# THE ULTIMATE WARHAMMER MAGAZINE JULY 2018

'EAUY METAL MASTERCLASS INSIDE!

## BEITORDER ORDEATH? NEW BATTLETOMES AND MINIATURES FOR STORMCASTS AND NIGHTHAUNT!

#### **ALSO IN THIS ISSUE:**

- A TALE OF FOUR WARLORDS
- DESIGNERS' NOTES
- WARHAMMER QUEST
- ILLUMINATIONS
- GOLDEN DEMON WINNERS' CHALLENGE FINALE!
- MUSTERING FOR WAR
- PAINT SPLATTER
- AND MUCH, MUCH MORE!

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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

Editor Matt spent this month pretending to know something about painting (who wrote this? - Ed), joining in the judging for the Golden Demon Winners' Challenge.

Matt's highlight this issue: "Mustering for War. It's great when we can show off different ways of getting an army painted."

#### **MELISSA HOLLAND Digital Editor**

Mel is the editor of the digital edition of White Dwarf, available on iOS and Android devices (that's the magazine, not Mel, obviously).

Mel's highlight this issue:

"Paint Splatter. I really like painting and the new ethereal paints look really interesting - I'm looking forward to trying them out."

#### **BEN HUMBER** Designer

Ben tackled the mammoth A Tale of Four Warlords finale this issue, amongst his other slate of articles. We call him the fifth warlord.

#### Ben's highlight this issue:

"Illuminations. I'm a huge fan of Games Workshop art, and hearing what the artists value most when creating a piece is really cool.

#### DAN HARDEN **Staff Writer**

Dan spent this month working on a diorama for the Warhammer Age of Sigmar Open Day in March... only to see it called off for bad weather!

Dan's highlight this issue: "Mustering for War. I paint my own tanks using a similar method to Paul. Seeing his army made me want to paint some more."

#### **MARTYN LYON** Photographer

Martyn decided to enter the hell of house-buying this month. He's been coming to work for a rest.

Martyn's highlight this issue: "The 'Eavy Metal Masterclass. You learn so much from working with the 'Eavy Metal painters, it really makes me want to get my brushes out and start painting!"





#### **MICHAEL HAUGEN WIESKE** Assistant Editor

Michael is the team's harbinger of deadlines. Away from the day job, he watches his own painting deadlines merrily sail by...

Michael's highlight this issue: "It's the Winners' Challenge for me. I've really enjoyed seeing all these different takes on the challenge, some very creative entries."

#### **MATTHEW HUTSON** Lead Designer

Two Battle Reports this month and Matt Hutson didn't get to play in either of them. Will we ever hear the end of it?

Matt's highlight this issue: "The Tale of Four Warlords finale. It's good to see how each of the armies has grown in different ways over the months."

#### **SHAUN PRITCHARD Reprographics** Operative

Shaun gets the magazine ready for print every month. An issue like this one - packed with amazing photography - keeps him busy.

Shaun's highlight this issue: "Designers' Notes for me. The Black coach looks amazing!" says Shaun, succinctly. He must have been busy when we asked.

#### **SIMON GRANT Staff Writer**

Knee-deep into his second month, even the normally shorts-only Simon was forced to don trousers this month owing to the snow.

Simon's highlight this issue: "I have a soft spot for the Imperial Knights. Two beautifully painted Knight armies duelling in a Battle Report is right up my street!"

#### JONATHAN STAPLETON Photographer

It's been a mix of painting models and doing DIY for Jonathan this month. We wonder which is more of a mess, his desk or his kitchen?

Jonathan's highlight this issue: "The Warhammer 40,000 Battle Report. Seeing all those Knights go at each other has made me want to paint my first Imperial Knight."











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## **CHOOSE ORDER OR CHOOSE DEATH**

he Soul Wars boxed set – and with it the new edition of the Warhammer Age of Sigmar rules – are out now, and many of you are likely playing your first few games with the new rules. This is true for our four warlords, who this month play out a mighty four-way Battle Report. As well as the new rules, we decided to focus on the new endless spells from Malign Sorcery to present the warlords with another new challenge. See how they did (and get a look at how the new Malign Sorcery rules work) on page 89.

Elsewhere in the Mortal Realms, of course, this month sees new battletomes for the Stormcast Eternals and Nighthaunt – your chance to choose Order or Death. But beware, this might not be the choice you think it is: as the Soul Wars plunge the Mortal Realms into yet another age of darkness, some of the shine seems to have come off Sigmar's golden legions, and this battletome shows a darker side to the Stormcast Eternals than we've seen so far. You can read all about it in Planet Warhammer (page 4), plus there's Designers' Notes for the new Nighthaunt models (page 28). And if you want to add a hint of the war-torn realms to your own Stormcasts we've got a load of tips in

Parade Ground on page 124. All that and a ton of great hobby content, too. Turn the page to see what's in store. Enjoy the issue!





#### 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'. SUBSCRIBE TO WHITE DWARF! SEE INSIDE BACK COVER FOR DETAILS

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#### SUBSCRIBE TO WHITE DWARF! SEE INSIDE BACK COVER

#### **PLANET WARHAMMER**

New battletomes and miniatures for the Stormcast Eternals and Nighthaunt, new game boards for Shadespire, Dark Elves for Blood Bowl, plus Forge World, Black Library and more!

CONTACT	
You speak, we listen. Well, you write, we answer.	
TEMPORAL DISTORT	

How did we end up here? It's September 2013 all over again!

#### GETTING STARTED WITH... ADEPTUS MECHANICUS

ADEPTUS MECHANICUS 26 Our handy guide to which parts of your feeble flesh to give up first in the service of the Omnissiah. (Caution: Don't do this.)

#### COVER STORY Designers' notes

The spirits and gheists of the Nighthaunt are evil souls doomed to spend eternity spreading the wickedness they possessed in life. The Citadel Design team tell us more.

#### **'EAVY METAL MASTERCLASS**

War isn't tidy, however smart your paint job. 'Eavy Metal's Max Faleij shows us how the team add battle damage.

#### **BATTLE REPORT**

#### A GAUNTLET THROWN DOWN

Warhammer TV's Duncan 'Two Thin Coats' Rhodes takes on Warhammer World's James 'One Big Hammer' Karch.

#### THE GOLDEN DEMON WINNERS' CHALLENGE

The last group of entries, and we announce our winner as chosen by our Golden Demon judges.

#### **ILLUMINATIONS**

	9
Those of you with us last month will have seen the opening of	f
the Illuminations Hall of Fame. Here's our second entrant.	

#### **MUSTERING FOR WAR**

Paul Norton shows us his economical approach to painting stunning armies. The short version: pick your targets.

#### **ARCHAON'S LEGION**

Rik Turner has been a Slave to Darkness for years – and in that time he has painted an absolutely huge Chaos horde. Here he shows it off in all its dark glory and tells us more.

#### **A TALE OF FOUR WARLORDS**

This tale of war has been long in the telling, but now we approach its bloody end. Who will triumph as the four warlords take to the field of battle to tell their final tale?

#### **BLANCHITSU**

Three more hand-picked warbands from Tor Megiddo.

#### NEW RULES

#### WARHAMMER QUEST

With a load of new Nighthaunt and Stormcast Eternals models on the way, how could we not give you rules for some new heroes and adversaries?

#### **PARADE GROUND**

Add some of the creeping darkness to your Stormcast.

#### **PAINT SPLATTER**

We show you how to paint in ethereal. No, really.

#### **READERS' MODELS**

A selection of models painted by you, our readers.

#### **IN THE BUNKER**

What have the Dwarfers been up to this month?









#### **START HERE**

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

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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 on page 140.







## PLANET WARHAMMER All the latest news about the games workshop hobby!

## WHEN THE DEAD RISE

eeling from the shock of Nagash's Necroquake, the Mortal Realms teeter on the edge of oblivion. Across the eight realms the dead rise up from ancient graves and skeletal legions march to do the Great Necromancer's bidding. At the vanguard of his undead armies float spectral hosts of vengeful gheists and corporeal wraiths, cruel and wrathful spirits that seek only to harvest the living and send their wailing souls back to Shyish, there to become one with Nagash. They are the Nighthaunt, and they have come for you.

So what does that mean for Warhammer Age of Sigmar? Well, first off, even more new miniatures to accompany those that came out in the Soul Wars boxed set last month. Several of the new kits are in the picture above, but you can see the

THE SOUL WARS If you missed last month's issue of White Dwarf, let us bring you up to date on the Soul Wars. For agash - God of the lead and ruler of Shyish - has plotted the downfall of his foes. For aeons they have stolen souls that he feels rightfully birth new aelves or simply as payment for dark rewards. Now, Nagash wants those souls back with interest - all will feel his wrath during the

full range in our comprehensive Designers' Notes on page 28 where we chat to Brian Nelson and Steve Buddle, two of the designers behind the new miniatures. There's also a new battletome out for the Nighthaunt, which is chock full of exciting new background, not to mention painting guides, artwork and rules. If you like your fantasy wargaming dark and sinister, you'll certainly get that feeling from this book.

It's not all death and eternal damnation, though. Alongside the Nighthaunt models come a range of new Stormcast Eternals and this time they're spellcasters! To better harness the magic now battering the realms, Sigmar has opened the Sacrosanct Chambers, unleashing legions of sigmarite-clad wizards. But these Stormcast aren't just warrior-mages, for Sigmar has tasked them

#### THE LADY ARCANE

Introducing a new hero of the Stormcast Eternals – Astreia Solbright, Lord-Arcanum of the Shimmersouls, a Sacrosanct Chamber of the Hammers of Sigmar. You can see this cracking new Easy to Build model on page 8.



#### WHAT A NIGHTMARE!

Hold on to your giant foam hands and cans of Bloodweiser, sports fans – there's a new Blood Bowl team coming out! The Naggaroth Nightmares are a team of fast, devious and spiky Dark Elves and they're waiting for you on page 14.



#### THE GOLDEN SONS

What's gold, covered in armour, hates traitors and causes grievous damage to all who stand in its way? It's the Legio Custodes, of course. Turn to page 16 to see the full range available from Forge World for the Horus Heresy.

#### TWO NEW WARHAMMER Age of Sigmar Battletomes

with another vital mission – to find a solution to the flaws in the Stormcast reforging process. You can read more about the Sacrosanct Chambers and the warriors that fight in their ranks in the new Stormcast Eternals battletome.

Aside from the new Nighthaunt and Stormcast Eternals miniatures, this month also sees the release of a new Blood Bowl team – the Naggaroth Nightmares – a new gameboard and playing cards for Warhammer Underworlds: Shadespire, six new endless spells (one of them is a giant floating scythe) and, later in the month, some new scenery for Warhammer 40,000. We'll be talking more about it next issue, but you can see a sneaky peek of it in our Warhammer 40,000 Battle Report on page 44. For now, though, turn the page and unleash the storm.

#### FIVE THINGS WE LOVE IN... JULY

**5** More death, more souls, more war in the Mortal Realms! We're all fans of Warhammer Age of Sigmar in the White Dwarf team, so the release of more new miniatures and two new battletomes (the first for the new edition of the rules) is big news. You can read the Designers' Notes for the whole Nighthaunt range on page 28.



#### **SOUL WARS**

Want to know more about the Age of Sigmar? Pick up a copy of Soul Wars, a Black Library novel by Josh Reynolds that focuses on the devastation caused by Nagash's Necroquake and the first conflict of the Soul Wars – the battle for



## STORMCAST ETERNALS

The Stormcast Eternals are Sigmar's immortal warriors, his divine wrath made manifest. Clad in gleaming sigmarite armour and wielding star-forged weapons, they seek to bring order to the Mortal Realms, protect mankind and defeat the forces of Chaos for all time.

## **STORMCAST ETERNALS ARMY ESSENTIALS**



## BATTLETOME: Stormcast eternals

New Stormcast Eternals means a new battletome, and what a book it is! Just by looking at the front cover you get the feeling that this 192-page tome is something special. Inside you'll find an updated history of the Stormcast Eternals, from the time of their creation by Sigmar up to the present day during the Soul Wars. There is also a heavy emphasis on the flaw that comes with constant reforging and the lengths to which the Stormcast Eternals are going to find a solution. The different Stormhosts are explored in depth, not just in the background and the painting guides, but in the rules too, with specific rules for eight of the most prominent Stormhosts that reflect their character and martial prowess. In fact, a lot of the book is devoted to the game, with 46 pages of warscrolls, eight pages of spells, prayers, command traits and artefacts, plus new battleplans and Path to Glory rules. A limited edition of the battletome is also available.

#### WARSCROLL CARDS: STORMCAST ETERNALS

Whether you're about to start an army of Stormcast Eternals or you already have a collection of them, Warscroll Cards are a valuable gaming tool. This set contains 50 warscroll cards - one for each Stormcast Eternals unit in the battletome - that you can lay out next to your battlefield for easy reference during your game. The set also includes cards for three new endless spells (see opposite) and a sheet of thick card counters for keeping track of in-game events, spells and abilities.

#### DICE OF DESTINY

Enhance the destructive capabilities of your Stormcast Eternals with this new set of dice specially designed for the chosen of Sigmar. Made from 100% pure celestium (it's magical stuff, you know), and cast in azure blue, this set of 20 dice features the symbol of a sigmarite hammer on the 6 and a skull on



## FIVE THINGS WE LOVE IN... JULY

It's a Knight-off! This month's Warhammer 40,000 Battle Report features two beautifully painted Imperial Knight armies facing off in battle for the honour of their houses. Duncan Rhodes, of Warhammer TV fame, takes on Warhammer World's James Karch in a titanic showdown that features no less than 16 Imperial Knights. Warning: The ground may shake when you read this article.



#### BATTLETOME: STORMCAST ETERNALS

Pre-order: Now Available: 07 Jul

£25, €32.50, 250dkr, 300skr, 280nkr, 125zł, USA \$40, Can \$50, Aus \$70, NZ \$83, ¥5,800, 250rmb, HK\$340, RM155, SG\$60

Available in English, French, German and Japanese languages. An abridged edition is available in Italian and Spanish. See www. games-workshop.com for more information.

#### BATTLETOME: STORMCAST ETERNALS LIMITED EDITION

Pre-order: Now Available: 07 Jul £50, €65, 500dkr,

600skr, 550nkr, 250zł, USA \$80, Can \$100, Aus \$140, NZ \$165, ¥11,500, 500rmb, HK\$680, RM310, SG\$120

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#### WARSCROLL CARDS: STORMCAST ETERNALS

Pre-order: Now Available: 07 Jul £15, €20, 150dkr, 180skr, 170nkr, 75zł, USA \$25, Can \$30, Aus \$40, NZ \$50, ¥3,500, 150rmb, HK\$200, RM90, SG\$35

Available in English, French, German, Italian, Spanish and Japanese languages.

#### STORMCAST ETERNALS DICE

Pre-order: Now Available: 07 Jul £12.50, €15, 130dkr, 150skr, 140nkr, 63zł, USA \$20, Can \$25, Aus \$35, NZ \$40, ¥2,900, 130rmb, HK\$170, RM80, SG\$30

## LATEST NEWS

#### STORMCAST ETERNALS MALIGN SORCERY

The Stormcast Eternals of the Sacrosanct Chamber are mighty wizards, able to harness the magical power of Azyr and turn it into formidable spells. This set contains three endless spells unique to the Stormcast Eternals - a whirling tornado of sigmarite hammers known as the Celestian Vortex, a burning meteor with twin-tailed plumes of smoke called the Everblaze Comet and the Dais Arcanum that can carry your spellcaster into the sky. The rules for these spells can be found in Battletome: Stormcast Eternals.



#### STORMCAST Eternals Malign Sorcery

Pre-order: Now Available: 07 Jul

£20, €25, 200dkr, 240skr, 220nkr, 100zł, USA \$35, Can \$40, Aus \$55, NZ \$60, ¥4,600, 200rmb, HK\$270, RM125, SG\$50

#### **DESIGNERS' NOTES: WRITING ABOUT THE STORMCAST ETERNALS**

At 192 pages, the Stormcast Eternals Battletome is packed with exciting rules and background for Sigmar's chosen warriors. We asked writer Phil Kelly to tell us more about it.

**Phil**: One of our main goals with this edition of the Stormcasts battletome was to explore and develop the different Stormhosts – the Hammers of Sigmar, the Anvils of the Heldenhammer, the Hallowed Knights and so on – and really bring them to life. Over the last few years, the major Stormhosts have started to take on their own personalities, both in Studio publications and Black Library novels, and we wanted to make that a focal part of this edition of the battletome, both in the background and the rules sections.

We took eight major Stormhosts – the ones that have appeared most prominently in novels and source books – and created unique allegiance abilities for them based on their history, personality and skills. The Celestial Vindicators, for example, are aggressive warriors with an overwhelming hatred for the enemies of Order, so we gave them rules that reflect this. They get bonuses when they charge into combat and their command trait – Righteous Hatred – makes them doubly dangerous in a fight. Even their artefact of power, the Stormrage Blade, gives a warrior bonus attacks, though at the expense of their own safety.

We talk a lot in the book about how these abilities and traits manifest, too. A Hallowed Knight may be surrounded by a corona of light, for example, or dirt and blood may just slide off their armour because it is so holy. An Anvil of the Heldenhammer, though, may be deathly pale of skin, or surrounded by corpse lights due to their links with the Realm of Death. My favourite is the character whose corpse lights are his former lives hanging around him like ghosts – the Anvils of the Heldenhammer really are the embodiment of death.

The reforging process is also a big part of this book. We wanted to make it feel like a real sacrifice. When a Stormcast is reforged, they start to embody the traits of their host, becoming more supernatural but losing their individual identity and their humanity in the process. We wanted the reforging process and its outcome to feel spookier, weirder and more unsettling, which fits with the darker, fantasy horror we want for the Age of Sigmar. The

#### "We wanted the reforging process and its outcome to feel spookier, weirder and more unsettling..."

Knights Excelsior are one of my favourite examples of this. They are so morally uncompromising – the ultimate warriors of Order – bringing merciless judgement to any who show impurity, even the tiniest thought or deed. But are they doing what's right for Sigmar's civilization, or are they taking things too far?

This is all explored in depth in the background of the Sacrosanct Chambers, who have been tasked by Sigmar to figure out how to stabilise the reforging process. We allude to several solutions in the battletome, but we can't imagine Sigmar would be keen on any of them!

TURN TO PAGE 124 TO SEE A GALLERY OF STORMCAST ETERNALS PAINTED FOR THE NEW BATTLETOME

### LORD-EXORCIST

Lord-Exorcists are exceptionally gifted individuals that have learned to channel celestial magic in order to banish gheists and daemons. Strong of resolve and pure of spirit, they march into battle in search of those spirits that can be saved from the predations of Nagash and the Dark Gods. As the Lord-Exorcist marches forth, souls are dragged screaming into the redemptor casket at the head of his redemption stave, there to be judged. Should the scales on the casket swing positive, the soul may yet be saved, though for most, only oblivion awaits.





The Lord-Exorcist carries a leather-bound book – no doubt a tome on the banishment and salvation of mortal souls – held open on a relevant page with a ribbon bookmark (3). Here you can also see the Lord-Exorcist's stole, which hangs down under the weight of two Anvil of Apotheosis icons.

STORMCAST ETERNALS LORD-EXORCIST Pre-order: Now

Available: 07 Jul £20, €25, 200dkr, 240skr, 220nkr, 100zł, USA \$35, Can \$40, Aus \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, RM125, SG\$50



### **EVOCATORS**

Evocators are the warrior-mages of the Sacrosanct Chambers. Powerful celestial wizards and fearsome combatants, they channel the magical energy of Azyr, empowering themselves and those around them with the power of the storm.

This plastic set contains five Evocators that can be armed either with tempest blades and stormstaves (just like the ones in the Soul Wars boxed set) or with grandstaves. The kit includes options to build either a male or female Evocator-Prime, the male with his hand outstretched as if casting a spell, the female with her hand on her temple as if calling on the power of the tempest. There are also parts in the kit enabling you to build a Knight-Incantor instead of one of the Evocators and a transfer sheet replete with the iconography of the Sacrosanct Chamber.



## FIVE THINGS WE LOVE

**3** Ghosts in dungeons! More specifically, rules for using some of the new Nighthaunt models in Warhammer Quest. If you turn to page 118, you'll find rules for using Chainrasps, Bladegheist Revenants and Spirit Torments as dungeon adversaries, plus rules for four new heroes including the Lord-Exorcist, Knight-Incantor and even the Knight of Shrouds.

## LATEST NEWS

**CELESTAR BALLISTA** 

of an ancient ruin, plus a tools chest and crate full of spare magazines for the Ballista.

**EASY TO BUILD** 

The Celestar Ballista is a



### EASY TO BUILD Astreia Solbright, Lord-Arcanum

Astreia Solbright, known to those in her chamber as the Lady Arcane, is one of the foremost Lord-Arcanums in the Hammers of Sigmar Stormhost. A child of Hysh before her reforging, Astreia uses both science and magic to defeat the enemies of Order. Astreia rides to battle on the Celestial Dracoline Kazra, who is shown here standing atop a fallen piece of masonry (which is integral to the kit's sculpted base). In one hand Astreia carries her rod of office - a magically imbued aetherstave the top of which features a symbolic representation of the Anvil of Apotheosis. In her other hand she carries a spirit flask, a weapon of her own creation that, when shattered, releases a blast of pent-up soul energy.



powerful Stormcast Eternals war machine that fires bolts of blessed sigmarite into the ranks of the enemy army. The Ballista is crewed by a pair of Sacristan Engineers who carry a range of tools and equipment – one carries a theodolite for checking the elevation of the Ballista, while the other carries a fresh magazine for the war machine. The base features the remnants

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



OUT THIS MONTH! VISIT GAMES-WORKSHOP. COM

Astreia carries with her the trappings of a powerful wizard, including a satchel full of weather-worn scrolls (1). As a scholar on the plight of the Stormcast Eternals and their reforging, these likely describe Astreia's findings on the subject. You can just see the hilt of her sword hidden beneath her cape.



Half feline, half saurian, the Dracoline is a fearsome creature of Azyr (2). Kazra has fought alongside Astreia for many years and bears the symbol of the Sacrosanct Chamber – three sparks from the Anvil of Apotheosis – on its chest. Kazra's reins are also hung with comets and lightning bolt symbols.



## **THE UNDERWORLD HOST**

At Nagash's command, the Nighthaunt have emerged from the underworlds to assail the living across the Mortal Realms. This month sees a ghostly tide of releases for the Nighthaunt, including a new battletome, miniatures, dice, warscroll cards and more!

## **NIGHTHAUNT ARMY ESSENTIALS**



## **BATTLETOME: NIGHTHAUNT**

The Nighthaunt battletome is an 88-page hardback book that introduces Nagash' newest legion as a faction in their own right. The background reveals the full story describing how entire processions of these ghostly warriors were formed in the aftermath of the Shyish necroquake and goes into extensive detail as to their mercurial way of fighting. The spectral nature of the Nighthaunt enables them to assail strongholds thought impregnable to conventional attack and emerge from the underworlds to attack their prey from any direction. A detailed bestiary follows the background, introducing the plethora of new characters and units that form the Nighthaunt hosts. The battletome also includes a handy painting guide and a full gallery of Nighthaunt miniatures painted by the 'Eavy Metal team. Last but not least is the rules section, including the Nighthaunt allegiance abilities, artefacts of power, command traits, spell lore of the underworlds, warscrolls, battalions as well as three endless spells unique to the Nighthaunt.

#### WARSCROLL CARDS: NIGHTHAUNT

Warscroll cards are incredibly useful gaming assets that enable you to quickly and easily look up the rules for the units in your army. The Nighthaunt set features a total of 24 warscroll cards covering all of the units introduced in the new battletome, including their three unique characters and endless spells. Warscroll Cards: Nighthaunt also includes a sheet of doublesided, pop-out card tokens that serve as handy reminders for various Nighthaunt abilities and spells in battle.

#### **DICING IN THE** DARK

If you plan on ramping up the eerie nature of the Nighthaunt by fighting your battles in low light, look no further than the Nighthaunt dice set. Why, you ask? Because they glow in the dark! The set includes 20 turquoise dice with bone numbering, the traditional (and greatly feared) 'skull of doom' in place of a 1 and a mortality glass for a 6.



#### FIVE THINGS WE LOVE IN... JULY **Our Tale of Four Warlords series**

reaches its epic finale this month with a four-way Triumph & Treachery battle. As if that wasn't exciting enough already, this epic Battle Report also represents the White Dwarf debut of Malign Sorcery in action, so expect to see mayhem and carnage reign supreme as wildly powerful endless spells are hurled around the battlefield by each player's wizards.



#### BATTLETOME: NIGHTHAUNT

Pre-order: Now Available: 07 Jul £25, €32,50, 250dkr. 300skr, 280nkr, 125zł, USA \$40, Can \$50, Aus \$70, NZ \$83, ¥5,800, 250rmb, HK\$340, BM155 SG\$60

Available in English, French, German and Japanese languages. An abridged edition is available in Italian and Spanish, See www. games-workshop.com for more information

#### **BATTLETOME:** NIGHTHAUNT **LIMITED EDITION**

Pre-order: Now Available: 07 Jul £50, €65, 500dkr, 600skr, 550nkr, 250zł, USA \$80, Can \$100, Aus \$140, NZ \$165, ¥11.500. 500rmb. HK\$680, RM310. SG\$120

Available exclusively from games-workshop.con

#### WARSCROLL CARDS: NIGHTHAUNT

Pre-order: Now Available: 07 Jul £10, €12, 100dkr. 120skr. 110nkr. 50zł. USA \$15, Can \$20, Aus \$28, NZ \$33, ¥2,300, 100rmb, HK\$140, RM60, SG\$24

Available in English, French German, Italian, Spanish and Japanese languages.

#### NIGHTHAUNT DICE

Pre-order: Now Available: 07 Jul £12.50, €15, 130dkr, 150skr, 140nkr, 63zł, USA \$20, Can \$25, Aus \$35, NZ \$40, ¥2.900, 130rmb, HK\$170, RM80. SG\$30

## LATEST NEWS

#### NIGHTHAUNT Malign Sorcery

In the magical wake of Malign Sorcery comes a set of three endless spells that Nighthaunt spellcasters can manifest in battle. The Shyish Reaper tears bloodless swathes through the enemy's ranks, while the Vault of Souls greedily feeds from the life essence of nearby victims. Meanwhile, Terminus Mortalis can rapidly age or even undo damage wrought upon those that fight within range of its formidable temporal power. The kit includes all three of these endless spell miniatures in turquoise-coloured plastic.



SEE MALIGN SORCERY UNLEASHED IN OUR EXCITING BATTLE REPORT ON PAGE 89

NIGHTHAUNT MALIGN SORCERY

Pre-order: Now Available: 07 Jul £20, €25, 200dkr, 240skr, 220nkr, 100zł, USA \$35, Can \$40, Aus \$55, NZ \$60, ¥4,600, 200rmb, HK\$270, RM125, SG\$50

#### **DESIGNERS' NOTES: THE STORY BEHIND THE NIGHTHAUNT** We caught up with the background writer of the Nighthaunt battletome, Jeremy Vetock, to learn a bit more about who the Nighthaunt are and what drives them to hate the living with such a cold fury.

White Dwarf: How do the Nighthaunt processions differ to the other Legions of Nagash?

Jeremy Vetock: The obvious answer is that Nighthaunts are all phantasmal – it really is a spectral host rather than a physical foe that you can face down. But there is also a haunted quality to them, with each Nighthaunt endlessly tormented by its past life. Whether they died after suffering horribly or offending Nagash in some manner, they are cursed to endlessly endure an afterlife of cruel punishment. Each Nighthaunt has its own story – often a very grim and tragic one. That is its own ghost tale. As a result, the Nighthaunt feel more like an army of individuals rather than a faceless undead horde.

The Nighthaunt are no mindless automatons – even the lowliest of their kind will actively haunt, terrorise and even hunt the living, driven by jealousy and their bitter resentment of their eternal torment. It is this instinctive behaviour that Nagash has harnessed for his gain, honing them into the tip of his spear in the Soul Wars.

WD: How did the Nighthaunt processions come to be?

JV: The after-effects of the Shyish necroquake rolled across the Mortal Realms, imbuing deathly creatures with new vigour and sinking into already haunted places to make them more macabre still. As Nagash observed the unexpected effects of this phenomenon, he noticed that spectres and spirits of every description were setting about the living to terrible effect, but ultimately without direction, which opened his eyes (err... empty eye sockets) to the effectiveness of entire armies of such spirits. Pleased at his discovery, Nagash decided to appoint a new Mortarch, the Lady Olynder, to gather all of the Nighthaunts beneath her banner and lead them into battle across the Mortal Realms to enact his grand plan. This new addition to the ranks of his undead legions has emboldened Nagash to attempt to retake Shyish and halt the soul-thieving ways of his rivals.

#### "The Nighthaunts are a spooky ghost tale - every part of the spectral host has some dark secret."

**WD:** The background in the battletome is especially bleak. What inspired such a relentlessly grim narrative?

JV: The Nighthaunts really are a spooky ghost tale – every part of the spectral host has some dark secret. There are so many different stories to tell – a healer that kept alive those that should've died may have drawn Nagash's ire, or a criminal whose deeds in life were so vicious that his spirit was forever stained. Some Nighthaunts are awful, their spectral forms a type of cruelly conceived punishment that has been well earned. Others, however, are clearly innocents suffering eternal hell because of Nagash's easily bruised ego. But no matter what past lives they led, each and every Nighthaunt is horrible, unnatural and terrifying.

TO READ THE DESIGNERS' NOTES ON THE AWESOME NEW RANGE OF NIGHTHAUNT MINIATURES, SEE PAGE 28

## WARHAMMER UNDERWORLDS: SHADESPIRE

Warriors both good and evil are drawn to the city of Shadespire like moths to a flame, seeking to uncover its secrets, but instead becoming trapped for all eternity. And now your warriors can fight over a whole new battlefield that comes with its own deadly hazards...

#### SHATTERED CITY BOARD PACK Pre-order: 07 Jul

Available: 14 Jul £15 €20 150dkr 180skr. 170nkr. 75zł. USA \$25, Can \$30, Aus \$40, NZ \$50, ¥3,500, 150rmb, HK\$200, RM90, SG\$35

#### **LEADER CARDS**

Pre-order: 07 Jul Available: 14 Jul £10, €12, 100dkr, 120skr, 110nkr, 50zł, USA \$18, Can \$20, Aus \$30, NZ \$35, ¥2.300, 100rmb. HK\$140, RM60, SG\$24

Available in English, French, German, Italian, Spanish Chinese, Japanese and Russian editions

#### **CARD SLEEVES**

Pre-order: 07 Jul Available: 14 Jul £6, €8, 60dkr, 70skr,

65nkr, 30zł, USA \$10, Can \$12, Aus \$16, NZ \$20, ¥1,400, 60rmb, HK\$80, RM35, SG\$14

#### WARHAMMER UNDERWORLDS: SHADESPIRE SHATTERED CITY BOARD PACK

Many of you have probably played quite a bit of Warhammer Underworlds: Shadespire by now, so here's a new challenge for you - the Shattered City Board Pack. Filled with innumerable dangers, from bottomless pits to hidden blades, this new board section adds a whole new level to your games of Warhammer Underworlds. How will you tailor your decks to avoid these new threats? Or will you pick new cards to force your enemies into peril? The full rules for the Shattered City board can be found in the set.









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## **BLOOD BOWL MERCHANDISE**

"Stay on your toes, sports fans. This lot aren't the sort of prancers and posers you'd normally expect of an Elf team - these are the Naggaroth Nightmares! This cruel and wicked bunch of corsairs is as likely to gut you as throw a block."

## **THE NAGGAROTH NIGHTMARES**

The Naggaroth Nightmares are an infamous Dark Elf Blood Bowl team, renowned as much for their low cunning and brutal play style as they are for their grace of movement and skill. Dark Elves are arguably the most physical of all the Elf teams, with each player possessing a murderous streak a mile wide, and the Naggaroth Nightmares are certainly no exception. Having only recently been formed from a controversial union between the Naggaroth Nightwings and Naggarond Nightmares, the team has yet to make its presence felt on the tournament circuit. However, Blood Bowl luminaries and pundits alike are not expecting it to be long before the Nightmares' trophy shelf starts to buckle from the weight! The Naggaroth Nightmares set includes 12 multipart plastic Dark Elf players, all bedecked in spiked and barbed armour: 6 linemen, 2 blitzers, 2 runners and a pair of Witch Elves. There are a variety of heads for the linemen to help set them apart. The kit also includes two turn markers and score counters as well as four balls – two of which are made from stitched Cold One skin, while the other pair are actually draconic eggs, complete with protruding tails! You can find rules for playing with these Druchii balls opposite.

For those that want to get cracking on the pitch straight away, the set also comes with a preprepared team roster of one million gold pieces.





E INTERPERENCE

SPIKE! JOURNAL:

**ISSUE 2** 

Spike! Journal is an

magazine that caters

for Blood Bowl fans of

every description. This

edition is 36 pages

featuring background on famous teams and

stats for a number of

long and all about

Dark Elf teams,

associated star players that have

frequented their

interviews with

legendary Hall of

Famers, a playbook

packed with useful

tactics, new rules for

a Weather Mage and Druchii Sports Sorceress as well as another brand-new comic strip following the illustrious career of Bob Bifford. BLOOD BOWL

ISSUE TWO

**FEAM CARD** PACKS AND **DRUCHII DICE** Two more team card packs are released this month - one for the new Dark Elf team and the other for the Dwarf team. Each set includes player cards for the various team positions as well as their available Star Players along with some additional special play cards. The Dark Elf Team Dice set includes a full quota of purple and blue Blood Bowl dice

rosters. Inside vou'll

also find stats and

illustrated sports

## LATEST NEWS

#### **OPTIONAL RULE: DARK ELF SPECIAL BALLS**

These rules allow Dark Elf teams to make use of their own special balls, and are designed to be used alongside the rules for other teams' special balls (previously published in White Dwarf and to be found in the Inaugural Blood Bowl Almanac, too). As with all optional rules, the use of these balls should be agreed between both coaches in one-off games, and their use in league play is at the League Commissioner's discretion.

Once per match, at the start of any drive for which they are the kicking team, the Dark Elf coach can declare that they will use either the Draconic Egg or the Cold One Hide ball. If they wish, they can use an Extra Spiky Ball (see the March 2017 issue of White Dwarf or the Inaugural Blood Bowl Almanac) instead – they should declare which ball they are using before any players are set up.

Before the kick-off, the coach nominates one player from their team who is on the pitch, is not in a wide zone and is not on the line of scrimmage to be the one kicking the ball. (Note that in some situations, such as using the Kick skill, a player will already have been nominated to kick the ball). If the roll on the Kick-off table is a double, the Ref calls the kicking player out for their flagrant rules violation, and they are immediately sent off as though they had committed a foul (before resolving the kick-off result). Note that even if the player is sent off, the special ball remains in play for this drive!

For the duration of the drive, the special rules for the ball in use (as shown below) apply to the ball. Aside from those, it still counts as a normal ball in all respects.

#### DRACONIC EGG



The Dark Elves have a long tradition of breeding many fabulous beasts for the private menageries of their nobles. On occasion coaches looking for advantage



may procure the ready-to-hatch egg of a mighty draconic beast to sneak onto the pitch. Many an opposition player has lost a finger or two to a hatchling Hydra!

At the start of any turn in which this ball is on the ground, it will bounce one square in a random direction as the young creature inside attempts to hatch into the world. If the ball scatters into an occupied square, then the player must attempt to catch it. If the player fails to catch the ball, or if the square is occupied by a Prone or Stunned player, the ball will bounce again until it is either caught or bounces into an empty square or off the pitch.

Additionally, should any player score a touchdown with the ball, roll a D6. On the roll of a 1 the player's enthusiastic spiking of the ball into the endzone has broken the egg and the creature inside bursts forth and savages them! Make an Armour roll (and possible Injury as well) as if they had been Knocked Down by a player with the Mighty Blow skill.

#### **COLD ONE HIDE BALL**



Some of the most popular creatures bred and kept by the Dark Elves are Cold Ones. These huge reptilian beasts are native to the cold, cavernous regions of the north of their

domains and famed among Blood Bowl players for the chilling properties of the slime they excrete. This slime is popular to alleviate the pain of a heavy tackle. But it is not without its risks to use, as prolonged exposure can render the flesh utterly numb!

If at the start of either team's turn the Cold One Hide ball is being carried by a player, that player's coach must roll a D6. On the roll of a 1, the steady secretion of slime has deadened the player's fingers (or tentacles, or whatever the case may be) and they are no longer able to grip the ball. The ball is dropped and bounces 1 square in a random direction, following all the rules for bouncing balls. Note that this does not cause a Turnover.

### DARK ELF PITCH

The Dark Elf pitch is set aboard the deck of a corsair ship. On one side, the pitch is clear, with the wooden decking displaying a large Druchii rune and team symbol at its centre. The flip side is identical but for one subtle detail – a kraken has attacked the ship! Special rules are included for playing during a kraken attack.



#### THE NAGGAROTH NIGHTMARES

Pre-order: 07 Jul Available: 14 Jul £20, €25, 200dkr, 240skr, 220nkr, 100zł, USA \$35, Can \$40, Aus \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, RM125, SG\$50

Available from gamesworkshop.com and from selected independent stockists.

#### SPIKE! JOURNAL: DARK ELVES

Pre-order: 07 Jul Available: 14 Jul £8, €10, 80dkr, 100skr, 90nkr, 40zł, USA \$12.50, Can \$16, Aus \$20, NZ \$26, ¥1,800, 80rmb, HK\$110, RM50, SG\$20

Available in English, French, German, Italian and Spanish languages. Available from games-workshop.com and from selected independent stockists.

#### DARK ELF PITCH & DUGOUTS

Pre-order: 07 Jul Available: 14 Jul £24, €31.50, 245dkr, 290skr, 270nkr, 120zł, USA \$38, Can \$48, Aus \$66, NZ \$79, ¥5,600, 245rmb, HK\$330, RM150, SG\$60

Available from gamesworkshop.com and from selected independent stockists.

#### TEAM CARD PACKS

Pre-order: 07 Jul Available: 14 Jul £15, €20, 150dkr, 180skr, 170nkr, 75zł, USA \$25, Can \$30, Aus \$40, NZ \$50, ¥3,500, 150rmb, HK\$200, RM90, SG\$35

Available in English, French, German, Italian and Spanish languages. Available from games-workshop.com and from selected independent stockists.

#### DARK ELF TEAM DICE

Pre-order: 07 Jul Available: 14 Jul £7, €9, 70dkr, 80skr, 75nkr, 35zt, USA \$12.50, Can \$14, Aus \$20, NZ \$24, ¥1,600, 70rmb, HK\$95, RM45, SG\$18

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## LATEST FROM FORGE WORLD

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. This month, we take a look at the impressive range of Legio Custodes miniatures available for the Horus Heresy.



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 uring the dark days of the Horus Heresy, the Legio Custodes was one of the most formidable fighting forces in the galaxy. As the bodyguards of the Emperor of Mankind, wherever he walked, the Custodes followed, a legion of 10,000 genetically engineered warriors whose loyalty and skill at arms were beyond reproach. When they spoke, they spoke with the Emperor's voice and when they fought they destroyed all in their path. When the Warmaster Horus turned against the Emperor, the Legio Custodes defended Holy Terra against his treacherous Legions.

Since the release of the plastic Custodian Guard models a couple of years ago, we've seen Forge World's Legio Custodes range increase rapidly in size, making an entire army of these devastating warriors a viable prospect. There are three weapon upgrades available for the Custodian Guard, including Pyrithite Spears and Adrasite Spears to make other close assault versions of the unit and the Sagittarum Guard upgrade set, which enables you to build a squad armed with devastating bolt calivers. To lead your infantry into battle, there's a Shield Captain and the Character Series miniature Constantin Valdor – the Captain-General of the Legio Custodes.

Alongside the infantry there are many support units for the Legio Custodes, from Agamatus Jetbikes and Caladius Grav-tanks to the fearsome Telemon-pattern Dreadnought. And don't forget the colossal Orion Assault Dropship (that's the big aircraft above) – the best way to ensure your Custodes units get into battle safely.



## LATEST NEWS

## FIVE THINGS WE LOVE

**Painting Citadel** miniatures! This month we've got three articles all about painting. First up is an 'Eavy Metal Masterclass on page 40 focusing on battle damage. This is followed by a Mustering for War article on page 72 where Studio army painter Paul Norton explains his approach to painting armies. Lastly, we've got some handy stage-by-stage painting advice for the new Nighthaunt in Paint Splatter on page 130.

> Custodes Tribune Ixion Hale is a Forge World event-exclusive model. Check out the Forge World Facebook page to see when he'll next be available.



#### THE HORUS HERESY BOOK SEVEN - INFERNO

The rules for fielding a Legio Custodes army during the Horus Heresy can be found in the seventh Horus Heresy book from Forge World - Inferno. This weighty leather-bound 312-page tome includes points values and rules for all the Legio Custodes units show above (except the Orion Gunship and Telemon Dreadnought, rules for which can be downloaded for free from the Forge World website), plus weapon stats, background, artwork and plenty more besides. The Talons of the Emperor army list also includes the Sisters of Silence - the psychic nulls of the Emperor's armies - and the Warlord-Sinister Pattern Battle Psi-Titan which is - you guessed it - a psychic Warlord Titan (as if all the guns weren't enough to scare your opponent).



# LICENSED GAMES

All across the world, our licensed partners are creating fantastic games based on Games Workshop's tabletop games. This month, we have news about a Slayer-based card game, Total War: Warhammer II, World of Tanks and Warhammer Age of Sigmar: Champions.







## WARHAMMER AGE OF Sigmar: Champions

Big news, Warhammer fans! The talented chaps and chapesses at PlayFusion have been hard at work on a new trading card game for Warhammer Age of Sigmar!

This is the first time the armies of the Mortal Realms have been featured in a card game and, boy, have the PlayFusion team (check them out at www.facebook.com/AgeOfSigmarChampions) done a great job. The game, out soon, revolves around the four Champions that lead your army and the abilities they have, the units they bring to the battlefield and the spells they cast. The objective is to vanquish your opponent, but knowing when to play each card and with what Champion is a key part of the game. All four of the Grand Alliances - Order, Chaos, Death and Destruction - are represented in the game and you build your deck around these factions. They each have their own quirks, too, so the forces of Order focus more on what your Champions are doing, whereas the armies of Destruction rely on massive hordes to win the game. If you're a fan of collectible card games, Champions is intuitive, but with loads of interesting game mechanics that will keep you on your toes. If you've never played a card game like this before, it's really easy to pick up and start playing.

But that's not all. Warhammer Age of Sigmar: Champions will be available both as a physical and a digital game and the two are crosscompatible. Every physical card has a unique code that can be scanned using an Android or iOS device, thereby making that card available to add to your digital deck for online gaming. You can even hold your tech-device over one of your Champion cards and, through the power of augmented reality, have them leap out of the card to fight a wave of enemies. Warhammer Age of Sigmar: Champions is one very swish TCG that we think is going to be incredibly popular.

#### WARHAMMERCHAMPIONS.COM

## LATEST NEWS

## TOTAL WAR: WARHAMMER II

There's a new DLC for Total War: Warhammer II coming out - The Queen and the Crone. In this new Lord Pack DLC, you get to pit the Everqueen Alarielle against Crone Hellebron, the Hag Queen of Har Ganeth, giving you more gameplay options for both the Eye of the Vortex campaign and Mortal Empires. This pack includes new heroes and units, such as the Handmaidens of the Everqueen, Sisters of Avelorn, Shadow Warriors, Doomfire Warlocks and the Sisters of Slaughter, plus new campaign features. Can the Everqueen hold back the tides of Chaos from Ulthuan? Will Hellebron be able to sacrifice enough slaves on Death Night to become all-powerful (well, for a time, at least)? Keep an eye out for the High Elves Legendary Lord Alith Anar, too...



### DOOMSEEKER

Ever wished you were a Dwarf Slayer roaming the Old World in search of a glorious death? Of course you have, and this card game by Ninja Division Publishing enables you to do just that. The aim of the game, out in August, is to earn renown through heroic battle and, if you're lucky, find a worthy doom at the hands of a fearsome foe. The slayer (alive or dead) with the greatest renown at the end of the game is the winner! So, whet your axes, dye your beards, and head out to find glory with Doomseeker!



#### WORLD OF TANKS

Not so long ago, a couple of Space Marine vehicles, namely the Vindicator and the Predator, made a sortie into World of Tanks Blitz, bringing the Emperor's glory to the mobile tank shooter. Now, Games Workshop and Wargaming have teamed up once again in a new joint operation. The stalwart Imperial Guard will lend some of its colours and heraldry to World of Tanks PC, the big brother of Blitz. Players will be able to get Mordian camo for the BDR G1 heavy tank and set battlefields ablaze with a special edition of the KV-2, which will proudly feature the colours and camouflage of the lee Warriors of Valhalla.



## **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, we get to read about Witch Hunters, Inquisitors, blood drinkers and two Primarchs!

### FEATURED BOOK VULKAN: LORD OF DRAKES

By David Annandale | Hardback | 160 pages | 07 July

Vulkan, Primarch of the Salamanders Legion, is the star of the show in Vulkan: Lord of Drakes, the ninth book in the Primarchs series. Like the other books in the series, this tale doesn't tell the whole story of Vulkan's origins, but rather a particular part of it that epitomises his character and who he will come to be.

At this point in Vulkan's life, he has already established himself on his homeworld of Nocturne, but out in the wider galaxy, his genetic sons are fighting and dying in wars that Vulkan knows nothing about. When he is finally united with his father and his Legion, he comes to understand that he is only seeing half the picture, that the warriors before him are just some of many. It's a great story that shows the honour and humility of arguably the most grounded of the Primarchs, one who understands the value of a human life and what it means to defend it.



**MISSED IT THE FIRST TIME?** This month there are no fewer than 10 Black Library novels being re-released, enabling you to get your hands on both newer and classic novels. On the list you'll find *Black Legion* by Aaron Dembski-Bowden, which we particularly enjoyed here in the White Dwarf bunker and *Horusian Wars: Resurrection* by John French, the sequel to which is also out this month. For Warhammer Age of Sigmar fans, we recommend picking up *City of Secrets* and *Hammerhal* – both great novels for finding out more about the Mortal Realms and its myriad peoples.



### **CALLIS AND TOLL: THE SILVER SHARD**

By Nick Horth | Hardback | 304 pages | 14 July Nick Horth is back with a new tale set in the city of Excelsis and featuring two of the characters from his previous novel City of Secrets - Witch Hunter Hanniver Toll and former Freeguild soldier Armand Callis (hence the name of the book). Actually, the story only begins in Excelsis, for Callis and Toll are hot on the trail of Ortam Vermyre, the treacherous judge of Excelsis, who is on a quest to find the ancient artefact known as the Silver Shard. An epic adventure this most definitely is!



### **MEPHISTON: THE REVENANT CRUSADE**

By Darius Hinks | Hardback | 288 pages | 14 July You know you're going to get a great story when not only the Blood Angels are involved, but also their Chief Librarian Mephiston, known as the Lord of Death! Normally a powerhouse of psychic might, Mephiston has found his powers curtailed following the opening of the Great Rift, his visions haunted by ghosts. Of course, Mephiston heads out on a crusade to find out what's going on. Many enemies are slain, much blood is spilled (some drunk), and Mephiston gets an unpleasant shock.



## LATEST NEWS

### THE READER'S GUIDE TO DAVID ANNANDALE



David Annandale is the author of Vulkan: Lord of Drakes, but did you know that he's written other stories for Black Library for Warhammer Age of Sigmar, Warhammer 40,000, and the Horus Heresy? Here are five other stories by David we think you should read

#### WARDEN OF THE BLADE Available as a paperback

and an ebook A novel about Castellan Crowe, the purest of all the Grey Knights. Just hope he never listens to that daemon blade he carries...

WARHAMMER

WARDEN

**RIANF** 



Set in the cursed city of Shadespire, this audio drama drops you right into the heart of the city where a warrior can never die. They can have visions, though, and some truly terrible ones at that!



#### SHATTERED CRUCIBLE

#### Available as an eshort

This great little eshort available from the Black Library website pits the Fyreslayers against a horde of daemons - a perfect quick read with loads of fiery action.



RUINSTORM Available as a hardback, MP3 and an ebook The 46th book in the

Horus Heresy series,

Ruinstorm focuses on

and the Primarchs

**Roboute Guilliman** 

the Imperium Secundus

#### CHAINS OF GOLGOTHA Available as an ebook

We're big fans of Commissar Yarrick in the White Dwarf team and this novella about him chasing Ghazghkull Thraka to the world of



Sanguinius and Lion Golgotha is a great tale. **OF DRAKES** Pre-order: Now Available: 07 Jul £40, €55, USA \$65, Can \$80, Aus \$90

**VULKAN: LORD** 

Available exclusively from blacklibrary.com.

#### **CALLIS AND** TOLL: THE **SILVER SHARD**

Pre-order: 07 Jul Available: 14 Jul £18, €22, 180dkr, 215skr, 215nkr, 90zł, USA \$27, Can \$32, Aus \$40, NZ \$45, ¥2 340 195rmb HK\$245, RM112, SG\$43

#### **MEPHISTON:** THE REVENANT CRUSADE

Pre-order: 21 Jul Available: 28 Jul £18, €22, 180dkr, 215skr, 215nkr, 90zł, USA \$27, Can \$32, Aus \$40, NZ \$45, ¥2,340, 195rmb, HK\$245, RM112, SG\$43

#### **JAGHATAI KHAN:** WARHAWK OF CHOGORIS

Pre-order: 14 Jul Available: 21 Jul £12.99, €15.95, 135dkr, 165skr, 165nkr, 64.95zł USA \$19, Can \$21, Aus \$27, NZ \$31, ¥1,500, 105rmb, HK\$175, RM80, SG\$30

#### **THE HORUSIAN** WARS: INCARNATION

Pre-order: 07 Jul Available: 14 Jul £18, €22, 180dkr, 215skr, 215nkr, 90zł, USA \$27, Can \$32, Aus \$40, NZ \$45, ¥2,340, 195rmb,

HK\$245, RM112,

#### HUNGER

SG\$43

Pre-order: 21 Jul Available: 28 Jul £12, €15, 130dkr, 160skr, 160nkr, 60zł, USA \$17.50, Can \$19, Aus \$25, NZ \$30, ¥1.400. HK\$160. RM75, SG\$30

### **JAGHATAI KHAN: WARHAWK OF CHOGORIS**

By Chris Wraight | Hardback | 208 pages | 21 July

Previously only available as a limited edition, Jaahatai Khan: Warhawk of Chogoris is the eighth book in the Primarchs series and tells one of the many tales of the Great Khan. Primarch of the White Scars Legion. Chris Wraight has written a few stories about the White Scars now, and his experience really shows in his portrayal of Khan and how he interacts with his brothers. In this story, Khan joins a debate between his brothers over the use of psychic powers. But what does Khan believe - are they an asset or an abomination?



### **THE HORUSIAN WARS: INCARNATION**

By John French | Hardback | 288 pages | 28 July

Inquisitor Covenant returns for the second novel in the Horusian Wars series. This time. Covenant and his followers are drawn by the Emperor's Tarot to Dominicus Prime, where the Season of Night is about to begin and a radical sect is on the hunt for a living saint. If you want to know more about Imperial society away from the war zones and battlefields, then you'll want to read this series. John French picked a great character in Covenant through which to explore the darkness that lurks in human hearts.



### **AUDIO DRAMA** HUNGER

**By Andy Smillie** Audio Drama | 66 minutes | 28 July

The blood-crazed, chainsword wielding maniac is back! No, we don't mean the author, Andy Smillie, we're talking about Gabriel Seth - Chapter Master of the Flesh Tearers Space Marines. In this audio drama, Seth and his blood-hungry battlebrothers are trapped on a Space Hulk along with an equally hungry horde of Genestealers. Expect plenty of violence as Seth leads his fellow warriors to what could either be blessed salvation or eternal damnation.



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



## CONTACT

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



By submitting letters, articles or photographs, you give Games Workshop permission to feature them in White Dwarf, on the Warhammer Community page or on Facebook at any time in the future. TEAM@WHITEDWARF.CO.UK THE WHITE DWARF BUNKER GAMES WORKSHOP LENTON NOTTINGHAM NG7 2WS UNITED KINGDOM

#### A CHALLENGE!

My wife and I are huge fans of Games Workshop boxed games. Our favourite game is Space Hulk and I wanted to know if the Primaris Marines who join the Blood Angels are deployed to explore these vast ships? I like to think that maybe their size and higher resilience would be perfect for navigating and purging the foul halls of a Space Hulk, I think it would be very interesting to see how the exploration and destruction of Space Hulks has changed in the new age of Warhammer 40.000. Can we expect any new missions that include Primaris Marines?

Mark Pace, Cleveland, Ohio, USA

Hev. Mark - that's an interesting thought you have right there. Firstly, **Primaris Space Marines** have almost certainly been deployed to Space Hulks since their creation, though Terminator armour is still superior when it comes to protection from **Genestealers! We** haven't got any plans for featuring them in any scenarios, but we'll certainly have a think about it now - good idea!

#### WRITE TO US!

Readers! White Dwarf wants your letters, so get in touch by writing to us at: team@ whitedwarf.co.uk!

Or visit us on our Facebook page (head over to Facebook and search for 'White Dwarf magazine').



**EVEN 'EAVIER METAL** Hi. In 2014 a couple of my friends were looking at some cool miniatures on some website. They told me about their hobby and some magazine called White Dwarf (that apparently I would

never buy as it was far too geeky). I thought I'd dip my toe in and wandered down to my local store. The manager advised me to get some miniatures I liked the look of, so I picked the Skitarii Rangers – they just looked so cool! The manager was a little cautious: "They are tricky to paint," he said. "Ah, it doesn't matter," I replied, "I only want to paint them up with the basics."

Well, that didn't happen. I spent hours on those first miniatures and I've been totally hooked on painting Games Workshop miniatures ever since. I love bringing the miniatures to life and seeing my skills improve. Fast forward to the present day and I buy White Dwarf every month, own more paints than I can count and I've started a Warhammer club at the school I work at for my students, focussing on teaching them to paint. Which leaves me with an issue – I desperately need more guidance. Paint Splatter is useful but I feel my technique is beyond that level now. The 'Eavy Metal articles are challenging and teach new skills in a really accessible way, but they're rare. Please can you do more, as there is a severe lack of advanced painting tutorials out there in the world? White Dwarf seems to cater for just about everything really well except aspiring advanced painters – the 'Eavy Metal articles are the main reason I get a copy of the magazine every month. Perhaps there could be a 'Eavy Metal Warhammer TV series? Maybe I'm just pushing my luck now...

I hope this has come across as intended – a plea not a rant. I can only imagine how time consuming a Masterclass article is to make, but I can assure you they are really appreciated. All the best, and may your wet palettes be forever moist.

#### Tom Scott, Scunthorpe, UK

#### **PAINTING QUESTION: HIVE FLEET OUROBORIS**

Just a quick question. I was looking to start buying and painting a new Tyranid army based on Hive Fleet Ouroboris and I really like the colour scheme shown on the Hormagaunt in the Colours of the Hive Fleet section in Codex: Tyranids. Could someone please tell me what paints were used? I have a good idea but I would like to know for sure. Thank you so much.

#### Patrick Healy, Alpine, California, USA

Hey there, Patrick, good to hear from you. We had a chat to Steve Bowerman from the Studio's army painting team and he provided us with a list of the colours he used and the techniques he applied them with. The secret when painting the blue skin is to apply the Nuln Oil wash only in the recesses between the armour panels, not all over the skin. It may take a little longer to apply the wash this way, but it will make applying the next layer much easier and save you paint in the long run!



Thanks for your letter, Tom, it's great to hear from you. Congratulations on setting up the school club, too - we bet your students are loving it. In answer to your plea (not rant), you're right, 'Eavy Metal Masterclasses do take a long time to make, though we do have some in the pipeline. In fact, there's one in this issue on page 40 all about weathering and battle damage - we hope you find it useful! It's also worth noting that Paint Splatter often features different levels of painting - May's issue featured a four-page painting guide for the Akhelian King alongside a much easier guide for a Namarti Thrall. We hope, by creating a range of articles like this, we can provide painting advice for every level of hobbyist.

#### A NEW CHAPTER IN MY COLLECTION

Hi, guys. I am a big fan of all things Space Marine. I am currently in a dilemma as to which Chapter I want to collect and I just cannot decide!

Which brings me on to the next part of my email – I decided, having looked through the Space Marines codex, that I would like to paint a specific unit or model based around the characteristics and fighting styles of each of the well known Chapters. For example, a Sword Brethren squad for the Black Templars, a Dreadnought in Iron Hands colours and so on.

It would be great if the 'Eavy Metal or Army Painter teams could do something similar in a future issue of White Dwarf – it would be really good inspiration for fans of the Angels of Death. I also feel that Successor Chapters are often neglected within features that the magazine puts together (painting guides, Battle Reports and so on), so again it would be brilliant to see a feature focused around some of the lesser known Chapters. Similar perhaps to that of the Space Marine challenge printed in the August 2017 edition? I think it would add more diversity for hobbyists either looking to begin their journey in Warhammer 40,000 or for those looking to start a brand new army.

Keep up the fantastic work, I always look forward to picking up the new issue when it is released. For the Emperor!

> Matt Tipping, Axminster, UK

Hey, Matt. So, what can we do to support the less-seen Chapters of the Space Marines? Well, there's some great new background for quite a few Chapters in Codex: Space Marines, but not many pictures of models painted for those Chapters. Perhaps the Warhammer TV team could create some painting videos for some of them. We'll also see if we can feature more of them in the magazine every now and again.

#### THE LAST STAND

I thought you ladies and gents might like to see this diorama entitled The Last Stand. I put it together from my existing Crimson Fists and Orks as a Primaris-based re-imagining of the Rogue Trader cover. All the lighting effects are done with internal LEDs, rather than Photoshop.

> Chris Buxey, Liphook, UK



We like it very much Chris – it looks awesome! We reckon the Crimson Fists will probably just stare those Orks to death with their laser eyes!

## ASK GROMBRINDAL

If you cut a troggoth from the head downwards so that it falls in two halves, will its regenerative abilities create two troggoths? I wonder if you have ever tried it.

> Ben Laver (a concerned Slayer), Ely, UK

Ah, finally, a question that I can answer without having to look in a book – I have chopped up many troggoths in my time, both in the Mortal Realms and the world-that-was.

As any beast-hunter will know, troggoths can regenerate from even the most hideous wounds. And the more powerful and gnarly the troggoth, the quicker it regenerates. I recall a fight once where I had to cut a troggoth warlord's hands off seven times before he finally gave up trying to eat me. Those were the days before I had my runic axe, you see, so it took a fair amount of chopping to see him off. I haven't had the pleasure of bisecting a troggoth from head to groin, so I have no idea if one could regenerate from such a terrible injury, let alone turn into two of the hideous beasts. If the troggoth was old and powerful enough, perhaps the bigger piece would regenerate, but it might take a while. Probably hurt quite a bit, too. I'll have to see if I can find a troggoth and ask it – I'll get back to you with an answer!

Grombrindal

#### **ALL AT SEA**

Hi, White Dwarf. I've noticed that there doesn't seem to be a navy (as in boats) for the Imperium and I was wondering whether there are ever naval battles in the 41st Millennium? I would love to see some naval models come out so we can fight battles at sea as well as on land. Please keep up the good work on the magazine and keep on giving us more Warhammer fun

> Jack Bennett, Salisbury, UK

Hey, Jack. There have been some sea battles in the 41st Millennium (Orks used submersibles in the Third War for Armageddon, for example), but seeing as planetary invasions are normally conducted from space, seaborne assaults are a pretty rare occurrence.



Join us on a journey through time and space, into the past of White Dwarf. This month, we travel back to September 2013's issue of White Dwarf...



verybody has their own idea of the golden era (that's now! - Ed). Whichever yours is, the long history of White Dwarf falls into certain identifiable periods, like the Fat Dwarf and Fat Bloke eras (no, these really are different eras). One such era began in October 2012, with the relaunch of White Dwarf in a new chunkier format. September 2013 stands as a particularly good example of the era – in-depth features with photography notably more lavish than it had ever been before, and, in particular, a host of painting, modelling and collecting features - like Kit Bash and Battleground - that are still with us today and a host of others, like Army of the Month and This Month in... which provided the blueprint for some of today's most popular features. Take a look.





SPACE MARINES

September 2013 saw a slew of additions to the Space Marine range, including the Centurions, a new Tactical Squad, Sternguard and Vanguard Veterans, the Stalker and Hunter tanks and more. In fact, this was the biggest single Space Marine release seen in some time, and the largest until the appearance of the Primaris Space Marines last vear.

#### **KIT BASH LIKE A TECHMARINE!**

The Space Marine range is one of the most flexible there is, and this month White Dwarf decided to celebrate it with kit bashes from Keith Robertson, Mark Bedford and White Dwarf's own Glenn More. The new Tactical Squad and Vanguard Veterans sets were put through their paces, with the addition of parts from across the range, including the Space Marine Captain, Command Squad, Devastator Squad and even a few Grey Knights kits! You can find a conversion and painting article featuring the Stormcast Eternals over on page 124 of this issue.



#### PAINT SPLATTER

With a new range of Space Marines landing this month, a Paint Splatter was in order, this time presenting a stage-bystage guide to painting Centurions plus a look at one of the most overlooked hobby maxims there is: "Don't forget: you can drybrush your Space Marines, too."



#### PARADE GROUND: THRONE OF SKULLS

Parade Ground was a regular feature during this run of White Dwarf ('old monthly' as it's known to today's White Dwarf team, a handful of whom also worked on this earlier incarnation of the magazine). This month, Parade Ground showcased the best of the models on display at a recent Warhammer Throne of Skulls event in Warhammer World, with models from lan Matthewson, Colin Viall, Mark Wildman, Gareth Hamilton and more. These days, you'll find a lot more of this sort of thing in Readers' Models, each month (this month, on page 136).



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#### **ARMY OF THE** MONTH

This era of White Dwarf included a regular feature called Army of the Month, the forerunner of today's featured armies, like Rik Turner's huge Slaves to Darkness army over on page 82. (We don't call it Army of the Month any more - it just kept leading to letters when we did an issue without one!) This issue, it was Owen Patten's Chaos Ogre army, which featured lots of conversions. Owen was a student back in 2013 but has since joined the Forge World Studio as a miniatures designer.



AND THEY SHALL KNOW NO FEAR How many times must those words have graced the pages of White Dwarf? This month, they heralded a massive Battle Report between Matt Hutson's **Black Templars and Andrew Kenrick's Death Guard** supported by Adam Troke's Daemons of Nurgle.





#### THIS MONTH IN...

This Month in... was a bit of a precursor to today's In the Bunker section, while the Design Studio component was what we'd recognise today as our monthly Designers' Notes feature







#### Battleground was another feature

introduced with the 2012 relaunch of White Dwarf and is still with us today (we last saw it a couple of issues ago, with April's Realm of Death board, known as the The River of

September 2013's Battleground featured an Adeptus Mechanicus station known as Research Facility Alpha-IX, an extra-large gaming board built for the Apocalypse War Zone: Damnos book. One reason for the absence of any Adeptus Mechanicus models from the board is that the facility is supposed to have been abandoned 25 years earlier, Another is that it was actually still another 18 months or so before the Adeptus Mechanicus were released as models!

#### **ARMOUR THROUGH THE AGES**

One of White Dwarf writer Dan's all-time favourite features, Armour Through the Ages has appeared on a handful of occasions over the years to celebrate the Space Marines and their famed power armour. This time around, the feature took the form of an interview with noted power armour artificers Jes Goodwin, Darren Latham, Nic Ho and Ed Cottrell.



## GETTING STARTED WITH... ADEPTUS MECHANICUS

Planning your next army? Wondering what to collect next? Or maybe even thinking about your very first army. Here's our regular guide to getting started with a new army or a new game, with tips from those who know them best. This month, it's the Adeptus Mechanicus.

he Adeptus Mechanicus, also known as the Priesthood of Mars, are arguably one of the strangest armies at war in the galaxy. Technologically advanced, though backward thinking, the legions of the Adeptus Mechanicus are made up of cohorts of clanking war machines, ancient robots and cybernetically altered humans, their bodies augmented with bionic limbs, their minds slaved to the will of their Tech-Priest masters. Their ultimate goal is the acquisition of knowledge and the destruction of any who stand in their path, no matter the cost.

There's an inherent strangeness to the Adeptus Mechanicus conveyed by their anachronistic appearance, their unusual wargear and the fact that they are, like us, human, but far removed from that label. Many hobbyists find this all very compelling! Here we give you a few ideas on how to start your own Adeptus Mechanicus force. **DH**  **PICK YOUR FORGE WORLD** Every Adeptus Mechanicus army hails from a Forge World, each with its own style of warfare. Here are a few examples of the different Forge Worlds.

Mars: The holiest of all the Forge Worlds and the spiritual home of the Adeptus Mechanicus. Martian units make greater use of prayers and canticles to destroy their foes.

Metalica: Legions from Metalica are unrelenting in their assaults, using superior firepower to annihilate their foes.

Ryza: The warriors of Ryza are unusually aggressive, driven by the Machine God's divine hatred to slay their foes in glorious close combat rather than from afar.

Stygies VIII: Legions from Stygies use forbidden technology to shroud their movements and infiltrate their foes' positions.

#### PRAISE THE OMNISSIAH! START COLLECTING! SKITARII

Start Collecting! Skitarii is a great way to start a new force or expand on an existing one. This set contains 10 Skitarii Rangers (that can also be built as Skitarii Vanguard), an Onager Dunecrawler with a choice of four primary weapon systems and a Tech-Priest Dominus to lead them. With just one box you have a Patrol Detachment ready for war.





#### LORD OF MARS

When it comes to mechanical Martian madness, look no further than Belisarius Cawl, one of the greatest Tech-Priests of the 41st Millennium. A fearsome fighter with an arsenal of weapons and the ability to fix any war machine, he's a valuable asset to any war convocation.



#### ALPHA PROTOCOL: ASCERTAIN LEVEL OF BIONIC PREFERENCE

#### SKITARII VANGUARD & RANGERS Y S

torrent of radioactive bullets.

armed with galvanic rifles, the

ideal weapon for long-distance

while Skitarii Rangers are

When a Skitarii trooper gets wounded in battle, their parts are taken back to the forges and rebuilt into Sicarian Ruststalkers and Infiltrators. As infantry go, Sicarians are some of the fastest in the game, loping along on their long bionic legs to get into the action as quickly as possible. While Ruststalkers are all about slicing

SICARIAN RUSTSTALKERS & INFILTRATORS When a Skitarii trooper gets wounded in battle, their parts are taken back to the forges and rebuilt into Sicarian Ruststalkers and Infiltrators. As

> **Doctrina:** Combine a Sicarian assault with the Conqueror Doctrina Imperative stratagem to make their close combat attacks even more deadly!





OLD

#### BETA PROTOCOL: ESTABLISH OPTIMAL NUMBER OF LEGS FOR REQUIRED LOCOMOTION

#### SYDONIAN DRAGOONS & IRONSTRIDERS Two legs equals speed! If you infantry and vehicles. Dragoons

Two legs equals speed! If you want to outmanoeuvre your opponent, Sydonian Dragoons and Ironstrider Ballistarii are perfect for the task. Ballistarii can dish out a lot of damage with their twin autocannons and lascannons, making them ideal tank hunters, while the Dragoons make for excellent shock troops, both against fire support. Logic Postulation: Skitarii units come in blocks of five troopers, so one box of 10 Skitarii can actually make two

are also surrounded by a fug of

which can only be a good thing.

Optimal Wargear: Dragoons

are equipped with taser lances

that hit at strength 8 in combat!

With good rolling, you can score

up to nine hits with them, too!

incense, making them harder

for your opponent to shoot.

battlefield-ready units!

#### **ONAGER DUNECRAWLERS**

Four legs equals firepower! Onager Dunecrawlers are sturdy, reliable walker tanks that can be equipped with a variety of heavy weapons. Put simply... the eradication beamer is great against heavy infantry. The twin heavy phosphor-blaster is ideal for dealing with light infantry (especially if they're in cover). Neutron lasers are brilliant tank-busters, while the Icarus array is best suited for taking down aircraft and units that can fly (such as T'au battlesuits).

**Doctrina:** Place Dunecrawlers near each other to boost the effectiveness of their emanatus force fields. Keep a Tech-Priest nearby for mid-battle repairs.



### GAMMA PROTOCOL: DECIDE BETWEEN ANCIENT TECHNOLOGY OR NEW WAR ASSETS

KASTELAN ROBOTS Constructed millennia ago during the age of technology, Kastelan Robots are ancient relics. They're also really powerful! Hard to kill, great in combat and pretty handy at shooting, Kastelan Robots can deal with anything the enemy can throw at them. Sometimess they'll even reflect the bullets back with their repulsor grid

force field. A Kastelan's only weakness is its protocols – you have to think a turn ahead to decide how they will fight in the following battle round.

Deus Ex Machina: Use the Binharic Override stratagem to immediately change a Robot's protocols. But if you do, you can't change them again.

#### **KATAPHRON SERVITORS**

Compared to the Kastelan Robots, Kataphrons are built, destroyed, rebuilt, re-destroyed and re-rebuilt on an almost daily basis in the 41st Millennium. Two thirds machine, one third mind-wiped expendable human, Kataphrons come in two varieties – Breachers and Destroyers. Breachers are ideal for taking on enemy vehicles, either with their guns or their hydraulic claws. Destroyers are great at pulverising heavy infantry, especially when armed with heavy grav-cannons.

Logic Postulation: Kataphrons Servitors are a Troops choice for an Adeptus Mechanicus army. You can have up to 12 of them in a unit, too!



#### **DELTA PROTOCOL: CHOOSE YOUR QUESTORIS MECHANICUS ALLIES**



#### ARMIGER-CLASS

Extremely fast and packing a brutal punch, Armiger-class Knights come in two varieties – the combat-oriented Warglaives with their thermal lances and reaper chaincleavers and the Helverins, which are armed with a pair of autocannons. You get two in a box, too, so you can even build one of each for your army.



**QUESTORIS-CLASS** Questoris-class Knights are worthy allies of any Adeptus Mechanicus force. There are six types of Questoris Knight presented in Codex: Adeptus Mechanicus, each one with a different battlefield role and weapons load-out. They make for an excellent centrepiece model in your collection and a unique painting experience.



#### DOMINUS-CLASS

When it comes to firepower, you really can't get much heavier than a Dominus-class Knight. The Castellan can provide long-ranged firepower to an army, while the Valiant is more suited to close-ranged assaults. Whichever you pick, your opponents will have to think very carefully (and quickly) about how to deal with it!

#### See the whole range at: games-workshop.com

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## DESIGNERS' NOTES

# SPECTRAL FORMS

The Nighthaunt have risen from the underworlds in numbers never before seen, so we took the opportunity to speak to the masterminds behind this tide of ghostly horrors and ask them how they managed to create an entire army of spectral beings.

he emergence of the Nighthaunt represents a seismic shift in power – not just within the deathly lands of Shyish, but all of the Mortal Realms. An army quite unlike any other has emerged and Nagash's legions have been strengthened tremendously. Able to emerge from the underworlds to strike whenever and wherever they choose, the newly empowered Nighthaunt faction is without doubt a terrible force to be reckoned with.

Such a vast expansion of a miniatures range inevitably sparked a great deal of excitement in the White Dwarf bunker, so we wasted no time in tracking down the two Citadel designers that were most heavily involved in the development of the Nighthaunt miniatures – Brian Nelson and Steve Buddle. After invoking an ancient rite that shielded us from Nagash's prying gaze, we sat them down for a chat. ORIGIN STORY "The Caim Wraith was the starting point as I made that years ago," says Brian. "Its body is deceptively simple as there are no innards to it. The challenge was to suggest the form of a body without specifically detailing the model with one – a principle we later applied to the wider Nighthaunt range."



White Dwarf: The first thing we have to ask you both is how did you go about designing an army of miniatures that are essentially physical representations of ethereal beings?

**Brian Nelson:** The challenge for the Nighthaunt range was to create an illusory aesthetic. We had some hard questions to answer. How do we make a range of miniatures that describe shapes and forms which, in essence, aren't there? These beings are all ethereal, so how do we represent them in a physical form consisting of grey plastic?

To achieve the effect we were looking for, we had to try and create as much as we could with as little actual plastic as we could – we had to suggest the presence of arms and robes without them being solid. That's actually what appealed most to me with the project – it wasn't about the detail, it was about the challenge of physically



describing something in plastic that isn't actually there. It forced us to be creative in different ways to find a solution.

#### "The detail has to come from the shape, the form and the composition of each model."

**WD:** It's clever how all of the Nighthaunt models are suspended without the use of flying bases.

**Steve Buddle:** That was the plan from the very start, when I was making the first mock-ups of the new miniatures. It all dates back to the Cairn Wraith, Tomb Banshee and Spirit Hosts. It was such a cool idea that they were suspended on little bits of wispy cloth or spectral trails that we wanted to replicate it across the whole army.

**BN:** It helps make the models feel ethereal, as they're not obviously tethered to the ground for support. But the bulkier the model, the less ethereal it feels, so we had to achieve as much as possible using as little material as we could. But then where can we add detail? The detail has to come from the shape, the form and the composition of each model.

We're always trying to find new ways of making our models different and better. Plastic frees miniatures design from a lot of the limitations of weight. We could therefore create intricate miniatures with lots of negative space without having to compromise their form to support their weight once assembled.

**SB:** Indeed, the hollow nature of the Nighthaunt miniatures is as much an identifying feature of the range as their floating poses.

#### THE SOUL WARS

Last month saw the release of the Warhammer Age of Sigmar: Soul Wars boxed game, which introduced a number of new units to the Nighthaunt range.

"Designing the miniatures in the Soul Wars box first enabled us to cement in place a number of the core design principles we had in mind for the Nighthaunt units yet to come," says Steve, "Once we had these core units in place, we were in a much better place to develop the Nighthaunt range further, designing other units that would help to bring their background to life."

## **DESIGNERS' NOTES**





BRIAN NELSON & STEVE BUDDLE

Since the release of his Cairn Wraith and Tomb Banshee miniatures a number of years ago, Brian Nelson has been the brains behind all things spectral. For this project, fellow designer Steve Buddle joined him to help develop the Nighthaunt models in the Soul Wars boxed game and beyond.

#### LORDS OF THE SPECTRAL HOST

The Nighthaunt range has expanded top to bottom and now boasts a huge variety of heroes to choose from. Though the Knight of Shrouds first emerged alongside the Malign Portents release earlier this year, it has since been joined by a mounted version and a plethora of other heroes such as the Guardian of Souls, Spirit Torment, Lord Executioner and even more besides. The range also includes no less than three incredibly powerful unique characters in the form of Lady Olynder, the Mortarch of Grief, her appointed consort Kurdoss Valentian and the wraith sorcerer, Reikenor the Grimhailer.

**WD:** The Nighthaunt are spoiled for choice when it comes to their leaders. Where did the inspiration for them come from?

**BN:** Over the years, John Blanche has drawn a number of fantastic pieces that really helped us to capture the feel of the Nighthaunt. Anyone that is familiar with John's artwork will recognise his influence on some the models in the range – the corpse candles that decorate Reikenor the Grimhailer are a clear example of this.

**SB:** When designing the leaders for the range, Brian's Cairn Wraith was very much the benchmark. It was such a pure design that there were so many ways in which we could add to it. However, each time we tried to diverge too much from the original, it didn't really work as doing so somehow diminished what it was. That forced us to find places that weren't the wraith itself to add layers of details and create other variations.

Reikenor the Grimhailer and Kurdoss Valentian really exemplify this – beyond a few minor additions, such as on Reikenor's scythe and Valentian's masked crown, they remain fairly

#### "I wanted to give the idea of a usurper king that doesn't sit easy on his throne."

unadorned. Much of the detail on these models has been focussed on their steed and throne, leaving the wraiths themselves as pure as possible to not diminish their visual impact.

We applied similar principles to all of the other heroes in the range. With the notable exception of Lady Olynder – who is more akin to a banshee – the other heroes are all wraiths first and foremost, so needed to retain that clear aesthetic as other identifying features were added.



#### **REGENTS OF NAGASH**

When Nagash mustered the Nighthaunt for war, one of his first acts was to appoint a new Mortarch, Lady Olynder of Dolorum, to lead them, and force Kurdoss Valentian to serve alongside her.

#### LADY OLYNDER, MORTARCH OF GRIEF

BN: The inspiration for this model came from a wonderful sketch by John Blanche entitled 'the Black Bride'. Lady Olynder still wears her bridal veil, as I didn't want to reveal her face. It's empty inside but still needed form – Olynder's veil is there to describe the shape beneath. As a bride, she's got also got an ornate headdress above it. Her handmaidens are the spirits of two young bridesmaids, hence the more bulbous cranium and larger eye sockets. When designing the model, I imagined that the casket carried by one of them actually contains Olynder's heart, representing the fact that her will belongs to another.

Martin Valent





Despite her great power, Lady Olynder's will is eternally bound to Nagash. The black briar that surrounds her is symbolic of her impotent rage.

One of Lady Olynder's handmaidens bears an ensorcelled grave-sand hourglass, the smashed glass representing her eternal servitude.



#### **KURDOSS VALENTIAN, THE CRAVEN KING**

BN: I've always been a big fan of leader figures sitting or standing in a more static pose than those around them. It portrays an image of one that commands with their presence alone. Despite Valentian's imperious pose, I wanted to give the idea of a usurper king that doesn't sit easy on his throne. Not only is the throne itself crumbling, but the crown symbol engraved on the stone above his head is broken and cracked. The spectral faces stretched over the back of his throne are the tormented souls of those he betrayed in his bid for power. His history of treachery and base deeds is clearly displayed for all to see.



The heralds were inspired by another old piece of John Blanche's artwork, with a ghastly panoply of wraith-like figures with banners, horns and drums



Kurdoss Valentian shares the crooked back of the other Nighthaunt wraiths, hunched awkwardly and uncomfortably atop his drifting dais.

## **DESIGNERS' NOTES**

#### WRAITHS

The majority of the spirits that make up the Nighthaunt processions are varieties of wraith. All are ethereal spectres whose forms comprise phantasmal echoes of tattered robes, often with skulls grinning wickedly beneath their cowled hoods.

The spite-filled memories of each wraith have been magnified or twisted in the afterlife by the Great Necromancer's malefic curses. This instils in them a malice, or in some cases even a frenzied zeal, that a mortal mind could not possibly comprehend.



#### **EXPANDING THE NIGHTHAUNT RANGE**

Hexwraiths, Spirit Hosts, Tomb Banshees and Cairn Wraiths are but a few of the myriad spirits that haunt the Mortal Realms – Nagash is nothing if not inventive when it comes to punishing those deserving of it. In the wake of the Shyish necroquake, it is these tortured souls that he has enslaved to form the Nighthaunt processions. To this end, the Nighthaunt range has been expanded to include more than 20 different units, each with its own nuanced look inspired by one of Nagash's eternal chastisements.

**WD**: Where did the sheer variety of new Nighthaunt units come from?

**SB:** The Cairn Wraith and Tomb Banshee are very much iconic examples their kind, but they are far from the only types of wraith and banshee that exist in the Mortal Realms. The underworlds are full of souls suffering infinite variations of torment, and it's the nature of the punishment that defines what each Nighthaunt is.

**BN:** Yes, the Nighthaunt miniatures are manifestations of impotent torment, and all the rage and grief that it brings. We needed to ensure that whatever miniatures we made, the image of the Nighthaunt suffering their own personal hell even as they take out their frustration on others was always present. For example, I wanted to retain the crooked back of the Cairn Wraith across the range of wraith units. It gives an impression of pain and torment by using the image of a spine that has been broken and twisted by contortion.

Beyond that, the choice of weapons helped to dictate how the models would fight and therefore how we would present them. We imagined the Grimghast Reapers, who are armed with large scythes, delivering ponderous, inexorable blows,

#### "Their blindfolds reinforce the image of the wild ferocity with which they fight."

be they wild swings to reap multiple foes or devastating downward hacks. As as result, the Grimghast Reapers have dynamic poses that give them the impression of fully committing to each strike despite their lack of corporeal body. Their blindfolds reinforce the image of the wild ferocity with which they fight.

Conversely, we wanted to portray the greatswords wielded by the Bladegheist Revenants as being heavy, but in a way that they could spin the blade



and even themselves to deliver a whirlwind of blows on their target. The miniatures are twisting and turning, as if they are constantly spinning their bodies and whirling their weapons. The chains not only help to exaggerate this sense of swift motion, but add a sense of incarceration. Their heads are encased in skull-shaped masks which provides an oppressive feeling of claustrophobia, as that is an integral part of their personal torment as Nighthaunts.

**WD**: What is the significance of the equine heads of the Glaivewraith Stalkers?

**BN:** That image first appeared in another piece of John's artwork, which explored a take on their form of punishment. The Glaivewraith Stalkers were once murderous horsemen that revelled too much in the joy of the hunt and have been cursed to become one with their steed in the afterlife. Instead of riding swiftly into battle, they are forced to forever drift slowly and inexorably towards their prey and are denied any satisfaction even at hunt's end.

The Glaivewraiths are cursed to have no freedom of movement, so to reflect that, both hands are clamped firmly around their weapon hafts, with their blades pointed towards their intended victims as if locked in place.

#### **GHASTLY HEADSMEN**

BN: Lord Executioners are symbolic of death. They are lifetakers, and the souls that swarm around them are there as a visual reminder of this. Their faces are covered but provide a phantasmal image of an executioner's cowl that implies the shape of a skull beneath, much in the same way as Lady Olynder's veil. The absence where a ragged breathing hole would normally be in a headsman's cowl appears stretched as if it were a distended maw, which helps to add a more horrific and unnatural feel to the miniatures.





## **DESIGNERS' NOTES**

#### BANSHEES

The tormented spirits of mortal women will sometimes take the Whether their souls are being eternally punished for a lifetime of murder and deceit or for somehow offending mighty Nagash, banshees indiscriminately take out their anguish upon any who cross their path. Banshees are especially feared, for it is not just their chill daggers (or even bladed limbs) that can kill, but their mournful wails can still a beating heart in an instant. In some cases, this cacophony can become so intense that it can rip a soul from its body

#### THE SCORNED AND THE SHACKLED

The vast majority of Nighthaunts are wraiths, though some take other spectral forms that share certain similarities and have been categorised accordingly by mortal scholars. The first of these are known as banshees – wrathful, soaring spirits whose grief and frustration at their eternal torment manifests as a deathly scream that can chill the soul or paralyse with fear. Another group is often referred to as the condemned – lesser wraiths whose ranks remain shackled in their chains even in death. The moaning spirits of the condemned represent the numberless masses of tortured souls that populate the Great Oubliette of Shyish – a continent-sized underworld of dank cells and ice-cold dungeons.

**WD:** The Myrmourn Banshees are an especially dynamic set of miniatures. What inspired the swooping design of the models?

**SB:** It dates back to some simple kit-bashing that Aly Morrison had done some years ago. All he essentially did was mount the Banshees that swirl around the Mortis Engine onto their own bases. Normally, they're mounted quite high up, but seeing them swooping so close to the ground created a really nice dynamic, so we replicated it on the Myrmourn Banshees. We also used the opportunity to show off the hollowness of the Banshees in different ways. In the case of the Myrmourn Banshees, the empty bodice helps to exaggerate and shape the space behind and reinforces the fact that they're female spirits.

**BN:** With the Dreadscythe Harridans, their lack of central mass helps to draw attention to their screaming faces and bladed limbs, which are very much the focus of the model. After all, they have been cursed to take the form of rage-filled blurs of anger, hatred and slashing blades.

#### "The empty bodice helps to exaggerate and shape the space behind."

**SB**: The torsos (such as they are) of many of the Nighthaunt models are positioned in quite a horizontal position. They are unfettered by gravity, so the angle at which they are mounted conveys the image of creatures that are drifting forwards. The Dreadscythe Harridans are the most extreme examples of this, their bearing providing the models with a real sense of speed. By comparison, the Chainrasps are positioned more vertically, which gives them a little more height despite being lower to the ground.


**WD:** The Chainrasps certainly seem to be more heavily shackled than the other Nighthaunt.

**SB:** The Chainrasps represent the tortured masses of murderers and killers from the dungeons of the underworlds. They are the hordes of tormented souls, the lowliest of the Nighthaunt. They look like they're being restrained, the weights around their limbs or necks seeming to resist their movement even as they drift forwards.

**BN:** The Spirit Torment and Chainghasts act as their overseers, and you can see they carry echoes of their favourite weapons of torture in life, similar to the Lord Executioners' chosen instruments of death.

One of the Spirit Torments looks as if it's half in and half out of a gibbet, while the one in the Soul Wars box incorporates part of an iron maiden. The huge padlocks they carry are visual keys – pardon the pun – that they are gaolers, but also needed to be big enough to bludgeon their victims with.

Meanwhile, the Chainghasts that accompany them carry torturing weights – ones that might be hung from the limbs of a victim as they are manacled in a painful position. These details suggest torture, imprisonment and incarceration.

#### **MAIDENS OF ANGUISH**

BN: The Tomb Banshee was another model that I designed a number of years ago that helped to define the expansion of the Nighthaunt range. This was in part due to the fact that we decided to explore a number of new types of Banshees – the Dreadscythe Harridans, Myrmourn Banshees and, to a certain extent, Lady Olynder herself.

Only female spirits can become Banshees, and even though the Dreadscythe Harridans don't share the bodice of a Tomb Banshee or Myrmourn Banshee, the long flowing hair entwined with flowers still gives the image of a female ghost.



Dreadscythe Harridan Slasher Crone

Myrmourn Banshee

#### **THE CONDEMNED**

BN: The heart of many Nighthaunt processions comprises a large host of damned souls that are herded into battle by their overseers. The condemned are made up of murderers, cutthroats and thieves, whilst those tasked with driving them into battle are drawn from the cruellest torturers and confessors who are themselves being punished for their sadistic brutality in life. They represent two tiers of imprisoned souls – the Chainrasps are lesser spirits who form the smaller but more numerous hordes, and the Spirit Torments with their accompanying Chainghasts are larger and more powerful wraiths that serve as gaolers even in death, and who continue to mete out punishment to the masses beneath their charge.



# **DESIGNERS' NOTES** ..... Ś and the second

## BAGGED AND TAGGED

TAGGED Set within the carriage of the Black Coach is a large, intricately engraved coffin. The lid can either be sealed shut during assembly or left open to reveal the bound cadaver of the undead lord convalescing within. The body is wrapped within a death shroud and has been securely strapped and chained in place. Its head has been crowned with a regal mask of ensorcelled iron.





#### **THE BLACK COACH**

Not even death can stay the mightiest of Nagash's minions for long, but until their ruined bodies fully regenerate they lie in state within a Black Coach, feeding on invigorating Amethyst energies.



SB: We decided right from the earliest concepts that we wanted the new Black Coach to fly. This helped to define what Martin Footitt needed to achieve with the finished design. Firstly, the steeds and wraith crew all needed to provide the model with a phantasmal touch. The spectral trails on the carriage's wheels reinforce this image. Secondly, we imagined the Black Coach twisting unnaturally as it swooped across the battlefield - almost like a corkscrew - rather than flying evenly or in a straight line. As a ghostly creation, it wouldn't need to obey the normal laws of gravity, and giving it a slightly coiled composition really helped to achieve that overall feel. But it also created a sense of speed, as we imagined the Black Coach being able to hurtle along at quite a pace. The team of four spectral steeds and the horizontal angles of the accompanying relic bearers also lend it a sense of swiftness. I initially wanted it to be drawn by six horses, but we decided against it in the end, as it risked creating an uneven balance between the steeds and the carriage itself. However, the Black Coach needed to portray an opulence and grandeur befitting of an undead lord. The ornate metalwork on the wheel 'spokes' and fittings as well as the coffin's engravings help to give this impression.



Each of the wraiths drifting alongside the Black Coach bears an unholy relic belonging to the coffin's indisposed occupant – an ornate chalice, a cursed tome and a massive two-handed sword.



The cowled wraith that drives the Black Coach can bear a large reaper scythe and lashing whip or be assembled as if drawing forth the souls of the living to feed its master with its grasping hands.

#### SHADES OF DEATH

While the Nighthaunt have developed into a faction with their own distinctive look, they share elements and imagery with many of Nagash's other servants. Spirits and gheists of the Nighthaunt can be seen swirling around Nagash's Mortarchs, while the Mortis Engine and Coven Throne are likewise borne aloft by hosts of spectral warriors. Many of the Nighthaunt, while themselves ethereal, appear in skeletal forms, reminiscent of the Deathrattle Legions and bone-constructs like the Morghasts. So, while the Nighthaunts stand on their own, they also paint part of the larger spectrum of Death.



#### **SPECTRAL RIDERS**

The Hexwraiths long held the title of the only ghostly cavalry in the game, but now they can ride alongside the Dreadblade Harrows – cursed lieutenants whose fate is ever entwined with the Knight of Shrouds they served in life.

## "The trick was layering the steed's skeletal frame, spectral trails and phantasmal flesh."

WD: Some of the new models feature spectral steeds. How did you go about designing them?

**SB:** The steeds allowed us to lavish detail that we intentionally avoided adding to the wraiths themselves. We worked hard on how elaborate the horses look. The trick was layering the steed's skeletal frame, spectral trails and phantasmal flesh, yet retaining the hollowness that is very much a hallmark of the entire Nighthaunt army. We took this principle to the next level on the Knight of Shrouds, culminating in the grandeur of Reikenor's winged steed. **SG** 



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## **MODELLING AND PAINTING 'EAVY METAL MASTERCLASS**

The 'Eavy Metal team are rated amongst the greatest miniatures painters in the world, which makes them the perfect tutors for a painting masterclass. This month, Max Faleij joins us once again to show how to apply battle damage to your miniatures.

### **PAINTING BATTLE DAMAGE**



he worlds of Warhammer have many dangerous war zones and battlefields, and a life of constant warfare can take its toll on even the best-constructed and most impressive wargear. Here, 'Eavy Metal painter Max Faleij shows us how to apply battle damage to your warriors' armour and equipment.

FALEIJ This is the second 'Eavy Metal Masterclass that Max has done for White Dwarf, the first being an article on painting worn leather back in

November 2016. Now Max has turned his attention to battle-damaged weapons and armour

"Battle damage is a great way to add life to your models, to give them a sense of narrative and a place in our war-torn worlds," says Max. "It's also a brilliant way to add texture to your miniatures, push your level of painting one step further and. most importantly, it's really fun to do. Before you start adding scratches and paint chips to all your models, though, it's worth considering a few things about the models you're painting.

Firstly, is this the right model to apply weathering to? Orruks are ideally suited to battle damage they love a good scrap and they don't take care of their wargear - some scratches on their armour would look great. But would battle damage suit a more elegant model like an aelf? Perhaps not. Secondly, where you apply battle damage is important. Think logically about where scratches and scuffs might occur - knees, elbows, backs of arms, on the edges of armour panels more than the flat parts. Lastly, your battle damage needs to be consistent - if your paint chips and scratches are too large they will overwhelm the model." For this masterclass, Max shows us how to apply paint chips and scratches to three differentcoloured miniatures. First up, we look at the basic principles on a Dominus-class Knight's helm.

#### **'EAVY METAL**

The 'Eavy Metal team paint many of the miniatures that you see in our codexes and rulebooks, on posters and box fronts, on the Games Workshop website and in the pages of White Dwarf.

Since the early days of Games Workshop, the members of the 'Eavy Metal team have been at the forefront of miniatures painting, developing new techniques and colour schemes that can be seen on countless miniatures

So great is the influence of the 'Eavy Metal team that many hobbyists see their work as the pinnacle of miniatures painting and seek to emulate their style on their own miniatures. Of course, painting this way requires a great deal of practice, time and dedication, and it's not going to be to everyone's taste or skill level - it would certainly take a very long time to paint a whole army the 'Eavy letal way!



















## **APPLYING BATTLE DAMAGE**

"When it comes to applying battle damage, we use a very small brush so that we can control where every chip and scratch is applied – consider them like fine edge highlights," says Max. "The goal is to achieve a three-dimensional effect but on a two-dimensional surface.

"My first stage was to paint the base colours onto the model (1). I started with a mid-tone basecoat for each colour – Mephiston Red for the red panel and a 50/50 mix of Screaming Skull and White Scar for the cream-coloured panel. I then shaded the red panel (2) with a 50/50 mix of Khorne Red and Rhinox Hide and the cream panel with a 60/40 mix of Ushabti Bone and Zamesi Desert, then with XV-88 further into the recesses, then finally a 60/40 mix of Mournfang Brown and Rhinox Hide towards the bottom and edges of the panel. These colour transitions may seem like a lot of work, but they really help accentuate the weathering by showing the direction the light is coming from.

"Next I apply the highlights and first stage of battle damage (3). The red highlights and scratches are Evil Sunz Scarlet followed by a 50/50 mix of Evil Sunz Scarlet and Bestigor Flesh, then pure Ungor Flesh and lastly Screaming Skull. For the cream, the highlights are a 50/50 Screaming Skull and White Scar mix. To create the illusion of deep scratches in the armour, I painted a darker colour (Rhinox Hide on the red, Mournfang Brown on the cream) towards the top of each scratch or chip (4), offsetting it slightly so that a bit of the lighter colour still showed, representing where light catches the bottom edge of the battle damage. The final stage is a tiny dot of Screaming Skull (5) at the bottom of each scratch to further emphasise that reflection point."

#### **TOP TIP**

"When painting a larger model like an Imperial Knight, most people unconsciously tend to scale up the size of the battle damage, too," says Max. "Actually, you want to keep the size of your battle damage consistent across all your models, so it's worth having an infantry-sized miniature nearby for reference to make sure you're not making your scratches and paint chips too large. You don't want to finish a large model and then suddenly notice that a scratch on its pauldron is longer than a Space Marine is tall!"











#### **TOP TIP**

"If you look at the Knight helm above – particularly at steps 3 and 4 – you'll notice that I didn't apply darker spots of paint to all the areas of battle damage," says Max. "Not all bullets or blades are going to hit a target and strip it right back to the bare metal. Some might just clip the target and scratch off a few layers of paint. The whole point of weathering is to add a level of realism to a model, to make it look believable. If all your weathering is the same size and shape, applied uniformly and to the same depth, it won't look right. Take time to think about each area of battle damage – what hit the warrior you're painting and how hard? How did they scuff their armour and what on? Would a small scratch really go right down to the metal like a bullet impact?"



## **MODELLING AND PAINTING**

## **BATTLE DAMAGE ON BLACK ARMOUR**

"You have to take a different approach when applying battle damage to a black-armoured model because you can't really shade black to emphasise the scratches," explains Max. "Instead, you need to add more highlights while being careful not to make the armour look grey." For this example Max used a Skaven Stormfiend.

"After applying a Chaos Black undercoat (1), I applied a chunky highlight of 60/40 Dark Reaper and Abaddon Black around the edges of the armour panels (2) to define them. I then applied a second, thinner highlight of Dark Reaper and Eshin Grey in a 50/50 mix (3) and chips and scratches using the same colours (4). Note how most of the scratches are around the edges of the armour panels – the places most likely to take damage. The next step is another even finer highlight, this time of Administratum Grey (5), which I also used to pick out some of the deepest and most prominent scratches (6).

"I then added some rust (which is in keeping with the image of the Stormfiend) to the recesses of the model to help define the armour panels and make the scratches stand out. First I painted the rivets with Stormhost Silver (7), then applied a glaze of watered down Mournfang Brown around them, the larger spikes and into the panel lines (8). The finishing touch to the armour was a Skaven symbol (9), applied with a 50/50 mix of Karak Stone and White Scar, which I then applied very tiny scratches to with Abaddon Black (10)."





















### **BATTLE DAMAGE ON WHITE ARMOUR**

"White armour has the opposite problem to black," continues Max. "You can shade it, but you can't highlight it, so a different approach to battle damage is required again. On the Studio's Vior'la T'au collection, we actually applied battle damage instead of edge highlights.

"The first few stages were pretty simple – I applied the basecoats of Ceramite White and Dawnstone (1), then carefully painted Gorthor Brown into the recessed panel lines (2)."

Like the Knight's faceplate shown earlier, shading was really important on this model to help emphasise the battle damage. "I applied very thin, watered-down glazes of Baneblade Brown to the white armour panels to create a colour gradient (3), increasing the opacity of the colour towards the edges of the panels to help establish the shape of the armour," says Max. "I used watered-down glazes of Eshin Grey on the grey panel to achieve the same effect.

"The paint chips are simply a very fine line or small dot of Gorthor Brown (4). I didn't water the paint down much because I didn't want it to flow too freely and the end result needed to be opaque rather than translucent. I applied tiny chips and scratches to the edges of the armour panel using only the tip of my brush so that I had absolute control over the placement of each one. The final stage was an edge highlight of Administratum Grey to the grey panel (5) where it wasn't marred by battle damage." DH











#### TOP TIP

"In the real world, unit markings and icons would be the last layer of paint applied to a tank, suit of armour or battlesuit, so its likely they would also be the first to come off! When applying markings, apply your battle damage to them, too, but never weather them so much that you can no longer recognise the icons!"



#### TOP TIP

"When we painted the Tau range a few years ago, we thought really carefully about the colours we would use and how the models would look," says Max. "We wanted the Tau to look battle damaged, like they'd been in the thick of the fighting for years, but we didn't want to apply battle damage to the whole model. Apply too much battle damage and you start to lose the shape of the miniature. The battle damage – like camouflage – will make the lines of the model indistinct and it will end up looking messy rather than expertly battle damaged.

"Our solutions to this were actually pretty simple. Firstly, only the armour panels of the models – in this case a battlesuit – are weathered, while the black skeleton of the suit is pristine. We imagined it was made of a sturdier unpainted alloy that didn't chip or scratch so easily. This helps add texture to the battlesuit and makes each of the materials it's made of more distinct. Secondly, we applied weathering only to the areas that would naturally accumulate the most damage rather than all over the entire suit."



## BATTLE REPORT A GAUNTLET THROWN DOWN

Amid the ruins of an Imperial city, two Knight Houses come to blows over a vital supply drop. The Knights of House Griffith seek only to rearm their war engines for their next offensive, but the Knights of House Taranis covet the war materiel for themselves.

ast month saw the release of the new Dominus-class Imperial Knights – the Valiant and the Castellan – plus the Armiger-class Knight known as the Helverin. We thought it would be great to feature these new Knights in a Battle Report, so we asked a couple of well-known hobbyists if they would be up for painting some of the new models for their own armies, then take each other on in an epic clash of war machines.

Duncan Rhodes from the Warhammer TV team was more than up for the challenge and set to work painting a couple of Armigers – one as a

**RESUPPLY DROP** The Eternal War mission Resupply Drop can be found on page 69 of Chapter Approved. The game starts with six objectives, but in the third battle round both players remove two random objectives each, leaving just two objectives on the table. These are where the supplies are dropped. Holding one or both of these objectives is key to winning the game

Warglaive, the other as a Helverin – to accompany his already sizeable army of Imperial Knights from House Griffith into battle. Meanwhile, Warhammer World's James Karch painted a whole new army of Knights from House Taranis, completing not only four Armigers but also two Dominus-class Knights in a little under a month!

For this mighty clash of Knights, we decided to use the Resupply Drop mission from Chapter Approved (see left), representing the two loyalist houses coming to blows over a vital ammunition drop in the middle of a war zone. Here, Duncan and James tell us more about their armies.



#### THE LANCE OF HOUSE GRIFFITH

**Duncan:** I've been working on my House Griffith army since the Imperial Knights came out a few years ago and in that time I've painted seven Knights, including a Forge World Knight-Lancer. With the addition of my two Armigers, I now have a sizeable force at my disposal.

My battle plan is pretty simple - charge! House Griffith are known for their ancient customs, preferring to slay their foes in glorious combat rather than shooting them from afar. That certainly appeals to me as my commander, Baron Rhodoks, controls a Knight Gallant and is only armed with close combat weapons! If I can cause a bit of damage to James's Knights with shooting, I should be able to take them out in combat with even average dice rolls. Also, if I race my Knights across the battlefield towards his army, I can hopefully corner him, enabling me to hold most of the objectives and then grab the ones that actually turn out to be supply drops. I must admit, though, I really am scared of the Dominus Knights - their guns are so powerful!

#### THE SCIONS OF HOUSE TARANIS

James: This is actually the second Knight army I've painted – the first was from House Terryn, while the force I'm using for this game is from House Taranis. Put simply, I saw the Armigers and knew I wanted to start a new army. Then I saw the Dominus-class Knights and my fate was sealed!

I have a good spread of units in my army, with two Armigers for each Questoris-class Knight to act as squires, then two of the new Dominus-class Knights to add some heavy firepower to the force. I hope to distract Duncan with the Armigers and save my bigger Knights from taking too much damage, but I also know that the Armigers are my best chance of taking the final objectives when they're revealed in turn three. All classes of Knight are pretty quick, but the extra few inches an Armiger can move will be key to capturing those objectives. The rest of my battle plan is simple - let Duncan's Knights come to me, shoot them to bits, shoot them some more with overwatch and then crush what's left of them in combat with my warlord. What could go wrong?



#### **DUNCAN RHODES** & JAMES KARCH Warhammer TV's Duncan Rhodes and Warhammer World's James Karch are no strangers to the pages of White Dwarf, having appeared in countless painting articles and Battle Reports. But this is the first time these two have fought each other!



## **BATTLE REPOR**



## **HOUSE TARANIS**

#### **HOUSE TARANIS** SUPER-HEAVY DETACHMENT 1 – Baron Cavanix, Crimson Destroyer

Knight Warden armed with avenger gatling cannon, thunderstrike gauntlet, heavy flamer, meltagun, stormspear rocket pod. 23 power

Warlord trait: Knight of Mars Heirloom: The Paragon Gauntlet

2 – Govatek, *Olympus Resurgent* Knight Valiant armed with thundercoil harpoon, conflagration cannon, twin siegebreaker cannon, two twin meltaguns and four shieldbreaker missiles. 30 power

3 - Tovekh Mau, Scion of Chryse Knight Castellan armed plasma decimator, volcano lance, two shieldbreaker missiles, two twin meltaguns and two twin siegebreaker cannons. 30 power

4 - Bondswoman Jocasta, Argyre Armiger Warglaive armed with a reaper chain-cleaver, thermal spear and meltagun. 9 power

5 – Bondsman Fovin, Aram Armiger Warglaive armed with a reaper chain-cleaver, thermal spear and meltagun. 9 power

#### **HOUSE TARANIS SUPER-HEAVY DETACHMENT**

6 - Razelon, Spirit of Voltaire Knight Crusader armed with rapid-fire battle cannon, avenger gatling cannon, two heavy stubbers, heavy flamer and ironstorm missile pod. 25 power

7 – Bondsman Hastaelock, Lyot Armiger Helverin armed with two Armiger autocannons and a heavy stubber. 9 power

8 – Bondsman Fargrim, Zunil Armiger Helverin armed with two Armiger autocannons and a heavy stubber. 9 power

**FORTIFICATION NETWORK** 9 – Sacristan Forgeshrine Sacristan Forgeshrine. 4 power

148 power Total: **Command points:** 

6







### **HOUSE GRIFFITH**

#### HOUSE GRIFFITH SUPER-HEAVY DETACHMENT 1 – Baron Rhodoks, Unending Glory

Knight Gallant armed with reaper chainsword, thunderstrike gauntlet, stormspear rocket pod and heavy stubber. **20 power** 

Warlord trait: Master of the Joust. Heirloom: Mark of the Lance.

2 – Sir Reynald, Vengeance of the Lost Knight Errant armed with thermal cannon, reaper chainsword and heavy stubber. 22 power

3 – Sir Rarthanis, Dragon's Lament Knight Errant armed with thermal cannon, reaper chainsword and heavy stubber. 22 power

4 – Sir Theodric, Dragonfire Armiger Helverin armed with two Armiger autocannons and a heavy stubber. 9 power

5 – Sir Richter, Inferno's Legacy Armiger Warglaive armed with a reaper chain-cleaver, thermal spear and meltagun. 9 power HOUSE GRIFFITH SUPER-HEAVY DETACHMENT 6 – Lady Mikaela, Defiance

Knight Crusader armed with rapid-fire battle cannon, avenger gatling cannon, two heavy stubbers, heavy flamer and twin Icarus autocannons. **25 power** 

7 – Draekos, *The Last Dragon Slayer* Knight Paladin armed with rapid-fire battle cannon, reaper chainsword and two heavy stubbers. **23 power** 

8 – Balianis, Spear of Light Cerastus Knight-Lancer armed with cerastus shock lance and rapid-fire battle cannon. 24 power

Total:	154 power
<b>Command points:</b>	6

(Note: Duncan's Knight-Lancer has been converted to carry a rapid-fire battle cannon, an option that's not presented in the Forge World Imperial Armour Index. Because this is a fun game between friends, and because Duncan's conversion is super cool, James was happy to let him use it in this Battle Report.)





## **BATTLE REPORT**

## **DEPLOYMENT: THE KNIGHTLY HOUSES PREPARE FOR WAR**

eep within the Frontis war zone, the Knight Houses of Taranis and Griffith had fought side by side without respite for weeks. Now, during a lull in the fighting, a vox hail from the Departmento Munitorum signalled that a supply drop was imminent. Baron Rhodoks, striding forward in his Knight Gallant, saw the Knights of House Taranis turn towards the drop zone and hailed them, declaring that the supply drop was for his lance of Knights, not that of his allies – theirs would arrive in due course.

The Knights of House Taranis ignored his vox hail. Rhodoks hailed their leader, Baron Cavanix, once more, but received only a burst of binharic cant in response. Rhodoks's Throne Mechanicum translated the message for him and Rhodoks's brow furrowed in anger – the Knights of House

James deploys the Knight Castellan Scion of Chryse first (1), pointing out that its volcano lance should be able to reach pretty much anything on the board from the south-west corner of the battlefield.

Duncan responds by deploying his Knight-Lancer *Spear of Light* (2) in the north-east corner, using the buildings as cover.

James deploys his other new Knight – the Valiant (3) – next to the Castellan, planning to move it along the south road and get its shorter-ranged weapons into play.

Concerned by the concentration of firepower in the south-west corner of the battlefield, Duncan places several Knights to the north-east (4), using the Sacristan Forgeshrine (5) and an Administratum building as cover.

James responds by placing his Knight Crusader Spirit of Voltaire (6) and his Armiger Helverins (7) on the western end of the north road. The Helverins will be able to cover the entire length of the road with their autocannons. potentially dishing out 72 damage a turn between them - a nasty prospect for Duncan and his House Griffith Knights.

#### had **RESUPPLY DROP** OBJECTIVES Ta

James and Duncan took it in turns to place six objectives (labelled A through to F on the map below) around the battlefield as per the Resupply Drop mission rules.

Duncan placed the objectives he'd been given closer to the middle of the battlefield, reasoning that his Knights would be moving forward a lot, so he may as well take the objectives at the same time. James, on the other hand, placed his closer to the western end of the board.

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Taranis were warning him to stand down! Honour must be satisfied – the hot-headed Rhodoks would not let such a slight be made on him, his warriors or his household. His Knights stomped across the ruined city in the wake of the red-clad Mechanicus Knights. The Knights of House Taranis stopped at the drop zone and turned around to face Rhodoks and his Knights. The gauntlet had been thrown down.

#### **KNIGHTS TO WATCH**

Keep an eye out for the **Dominus-class Knights and** their guns in this battle - we reckon they'll be especially potent against other Knights. Also, both Duncan and James have picked a **Knight Heirloom for their** warlord. Duncan's leader, Baron Rhodoks, can cause up to six mortal wounds on the charge, while James's warlord carries the Paragon Gauntlet, which causes a colossal eight damage with every wounding hit!





James completes his deployment by placing his warlord, Baron Cavanix, behind his two Dominus-class Knights (8) and his Armiger Warglaives (9) in front of them. "I plan to run the Armigers forward as quickly as possible to distract Duncan's shooting," says James, "then steal the objectives with them at the last minute."

Duncan finishes his deployment by placing his Knight Crusader Defiance on the south road (10), flanked by the Helverin (11) and the Knight Errant Dragon's Lament (12). His last unit down is Baron Rhodoks (13) – his warlord.

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"That Lancer's got long legs is he faster? He is? I'll shoot him first then!"

## **BATTLE REPORT**

## **BATTLE ROUND ONE: THE FIRST CASUALTIES**

ouse Griffith made the first move of aggression, Baron Rhodoks and three of his Knights moving quickly west across the ruined cityscape to flank the Taranis positions. The Baron ordered his knightly bodyguard to advance at full speed, foregoing all shooting to close with the enemy as quickly as possible and punish them for their temerity.

The rest of Rhodoks's household stomped slowly along the more southerly of the two main roads, the silhouettes of two Dominus-class Knights on the horizon encouraging them to move cautiously. Sir Richter took point, his Warglaive racing ahead of Sir Rarthanis, while Lady Mikaela in her Knight Crusader and Sir Theodric in his Helverin targeted one of the House Taranis Warglaives, blasting the nimble machine from its feet.

The Knights of House Griffith advance down the north road (1), intent on closing with the Knights of House Taranis.

The Knight Errant Vengeance of the Lost (2) leads the charge. with Baron Bhodoks in his Knight Gallant Unending Glory immediately behind it (3). The Knight-Lancer Spear of Light (4) and Knight Paladin The Last Dragon Slayer (5) support the assault but cannot shoot their rapid-fire battle cannons hecause they advanced.

On the south road, Dragon's Lament advances (6) while Lady Mikaela in the Knight Crusader Defiance (7) aims every gun she has at the House Taranis Warglaives (8). A barrage of shots leaves one of the war machines badly crippled.

The stricken Armiger piloted by Bondsman Fovin is quickly finished off by Sir Theodric piloting the Armiger Helverin Dragonfire (**9**), scoring Duncan first blood and the first victory point.

**VOICES OF** COMMAND Duncan: My first instinct when playing with my Knights is to charge - it's part of the background of House Griffith and it feels like the knightly thing to do. But those new Dominus Knights have a lot of guns and really didn't want to get too near to them. sent four Knights orth but made a slower advance to the outh, keeping out of range of the Valiant (and its devastating harpoon) and hoping l could draw the Castellan away from my main assault.

First blood had gone to House Griffith - Baron Cavanix would not let that stand. To the north he ordered Spirit of Voltaire forward with the Helverins Lyot and Zunil in close support. They fired into the Knight Errant leading the advance, blasting chunks from its armour but doing little to slow it down. Then Scion of Chryse turned its vast bulk to the north-east and unleashed its arsenal at the same Knight. A flash of light saw Sir Reynald rotate his ion shields to counter the incoming firepower but he was only just quick enough. When the smoke cleared, his Knight was barely standing, the Castellan's volcano lance having punched a gaping hole in his suit. Baron Cavanix turned his attention to the south and unleashed the full fury of his Knight Warden on a House Griffith Warglaive, obliterating the Bondsman's war engine. An eye for an eye, thought Cavanix.

"The Castellan's volcano lance is horrific. I'm so glad I rotated those ion shields."



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Baron Cavanix (12) also targets Sir Richter, causing a further five damage. Finally, the Knight Valiant (13) launches a shieldbreaker missile at the Warglaive, blasting it apart in a shower of metal.

The House Taranis Helverins (14) and the Crusader Spirit of Voltaire (15) fire on Vengeance of the Lost, causing six damage to the Knight Errant.

The Castellan (16) also opens fire on the Knight Errant. Duncan uses a command point to rotate his Knight's ion shields, but the Castellan's volcano lance still causes eight wounds while its plasma decimator inflicts a further three, reducing the Errant to just seven wounds. The Castellan also loses two wounds due to

the supercharged plasma decimator overheating.

## **BATTLE REPORT**

Baron Rhodoks (1) and Sir Draekos (2) target the Armiger Helverins (3) but fail to kill either of them. Sir Reynald, his Knight Errant now badly damaged, fires his thermal cannon at a Helverin, too, but the **Omnissiah's Grace**  the House Tradition for House Taranis - saves the war machine from destruction. (Omnissiah's Grace enables James's Knights to ignore each wound inflicted on them on a 6+.)

Balianis uses the stratagem Full Tilt to advance and charge into the Knight Castellan (4). He narrowly avoids taking damage from the Castellan's volcano lance (both hits are deflected by his ion shields) before causing a massive 24 damage with his cerastus shock lance. The Castellan, having inflicted another two wounds on itself with its own plasma decimator, will die if James fails all 24 Omnissiah's Grace rolls He fails 23 of them, leaving the Castellan alive on a sinale wound!

The Crusader (5) and Errant (6) on the south road inflict nine wounds on the Knight Valiant Olympus Resurgent (7), while the Helverin (8) causes four on the Taranis Warglaive.



## **BATTLE ROUND TWO: WHERE NOBLES FIGHT FOR HONOUR**

ith Sir Reynald badly damaged, Baron Rhodoks and Sir Draekos stomped forward to take on the Knights Helverin that were holding the supply drop point on the north road. Despite a barrage of fire, neither of the Helverins fell. To the south, things were going little better. Shells exploded around the Knight Valiant of House Taranis as it was targeted by Lady Mikaela and Sir Rarthanis, but the huge Knight's ion shields stubbornly held.

Stepping his Knight to one side, Rhodoks had one more card to play. Sir Balianis charged past him into the heart of the House Taranis forces, his shock lance aimed at the chest of the Knight Castellan. Rhodoks held his breath as the Knights collided. A blinding flash lit the battlefield. But there was no explosion...

**VOICES OF** COMMAND James: If you collect a Knight army then you're really spoilt for choice when it comes to options in the new codex. I picked the Paragon Gauntlet Heirloom because I knew the extra damage it caused leight per hit instead of the usual six for a thunderstrike gauntlet) would be great against other Knights also found my **Jousehold** Tradition. Omnissiah's Grace, to be very handy when my Knights took damage - it saved several of them from

Baron Cavanix sent a binharic warning to Tovekh Mau, the pilot of Scion of Chryse, just in time. The Knight Castellan retreated from the rampaging Knight-Lancer, its reactor on the verge of a critical meltdown. As the Castellan limped away, Razelon and his accompanying Helverins shot the Lancer, but with little effect. Even the Knight Valiant barely damaged the war machine, its harpoon ricocheting off the other Knight's ion shields.

Suddenly, an explosion tore through the city as the wounded Knight Errant of House Griffith detonated, the Warglaive Argyre racing from the scene before running fatally into the chainsword of Dragon's Lament. Enraged at the loss of another subject, Cavanix charged the Knight-Lancer and smote it with his gauntlet, reducing the Knight to a pile of crumpled adamantium plates.



#### FOR GLORY AND HONOUR

Duncan: The Knight Lancer is often a bit of a surprise for people because they don't expect it to move as fast as it does. On top of that, I found the Full Tilt stratagem in the new codex that enables you to charge with one of your Knights even if it's already advanced. So my Knight-Lancer, which was the furthest away from James's army at the start of my turn, was suddenly right in front of his Knight Castellan with a virtually guaranteed charge lined up on his new unit. All it had to do was survive the overwatch fire.

The critically damaged Castellan moves into the Sacristan Forgeshrine (9) to be repaired. It regains two wounds (putting it back up to three) but cannot shoot this turn, much to James's consternation.

Olympus Resurgent turns its guns on the Knight-Lancer but only causes four wounds with its conflagration cannon. Its other shots, including the thundercoil harpoon, are stopped by the Lancer's ion shields.

The Warglaive Argyre shoots the badly wounded Vengeance of the Lost at point blank range with its thermal lance, destroying the Knight Errant in a glorious explosion. It then charges Dragon's Lament but is torn in half by the bigger Knight.

Razelon (10) causes just two wounds on the Knight-Lancer with his battle cannon, while the Helverins' autocannons only chip its paintwork.

Baron Cavanix (11) also shoots ineffectively at the Knight-Lancer then charges it. James uses a command point to score three wounds on the Lancer, causing 24 damage with the Paragon Gauntlet and destroying the unfortunate Knight.

#### **SPURS EARNED**

James: I was a little disappointed when I didn't destroy the Knight Errant in the first battle round. Sadly there were now several other Knights right in front of my battleline and it would be hard to get to it now. The only unit I could spare was my Armiger Warglaive could it cause seven wounds on the Errant with its thermal spear? If not, I guessed it could have a go in combat. So in ent the Armiger! The Warglaive toppled the massive Knight with its thermal spear causing the Errant to explode. Jocasta certainly earned her spurs that day!



## **BATTLE REPORT**

## **BATTLE ROUND 3: RESUPPLY DROP INBOUND**

eeing Sir Balianis knocked to the ground, Baron Rhodoks ordered Draekos to deal with the Knight Crusader bearing down upon them, then called to Rarthanis to engage the badly damaged Knight Castellan that was being repaired in the Sacristan Forgeshrine. Rarthanis fired at the war engine, blasting it from its feet. But the tenacity of House Taranis ran through the Castellan's metal veins and it rose up once more. Powering up his chainsword, Rarthanis hacked at the Castellan, killing its pilot. Behind him, the Knight Valiant reeled as Lady Mikaela and Sir Theodric fired into it.

Baron Rhodoks fired a salvo of missiles into a Helverin, then charged into Baron Cavanix, the perpetrator of this treachery. House Taranis would pay for this slight. Or so Rhodoks

#### VOICES OF COMMAND James: When Duncan rolled to

Duncan rolled to see where the first supply drop would come in. knew I was in trouble It was objective F. right next to his Knight Crusader - the only undamaged Knight on the whole board Then, when I rolled for the second objective in my turn, it turned out to be objective A, which was right next to my Knight Crusader and Duncan's Knight Paladin. I had to kill the Paladin to score three victory points, but I would have to kill his Crusader, too, to cure victory.

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expected. As a master duellist, he launched his Knight at the Baron of House Taranis but failed to damage the evasive Knight Warden. Rhodoks saw Cavanix's gauntlet rise into the air and knew his fate was sealed. Desperately trying to parry, his cockpit was crushed as the huge fist descended.

Cavanix stepped aside as the House Griffith Knight fell. Razelon was dealing with the Knight Paladin, while Govatek fired salvo after salvo into an approaching Knight Errant. Despite his best efforts, Cavanix was not in time to stop the Errant pulling down his most valuable war asset – the Knight Castellan. Cavanix raged inside his suit and charged once more, kicking over the crippled Knight Errant. The explosion damaged both Cavanix and Govatek, but the Taranis Baron had passed beyond caring.

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"...the dreaded Paragon Gauntlet powered up and Baron Rhodoks knew defeat!"



#### A CLASH OF BARONS

Duncan: One of the reasons I collect mperial Knights is because I love the idea of charging them valiantly into combat to slay the enemy with honour and martial skill. Sadly Baron Rhodoks didn't seem to be particularly up for a fight this day. I charged him into combat with James's Baron (this was a duel of honour after all) and he failed to do anything at all with his reaper chainsword! Then the dreaded aragon Gauntlet wered up and Bar

oks suddenly

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Defiance (1) fires at the Knight Valiant (2), scoring six wounds and crippling the war machine.

Sir Theodric (3) and Sir Rarthanis target the crippled Knight Castellan and destroy it. Much to Duncan's dismay, James uses two command points on the Our Darkest Hour stratagem (a stratagem specific to House Taranis) to bring the Castellan back at the end of the shooting phase with two wounds remaining.

**Baron Rhodoks** launches a barrage of missiles at Lyot, one of the House Taranis Helverins, destroying it (4). He then charges into Baron Cavanix (5), causing three mortal wounds. Things look promising for Duncan until the Baron fails to wound with any of his attacks. Cavanix inflicts 32 wounds in return with the Paragon Gauntlet, scoring the Baron his second kill of the battle.

Sir Draekos (6) shoots the Knight Crusader (7) but causes only a single wound with his rapid-fire battle cannon. He then charges the Helverin Zunil (8) but fails to kill it, the Omnissiah's Grace helping the Knight ignore three of the inflicted wounds and saving it from destruction.

Having destroyed the Knight Castellan once already, Rarthanis charges it and rips it apart with his reaper chainsword. He is then harpooned by the Knight Valiant, charred by its conflagration cannon, hit by a shieldbreaker missile and two siegebreaker cannons. Rarthanis's Knight Errant Dragon's Lament finally explodes when Baron Cavanix smashes it apart in combat. This is his third kill.

The Helverin Zunil retreats from combat, enabling the Spirit of Voltaire to attack the Knight Paladin. It barely does any damage either from shooting or combat, taking 12 wounds in return for its troubles.

## **BATTLE REPORT**



## **BATTLE ROUND FOUR: COLOSSI FALL AMIDST THE RUINS**

ir Draekos saw Unending Glory crash to the ground and he bellowed with rage at the apparent death of his liege lord. Unable to step past the Knight Crusader before him, Draekos swung his reaper chainsword violently but ineffectively, his rage getting the better of his martial skill. The Knight Crusader of House Taranis stepped back, its guns roaring as it fired into the Knight Paladin. Draekos stumbled as shots pounded into his suit, autocannon rounds from the Helverin nearby adding to the shots fired by the Knight Crusader. Under the hail of bullets, Draekos finally fell.

Across the battlefield, Sir Theodric sensed his Helm Mechanicum tingle as Lady Mikaela transmitted a subconscious command to him. He would advance and harass the enemy so that she

**VOICES OF** Duncan: By this point I honestly thought I was in trouble, but then I had a closer look and realised I still James's Knights were all in a pretty bad way his warlord had fifteen wounds left, his Valiant was critically damaged and even his Crusader was past the half-wound mark. James still had more units than me, but their combat abilities were all severely impaired. I was also winning four victory points to one - I just needed to hold out a little longer!

could recover the supply drop. Racing forward, he fired on the Knight Valiant, seeing his autocannon rounds impact on its vast armour plates. Theodric never saw the Knight Valiant fall to Lady Mikaela's guns – he was too busy trying to evade the deadly swipes of the Knight Warden looming over him. He could only keep his Helverin out of the Warden's way for so long...

From the cockpit of the Knight Crusader Defiance, Lady Mikaela saw Sir Draekos fall. Then Theodric, too. She had eliminated the Knight Valiant – that threat was at least neutralised. But could she take on three Knights single-handedly? They were all damaged and her Knight was unscathed. Lady Mikaela checked her targeters, reloaded her guns and aimed them all at the Knight Warden tearing across the battlefield towards her.



"It's almost like chess - I take a piece, you take a piece. It's a very even match."



Out of curiosity, we add up the number of remaining wounds on the table at the start of the battle round. Duncan and the Knights of House Griffith have 44 wounds remaining, while James and House Taranis have 43 – it's a lot closer than both players thought!

Sir Theodric, now face to face with the enemy warlord, realises that his time is almost up (1). Rather than retreat, he steps in the way of the Knight Warden, preventing it from advancing towards objective F. Theodric fires at the Knight Valiant Olympus Resurgent, causing three wounds with his autocannons and a further one with his heavy stubber.

Lady Mikaela fires a barrage of shots over Theodric's head into the Knight Valiant, causing just enough damage to destroy it (the Knight is almost saved by the Omnissiah's Grace Household Tradition).

Sir Draekos remains in combat with Razelon (2), Duncan reasoning that his Knight will do plenty of damage with his reaper chainsword while remaining safe from the other Knight's guns. He reasons wrongly. Draekos inflicts no damage in combat and takes four wounds in return from Razelon's feet.

James then retreats Razelon from combat. Between the Crusader and the nearby Helverin Zunil, they strip the Knight Paladin of its last few wounds. The war machine crumples to the ground leaving House Taranis in control of objective A.

Cavanix charges Sir Theodric (3). The fight is about as one-sided as everyone expects. Theodric has seven wounds remaining at the start of the fight. The Knight Warden inflicts 24 wounds with its gauntlet. Theodric's Armiger fails to detonate, much to everyone's disappointment. Kill four for the Baron of House Taranis.

## **BATTLE REPORT**

## **BATTLE ROUND FIVE: THE FINAL DEADLY DUEL**

ervos and hydraulics purring smoothly, the Knight Crusader Defiance piloted by Lady Mikaela of House Griffith strode towards the Knight Warden of House Taranis. The blood of her fellow Nobles was on the Baron's hands. How many had he killed or maimed this day? Rarthanis. Balianis. Theodric. Rhodoks. Would she be his fifth kill? Not this day.

Powering up her guns, Mikaela unleashed the full firepower of her Knight as she closed with Baron Cavanix. Heavy stubbers and autocannons sprayed bullets across his armoured suit, her avenger gatling cannon cycled through hundreds of rounds of ammunition, the shots driving deep craters into the Baron's crimson armour. Her battle cannon roared time and again, high-calibre rounds smashing into the advancing Knight. Her The final showdown (below) sees Duncan's undamaged Knight Crusader take on James's damaged Knight Warden, who also happens to be his warlord. If Duncan can kill James's warlord, he will score a minor victory of five victory points (for Slay the Warlord, First Blood and holding one objective) to four.

Of course, if Lady Mikaela can't kill Baron Cavanix, she will almost certainly feel the wrath of his Paragon Gauntlet in combat. A lot is riding on Duncan's shooting phase! heavy flamer engulfed him in fire. And still Baron Cavanix marched ever onwards. Lady Mikaela of House Griffith vowed that this Knight would fall, that he would pay for his treachery. As he broke into a run, Mikaela increased the speed of her Knight, too, racing towards him.

The sound of the impact was deafening. The city ruins shook as Mikaela battered the Knight Warden to the ground, her guns pummelling its armour, her feet lashing out as it tried to rise. Yet Baron Cavanix was not to be defeated. Reaching out with his paragon gauntlet, he grasped the Knight Crusader's leg and tore it clean from the hip. Lady Mikaela roared with symbiotic pain and frustration as her Knight crumpled beneath her. She had failed her household. She had lost the supplies, the duel and her honour.



## **HOUSE TARANIS – BATTERED BUT VICTORIOUS**



#### **MISSION ACHIEVED, BULLETS FOR EVERYONE**

James: Now that was an impressive battle. I've never fought a game like that before, just Knights versus Knights, but it was really exciting, especially as we got to fight over the new Sector Imperialis terrain, which actually dwarfs the Knights. I didn't think that was possible!

My initial thoughts on my army are that the Helverins are truly nasty - the firepower they put out is crazy for such tiny things. I say tiny, but they're not really - they're just small compared to a Questoris Knight! My Dominus-class Knights didn't do quite so well, unfortunately, but I think that was down to Duncan's luck and skill. He knew just when to use his stratagems, specifically Rotate Ion Shields, which really reduced the damage they dealt out. The Lancer was especially lucky - we rolled to see how much damage I would have done with my volcano cannon if Duncan hadn't blocked the shots. 14 with just two hits. That's a Knight more than half dead. Terrifying. I want to use the Dominus Knights again soon and see how they do against other armies - I reckon they will really scare people.



#### HONOUR IN TATTERS, AMMO CRATES EMPTY

**Duncan:** That was so close. I think my dice-rolling let me down at the very last moment when Lady Mikaela, my Knight Crusader, didn't do a single point of damage to James's Knight with her shooting. It was shocking. I felt so bad because I knew I would have to charge her into combat – honour demanded it – and that she would probably die. She did cause eight wounds on the Warden, though, which is impressive considering she could only use her titanic feet!

How do I feel about my army's performance? Overall I think it did well, but I was a bit sad that Rhodoks didn't kill James's warlord. And Knights Gallant hit on a 2+ in combat now, too, making my dice rolls doubly embarrassing! I think the new stratagems, warlord traits and Heirlooms are awesome – there are so many options to choose from and ways to build your army now – it's fun reading through them all. I just wish I'd saved a couple of command points for the last turn so I could use the Dragonslayer stratagem. It may not have helped kill Cavanix, but it would have been thematic, which is more important to me. **DH** 

#### KNIGHT OF THE MATCH

James: My warlord in his Knight Warden. How could it not be? Five Knight kills in one game. He singlehandedly battered Duncan's army. And it was actually with his hand, too – that Paragon Gauntlet is the perfect weapon for killing other Knights. It makes me want to paint more Knights!



## KNIGHT OF THE MATCH

Duncan: It's a tossup between my Knight-Lancer and my Crusader. The Lancer almost killed the Castellan in a glorious charge (hooray!), but the Crusader did kill the Valiant, so I reckon I'll say the Crusader was my Knight of the Match. It's a shame that Mikaela died right at the end of the battle, though...



#### MOMENT OF THE MATCH

For us Dwarfers watching the battle unfold, one of the funniest moments was when James's Warglaive snuck up on Duncan's wounded Knight Errant and blasted it to pieces with its thermal spear. The resulting explosion hit every Knight nearby, including the Armiger that caused the explosion in the first place. James then had the difficult decision of whether to leave the Armiger in the open to be shot by **Duncan's Knight Errant or** charge it. We were pleased that he decided to charge!



## GOLDEN DEMON 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 bring you the last instalment of this White Dwarf Golden Demon Winners' Challenge...

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

#### PATH OF DESTRUCTION BY ARTURO FLORES

Arturo Flores won gold in the Engine of War Category at Golden Demon Europe in 2016. "After sharing some ideas, I decided to build a forest desolated by the passage of a Megaboss. It is an adaptation of the traditional 'last stand' and 'David versus Goliath' concepts successfully used in many dioramas. I converted the miniatures to the desired positions using wire and putty. The Dryads were also detailed with paper leaves." 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. And this month, we reveal our chosen winner of winners...

"I decided to build a forest desolated by the passage of a Megaboss. It is an adaptation of the traditional 'last stand' and 'David versus Goliath' concepts..."

#### **DESTRUCTION AND LIFE**





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"The last survivor, a Dryad Branch Nymph, is using the last of her magical strength in an attempt to protect a tiny sprout of a tree, the last living being in the forest," says Arturo (1). "I painted everything with a base of acrylics," says Arturo, "I applied effects like rust, dirt and grime with oil paints." This built-up effect can be seen on the Orruk's armour (2)





#### THE HUNTER BY DAVID McGOWAN

David McGowan won bronze in the Middle-earth category at Warhammer Fest in 2017. He produced this diorama for the Golden Demon Winners' Challenge. "I based the entry on a Vanguard-Hunter, scouting ahead of a larger force, being ambushed by a band of Skeleton Warriors. I like the idea that the fight against death is like trying to hold back the sea - ultimately it's a fruitless effort and even the greatest warrior will be worn down - if not by the numberless horde then by the slow cuts of time.

"I decided to paint the two sides against their normal 'types'. The Skeletons use a lot of warm tones - golds, reds, creams - while the Stormcast and Gryph-hound are painted in cooler tones. Even the gold on the Stormcast is quite stark. I painted a few gems on the ground to represent glowing chunks of grave-sand, to help ground the scene in Shyish. I added a few tufts of dead grass to break up the barren landscape, then added the snow to complement the bleak landscape. I also added a lambent blue glow from beneath to represent the pervasive death magic soaking through the Realm of Death."

#### **DEATH IN MOTION**





"When I was modelling it I tried to pose the scene to convey a sense of motion - the Skeleton being blasted off its feet by the crossbow bolt (1), the hunter shielding his faithful hound, the other warriors raising their shields to ward off the shots, while the hound turns to face an incoming spear (2)," says David. "I had to do a couple of test fits to get all the combatants just right, while still ensuring they didn't obscure each other.

## **GOLDEN DEMON**

THE HARBINGER BY NILS WELLANDER

Nils Wellander won silver in the Young Bloods category at Warhammer Fest 2017 with his Sicarian Ruststalker.

"My idea was to show the effect that the Harbinger has on the environment around him as he passes," says Nils. "I thought the best way to convey this would be to make everything rot and die behind him.

"The conversions I made to the models were to ensure that the viewer could understand how nasty this Harbinger really is, with rotting limbs on the orruk and, my personal favourite, the broken unicorn horn on the Harbinger's steed, which symbolises how corrupting the Harbinger is and how corrupted the whole scene is.

"The colour scheme that I went with is quite unusual, because I really like playing with different colour combinations. The blue colour of his armour creates a more stark contrast between the living and the dead. Even so, I used pretty vibrant, but pale, colours for the Harbinger so that it would tie in more to the lush landscape, while still being in touch with the theme of Chaos and the image of Nurgle." "My idea was to show the effect that the Harbinger had on the environment around him as he passes."



#### **SHADES OF CORRUPTION**

"On the painting side of the spectrum I experimented with a lot of small freehand designs on shoulders and weapons," says Nils. You can see the results on the Harbinger's shoulder armour (1) and elsewhere. Nils also used sickly greens in several places - such as on the steed's flesh to show the Harbinger's pervasive corruption.

"I'm really proud of the eye growing on the orruk's shoulder (2)," says Nils, "see if you can spot it!"





#### **THE JUDGING**

So, with the entries all in, it was time for our judges, 'Eavy Metal's Max Faleij and miniatures designer Joe Tomaszewski, to choose a winner. But before we reveal their choice, a few honourable mentions...







#### **MAXIME CORBEIL**

The Studio's Maxime Corbeil painted this Sepulchral Guard diorama, using the Warhammer Underworlds miniatures he himself designed!

"He's cheated!" says Max, jokingly. "But, seriously, compositionwise, this is a really classic 'Games Workshop' piece – it feels like 'Eavy Metal, like the way we'd present it ourselves," says Max.

"You could almost blow it up and use it as a book cover," says Joe.

"Yeah, it's got an art diorama feel to it, doesn't it?" says editor Matt Keefe.

#### **NEIL HOLLIS**

"The story really makes this piece," says Max. "It's got Nurgle, Khorne and Tzeentch all sending their emissaries. No Slaanesh, though – and that feels like part of the story, too, so the whole piece says an awful lot."

"These are all painters who've already won Golden Demons," says Matt, "and then we've given them a theme to work to. You can see how Neil's really embraced that to make it strength of his piece and a way of setting it apart from what is an incredibly strong field."

"This is definitely one of the finalists for me," says Joe.

#### **STEN FRÖDIN**

"Sten's has got a really old school Warhammer Quest kind of vibe to it," says Max. Both the colour choices and the composition are very nostalgic. He's playing that up on purpose and he's really captured it."

"I really like that one as well," says Joe. "It's really clean and really sharp – it's technically perfect."

"It has a lot in common with Maxime's," says Max. What I like about both of them is how they've thought about the base size and built on the height, which is the only way you can really incorporate three models into the space."







#### **ANDY WARDLE**

"From a technical point of view, this really is one of the very best pieces," says Max.

"The colours are great," says Joe. "I actually recognised the pink as a shade Andy has used really well a few times. These are actually my own favourite colours! I think they're the most beautiful combo, and they're really good magical colours."

"The colours balance each other really well," says Max. "There's a range of tones in each of them, so using some really bright points really makes it feel like there's glowing magical energy in the room."

#### **ROB McLEOD**

"I like the blending on the shield and the armour," says Max. "It looks really realistic. It's bright enough to stand out but it's not too contrasted or too sharp, it's really diffused."

"It's always important, especially with a model with this much detail, to get a good balance between the different types of materials and sculpted textures. You want everything to be clearly visible without competing for attention with your focal points. Rob has got a great balance of saturated and neutral tones across the Varanguard that really works with the amount of detail."

#### TIMOTHÉ BOSSARD

"Timothé's piece demonstrates how much you can do by just playing around with value contrast (the lightness or darkness of a colour)," says Max. "The piece as a whole is based around a close selection of neutral hues but because of the contrast between light and dark it really comes together.

"Sticking to these earthy tones brings a feral kind of beast feel to this piece, which pairs great with the shaman! The shaman is calling forth one of Gork's hands from the ground – a really cool narrative link to orruk magic!"

## GOLDEN DEMON THE WINNER OF WINNERS

Over 20 stunning entries, a host of honourable mentions from our judges... and there's still one entry we haven't shown you yet. So, here it is, the winner of our first Golden Demon Winner's Challenge!

#### A HOLLOW DEATH BY CHRIS CLAYTON

Chris took gold in the Warhammer Age of Sigmar Unit Category at 2017's Warhammer Fest, and for the Winners' Challenge settled on a theme of Death, designing and building this stunning diorama. "My idea for the challenge was to have a Necromancer raising a long-dead Gargant. Although the theme is Death, I wanted to show the Necromancer giving 'life' to a dead monster, or rather making it undead.

"Gargants are usually seen as huge hulking giants on the battlefield with large bellies, but I wanted this one to be hollow and fragile, a ghost of the Old World. The necromancer will be performing some dark magic to reanimate the creature and because of its size, a Spirit Host will be helping to raise it from the earth, flying about and through its hollow body."

Chris was one of the first to take up the challenge when invited, and immediately sent us the concept sketch to the right. As you can see, Chris achieved his original idea and more in the finished piece. Chris added some Zombies rising from the ground for the finished piece, to show the immense power of the Necromancer's spell coursing through the earth and summoning all dead nearby. Chris complemented this stunning narrative with a truly amazing paint job – a worthy winner in every way. Well done, Chris! **MK** 



#### CHOOSING A WINNER

All of the participants in the Golden Demon Winners' Challenge had already achieved gold, silver or bronze in Golden Demon events over the 2017 **Golden Demon** season, making for a very high level of competition and making Max and Joe's job of choosing a winner very tough indeed. "All of the entries are awesome," says Joe. "Every single one of them would be in the discussion for places in the top three at a Golden Demon

"It's like looking for what sets a Slayer Sword winner apart from the other winners," says Max. High praise indeed!

## WHAT THE JUDGES THOUGHT

"I really like this," says Joe. "A clear winner for me, even in a field where all of the pieces are awesome. Every area on this model seems really considered. They go together so well."

"A big part of why Chris's piece comes out on top is the composition," says Max. "Everything feels like it's in the right place, both colourwise and in the way he's positioned the models and sculpted and converted them. Everything is really consistent, with the same level of great quality across all of those aspects. There's a huge amount of work that's gone into this piece and it's got a really great theme, but it's not just that – the painting is really neat and everything's just really well chosen. It's the way Chris has chosen exactly this height of tree stump and this size of rock so that the Necromancer stands up to the right height. It's all really well considered." "Consistency is a big part of what makes something cool," says Joe. "This piece works together on every single level. The colours work with the shapes, the composition works with the theme and so on. So, here, you've got three or four different types of character – the Gargant, the Necromancer, the Spirits, the Zombies – and the narrative, the composition, the way it fills the space and the choice of colours make them all work together."

"What grabs your attention is the wight candles and the space around the Necromancer, but then the Spirits move your eye around the piece, so your attention flows naturally. The Zombies are more subdued, so secondary, but you're still drawn to them. It's like being able to read the piece 'in the right order'. Chris has made everything work with everything else that's on there."



"Gargants are usually seen as huge hulking giants on the battlefield with large bellies, but I wanted this one to be hollow and fragile..."

**DEATH AND VIBRANCY** 





Chris's undead Gargant is more of a zombie than a skeleton, still bearing (most of) its flesh. Chris emphasised this recent death with some still bright and vibrant colours on the Gargant's clothing (1).

Despite standing beside the much bigger Gargant, the Necromancer (2) is the focal point of the piece. His pale flesh and the brighter turquoise of his collar help draw attention to him and, through the Spirits, the rest of the piece flows from him.

# THE MANY FACES OF WAR

In Illuminations we look at the illustrations that can be found in our many publications. This month, artist Phil Moss talks about characters in art and how they bring the worlds of Warhammer to life before making his nomination for the Illuminations Hall of Fame.







#### PHIL MOSS, KEVIN CHIN & PAUL DAINTON

Phil, Kev and Paul are three of the in-house artists in the Games Workshop Design Studio. They, along with the other talented members of the art team, have helped bring the worlds of Warhammer to life with their incredible illustrations.

#### LAST MONTH IN ILLUMINATIONS

lluminations, Paul, mpact that a piece of Games Workshop art can have on the iewer. If you would ike to read that article, June's issue of White Dwarf may still be available on the website or in your Alternatively, check out the digital edition of White Dwarf, which hrough the White **Dwarf App for iOS and** Android devices and mobile phones. You an even download a ree Best of White

ast month in Illuminations, we took a new look at the incredible art featured in many Games Workshop publications. We sat down with Paul Dainton, Phil Moss and Kevin Chin - three members of the Design Studio art team - and asked what makes a great piece of Games Workshop art. Paul was the first to take the stand in last month's issue, telling us about the emotional response a great piece of art should provoke. Having talked about several pieces, including Adrian Smith's Noise Marine and the spot illustrations from the Warhammer Age of Sigmar core book, Paul picked Alex Boyd's Gutter Runners to go into the Illuminations Hall of Fame. This month, Phil explains what he thinks makes a great piece of Games Workshop art, with comments from Paul and Key.

#### THE MANY FACES OF WAR

**Phil:** There are lots of factors that I think are important in a piece of art, though an aspect that I feel is particularly important – especially in Games Workshop art – is our characters. In my opinion they are one of the best ways to explore the worlds of Warhammer, a lens through which the worlds can be viewed, not to mention a great way to provoke an emotional response as Paul mentioned last month. So that's what I would like to focus on – characters.

#### **THE GRIM DARKNESS**

Games Workshop art is generally pretty bleak and it has a cynically British way of looking at things. The Warhammer 40,000 universe, for example, is not the future utopia we dream of but





#### ASTRA MILITARUM TANK CREW BY PAUL DAINTON

Phil: We want our characters to be so deeply immersed in their universe that there is no way for them to escape the madness. Paul's tank crew illustrations capture this really well. The Mordian (above) is what we'd loosely call a good guy. But he's not nice. Just look at him – he's got a ruined face with a bionic eye and a skull on his backpack. He's done and seen things you can't imagine. One of Paul's pieces even has a trooper resting on a pile of skulls (left) as if that's normal. For a Guardsman it is! a nightmare – humankind has wrecked everything, Chaos is our fault, the galaxy is in turmoil. And we – the Studio art team – get to bring that to life with our work. While big battle scenes are great for showing the scale of war in our worlds, characters give a more personal perspective, helping us to understand the people that have to survive in them.

#### AND THEY SHALL KNOW NO FEAR

John Blanche's Captain (below) is a great example of a character piece – you can learn so much about the Warhammer 40,000 universe and what it means to be a Space Marine from it. John could have drawn him smashing apart aliens in combat or blasting them to pieces with his storm bolter, but he chose to focus only on his head and shoulders, showing his attitude and his personality – this is what you would see if you met him face to face. He's not a nice guy. He might be on your world to defend humanity, but he has very little interest in individual humans – they're not part of his mission. Even if you had never seen a Space Marine before, you should be able to look at this piece and appreciate a bit about what they are.

**Paul:** Our characters are an expression of the oppressiveness of the universe they're part of. They look like they do because of the worlds ►

#### TERMINATOR CAPTAIN JOHN BLANCHE

Paul: John's Captain really captures the mood of the Warhammer 40,000 universe - that it's a dark, terrible place, that it's archaic and full of superstition. He's got burning braziers, litanies, skulls and a strip of wood with 'And They Shall Know No Fear' written on it on his armour. A piece like this works so well alongside big battle shots because it gives you a glimpse at the man in the armour - who he truly is when he's not at war.



## ILLUMINATIONS



#### LORD OF BLIGHTS MARK HOLMES

Kev: Mark's illustration of the Lord of Blights really captures the personality of a whole faction, in this case, Nurgle. Just by looking at the character you get a feel for what 'Nurgle' means and that the corruption of humanity is a key part of that. There's a semblance of humanity here, but it's grossly removed from reality. The Lord's grin. though, hints at the fact that he understands what has happened to him, accepted it and might even enjoy it. Such is the dark lure of Chaos.

▶ they live in and it helps you relate to and empathise with them. If I was in their world, I would probably feel how they do, too.

**Phil:** We talked about this last month when we discussed the emotional response you get from a piece of art – John's Captain is looking straight at you, unflinching, with human eyes. You can really start to empathise when you see the human staring back at you like a future reflection.

**Kev:** In a world full of monsters they have become monsters themselves and that's a pretty scary prospect for us as viewers. Even a Guardsman – a human like us – has become a monster to get their job done. The worlds of Warhammer are real for these characters. The fear and terror are real. It's exciting and fun to create artwork like this – we can really push the boundaries of what's acceptable, but we'll never be able to achieve full madness! We have to leave something to the imagination after all and allow the viewer to come up with their own story and vision for the piece.

#### FROM THE OUTSIDE LOOKING IN

**Phil:** The Chaos God Nurgle is a great example of how we view the worlds of Warhammer. Nurgle's a cheerful and humorous god whose outlook on things is conveyed by his servants – Nurglings and Great Unclean Ones in particular – who we often portray as happy and cheerful in our artwork. As hobbyists looking in at these worlds,



## "As bystanders to the worlds of Warhammer, as hobbyists looking in, we often think of Nurglings as funny creatures..."

we often think of Nurglings as funny creatures, but actually there is nothing funny about them at all. Just one touch from these malevolent little creatures can kill. They're not small and cuddly, they're monstrous Daemons. It's why I love Adrian Smith's Nurglings illustration so much – he's taken the idea of a Nurgling and pushed it to the nth degree, coming up with lots of different facets of their patron – horror, greed, mischievousness. Each Nurgling has their own character, while simultaneously conveying the character of their god and the evil of Chaos. They're doing a lot of visual work for such tiny creatures.

#### CHARACTERS ILLUSTRATING CHARACTER

The personalities of the armies, races and people that inhabit our worlds are central to our art, and our characters are a great vehicle for getting that across to the viewer. A Space Marine is never shown running away or cowering in fear, for example, because it's just not in their character – that's not how they act on the battlefield. They barely take cover when the bullets start flying! ▶

#### THE LOST AND THE DAMNED LES EDWARDS

Paul: Les's cover art for The Lost and the Damned (top) helped establish the look of Chaos, specifically the followers of Nurgle. You can still see the visual cues 30 years on.

#### NURGLINGS ADRIAN SMITH

Phil: Adrian's piece (bottom) is drawn so you're eye-level to the Nurglings, allowing you to really see these creatures up close and personal and appreciate their utter vileness.

## ILLUMINATIONS



BLACK TEMPLAR KEV WALKER

Paul: I mentioned before (in last month's article, - Ed) how we, as outsiders, often think how awesome it would be to be a powerful character like a Space Marine. It really wouldn't be - it would be like existing in a horror film every day of your life until you died in battle. Kev's piece really captures the nightmare reality that a Space Marine exists in His armour is covered in bullet holes, scratches and blood. Explosions are happening all around him, he's standing on the virtually disassembled bodies of his fallen battle-brothers. He exists on the brink of death and the madness that can inflict on a person every minute of every day. Yet still he stands, fighting the horrors of the galaxy. There's a tragic heroism to this piece

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THE SOUL IN THE MACHINE BY PHIL MOSS Phil: I drew this piece as the frontispiece for Codex: Adeptus Mechanicus and it includes one of my favourite subjects - servo-skulls. Servo-skulls are an important part of the imagery of Warhammer 40,000 as they help convey the unusual character of the Adeptus Mechanicus, that holy - to them it's holy, to us it's bizarre – melding of man and machine. The skulls are not just macabre decoration for the Adeptus Mechanicus, they're an essential component - the human face of the machine. You'd think, surely, that the machine could work on its own without the skull, but there's a fear of technology and artificial intelligence in the 41st millennium that means an organic component is essential.

▶ Paul: They're not just sci-fi soldiers but, to the people that live in their world, the sons of a god – actual angels of salvation. Their presence is akin to a visitation by the God-Emperor. They have to be shown as demigods in our art because that's how they're seen by other people in the universe they exist in.

**Phil:** One of my favourite pieces – Kev Walker's Black Templar (left) – shows that off really well. You can see the personality of a whole army in that piece. That Space Marine is going nowhere – he will fight to the end just like his battle brothers. His stance conveys nobility, determination, strength and grim resolve. He will

## "His stance conveys nobility, determination, strength and grim resolve. He will do his duty now and mourn his fallen brothers later."

do his duty now and mourn his fallen brothers later. The consistent portrayal of each race, faction or army is a key consideration for us while we work on an illustration.

Portraying character, particularly through characters, is something I love doing because it really helps us understand the people and places in our games. It's for this reason that, after much consideration, I picked the piece to the right to go into the Illuminations Hall of Fame.


# ILLUMINATIONS<br/>HALL OF FAME INDUCTEEDAGGER JUGGLER<br/>By John Wigley | Nominated by Phil Moss

Phil's nomination for the Illuminations Hall of Fame is this illustration by John Wigley, which he feels best sums up his thoughts on how characters play such an important role in a piece of Games Workshop art. We asked John to tell us more about his creation.

"The Mordheim Juggler is one of my favourite pieces I illustrated for Games Workshop close to 20 years ago," says John. "John Blanche - who was the Studio art director at the time - set the tone for the whole project, establishing the visual language we would use to bring the dark and gloomy world of Mordheim to life. The piece itself is a hunchbacked juggler - he's the unofficial companion to the legless jester, another piece I did for Mordheim. The juggler's an unnamed character with no obvious allegiance - I deliberately left it for the viewer to decide who he is and who he works for. He represents the madness a person might experience while roaming the ruins of Mordheim." The checkered hem on the juggler's cowl, the snarling rats and the masquerade-style mask became common visual cues on many Mordheim characters.



Phil: We have great fun illustrating the worlds of Warhammer and we hope that people experience that fun when they see our work. I think John Wigley's juggler, which was featured in the Mordheim rulebook back in 1999, is a wonderfully enlightening piece that sums up the madness of Mordheim perfectly, capturing not only the background of the city but of Warhammer, too, and the game that's set in that crazy world.

What I really love about this piece is that the character is not what we would call a warrior, all armoured and ready for battle. He's a juggler, an entertainer, a masked clown. He may look a bit funny, but he's not trying to be funny in the slightest – look at his dour expression. He is a clown in a horrific environment, which makes the piece both creepy and fun (but in a dark and sinister way). Look closely – he's actually juggling knives and one of them is pointing directly down into the palm of his hand – that's only going to end badly. You can see it has in the past because he's missing his middle finger! He's got no feet either – they've been nibbled off by giant rats – and he's hunchbacked from years in a city filled with mutagenic wyrdstone. There's clearly an insanity to the piece, but this character – much like many of our characters – is so deeply immersed in that environment that there is no way out for him. He's accepted his lot in life and embraced the madness of Mordheim. DH

# COLLECTING AND PAINTING MUSTERING FOR WAR

Mustering for War is our feature looking at different approaches to getting an army painted and ready for battle. This month, Studio Army Painter Paul Norton explains how he approached his latest projects - a Space Marine force and an Imperial Guard tank Company.

member of the Studio Army Painting team, Paul spends his working days painting Citadel miniatures to be featured in codexes, battletomes, painting guides and the pages of White Dwarf. Paul was already an accomplished painter before he joined the team a few years ago but has learned even more since, particularly when it comes to painting lots of miniatures to a high standard in a short amount of time. We asked him to tell us how he has applied his learnings to his own armies – a collection of Space Marines from a Chapter of his own creation and an Astra Militarum tank company.

"When I joined the Army Painting team a few years ago, I saw an opportunity to really improve my painting skills," says Paul. "I've painted small armies of both Blood Angels and Dark Angels over the years and I even won a bronze Golden Demon back in 2013 with one of my Ravenwing squads. In those days, my goal was to paint every miniature in my collection to the very best of my abilities, which meant that painting even a single model took me a considerable amount of time and painting a whole army was virtually impossible. Being part of the Army Painting team means that you have to be able to paint both fast and to a high standard, and I had to develop new painting styles and find new tricks to be able to match those requirements. One of the first things I learned to do was drybrush properly. I'd spent so many years edge highlighting Space Marines neatly that I'd ignored one of the fundamental techniques we use when painting miniatures."

#### THE BASIC PRINCIPLES

"The way I approach painting an army now is quite different to how I used to. I economise on my time by painting large parts of a model to quite a basic standard – just basecoats and washes sometimes – then spend more time on

#### "I economise on my time by painting large parts of a model to quite a basic standard - just basecoats and shades."

the details, such as faces, weapons, banners and so on. My Space Marine army, the Iron Ravens (seen here), are painted using exactly that thought process, which enabled me to get a sizeable force painted in just a few months." ►



PAILI NORTON Paul joined the Studio Army Painting team three years ago and has painted countless models for many Games Workshop books during that time. When he's not at work, Paul is constantly pushing his painting skills and has won a silver in the Golden Demon Open Competition one of the toughest categories there is!

Paul's army is made up entirely of Primaris Space Marines (below). "The members of the Chapter fight in plain silver, factory-fresh armour," says Paul. "They believe in earning the rights to their battle colours – they earn their blue battle plate as they advance in rank."



# **COLLECTING AND PAINTING**

# **PAINTING THE IRON RAVENS**

Paul's colour scheme for the Iron Ravens is simple but really effective. Here we've listed the paints Paul used and the techniques he applied them with, alongside several of the units from his army.



#### THE IRON RAVENS

"I often feature my models on social media and my goal with the Iron Ravens was to inspire people who want to paint armies but struggle to find the time because they're concerned with the quality of each individual miniature," says Paul. "I also wanted to help new hobbyists understand that a lot of the techniques I use are quite simple and really applicable at any level.

#### "This helps the models stand out at a distance and draws your attention to the focal parts of the miniatures."

"The starting point for the Iron Ravens is their silver armour – the largest part of each model. Power armour can take a long time to paint if you edge highlight every panel, but I wanted to get the bulk of each model painted quickly and easily. I spray the models Leadbelcher, then tidy up any bits I missed with Leadbelcher paint. I then give each model a wash of Nuln Oil mixed with Nuln Oil Gloss. Combining the washes is a technique I learned in the Army Painting team. A pure Nuln Oil wash will stain an area and dull down the metallic paint beneath. Adding in the gloss helps the paint settle in the recesses and keeps the metal looking shiny. And that's the armour painted. Basecoat, wash – done!

"The next stage is to paint the shoulder pads and helmets blue and the guns red. This helps the models stand out at a distance and draws your attention to the focal parts of the miniatures their heads and weapons. From above - how you'd normally see them on the tabletop - the army actually looks blue. You really don't notice how the silver is painted. I put more time into the shoulder pads and helmets, adding edge highlights and, particularly on the Dreadnought, extra shading to emphasise the richness of the blue. The rest of the details I paint as I normally would, using the time I saved on the armour to focus on faces and markings like helmet stripes. The technique works so well I also used it on my Imperial Guard tank army.

#### TRANSFERS

"While I created my own Chapter, I used existing iconography for the Chapter symbol," says Paul. "Painting my own symbol on each model would have taken ages! The symbols are from Forge World's Raven Guard transfer sheet



"The area you look at first on a model is normally its head," says Paul. "I wanted each Space Marine's rank to be immediately obvious just by looking at them, so they adhere closely to the Codex Astartes. The only difference is that my Captain's helmet is striped like that of a Lieutenant's."





Paul painted his Astra Militarum tank army (above) using his tried and tested economical approach to army painting. He plans to have one of every tank variant one day, including super-heavies.

#### **COLOUR PLANS**

fore painting my tanks, I had a look at camouflage patterns on real military inspiration," says Paul Once I'd found a pattern I liked, I tested t out on one model first (the Hellhound squadron command tank) to get the technique right and establish what colours wanted to use and what standard I would aint the vehicle to

### THE CADIAN 8TH ARMOURED COMPANY, THE JUNGLE RATS

"The idea of starting an Imperial Guard tank company came about after I painted a load of Leman Russ tanks for Codex: Astra Militarum (*you can see them on page 77 of the codex.* – Ed). I had a lot of fun painting them and they were really quick to do, so I thought it would be great to apply the techniques I'd learned – drybrushing and weathering in particular – to a collection of my own. The Jungle Rats were born.

"The tanks I painted for work are a dusty grey, but I'd seen one of Duncan's painting videos on Warhammer TV where he added camouflage stripes to a Hydra. I thought the effect looked great and wanted to replicate it on my own tanks. But it did look quite time-consuming, especially if I wanted to apply the effect to an entire army. My mission, then, was to find a way to paint camouflaged tanks quickly and effectively. Like my Space Marines, the secret was to paint the bulk of the model quite basically, then pick out details such as guns, squadron markings and crew. The camouflage pattern took a while to get right, but once I'd figured it out I was able to paint a tank in a single day. It's a very satisfying feeling painting models like this – you realise it's possible to paint a whole army quite easily!"

#### **PAINTING CAMOUFLAGE**

"The pattern on the tanks is achieved using adhesive putty. I spray the tanks Zandri Dust first, apply a wash of watered-down Rhinox Hide and Steel Legion Drab, then drybrush the highlights on. I then lightly stipple the same drybrush colour onto areas where battle damage will most likely occur using a small piece of sponge. Once



the tan colours are done, I then apply strips of adhesive putty across the model to mask off the areas I want to stay the tan colour. My advice here is to apply the putty, then push it into all the recesses using a pair of tweezers or a similarly

#### "Paint the bulk of the model quite basically, then pick out details such as guns, squadron markings and crew."

blunt tool so that it's flush to the model. That way, when you spray your next camouflage colour on, it won't sneak underneath the edges of the putty – it will help keep the pattern distinct, which is especially important when it comes to painting the next part of the tank.

"I then spray the tanks Caliban Green, followed by another wash, drybrush and stipple," says Paul. You can see all the colours Paul uses for the camouflage on his tanks over the page. "Remember to keep the adhesive putty on throughout this stage so you don't drybrush over the colours you've already painted. Once I've finished the green camo, I peel off the putty and apply squadron markings and transfers to the models. I do this before any weathering because, naturally, any markings should be as weathered as the rest of the tank. The weathering is really simple - it's just Rhinox Hide stippled lightly onto the edges of armour panels with a sponge, followed by a second, even lighter stippling of Leadbelcher to simulate where paintwork has been chipped off right down to the bare metal. The end result is a tank that can look a bit messy (camouflage isn't meant to be neat). The trick now is tidying it up." ▶

#### SQUADRON MARKINGS

Squadron markings are a great way to mark out each of your vehicle squadrons in an Astra Militarum army. Paul marked his vehicles out with red and white stripes, showing they are all from the same company. He applied the markings first, then transfers, then weathering last to make the markings look worn and battle damaged.



# **COLLECTING AND PAINTING**

# PAINTING CAMOUFLAGED TANKS

Just like Paul's Space Marines earlier in the article, we thought it would be nice to share with you the colours he used on his Astra Militarum tanks, plus a few other useful painting tips.



miniature to life.



#### AND NOW FOR THE DETAILS

"Once the camouflage is done, I focus on the models' details, painting the gun cowlings, turret lenses and crew to a higher standard. Though these are small areas, they naturally catch the eye, and because they're neatly highlighted, they give people the impression that the whole tank is

#### "I put considerably more effort into the five crew, thereby making them the focal part of the model."

neatly painted. When it came to my command tank, I wanted the model to really stand out from the rest of the army, both visually and in terms of quality – it's the centrepiece of the army after all. I added loads of crew to it to give the tank a sense of narrative and personality and to make it look like the hub of the army. I painted the tank chassis using the same colours and techniques as the rest of my army, but used a brush instead of a

#### COMMANDER BERNAEUS

My Tank Commande is a homage to my grandpa," says Paul. He had a massive moustache just like the Tempestus Scion models and he fough n the Parachute Regiment, so he wore a beret, too. I ember seeing this lead for the first time and thinking it looked ust like him. I like to have some kind of connection with my army commander makes me want to paint that model to the very best of my my skills and bring the acter l've create



sponge to apply the weathering to the markings and decals more neatly. I put more effort into the five crewmen, thereby making them the focal part of the model – everyone comments on them rather than the tank, even though it's much bigger! I learned a lot from painting the crew as they were the first time I'd properly used targeted washes – shading just the recesses rather than the whole area. I used painting those five models to really push my skills, particularly when painting faces. It's only five heads I needed to paint after all, not a whole army of them, so I could enjoy the painting challenge rather than seeing it as a task to be completed."

#### **TWO NEW ARMIES READY FOR BATTLE**

"So that's it, the secret to my two new armies – paint the big areas basic and the focal points the best you can. I've had several people comment on my armies, either online or at events, and they often don't believe me when I say my Space Marines' armour is just basecoated and washed. It's not a miracle, it's just a clever trick that yields great results quickly, and in this case, a painted army ready for battle." **DH** 

# COLLECTING

# ARCHAON'S LEGION

There a few things more inspiring than a vast army of miniatures arrayed for battle. As soon as we realised quite how massive Rik Turner's Slaves to Darkness horde was, we knew that we needed to share its magnificence with you all!

1.14

ik Turner has been collecting and painting models for the best part of 30 years, ever since he picked up a copy of the classic game Space Crusade in his local store. He started this particular collection after the release of Warhammer Fantasy Battle's seventh edition, deciding that a new edition deserved a new army.

White Dwarf: So what led you down the path of Chaos then, Rik?

**Rik Turner**: Being a fan of big units of powerful, heavily armoured infantry, I had always used Dwarfs up until that point. This time I decided to try a different style of army – one where my blocks of elite warriors could be supported by a variety of other units such as cavalry, wizards and monsters. As no army has more diversity than Chaos, my decision was easily made. When you consider the different nuances offered by allegiance to each of the four dark gods, the variety of units available to a Chaos army is ►



**RIK TURNER** Rik Turner is something of a prolific miniatures painter. This is in fact his second army that we've featured, the first being his strike force of Blood Ravens in our November 2016 issue.

## COLLECTING

#### SLAVES TO DARKNESS

he bulk of the mortal egions that serve the Dark Gods are known as Slaves to Darkness These armies are drawn from the barbaric tribes that worshipped or otherwise threw in their lot with the infernal powers during the Age of Chaos, ather than die. Many ear the mark of one naos God, but they ave yet to receive



Rik's Dragon Ogor Shaggoth is his favourite conversion and was initially modelled to represent the mighty Kholek Suneater from the world-that-was. The lightning was made with Green Stuff over a wire frame and carved into shape when drv. ▶ increased even further. Of course, by the time that the End Times books were released in the twilight of eighth edition, Archaon had gathered all of the various factions of Chaos under his banner, giving me free rein to add anything I wanted to my collection. When Warhammer Age of Sigmar arrived, I discovered that my Chaos collection fitted neatly into the new setting as a Slaves to Darkness army, and I've been continuing to add to it ever since.

**WD:** Judging by some of the classic character models in your collection, it certainly has a history to it.

**RT**: Well, I've always been in the habit of collecting models that catch my eye regardless of their faction, so have picked up a number of real classics over the years. Some of these characters, such as Arbaal the Undefeated, Azazel and Aekold Helbrass, are from the legendary Champions of Chaos book of the late '90s, so actually predate the army by a number of years. I still use these older characters from time to time when I feel like it – Arbaal the Undefeated works perfectly well as a Chaos Lord on Daemonic Mount, for example.

**WD**: What were the most recent additions to your Chaos collection, then?

**RT**: Believe it or not, I'm not an especially fast painter, just a relentless one. It's amazing how much you can get done by sticking on a good audio drama, film or TV series and just cracking on with your painting. Recently though, I've actually been more focussed on assembling new models for the collection rather than painting them, so the Everchosen part of the army is my most recent work. That section currently stands at 12 Varanguard and 'big bad' himself, Archaon, who is very much the collection's centrepiece.

#### "I still need to paint up a Gaunt Summoner of two as part of the Everchosen force before I consider that part complete."

I still need to paint up a Gaunt Summoner or two as part of the Everchosen force before I consider that part complete. I reckon I've got more than enough Varanguard for the moment, so I'll focus on another part of the army once they're done.

**WD:** Knowing you, you'll convert and paint all nine of Archaon's Gaunt Summoners!

RT: Ha! Don't encourage me! ►



Archaon Everchosen took Rik more than 100 hours to paint! He followed Duncan Rhodes's painting tutorial on Warhammer TV as closely as possible – not only for inspiration and guidance, but for motivation too!

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## COLLECTING



Rik's avatar of choice is his trusty Chaos Lord named Ghal'rik the Despoiler, Slayer of Men. This fearsome warlord is usually seen at the head of Rik's army (either on foot or mounted atop his trusty Manticore), if Archaon is not present.

#### CHOSEN OF THE DARK GODS

Unlike the Slaves to Darkness, the mighty warriors known as the Blades of Khorne. Maggotkin of Nurgle or Disciples of Tzeentch are foremost in the favour of their dark patron. Blessed with strength, fortitude or sorcerous power above all other mortal worshippers of their deity, these warriors willingly forgo all else on their path to glory and ultimately seek to achieve mmortality through

▶ WD: The Chaos miniatures range has always been really diverse. With so much choice, where did you actually start?

**RT:** My Dwarf army was still fresh in my mind when I started this collection, so wanted to lay the groundwork with a solid core of infantry. I therefore decided to start off with four units of 20 Warriors of Chaos – one dedicated to each of the Dark Gods and painted in their colours – followed by the same number of Marauders, also split into 20-model units for each Chaos God.

I revisited these units a few years later to expand them. I ended up adding another 20 models to each of them, but painted an additional champion, musician and standard bearer for each unit so that I could field them in two separate units in smaller battles. Many of unit warscrolls in Warhammer Age of Sigmar include abilities that are only activated if you field the unit in large numbers. For example, my units of Chaos Warriors and Marauders gain an extra ability for consisting of 20 or more models, and doubling that number ensures that they can absorb plenty of casualties before they lose their bonus.

**WD:** That certainly explains the number of massive units you've painted! Do you favour any particular units or combinations in battle?

**RT**: Other than my Chaos Lord Ghal'rik the Despoiler, who usually acts as my army general, not really. I like to keep my options open and go with whatever takes my fancy at that time. The Grand Alliance: Chaos book allows me to bring any combination of my units together into one cohesive force. I can field an army made up of Chaos Ogors, Chosen, Warhounds, Marauders, Bloodletters, Dragon Ogors and have it led by

#### "The greater number and variety of units I have, the more choice I have whenever I take to the battlefield."

Archaon, yet it still feels right. However, my Chaos army has always been a collection first and foremost, which gives me the scope to add different thematic chunks to the army as I see fit. The greater number and variety of units I have, the more choice I have whenever I take to the battlefield. In fact, I've been playing a lot of lunchtime Skirmish games with some of my colleagues recently, and I've been able to keep them guessing as to what I'll be adding to my warband in between each game as I've got so much to choose from! ►







## COLLECTING



The Slaves to Darkness are (darkly) blessed with an enormous variety of heroes, both mortal and daemonic alike. Rik's collection includes an eclectic selection of these characters from past and present, as well as some converted heroes.

#### WHITE DWARF NEEDS YOU!

If you have a suitably large and impressive collection of Citadel and Forgeworld miniatures and would like to see it gracing the pages of an Army Feature article in White Dwarf magazine, then don't hesitate to get in touch! Simply send some photos of your army to us in an email and we'll be in touch:

team@whitedwarf. co.uk





▶ WD: So which part of the army do you plan on working on next?

**RT:** My collection already features a number of small unit groups that will be familiar to many, and represent the start of projects to come. There is a very obvious example in the handful of units from a Start Collecting! Daemons of Khorne box. This was me dipping my toe into the (bloody) water of a Khorne Daemon host. I'll be looking to add plenty more of them soon enough. The

#### "All told, the army will likely end up at least twice the size it is now, so watch this space!"

ambition is ultimately to add all of the miniatures from the Blades of Khorne, Disciples of Tzeentch and Maggotkin of Nurgle ranges. I also want to expand the Legion of Azgorh force a lot further, as they have loads more units available. I added the current selection of units as a response to opponents that insist on shooting my army as it charges across the battlefield. The cheek of it! I actually have most of the models I need already, I just haven't painted them yet. All told, the army will likely end up at least twice the size it is now, so watch this space! **SG** 



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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...

Il things must come to an end and so too must the journey of our four warlords. However, we wouldn't want them to go without a suitably dramatic bang to see them off. What better way than with an epic, four-player Triumph & Treachery Battle Report complete with all the magical pyromania that Malign Sorcery's endless spells bring to the battlefield? To get them prepared for this climactic showdown, we've had the warlords paint up a selection of endless spells. The Triumph & Treachery rules include an optional table of secret objectives that players can generate at the start of the battle (and again each time they achieve one). Any additional excuse for sneakiness and backstabbing sounded good to us, so we decided to use them, too.



# **A TALE OF FOUR WARLORDS**

# **BEASTCLAW RAIDERS**

Nick has been uncharacteristically quiet on the painting front this month, finishing only one endless spell, though he claims this is due to multiple other painting commitments. Should we believe him?



NICK BAYTON The Warhammer Community team have been putting up with the smell of raw meat in the office for the past six months while Nick channelled his inner ogor. His new favourite lunchtime snack is apparently a hunk of ungor flank. efore we spoke to Nick about his hobby journey over the course of the Tale of Four Warlords series, we challenged him to defend his honour over his unusually low model count this month.

"Fear not, my paintbrush has been far from idle," says Nick. "The hobby waits for no man and I've already begun working on a number of other painting projects as the series has been drawing to a close. I also only have a single wizard in my 2000-point army list, and as he can only cast one spell per turn anyway, I decided that I'd focus my efforts on the one endless spell that fitted my army's theme and aesthetics the best – Ravenak's Gnashing Jaws. It looked suitably ravenous and hungry, just like the Beastclaw Raiders themselves, so fit the bill perfectly.

"I've really enjoyed seeing how my army has progressed over the last six months as I added more and more units to it. Having also played a number of games with my Beastclaw Raiders at various stages of the army's development, it has been great to see the spectacle of it on the battlefield grow in size and impact. In fact, when Anthony and I last played a game in Warhammer World, we had a number of hobbyists come up to watch and chat about our armies, which was nice.

#### "Many of their abilities are geared towards smashing into the foe and out the other side in one brutal charge."

"On that note, one of the other aspects of collecting this army that has been fun is that I've learned how to use it simply and effectively in battle. OK, I admit that I mostly just throw them headlong straight at the enemy army in a bid to smash them apart, but it has worked well so far!



"Though I'm proud of my Frostbelly, my favourite model in the army has to be my general, the Frostlord. Not only is he a big, imposing model, but he's utterly devastating in battle. In all the games I've played to date against my fellow warlords, he has yet to fall in battle. Considering that he's fast enough to make it into combat in the first battle round, that means he's usually dishing out damage for most of the game."

Nick's Beastclaw Raiders have garnered something of a fearsome reputation on the battlefield over the past six months. We asked him if he had any pointers for budding players.

"The Beastclaw Raiders are all about getting the charge," says Nick. "Many of their abilities are geared towards smashing into the foe and out the other side in one brutal charge. In the new edition of the rules, I often end up with the choice of which player takes the first turn in the first battle round, as the small number of units in the army means I finish setting up first. I prefer to let my opponent go first so that I am more likely to be in range to charge during my first turn. The Frostlord's command ability allows you to re-roll charge rolls for Beastclaw Raider units within 14" of him, while the army's allegiance ability allows you to re-roll wound rolls of 1 on the charge."

#### **ARMY LIST**

#### **CHIEFTAINS OF THE ALFROSTUN** 1 -

1 – Brottan Thunderguts		
Frostlord on Stonehorn General, Massive Bulk (command trait), Charngar (Trophy of the Alfrostun)	The Pelt of 420 points	SCAVENGER PACK 6 – The Blizzard Walke 3 Icefall Yhetees
2 – Jorakk Longspear Huskard on Thundertusk	360 points	EVERWINTER'S CH 7 – Vorshak Icetongue
RAIDER PACKS 3 – Rawfang's Wanderers		'Frostbelly' (Allied Firebel
4 Mournfang Riders	320 points	
<ul> <li>4 – The Tundra Riders</li> <li>4 Mournfang Riders</li> </ul>	320 points	Total: Command points:

5 - Yorn's Warhowlers 4 Mournfang Riders

320 points

ers 120 points IOSEN 120 points llv)

1980 points



# A TALE OF FOUR WARLORDS MAGGOTKIN OF NURGLE

Having finished his unholy trinity of three Great Unclean Ones last month, Jes set about painting his endless spells with the unbridled enthusiasm of a Beast of Nurgle.

100 points

120 points

120 points

120 points

200 points

100 points

2000 points

1



BICKHAM A large package arrived for Jes last week and he could barely contain his excitement. It turned out to be a desktop cauldron with which he has been brewing all manner of foul concoctions to please Grandfather Nurgle in his lunch breaks. es has been confined to painting in various shades of green over the course of the series, so we're sure that he appreciated the opportunity to try some different colour palettes with his endless spells.

"For the most part, yes," says Jes, "though I did paint the Emerald Lifeswarm using the same techniques as on the rest of my army, as the spell represents a buzzing magical swarm, so it felt appropriate. That's why I chose that spell in the first place, though it will also help to keep my Great Unclean Ones alive by healing them, as I'm sure they'll attract a lot of attention. I wanted to paint up a variety of endless spells to give myself a few different tactical options on the battlefield. The Burning Head and Geminids of Uhl-Gysh are

#### **ARMY LIST**

THE THRICEFOLD BEFOULMEN Warscroll Battalion	T 160 points	5 – Snotrance Sneergle Spoilpox Scrivener, Herald of Nurgle	
1 – Rotigus General, Favoured Poxes (Lore of Virulenc	e)	<ul> <li>6 – The Plaguelisters</li> <li>10 Plaguebearers</li> </ul>	
	340 points	<b>7 – The Bilescribers</b> 10 Plaguebearers	
2 – Bragguttle the Flyblown         Great Unclean One with bilesword and plagueflail,         Glorious Afflictions (Lore of Virulence), Nurgle's Nail         (Daemonic Boon)         340 points		8 – The Infectors 10 Plaguebearers	
3 – Doleflugg the Doomtoller Great Unclean One with bileblade and doomsday bell,		9 – Bulblubb's Bloatboilers 3 Plague Drones	
Sumptuous Pestilence (Lore of Virulence), Thousand Poxes (Daemonic Boon)	Tome of a 340 points	10 – The Mulch-mites 3 Nurglings	
THE PLAGUE HOST 4 – Vilebile Vitus Sloppity Bilepiper, Herald of Nurgle	100 points	Total: Command points:	

solid damage dealers, able to dish out mortal wounds, while the Malevolent Maelstrom and Prismatic Palisade offer protection against shooting and magic respectively.

#### "I highly recommend making a quick 'cheat sheet' before each game to remind you of what abilities your models can use."

"I plan on painting up a Purple Sun of Shyish, too, at some point soon. Having witnessed its killing power during playtesting, I can assure you it's utterly devastating – on a roll of a 6, any model it touches is slain outright! I have a few other additions planned in the near future as well. I've already got Horticulous Slimux, but as he is able to spawn a Feculent Gnarlmaw once during the battle, I need to paint up a second one to use. I may also finally get around to adding the mortal units I promised myself at the start of the series before getting distracted with all things daemonic. A Lord of Afflictions and accompanying Pusgoyle Blightlords will be first on the list there.

"One last thing – I have some parting words of wisdom for my fellow hobbyists. I highly recommend making a quick 'cheat sheet' before each game to remind you what abilities your models can use (and in which phase). It speeds up game play and prevents you from forgetting any useful abilities in the heat of battle."







against you later in the battle by a canny opponent should they gain control of it (see page 100). I may try out the other endless spells that I painted, but they're not as integral to my plans.

#### "I've ended up collecting an army that has forced me to play in a very different way to my normal style."

"I've really enjoyed taking part in the Tale of Four Warlords series, as I've ended up collecting an army that has forced me to play in a very different way to my normal style. I normally favour armies that are quite tough and reliable, and can be fielded effectively without too much meticulous planning. However, the Daughters of Khaine have combined my love of the Dark Elves of yesteryear with a simple set of abilities that neatly layer on top of one another to great effect.

"Even though the Daughters of Khaine can at first appear to be something of a glass hammer, units such as the Cauldron of Blood can augment an entire section of their battleline with increased resilience and hitting power. When bolstered by



powerful supporting heroes such as Bloodwrack Medusae, you can really make the most of powerful Lore of Shadows spells such as Mindrazor and the Withering to turn almost any match-up on its head.

"I'm already planning to continue painting this army, though I've reached a bit of an impasse – I can't decide whether to bulk out the Witch Aelves to 30 models or paint a unit of Heartrenders..." Andy painted his endless spells using contrasting purples and golds, matching the colours that feature most predominantly in his collection.

# **A TALE OF FOUR WARLORDS**

# DAUGHTERS OF KHAINE(-ISH)

Andy engaged in a full-on painting frenzy this month, completing five endless spells. With Morathi's sorcerous skills at his disposal, we're sure to witness a magical masterclass in the battle to come.



ANDY KEDDIE Andy has been sacrificing pots of Blood for the Blood God this month in order to gain Khaine's favour in the final battle. We're not so sure how happy Khorne will be about it, though, so we'll have to wait and see if it backfires. ndy redeemed his tarnished reputation for hitting deadlines this month, equalling the highest total of endless spells painted for this month's challenge by any of his rival warlords.

"If I'm honest, there were two endless spells in particular that I wanted to paint for my army." says Andy. "The others were a bit of an indulgence! The first was the Soulsnare Shackles, as they don't just kill enemies by inflicting mortal wounds but halve their move characteristic as well. Given that you set up three models when you summon the spell and it affects units within 6" of any of them, it can blunt the attack of an entire battleline if you cast it at the right time and place. My second spell of choice was the Aethervoid Pendulum. Not only does it deal out some hefty damage to any unit it passes over (D6 mortal wounds no less!), but it doesn't deviate from its initial direction. This is an important detail as it means that the spell can't be turned

#### **ARMY LIST**

HIGH ORACLE OF KHAINE 1 – Morathi, High Oracle of Khaine General, Pit of Shades (Lore of Shadows) 480 points

**AVATARS OF KHAINE** 

2 – Khaine's Cauldron Hag Queen on Cauldron of Blood, Catechism of Murder (Prayers of the Khainite Cult), Amulet of Dark Fire (Gift of Morathi) 300 points

3 – Shadow's Doom Avatar of Khaine 180 points

4 – Towering Death Avatar of Khaine 180 points

MEDUSAE OF KHAINE 5 – Zarilon the Bloody Bloodwrack Medusa The Withe

Bloodwrack Medusa, The Withering (Lore of Shadows) 140 points

6 - The Silent Wail Bloodwrack Medusa Mindrazo

Bloodwrack Medusa, *Mindrazor (Lore of Shadows)* 140 points

#### ZEALOTS OF KHAINE 7 – The Blood-soaked

10 Sisters of Slaughter 120 points

8 – The Crimson Sisterhood
 10 Sisters of Slaughter
 120 points

9 – The Maidens of Morathi 10 Witch Aelves 100 points

#### STORMCAST ETERNALS ALLIES

10 – Joton, the Oncoming Storm Knight-Venator 120 points

11 – The Jade Guardians5 Liberators100 points

Total: Command points: 1980 points 0

# A TALE OF FOUR WARLORDS **LEGIONS OF NAGASH**

True to form, painting machine Anthony finished a healthy total of five endless spells this month, including the infamous Purple Sun of Shyish, which he is itching to try out on the battlefield.



ANTHONY SALIBA

So steeped in Amethyst magic has Anthony become that he no longer needs food nor sleep. The bat population in Nottingham has also soared recently and we can only assume that Anthony's dark sorcery is responsible for this increase.

**ARMY LIST** 

DEATHLORDS

or Anthony, a veteran of painting two Zombie hordes and rank upon rank of Skeleton Warriors, it's fair to say that this month's painting challenge was a bit of a doddle. Easing up on the ferocity with which he's been painting over the past six months has also enabled Anthony to spend more time with his incredibly patient wife!

"I wanted to paint a selection of endless spells that most fit the theme of a Death army," says Anthony. "The obvious examples are the Purple Sun of Shyish, the Burning Skull and Suffocating Gravetide (or the 'Grave Wave' as I like to call it!). I painted them using similar colour palettes to the rest of my army so that they'll fit with the rest of my models on the battlefield.

"The last six months has been pretty epic. When I look at how much I've managed to paint over the course of this series, I can scarcely believe that it all began with a Start Collecting! box and has blossomed into such an enormous collection. Knowing that my every addition to the army will be photographed for White Dwarf has inspired

#### "I wanted to try and recreate the look of a monster from a black and white horror movie on its skin tone."

me to new heights of painting. In fact, it's the first time that I've painted such a large collection of miniatures to such a high quality, so I'm really pleased with the result. I'd have liked to find the time to play a few more battles against the other warlords, but I ended up concentrating on the painting a bit too much in the end.

"I think that of everything I've painted so far, I'm most proud of the Mourngul. I wanted to try and recreate the look of a monster from a black and white horror movie on its skin tone. I ended up replicating that colour scheme on the skin of the other monstrous creatures in the army (such as the Vargheists). I'm also very proud of Neferata and am already looking forward to painting up the other Mortarchs soon."

# The skull-faced Purple Sun of takes pride of place

1 – Neferata, Mortarch of Blood		6 – The Blood Devourers	
General, Soulpike (Lore of the Vampires)	400 points	6 Vargheists	320 points
2 – The Stalkers of Souls 2 Morghast Archai	220 points	DEATHRATTLE	
5	220 points	7 – The Sepulchral Guard 40 Skeleton Warriors	280 points
DEATHMAGES			
3 – Urzluar the Flesh-wearer		DEADWALKERS	
Necromancer, Orb of Enchantment (Arter		8 – The Restless Dead	
Soul Harvest (Lore of the Vampires)	110 points	30 Zombies	180 points
4 – Jaapetik, Puppet Master of the D	Dead	0 The Tetelly Deed	
Necromancer, Vile Transferance (Lore of	the Vampires) 110 points	9 – The Totally Dead 30 Zombies	180 points
5 – Varagasht the Fallen		Total:	1980 points

180 points

**Command points:** 

SOULBLIGHT

5 - Varagasht the Fallen Mortis Engine



# A TALE OF FOUR WARLORDS THE WARLORD AWARDS

For this battle, we thought it would be fun to throw even more mischief into the Malign Sorcery and Triumph & Treachery mix and reward our warlords for all their hard work over the past six months.

#### KNOWLEDGE COMES AT A PRICE (WELL, NORMALLY!)

If your army includes any endless spells, all of your wizards will know the spell required to cast them. There is one natural limitation – there can never be any more of each endless spell in play than there are models available to represent them.

In matched play games, each endless spell that your wizards know comes with a nominal points cost ranging from 20 to 100 points per spell. However, as we wanted our warlords to use the 2000-point armies that they'd come familiar with over the past few months, we decided waiving the points cost of any endless spells that they had ed for the batt

he (soon to be coveted) Warlord Awards offer useful bonuses in the final battle to those that performed the best in a number of different painting, collecting and gaming categories over the course of the series. And the best bit is that we kept it all a secret until right before the game!

After their tireless work at their painting stations and more than a few late nights, Nick and Anthony dominated the awards, though Jes and Andy squeezed their way in to share a few prizes.

Without further ado, the following Warlord Awards (and associated rewards) went to:

WARLORD AWARD	WINNER	REWARD
Conqueror: The warlord(s) that won the most number of battles during the series.	Nick	Confident of Victory: Add 1 to the Bravery characteristic of all units in your army.
They Are Legion: The warlord(s) that painted the greatest total of Wounds (by adding up the total Wounds characteristic of the models painted).	Anthony	Lord of the Horde: Your army begins the battle with one additional command point.
Lord of Sorcery: The warlord(s) that painted the most endless spells.	Andy, Anthony & Jes	Endless Power: Add 1 to your casting rolls when attempting to cast an endless spell.
Heroic Performance: The warlord(s) that painted the most heroes.	Andy & Anthony	War Council: Your army begins the battle with one additional command point.
Beast Tamer: The warlord(s) that painted the most monsters.	Nick	Bestial Dominance: Add 1 to the Wounds characteristic of all monsters in your army.
Master Artisan: The warlord with the best-painted army (as voted for by the White Dwarf team).	Nick	A Glittering Prize: Pick a hero in your army and give them an artefact of power (so long as they are not a named character and do not already have an artefact of power).
Regiment of Renown: The warlord with the best-painted unit of 2 or more models (as voted for by the White Dwarf team).	Anthony – vargheists	Elite Regiment: Re-roll hit rolls of 1 for that unit.
Hero of Legend: The warlord with the best-painted hero (as voted for by the White Dwarf team).	Nick – 'Frostbelly'	<b>Rising Star:</b> You can use a single command ability with that hero for free in each battle round.



# A TALE OF FOUR WARLORDS

After months of fighting born of their rival ambitions and expanding empires, four mighty warlords have arrived at a confluence, their vast legions arrayed for war on a plain of ash and bones. This land is theirs for the taking if they can defeat their rivals. But which one of them will prevail?

#### TRIUMPH AND TREACHERY!

This is a Triumph & Treachery battle for four players. Use the rules on pages 302-303 of the *Warhammer Age of Sigmar Core Book*.

#### **SET-UP**

The players roll off, and the winner decides the order in which the players pick their territories. The territories for the armies are shaded on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory. Continue to set up units until all players have set up their armies. If a player desires, they may place any of their units in reserve instead of setting it up on the battlefield. Reserve units can enter play at the end of any of their player's movement phases starting from the second battle round. All of the models in the unit must be set up wholly within the player's starting territory, wholly within 6" of the table edge, and more than 9" from any enemy models.

#### **GLORIOUS VICTORY**

Roll a dice at the end of the fourth battle round. On a 4+, the game continues for a fifth battle round, otherwise the game ends immediately.

The player with the most victory points at the end of the battle wins a **major victory**. In the case of a tie, each tied player wins a **minor victory**.

#### VICTORY POINTS

Victory points are scored as follows:

If a player achieves a secret objective, they gain the relevant number of victory points.

1 victory point is scored in each phase for every 5 wounds you inflicted in that phase.

At the end of the battle, each player scores D3 victory points for each flanking board tile they control (see below), or D6 victory points for each central board tile they control.

#### CONTROLLING BOARD TILES

To determine which player controls a board tile, each player adds up the Wounds characteristic of the models that are wholly within the board tile. The player with the highest total controls that board tile. If several players share control of a board tile, that tile is contested and no victory points are awarded for controlling it.



### **MALIGN SORCERY**

If a wizard successfully casts an endless spell, it will remain in play for the rest of the battle until it either moves off the battlefield (if it can even move at all) or it is dispelled. A player can attempt to dispel an endless spell that is in play with a wizard in their hero phase. However, each attempt to dispel an endless spell costs one of that wizard's casting attempts in that phase. Some endless spells are also classed as 'predatory', meaning they will actively hunt for prey once manifested! They do so at the start of each battle round – after determining which player will take the first turn, players take it in turns to move any predatory endless spells that are in play, starting with the player that is moving second in that battle round.



### **TRIUMPH & TREACHERY**

hen playing Triumph & Treachery battles, after rolling off to see which player takes the first turn in each battle round, the remaining players roll off again at the end of that player's turn to see who will take the next turn in that battle round.

The player whose turn is taking place must declare one opponent to be their enemy at the start of each phase. That player can only charge or attack units belonging to the player they have chosen as their enemy in that phase and can only be attacked back in the combat phase by units belonging to the player they have chosen as their enemy. However, endless spells affect every unit in range, so are not affected by this.

Players can bribe their opponents with command points or victory points that they have accrued to avoid being chosen as an enemy (or otherwise encourage players to attack other opponents on their behalf), but such bribes are by no means binding – remember, it's not just about the triumph but the treachery, too!

#### **PREDATORY ENDLESS SPELLS IN TRIUMPH & TREACHERY**

In Triumph & Treachery battles, predatory endless spells are moved after the first player has been determined, but before their turn takes place. The player to the left of the first player picks an endless spell to move, then the player to that player's left moves a spell, and so on clockwise round the table until all predatory endless spells have been moved. A player must pick a predatory endless spell to move if any are available, but only predatory endless spells that have not yet moved can be chosen.



### DEPLOYMENT

ndy won the initial roll-off, so was able to choose the order in which each player would be able to pick their territory. He chose Nick to go first, then claimed the second spot in order to set up facing him (far right) – evidently a grudge remained unsettled between these rival warlords! Jes was nominated to go third and chose the open ground to Nick's left, leaving Anthony to grab the remaining territory opposite him (far left).

Starting with Andy, the players took it in turns to set up one unit at a time. Andy formed a front line along the edges of his territory consisting of his Witch Aelves and Sisters of Slaughter, sheltering Morathi, his Avatars of Khaine, Cauldron of Blood and Medusae and safely behind them. Nick formed a solid line of Mournfang Packs to either side of his Frostlord and Huskard. All of his models were pointing towards Andy's army as an obvious psychological power play, making his intentions very clear!

Meanwhile, Jes set up his Great Unclean Ones near the central corner of his territory with his Plaguebearers alongside, ready to advance and plug the gap in the terrain ahead with their foetid bulk. Anthony kept his Skeleton Warriors and a unit of Zombies in reserve, planning to summon them to battle as and where needed.

#### BEFORE AND AFTER

Before set-up, Jes placed the Feculent Gnarlmaw from his army's Garden of Nurgle allegiance ability in the centre of the battlefield.

After the players rolled off to establish their starting territories, Anthony then set up four gravesite markers for his army's allegiance ability, the Unquiet Dead. He placed two markers within his territory, one near to Nick's territory and one next to Andy's.







Morathi will begin the battle in her Oracle of Khaine form. Though not as physically threatening as her Shadow Queen form, her sorcerous powers will be at their peak, and Andy will be able to use the Look Out, Sir! rule to protect her against enemy shooting by keeping her behind his front line (1).

Anthony sets up his fearsome Vargheists at the central corner of his territory (2). Augmented by their victory in the Regiment of Renown category of the Warlord Awards (enabling Anthony to re-roll their hit rolls of 1), they will be even deadlier still.

## **BATTLE ROUND TWO**

fter winning the roll-off, Nick chose to take the first turn. Anthony bribed Jes with one victory point to move the Purple Sun into Nick's Frostlord. Much to Nick's relief, his general emerged unscathed. though his Huskard suffered six mortal wounds from Andy's Aethervoid Pendulum before his Frostbelly later dispelled it. The Beastclaw Raiders charged in to crush Andy's front lines. The Daughters of Khaine fought back hard, led by a transformed Morathi, who gravely wounded the Frostlord in combat. Before Anthony could recover from the loss of his Vargheists, Jes moved a pair of Great Uncleans Ones into the gap in his lines. He bombarded Neferata with magic, then charged in Rotigus to finish her off. Anthony sought to strike back, summoning a vast Skeleton host to isolate and surround Jes' general.





Happily accepting Anthony's bribe, Jes moves the Purple Sun of Shyish into Nick's Frostlord (1), though fails the dice roll to kill the ogor general. Some more lucky escapes see Andy only losing a Sister of Slaughter, a Witch Aelf and few wounds on Morathi to Quicksilver Blades and Ravenak's Gnashing Jaws before he inflicts terrible damage on Nick's Huskard with the Aethervoid Pendulum.

Nick's massed charge into Andy's lines (2) results in the deaths of the Liberators, Witch Aelves and a unit of Sisters of Slaughter.

Morathi transforms into the Shadow Queen and assails the Frostlord (3), inflicting 9 wounds!





#### DEATH AND RETALIATION

ing an opportunity Jes forged a path through Anthony's lines with Rotigus and a second Great Unclean One. He once again put his Thricefold Befoulment's Plague Storm of Nurgle spell to brutal use, this time inflicting six mortal wounds on Neferata. After further wounding the Mortarch with his Streams of Brackish Filth, Rotigus charged in to smash her broken body into the dirt with his gnarlrod. Anthony then summoned his large unit of skeletons from a gravesite and sent them in to avenge his fallen general, though Rotigus proved too tough to lay low.







With Andy and Nick slaughtering each other so brutally, Jes decides to stay clear for the moment and focus his attentions on Anthony. A combination of magic and Rotigus' foetid sputum badly wounds both Neferata and a Necromancer, and even dissolves a handful of Zombies as well.

Ruthlessly ignoring Anthony's pleas for mercy, Jes thunders into Neferata with Rotigus and strikes her down (4). But his attack on Anthony's Morghasts fails before it even begins when the mighty Archai inflict a total of 12 wounds on the charging Plague Drones and Jes proceeds to fail all of their Disgustingly Resilient rolls!

With Neferata slain, Anthony chooses one of his Necromancers to take on the mantle of leadership. His new general summons a Suffocating Gravetide, which washes over Rotigus, though the Great Unclean One's unnatural resilience largely protects if from harm. The other Necromancer sears a further wound from the corpulent daemon with an Arcane Bolt before Anthony's general raises a skeletal horde from the gravesite nearby. Seeking to complete his vengeance, Anthony sends the massive unit into battle with Rotigus. The Skeletons inflict nine wounds, though all but two are saved and six of their number are slain in return.

## **BATTLE ROUND ONE**

ick finished setting up his army first, so had the choice of which player would take the first turn. He nominated Andy to kick things off. Morathi's various casting bonuses enabled Andy to summon forth Quicksilver Blades and an Aethervoid Pendulum towards the Beastclaw Raiders. Anthony won the roll-off for the following turn and immediately hurled a Purple Sun of Shyish into the middle of the battlefield with Neferata. Anthony had brief success with his Mortis Engine, which tore apart Andy's Knight-Venator, but his victory was short-lived as Nick's Frostlord smashed it asunder in a single devastating charge. Anthony's aggressive movement with his Vargheists was also ruthlessly punished by Jes, who bombarded them with magic, then later wiped them out in combat with a pair of his Great Unclean Ones.









# **BATTLE ROUND THREE**

nce again, the Purple Sun of Shyish withheld its devastating potential as it passed harmless over the Yhetees and Mournfangs. Another Mournfang and a Morghast suffered three mortal wounds apiece, though Anthony's Archai healed its damaged form at the start of his turn. He pressed his attack on Rotigus, even using his artefact of power to prevent the daemon from attacking, but couldn't finish the job. Andy began his turn by dropping Nick's Frostlord down a Pit of Shades created by Morathi, earning himself the Kingslayer secondary objective. This freed Morathi from combat, so she swept into the Morghasts nearby and slew them. Andy and Nick continued to tear each other's armies apart, casualties steadily mounting on both sides, but this left Jes to continue gaining the upper hand against Anthony.



#### A QUEEN'S RANSOM

plunging to his death freed Morathi to move and attack elsewhere. Jes wasted no time in offering Andy one victory point to set the Shadow Queen on Anthony's Morghasts instead of the Great Unclean One that they were busy tearing nto. Andy accepted, and despite Anthony then doubling the offer, Andy chose to agreement. Morathi easily cut down both Morghasts. In doing so, however, Andy had removed the last real threat to Jes' dominance of that side of the battlefield





Andy's hero phase begins with Morathi opening up a Pit of Shades beneath Nick's Frostlord, who falls to his death. Nick finally removing his Frostlord as a casualty (1) is a welcome sight for Anthony, who has tried and failed many times to slay Nick's seemingly unkillable general over the course of the series!

With his Avatars of Khaine activated automatically in this battle round by his allegiance abilities, Andy's forces tear through Nick's army (2).

Nick responds in kind, charging a Mournfang Pack into an Avatar of Khaine (3). Morathi piles in to the melee moments later (4), her power turning the tide.





## **BATTLE ROUND FOUR**

ndy won the roll-off and chose to go first, though this enabled Nick to damage his Cauldron of Blood and kill a Bloodwrack Medusa with Ravenak's Gnashing Jaws. Morathi's Pit of Shades claimed a second victim -Jes's Sloppity Bilepiper - before she cut down a pair or Mournfangs in combat. The survivors brought down the Avatar of Khaine nearby before the other wiped out the remaining Yhetees. Anthony's bribes and pleas for mercy found no purchase upon Jes's (daemonic) heart, who claimed that he could earn more than the five victory points Anthony offered by slaughtering his army! Fate (or maybe Tzeentch) intervened, however, cursing Jes with dreadful luck this turn, meaning he was unable to capitalise. With the other three warlords all but spent, victory would be determined by control of the battlefield.



The endless spells in play continue to rayage (or in the case of the Emerald Lifeswarm, heal) units across the battlefield. The Suffocating Gravetide wounds Morathi and the Great Unclean One next to her while Ravenak's Gnashing Jaws crush a Bloodwrack Medusa to death and bite a chunk from the Cauldron of Blood. Andy's altar would have suffered a further four mortal wounds from the Quicksilver Blades were it not for the protective enchantments of the Hag Queen's artefact and some lucky rolls.

Anthony's attempts at bribery are ignored by Jes, despite Nick's dubious 'advice'. To beat the five victory points on offer, Jes has to inflict at least 30 wounds on Anthony's army. His luck fails him at the crucial moment and he falls short, ending his turn only three victory points better off.

Nick's army has been decimated by his ongoing conflict with Andy, greatly reducing his opportunity to score victory points. However, with Andy having just pulled one point ahead of him, all he needs to do is inflict a single wound upon one of his models to complete the Topple secret objective (he was previously in the lead, preventing him from achieving it). His surviving Mournfangs take three wounds off Morathi, earning him a last-minute bounty, but will it be it enough?




Blubber and Bile (ignore each wound uffered on a roll of 5+) and Corpulent Mass (heal D3 wounds in each hero phase). These daemonic boons were working hard for Jes to keep his Greater Daemons in the fight. The problem for Anthony was that their continued survival was having the exact opposite effect on his embattled armyl Rotigus first summoned the Geminids of Uhl-Gyish, slaving five Skeleton Warriors, then called down a Deluge of Nurgle to slay another skeleton as well as the Necromancer nearby. Jes then conjured an Emerald Lifeswarm to heal his Greater Daemons once again!

Rotigus and the Great Unclean One with bileblade continue their magical and physical assault on Anthony's rapidly dwindling undead host. Canny use of his combination of endless spells enables Jes to ravage the skeleton unit and slay Anthony's recently appointed general while healing his Great Unclean Ones. Despite regularly using his Greater Daemon's bileblade to self-inflict a mortal wound in order augment his casting rolls, and Anthony's Morghasts having battered six wounds off it earlier in the battle round, the daemon still ends Jes's hero phase with more than half of its wounds remaining!

Rotigus continues to bludgeon his way through the skeletons sent to overwhelm him, smashing another eight into bony splinters with his gnarlrod.

After suffering terrible casualties over the course of Jes' turn, a further four skeletons crumble to dust in the battleshock phase, despite their Bravery characteristic of 10.









Andy uses the +2 bonus to Morathi's casting rolls (from his Lord of Sorcery Warlord Award and her Sorceress Supreme ability) to send his Aethervoid Pendulum (1) and Quicksilver Blades endless spells to disrupt Nick's advance.

Anthony summons forth a Purple Sun of Shyish (2). Though out of range of any enemy units this turn, he sends it shooting towards the centre of the battlefield as an area-denial threat.

The Morghasts fail to charge, but the Mortis Engine sweeps into the Knight-Venator (3), who suffers five mortal wounds and is slain after Anthony rolls five 6s for his spectral host's hit rolls. Inflicting five unsaved wounds in a single phase earns Anthony the first victory point of the battle.

With Andy's endless spells threatening his advance, Nick moves the majority of his Beastclaw Raiders towards the centre. He launches a brutal charge with his Frostlord, wrecking the Mortis Engine (4) to earn a solid haul of victory points from wounds inflicted and completing the Topple secret objective (for wounding a model belonging to the player with the most victory points).

Jes' Thricefold Befoulment assail the Vargheists (5) with their battalion's deadly Plague Storm of Nurgle spell before charging to finish them in combat.

### THAT WHICH CANNOT BE KILLED CANNOT BE DEFEATED!

he game ended after an exciting fourth battle round, with the lead changing multiple times, sometimes even in the same turn. Nick amassed a healthy total of victory points to secure an early lead in the battle, but in doing so spent a lot of his strength. Andy and Jes both made late gains as the tide began to turn, though a late, opportunistic surge by Nick reasserted his lead. Unfortunately for Anthony, Jes used his magical dominance and, where required, his 'influencing skills' (read as 'shameless bribery') to masterfully engineer the destruction of his most powerful units, keeping him largely out of the battle. Ultimately, it was the survivability of Jes's army that enabled him to emerge victorious after his control of three board tiles at the end of the battle earned him a crucial bonus of seven victory points. **SG** 





#### **FADED GLORY**

Nick: Bah! Foiled at the last. My early haul of points wasn't quite enough in the end. I actually found it hard to pick only one enemy in each phase. I wanted

to charge into units belonging to all three other players in the second battle round but couldn't. That would've enabled me to notch up a huge number of victory points while disrupting their battleplans, but in the end, Andy had to bear the brunt of my initial charge. Jes was a deserving winner though, so I don't begrudge the fact that he overtook my total at the last minute – honest!



NO TREACHERY = NO TRIUMPH! Andy: What a game! My heart was pounding at the end of that one. I thought I might just sneak it at the end, but considering the beating I took in the first

two turns I'm pleased with the result. My plan at the start was always to attack Nick. He had won the most games coming in, and if left unchecked I knew his army would be dangerous. In hindsight, I'd only have changed one thing – when I accepted the victory point from Jes, I wish I'd stayed true to my Skaven roots and betrayed him, attacking and killing the Greater Daemon instead.



PRAISE GRANDFATHER NURGLE! Jes: A glorious victory, just as I planned... Ahem, that was close wasn't it? Even though I hadn't actually taken many casualties over the course of the battle

(mainly because my Great Unclean Ones took so much punishment yet refused to die!), failing to kill enough of Anthony's models in my last turn almost cost me the win. I did feel guilty for picking on his hordes for easy victory points, but he was a great sport about it all. One learning I'll take from the game is to keep my Greater Daemons closer together to benefit from their battalion's abilities.



A VICTIM OF CIRCUMSTANCE (OR JES!) Anthony: That was pretty tough. Each time it seemed like I was about to get into the game, one of my best units was killed off to blunt the attack. I did enjoy

the moment where I offered Jes all of my victory points not to attack me – I don't think I've ever seen someone so wracked with indecision! It was his Great Unclean Ones that were my undoing – each time I almost killed one, their abilities or the Emerald Lifeswarm healed them up again. Well, at least I finally got to see that accursed Frostlord get his comeuppance (sorry Nick!).

#### **MIGHTY STEED**

Nick: As always seems to be the case, my Frostlord was fantastic. In this case however, he was overshadowed by his Stonehorn, which destroyed the Mortis Engine and Andy's Liberators on its own!



#### CAN I PICK THREE?

Jes: My Greater Daemons were my stars of the show. If I have to pick one, it should be Rotigus, but I loved the guy with bileblade as he lost enough wounds to die twice over yet lived!



#### QUEEN OF THE BATTLEFIELD

Andy: Morathi was easily my model of the match. Not only was she the first to finally kill Nick's Frostlord, but she slaughtered everything within reach and seemed all but unstoppable.



#### A WORTHY REPLACEMENT

Anthony: My top model was Urzluar the Flesh-wearer. After becoming general, he thwarted Rotigus with his artefact of power and almost enabled the skeletons to kill the daemon Almost!



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#### THE WANDERERS BY REBECCA KARLSSON

Our first warband this month is a small group of unfortunate adventurers caught up in the promethium war raging on Tor Megiddo. "Nina, the woman with the baby, is the leader of my little warband," says Rebecca Karlsson, the creator of the warband. "She's trying to escape to a safe place with her father, Greg, and her baby.

# 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're back on the rad-ruined world of Tor Megiddo.

On their way they meet Alex, the big brute, and his brother, Bob, who have been left for dead by their last warband. Nina and Greg decide to help them and in return the brothers promised to protect them on their journey to a safe place. Of course, Tor Megiddo is not a safe place and they get caught up in the battle taking place around the promethium tower."



"For the conversions, Alex is based on a Slaughterpriest while Bob is a Forge World Renegade Militia model with a Genestealer Cultist head. Nina is based on one of Saint Celestine's Seraphim bodyguards, while Greg is an Astra Militarum Sentinel pilot with a Tempestus Scions head. His robot is mostly made from Necron bits."











### **BLANCHITSU**

THE NEW POSTHUMANS BY ANA POLANŠĆAK "Mechanical augmentation is an important tradition amongst the New Posthumans," explains Ana. "During initiation, a warrior's limb of choice is ritually severed and replaced with a superior prosthetic. Many warriors continue to 'upgrade' themselves throughout their life,

and mechanical parts are handed down from one generation to the next as family heirlooms. The warband that fought at the promethium tower had few members but consisted of some of the toughest warriors in the tribe."











"Smet (1) and Theg (2) are marksmen providing ranged support for the warband. They were the simplest conversions of the bunch - Chaos Cultist bodies, Skitarii arms and Space Wolves heads. The two marksmen are dressed and equipped similarly to give them a sense of uniformity. I used a limited palette when painting them and the rest of my warband. The choice of colours and simple, geometrical tribal heraldry gives them a bit of an old-school vibe, which I really like.

"Balvan (3) is one of the warlords who rules over the New Posthumans. I wanted the technobarbarian leader to be of impressive size, so his body is made from the torso of a Putrid Blightking and the legs from a Stormcast Liberator. The ferocious head came from the Space Wolves set.

"Folf (4) and Hobotnik (5) are berserkers. They are purely melee fighters and their masks feed them toxic vapours that enhance their ferocity. These models are based on Gors, with Chaos Cultist lower legs replacing their hoofs. Their heads are from the Adeptus Mechanicus range and I sculpted their fur hats out of Green Stuff."





#### **ORVARR'S OUTRIDERS BY ERIK BLOMQVIST**

"My warband's name is Orvarr's Outriders and they're a mutant gang native to Tor Megiddo," says Erik. "The models were heavily inspired by the old Gorkamorka Muties and I see them as degenerate scalp hunters that live out in the wastes. The models in the warband are mostly based on Poxwalkers – when I first saw the models I knew I wanted to use them for a mutant gang. I converted them with all kinds of bits including Freeguild Handgunner and Pistolier parts. All the guns are cobbled together from various Warhammer 40,000 and Warhammer Age of Sigmar kits. I wanted each member of the gang to look unique, so I modified all their faces with green stuff, especially around their mouths." **DH** 



5

"The boss Orvarr (1) is the only mutant with a name, the rest are just his followers," says Erik. "His body has begun rotting away from radiation, so he's been replacing his limbs with scavenged bionics. Orvarr uses the fewest Poxwalker parts - only a head and a bionic arm. The rest of the model is made from the **Renegade Apostate** Preacher of Nurgle from Forge World with a Kharadron Overlord Skyrigger torso. I've used a few Skitarii bits on him, too, particularly on his gun, which is made from Skitarii, **Necron and Freeguild** Outrider parts. The nozzle is from a Plague Marine plasma pistol.

Notable conversions in Erik's gang include a rifle made from a Khorne Berzerker's plasma pistol (2), the use of a Cadian rebreather as a face mask (3), a weirdly elongated head (4), Escher Ganger arms converted to hold a pair of stubcarbines from a Sicarian Infiltrator (5) and a mutant whose eyes are on stalks (6).

"I mostly use washes and old Citadei inks over a white undercoat when I paint my models," adds Erik. "I highlight or drybrush the skin with Pallid Wych Flesh. The Pallid Wych Flesh. The basecoated with a red ink and washed with Reikland Fleshshade, then highlighted with Balor Brown."

# ONTY YOU



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THE ARTILLERY

## NEW RULES WARHAMMANNER OUEST The Nighthaunt and Stormcast Eternals armies have received a significant number of new

The Nighthaunt and Stormcast Eternals armies have received a significant number of new units and heroes recently, so we thought it would be fun to present rules for using some of these models in the dungeons of Warhammer Quest.



he adversaries in the Warhammer Quest Silver Tower and Warhammer Quest Shadows Over Hammerhal are far from the only foes that can be encountered in the secret places of the Mortal Realms. Some of the darkest dungeons may be steeped in Amethyst magic and attract Nighthaunt spirits like moths to a flame. Others may have been the site of a fell necromantic rite in ages past, the spirits of those slain in the act still haunting the web-lined chambers and corridors to this day.

On the following pages, you will find the rules for some new Nighthaunt exotic adversaries in the form of Chainrasps, Bladegheist Revenants and a Spirit Torment, which can be added to your games if you have the appropriate Citadel miniatures to represent them. These adversaries will prove a challenging prospect, for though they are not the swiftest of foes, their spectral nature

**ADVERSABIES** Adding alternative exotic adversaries to your games is simple, not to mention a great way to add a different heme or flavour to your adventures. If the result of an encounter roll gives the option for an exotic adversary group, the amesmaster can choose to set up a Spirit Torment or a group of either Chainrasps or Revenants instead of the exotic adversarie that are listed for that result. Each exotic adversary's page shows how many miniatures a group should include

ensures that they are very hard to kill, impossible to stun, and able to float over (perhaps even through!) any obstruction to reach their prey.

Later in this article, we also present four new hero cards – two for the Nighthaunt and two for the Stormcast Eternals. These hero cards include the full rules for using a Knight of Shrouds, Lord Executioner, Lord-Exorcist and Knight-Incantor in your games of Warhammer Quest. As with the exotic adversaries, the Knight of Shrouds and Lord Executioner have the significant advantage of being ethereal, while the Sacrosanct heroes of the Stormcast Eternals wield powerful magic.

To use any of these new heroes to your adventuring party, simply select that model's hero card in place of any other when setting up for a game if you have the Citadel miniature to represent them. **SG** 



## **SPIRIT TORMENT**

Spirit Torments serve the Great Necromancer by hunting down those souls that have somehow escaped his grasp and trapping them within their ensorcelled Shacklegheist Chains.

	WEAPON ACTIONS	Dice	Range	Hit	Damage
-	Shacklegheist Chains	1	Combat	3+	D3

**Exotic Adversary:** This exotic adversary group consists of 1 Spirit Torment.

**Ethereal:** Reduce the Damage of any attacks that hit a Spirit Torment by 1 (to a minimum of 1). In addition, a Spirit Torment can never be stunned.

MOVE 3

**Floating:** A Spirit Torment can move through any occupied space, as long as it ends its move in an unoccupied space.

**Captured Soul Energy:** Each time an adversary in the same chamber as a Spirit Torment is slain, the Spirit Torment immediately heals 1 wound.

#### **BEHAVIOUR TABLE**

#### **D6** Actions

- **1-3 Charge:** The Spirit Torment moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, the Spirit Torment attacks with its Shacklegheist Chains if it is in range
- **4-5 Bludgeoning Swing:** The Spirit Torment moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, the Spirit Torment attacks each hero that is adjacent to it with its Shacklegheist Chains, but the Damage value is 1 and Stun rather than D3.
- **6 Whirling Rampage:** The Spirit Torment moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, the Spirit Torment attacks with its Shacklegheist Chains. If the attack hits, make another attack action with its Shacklegheist Chains; it will continue to do this until the attack roll fails.



## CHAINRASPS

Chainrasps are the tortured souls of murderers, pirates and other heinous criminals that are bound in phantasmal chains and forced to serve their cruel overseers.

WEAPON ACTIONS	Dice	Range	Hit	Damage
Malignant Weapon	1	Combat	4+	1

**Exotic Adversary:** This exotic adversary group consists of 5 Chainrasps.

**Ethereal:** Reduce the Damage of any attacks that hit Chainrasps by 1 (to a minimum of 1). In addition, Chainrasps can never be stunned.

MOVE 3

2 +

**Floating:** Chainrasps can move through any occupied space, as long as they end their move in an unoccupied space.

**Nagash's Bidding**: Re-roll attack rolls of 1 for a Chainrasp that is in the same chamber as a Spirit Torment.

#### **BEHAVIOUR TABLE**

#### **D6** Actions

- **1-3 Charge:** Each Chainrasp moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, each Chainrasp attacks with its Malignant Weapon.
- **4-5 Swooping Blow:** Each Chainrasp moves in as straight a line as possible over the nearest hero, stopping as soon as it has done so. Then, each Chainrasp attacks with its Malignant Weapon.
- 6 **Chilling Assault:** Each Chainrasp moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, each Chainrasp attacks with its Malignant Weapon. If a hero suffers any wounds from these attacks, they are also stunned.



## **BLADEGHEIST REVENANTS**

Bladegheist Revenants strike with the speed and ferocity of a spectral hurricane, hacking and slashing with a desperate fury born of their endless torment.

WEAPON ACTIONS	Dice	Range	Hit	Damage
Tomb Greatblade	1	Combat	3+	2

**Exotic Adversary:** This exotic adversary group consists of 3 Bladegheist Revenants.

MOVE 4

2+

**Ethereal:** Reduce the Damage of any attacks that hit Bladegheist Revenants by 1 (to a minimum of 1). In addition, Bladegheist Revenants can never be stunned.

**Floating:** Bladegheist Revenants can move through any occupied space, as long as they end their move in an unoccupied space.

**Fearful Frenzy:** Add 2 to the roll on the behaviour table for a group of Bladegheist Revenants if any of them are within the same chamber as a Spirit Torment.

#### **BEHAVIOUR TABLE**

#### **D6** Actions

- **1-3 Charge:** Each Bladegheist Revenant moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, each Bladegheist Revenant attacks with its Tomb Greatblade.
- **4-5 Spinning Slash:** Each Bladegheist Revenant moves in as straight a line as possible over the nearest hero, stopping as soon as it has done so. Then, each Bladegheist Revenant attacks with its Tomb Greatblade.
- **6+ Frenzied Onslaught:** Each Bladegheist Revenant moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, each Bladegheist Revenant attacks with its Tomb Greatblade. After resolving this attack, immediately make another attack action with its Tomb Greatblade.

## **NEW RULES**

MOVE				
3	WEAPON ACTIONS	Range	Hit	Damage
4+ 2+	Sword of Stolen Hours (1+)	Combat	3+	2
STUR S	Soul Siphon (5+)	Combat	3+	2
to a minimum of 1). I	Damage of any attacks that hit the n addition, the Knight of Shrouds c of Shrouds can move through any oc an unoccupied space.	an never be :	stunn	ed.
Coul Ciphan (E.). E.	ch time you slay an enemy with a S	oul Sinhon a	ttack	the

use only



Ethereal: Reduce the Damage of any attacks that hit a Lord Executioner by 1 (to a minimum of 1). In addition, a Lord Executioner can never be stunned.

Floating: A Lord Executioner can move through any occupied space, as long as they end their move in an unoccupied space.

Beheading Strike: If the attack roll for a Decapitating Greataxe is 6, its Damage is 4 rather than 2.

Disembodied Skulls: Once per Adversary Phase, you can choose to make a save roll using the Lord Executioner's Agility value instead of their Save value.

TRAITS: The Lord Executioner is Bladeborn and Unrelenting. **RENOWN:** Each time you slay an enemy with a Beheading Strike, earn 2 renown.



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**TRAITS:** The Lord-Exorcist is **Celestial** and **Holy**. **RENOWN:** Each time you slay an enemy with a Purifying Blast (4+) attack, gain 1 renown.

	KNIGHT-INCANTOR			
MOVE	WEAPON ACTIONS	Range	Hit	Damage
3	Incantor's Staff (1+) Spirit Flask (4+)	Combat See	4+ 2+	D3

**Spirit Flask (4+):** Each time you use the Spirit Flask (4+) action, make an attack roll for each hero and adversary that is adjacent to the Knight-Incantor

**Voidstorm Scroll (5+):** Put the hero dice here until the end of the round. While it is there, subtract 1 from any missile or area attack rolls made by adversaries in the same chamber as the Knight-Incantor.

TRAITS: The Knight-Incantor is Arcane and Celestial.

**RENOWN:** If you slay 3 or more enemies in a turn, earn 2 renown.

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## PARADE GROUND

## **BEHIND THE GILDED MASKS**

## Excited by the new background for the Stormhosts in Battletome: Stormcast Eternals, the Studio Army Painters converted and painted miniatures for the eight major Stormhosts. We asked them how they conveyed each Stormhost's traits in the models they created.

arlier in the issue in Planet Warhammer, we chatted to Phil Kelly about the cool new background for the Stormcast Eternals, particularly their Stormhosts. But what could this background look like when applied to the miniatures in your collection?

"When we heard about the new background for the Stormhosts, we in the Army Painting team thought it would be cool to paint some models to



#### HALLOWED KNIGHT BY PAUL NORTON

"The Hallowed Knights are Sigmar's holy crusaders, so I wanted this Seguitor to look both religious and battle-worn at the same time," explains Paul. "The Hallowed Knights are best known for fighting against the forces of Nurgle in the Realm of Life, which is why I added loads of plants and foliage to the Sequitor's base and spattered his tabard and cape with mud and blood to show where he has fought against the enemies of Order. I painted columns of tiny glowing runes on his soulshield to make it look like it is powered up with celestial prayers and rituals."

represent them," says Paul Norton, one of the Army Painters. "The games developers and writers gave us a load of notes about how the different Stormcasts act, what their personalities are like, how they fight and how they interact with the realms and we figured out ways to bring all those factors to life on the miniatures, both through conversions and painting." And here they all are, a gallery of Stormcast Eternals representing the eight major Stormhosts. Enjoy!

ASTRAL TEMPLAR BY JAY GOLDFINCH

"The Astral Templars are savage warriors that favour Vanguard units," says Jay. "I painted this model to represent a dismounted Vanguard-Pallador, and he's converted using parts from both the Vanguard-Hunters and Palladors kits. I imagined he was off on a quest to hunt a great beast of Ghur, which is why his armour has scratches and paint chips in places (you can see how to paint effects like this in the 'Eavy Metal Masterclass on page 40). To represent his tribal heritage I added a woad tattoo to his face and a fanged tribal symbol on his left knee pad."



"The tribal symbol (1) combines elements of two realms - Azvr and Ghur," explains Jav The top of the icon could be part of a celestial orrery or a representation of a constellation, while the bottom half is clearly a set of upper teeth. You normally see symbols like this on orruks or ogors, but it felt fitting for these wild warriors of the Realm of Beasts."

"The battle damage (2) is really simple. I just painted thin lines onto the model using the armour highlight colour and then applied a small black line above it to create the illusion of depth. Vambraces are a great place for battle damage as they're likely to get hit often."

"While the Hallowed Knights are really zealous warriors that cover their armour in prayers and scripture, I also wanted them to look like they had been on crusade for many years. That's why this Sequitor's shield (1) has battle damage as well as glowing runes on the front of it (and a bit of blood, too)."

"I painted the mud on his robe (2) by lightly stippling Mournfang Brown around the bottom centimetre of it – this looks like dark, wet mud. I then stippled an even lighter layer of Baneblade Brown around the very edges to make it look like the mud had started drying. I used Agrax Earthshade on the white tabard."



#### CELESTIAL VINDICATORS BY STEVE BOWERMAN AND DAN HYAMS

"The Celestial Vindicators are really aggressive Stormcasts, so we wanted them to look like they'd been in the thick of the fighting," says Dan. "They favour blades over hammers, which is why we built the unit all wielding swords. We painted heavy rents in their armour to show they've been fighting an enemy up close and personal and added blood to their weapons and wargear using Blood for the Blood God. Steve also added a red warrior tattoo to the side of one model's face to make him look even more aggressive and dangerous."





#### **KNIGHT EXCELSIOR BY PAUL NORTON**

"The Knights Excelsior hate Chaos and impurity of any kind and favour sigmarite hammers so they can smite their foes and turn them to ash. That's why I built a Retributor with a lightning hammer!" says Paul. "I covered the model's base in grey ash - not necessarily to represent all the foes he's vanquished, but to help tie it in with his background fighting the forces of Chaos. I painted the blue shoulder pads with softer scratches than the armour to make it look like a different material - perhaps coloured leather stretched over the armour panels."









"A tattoo (1), marking or symbol is a great way to add personality to your models," says Dan. "Here it helps emphasise the warlike nature of the Celestial Vindicators."

"The key to applying blood and battle damage (2) is to only add a little bit to begin with - you really don't want massive patches of gore on your models or huge gashes in their armour - it's just not realistic and will overwhelm the main colour scheme. On that note, you may notice that these Celestial Vindicators are a little darker than previous ones - we used a Nuln Oil wash to help make their turquoise armour look more sinister."

"I painted a glow effect around the Retributor's left hand and lightning on the hammer (1) to represent the purity burning inside him," says Paul. "The best way to get a good lightning effect is to look at some pictures of lightning strikes first for reference. I painted it coming from a specific point, with wider lines running out from it and then smaller lines to the edge of the hammer, kind of like the branches of a tree. My main piece of advice would be to practice on a spare model first!

"White armour looks great when battle damaged (2). A few scratches really make your warrior look like he's been fighting hard."

## PARADE GROUN

#### HAMMERS OF SIGMAR BY PAUL NORTON

"The Hammers of Sigmar are the first Stormhost we ever saw and it's their colour scheme that 'Eavy Metal use on new Stormcast models. The 'Eavy Metal models are pristine in their golden armour - we wanted ours to look a bit more banged up and battle weary where they've been fighting. With this Lord-Celestant, I also wanted to make him look like a vessel of Sigmar's wrath, like he was channelling the lightning storm through his weapons. I painted a glowing effect in his eyes, around his right hand and along the runes on his hammer and sword to represent this."







"The blue glow we use on the Hammers of Sigmar (1) is painted the same way every time, whether it's used as a glow effect, for a rune or a streak of lightning," says Paul. "We use a basecoat of Sotek Green, followed Guard Blue towards the centre of the area that's conventional highlight) and then finally a layer of Blue Horror at the centre. You can add a spot of White Scar for a

"I painted the runes on the Lord-Celestant (2) black to make them look like they'd been engraved into the armour rather than painted onto it."



## by a layer of temple alowing (not on the outside like a really bright glow."





"I painted the marble shoulder pad (1) Ulthuan Grey first," says Jay. "Then I painted very thin lines of Mournfang Brown and Mechanicus Standard grey across it to create the pattern look at pictures of real marble to help you get the effect right. I then painted the pad with several very thin glazes of watered-down White Scar, which helps make the marble lines look fainter and more realistic."

"You need to be really precise when painting the silver filigree (2), says Jay. I followed the panel lines of the model's armour to establish the shape then added spirals to the end of each line to make it look fancy."

#### **TEMPEST LORD BY JAY GOLDFINCH**

"The Tempest Lords are one of the noblest Stormhosts and they favour aerial assaults of Angelus Conclaves, which is why I painted a Prosecutor to represent them," explains Jay. "I didn't want this model to be blood-spattered or battle damaged - the Tempest Lords are too proud to let their wargear get dirty. Besides, they rarely touch the ground when they're fighting! Instead, I actually applied a couple more

highlights to his armour than I normally would to show the quality of his wargear and highlighted the gold a little more to make it look really well polished and shiny. I also added some silver filigree to his armour and a marble pauldron to show his noble heritage in Hysh, the Realm of Light. To further reflect the Tempest Lords' tactic of descending from the sky into the heart of a battle, I painted his wings to look like shafts of light spearing through a storm cloud."

#### HAMMERS OF SIGMAR BY PAUL NORTON

"These two Retributors combine a couple of ideas that I used on other models, namely the blue leather shoulder pads and the glowing lightning effect," says Paul. "I thought the cracked effect on the pads was a great way to help differentiate them from the burnished texture of the gold armour – it helps make them both look worn, but in a different way. I applied the glowing effect to the models' eyes and hammers, but also to their bases around their feet, representing the arcs of dissipating lightning that mark the arrival of the Hammers of Sigmar on a battlefield."





"When applying battle damage, make sure you apply any transfers first," says Paul. "That way, when you apply any weathering, you can also apply it to the transfer (1), making it look more like a part of the armour. I applied thin scratches over the transfer with the armour colour – Kantor Blue."





"The Hammers of Sigmar have been at the forefront of the fighting in the Mortal Realms and I reckon they're not quite the knights in shining armour we think they are – I reckon constant war and several reforgings have taken their toll. A bit of blood on a trailing piece of parchment (1) helps hint at this."

"Painting battle damage (2) on metallic armour is the same as most other colours," says Natalie. "I used the armour highlight colour – Stormhost Silver – to pick out a few scratches and dents. I then used Rhinox Hide to create the shadow above a few of the larger scratches to make them look deeper."



#### HAMMERS OF SIGMAR BY NATALIE SLINN

"I painted a unit of Prosecutors for the Hammers of Sigmar in the same style as the models Tom and Paul painted," says Natalie. "I wanted them to look gritty and war weary, no longer new and shiny. I applied most of the battle damage to their lower legs – their shins and knees – as these are likely to be the areas to hit the enemy first. I also wanted to add some personal touches – from the point of view of the Stormcasts – in the form of runes and markings – there's one on this warrior's chest. I imagine it could be a battle honour earned during the Realmgate Wars. I also decided to paint the wings the opposite way round to normal, with the light radiating out from the golden limbs and becoming bluer the further it got from them. I painted the rays of light the same colour as the model's glowing eyes, showing that this warrior has been reforged so many times he might now be more lightning than man."

## **PARADE GROUND**

HAMMERS OF SIGMAR BY TOM MOORE

"Just like the models that Paul and Natalie painted for the Hammers of Sigmar, I also wanted this squad to look battered and filthy but still noble and heroic," says Tom. "A technique I wanted to try out was applying mud stains to the models, which you can see most clearly on their shields and around their feet. I watered down Mournfang Brown and applied small patches of it to the shields to give the impression of really old mud that was now just worn into the blue paint. I did the same in patches around their feet, greaves and tabards."





#### CELESTIAL WARBRINGER BY PAUL NORTON

"The Celestial Warbringers favour magic and spellcasting, so I built a Knight-Incantor out of the Evocators kit to represent one," says Paul. "Normally the model looks forwards, but I changed the positioning of his head so that he's looking down his staff as if he's about to cast a spell. I also added a book to the model, taken from the Grey Knights Terminators kit, but with the Inquisition symbols cut off. Combined with the scroll in his hand, he looks pretty scholarly. I also painted the blue gem at the top of his staff with tiny dots in it to look like stars of celestial energy."











"As Paul has already mentioned, it's important to apply your transfers before any battle damage. After sealing the transfers to the models with Lahmian Medium and applying the battle damage with Kantor Blue (1), I applied a very thin glaze of Mournfang Brown to the shoulder pad. This helps tone down the stark white of the marking so it doesn't stand out so much on the model.

"I stippled patches of Blood for the Blood god and then Agrax Earthshade onto the bottoms of some of the models' tabards (2), to give the impression that they were striding across gore-soaked battlefields."

"The freehand symbols on the Knight-Incantor's armour and robes (1) were inspired by the graphics in the Warhammer Age of Sigmar Core Book, says Paul. "You can see them behind the maps of the eight realms. I started by marking out the corners of the design, then painting shapes within them, normally triangles and circles - kind of like the shapes you would find on a sextant."

"I painted both the armour and the robes of the Knight-Incantor with the same highlight colour – Fenrisian Grey – to help unite the colour scheme. I painted the book (2) magenta to make it stand out as a powerful arcane item."

#### ANVILS OF THE HELDENHAMMER BY TOM MOORE

"The Anvils of the Heldenhammer are the most sinister of all the Stormhosts," says Tom. "Reforged from the souls of long-dead heroes, they have an aspect of death about them that I wanted to reflect in this unit of Liberators. The first thing I did was convert them a bit (you can read more about the conversions below) and build their bases up with parts from the Sigmarite Mausoleum to make it look as though they were fighting in Shyish, the Realm of Death. The Skulls set came in very handy when making these models!" DH









"I painted the skull on the Liberator-Prime's helmet (1) using the same colours as the skulls on the rest of the models - a basecoat of Ushabti Bone, a wash of Seraphim Sepia, then highlights of Ushabti Bone and Pallid Wych Flesh. I used the top lip of the helmet as a guide for where to place the teeth, then painted a circle around the nose with a line of bone down the middle. The tiny cracks were done with Mournfang Brown.

"Alongside some battle damage and a few freehand runes and bramble emblems (a symbol of Shyish), I also painted all the heads with glowing purple eyes (2) to link them to the Realm of Death."

#### **CONVERTING THE ANVILS OF THE HELDENHAMMER**

"To give the Anvils a deathly appearance, I added skulls to two of their helms," says Tom. "I carefully cut the halos on their helms in the middle with a hobby knife and trimmed them so that a skull from the Skulls set would fit in the middle. I also used one of the new Sequitor heads so that I could paint his skin really pale to show that he may have been reforged a few too many times."





"A simple head-swap is a great way to add personality to a unit and really help explain the background of the warriors. I picked this head because it looks just like one of the pieces of artwork in the new battletome. I also converted the Stormcast with the grandhammer to have skulls on the face of his weapon. I cut the backs off the skulls with a pair of Fine Detail Cutters, then filed them flat before sticking them to the model. I also added a skull to the hammer haft.

### **MODELLING AND PAINTING**

# PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. Each month we present stage-by-stage guides to painting your miniatures, and all the information you need to make use of them. This month, its the turn of the Nighthaunt.

BALEFIRE

Layer: Pallid Wych Flesh

Technique: There's more

than one way to put paint

technique to use for each

laver. You can read about

all of these techniques on

on a model. Here's our

stage - in this case, a

the opposite page.

advice on which

#### **READ THIS FIRST: HOW TO USE THIS GUIDE**

Over the following pages you'll find stage-by-stage painting guides for some of the latest new releases These painting guides, combined with the information on these pages, tells you everything you need to know to paint your models just like the ones you can see in the example photos. Each guide begins with an example photo. showing all the parts of the model. You'll then find stage-by-stage guides to painting each of these areas, as shown to the right.

#### **CITADEL PAINTS**



Base paints contain a high concentration of pigment. These strong colours are the ideal foundation for painting. Some Base paints are available as sprays.

#### **CITADEL SPRAYS**

Two Citadel sprays -Corax White and Chaos Black - are available, designed specially for undercoating your models. Some Base paints are also available as sprays, allowing you to basecoat whole models quickly and easily. Be careful when spraying your models and always read the instructions. Be sure to shake the can for a couple of minutes before use and always spray in short bursts from a distance of 20 to 30cm for the best results



than other paints, formulated to flow into recesses, providing natural, effective shading and help to define details on your miniatures.





**RUSTED METAL** 

MOULDERING

GREEN

**ECTOPLASM** 

GRAVESTONE

CLOTH

Layer paints are used to create highlights on a miniature. Formulated to be slightly translucent, they can be applied over Base paints and each other with great results.

#### **CITADEL BRUSHES**

There are seventeen brushes in the Citadel paint brush range and all of them have specific uses when painting miniatures.



#### BASE BRUSHES

The Base brushes (in sizes – S, M, L and XL) have hard-wearing bristles designed to hold plenty of paint. With a flat shape and a top edge, you can use them side-on for greater coverage, or use the edge for more control.



CITADE

DRY

KINDLEFLAME

Dry paints are designed

to make drybrushing as

straightforward as

possible. They are

other paints.

formulated to a much

thicker consistency than

#### **SHADE BRUSHES**

Shade brushes (M and L) are designed to soak up a large amount of paint in their bristles so you can apply lots of a Shade in one go. These are perfect for applying washes over the whole of a miniature quickly and easily.



#### LAYER BRUSHES

Layer brushes are ideal for building up layers and highlights. Choose the right size of brush for the job (M or S). Artificer Layer brushes (XS, S and M) are extra high-quality brushes ideal for the most careful painting of the smallest details.



#### DRY BRUSHES There are three Dry brushes in the range – S, M and L. They are made of ox hair and synthetic fibres that enable them to survive the ringurs of

fibres that enable them to survive the rigours of swift drybrushing. The flat profile provides consistent coverage on raised areas.

Stage Name: The part of the model you'll be painting in this step, as shown in the example photo.

Stage Number: Each part is painted in a number of stages. Simply follow them in order.

Stage Photo: This shows exactly what has been done at this stage – use the picture to see where to apply the colours and what they should look like. Use the example photo to identify similar areas of the model and paint these at the same time.

Paint Name: The Citadel paint used for this stage. In this case, it's Pallid Wych Flesh (which is a Layer paint). You can read more about the Citadel range of paints below. Brush: The Citadel brush used for this stage – the name here is exactly what you'll find on the brush – in this case, an S Layer brush – making it easy to identify the right one. You can read more about brushes below.

CITADE E EDGE ECHALA LILAC

Edge paints help to give your miniatures a final sharp, bright highlight. The paints possess the same formulation as the Layer paints, but with a much lighter tone.



Texture paints provide a textured finish – either a granular, sandy effect or a hard, dry, cracked earth one – perfect for painting the bases of your miniatures.



Technical paints are designed to help you achieve a range of effects, from rust and corrosion to foetid slurry and bloody gore, adding an extra level of realism.



#### **GLAZE BRUSHES**

Glaze brushes are similar to Shade brushes but with a smaller head. They are ideal for applying glazes – washes of colour to add vibrancy – to particular areas of a model. You can also use a Glaze brush to apply Shades to small areas.

#### UNDERCOAT

Applying an undercoat before your basecoat will improve the coverage and effectiveness of later layers, especially if basecoating with a brush rather than a spray. Most people use a Corax White or Chaos Black undercoat spray



#### THE CITADEL PAINT APP

SUNG Before you start painting, we recommend you download the Citadel Paint App. You can find CITADEL it on the Google Play Store and the Apple App PAINT Store. The Citadel Paint App includes guides to producing more than 100 different colour U schemes, which you can browse by colour or by miniature, and you can use the Inventory Paint by and Wishlist features to keep track of the Paint by paints you need for your latest project. Paint Throughout Paint Splatter, you'll find 'On the App' boxes, where we point you to alternative Wishlist colour schemes you can use on the miniatures featured in this month's issue for even more options when painting your models.



#### THE CITADEL PAINTING SYSTEM: TECHNIQUES

With the Citadel Painting System, you can choose the colours you want to paint your models, select the appropriate technique for each stage, and apply them quickly and easily. Here's how to do it.

#### BASECOAT

A well-applied basecoat makes for a strong foundation for late stages. Citadel Base paints are specially formulated for the job. If basecoating with a brush, thin the paint with a little water and apply several thin coats for even coverage.



#### SPRAY

If your miniatures are predominantly one colour, it's much quicker to use a spray to basecoat them. Mount your models on a stick with some double-sided tape before spraying. For the best results, spray in short, controlled bursts. Always read the instructions



#### LAYER

Layering helps bring out the detail on a model. By applying progressively lighter layers of colour, you can create realistic highlights on a model. Apply layers in thin coats - vou can always apply a second thin coat if you need to.



**EDGE HIGHLIGHT** A final bright highlight brings out the very finest details on a model and really helps it stand out on the tabletop. For these edge highlights, apply the layer only to the most raised areas. It's often easier to use the edge of the brush for this job, rather than the tip.



#### WASH

Applying a wash is an easy way to bring out subtle details and textures on a model. Citadel Shades are specially formulated for this, as they will run into the recesses on a model and create effective shading with minimal effort.



**ALL-OVER WASH** When you apply a wash over a whole area or model, most will run into the recesses but some will dry over the whole area, providing all over shading. Apply these all-over washes early, over the basecoat or first layer, to avoid too much tidying-up later on.



**RECESS WASH** Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For these recess washes, use a smaller brush (an M Glaze is ideal) and carefully apply the wash directly into the recesses Once dry, you can tidy up around it if needed.



#### DRYBRUSH

Drybrushing is a way to capture raised details and create natural highlights guickly. To drybrush. load a brush with paint and then wine most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas





#### **OVERBRUSH**

Overbrushing is used to apply paint quickly to large areas of a model. while avoiding the recesses This allows you to apply layers of colour quickly with the recesses providing shading. The technique is the same as drybrushing but with more paint on the brush.



#### GLAZES

Glazing is an advanced technique that some painters use to intensify an area of colour or unify layers of highlights where they are a bit too stark. A glaze is usually the final stage in painting a particular area and works by adding a translucent layer of colour.



## **MODELLING AND PAINTING**

SANDS OF TIME

he realmstone of the Realm of Death often takes the form of purple grains of sand what better to fill the hourglasses carried by many of the Nighthaunt? Here are the colours the army their Shyishan sand.

Layer: Xereus Purple

**NEW CLOTHES?** Don't fancy dark green robes for your Nighthaunt gheists? Here are three other for your to try out.

Laver: 'Ardcoat

Wash: Nuln Oil Layer: Gorthor Brown

Basecoat: Skavenblight Dinge

#### NIGHTHAUNT

The Nighthaunt are simple models to paint, especially if you start with a Corax White undercoat. You can apply the new Technical paints - Nighthaunt Gloom and Hexwraith Flame - straight over the undercoat and get a great ghostly effect really easily, or you can apply them over a basecoat as normal if you prefer.

Alternatively, you can use one of the Shades or Glazes from the Citadel Paint range, or even Nihilakh Oxide to paint the 'skin' of your ghosts. Just remember that once you've painted the ectoplasm, you'll need to be careful applying the darker cowl colour - you really don't want to make a mistake and then have to tidy it up. DH





I Base



#### **GREEN ECTOPLASM**



Citadel Spray Paint



**MOULDERING CLOTH** 

**RUSTED METAL** 







M Shade







L Shade





M Shade

Wash: Agrax Earthshade







**TRY OUT A NEW PAINTING TECHNIQUE** The Nighthaunt are great models for trying out new painting techniques. **Try mixing Incubi Darkness with** Lahmian Medium to get a glaze and use it to create a smooth colour transition between the light and dark green areas of the model.





Layer: Russ Grey



Basecoat: Abaddon Black Layer: Stegadon Scale Green

While the Nighthaunt are mostly ghostly, some of the models like the Knight of Shrouds on Ethereal Steed feature areas of bone. Here are two ways of painting it ideal if you're also painting skeletons





Basecoat: Screaming Skull Wash: Coelia Greenshade and Lahmian Medium (1:1) Layer: White Scar



Wash: Nuln Oil (recesses)



XS Artificer Layer

BALEFIRE

#### CANDLES

M Shade









M Shade





#### **SHYISHAN BLADES**

Want to add a splash of colour to your Nighthaunt models? How about adding blood instead of rust to their blades. Or why not paint their blades a different colour entirely, like they were fashioned from some magical material?



Basecoat: Leadbelcher Wash: Nuln Oil Layer: Stormhost Silver Layer: Blood for the Blood God (stipple



Basecoat: Incubi Darkness Laver: Kabalite Green

#### LANTERN GLOW



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Warhammer 40,000: Throne of Skulls Saturday 28<sup>th</sup> – Sunday 29<sup>th</sup>

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Send your photos to: TEAM@WHITEDWARF.CO.UK

Flagellant

By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.





## **READERS' MODELS**

#### OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using 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:

www.warhammercommunity.com/ the-model-photo



















A couple of issues ago, we featured Stephan Löppmann's Maggoth Lord in Readers' Models. Well, Stephan got in touch with an even bigger model for us to feature- the Glottkin! We asked him to tell us a bit about how he painted this huge kit.

"To start with, I painted Otto and Ethrac separately, just to make painting them easier and to make it easier to paint the top of Ghurk," says Stephan. "I used an airbrush for the green of Ghurk's skin, which helped me to get a smooth colour transition between the light and dark areas. Still using the airbrush, I worked purple and red tones into the recesses for the shading, giving him a bruised look. I tried to stay as close as possible to the colours shown on the box (because I really love them), but I changed a few bits like Ethrac's robes to suit my own style. From start to finish the model took seven weeks - a good number for a servant of Nurgle."

# THE WHITE DWARF GUIDE

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www.bloodbowl.com



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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...

#### CALLING ALL DWARF FANS!

varf? Well, we do too, but we would ove to make it even better. If you've got a letter for our letters ge or a question for mbrindal, why not get in touch? Perhaps you have a beautifully painted army you think deserves a spot in the magazine, or you've got some picture of your models that you would love to share with us? Why not send us an email?

team@whitedwarf.

co.uk

he White Dwarf bunker has been a hive of activity this month, with many of us painting new Warhammer Age of Sigmar models, playing games with the new rules or a healthy combination of the two. In our minds, gaming and painting both count as one of your five a day...

Several members of the team have painted new heroes for Warhammer Age of Sigmar (you can see them over the page), with plenty more on the way in the near future. Michael's even promised to paint a Knight of Shrouds one day, though apparently snow, lemon drizzle cake and a three-legged cat interrupted his painting schedule. Ben has painted his first Primaris Space Marine, too, which you can see opposite.

#### **BIT OF THE MONTH: ESCAPE POD**

Okay, so strictly speaking it's three bits, but we really love the objective markers that we used in the Warhammer 40,000 Battle Report this month. Our favourite is the crashed escape pod, which looks a bit like a mini Space Marine Drop Pod.



#### **BUILDING A NEW FUTURE**

You may have noticed in the Imperial Knights Battle Report on page 44 that there were some interesting (and very large) new buildings on our battlefield. Whatever could they be? Well, they're part of a whole new scenery range for Warhammer 40,000 – you may even have seen some of the buildings on the Warhammer Community website already. Here in the White Dwarf bunker we're very excited about the new scenery so, making good use of our stealth fields, we snuck into the top secret laboratory where they're made and grabbed a couple of sprues. We've already started building a few of them...

#### **GRUDGE MATCH!**

Last month, Matt gave Dan's Kharadron Overlords a sound thrashing with his Sylvaneth army. Dan, of course, noted down the defeat in his book of grudges and challenged Matt to another game. Matt accepted, but this time he fielded his Daughters of Khaine. They fought the Battle for the Pass scenario with Matt's Bloodwrack Medusa racing forward on a magical Steed of Shadows to take an early objective. Dan responded by shooting most of Matt's Witch Aelves to death (with the rest running away), but was unable to stop Morathi rampaging through both his Arkanaut Frigate and his Grundstok Gunhauler. Once again, Dan left the battlefield bearing another grudge.





#### AWARDS AND REWARDS

In the climactic finale to A Tale of Four Warlords, we unveiled eight fun awards to say thank you to our four warlords for their hard work over the last few months," says Simon, who was running the big four-player game. "Each award was for painting or playing games, with an associated reward that might give them a little boost in the final battle It's the sort of fun little thing you can do with your own gaming group We kept our awards secret until the final month, but you could easily announce them at the start of a campaign to motivate all the hobbyists.

#### WHAT'S THE POINT?

Something we've noticed about our designer Ben is that he only seems to paint vehicles or models that are pointing. "It's just a coincidence," says Ben, pleadingly. "I picked up the Easy to Build Primaris Space Marine Intercessors to try out my Raven's Watch colour scheme on them and the Sergeant was the first model I painted. He just happens to be pointing! Rather than just paint him with black and blue-grey armour, I also added in some panels of Incubi Darkness and an orange stripe to his knee to help break up the black 1 finished off the model with Texture paints on the base - Stirland Mud, followed by patches of Valhallan Blizzard."





#### WEAPON OF THE MONTH... THUNDERCOIL HARPOON

Why fire bullets or lasers when you can launch a massive harpoon through your foe instead? Especially when that harpoon is as long as a Space Marine is tall, wider than the bore of a demolisher cannon and powered by the twin reactors of a Knight Valiant. If you see one of these deadly weapons on the battlefield, keep your vehicles and monsters well away from it – you'll regret getting too close!



## **VOX CHATTER**

This month in Vox Chatter, we chat about the new Nighthaunt battletome and models and what excites us about them.



**Shaun**: I really love the Black Coach – the model is so dynamic and a really cool centrepiece. I reckon the whole range would appeal to my painting style, too – I'm still getting back into painting, so anything that involves a lot of washes is good with me.

**Simon:** The Nighthaunt are unlike any army we've done before. They're even more incorporeal than daemons and they can appear from anywhere – nowhere is safe from them on the battlefield.

**Michael:** The Myrmourn Banshees and Dreadscythe Harridans are brilliant. I love the design of the models with all the negative space underneath them – it makes them look really ethereal. The veils of their faces is a really creepy touch.

**Dan:** I loved reading all the background in the battletome – it's really grim and sinister. Nagash is portrayed as such a cruel and monstrous character who enjoys torturing the Nighthaunt – no wonder they're so angry.

Matt H: I like all the little details, particularly the hourglasses that are on a lot of the models – they're a classic symbol of death and mortality that tie the models together nicely.

**Martyn:** The Nighthaunt models have so much motion sculpted into them and they look really light and floaty – they're like an evil, sinister mirror of the much heavier, more stoic Stormcast Eternals.



### IN THE BUNKER

#### **NEW HEROES FOR A NEW AGE OF WAR**

What with Malign Portents coming out a few months ago and the new edition of Warhammer Age of Sigmar last month, many of us Dwarfers have been busily painting new models for our collections.

This month, we set each other a challenge to paint a new hero for our armies. Martyn picked the Lord-Ordinator, which he painted in the colours of the Celestial Vindicators, his chosen Stormhost. Dan added an Aether-

"I've already painted a Lord-Celestant and a few other models for my Celestial Vindicators, says Martyn. "When we decided to paint some heroes for our armies. picked the newest Stormcast model to come out (at the time, that is. - Ed) - the Lord-Ordinator (1). It turned out he was a good choice because the Celestar Ballista is my favourite model in the new boxed set and the Lord-Ordinator helped me establish how I would paint the crew for it. Initially I planned to paint his robes cream, but decided to paint the quilted bits red instead to contrast with the cool turquoise armour. \*

"I'm trying to paint at least one of every Kharadron unit and the Aether-Khemist (2) was the next on my list," says Dan. "I used my traditional subdued colour scheme of black, brass and blue on him, but added a blue glow effect to the business end of his atmospheric anatomiser using Sotek Green with a little bit of White Scar mixed in."

"My Knight of Shrouds (3) is painted just like the rest of my undead models," says Matt, "with a dark red cowl and a red tint to the ahostly bits. I basecoated the Knight's ethereal body Celestra Grev, then shaded it with Carroburg Crimson mixed with Lahmian Medium. I then highlighted it with Celestra Grey and, finally, White Scar."

"I wanted my Knight of Shrouds (4) to come from one of the Shyishan underworlds where all the spirits languished in a fiery hell," says Simon. "I painted the model Mephiston Red over a Chaos Black undercoat, highlighted it with Yriel Yellow, then glazed it with several layers of Bloodletter to tie the two colours together."





Khemist to his slowly growing force of Kharadron Overlords (he's still working on a unit of Arkanauts to get the numbers up). Both Matt H and Simon painted a Knight of Shrouds. Simon's is part of a new force he's just started based around the Start Collecting! Malignants set, while Matt's is a new addition to his existing Legion of Night army led by Mannfred. We're all going to be painting plenty more models for Warhammer Age of Sigmar over the next few months, so keep your eyes peeled to see what we paint next.





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