witch Hunter, Dan was forced to mete out terrible punishment on poor Andy last month. Indeed, it appeared our warlord of Order had given in to 'dis-Order' by painting up shiny new models instead of the unit he was supposed to finish. If only he'd known how easily Dan is mollified by biscuits, he could have gotten away with it.

"Yeah, sorry!" says Andy, doing his best not to wince as Dan removes the thumb screws at last. "Like I said, I got massively distracted by painting Morathi and her Bloodwrack Medusa handmaidens last month. But I've finished the Sisters of Slaughter off now to redeem myself. More importantly, I now have a battle-ready army, as the Sisters of Slaughter were the third battleline unit I needed for a 2000-point matched play game. I've even arranged a game against Jes soon to try my latest units out in battle. Jes is used to me storming straight down the middle like a bloodthirsty maniac. This time, however, I'm going to form up around my Cauldron of Blood as normal, but

use the speed of Morathi and the Bloodwrack Medusae to swing around one flank while withdrawing with my central forces to draw Jes's Daemons in. I'll then swing in with my flanking force, bombarding him with magic before crashing into his army from both side with everything I have."

So what about this month's task? "The Daughters of Khaine faction has access to a lot of spellcasting units," says Andy, "but that's hardly surprising for servants of Morathi. More importantly, I've added most of these units to my collection already, so have a powerful cadre of wizards to call upon. Looking further afield, the Darkling Coven Sorceress seemed to fit the bill. Not only would she fulfil the wizard requirement for this month's challenge, but she would bring a new spell to my magical arsenal in the form of Word of Pain. She also featured similar aesthetics to the rest of the aelf models in my collection, enabling me to utilise the same colour scheme on her as for my other units."





# MAGGOTKIN OF NURGLE

Jes has continued to appease the Plague God this month by painting his third Great Unclean One miniature. Apparently, he won't be satisfied until he's been invited to a picnic in Nurgle's Garden.

**N**urgle's favoured son, Jes Bickham, has been continuing his painting rampage on his ever-expanding collection of the Plague God's daemoniac children.

However, as Jes has yet to add any mortals into his collection, we asked him why.

"I did have every intention of building a combined collection of Daemons, Maggotkin and mortals of Nurgle," Jes says, "but I've been enjoying painting the daemoniac units so much that I've found myself just sticking with them for the moment. This is mainly due to the fact that I've developed a very quick and effective painting technique for my Nurgle Daemons that produces very satisfying results."

"On that note," Jes continues, "I've always found that painting large numbers of miniatures is a massive barrier to a lot of people, but this needn't be the case. Now more than ever before there are fantastic painting guides for hobbyists looking for tips or inspiration, such as White Dwarf's Paint Splatter articles or the painting clips on

Warhammer TV with hobby heroes Peachy and Duncan. This army is my attempt at proving this principle in the flesh. The squidgy, rotten flesh."

So what determined Jes's choice of wizard unit this month? "I'll be honest," says Jes, "I loved the new Great Unclean One from the moment I saw it. As soon as I knew that there was a warscroll battalion that included a trio of these behemoths, my mind was made up – I had to have three in my collection! Greater Daemons of Nurgle are wizards and I'd already painted a pair of them, so this month's choice was very much a no-brainer for me. I assembled my latest Great Unclean One with a different weapon combination to my other models giving me another option in smaller games in which I would only field a single Greater Daemon, but also a figurehead for the Thricefold Befoulment battalion in larger games. The combination of the battalion's augmented Plague Wind spell and the model's bileblade giving it a bonus to its casting roll is nasty!"



## JES BICKHAM

Our mischievous lord of lore continues his descent into daemoniac deification this month. We've become increasingly unsure if the green smudges on his hands are merely stray flecks of paint or hints of his true, Nurglified form.

Jes confessed that another reason he's been focussing on the daemoniac side of his army for the moment is that he can also use them in games of Warhammer 40,000!





# LEGIONS OF NAGASH

Not one to stick to the minimum requirements of a painting challenge, Anthony has added not just a Mortarch to his collection this month but a Necromancer and even a Ghoul King as well.



## ANTHONY SALIBA

The pallor of Anthony's skin along with the redness of his eyes tell us one of two things: either he's been spending too many late nights working on his army or he somehow received the blood kiss while painting Neferata this month.

In the battle Anthony recently fought against Nick's Beastclaw Raiders, Neferata had a solid debut, slaying a Thundertusk amongst many other deeds, but victory eluded her.

**A**s those that have kept abreast of this run of A Tale of Four Warlords so far will attest, Anthony's deathly legion has been growing at a prolific rate.

However, up until now, he had yet to scratch the itch that was his first Mortarch.

"I've been a fan of the Mortarchs since they were first released," says Anthony, "but until I started this army, I hadn't found the excuse I needed to collect and paint any of them. I eventually plan to add them all to this army, along with Nagash himself. My Legions of Nagash collection started off with a strong vampire theme, so I decided to go with either Neferata or Mannfred to start with. I ended up settling on Neferata, as my army has so far been led by a female vampire atop a Coven Throne, so I stuck with that theme. Perhaps Neferata even sired my other vampire and trusted her to lead the Legion of Blood in her absence? In any case, Neferata is a powerful all-rounder and no slouch at magic either, so she made for the perfect addition."

Next up for Anthony was a second Necromancer to provide him with additional magical support. "I know that we'll be going endless spell crazy next month, so I'm making sure that I have plenty of wizards at the ready to unleash them," says Anthony. "That and, like the Mortarchs, I've loved this model for many years, ever since it was released as Heinrich Kemmler back in the day. There's so much character to the miniature that it really belies its age. I didn't need much of an excuse to paint it up, to be honest!"

Anthony's final addition to his collection this month was another a Ghoul King. So what did he have in mind? "I was initially going to paint up another vampire of some sort, then thought I'd mix it up a little by painting up a Ghoul King instead," says Anthony. "Ghoul Kings are still vampires first and foremost, albeit a devolved species of them, so they wouldn't look out of place in my army as allies. Who knows, maybe this guy will end up being the first model in a new Flesh-eater Courts collection?" **SG**





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GETTING STARTED WITH...

# WARHAMMER AGE OF SIGMAR



Planning your next army? Trying to figure out 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 – what with the release of the awesome Soul Wars boxed game – we take a closer look at several of the ways you can get started with Warhammer Age of Sigmar.

**W**arhammer Age of Sigmar is one of Games Workshop's signature games and, like all our games, it revolves around several key aspects that define our hobby – collecting, building, painting and playing. How much time or emphasis you place on each is entirely up to you, but our goal here is to help you find your path in the Mortal Realms.

The incredible tale of the Age of Sigmar, and details on the many factions that fight for control of the Mortal Realms, can be found in the game's core book (see page 14). Here in the White Dwarf team, we think this book is one of the best ways to find out more about painting Citadel miniatures, collecting armies and playing Warhammer Age of Sigmar. Of course, there are plenty more resources available to you, whether you're new to the game or a seasoned veteran. Here are a few of our favourites. DH

## WOULD YOU LIKE TO KNOW MORE?

If you love collecting, painting and playing Warhammer Age of Sigmar then take a look at the Warhammer Age of Sigmar website:

[ageofsigmar.com](http://ageofsigmar.com)

Here you will find regular articles about the game including FAQs, tactics guides, army building tips, painting advice and plenty more besides. To keep up to date with all the latest news, follow the facebook page, too.

[facebook.com/GWWarhammerAgeofSigmar](https://facebook.com/GWWarhammerAgeofSigmar)



## COLLECTING WARHAMMER AGE OF SIGMAR

Collecting armies of Citadel miniatures is a big part of Warhammer Age of Sigmar and there are many to choose from. How you pick which army (or armies!) you collect is entirely up to you. Some hobbyists collect an army based around the models they want to paint, while others like the background behind a particular faction. Some hobbyists want an army that will dominate the battlefields of the Mortal Realms. Most of us want a combination of all three!



## WAR STORIES

"If I'm thinking about collecting an army, I read the battletome for it," says our writer Dan. "I find reading the background helps me come up with a cool story for my force."



## START COLLECTING! BOXES

"Start Collecting! boxes provide a solid core for a new army," says our writer Simon. "You get a good selection of models to paint, often with different construction options."



## TOTAL IMMERSION

"Pick up the Soul Wars boxed set!" says designer Matt. "You get two awesome armies in there. You can add to either force later with other kits."



## ARMY COLOUR SCHEMES

"Army battletomes contain loads of painting inspiration," says Martyn, our photographer. "I always look through the miniatures galleries and artwork before I start painting."



## WARHAMMER TV

### WARHAMMER TV

"Before I paint a model I always take a look at the Warhammer TV YouTube channel to see if there's a tutorial I can follow," says photographer Jonathan.



## PAINTING WARHAMMER AGE OF SIGMAR

As with collecting an army, how you paint the models in your collection is entirely up to you. Figuring out a colour scheme for your army can initially be a little daunting. Fortunately there are plenty of resources available to help you, including videos on Warhammer TV, stage-by-stage painting guides in the pages of White Dwarf and, of course, all the friendly staff in our Warhammer stores.

## THE CITADEL PAINT APP

"The Paint App is a great place to find colour palettes for a project," says digital editor Mel. "If you want red, there are loads of examples of how to paint it."



## PLAYING WARHAMMER AGE OF SIGMAR

There are three main ways that people tend to play games of Warhammer Age of Sigmar. Open play is perfect if you're new to the game or you want to play massive battles without restrictions. Narrative play focuses a game around a story – a siege or an ambush, perhaps. Matched play enables gamers to pit carefully forged and balanced armies against each other. Many hobbyists combine several of these play styles.



## THE GENERAL'S HANDBOOK

"New rules for fighting in different realms, extra battleplans, loads of allegiance abilities, updated points values – it's a super handy resource," says Martyn.



## MALIGN SORCERY

"Magic is a big part of the Age of Sigmar and now there are actual models for spells in Malign Sorcery," says Dan. "The gnashing jaws are my favourite."



## ASSEMBLING THE TROOPS

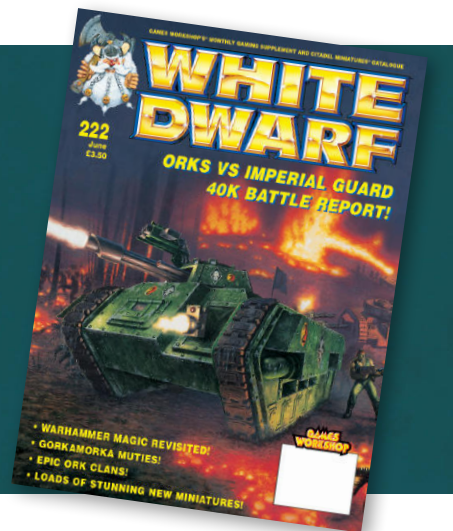
"The Warscroll Builder on the Warhammer Community website makes writing army lists easy," says Matt K. "You'll have an army ready for battle in no time."





# TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This month, we travel back two decades to June 1998 and issue 222...



The year was 1998 and the majority of today's White Dwarf team were either still at school or about to go to university. Forge World sculptor Mark Bedford was a trainee miniatures designer, Black Library author Gav Thorpe was working in games development and Jervis Johnson was still rocking those classy sunglasses. It was a great time to be a hobbyist, not least because Gorkamorka – a game where Ork warbands raced around in the desert hunting for scrap while fighting

each other – had just been released. But what made this issue of White Dwarf such a classic? Put simply, it was the Battle Report – Last Stand at Glazer's Creek – which has been hailed by many (including members of the White Dwarf team) as their favourite Battle Report of all time. The issue also included A Tale of Four Gamers, tactics guides for the Imperial Guard and Warhammer Magic, a Gorkamorka battle featuring Muties and Diggas and tips for using Orks in Epic 40,000. Ah... fond memories... **DH**



## LAST STAND AT GLAZER'S CREEK

The survivors of the Praetorian XXIVth regiment of the Imperial Guard are making a last stand against a horde of Orks. But can they see them off and win the day?

Last Stand at Glazer's Creek was unusual for a White Dwarf Battle Report in that it wasn't one big game but four small battles fought in quick succession, representing a series of brutal Ork assaults. The magazine also included the rules that Paul Sawyer and Adi Wood were using in the game, enabling hobbyists around the world to recreate it for themselves. Rather than being a tactics-heavy game, this battle featured an appealing narrative – it's arguably one of the reasons why us Dwarfers love narrative play games.



CLICK [HERE](#) FOR AN EPIC REFIGHT OF THIS CLASSIC BATTLE REPORT



## CHOCKS AWAY!

Issue 222 was a great issue for fans of Orks. Not only were they featured in the Battle Report and an Epic 40,000 army-collecting article, they also got their own minigame – Bommerz over da Sulphur River. In this game, Ork Fighta-Bommerz had to race their way along Desolation Valley on Rynn's World, blowing up bridges and key strategic points as they went. All that stood in their way were flak batteries, defence lasers and a couple of Thunderbolt Interceptors. Easy, right? While this game was played using Epic 40,000 models, versions of it have been played at Warhammer 40,000 scale at several Warhammer Open Days.



## SENTINEL!

The 1990s were the decade when vehicles really started to make an appearance in Warhammer 40,000. When new units were released, they were often accompanied by a datasheet in the pages of White Dwarf which included all the new model's rules in one handy place (*it'll never catch on – Ed*). The Imperial Guard Sentinel – the second of four iterations of this well-known model – was one of the units featured in the pages of this White Dwarf. If you can read the tiny writing on the datasheet, you can see that you could damage individual parts of the Sentinel, including its legs, weapon, body and (uh oh!) the pilot!

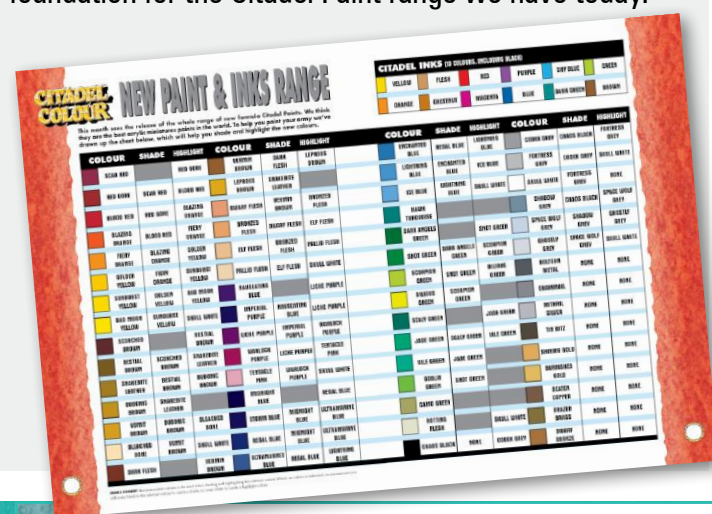


## COLLECTING AND PAINTING

Collecting Citadel miniatures and painting them ready for battle has always been a big part of our hobby. For many of us, the armies shown in White Dwarf were a source of inspiration when we were younger, giving us ideas for how to paint our models or what to add to our ever-expanding forces. Collecting and Painting Wargames Armies was a book that came out back in 1998, but several of the armies – a Lizardmen force (you'll know them as Seraphon now) and a Nurgle-tainted Chaos Space Marines army were also featured in issue 222. Two decades later, we're still featuring inspirational armies in the magazine!

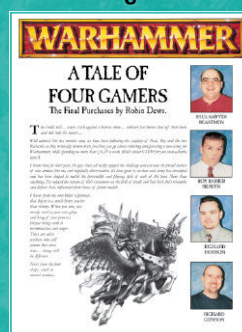
## NEW PAINT & INKS RANGE

The Citadel Paint range is constantly evolving, and June 1998 saw a whole new range of paints released. Colours such as Blood Angels Orange (no, not red), Woodling Green and the inventively named Blue Grey disappeared to be replaced by colours such as Bilious Green, Vomit Brown and Scab Red. Apparently disgusting names were mandatory, though they did make it difficult for parents picking up paints for their kids (the "Could I have a pot of snot, please?" story is a classic in Dan's house that his dad will never be allowed to forget). Many of these colours formed the foundation for the Citadel Paint range we have today.



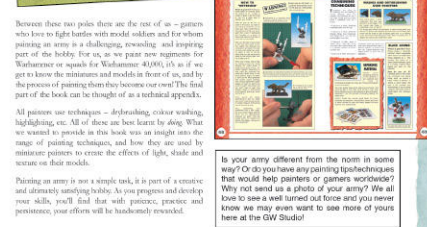
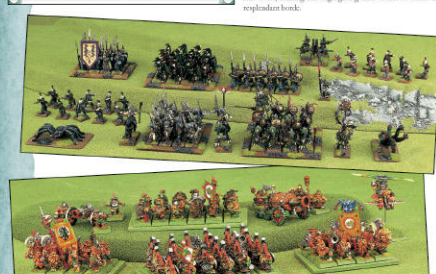
## AN ENDEARING CLASSIC

White Dwarf 222 marked the final month of collecting in A Tale of Four Gamers (the precursor to A Tale of Four Warlords – see [here](#) in this issue). It was articles like this – where hobbyists collected new armies over a given time period – that set the standard for White Dwarf over the following decades.



## COLLECTING AND PAINTING WARGAMES ARMIES

Nothing links as great as two well-painted armies of Citadel Miniatures about to clash in battle across a dramatically modelled wargames table. This useful new sourcebook is full of ideas and inspiration to complement its companion volume "How to Make Wargames Terrain". Taken together they form an exciting introduction to the fantasy wargaming hobby as well as providing inspiration for veteran gamers.







# CUSTOMISE YOUR CAMPAIGN

Jay Clare, mysterious Middle-earth rules wizard, visits the White Dwarf bunker again with a new set of additions to your games of Battle Companies. This time, he brings house rules for story-driven game series and a new rescue scenario!



## JAY CLARE

Having played numerous campaigns of Battle Companies since it appeared, Jay has had many opportunities to make house rules that will add to the story of his games. Most notably, an Uruk-hai character of his 'refused' to heal its arm wound, as Jay had already chopped it off to make a conversion!

**J**ay Clare: The release of Battle Companies last December has taken Middle-earth by storm. Hobbyists all around the globe have gathered their companies together and embarked upon campaigns and quests in order to forge their own narrative for their Battle Company. This has been just as true here in the Forge World office where we have been playing a huge Battle Companies campaign with over 20 people, all fighting to strengthen their Battle Company and claim lands for their faction in Middle-earth.

The most important thing about playing Battle Companies is that it should be a fun, story-driven style of play where you can forge a narrative for the members of your company as they continue on their journey. Battle Companies is designed so that players can use their imagination to tell a story and this may, and often does, result in a few changes to the core rules of Battle Companies – this makes for some really fun, unique and

personal campaigns, which at its heart is what Battle Companies is all about!

Over the course of our Battle Companies campaign in the Forge World office, we introduced a variety of additional house rules that added an extra level of narrative and flavour to our games. We have also heard of various other house rules that players, both within our offices and around the globe, have been introducing in order to personalise their own campaigns.

So, here I will present you with some of the additional house rules we've been using in our campaigns that have been a real hit with our players (including a whole new scenario!), in the hope that they inspire you to either use them for your own games or to create your own unique and fun house rules for your games. I hope you enjoy them as much as we did!

## BRIBES

Some campaigns allow bribes changing hands between players as another way of using your



Influence points. Players can give Influence to other players in order to bribe them not to attack them, or to attack another player instead.

Introducing bribes into a campaign can really turn it into a game of playing against your opponents as well as their battle companies and adds that extra level of immersion into your games.

### MAKING ALLIES

Forging alliances in a Battle Companies campaign can change the whole course of your games. Suddenly you are not just fighting for yourself but also on behalf of your allies, perhaps jointly placing your strongest assets against the opposition in an attempt to hold out as long as possible, or maybe sending the best-equipped companies in your alliance to capture territories from the opposing sides.

You could allow players to forge their own alliances, simply do it as Good against Evil, or perhaps split it into factions of equal numbers.

### PLACING A BOUNTY

Every Battle Companies campaign has that one Hero that goes around and kills everyone, and no matter what you try to kill them, they always cheat fate and go on to cause more havoc.

One way to add an extra incentive to players for killing the constant thorn in your side is to place a bounty upon them. To do this you can spend any amount of Influence points to place a bounty on a Hero; let your campaign organiser know so that they can keep track of the bounty. Any player can add to the bounty at any time by doing the same – the bigger the bounty on a Hero, the more likely that other companies will focus their energy on killing them. If at any point a player succeeds in killing the targeted Hero (note this means killing them outright not just having them removed from the battlefield in a game), then they may collect the bounty from the campaign organiser and add it to their Influence pool.

### HOLDING A HERO TO RANSOM

Losing a Hero in Battle Companies can be a troublesome thing – the hole they leave in your company's roster is often hard to fill. After a particularly difficult game you may find that one of your Heroes as been captured by the enemy forces. Normally the rules call for the player who lost their Hero in battle to play the Secure the Area scenario as their next game with their lost Hero as the objective – if they win they rescue the Hero, if not the Hero will perish.

You can now play an alternative if you wish. In A Daring Rescue ([here](#) in this issue), the other company has captured your Hero and is now holding them to ransom, to release them if

their demands are met. Set demands could be agreed before the campaign starts – paying between 3 and 5 Influence points to your opponent is a fair price – or you could set your own demands when the situation arises. This could be anything from a set amount of Influence, a piece of wargear available to the other company to even a cup of tea or a cake – whatever you feel best suits the situation and provides the best narrative!

### LIEUTENANT'S COURAGE

A Battle Company can often end up having multiple different Heroes within its ranks, which means when the company breaks during a game they will all have to take their Courage tests individually, as Heroes cannot normally benefit from the Stand Fast! of other Heroes.

One house rule we often see used is letting your Battle Company's Sergeants benefit from the Stand Fast! of your Lieutenant, meaning that your leader can keep your force fighting as one. This also speeds up the game as not every model has to take a Courage test each time you are broken.

### WARGEAR LIMITATIONS

In Battle Companies, Heroes are often limited by what wargear they can purchase. Heroes can only normally purchase a piece of wargear if it is directly available to a member of their warband, or one they could get on the Reinforcement chart.

However, this doesn't have to be the case if you don't want it to be. If everyone in your campaign agrees, you are free to remove the restrictions surrounding what wargear you can purchase for your Heroes – that way you can let your creative side loose and convert your models to add whichever wargear you want. We even know of one player whose gaming group allowed them to give their Hobbit Lieutenant a horse, lance and shield, making him perhaps the deadliest and most chivalrous Hobbit in Middle-earth!

### MÛMAKIL!

Ever since we started our Battle Companies campaign, Keith Robertson has been pestering me to let him have a War Mûmak for his Haradrim company. However, the rules for Battle Companies do not allow for such massive models being part of a company.

Because our campaign group thought it would be good fun – and a real challenge – we allowed Keith to have a Mûmak for his Battle Company at the cost of a whopping 100 Influence points! Or he could have one for free but would have to take on multiple Battle Companies at the same time! It doesn't have to just be a Mûmakil that you allow in your own campaigns – perhaps a Gundabad player

### THE BEAST

Is your beast too tame? Does the Tame the Beast scenario not offer enough of a challenge for your Battle Company? Why not change the beast in question!

Some members of the community have played around with changing what monster the beast is for a new tactical experience – what about using a Mordor Troll, Gundabad Troll or, if you are really brave (or foolish), how about a Dragon!



### ADVENTURES IN MIDDLE-EARTH

If you're new to playing the Middle-earth Strategy Battle Game, you'll want to pick up the Escape from Goblin Town boxed set. Next to the Goblin King, his minions, Bilbo Baggins and Thorin's Company, you'll find all the rules for the game and those for 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™, pick up the Sourcebook for your faction, available from the Games Workshop webstore.





# NEW RULES

## IS IT COCKED?

There are often cases where players cannot agree on whether a dice is deemed to be 'cocked' or not – one famous occurrence caused controversy in a well-documented battle (between two of my friends in the Great British Hobbit League), causing many fans to cry out for justice for the Dale army that benefited. Here in the Middle-earth Team, our rule is simple: if it is not completely flat on the table, then re-roll it!



Keith's Mûmak is under attack from Jay's Far Harad, Ben Bailey's Rohan and Sam Jeffery's Gondor Battle Companies! They combined their house rules for using large models and more than two players in a game.



would like a Gundabad Troll, or a Rivendell player may want an Eagle to join them – so long as your group agrees on conditions to balance and justify it, it can be great fun to do!

## PLAYING TWO AGAINST ONE

As a campaign goes on you will often find that some Battle Companies' ratings start to soar, while others seem to struggle to advance too far no matter how much Influence they gain from the Against the Odds bonus.

One way of counteracting this is to allow games where it is two against one, when the Battle Company rating is roughly equal on both sides. For example, if two players who have a rating of 150 play against one player who has a rating of 300 that would, in theory, be a fair fight. This will provide the two lower Battle Companies a fair chance of knocking the other company down a peg or two, whilst providing them with a decent challenge along the way. If you do decide to do this, you should count the ratings of both allied Battle Companies as one for the purpose of working out the Against the Odds bonus.

## TRY IT YOURSELF!

Hopefully you have found some of these additional house rules to be fun and interesting – perhaps they have inspired you to add them to your own campaign, or even to think of some of your own to enhance the stories that your games of Battle Companies create. On the next page, we present you with a brand-new scenario that allows you to put a different spin on what happens when one of your Heroes rolls Lost in Battle on the injury chart. Instead of having your Hero lost on the battlefield, your opponent can choose to capture your Hero during the battle. If your campaign is using this house rule, then, instead of playing the Secure the Area scenario as you would normally do in this situation, you can play the new A Daring Rescue scenario presented here. In this scenario, the attacker is trying to ambush the enemy and free their Hero from enemy hands – however, if the rescue goes ill then the Hero will likely be put to death by their captors! **JC**



# A Daring Rescue

Following their previous encounter, one of the leaders of a company has been taken prisoner by their enemy, who now threaten to put them to death. The hero's allies have

tracked their foes until they made camp and, using every ounce of stealth, prepare to launch a daring rescue mission to retrieve their ally before they are killed in cold blood.



## Starting Positions

The player who is attempting to rescue their Hero is automatically the attacker. The attacker places the captured Hero in the centre of the board. The defender then places their entire Battle Company anywhere within 3" of the centre of the board. The Attacker then places their Battle Company anywhere at least 12" from the any enemy model.

## Objectives

The Attacker is trying to rescue their Hero from enemy hands, whilst the Defender is trying to fend off their foes or, if battle is going ill, slay their prisoner before they can be rescued.

The game lasts until either the captured Hero escapes the board or is slain.

**Attacker Victory** The captured Hero moves off the board via any table edge.

**Defender Victory** The captured Hero is slain.

**Draw** Any other result.

## Special Rules

**The Prisoner.** The captured Hero is still a member of the Attacker's Battle Company and will move as such in each Move phase. Enemy models may not Charge the prisoner until either the Defender's Battle Company has been broken, the prisoner charges a Defender's model or the prisoner has been freed.

**Shackled by the Enemy.** The prisoner has had their hands bound by their captors and their weapons and other wargear taken from them. The Hero counts as unarmed and without any wargear such as shields, bows or other equipment (though they do still keep their armour) – whilst bound the prisoner may only ever make a single Attack and may not declare Heroic Actions. An Attacker's model may free the prisoner from their bonds during the End phase of any turn in which they are in base contact with the prisoner and did not participate in a fight in the preceding Fight phase. Once the prisoner has been freed, they no longer count as being unarmed.





# LORDS OF WAR: REDUX

With Imperial Knights: Renegade game re-released this month, and with two amazing new Imperial Knight kits available too, what better time for some exclusive new rules to bring some more of the 41st Millennium's gigantic machineries of war into the fray?



**E**ver since Imperial Knights: Renegade first appeared we've been getting requests for new rules. With the game itself re-released this month and two gigantic new Knight kits available, we'd be fools not to give you rules for using Knights Valiant and Knights Castellán in the game – so here they are! What's more, we've got rules for the Ork Gorkanaut, too. You can find all the rules for using these models in your games below, and reference cards for them over the following few pages.

## MOVE ACTIONS

Dominus-class Knights and Gorkanauts are considerably heavier and less agile than most other large walkers (such as the Questoris-class Knights in the standard game), though their increased durability compensates for this weakness, granting them more Armour Points in certain locations. As such, Knights Valiant, Knights Castellán and Gorkanauts can only move 6" when they make an Advance action, and D6" when they make a Run action.

## DOMINUS-CLASS KNIGHT UNIQUE WEAPON RULES

**Conflagration Cannon:** If the final location of an attack made with a conflagration cannon is on the grid (even if it has no Armour Points remaining), your opponent must pass an armour save for each adjacent location, both horizontally and vertically, or the location being rolled for suffers 1 Damage.

**Shieldbreaker Missile Rack:** Each shieldbreaker missile rack can fire two shieldbreaker missiles over the course of the battle, and only one missile can be fired by the model per turn. Each time a siegebreaker missile is fired, make a note on location 1L, 1R or 2. Once a location has fired both its missiles, it cannot fire any more.

## GORKANAUT UNIQUE WEAPON RULES

**Klaw of Gork (or possibly Mork):** This weapon has two profiles – Crush and Smash. Each time a Gorkanaut makes an Attacking action with its klaw of Gork (or possibly Mork), you can choose to attack once with its Crush profile or attack twice with its Smash profile).

## SPECIAL ACTION

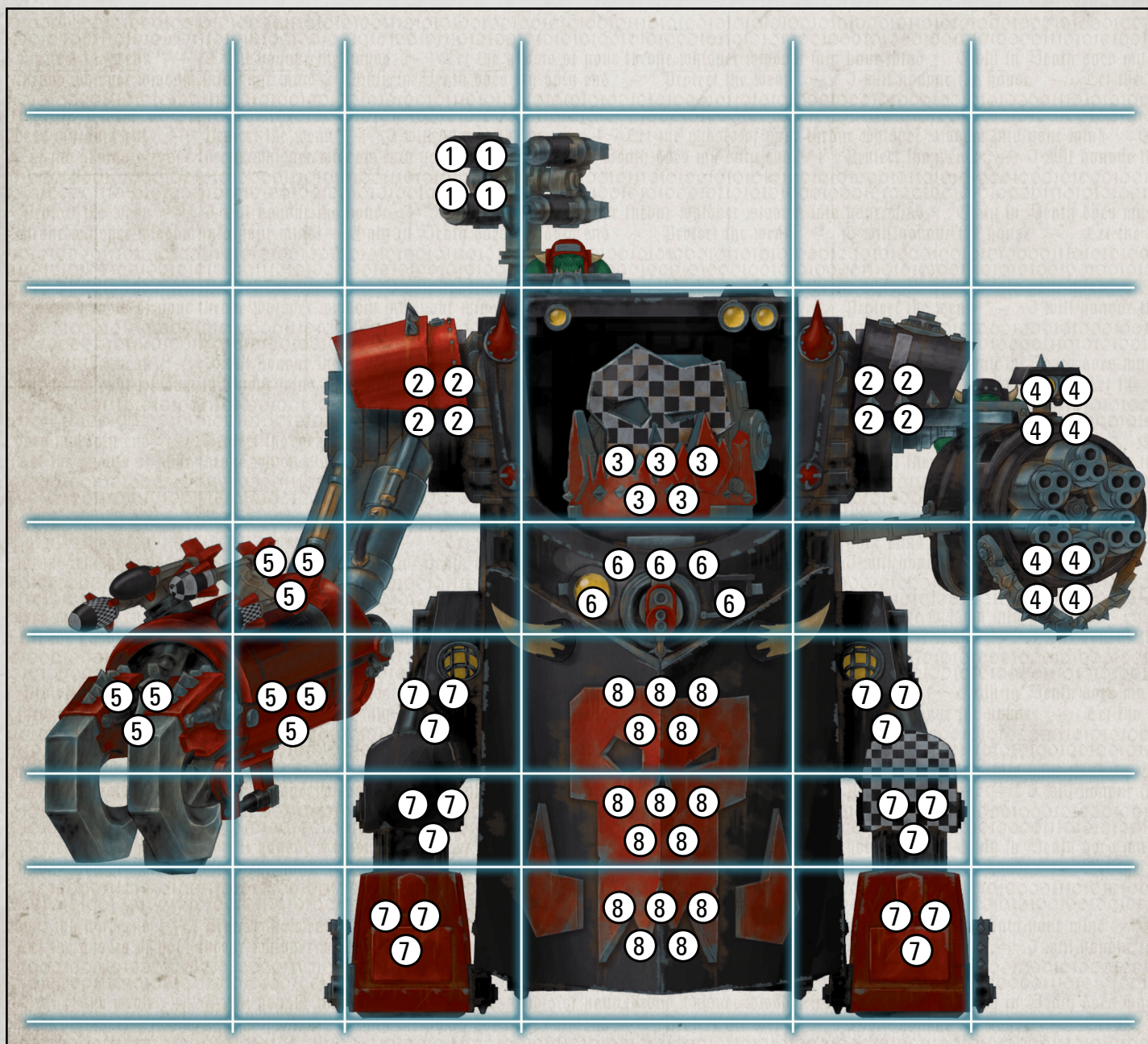
This following action replaces the Rotate Ion Shields action for Gorkanauts. It costs 1 Action Point and is resolved at the same time as the Rotate Ion Shields action.

**'Ere We Go:** Until the end of the turn, this Gorkanaut will always perform the Standard Attack and Charge actions first if both players chose the same action – there is no need to roll off. However, if both players have a Gorkanaut and both perform this action (or have a Wraithknight that performed the Engage Wraithsight action), roll off as normal. A Gorkanaut that performs this action moves 6 + D6" if it makes a Charge action later that turn.



# GORKANAUT: GORK'S MAUL

**Gork's Maul** is equipped with a deffstorm mega-shoota, two twin big shootas, a twin rokket launcha, a skorcha and a klaw of Gork (or possibly Mork). **Gork's Maul** is Destroyed once six locations have been Critically Damaged. Each time a location is Critically Damaged, roll a D6: on a 1-5, it is Critically Damaged as normal; on a 6, Grot Riggers fix that location and it remains on 1 Armour Point instead.



WEAPON	RANGE	AP	DAMAGE
Deffstorm mega-shoota	18"	0	2D3
Twin big shootas (x2)	18"	0	2
Twin rokket launcha	24"	0	2

CRITICAL DAMAGE TABLE		
LOCATION		EFFECT
1	Rokkit Launcha Mount	Cannot be used.
2	houlder Section (each)	No additional effect.
3	Head	Gorkanaut can only spend 2 Action Points a turn.
4	Left Arm	Deffstorm mega-shoota cannot be used when both left arm locations have been Critically Damaged.

WEAPON	RANGE	AP	DAMAGE
Skorcha	10"	0	D3
Klaw of Gork (or possibly Mork) – Crush	6"	-3	D6 (no scatter)
Klaw of Gork (or possibly Mork) – Smash	6"	-1	D3 (no scatter)

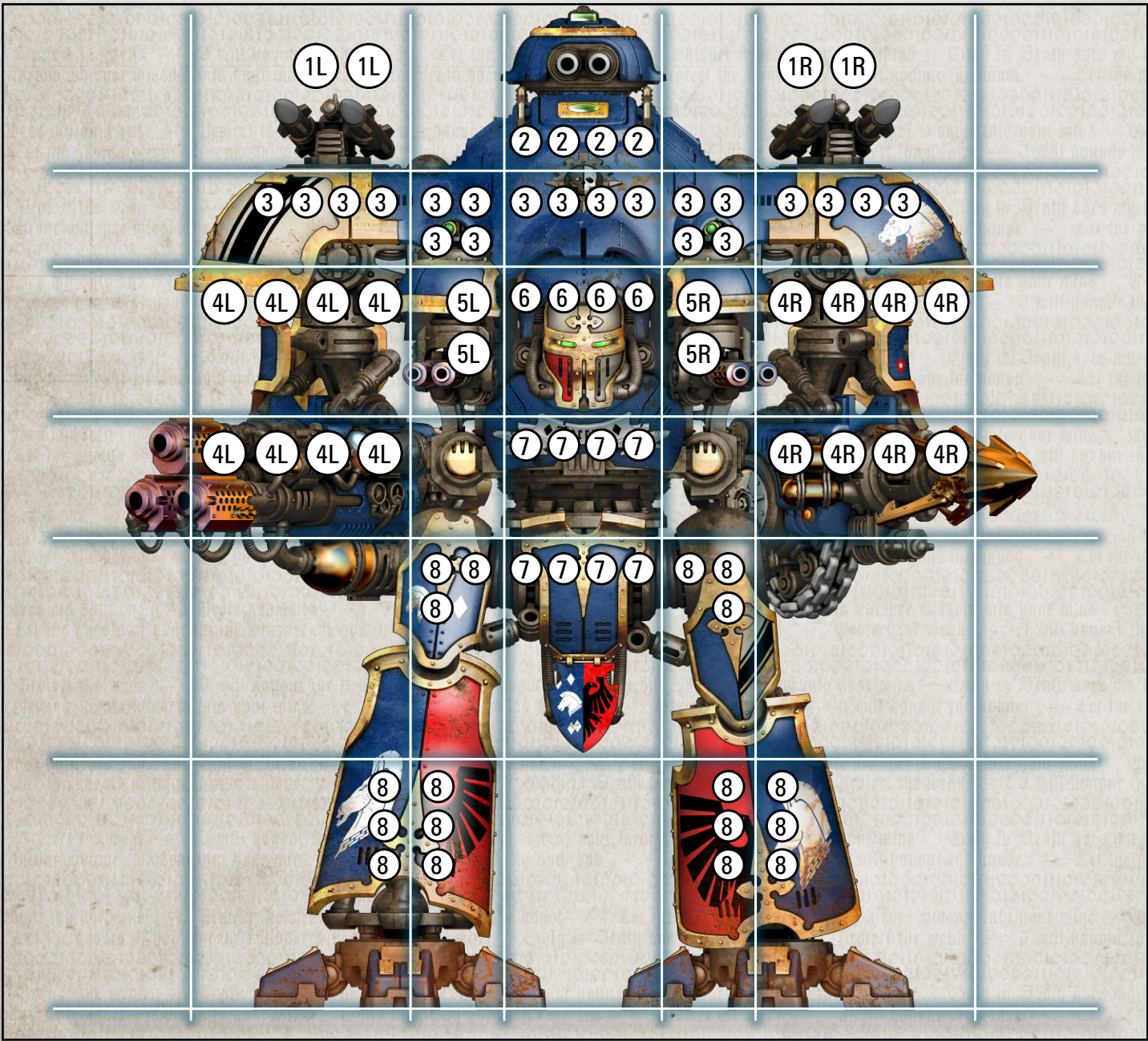
CRITICAL DAMAGE TABLE (CONT.)		
LOCATION		EFFECT
5	Right Arm	Klaw of Gork (or possibly Mork) and two twin big shootas cannot be used when all three right arm locations have been Critically Damaged.
6	Torso Weapon	Skorcha cannot be used.
7	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").
8	Torso Section (each)	No additional effect. Skorcha cannot be used.



NEW RULES

KNIGHT VALIANT: ADAMANT WRATH

*Adamant Wrath* is equipped with a thundercoil harpoon, a conflagration cannon, a twin siegebreaker cannon, two twin meltaguns and two shieldbreaker missile racks. The Knight Valiant is Destroyed once six locations have been Critically Damaged. You can replace one of the Knight Valiant's shieldbreaker missile racks with another twin siegebreaker cannon.



WEAPON	RANGE	AP	DAMAGE
Thundercoil harpoon	6"	-3	D6 + 1
Conflagration cannon	10"	-1	D3

WEAPON	RANGE	AP	DAMAGE
Twin siegebreaker cannon	26"	0	D3
Twin meltagun (x2)	12"	-1	2
Shieldbreaker missile	30"	-3	2

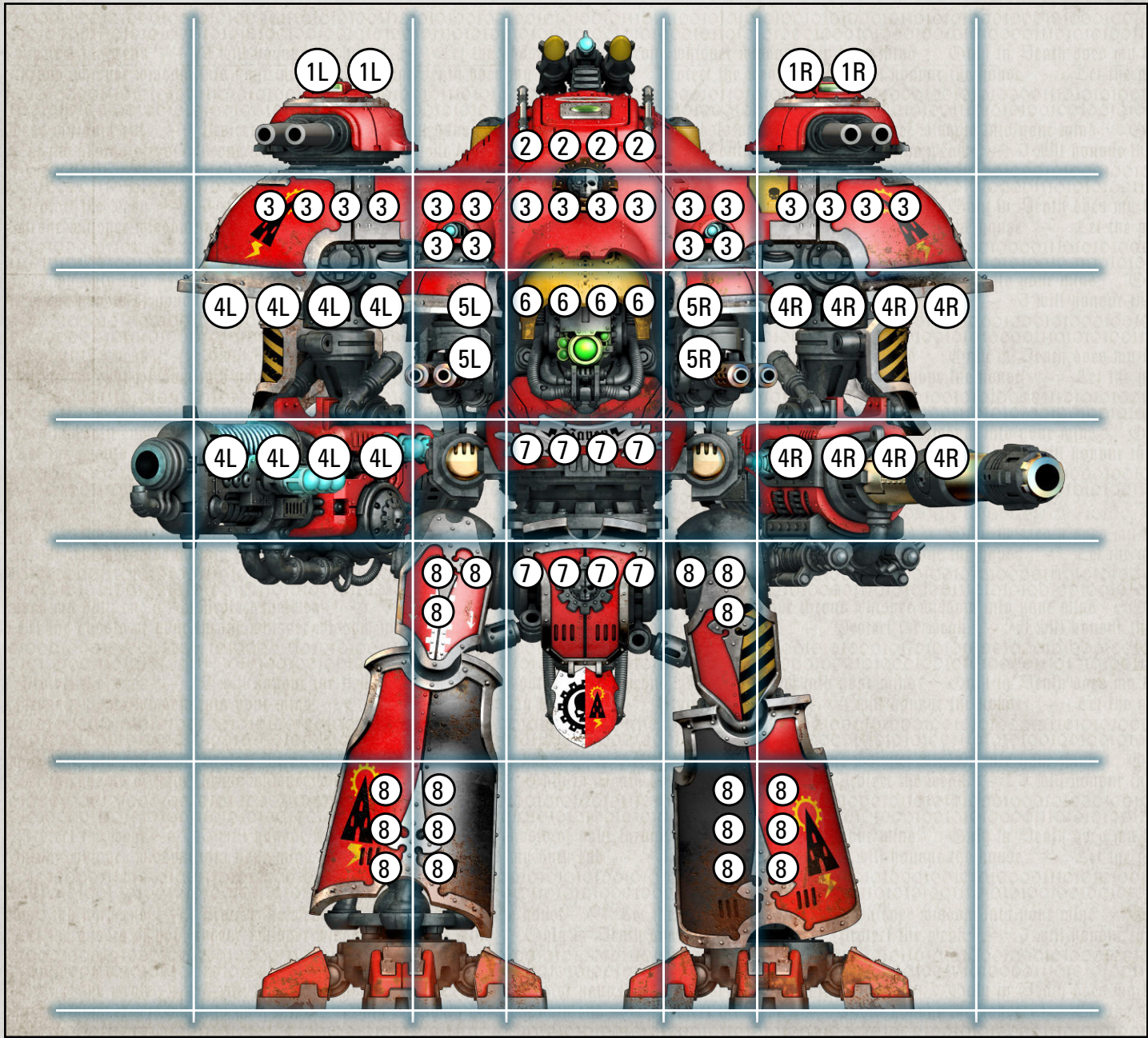
CRITICAL DAMAGE TABLE		
LOCATION		EFFECT
1L and 1R	Shoulder Weapon (Left or Right)	Cannot be used.
2	Shoulder Section (each)	Cannot be used.
3	Carapace Section (each)	No additional effect.
4L and 4R	Arm (Left or Right)	Left weapon cannot be used when both left arm locations have been Critically Damaged. Same for right arm locations.

CRITICAL DAMAGE TABLE (CONT.)		
LOCATION		EFFECT
5L and 5R	Right Arm Twin Meltagun Mount (Left or Right)	Cannot be used.
6	Head	Knight can only spend 2 Action Points a turn.
7	Leg Section (each)	Knight can only spend 2 Action Points a turn.
8	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").



# KNIGHT CASTELLAN: PRIDE OF KOLOSSI

*Pride of Kolossi* is equipped with a plasma decimator, a volcano lance, two shieldbreaker missile racks, two twin meltaguns and two twin siegebreaker cannons. The Knight Castellan is Destroyed once six locations have been Critically Damaged. You can replace one of the Knight Castellan's twin siegebreaker cannons with another shieldbreaker missile rack.



WEAPON	RANGE	AP	DAMAGE
Plasma decimator	20"	-1	D6
Volcano lance	30"	-3	2D3

WEAPON	RANGE	AP	DAMAGE
Twin siegebreaker cannon	26"	0	D3
Twin meltagun (x2)	12"	-1	2
Shieldbreaker missile	30"	-3	2

CRITICAL DAMAGE TABLE		
LOCATION		EFFECT
1L and 1R	Shoulder Weapon (Left or Right)	Cannot be used.
2	Carapace Weapon	Cannot be used.
3	Carapace Section (each)	No additional effect.
4L and 4R	Arm (Left or Right)	Left weapon and secondary weapon (if any), cannot be used when both left arm locations have been Critically Damaged. Same for right arm locations.

CRITICAL DAMAGE TABLE (CONT.)		
LOCATION		EFFECT
5	Head	Knight can only spend 2 Action Points a turn.
6	Torso Weapon	Cannot be used.
7	Torso Section (each)	No additional effect.
8	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").



# 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.

Crimson Fists Hellblasters  
by Jamie Gordon



Thousand Sons Sorcerer  
by Josh Kelly



Steelheart's Champions  
by Christopher Delich



Thousand Sons Rubric Marines  
by Daniel Jackson





Ironjawz Megaboss on Maw-krusha  
by Bobby Thompson



Red Scorpions Apothecary  
by Anthony Morgan



Red Scorpions Chaplain  
by Anthony Morgan



Excelsior Warpriest  
by Thilo Engels





# READERS' MODELS

Death Guard Plague Marines  
by Christof Keil



Blooded Saek  
by Christopher Delich



Adeptus Mechanicus Kataphron Destroyer  
by Christof Keil



Grand Master Voldus  
by Christof Keil



Karsus the Chained  
by Christopher Delich



Ultramarines Apothecary  
by Ben Chatterton



T'au Ghostkeel  
by Frank Kahsar





Imperial Fists Intercessors  
by James Thomas



Space Wolves Legion Sicaran Battle Tank  
by Desy Rodriguez





# READERS' MODELS

Radagast the Brown  
by Niek van Waveren



Gandalf the Grey  
by Niek van Waveren



Gor Half-Horn  
by Alex Tranmer



Drukhari Lhamaean  
by Sergey Eskov



Death Korps of Krieg Command Squad  
by Toke Thomsen



Khorne Bloodbound Exalted Deathbringer  
by Adam Weller



Darkoath Chieftain  
by Adam Weller



Khorne Bloodbound Skullgrinder  
by Adam Weller



Khorne Bloodbound Slaughterpriest  
by Adam Weller





Genestealer Cults Neophyte Hybrids  
by Jonathan Rother



Genestealer Cults Neophyte Hybrids  
by Jonathan Rother



Death Guard Malignant Plaguecaster  
by Keiron Allison



Typhus  
by Keiron Allison



## READER'S MODEL OF THE MONTH



Our reader's model this month is this Blood Angels Lieutenant painted by Mateusz Sztraf. "I pushed myself with this model to paint the red armour as crisp as possible," says Mateusz. "I airbrushed a mix of Mephiston Red and Abaddon Black over a Chaos Black undercoat, then layers of pure Mephiston Red and Evil Sunz Scarlet, gradually adding lighter reds where the light would hit the model (so the top armour panels and the forward facing leg). For highlights I used Evil Sunz Scarlet and Wild Rider Red. The stripes on the helmet were inspired by Studio army painter Paul Norton's work – his models are one of my biggest sources of inspiration."

## 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 daylight 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 (normally a gun or sword end), move your camera back a few inches from the model and try another shot. Around 10" away is fine for most single figures. For even more detailed tips on taking pictures of your miniatures, check out this photography article:





# 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...

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This month there's a brand-new boxed game for Warhammer Age of Sigmar – Soul Wars – which includes an equally new and exciting rulebook! You can read all about the Soul Wars boxed set [here](#) and see the new game in action in our Stormcast Eternals versus Nighthaunt Battle Report [here](#).

[www.games-workshop.com](http://www.games-workshop.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:

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-  [Warhammer Age of Sigmar](#)
-  [White Dwarf](#)
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[www.warhammer40000.com](http://www.warhammer40000.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 Underworlds: Shadespire is a fast-paced game of tactical arena combat for two players, fought out using tailored decks of cards, dice and easy-to-assemble Citadel Miniatures. Build your warband, construct your deck and defeat your rivals.

[www.warhammerunderworlds.com](http://www.warhammerunderworlds.com)



Warhammer Quest is a miniatures game for two to five players. Up to four players take on the role of adventurers, working together to overcome the fiendish obstacles set for them by the master of the Silver Tower or, in the Shadows Over Hammerhal version of the game, the wicked gamesmaster – that is, the fifth player!

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# IN THE BUNKER

Welcome to the last few pages of the magazine, where we take a regular look at what's been going on inside the White Dwarf bunker over the past month...

**Y**ou may have noticed that there's been a slight reshuffle of the magazine this month due to our coverage of the new Warhammer Age of Sigmar. Don't panic, you can still see our lovely faces and find out what we've been painting this month below. There's even a new face in the White Dwarf team – former Dwarf turned rules writer turned Dwarf again Simon Grant. We're looking forward to hearing him shout “Nyaaaaaarrgh!” every morning when he journeys to the kitchen to get his first coffee of the day.

This month, we've been immersing ourselves in the new edition of Warhammer Age of Sigmar, be it painting new models, playing games or simply reading the new book. You can read our thoughts on it over the page. Martyn and Jonathan have both been working on Stormcast Eternals, Matt H has been painting Sisters of Slaughter, Mel is back on the Ironjawz and Simon has been working on a Start Collecting! Malignants set. Dan has been painting Orks. He's promised he'll get back to his Skaven and Kharadron soon. Once he's painted some Blood Angels...

## THE BURDENS OF BEING A KNIGHT

Before he joined the White Dwarf team, Simon worked on Codex: Imperial Knights. One of his favourite aspects of the book is the addition of the Freeblade Qualities and Burdens – a whole page of special rules that enable you to give your Freeblade a little extra punch on the battlefield. But such power comes at a price. “We love to think of Imperial Knights as noble warriors and Freeblades are amongst the most fearsome of their kind,” says Simon. “However, a lot of them carry emotional baggage with them. Qualities give your Knight a boon – Indomitable will give it an extra wound and an extra point of Leadership, for example, while Sworn to a Quest makes them great for hunting down enemy warlords. However, their Burden may mean that (at times) they cannot be affected by Stratagems or that they're Obsessed with Vengeance – not good if you need your Knight to keep a clear head!”



## WAAAGH-SONG!

Some of you may have seen Mel's Ironjawz Warchanter on our Facebook page, which she painted for the White Dwarf Hobby Streak challenge. The challenge was simple: paint for 30 minutes a day (in Mel's case, at lunchtime) for at least four out of every five week days. A lot of the team spend their lunchtimes painting and we wanted to show off the progress you can make by painting little and often in this way. Using the method, Mel kept up her streak and finished her Warchanter in just eight days. Great results in very little time! Why not try it for yourself and let us know on our Facebook page?



## INSPIRING PRESENTS!

Last year, Grombrindal celebrated his 40th birthday and, to mark the occasion, miniatures designer Mike Fores sculpted a new model of him. Well, Mike recently painted his own version of Grombrindal as a present for his mum.

“He's not wearing red because it was Christmas,” explains Mike. “He's wearing red because I really like Blood Angels. I took inspiration from

the 'Eavy Metal Grombrindal but changed the colours of the presents behind him to complement the red armour. I really pushed my painting for this display piece.”





## A NEW AGE OF WAR IN THE MORTAL REALMS

New rules for Warhammer Age of Sigmar? That sounds like gaming time to us! Within a week of us seeing the new rules, Matt H played two games, one against Martyn and his Beastclaw Raiders, the other against Dan and his Kharadron Overlords.

Matt used his Fyreslayers against Martyn and quickly found his Vulkite Berzerkers squashed by Mournfang Riders. He responded by killing the Mournfangs with his Runefather on Magmadroth, who was in turn devoured by a Frostlord on Thundertusk, costing him the game. In his second battle, Matt used his Sylvaneth against Dan's Kharadron Overlords. Dan quickly secured the battlefield objectives but his units suffered terribly at the hands (well, bows) of the Kurnoth Hunters and, after five turns, his army was wiped out.



1



2

Martyn has found the best solution to the Fyreslayers' good saves – hit them really hard with loads of attacks (1). They'll fail some of them eventually! Martyn's favourite attack is the Thundertusk's blast of frost-wreathed ice. Six mortal wounds is not to be sniffed at!

Dan's Kharadron really struggled to take down Matt's Sylvaneth (2) – he actually wounded the Treelord Ancient 30 times during the game and still failed to kill it due to Matt's continued use of the Regrowth spell. Dan even hit with both of his great cannons two turns running – an unheard-of occurrence in the bunker.

## ON A QUEST

Jonathan has been painting a Knight-Questor in the colours of the Anvils of the Heldenhammer. "I actually basecoated the model with Zandri Dust spray to make painting the lighter colours easier," says Jonathan. "I then painted the armour Abaddon Black and highlighted it with Dark Reaper and Fenrisian Grey. For the cloak I decided that Mephiston Red would look great next to black, though I painted the inside Bugman's Glow to make it look like tanned leather. I used Balthasar Gold for the metal, then applied a wash of Seraphim Sepia mixed with Nuln Oil for an old and worn look."



## AGE OF SIGMAR

This month, in a Vox Chatter special, the White Dwarf team talk about the core book for Warhammer Age of Sigmar.

**Matt H:** The section on the Realm of Life is really cool, especially the map of the Everspring Swathe. The idea of the continents constantly birthing new lands is brilliant – there's so much scope for new background.

**Ben:** I didn't really read the original book, so it was interesting opening this one up without knowing much about the Age of Sigmar. It's an incredible read! I especially liked the story about Ignax, the Solar Drake – it's really epic and mythical, a proper high fantasy story.

**Michael:** All the new artwork – it's absolutely stunning! I love the feel of it all – it's got that true Warhammer griminess to it. The places feel lived in, the warriors look like they've fought for years, you get to see all the downtrodden people that live in the realms, and ancient cities from before the Age of Sigmar.

**Dan:** It has to be the background for each realm. The story of Aqshy is excellent, with fire wizards working alongside trading cities and Fyreslayer lodges to fight against the barbarian hordes that roam the sub-realms.

**Simon:** The new Realm maps – they're bonkers. The level of detail is amazing. You could set entire campaigns across them.

**Martyn:** The character vignettes for the realms are brilliant – they're really characterful. I also really like all the small stories about the realms, particularly the mighty Kharadron ship known as the *Thundril*.





# PAINTING GLAZER'S FARM

## YEARS OF RUST AND DUST

As mentioned earlier in the issue, Dan built and painted a whole new set of terrain to represent Glazer's farm in our Warhammer 40,000 Battle Report. "I wanted the buildings to look dusty and rusty," says Dan. "I started by painting all the barrels and ammo crates, using Citadel Spray Paints for the basecoats, then washing them and drybrushing them to completion – it's simple but effective. The buildings I wanted to look bright but not clash with the armies that would be fighting on them. I opted for a neutral grey, but used Agrax Earthshade to give the buildings a little warmth. The last touch was watering down Troll Slayer Orange and washing it into every recess to represent accumulated rust."

### BUILDINGS

Mechanicus Standard Grey
Citadel Spray Paint
Agrax Earthshade
L Shade
Zandri Dust (stripes)
M Layer
Dawnstone
L Dry
Screaming Skull
L Dry
Troll Slayer Orange
M Glaze

### GREEN BARRELS

Caliban Green
Citadel Spray Paint
Nuln Oil
L Shade
Castellan Green
L Dry
Ogryn Camo
L Dry

### RED BARRELS

Mephiston Red
Citadel Spray Paint
Nuln Oil
L Shade
Mephiston Red
L Dry
Wazdakka Red
L Dry
Ratskin Flesh
L Dry

### BROWN CRATES

Rhinoceros Hide
Citadel Spray Paint
Nuln Oil
L Shade
Mournfang Brown
L Dry
Karak Stone
L Dry





## REINFORCEMENTS FOR THE BATTLE OF GLAZER'S CREEK

In the Last Stand at Clazer's Creek II ([here](#)), Dan and Chris mentioned that they'd painted new models for the Battle Report. Well, here are some of the models they painted for it! Dan kicked things off by painting a unit of Burna Boyz (he got it into his head that he wanted to set fire to the hospital building during the game, which he did!). Chris responded by painting his Veterans, then his Special Weapons Squads. Dan built his Deff Dread, but then

concentrated on painting a big unit of 20 Grots and two Runtherds instead. Chris, meanwhile, worked on the Taurox and his Company Command Squad. Dan finished the Deff Dread (which features blue checks because it's part of the Deathskull Lootas contingent of his army) and set to work on some Killa Kans and a Bubblechukka. Chris finished the race by painting characters including Glazer, Brother Vanhire and the Ogryn Bodyguard, then made some wounded troopers in the week before the game. Phew! ☠





# NEXT MONTH


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