

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

AUGUST 2018

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WARHAMMER
40,000:
KILL TEAM!

ALSO IN THIS ISSUE:

- DESIGNERS' NOTES
- BUILDING A DIORAMA
- HALL OF FAME:
MINIATURE OF THE YEAR
- PAINT SPLATTER:
HOUSE CAWDOR GANG
- NEW MIDDLE-EARTH
BATTLE COMPANIES
- PAINTING MASTERCLASS
- AND MUCH, MUCH MORE!

ADEPTUS TITANICUS

TITAN LEGIONS CLASH AMID THE HORUS HERESY IN A BRAND-NEW GAME

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MEET THE WHITE DWARF TEAM

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

MATT KEEFE Editor

Matt wrote Temporal Distort this month – he just really wanted to reminisce about the 1990s. Apparently he owned a shell suit...

Matt's highlight this issue:
"First Blood – I loved Titan Legions when I was younger, so I'm very excited to play some games of Adeptus Titanicus."



MELISSA HOLLAND Digital Editor

Mel's desk is covered in colourful paints this month. According to our sources, she's secretly working on Snazzgar Stinkmullet.

Mel's highlight this issue:
"Fantastic Vistas – Tom's diorama has a Carnosaur in it and, as we all know, the Seraphon are the coolest army in the Age of Sigmar."



BEN HUMBER Designer

Ben has been painting a Space Marine Reiver for Kill Team and Keldrek, Knight of Shrouds. A future army, perhaps?

Ben's highlight this issue:
"I enjoyed working on the Battle Report this month – I think the battlefield is really cool and the armies look great on it."



DAN HARDEN Staff Writer

Dan's been painting Astra Militarum tanks and a Skaven warband for Warhammer Underworlds. We hope to show them all soon.

Dan's highlight this issue:
"Golden Demon is always a favourite of mine – I love chatting to the painters about their creations each month."



MARTYN LYON Photographer

Martyn has been painting Stormcasts this month and building Ultramarines ready for some upcoming Kill Team games.

Martyn's highlight this issue:
"I also really like Golden Demon – I love being inspired by people's work. The Ultramarines Sergeant in this article certainly inspired me."



MICHAEL HAUGEN WIESKE Assistant Editor

Michael's not the fastest painter in the team, but he blitzed his Astra Militarum kill team in no time. You can see his models on page 11.

Michael's highlight this issue:
"It has to be Kill Team. I really like small games where every model matters. It means I can really focus on my painting, too."



MATTHEW HUTSON Lead Designer

Titans have always been a favourite of Matt's ever since he first got into the hobby during the Dark Age of Technology (the 1990s).

Matt's highlight this issue:
"The God-Machines March. I've already decided which Legion I'm going to collect for Adeptus Titanicus."



SHAUN PRITCHARD Reprographics Operative

Shaun's been infected by Nurgle's plague this month. No, he's not been ill, he's been painting Plague Marines, of course!

Shaun's highlight this issue:
"It was great reading the designer's thought on +REDACTED+ in Hall of Fame. I voted for that model as my Miniature of the Year, too."



SIMON GRANT Staff Writer

Simon has used the excuse of starting a new kill team to justify painting more Space Wolves. Like he actually needed an excuse!

Simon's highlight this issue:
"That would have to be the glorious deeds of my Space Wolves kill team in battle against Dan's Orks. Killing a Grot is glorious, right?"



JONATHAN STAPLETON Photographer

Jonathan has mostly been painting a Lord-Ordinator this month, but he's also been working out a list for his Tau kill team.

Jonathan's highlight this issue:
"I enjoyed the Designers' Notes for the Stormcast Eternals – there are lots of cool parts on the new models I want to get my hands on."



Email: team@whitedwarf.co.uk / Twitter: @whitedwarf / Facebook: whitedwarf

WHITE DWARF

AUGUST 2018

SKIRMISHES AND TITANIC CLASHES

This month's new releases might just be the most diverse we've ever seen. There's more models for the Nighthaunt and Stormcast Eternals armies in Warhammer Age of Sigmar, a brand-new Kill Team game for the universe of Warhammer 40,000, a new gang – that of House Cawdor – for Necromunda and the titanic return of another of our most vaunted classics – Adeptus Titanicus. And alongside these there's masses of scenery, dice, cards and more.

Aside from how cool it all is, what's really noteworthy about such an astonishing slew of new stuff is that it really showcases the sheer breadth of the hobby – so we've tried to make that a theme of this issue, with a look at all kinds of things. We've got a look at Kill Team and Adeptus Titanicus, of course, but on top of that we've got a Painting Masterclass on markings and insignia – details that feature on almost every model – Dan playing his first game of Adeptus Titanicus (there were a lot of volcano cannon noises), the sequel to May's Battle Report as Nagash attempts to reclaim the Soul Siphon, new rules for more Battle Companies of Middle-earth, a Paint Splatter for the new Cawdor gang, Realms of Battle looks at the amazing new Sector Imperialis and there's still yet more to discover. Hopefully you've got some time off to enjoy it...

Matt K



WHAT IS WHITE DWARF?

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

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

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**SUBSCRIBE TO
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PLANET WARHAMMER

It's war on a new scale – Adeptus Titanicus is here. So too is Kill Team. Plus new Stormcast Eternals and Nighthaunt.

CONTACT

A man writes to us from inside a volcano. Intrigued?

TEMPORAL DISTORT

Comb your mullets, we're going back to 1994!

GETTING STARTED WITH...

WARHAMMER UNDERWORLDS: SHADESPIRE

Looking for a new gaming challenge? Check out Warhammer Underworlds: Shadespire and find out how to get started.

REALMS AND REALITIES

PlayFusion's games designers tell us about Warhammer Age of Sigmar: Champions – a card game set in the Mortal Realms.

COVER STORY

WAR ON AN EPIC SCALE

Adeptus Titanicus is here! James Hewitt, rules-supremo, tells us more about it, then...

WAR OF THE GOD-MACHINES

...shows our writer Dan how the game works in First Blood.

A NEW FORGING

The Citadel miniatures designers talk about the genesis of the Stormcast Eternals' Sacrosanct Chamber.

HALL OF FAME

Your favourite miniature of 2017 enters the hallowed halls.

BATTLE REPORT

RETURN TO THE SOUL SIPHON

The lands of Shyish are plagued once more by the Idoneth Deepkin. But this time their foes are a little more ghostly.

PAINTING MASTERCLASS

The 'Eavy Metal and Studio army painters share painting advice on adding markings and insignia to your models.

GOLDEN DEMON: WARHAMMER 40,000 2017

A Slayer-Sword winning model by David Soper, plus six other excellent entries.

FANTASTICAL VISTAS

We feature five awesome Warhammer Age of Sigmar dioramas.

THE GOD-MACHINES MARCH

A Parade Ground of Adeptus Titanicus Warlord Titans and Questoris Knights painted by several talented artisans.

BLANCHITSU

More wonderful madness from the world of Tor Megiddo.

NEW RULES

RANGERS AND SPIDERS

Beware what lurks in the dark places. Here be new rules for Battle Companies of Middle-earth™.

PAINT SPLATTER

A stage-by-stage painting guide for House Cawdor.

REALMS OF BATTLE

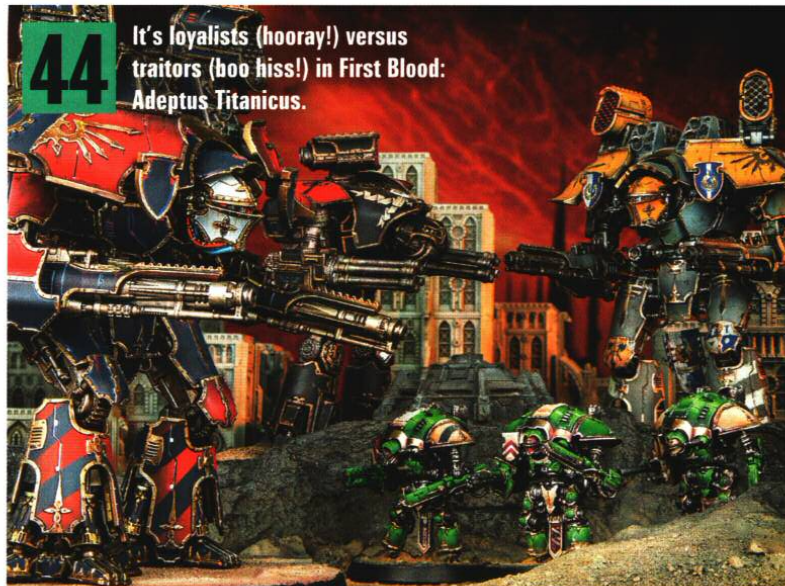
We take a closer look at the new Sector Imperialis scenery kits.

READERS' MODELS

A gallery of models painted by you, our readers.

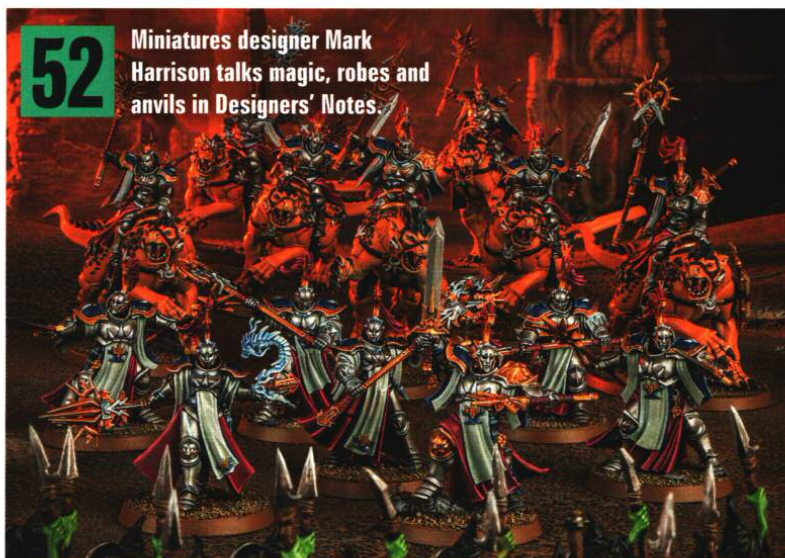
IN THE BUNKER

What have the Dwarfers been up to this month?



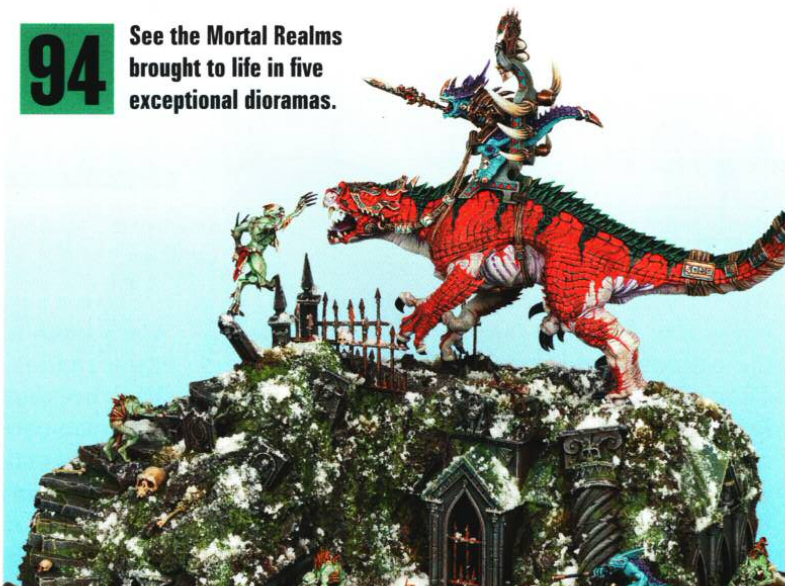
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It's loyalists (hooray!) versus traitors (boo hiss!) in First Blood: Adeptus Titanicus.



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Miniatures designer Mark Harrison talks magic, robes and anvils in Designers' Notes.



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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.

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God-machines – loads of them. Check out this gallery of Titans fresh from the forge.



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The Nighthaunt take on the Idoneth Deepkin amid the ruins of the Soul Siphon.



PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

BEHIND ENEMY LINES



There are a lot of very exciting and very different products out this month. Some are very big, but on a small scale. Some are small, but on a big scale. Some are huge, while others are just plain massive. Confused? Let us explain.

First up this month is Warhammer 40,000: Kill Team – a skirmish game set in the 41st Millennium (it's small in a big world). The premise of the game is simple – you assemble a team of operatives (the sneakier the better) to carry out deadly and daring missions such as blowing up ammunition dumps, disrupting supply lines and assassinating enemy heroes. Kill Team is great for both existing Warhammer 40,000 fans and those about to dip their toes in. Alongside the new game comes a range of new

KILL TEAM

Kill Team first appeared in the fourth edition of the Warhammer 40,000 rulebook, which came out way back in 2004. Over the years, this popular skirmish version of Warhammer 40,000 has been through several iterations, with this edition bringing together all the best bits of its predecessors. Popular features include the hazards of dangerous terrain, 10 types of Kill Team specialists with unique battlefield skills and, of course, lots of sneaky missions to play through.

terrain, too, including the Basilicanum, Administratum, Sanctum and Ruins kits. These buildings are colossal and they are going to reinvent the battlefields of the 41st Millennium.

Now for the big small stuff. Adeptus Titanicus is back! This smaller-scale game enables you to field maniples of god-machines in glorious Titan-on-Titan combat during the Horus Heresy. The Warlord Titan is a wonder to behold – what we've been calling a miniature behemoth. You'll understand what we mean when you see it.

Lastly, there are more Stormcast Eternals coming out, including some magic-wielding warriors riding huge Azyrite mounts. With 50 units now available for Sigmar's chosen, there's never been a better time to start your own Stormhost.



WATCH THE SHADOWS

Warhammer 40,000: Kill Team is back! No matter what Warhammer 40,000 army you collect, you can take part in Kill Team and there's a whole new range of products out to support the release. You can see them all on page 6.



WHEN TITANS CLASH

Adeptus Titanicus is here! This epic battle game features miniature titans battling across war-torn worlds during the Horus Heresy. You can see the first releases for this great new game and an interview with the designer on page 12.



RIDERS OF THE STORM

There's a new wave of Stormcast Eternals out this month – the mounted warriors of the Sacrosanct Chambers. But what are the strange and mighty beasts they ride into battle? Find out more about them on page 16.

NEW GAME! WARHAMMER 40,000: KILL TEAM



THE LEGIOS WALK ONCE MORE

As keen hobbyists out there will know, we've been waiting for Adeptus Titanicus for a while now but, boy, was it worth the wait! There are new rules, new scenery and loads of new plastic kits from tiny Imperial Knights (they're about the height of a Space Marine) to the mighty Warlord Titan, which is a miniature facsimile of the Warhammer 40,000-scale kit. For more on Adeptus Titanicus, turn to page 12, then check out First Blood, on page 44, where games designer James Hewitt guides Dan through his first game.



MORE STORMCASTS AND NIGHTHAUNT

Last month, the Nighthaunt and the Stormcast Eternals got loads of new releases to bolster their ghostly and celestial ranks, respectively. And this month, there's even more! Check out the new Nighthaunt models on page 16 and the new additions to the Stormcast Eternals in Designers' Notes on page 52. You can read what the miniatures designers have to say about these great new warriors of the Sacrosanct Chambers – and the many others that have come out over the last couple of months.



FIVE THINGS WE LOVE IN... AUGUST

5 New scenery! Really, this is a huge deal for all fans of Warhammer 40,000. The new Sector Imperialis scenery takes everything that was great about the previous kits and ramps it up to 11 (maybe even 12). Turn the page for a first look and go to page 128 for Realms of Battle with a big showcase and tips and tricks from the creators.



WARHAMMER 40,000: KILL TEAM

If you seek to pit your warriors against one another in fierce skirmish combat set in the far future, look no further than Warhammer 40,000: Kill Team. Take command of a stalwart band of heroes and battle through narrow streets in a series of fast-paced missions.

WARHAMMER 40,000: KILL TEAM STARTER SET

The Warhammer 40,000: Kill Team Starter Set is the perfect way to enter the world of skirmish warfare in the 41st Millennium. Create a strike force of 3-20 warriors, each acting as a single operative, to gain the upper hand in a series of exciting missions. Pit your wits against up to three other players in intense battles in which the actions of every warrior count. The set includes a copy of the Kill Team Core Manual (see opposite), a 22"x30" double-sided folding card gameboard and plenty of Imperial Ruins scenery to populate it. Also included are 10 Adeptus Mechanicus Skitarii and 10 Genestealer Cults Acolytes miniatures to create two rival Kill Teams with which to do battle, along with a pair of booklets detailing the background for each side. A set of 36 cards offers a handy visual reminder of the various tactics introduced in the core manual.



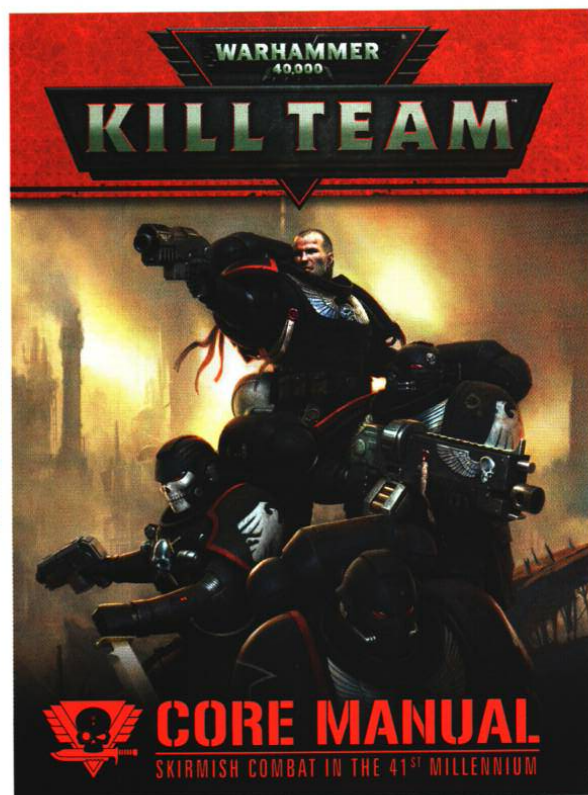
KILL TEAM GOODIES

If you want to show your allegiance to your chosen Kill Team, there's a load of new goodies to do just that. Four dice sets – for the Adeptus Mechanicus, Genestealer Cults, Space Wolves and Orks – each include six D6 and two D10 dice with Kill Team symbols in place of the 1s. The Kill Team tape measure and squad-sized carry case also feature the Kill Team colours and symbol.



WARHAMMER 40,000: KILL TEAM CORE MANUAL

This 208-page manual contains all the rules you need to play Kill Team. The book begins by setting the scene, delving into the dangerous world of skirmish warfare and introducing the hardy warriors that specialise in fighting behind enemy lines. The Warhammer 40,000: Kill Team rules are brand new and stand on their own – they're not simply an extension to the Warhammer 40,000 rules, and add an extra layer of detail to create an intense, fast-paced gaming experience. There are datasheets for dozens of the dark millennium's deadliest warriors to allow you to pick your kill team, including tables with which to generate their names and personalities, as well as rules for developing your kill team in a linked campaign of a series of games.



DATA CARDS: KILL TEAM

The game features a number of Tactics that Battle-forged Kill Teams can spend command points to activate. The Datacards set includes useful reference cards for all 36 of these universal Tactics. In addition, there are 25 blank datacards that you can use to fill in the profiles and wargear for all of the models in your Kill Team as reference guides.



WARHAMMER 40,000: KILL TEAM

Available: Now

£80, €105, 800dkr, 960skr, 880nkr, 400zl, USA \$130, Can \$160, Aus \$220, NZ \$264, ¥18,400, 800rmb, HK\$1,050, RM495, SG\$190

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

WARHAMMER 40,000: KILL TEAM CORE MANUAL

Available: Now

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

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

DATA CARDS: KILL TEAM

Available: Now

£10, €12, 100dkr, 120skr, 110nkr, 50zl, USA \$15, Can \$20, Aus \$28, NZ \$33, ¥2,300, 100rmb, HK\$140, RM60, SG\$24

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

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KILL TEAM: SECTOR MUNITORUM KILLZONE ENVIRONMENT

The Sector Munitorum set is one of the new Killzone Environments, which offer players evocative new battlefields and rules for Kill Team games. The double-sided, folding card gameboard features two different designs – Zone Munitorum and Imperial Sector – both of which perfectly complement the six Munitorum Armoured Containers, barrels and crates and Galvanic Servohaulers (all pre-coloured in red plastic). The board and terrain combine to make a thematic battlefield for your kill teams to fight over, representing strategic locations such as a cargo bays, docks or landing zones. The set also includes environmental rules for the terrain being fought over, a background booklet, four new mission cards, and 12 tactics cards that interact with the Sector Munitorum terrain, adding a different dimension to the game.



OTHER BATTLEFIELDS AWAIT...

The Sector Munitorum is by no means your only option. Killzone Sector Mechanicus is available now and there's more to come over the next few weeks. Not only does each Killzone Environment offer a fresh optional environmental rules, tactics and terrain, but they also increase the size of your battlefield for larger or multiplayer games of Kill Team – rumour has it that all of the gameboards featured in the Killzone sets are designed to connect together into a huge Kill Team battlefield...

KILL TEAM KILLZONES

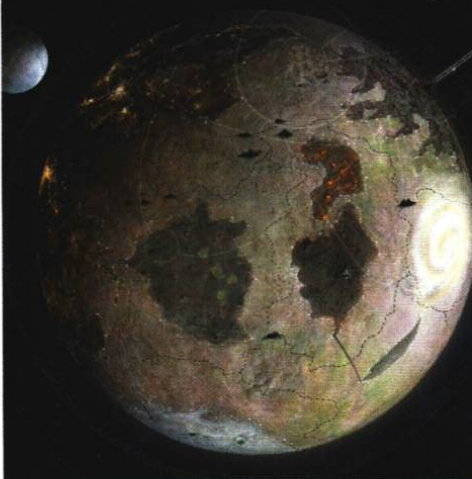
Available: Now

£50, €65, 500dkr, 600skr, 550nkr, 250zl, USA \$80, Can \$100, Aus \$140, NZ \$165, ¥11,500, 500rmb, HK\$680, RM310, SG\$120

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

THE WAR FOR VIGILUS

The Imperium of Man comprises more than a million worlds, its empire covering the entire galaxy with its span. War is rife on many of these worlds, with humanity fighting enemies of every kind, from the traitor and heretic to the daemon and xenos. So do kill teams ply their bloody trade across these war-torn systems, their specialist expertise sought out by commanders who know well that a few daring warriors can sometimes achieve that which even the largest army cannot.



There is one such world that, since the Cicatrix Maledictum all but tore the galaxy in half, has become the site of a desperate conflict that continues to escalate with each passing day. Known to the Imperium as Vigilus, this barren world sits within the Imperium Nihilus, but its strategic value cannot be overstated. Vigilus appears to be the focal point of a quantum anomaly that, as yet, defies the understanding of even the most learned tech-adepts of Mars. Though its source remains a mystery, this anomaly has created a rift corridor between the Imperiums Sanctus and Nihilus. Known as the Nachmund Gauntlet, it forms the only stable route through the Great Rift, though none can predict how long it will remain viable. So long as the corridor holds, Vigilus's position within the mouth of the Nachmund Gauntlet will ensure its paramount importance. The vast hive sprawl of Megaborealis has seen the brunt of the fighting so far, with forces from the Adeptus Astartes, Orks, Adeptus Mechanicus and a risen Genestealer Cult vying for control.

FIVE THINGS WE LOVE IN... AUGUST

4 Picking our Kill Teams! The team has been excitedly poring through the Kill Team Core Manual this month, frantically snapping components from frames to assemble and customise their models of choice. Turn the page to see how Michael got on with creating his Astra Militarum kill team.



KILL TEAM FACTION STARTER SETS

Available: Now

See www.games-workshop.com for more information.

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

WARHAMMER 40,000: KILL TEAM FACTION STARTER SETS

There are 16 different factions available in Kill Team, and the Faction Starter Set expansions are the perfect way to get involved. The first four such kill teams are Space Marine Primaris Reivers, Ork Burna Boyz, Tyranid Genestealers and Astra Militarum Tempestus Scions. They will be joined later this month by Drukhari Wyches and Deathwatch Space Marine kill teams. Each Faction Starter Set includes a set of pre-coloured terrain and plastic miniatures, as well as a booklet that introduces the background of a famous (or infamous!) kill team. A full set of

datacards that detail the profiles and wargear for each of member is also included. Two mission datacards enable you to refight typical operations undertaken by that kill team and a punched token card sheet helps to keep track of various in-game effects. The set also includes a number of tactics cards specific to the kill team's Faction, catering not only for those found within the Kill Team Core Manual, but also new tactics that are exclusive to each set (though they can also be used by other kill teams of the same faction, not just the named kill team in the set).

The Fangs of Ulrich are a renowned kill team of Reivers that hails from the Space Wolves Chapter.



Krogskull's Boyz are pyromaniacal Burna Boyz that have been fighting amid the ruined streets of Vigilus.



MUNITORUM REPORT: KILL TEAM

Here we present the highs and lows of Warhammer 40,000: Kill Team to bring you up to speed with all things skirmish warfare.

EVERYONE FOR THEMSELVES!

In Kill Team games, all of your models move and fight as individual operatives rather than squads. The actions of each of your warriors will therefore dictate the outcome of a mission and help to create their own story within the team.

NO VEHICLES – YAY!

Tired of your trusty lasgun failing to find its mark upon the armoured hull of a battle tank? Fed up of patiently waiting for enemies to disembark so that you can carve them up with your favourite chainsword? Well fear not! Warhammer 40,000: Kill Team frees you from such concerns, as no vehicles are used in the game.

CHASING PROMOTION

Regardless of your choice of faction, there are no senior commanders in the game – kill team leaders are drawn from the ranks (though they can be a unit leader). However, your kill team can develop in campaigns, enabling your leader to become a formidable commander in their own right as they gain experience.

NO VEHICLES – BOO!

If you're one of the 41st Millennium's finest treadheads, you'll have to learn to leave your armoured support at home and utilise your infantry to their fullest extent. But don't worry, Sniper and Demolitions specialists offer your kill team effective ways to bring deadly accurate and explosive death to your enemies!

ADD CHARACTER TO YOUR KILL TEAM

Andy Clark was responsible for writing the background, even writing name and personality generators for each faction.

"This edition of Kill Team is one of the most narrative-driven games we've ever released," says Andy. "We've made it as fun and easy as possible to roleplay your kill team on the battlefield. Not only can you develop the skills of your leader and specialists as they gain experience over the course of a campaign, but your remaining warriors form fire teams and can also improve as time goes on. This encouraged us to take the character development aspect of the game further than ever before."

"We've introduced exhaustive tables of quirks, motivations and backgrounds for kill teams belonging to each Faction, as well as created lists of names and demeanours for the members themselves. They're not tied to the game mechanics in any way, just suggestions – they're more like a set of prompts, hooks and inspirations that help you connect your kill team to the wider background of their faction."

"Adding extra levels of detail such as this not only adds character to your kill team, but being able to put a name to your enemy is equally important. How are you supposed to avenge the death of a beloved member of your kill team if the one that slew them is a faceless enemy bereft of any identity or personality? It helps you tell the war stories that make our games so much fun to take part in."



Our assistant editor Michael used the new story tools to create an Astra Militarum Kill Team. "The team is made up of the hard-bitten remnants of two squads of Cadian Shock Troops," he says. "I converted some Tempestus Scions to look like elite Cadian Kasrkin."

"Guardsman Bask is the team's Sniper specialist, a loner haunted by his home world's losses since Cadia's fall. In battle, he quietly invokes the names of lost kin. Sergeant Karsk is the Kill Team's Leader and known for his eagle-eye (1) – he's both a fine duellist and a sharp disciplinarian."

Michael spent extra time painting the team's faces to pick out their character (2 and 3). Additional parts like this surgical pouch help mark out his specialists (4).

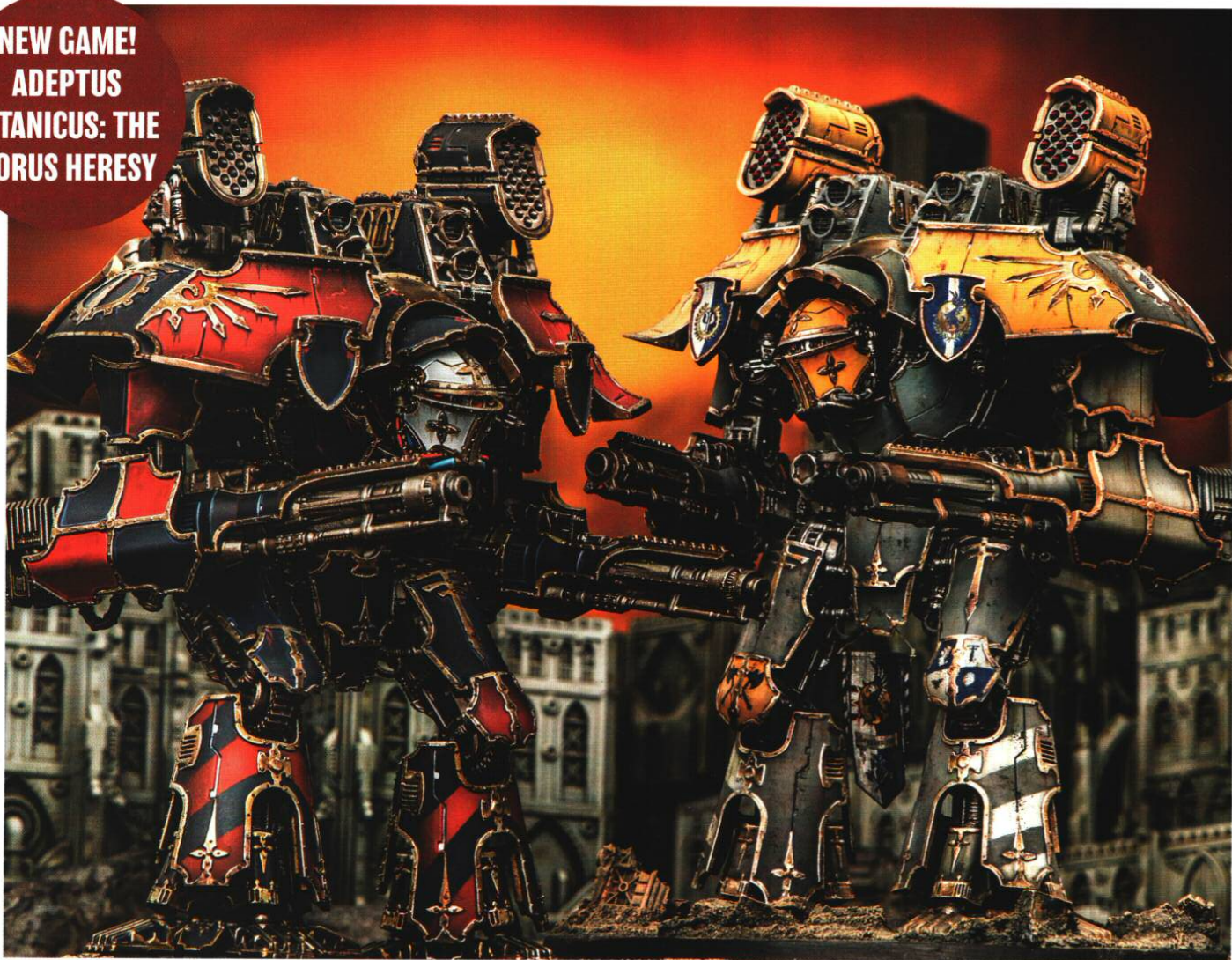
"Kolm and Hekler (a Tempestor) are Squad 005's longest-serving members," continues Michael. "Kolm is the kill team's Medic. Since Cadia fell to Chaos, he's been consumed by a vengeful rage that only simmers down when he provides first aid to his comrades. Hekler is a true Shock Trooper defined by his gung-ho attitude (5) and also the team's Veteran specialist."



ADEPTUS TITANICUS: THE HORUS HERESY

For thousands of years, the god-engines of the Collegia Titanica have served the Imperium of Man, while the Traitor Legions, who joined Horus in his Heresy, have sought to lay it low. And now, their titanic clashes are coming to a tabletop near you...

NEW GAME!
ADEPTUS
TITANICUS: THE
HORUS HERESY



The game of titanic battles in the Age of Darkness is here – Adeptus Titanicus is a brand-new game (with some serious heritage; more about that later) bringing battles between the god-machines of the Titan Legions to the tabletop. The game allows you to field armies made up of Warlord, Reaver and Warhound Battle Titans and Imperial Knights, taking on the role of a Princeps to command each Titan's many weapons and other systems.

Veteran readers may know that this is not the first Games Workshop game to bear the hallowed name of Adeptus Titanicus. The very first edition of Adeptus Titanicus was released all the way back in 1988 and introduced the world to the now-iconic Warlord Titan. Now the game is back in a brand-new edition, though one fully informed

TITANIC SCALE

No, those models aren't far away – they're new plastic kits, smaller than their Warhammer 40,000 counterparts. Each Adeptus Titanicus miniature, be it a Warlord Titan or Imperial Knight, is about a quarter the size of its Warhammer 40,000 equivalent, so that battles featuring half a dozen Titans or more on each side can be fought out over a 4' x 4' board in just a few hours. So the battles will always be titanic but the labour required to fight one won't be.

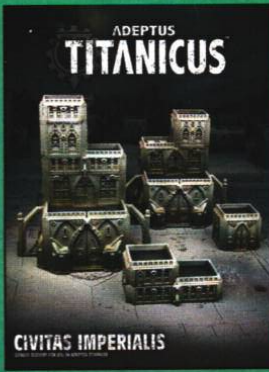
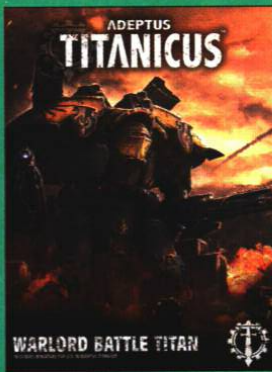
by its own fabled history. Like its predecessor, the game is set during the dark days of the Horus Heresy (what better excuse to have Titans fighting Titans?) and features an extra level of detail to bring the ancient and arcane workings of a mighty Battle Titan to life. Each Titan is represented not only by a miniature but also by a Command Terminal where you can track its weapons and other systems, the orders it has received and any damage it has suffered. These Command Terminals are every bit as central to the game as the miniatures themselves and contribute a huge amount to the game's character, giving players the feel for what it's like to command an ancient god-machine (truculent machine spirits and all). We've got loads more on this great new game over the next few pages and throughout the issue.

SO YOU WANT TO PLAY ADEPTUS TITANICUS?

The format for the new Adeptus Titanicus game is a little bit different to most Games Workshop games, with the boxed set dedicated to the rules and all the dice, counters and other bits and pieces you need to play (you can check it out below). All of the miniatures for the game are available separately, with the Warlord Battle Titan and Questoris Knights kits out this month, and there's a Civitas Imperialis scenery set available, too. You can also pick up extra packs of Command Terminals.

These are just the first in a planned range of releases – the game includes rules for Reaver and Warhound Titans, as well as the mighty Warlord, (hint, hint), and you might even get a look at some of the models elsewhere in this very issue...

And, if you're ready to go all-in, for a limited time, you can get your hands on a Grand Master edition, featuring rules, miniatures and scenery. Check it out on the Games Workshop website.



WWW.GAMES-WORKSHOP.COM

FIVE THINGS WE LOVE IN... AUGUST

3 A good old-fashioned grudge match! This month's Warhammer Age of Sigmar Battle Report pits two of the Design Studio's rules writers against one another in mortal combat. Ingenious battle plans, sneaky tricks, cunning ruses and perhaps even a desperate gambit or two are almost certainly on the cards, so don't miss out!



ADEPTUS TITANICUS: THE HORUS HERESY RULES SET

The rules for Adeptus Titanicus come in the appropriately named Adeptus Titanicus: The Horus Heresy Rules Set – meaning you get not only the 96-page Adeptus Titanicus rulebook but also six Titan Command Terminals, two Imperial Knight Command Terminals, 24 mission and strategem cards, 28 titan weapon cards, two reference sheets, 21 dice, blast templates, a range ruler and the Battlefield Assets set, with plastic miniatures for macro cannon batteries, apocalypse missile strongpoints, void shield relays, command bastions and more. It's a truly titanic set.

Available in English, German and Japanese languages.



BUILDING A WARLORD TITAN

The assembly guide that comes with the Warlord Titan kit deserves a special shout-out. Not only does it include easy-to-follow instructions for building your Warlord Titan (aided by the sequentially numbered parts on the sprues) but it also includes painting and heraldry guides, showing you which colours to use and where to put the transfers that come in the kit. You can see more of this titan heraldry on page 102.

ADEPTUS TITANICUS WARLORD TITAN

The Warlord Titan is, in our opinion, *the* lord of war, the most hallowed and most iconic of all the mighty engines of war to be found on the battlefields of the 41st Millennium. The Warlord Titan first appeared in the original Adeptus Titanicus game and since then has been a mainstay of the armies of the Imperium and of the Warhammer 40,000 universe itself. The Warlord Titan appeared as a truly colossal Forge World kit for Warhammer 40,000 in 2015 and now, with the release of Adeptus Titanicus, you can get one without having to find a spare wardrobe to keep it in. In fact, the Warlord Titan is pretty much the game Adeptus Titanicus was created for and you'll see few, if any, games without one.

The Warlord Titan is a plastic kit. There are three sprues in the box – one which builds the Titan's skeleton-like chassis, another providing its armour plates, and another providing its weapons – twin belicosa volcano cannons and two carapace-mounted apocalypse missile launchers. The kit is highly poseable, with the legs articulated at the ankle, knee and hip joints, and the waist, weapon mounts and head also offering a range of motion. (You can see how members of the Forge World studio modelled their own Warlord Titans over on page 102). There's a choice of three heads, and armour plates in different designs, suggesting loyalty to the Emperor or the traitor Horus.

+++ WARLORD BATTLE TITAN MARS PATTERN +++



1 Mars Pattern Warlord Titan Apocalypse Missile Launchers

2 Mars Pattern Void Shield Array

3 Upper Carapace: Capitalise Magnus-grade ceramite/plasteel composite armoured plating

4 Gunnery decks: Moderati bellus and three to five gun-servitors per weapon

5 Limb weapon mounting point: Dedicated crews on right gunnery deck

6 Armoured head: Princes and two to five gun-servitors per weapon



+++ Munitions overview:
Gloria Interitus, Legio
Gryphonicus +++
++ Compiled by
Principes Orun Faraq ++

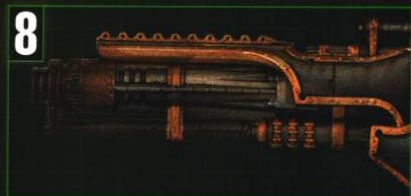
+ Carapace Armament –
Paired Mars pattern
Apocalypse missile
launchers. Autoloaders hold
144 rounds for each
launcher, allowing for
three minutes'
sustained barrage +

+ Left & Right Limb
Armament – Mars pattern
Belicosa volcano cannon.
Ammunition is converted
from plasma energy, but at
some cost – use should be
restricted to
potential kill shots +

7 Reactor Chambers
(‘Theta-maximal’
subtype): One or
two Tech-
priests,
Servitor Clades
of 10 to 24
mono-tasked
units

8 Mars Pattern
Warlord Titan
belicosa volcano
cannon

9 Frontal Armour
Plating:
Ceramite/
plasteel
composite 14" to
26" thickness



+++“We are all but a weapon in the right hand of the Emperor.” – Exhortations Principis Titanorum+++

COLLEGIA TITANICA: THE TITAN LEGIONS

The god-machines of the Collegia Titanica fought for both the Emperor and the Warmaster during the Horus Heresy. Here are five of the most famous Titan Legions.



LEGIO ASTORUM (WARP RUNNERS)

During the Great Crusade the Legio Astorum fought many campaigns against the Orks alongside the Thousand Sons Legion of Space Marines. They remained loyal to the Emperor and were instrumental in the Battle of Tallarn.



LEGIO GRYPHONICUS (WAR GRIFFONS)

By the time of the Great Crusade, the Legio Gryphonicus was one of the largest and best-equipped Titan Legions. Staunchly loyal to the Emperor, they fought against the Warmaster and the Sons of Horus at the Battle of Molech.



LEGIO MORTIS (DEATH HEADS)

The Legio Mortis was one of the oldest Titan Legions, founded during the Age of Strife. Assigned to the Warmaster's own Expeditionary Fleet during the Great Crusade, they became the most notorious of the Traitor Titan Legions.



LEGIO FUREANS (TIGER EYES)

Hailing from the Forge World of Incaladion, the Legio Fureans was one of the most aggressive and stubborn of the Titan Legions, preferring death over retreat. Despite close ties to the Mechanicum, they also sided with the traitor Horus.



LEGIO ATARUS (FIREBRANDS)

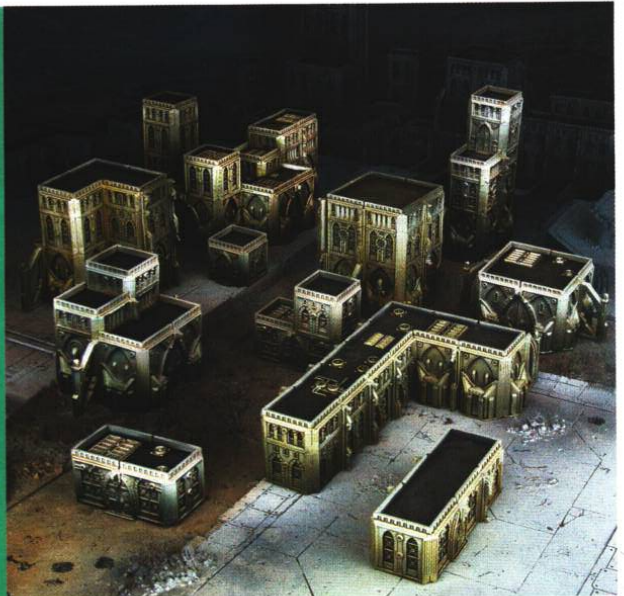
One of the younger Titan Legions, the Legio Atarus took part in the War in the Shedim Drifts against the Aeldari during the Great Crusade. Despite being distrusted by many Imperial forces, they remained loyal during the Horus Heresy.

ADEPTUS TITANICUS QUESTORIS KNIGHTS

Battle Titans are often supported by Banners of Knights, groups of smaller war machines that put their greater mobility to use in scouting ahead of their titanic brethren or protecting them from would-be outflankers and ambushers. The Imperial Knights set includes three plastic Imperial Knights for Adeptus Titanicus, the spitting image of their Warhammer 40,000 brethren. The models are multipart, with three different heads and three different main weapons – a rapid-fire battle cannon, a thermal cannon and an avenger gatling cannon – to individualise each Knight. There's also a transfer sheet in the box, featuring heraldry for Houses Makabius, Vyronii, Malinax and Coldshroud.

CITIES OF DEATH

Titans are colossal engines of war, looming over all but the tallest of buildings – so you wouldn't want them getting dwarfed by your Sector Imperialis collection! Instead, there's a new scenery kit released this month, specially designed for games of Adeptus Titanicus. The kit is hugely modular, allowing you to build a variety of one, two or three-storey buildings, or even combine multiple sets into one huge building. You can even fit some of the battlefield assets from the Rules Set on the roofs of the buildings!



+++ QUESTORIS IMPERIAL KNIGHTS +++



1 Plasteel/ceramide composite armour over adamantium chassis. Locomotion provided by servo-banks and hydraulics controlled by the Noble pilot.

2 Questoris Knight Errant thermal cannon. The weapon of choice for close-range engagements.

3 Reaper chainsword for use in close combat. Ideally suited for battling Titans as it bypasses their void shields.

4 Knight head housing sensor array. The pilot's Throne Mechanicum is situated behind the head.

5 Shoulder-mounted heavy stubber.

6 Avenger gatling cannon.

7 Rapid-fire battle cannon.

8 Red head denotes Questoris Knights banner leader.

**SEE MORE
ADEPTUS
TITANICUS
IN FIRST
BLOOD ON
PAGE 42!**

WARHAMMER AGE OF SIGMAR

There may be (mini) Titans and kill teams running about this month but there are still plenty of exciting releases for Warhammer Age of Sigmar too, as the Nighthaunt and Stormcast Eternals both receive further deadly reinforcements...



NIGHTHAUNT

The Nighthaunt receive four new kits to bolster their forces this month, as well as another Easy to Build kit featuring models previously only available in the Warhammer Age of Sigmar: Soul Wars boxed set.

DREADSCYTHE HARRIDANS

Dreadscythe Harridans have been cruelly reshaped in the afterlife by Nagash's malicious will. The hands of once-were healers or skilled apothecaries have been replaced by wickedly sharp bone scythes. But the most bitter torment of all is that the will of each Harridan has been utterly enslaved – even as their body sweeps forwards to tear their prey limb from bloody limb, they are painfully aware of their terrible deeds yet are helpless to resist. Their bitter fate may be unjust, but they suffer it endlessly regardless.

CHAINRASPS

This month also sees the release of the Easy to Build Nighthaunt Chainrasp Horde. Chainrasps represent the enslaved spirits of killers, murderous and other heinous criminals, all of whom have been punished in the afterlife to be bound evermore by heavy chains.



BLADEGHEIST REVENANTS

Bladegheist Revenants are the tortured wraith spirits of those who were murdered or executed in confined spaces, cursed to endlessly suffer the claustrophobic terror of their final moments. This manifests in a panic-stricken frenzy as the wraiths whirl and lash about them in a flurry of spinning blades. The unnatural desperation with which they fight makes Bladegheist Revenants some of the deadliest Nighthaunts, able to tear through an enemy battleline in a spectral blur. This often sees them accompanying the leader of a ghostly procession as part of the Shroudguard, where they can be directed to deadliest effect.

LORD EXECUTIONER

Lord Executioners are the spectral manifestations of those who revelled in the taking the lives of others. Abusing their positions as headsmen or hangmen, they would ensure that even the most



menial crimes resulted in capital punishment. In death, they have been cursed to continue this duty at Nagash's discretion, though they are perpetually accompanied and tormented by the innocent souls of those they slew.

BLACK COACH

Death has no hold on the mightiest servants of Nagash. So steeped are they in Amethyst magic that even as they lie in state while their bodies regenerate, the opulent Black Coaches that bear them are infused with deathly energies. These dread carriages can often be found accompanying Nighthaunt processions, siphoning the souls of those slain by their passing to nourish the undead lord within. Drawn by a team of four ethereal steeds, a Black Coach careens into the heart of the enemy lines, growing in power with each passing moment as its coffin-bound occupant's strength gradually returns.

FIVE THINGS WE LOVE IN... AUGUST

2

More new scenery!

Well, sort of. This month's Warhammer

Age of Sigmar Battle Report sees the return of the Soul Siphon battlefield from May's issue earlier this year. This time, however, the Soul Siphon has been destroyed, replaced by floating spirits and drifting chunks of masonry and looks jaw-droppingly impressive. Check out the Battle Report on page 66!



STORMCAST ETERNALS

Like the Nighthaunt, the Stormcast Eternals also have four new plastic kits out this month – the multipart Sequitors, Evocators riding Celestial Dracolines, a new Lord-Ordinator and the new special character Aventis Firestrike.

The Sequitors and Evocators kits are both packed full of options, including bare heads, alternative weapons and extra wargear. The Sequitors kit enables you to build either a male or female Sequitor-Prime to lead your 10-model unit, while one of the three Evocators on Dracolines can be built as a Lord-Arcanum. Aventis Firestrike, meanwhile, rides a fantastical Tauralon into battle. The kit also enables you to build a Lord-Arcanum on Tauralon, shown on the right of picture below. You can find out more about all these models in Designers' Notes on page 52.

EXTRA INCANTATIONS

The eagle-eyed amongst you may have noticed this Knight-Incantor in the picture below. He is available on the front cover of the new *Getting Started with Warhammer Age of Sigmar* book, out now. At 104 pages in length, it's well worth picking up!



FIVE THINGS WE LOVE IN... AUGUST

1 Titans! How could it not be? Many of us in the bunker remember Epic: Titan Legions (see *Temporal Distort* on page 32 for a trip down memory lane) from when we were youngsters, so getting to play a new version of this classic game was a real treat. Having drawn straws, Dan got to play it first – see how he got on in *First Blood*, page 44.



WHITE DWARF'S FAVOURITE STORMCAST ETERNALS

There are now so many Stormcast Eternals miniatures out now that we thought it would be fun to tell you about our favourites. Which Stormcast is your favourite model?

1 "The Lord-Castellant is my favourite Stormcast miniature," says Matt K. "He's unusual in that he holds aloft a lantern rather than a sword. There's the great narrative feel of a watchman about him, especially when he's accompanied by his Gryph-hound."



2 "The Lord-Ordinator with astral grandhammer is epic – his hammer is enormous!" says Simon. "You have to remember that Stormcast Eternals are about eight feet tall, so that hammer must be colossal. He's got a great beard, too, which is always important in a hero."



3 "On page 97 of the new Stormcasts battle tome there is a female Sequitor in black armour – that is my favourite miniature," says Dan. "She looks like a crusader, ready to unleash Sigmar's fury on the forces of Chaos. It's just a really well-posed model full of attitude."



4 "Neave Blacktalon is my favourite," says Ben. "Most Stormcasts are pretty solid and stoic-looking, but Neave is really dynamic, leaping forward into battle. There's a lot of movement to her and also she's one of the few Stormcast Eternals armed with axes."



5 "I like the Lord-Aquilor from the Vanguard Chamber," says Matt H. "He's got a great hunter vibe about him, like he's scanning the land for enemies using his astral compass – it's a cool, unusual, kind of science-y piece of wargear. His Gryph-charger is brilliant, too."



DON'T MISS...

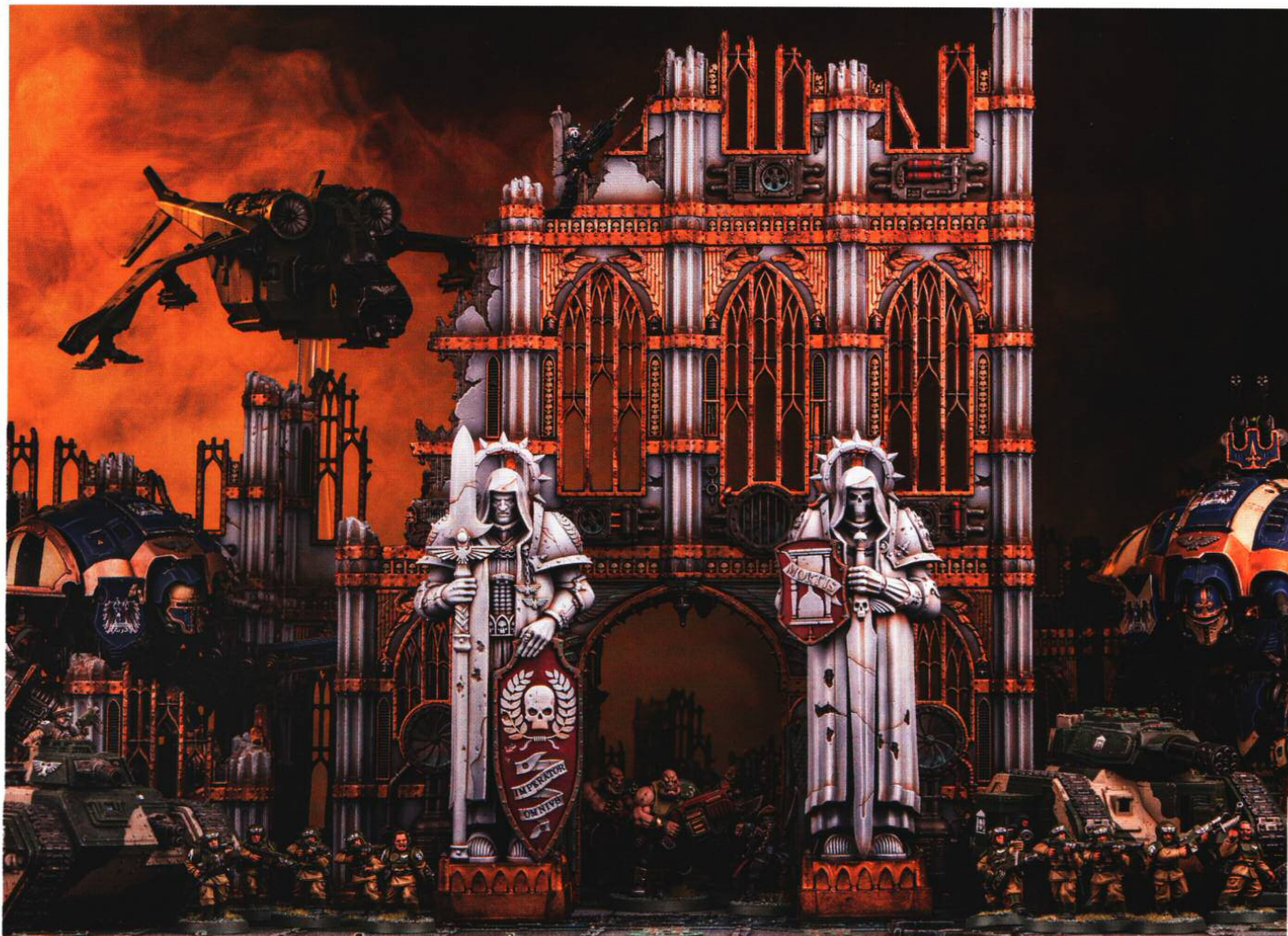
The Designers' Notes for the Stormcast Eternals on page 52. There we take a closer look at the new kits, along with words of wisdom and interesting insights from the many designers that worked on them.





SECTOR IMPERIALIS

Whether you're fighting a desperate war against the Orks amid the ruins of Armageddon or defending Baal from the Ruinous Powers, you'll want to get your hands on the new Sector Imperialis terrain for Warhammer 40,000. It really is a game-changer!



The Imperium of Man is constantly at war, assailed on all sides by heretics, renegades and aliens. It is a rare world that has not been touched by war, and the battles of the 41st Millennium are often fought over the ruins of Imperial cities, be they decades, centuries or even millennia old.

You can now represent these war-torn cities better than ever before with the new range of Sector Imperialis scenery out this month. (You may have glimpsed it in last issue's Battle Report.) The buildings are, to put it simply, huge. They are also modular and fully compatible with the Sector Mechanicus terrain kits, giving you an equally huge amount of scope when it comes to creating your perfect battlefield. Here's a run-down of the four new Sector Imperialis kits.

DON'T MISS...

Some useful tips and tricks from the Studio army painters on how to construct the new Sector Imperialis terrain. You can see some of the brilliant (not to mention huge) terrain pieces they built using the new kits on page 128.



The sprues in each terrain set come in three flavours – wall sections, ruined sections and floors. Simply put, the bigger the kit, the more frames you get in the box. The ruins set contains two frames of ruins (surprise!), while the Administratum, Sector and Basilicanum kits contain a total of three, four and six sprues or terrain, respectively, enabling you to build larger and larger buildings. And these buildings are certainly big! The wall sections are 5" tall, so a two-story building – the walls can be stacked on top of each other to create extra floors and the ruins placed on top of them to create battle-damaged upper floors – now stands higher than an Imperial Knight. Dreadnoughts can fit through the larger doors and the floor sections are big enough to accommodate large miniatures such as Meganobz, Terminators, Centurions and the like.

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THE GANG WAR CONTINUES

Hear the words of the Divine Emperor, for he is the Lord and those who oppose him will feel his wrath! This month, the zealous (some might say misguided) gangers of House Cawdor bring the word of the Emperor to the hive scum of Necromunda.

THE EMPEROR'S TAROT

Okay, so it's not quite the Emperor's Tarot, but it is a set of Gang Cards for House Cawdor. Inside you'll find 20 Tactics cards (12 for House Cawdor, eight that can be used by any gang) and six blank fighter cards that you can fill in to keep track of the weapons and abilities of your gang Leader and Champions. There's also a set of Cawdor Dice, resplendent in the colours of the house – copper and teal.

CAWDOR GANG

The men and women of House Cawdor are the bonepickers, scrap herders and midden-thieves of Necromunda, their vast empire built upon the discarded scraps of the other clans and bound together by an unshakeable faith. The house owes much of its existence to the Cult of the Redemption – a splinter sect of the Imperial Cult that emerged on Necromunda centuries ago, its preachers proclaiming the doom of the Imperium and the unworthiness of Mankind to all who would listen. Of all the houses to entertain the Redemption's demagogues, only the rubbish-peddlers of Cawdor took their message so utterly to heart – embracing their own inferiority and pledging their worthless lives to the spreading of

the faith. Cawdor gangs are usually tasked to bring the word of the cult to the shadowy depths of the underhive, the wilderness between the hives or the abandoned ruins of places left behind by the relentless march of millennia. This new plastic kit allows you to build your own Cawdor gang of 10 models, each covered in a panoply of devotional items evincing their faith. Given the poverty that grips House Cawdor, most Cawdor gangs favour simple and effective weaponry, and the kit features a selection of battered, scrapped-together and hastily repaired autoguns, stubbers, blunderbusses and more, including the Cawdor's favoured heavy crossbow and unique polearm weapons.

CAWDOR GANG

Pre-order: 04 Aug
Available: 11 Aug

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

Available from games-workshop.com and from selected independent stockists.

CAWDOR GANG CARDS

Pre-order: 04 Aug
Available: 11 Aug

£9, €12, 90dkr,
100skr, 100nkr, 45zl,
USA \$15, Can \$18,
Aus \$25, NZ \$30,
¥2,100, 90rmb,
HK\$120, RM55,
SG\$22

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

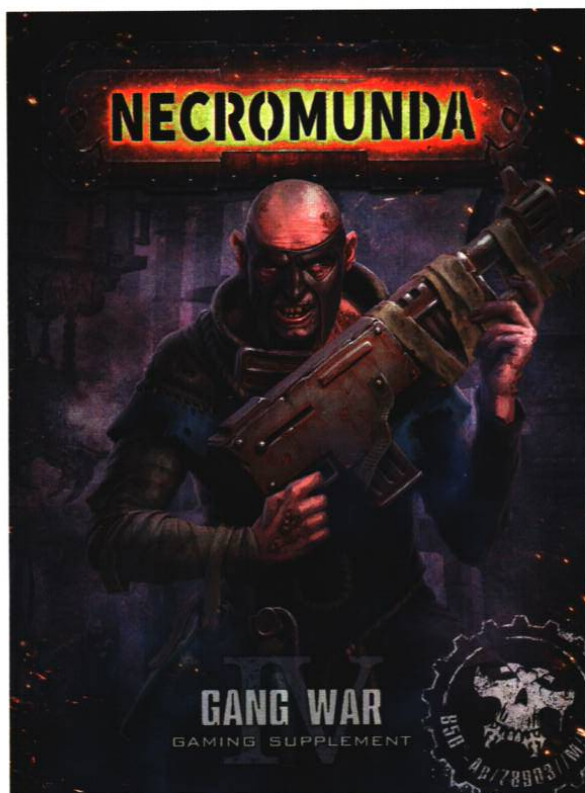
CAWDOR GANG DICE

Pre-order: 04 Aug
Available: 11 Aug

£8, €10, 80dkr,
100skr, 90nkr, 40zl,
USA \$12.50, Can \$16,
Aus \$20, NZ \$26,
¥1,800, 80rmb,
HK\$110, RM50,
SG\$20

Available from games-workshop.com and from selected independent stockists.





GANG WAR 4

Gang War returns for its fourth instalment, its pages packed full of new gaming resources for Necromunda. Inside this 96-page book you'll find the full rules for using House Cawdor in your games of Necromunda, from skill and equipment lists to weapon stats for their more unusual weaponry including the heavy crossbow, reclaimed autopistol, polearm blunderbuss and bomb delivery rat. There's also a new exotic beast for the scavenger-zealots of the underhive – the bizarre biomechanical Sheen Bird.

Also in Gang War 4 you'll find a section on bionic upgrades, playing larger skirmish games in one-off events or tournaments, new special characters (we like Ortruum 8-8, the Psykanarium Bounty Hunter), big Brutes for all five of the gangs so far (including the Orlock Lugger cargo servitor and the Van Saar Arachni-rig Servo Suit to name a couple), a new campaign system to help you start your own Necromunda turf war, new territory rules (fingers crossed for Old Ruins), six new scenarios, Sanctioned Psykers and plenty more besides.

GANG WAR 4

Pre-order: 04 Aug
Available: 11 Aug

£17.50, €22.50,
180dkr, 220skr,
190nkr, 88zl,
USA \$30, Can \$35,
Aus \$49, NZ \$58,
¥4,000, 180rmb,
HK\$240, RM110,
SG\$40

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

**CHECK OUT
OUR
PAINTING
GUIDE FOR
HOUSE
CAWDOR ON
PAGE 126**

FIVE OF THE BEST FROM GANG WAR 4

It's not just House Cawdor, you know – Gang War 4 is absolutely packed with new rules and ideas, whatever your House Allegiance. Here's five of our favourites...

SKIRMISH GAMES

Necromunda is a game ideally suited to campaign play, but if you are playing a one-off game you've got more options than just using a starting gang. And that's what skirmish games are all about, with rules and guidelines for establishing a gang's reputation and territory giving fighters extra skills from the off and even how to write a rules pack if you're thinking of organising your own tournament or gaming weekend!

BEASTS AND BRUTES

Never seen a Sheen Bird? Where've you been hiding? And with Gang War 4, your Leaders and Champions can even own one as a pet. At the other end of the spectrum are the House Brutes, a variety of more unusual beasts, big guys and even robots used by the Clan Houses in both their industry and their gang wars including the House Escher Khimerix, Goliath 'Zerker, and House Orlock Lugger cargo servitor.

THE DOMINION CAMPAIGN

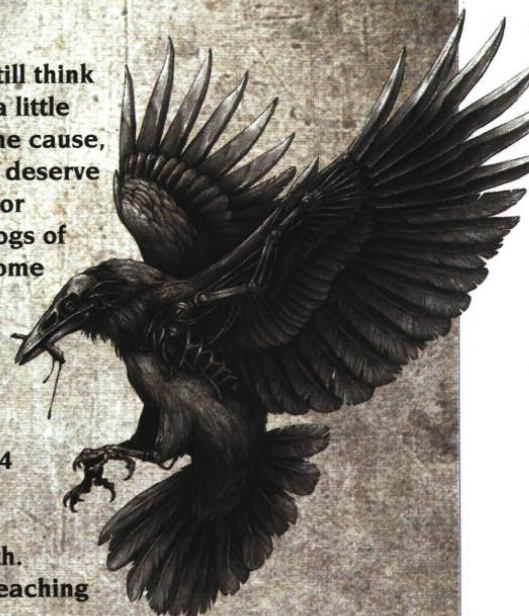
The real biggie (quiet at the back, Cawdor fans – we know how much you love those zealots) – a whole new campaign system for Necromunda! Dominion campaigns are fought around gangs vying for control of territories like Promethium Caches, Gambling Dens, Fighting Pits and, er, Corpse Farms (those Cawdor...). And the best thing? You can draw your territories using the John Blanche-illustrated Dark Millennium cards.

PSYCHIC POWERS

The underhive of Necromunda's Hive Primus is hardly free from mutants, and inevitably a few have more than voices running through their heads. Gang War 4 presents rules for psychic powers, with a new category of skills available only to Psykers. There's rules for a psychic Bounty Hunter, too, so you can add one of these dangerous mutants to your games straight away.

HOUSE CAWDOR

Okay, okay... We still think it's possible to be a little too dedicated to the cause, but House Cawdor deserve the loyalty! The poor benighted underdogs of Hive Primus and some of the Redemption Creed's fiercest zealots, the gangs of House Cawdor get full rules in Gang War 4 to accompany the great new plastic gang out this month. We're probably preaching to the converted.



BLOODBOWL MERCHANDISE

“That blur of colour can only mean one thing, Bob – Eldril Sidewinder had made a return to Blood Bowl! Looks like he’s already making a mockery of the opposition’s defence – what a jammy dodger. He’s got the freshest moves I’ve ever seen – like he’s floating on air.”

STAR PLAYERS

Star Players are a great way to add to your Blood Bowl collection and, with ten of them now available (and plenty more on the way), there really is a Star Player for every occasion. Looking for someone fast to join your Elf team? Eldril Sidewinder is your man (well, Elf). Need a hard hitter to mulch your opponent’s line of scrimmage? Glart Smashrip will kill-crush them to death with impunity. Wondering how to scare your rivals in your next match? Morg 'N' Thorg's the answer. He'll play for almost anyone, too. As long as you've got the gold, that is!



1



2

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3



4



5



6

Eldril Sidewinder (1), the fastest Elf in the Old World. Nice hair, too.

Hard-hitting Dwarf Slayer Grim Ironjaw (2). He's not bad at running, either... for a Dwarf.

Morg 'N' Thorg (3). The most famous Ogre in Blood Bowl! Surprisingly agile for a big guy!

Varag Ghoul-Chewer (4) is an Orc Blitz with a keen tactical mind. And a huge punch-dagger.

Grombrindal and the Black Gobbo (5). These two always appear together, but always on opposite sides!

Glart Smashrip (6) is gloriously portly. His bulk is a huge asset in any Skaven front line.

Two heads, four arms – Hakflem Skuttlespike (7) is a rat to be reckoned with. He easily exceeds the 'no weapons' rule.

Griff Oberwald (8) is the most dashing Blood Bowl player around. Comes with optional helmeted head.

The Mighty Zug (9) is not the most dashing Blood Bowl player. Not even close. Look at that ugly mug. ZUG!



7



8



9



LICENSED GAMES

All across the world, our licensed partners are creating fantastic games based on Games Workshop's tabletop games. This month, we find out what's going on in Bögenhafen, travel to Sanctus Reach to slay some daemons and take a peek into the Necromundan underhive.

THE MUSIC OF VERMINTIDE

Love the atmospheric music of the Old World? Well, the soundtrack to Vermintide 2 (and the first Vermintide) is now available to download from sumthing.com.



WARHAMMER: VERMINTIDE 2 – SHADOWS OVER BÖGENHAFFEN

Are you a mercenary soldier of the Empire looking for work? Perhaps you're a Bright Wizard searching for adventure or an Elven Waywatcher on a mysterious quest. Whatever your profession, you're required for a mission to Bögenhafen.

Shadows over Bögenhafen is the first DLC for Warhammer: Vermintide 2 by Fatshark. If you're unfamiliar with Vermintide 2, it's a four-player first-person cooperative action adventure game, where you and your friends take on endless hordes of Skaven and the rotten followers of

Nurgle in a series of – we'll be honest – pretty frenetic, high adrenaline quests. Put it this way, if you can't see any Skaven lurking nearby, they're probably behind you. With a rusty knife...

In this expansion, you get to journey to Bögenhafen, where a terrible plague has overcome the inhabitants. You and your fellow adventurers must find out what's happening and get to the source of the evil. (Hint: it might have something to do with Nurgle.) Head over to vermintide.com to find out more.

The backdrops to the game capture the dark and gritty feel of the Warhammer World. As you can see, Bögenhafen doesn't look the most appealing of places, even before the rot takes hold!



The mud-caked streets and dank sewers of Bögenhafen are waiting for you. And so are the many creatures lurking in the darkness.



SANCTUS REACH - HORRORS OF THE WARP

There's a new DLC for Warhammer 40,000: Sanctus Reach – Horrors of the Warp. As you'd expect, this Pandora's box of warp-nastiness contains only the most horrific denizens of the immaterium, from Bloodletters and Plaguebearers to Soul Grinders and many-limbed, many-eyed (but no-headed) Spawn.

If you're a veteran of this turn-based strategy game, you'll need to adapt your playing style to deal with this new threat to Sanctus Reach. Alternatively, you can throw in your lot with the Dark Gods and play a whole new campaign using the daemons of Chaos against the Space Wolves, Astra Militarum and Orks already fighting over the planet. The Inquisition will be notified if you do.

The Soul Grinder is just one of the many new threats you'll have to deal with on Sanctus Reach. Other enemies include daemonic Heralds – powerful war-leaders that boost the power of the daemons around them.



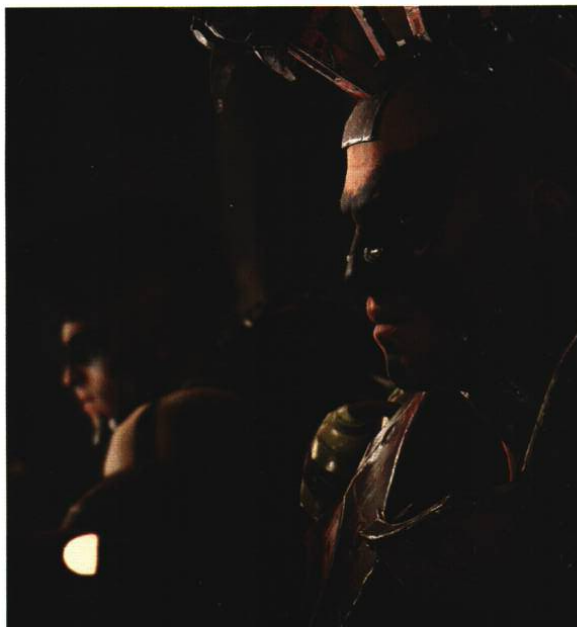
A trio of Space Wolves tanks find themselves faced with a horde of daemons backed up by Soul Grinders. For the Wolf Time...?



NECROMUNDA: UNDERHIVE WARS

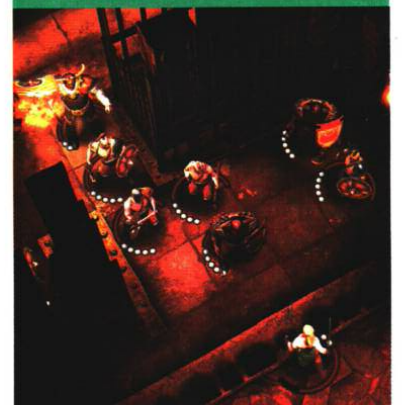
Exciting times, scummers – Necromunda: Underhive Wars is inbound! Okay, so the game's not out until next year, but the first pictures and videos we've seen of it look awesome. It will be available for PlayStation 4, Xbox One and PC in the new year and enables you to pit your gang of hardened underhive fighters against those of other players around the world. You can find out more about the game right here:

necromunda-underhivewars.com



WARHAMMER QUEST 2: THE END TIMES

Did you know that Warhammer Quest 2: The End Times is now available on Android from the Google Play Store? Well, it is – happy times for all you dungeoneers out there that need a new adventure while you're sitting on the bus on the way to work. This download includes all the great content already available for iOS, including all the DLC, two campaigns and a total of 10 warrior classes.



TALES FROM THE BLACK LIBRARY

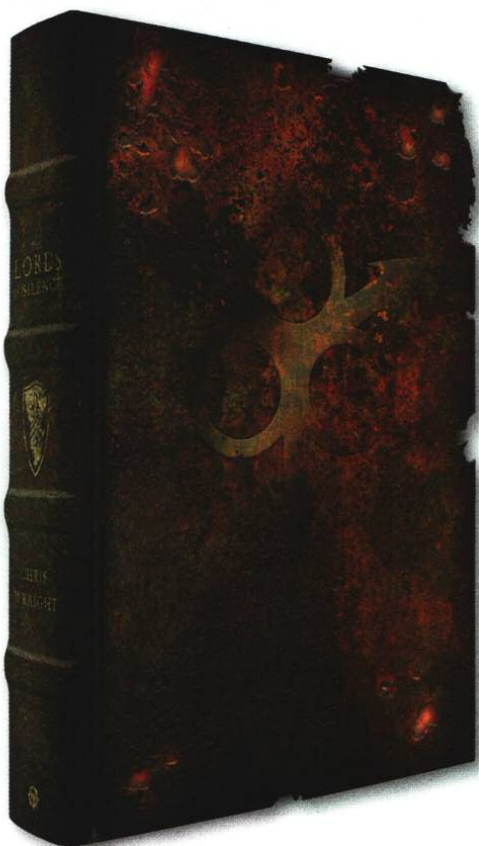
Black Library produce novels, audio dramas, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, there's plenty of Horus Heresy action, Witch Hunters in the Mortal Realms and lots of Nurgle!

FEATURED BOOK

THE LORDS OF SILENCE

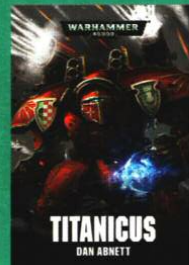
By Chris Wraight | Hardback | 25 Aug

Chris Wraight used to be known for his Space Wolves and White Scars novels. No longer – he's turned his tainted quill to writing stories about the Death Guard! Set in the wake of the Noctis Aeterna and the fall of Cadia (yes, it has fallen, get over it, Cadians!), the Eye of Terror now yawns wide open, disgorging the Traitor Legions that have plotted the downfall of the Imperium for 10,000 years. Among them are the foetid ranks of the Death Guard led by the Daemon Primarch himself, Mortarion. As with all of Chris Wraight's novels, you'll find his descriptions of the characters particularly engrossing (gross is definitely the right word in this case) and the subtle plot twists extremely engaging. What dark legacy, for example, is plaguing the Death Guard throughout the story? This novel is available in two formats – a hardback edition and this impressive special edition complete with rotten leather-effect cover.



THEY'RE BACK!

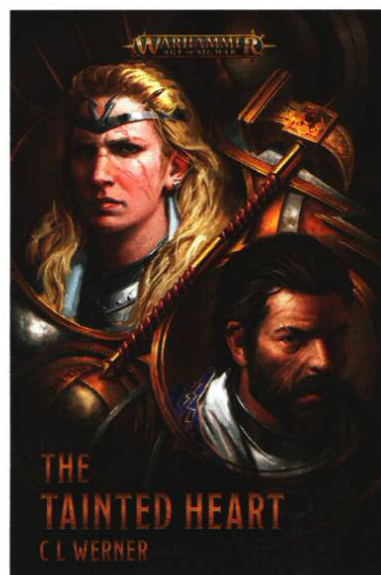
Adeptus Titanicus is out this month, so what better time to re-release a classic – *Titanicus* by Dan Abnett. Want to know more about the inner workings of a Warlord Titan or how an Imperial city prepares for war, then look no further because this ever-popular novel really nails it, right down to the tiniest details. Also making a return this month are seven stories set in the Age of Sigmar, all of them combined into one colossal 912-page tome of hammers, blood and celestial retribution. Check out the Black Library website for more information.



THE TAINTED HEART

By C L Werner | Hardback | 256 pages | 11 Aug

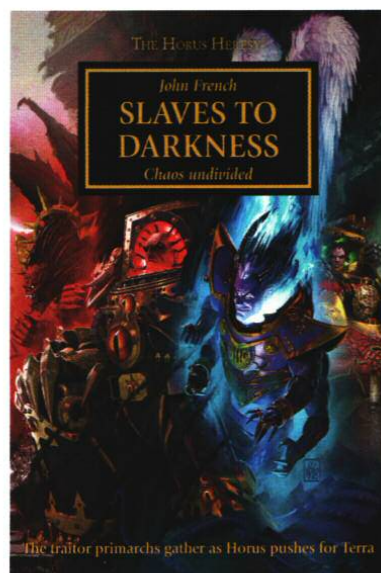
The servants of Nurgle, the Lord of Decay, have unleashed a terrible blight upon the Realm of Metal, corrupting souls and turning all to rust and ruin. While others search desperately for a cure to the malady sweeping the realm, Witch Hunters Talorcan and Esselt try to locate the source, using all their tracking skills to hunt down the perpetrators. A pairing not just in blades, but hearts and souls, too, can Talorcan and Esselt stop the spread of corruption before they too succumb to its lure?



SLAVES TO DARKNESS

By John French | Hardback | 352 pages | 11 Aug

It's almost time for the invasion of Terra! We've waited many long years for this, but finally Horus is committing his legions. But has he left it too late? The Ultramarines and Dark Angels are racing back to defend Terra as the defenders of the Sol System do all they can to halt the traitors' advance. Worse, Angron and Fulgrim have become wayward and the Warmaster himself lies wounded. Is Horus's invasion doomed to fail, or will his tactical genius and the backing of the Dark Gods be enough?



THE READER'S GUIDE TO CLINT WERNER



Clint Werner is the author of *The Tainted Heart*, but he's written many other Black Library novels set in the Mortal Realms, the Old World and the grim darkness of the far future. Here are five of our favourites stories that we think you should read.

MATHIAS THULMANN: WITCH HUNTER

Available as an ebook
C L Werner does love his Witch Hunters. And you'll love this novel about the most zealous and dangerous Witch Hunter in the Old World.



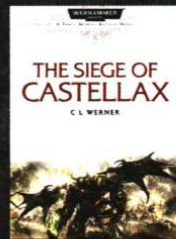
OVERLORDS OF THE IRON DRAGON

Available as an ebook
One of the first novels in Warhammer Age of Sigmar all about the Kharadron Overlords – pitting the sky-faring duardin against the forces of Tzeentch.



THE SIEGE OF CASTELLAX

Available as a paperback and an ebook
It's Iron Warriors against Orks in perhaps one of the grimmest novels ever penned by Mr. Werner. Caution: contains much war!



CULT OF THE WARMASON

Available as a paperback and an ebook
This flame-filled novel pits the Adepta Sororitas against a deadly four-armed menace. Who could it possibly be?



THE WAR OF VENGEANCE

Available as an ebook
A trio of stories set in the ancient past telling of the war between Elves and Dwarfs. C L Werner wrote the third novel – *The Curse of the Phoenix Crown*.



THE LORDS OF SILENCE

Pre-order: 18 Aug
Available: 25 Aug
£18, €22, 180dkr, 215skr, 215nkr, 90zl, USA \$27, Can \$32, Aus \$40, NZ \$45, ¥2,340, 195rmb, HK\$245, RM112, SG\$43

THE LORDS OF SILENCE SPECIAL EDITION

Pre-order: 18 Aug
Available: 25 Aug
£40, €55, 400dkr, 480skr, 480nkr, 200zl, USA \$65, Can \$80, Aus \$90, NZ \$105, ¥5,200, 440rmb, HK\$540, RM250, SG\$95

THE BURDEN OF LOYALTY

By Various Authors | Paperback | 464 pages | 08 Aug

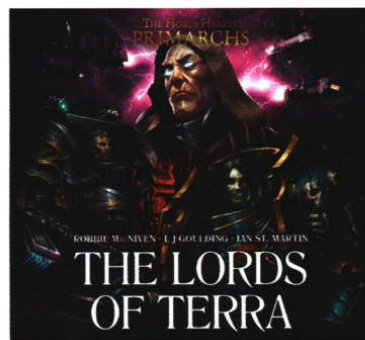
As the Warmaster's legions advance on Holy Terra, wars are fought and preparations made to ensure the survival of Humanity. This anthology set during the Horus Heresy contains six such stories – 'The Binary Succession', 'Perpetual', 'Into Exile', 'Ordo Sinister', 'The Heart of the Pharos' and 'The Thirteenth Wolf' – several of which are appearing in print for the very first time in this book. Inside, you'll also find the novellas *Cybernetica* by Rob Sanders and *The Wolf King* by Chris Wraight.

AUDIO DRAMA THE LORDS OF TERRA

By Various Authors

Audio Drama | 72 minutes | 11 Aug

Some of you may recall there were three Horus Heresy Audio Dramas released as part of last year's advent calendar. Well, if you missed them the first time, they're now available as a compilation in *The Lords of Terra*. 'Stone and Iron' features the Iron Warriors and Imperial Fists, not to mention the Primarch Perturabo. 'First Lord of the Imperium' is centred around Malcador the Sigilite and his chief Astropath Sibel Niasta. 'A Lesson in the Darkness' (if you hadn't guessed from the cover art below) features the ruthless Night Lords as they bring a world to compliance.

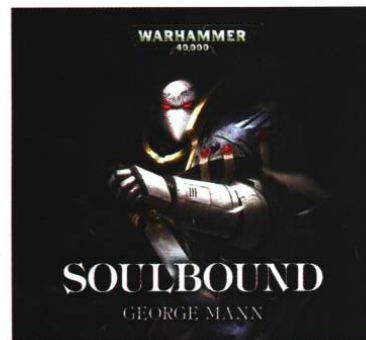


SOULBOUND

By George Mann

Audio Drama | 64 minutes | 25 Aug

Trains and Space Marines – could there be a better combination? The Raven Guard have heard tell of a damning message that's being transported aboard a vast mag-train. Even worse, the damning message is about their Chapter! The Shadowmasters – the best warriors in the Chapter – are sent to board the speeding train, find the message and recover (or destroy) it before it falls into the wrong hands. But a mysterious Inquisitor, not to mention the agents of the Dark Gods, could make life very difficult for them. Why can a train heist never be easy?



THE TAINTED HEART

Pre-order: 04 Aug
Available: 11 Aug

£18, €22, 180dkr, 215skr, 215nkr, 90zl, USA \$27, Can \$32, Aus \$40, NZ \$45, ¥2,340, 195rmb, HK\$245, RM112, SG\$43

SLAVES TO DARKNESS

Pre-order: 04 Aug

Available: 11 Aug
£20, €25, 200dkr, 240skr, 240nkr, 100zl, USA \$30, Can \$35, Aus \$45, NZ \$50, ¥2,600, 220rmb, HK\$272, RM124, SG\$48

THE BURDEN OF LOYALTY

Pre-order: Now
Available: 04 Aug

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Available from games-workshop.com and from selected independent stockists.

THE LORDS OF TERRA

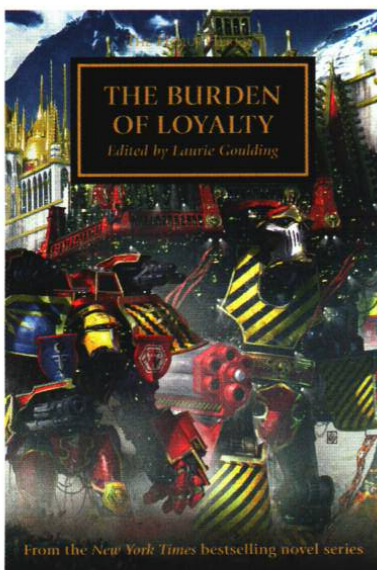
Pre-order: 04 Aug
Available: 11 Aug

£12, €15, 130dkr, 160skr, 160nkr, 60zl, USA \$17.50, Can \$19, Aus \$25, NZ \$30, ¥1,400, HK\$160, RM75, SG\$30

SOULBOUND

Pre-order: 18 Aug
Available: 25 Aug

£12, €15, 130dkr, 160skr, 160nkr, 60zl, USA \$17.50, Can \$19, Aus \$25, NZ \$30, ¥1,400, HK\$160, RM75, SG\$30



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:

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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.

HOLD ON, I'M PAINTING!

I'm just writing to congratulate you guys on another good magazine – I really like the Morathi and Rogal Dorn figures out this month (March) and I'm going to add them to my list of must-buys. As I do not have access to the Citadel Painting app, I was wondering if you could give me some advice on painting a marble stone effect, as I would like to paint the columns and steps on Morathi and Dorn in that way. Also, could you ask the designers to come up with a handle to hold sub-assemblies similar to the Painting Handle, as I do not have any spare flying stands to glue them to as your painting article suggests.

Michael Whitehead,
Bradford, UK

Two great questions there, Michael! So, firstly, a painting handle for sub-assemblies. It sounds like a great idea – we'll pass it on to our product wizards for you. As for painting the marble on Morathi's base, make sure you check out the How to Paint Morathi video on the Warhammer TV YouTube channel – it's on there.

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').



WARNING: GETS HOT!

Hey, all! I've been collecting Nurgle for years and the release of Mortarion last year was the icing on the cake for me – he's one of the best miniatures I've ever seen (I've been collecting since 1985) and I voted for him as Citadel miniature of the year 2017. And, since this is the Year of Nurgle, I thought you guys might get a kick out of this picture:



I host a TV show in Canada and it's taken me all around the world, including to multiple volcanoes, the Antarctic, through the Northwest Passage, chasing tornadoes and so on. During my travels, I took with me a Death Guard Terminator I sculpted using Green Stuff (this was long before the awesome new ones came out) and an old pewter Terminator. I've taken him on tornado chases, into hurricanes, from Ethiopia to Nepal and now down into the crater of Marum volcano in Vanuatu (along with the Warhammer 40,000 book – I had to have something to read in camp)!

Mark Robinson,
Toronto, Ontario, Canada

That's right, Mark, you burn that dirty heretic in the fires of righteousness! Oh, you're not pushing him in? Shame on you. It sounds like you lead a pretty exciting life travelling around – we hope you manage to get back to your painting table soon. Did you know Mortarion is in Hall of Fame this month on page 62, too?

PAINTING QUESTION: 'EAVY METAL BASES

I have a question regarding the way 'Eavy Metal base their models, particularly the models from Dark Imperium and all the Nurgle releases. I know they glue sand down first, but what colours were used to base, say, the Great Unclean One (a model I am currently working on).

Franz Windegger,
Claremont, California, USA

Hey, Franz, thanks for getting in touch. Fortunately, your question is an easy one to answer! We asked Max Faleij from the 'Eavy Metal team how they paint their bases and he was more than willing to share their secrets with us. Just don't tell anyone, okay? Oh, wait...

BROWN SOIL

Mourmfang Brown
Basecoat

Zamesi Desert
Drybrush

Ushabti Bone
Drybrush

GREY ROCKS

Dawnstone
Basecoat

Agrax Earthshade
Wash

Dawnstone
Drybrush

Administratum Grey
Drybrush

BASE EDGE

Steel legion Drab
Basecoat

These bases were finished off with a few clumps of static grass taken from the Middenland Tufts box and stuck down with PVA glue.



PURGE THE UNCLEAN

In last December's issue you included rules for using Genestealer Cults in Space Hulk. I have had huge amounts of fun purging both mutant and xenos since then! I would like to ask if you could do a similar thing for using Grey Knights and daemons in Space Hulk? It would be great to see them facing off against each other.

Bobby Derbyshire,
Ripley, UK

Sounds like a great idea to us, Bobby! We will propose it to the Studio rules chaps next time we see them. Fingers crossed!

A LITTLE LETTER

I went off White Dwarf when it went to the weekly format. Then this year I thought I would try the new version. It is excellent. I like the Battle Reports – keep them varied as I am a Slaves to Darkness and T'au collector. I also like the articles, such as Malign Portents and the artwork. My only criticism is the small print asides, as now I'm retired my eyes are not so good.

Paul Hynes,
Sutton-on-Sea, UK

Thanks for giving us another chance, Paul – we're glad the mag is up to your expectations. With regards to the smaller print, have you tried our digital edition of the magazine? You can zoom in on the text for easy reading.

A CHALLENGE FOR DA MEKBOYZ

My challenge is this: to make an Ork Kill Krooza out of various Ork model kits, Green Stuff, modelling clay and whatever else you can get your hands on. The completed model – built and painted – should be put in the next issue of White Dwarf. Hope to see it there!

Casper Janowski,
London, UK



ASK GROMBRINDAL

Oh, white-beard, I have a question for you. The Imperium hates mutants and witches (burn the witch), but how come there are Navigators and Psykers? And Ogryns and Ratlings? Why are they special? Is there a different rule for them?



Guillaume Touts,
Angoulême, France

Ah, now this is a very wormy can you're about to open, youngling! The Imperium of Mankind is, I'm sure you've noticed, a little bit hypocritical. The laws of the Adeptus Administratum and the Ecclesiarchy call for mutants – including psykers – to be abhorred and persecuted to preserve the purity of the human race. However, the Imperium would cease to function without mutants, most specifically Astropaths and Navigators. Astropaths are powerful psykers that ensure messages can be sent across the galaxy. They also help power the Astronomican on Terra, a psychic beacon that allows the mutant Navigators to guide starships through the warp. Then there are the Ogryns and Ratlings (and even Beastmen!) who fight in the Astra Militarum, Sanctioned Psykers and Space Marine Librarians. Without them, how many worlds may have fallen? And, on top of all that, the Emperor is a psyker, so also a mutant. The easiest way to look at it is, if they're a useful mutant, they're fine. If not, on the pyre with them!

Grombrindal

Hey, Casper. Now that is quite a challenge – how much free time do you think we have in-between Battle Reports, painting guides and rounding up heretics for the Inquisition? As it turns out, not that much! But, we did find this picture of a Kill Krooza from Warhammer 40,000 Apocalypse: Reloaded, a source book that came out back in 2008. Part of a Battle Report was fought over the top of it. To give you an idea of the scale, the blue dots in the middle are Ultramarines Terminators. The Kroozer is about six feet long.

A TALE OF FOUR GANGS?

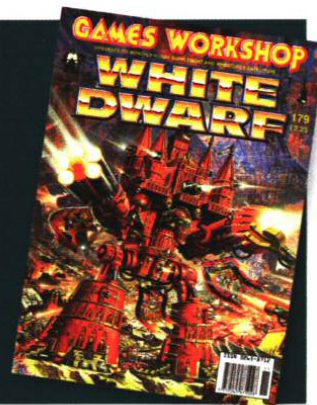
I love A Tale of Four Warlords and seeing the four armies grow – for me it's what the hobby's all about. But wouldn't it be great to document the journey of small-scale collections such as four Necromunda gangs or Blood Bowl teams? While the model count won't exactly go up, the personalities (injuries, skills and so on) of these models will change, and seeing them develop will make just as interesting an article.

Jerome Cross,
Bristol, UK

An interesting thought, Jerome. We're always looking for ways to branch out with A Tale of Four Warlords and a campaign or league could be an interesting feature. We will certainly bear it in mind!

TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This month, we travel back to November 1994's White Dwarf 179...



White Dwarf 179 saw a rather monumental release – Titan Legions, the latest in a long line of games starring the eponymous god-machines. Titan Legions was notable in all manner of ways, and you can read more about it below and opposite. There were also new rules for the Talisman game and a look at the new City of Adventure expansion, a Modelling Workshop where Simon Tift showed readers how to make ruined buildings, Adrian Wood's Speed Freaks army (one of the numerous Ork hordes the Grand Warlord has built up over the years), the Eldar Shrieker Jetbike in 'Eavy Metal and more.

TITAN LEGIONS

If you've read this month's Adeptus Titanicus features, you'll know the game has quite a history. After the original Adeptus Titanicus game, came Epic featuring tanks and squads of troops as well as Titans. Titan Legions was a new edition of the Epic game, once again bringing Titans to the fore.

EPIC TITAN LEGIONS

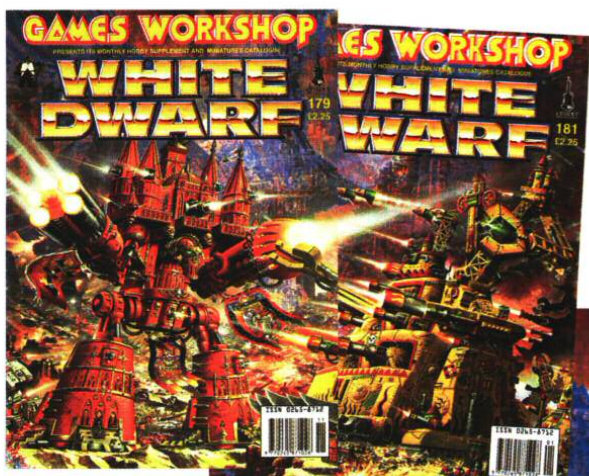
The huge Imperator Titan and the imposing Mega-Gargant are the most impressive of the new models for the Epic Game System, but there are many more miniatures waiting to be released in the coming months.

TITAN LEGIONS
Titan Legions was a huge project, involving nearly all of the staff at the studio. It was a real challenge to create a game that would be as exciting as the original Epic game, but with a new focus on Titans. The game was designed to be a more tactical and strategic experience, with a focus on the Titans and their abilities. The game was also designed to be a more accessible experience, with a focus on the Titans and their abilities.

NEW MODELS
All the excitement of the new release of the Epic Titan Legions game seemed to be a little bit of a letdown, as the game was designed to be a more tactical and strategic experience, with a focus on the Titans and their abilities. The game was also designed to be a more accessible experience, with a focus on the Titans and their abilities.



'EAVY METAL' LEGIO IGNATUM



TWO FROM ONE
White Dwarf 179's cover featured one half of the Titan Legions box cover, depicting a mighty Imperator Titan. The Imperator – an Emperor-class Titan, larger even than the Warlord Battle Titans – was itself a new addition to the game, appearing for the very first time (and as plastic kit, no less) in the Titan Legions game. Two issues later, White Dwarf 181 featured the other half of the Titan Legions box art, depicting an Ork Mega-Gargant. The piece was by Geoff Taylor, who produced a number of Games Workshop game and book covers from the early 1990s onwards. But what featured on the cover in between?



ARMY OF THE MONTH

For many years, White Dwarf's back cover was given over to showing off a particularly nicely painted army – a sort of nascent Army of the Month – and November 1994's issue gave this pride of place to Fred Reed's Howling Griffons army. The Howling Griffons weren't very well known as a Chapter at the time, and for a lot of people getting into the hobby in the mid-1990s Fred's army is a fondly remembered inspiration. Red and yellow quarters abounded thereafter.



CHAOS ALL-STARS

The third edition of Blood Bowl (from which today's modern incarnation stems) was released earlier in 1994 and a steady stream of teams followed throughout the year. This month, it was the Chaos All-Stars, a team usually made up of Chaos Renegades but occasionally fielding a more typical line-up of Beastmen and Chaos Warriors. You could easily recreate this incarnation of the Chaos All-Stars using the new Doomlords.



THIS HUGE HOWLING GRIFFONS ARMY WAS PAINTED BY /BRED BRED FROM GAME'S WORKSHOP BRISTOL. BRED WON THE 1994 GOR DEN DEMON SPACE MARINE TROUPE FOR THE BEST PAINTED SPACE MARINE SCULPTURE.

RULES OF ENGAGEMENT

Rules of Engagement was an occasional White Dwarf feature in the mid-'90s where the game's designers addressed some of the most frequently asked questions and some of the most widespread areas of possible confusion. This month, Jervis Johnson drew readers attention to a few areas of the game that players might be prone to overlooking in the heat of battle, including flying troops having to move in a straight line and exactly who could charge who.



INFERNO

November 1994's Battle Report offered a first look at the new Titan Legions game, with Jervis Johnson taking control of the Titans of Legio Metalica against Andy Chambers' Waaagh! Hargluck and its pair of Mega-Gargants. Jervis and Andy's games provided what was undoubtedly White Dwarf's most famed grudge match throughout the era. History will attest that Andy often came out on top, and his Orks seized victory in this game by 77 victory points to 50. "I let myself down by some poor execution once the game was under way," wrote Jervis.

INFERNO

CHOOSING THE IMPERIAL ARMY

by Jerry Johnson



To make sure that I didn't make any particularly silly tactical errors, we agreed to have a warm-up session first, using roughly the same armies that we were going to use in the battle report. This gave me a chance to get used to the new rules for *Imperial China*, and gave me an opportunity to learn about the tactics required to get the most from these impressive units of Imperial equipment. To my surprise, I was able to pull off a win in the warm-up session, though it has to be said that I was aided by a few lucky dice rolls at crucial points in the game. Even so the win did my confidence a lot of good, and I decided to use exactly the same army for the battle report as I had used in the warm-up session.

The core of my force was, of course, the new Imperator Titan model that comes in Titan Legions. This has to be one of the

not planning to use it (we agree, for that matter) has been made; only matched by the Mega-Gargoyle models that also come in the Titan Legends line. The statue-up game had given me a taste of the pressure and strain of running an Imperial campaign, and I was determined to make sure I was prepared for more than simply to build my army around it. In the Gebelena campaign the bulk of the fighting was undertaken by the Imperial Guard, and I was determined that the Imperator I decided to take for this battle.

Next I took a Reaver Titan Battle Group to add even more firepower to my forces. Titan Battle Groups are an absolute bargain if you have three Titans of the same type in your collection, as they allow you to take the three Titans for the points cost of two individual ones. Although all three Titans have to be of the same type (i.e. all Reavers or all Warlocks) they do not have to have the same weapon fit, and I took advantage of this to make sure that each Reaver was equipped to carry out a different tactical role.



LEGIO METALICA



6000 POINT IMPERIAL ARMY

EMPEROR CLASS TITAN

POINTS VALUE: 200

SPECIAL CARD

POINTS VALUE: 200

EMPEROR CLASS TITAN

POINTS VALUE: 200

EMPEROR CLASS TITAN

POINTS VALUE: 200

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

Since the 1980s, the *Walden* has been a popular place to view the birds that surround the city, including the nesting sites of the Canada Warbler, Connecticut and Carolina chickadees that inhabit the trees. The birds are also seen in the surrounding woods. The birds are also seen in the surrounding woods. The birds are also seen in the surrounding woods.

[illegible][illegible][illegible]

COPYRIGHT

[illegible]

Funding:

The team spent several days before ending up at the Texas Bell offices. It was just the old switchboard room. They got to see just what the lights, control and buttons were connected to. They got to see the connections and the Span of the Bell and the Texas Bell and the Texas Bell.



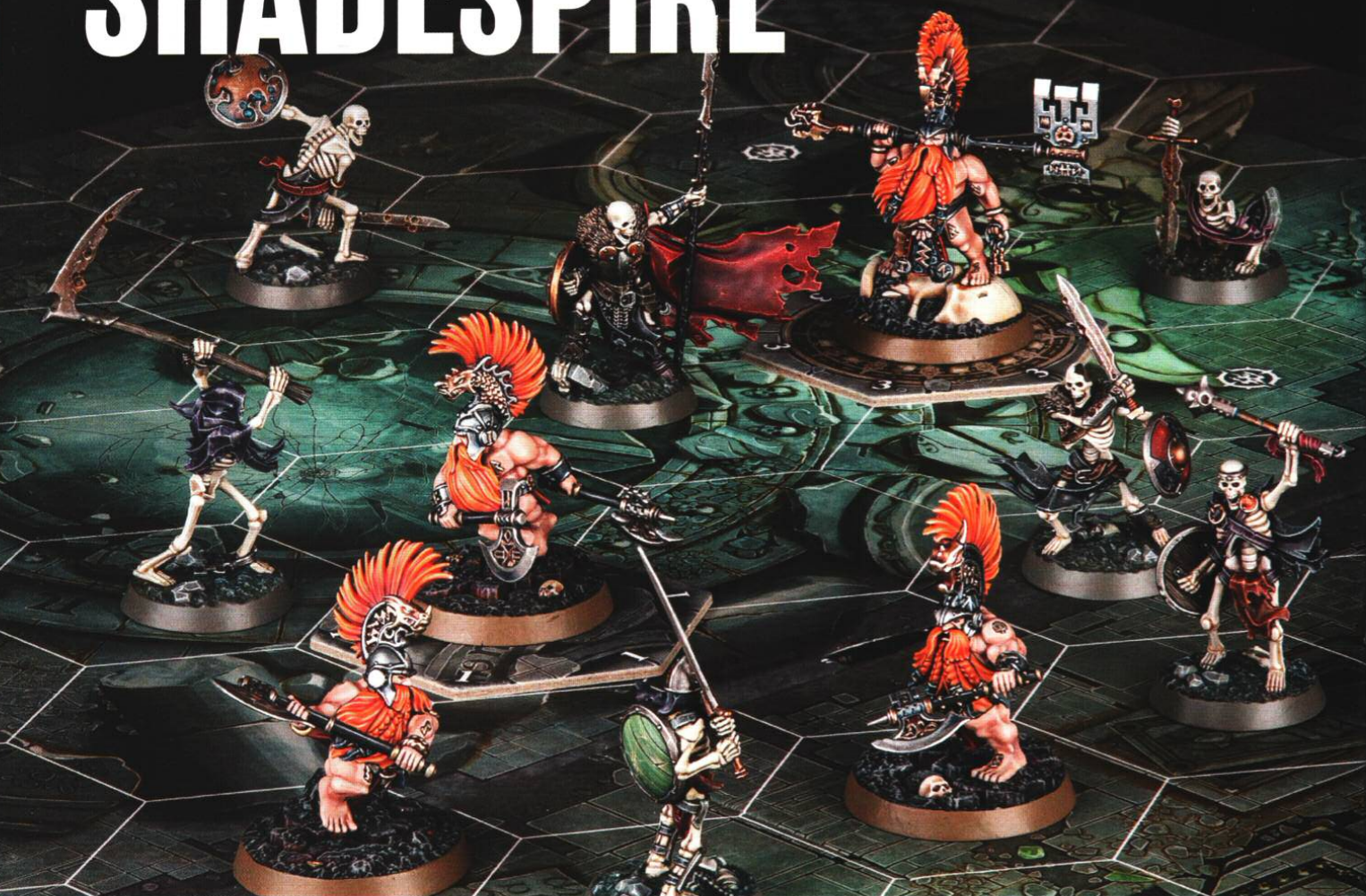
Early catches, reported on first time around August 7 for my Lord Spanish to show up.

[illegible]

Titan Legions, one of the spiritual forebears of the new Adeptus Titanicus game, featured detachment cards (seen above) to help you pick your army, while larger models like Titans also had their own datasheets for recording shields, weaponry and damage – much like Command Terminals in Adeptus Titanicus. The game also included the first plastic Imperial Knight miniatures, instantly recognisable designs even today.

GETTING STARTED WITH...

WARHAMMER UNDERWORLDS: SHADESPIRE



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, we delve into Warhammer Underworlds: Shadespire.

Shadespire, the Mirrored City. The nightmare city where the dead do not rest easily. All those who enter its glittering streets in search of fortune and glory are doomed to an eternity of battle, living, fighting, dying and then coming back to life to fight once more. For some, such as the Bloodbound Warriors of Khorne and the brutal Ironjawz, this is a fate they are happy to accept. For others, such as Steelheart's Champions, uncovering the secrets of Shadespire is key, while Spiteclaw's Swarm seek only an escape from their terrifying twilight existence (with some valuable loot if possible). Dare you enter the Mirrored City of Shadespire? If so, read on, choose your warband and prepare to lead your followers into battle. Glory awaits! **DH**



CHOOSE YOUR WARBAND

Where do your allegiances lie? Do you worship the Dark Gods or are you a soldier of Order? Perhaps you owe fealty to Nagash or the gods of Destruction. All must choose...

MAGORE'S FIENDS

"Magore's Fiends are really hard hitters and extremely aggressive," says Studio editor Jon Flindall. "They have excellent reactions – if the enemy hits them, they hit them back, enabling you to kill (and score glory) in your opponent's activations!"

SPITECLAW'S SWARM

The Skaven are the fastest warband in the game," says product developer Tom Merrigan. "They become inspired when plays are played on them, so I always have plenty in my deck to boost the power of my fighters as early as possible."

GARREK'S REAVERS

"Garrek's Reavers are fast and expendable, and a lot of their plays, upgrades and objectives revolve around them dying," says games designer Andy Clark. "I don't worry about them dying – their deaths just make the survivors more powerful!"

SEPULCHRAL GUARD

"Individually, the Sepulchral Guard are not the best fighters, but as the largest warband (seven strong) they can overwhelm anyone," says writer Dan. "Keep the Sepulchral Warden safe, though – if he dies, you won't be able to bring back your fallen warriors."

STEELHEART'S CHAMPIONS

"I like aggressive, resilient warbands and Steelheart's Champions fit that bill perfectly," says games designer Jim Gallagher. "If the dice don't go my way, I don't worry – my Stormcasts should survive to fight again."

IRONSKULL'S BOYZ

"Dese boyz are proper hitty," says photographer Martyn. "To play like an orruk you have to think like one – I mob the enemy early, cause loads of damage to gain upgrades, then smash up the enemy before they can get their upgrades and take objectives."

THE CHOSEN AXES

"The Chosen Axes are invincible hunks of flesh," says Ben Nipper, our office Fyreslayer expert. "They become inspired when they take objectives and their objective cards offer much glory for holding them. Take and hold, that's the way to use them."

THE FARSTRIDERS

"The Farstriders are unique in that they have long-ranged weapons," says Tom Merrigan. "I concentrate the firepower of their boltstorm pistols on one fighter, score some glory, then use my warband's speed to outmanoeuvre my opponent's fighters."

BUILD YOUR DECK

A warrior's fate is not decided by their battle prowess alone. Augment the abilities of your warband with upgrade cards and catch your opponents unawares with devious plays.

YOUR CARDS

"Your cards define your strategy," explains Tom Merrigan, who helped develop the Warhammer Underworlds game. "I always think about how my objective, upgrade and play cards will help me win a game, not how they will hinder my opponent."

DEFEAT YOUR RIVALS

Lead your warband to victory in the depths of the Mirrored City. Only through cunning tactics, skill at arms and by holding key objectives will you be able to defeat your foes.

ESCAPE SHADESPIRE

Perhaps you need to acquire all the keys. Maybe the path to freedom is in the shadeglass. What secrets are the undying Katophranes keeping from you? Can you ever escape Shadespire?

WARHAMMER
40,000

KILL TEAM

SKIRMISH COMBAT IN THE 41ST MILLENNIUM

Kill Team allows two or more players to pit squads against one another in fast-paced battles to the death. Whether you play single missions or a full-scale campaign, this brings all the blood and thunder of the 41st Millennium to life on the tabletop.



PICK YOUR KILL TEAM



CHOOSE YOUR KILLZONE



GAMES-WORKSHOP.COM

WARHAMMER-COMMUNITY.COM

FIND YOUR NEAREST STORE:
GAMES-WORKSHOP.COM/STORE-FINDER



A CHAMPION IS BORN

Welcome, wizards and warriors, to PlayFusion's Warhammer Age of Sigmar: Champions – the first card game set in the Mortal Realms. Here, we chat to members of the PlayFusion team to find out about the game. But, as we soon find out, this is no ordinary card game...

There have been quite a few Warhammer trading card games over the years, be they set in the far future of the Warhammer 40,000 universe, the Warhammer Old World or the dark times of the Horus Heresy. But never has one been set in the Mortal Realms. Until now, that is...

The team taking on the colossal challenge of bringing the Mortal Realms, their inhabitants, armies and champions to life in card form are PlayFusion, an award-winning group who excel at creating both physical and digital card games, often with quirky, unique features. As it says on the PlayFusion website: "We make things. Physical. Digital. Mystical. Magical." Well, they've

SIGN ME UP!

Warhammer Age of Sigmar: Champions is out now, both digitally (for iOS and Android devices) and as a physical card game that can be found in many games stores and hobby stockists including Games Workshop and Warhammer stores! The digital version will be updated regularly with new features and be available on Steam for PC later this year. Find out more here:

www.warhammerchampions.com

certainly done that with Warhammer Age of Sigmar: Champions, a trading card game set in the Mortal Realms that can be played both online and with real decks of cards. We sat down with several members of the PlayFusion team to find out just what they've been up to.

"The game is based around the four Grand Alliances in Warhammer Age of Sigmar – Order, Chaos, Death and Destruction," says PlayFusion games designer Chris Long. "More specifically, the champions of those factions – such as Orruk Megabosses and Lord-Celestants right the way up to super-powerful characters like Archaon. You build your decks around these champions, tailoring your cards to complement their abilities



Game imagery subject to change.

Four of the chaps from PlayFusion pit their wits and their armies against each other on the battlefield. As you can see, they all have quite a few cards in play on their playmats (see below), which is pretty common in Warhammer Age of Sigmar: Champions. One of the big features of the game is that cards aren't simply activated, then disappear – they tend to have an influence for several turns, which is represented by the cards being turned around as their effects take place. Sometimes this is direct damage to the opposing player, sometimes it's an action that will kill off their units or dissipate their spells. A good player will need to be able to react quickly to each threat as it's presented and play several turns ahead!

Note: The playmats shown here are not the final designs. Each will be unique to its faction – Order, Chaos, Death and Destruction.

in order to summon units, cast spells, complete quests and, ultimately, defeat your opponents. The best way to get into the game is with one of the four Campaign Decks – one for each Grand Alliance. You can then purchase either physical or digital booster packs to add to your collection, giving you more deck-building options.”

“The idea was to create a game that was both intuitive and complex,” adds games designer Benny Peczek. “Some of the game mechanics will be familiar to regular card game players, while others will be very different. You take a couple of actions each turn, then play passes over to the other person – it's a really quick and fast-flowing game but you have to think several turns ahead due to the way the cards play and how they interact with each other. The ultimate goal is to reduce your opponent to zero health, but you've got to watch out for the units they have in play, the spells their wizards are casting and what quests their champions might be close to achieving. At times you can actually see defeat or victory a few turns off – you've just got to figure out how to stop it or ensure it.”

All very exciting so far, we think you'll agree. But what's better, the physical version of the game with the playmat or the magical digital one?

“Why not play both versions?” says PlayFusion marketing manager Sophie Williams. “If you own a physical version of a card, you can scan it ►

“...you've got to watch out for the units they have in play, the spells their wizards are casting and what quests their champions might be close to achieving.”



THE BATTLEFIELD OF CHAMPIONS

Each Campaign Deck includes a playmat – essentially your battlefield for the game. Your four champions sit across the centre of the playmat (in the boxes cunningly labelled ‘champion’) with their randomly generated blessings placed in the boxes below them. Any unit, spell or ability cards you play (see over the page) are placed in the boxes in front of them during the game. Your life tracker runs around the top of the playmat and there are keys on either side of the playing area to help you keep track of what icon means what on your cards.

THE TOOLS OF WAR

Each player has a deck of 38 cards including four champion cards, four blessings and 30 action cards. Action cards fall into three categories – unit, spell and ability. Units, as you'd expect, make up the army that fights alongside your champions, but they can only be

drawn to battle by great warriors. Similarly, spells can only be cast by wizards. If you've got lots of spells in your deck, you'd better have a lot of spellcasters! Abilities can be used by any champion – choosing which to use is often the hardest part!

Archaon (1) is a unique champion – you can only have one of him in your deck. He is both a warrior and a wizard, so he can summon units and cast spells.

A champion's quest is indicated by the icons in the four corners of their card. Starting from the top left of the card, a Bonesplitter Shaman (2) needs to heal, cast a spell, use an ability and cast another spell (in that order) to complete his quest and gain a powerful blessing.

Paladin Decimator (3) is a unit. When played, the Decimator does no damage. At the start of your next turn, the card is rotated, dealing one damage to your opponent. In your following turn, it is rotated again, dealing two damage, then three, before it is finally removed.

Brute Smashes (4) are a unit for the forces of Destruction. They have the Stacking ability, meaning they can be combined with other orruk units to create larger mobs. Ouch!

Some spells, such as Light of Sigmar (5), cause great damage to players and their units. Others, such as Return of the Fallen (6), give a handy bonus to the controlling player.

Abilities such as Scorn of Sorcery (7) and Jaws of Death (8) take effect straight away. Often they will require a champion (yours or your opponent's) to be doing something for the card to activate or to increase its effects.

Blessings such as Berserker Rage (9) are activated when a champion completes a quest. They can have a big impact on a game.



1



2



3



4



5



6



7



8



9

Card text subject to change.

DAEMONS FROM ANOTHER DIMENSION

You may think what you're seeing here is a computer game. You would be wrong – this is actually another great feature of Warhammer Age of Sigmar: Champions. Here, a Stormcast Eternals Liberator card was scanned using an iOS or Android device with the Champions app loaded onto it. At this point, a Liberator will pop out of the card on your screen and

stand on the table (or floor – wherever you're playing) in front of you, shield held high, warhammer ready for action. You can then move the Liberator around the table, tracking him with your phone or tablet and even chucking some enemies at him to fight, complete with plenty of digital gore. The augmented reality feature won't have an impact on either the physical or digital version of the game, but it is immense fun to watch!

Game imagery subject to change.



► using your iOS or Android device and then you'll have access to it in the digital game, too, enabling you to play both." We thought this sounded like a great way to play – essentially two ways to play the game for the price of one!

"You can level up your cards digitally within the app, too," adds Benny. "The cards' abilities and stats don't improve – it's more of a bragging right – but you will accrue in-game digital currency by using them, giving you access to more digital booster packs. It adds extra value to owning duplicate cards, too, as they will all level up if one of them does – very handy!"

But where does the trading aspect come in? Can you still trade a card once you've scanned it into the app? "You can," says Benny. "You just unclaim the card on the app and give the physical version to a friend. They then scan it and add it to their collection. The digital information for the card is kept, too, so it retains its level and its history. If a card was in a tournament-winning deck, say, that information would be on its digital profile."

CAMPAIGN DECKS

There are four Campaign Decks for the game, one each for Order, Chaos, Death and Destruction. Each set contains a fixed deck of 38 cards, an instructions card and a rules sheet, a playmat specific to the chosen faction, two health tracker tokens and a Tribute Card that can be scanned and shared with the Warhammer Age of Sigmar: Champions app to gain access to free digital booster packs. Exciting stuff!



The designers clearly have the game mechanics figured out, but – and this is the important question – is the game faithful to the Warhammer we know and love? Is a Megaboss on Maw-krusha as killy as we'd expect? Are aelven wizards still devastating spellcasters? "We sit in an office of Warhammer fans," says Chris reassuringly. "I endlessly doodled Dreadnoughts when I was younger and I've been big into the computer games for years. Benny grew up playing Warhammer, but sadly his armies wouldn't fit in his cases when he moved here from Sweden!"

"It has been a lifelong dream to be able to contribute to the Warhammer universe in such an impactful way as, collectively, we are all huge Warhammer fans," adds Mark Gerhard, CEO and co-founder of PlayFusion. "We're delighted to be giving the Warhammer community an exciting new way to explore the Warhammer Age of Sigmar universe." It sounds like Warhammer Age of Sigmar: Champions is in safe hands then, and we're excited to see what PlayFusion come up with next. We bet you are, too! **DH**

WAR ON AN EPIC SCALE

On battle-ravaged worlds across the galaxy, the Titans of the Collegia Titanica are at war. Once the most powerful god-machines of the Great Crusade, the legios are now divided, some fighting for the Emperor, the others for his treacherous son Horus.



JAMES HEWITT

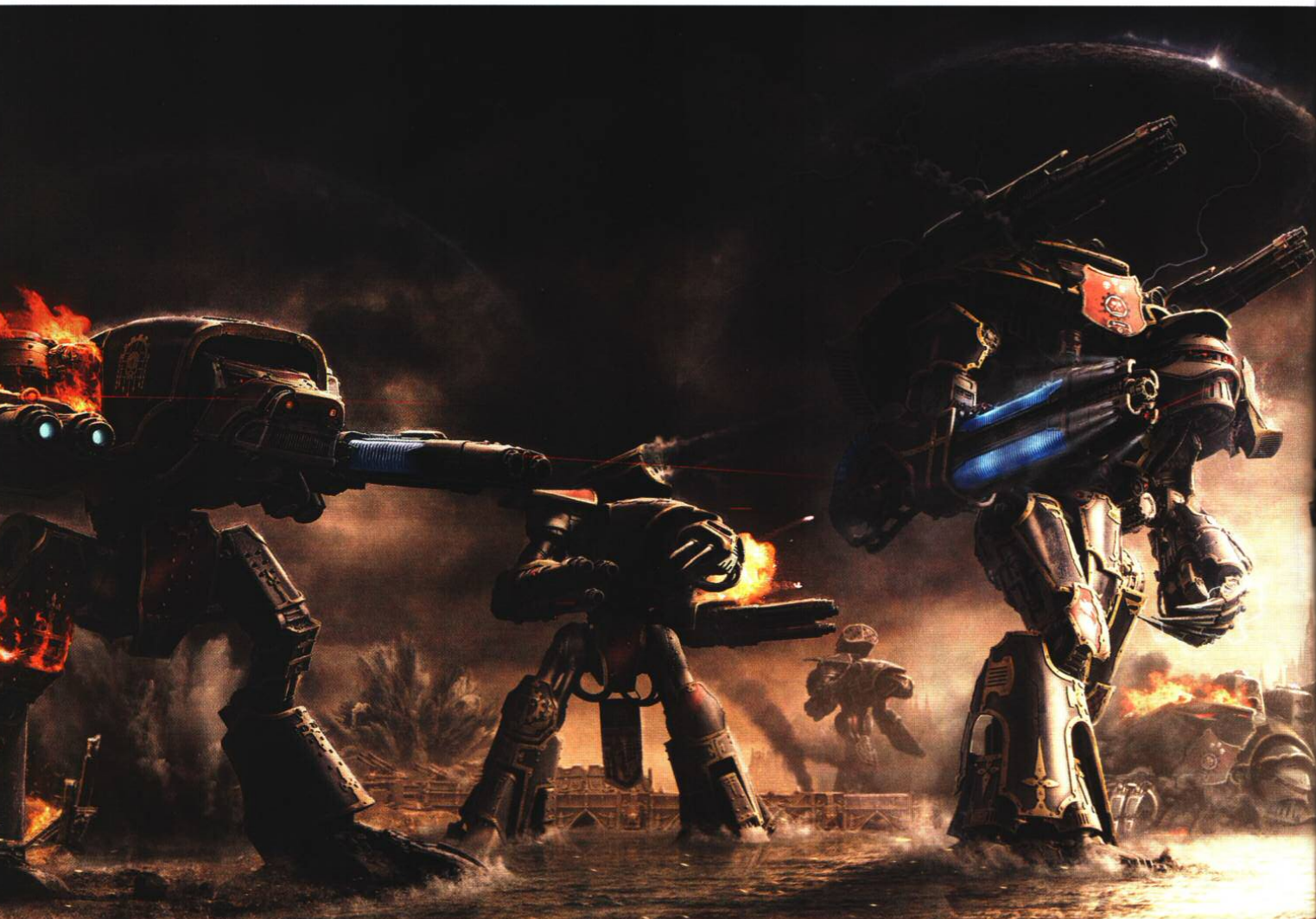
Over the years, James has worked on several games, including Blood Bowl, Necromunda, Silver Tower and now Adeptus Titanicus. Is there any game safe from him? Let us hope not, because he's very good at designing games!

There are few sights as impressive, or as terrifying, in the galaxy as a Titan. These colossal god-machines stride across the battlefields of the 41st Millennium bringing death and destruction to all who stand before them, the arsenal of weapons they carry more than capable of levelling a city or reducing an armoured column to burning scrap.

Many of these war machines are thousands, if not tens of thousands, of years old, and can trace their history back to a time before the Imperium even existed. Though their original crews are long dead, the machine spirits of these venerable war engines remember the time of the Great Crusade when the Emperor sought to unify Humanity across the galaxy. Yet the Emperor's vision never

came to pass, for his son Horus betrayed him and their armies turned on each other. Man fought man, Space Marine fought Space Marine and Titan fought Titan. Those are the dark days of the Horus Heresy and the setting for this new game – Adeptus Titanicus: The Horus Heresy. We sat down with the game's designer, James Hewitt, to find out more about it.

"Adeptus Titanicus is a game that re-interprets the idea of massive robot battles set against the backdrop of the Horus Heresy," says James. "The veteran Princes among you may recall that this isn't the first time Games Workshop has released a game called Adeptus Titanicus and this game pays homage to that classic while also being entirely new, with loads of exciting game



mechanics and rules. We hope that it will appeal to both a new generation of Titan pilots and those who fondly remember the original game.

"The core premise of Adeptus Titanicus (and the original game, for that matter) isn't about mighty armies coming to blows like they do in Warhammer 40,000, but several vast Titans really hammering each other to bits. In that sense, the game is a different scale to the ones we're used to. Rather than commanding loads of models, you'll normally only field four or five Titans a side in Adeptus Titanicus. Similarly, the game is physically a different scale – you don't need bulging biceps to lift an Adeptus Titanicus-scale Warlord Titan, for example, unlike its bigger Warhammer 40,000-scale brother."

But won't you run out of models quite quickly if you only have a few Titans each? "Not at all!" says James. "Titans can take a lot of punishment – you have to smash through their void shields before you can actually begin to cause them damage, and even then it will take a lot of firepower to bring down a Titan, especially if it's a Warlord. To keep track of damage, void shields, weapon profiles, speed, reactor temperature (*don't let it get*

"Titans can take a lot of punishment – you have to smash through their void shields before you can actually begin to cause them damage..."

into the red. – Ed) and so on, each unit has a Command Terminal so you can keep track of the war machine's status throughout the game.

"Most Adeptus Titanicus battles are fought on a 4' by 4' board unless you're playing a narrative scenario, which may have a bigger battlefield. This means you'll have enough space around your playing areas for your command terminals, rulebook and counters, all of which come in the boxed set. I wanted the battlefield to be just for miniatures – you'll never have markers sitting next to the models during the game." **DH**

Over the page, James runs Dan – our very own Titan (in that he's a smaller scale compared to everyone else) – through a game of Adeptus Titanicus: The Horus Heresy!

THE GOD-MACHINES

Titans are revered as some of the greatest war machines ever created by Humanity. Towering many times the height of a man, they dwarf even Imperial Knights. The largest Titan – the Emperor class – is so large that it can carry a company of warriors into battle in its bastion-like legs. It's no wonder, then, that Adeptus Titanicus miniatures are of a smaller scale – about one quarter the size of their Warhammer 40,000 counterparts.

Below: Just one of the exceptional illustrations featured in Adeptus Titanicus. Here you can see the faint halos of the void shields surrounding each Titan as they struggle to protect the war machines from incoming fire. During the game it is critical to keep your void shields recharged or the damage soon piles up.



WAR OF THE GOD-MACHINES

In *First Blood* we introduce you to new games and new ways of playing, featuring games that are both fresh on the shelves and those that have been around for years. This month, James Hewitt, the games designer behind *Adeptus Titanicus*, shows Dan the ropes.



When we heard that *Adeptus Titanicus* was coming out, we thought “Let’s get in on the action.” The thing is, *Adeptus Titanicus* is a completely new game system unlike any we currently produce, and none of us in the White Dwarf team knew how to play it! We would need an introduction to the game, and who better to ask for a play-through than the game’s designer himself, James Hewitt.

So James came up to the White Dwarf bunker with a custom-made 4’ by 4’ board in tow as well as a few Titans and some Knights, to show Dan how the game works. James picked the Titanic Clash scenario for them as it’s perfect for people learning to play the game. They played the first turn using the basic rules presented in the rulebook, then added in a few of the advanced

GETTING STARTED

The *Adeptus Titanicus* rules set includes all the rules and gaming accessories you need to start playing this great new game. Like *Warhammer Age of Sigmar*, it embraces the ‘three ways to play’ mantra, giving you options for open play games (ideal if you’re new to *Adeptus Titanicus*), matched play games (where players can balance their forces using points values for each unit), or narrative battles (where you can recreate some of huge Titan battles of the Horus Heresy).

rules for the second turn onwards so Dan could experience the complexity of the game. Dan, as the novice, got to pick which side to use – either the Reaver Titan and Warlord Titan of the traitorous Legio Mortis, or the Legio Gryphonicus Warlord Titan and a trio of Knights from House Vyonii. In the end he picked the Legio Mortis. We join James and Dan as they prepare for battle.

Dan: There aren’t many models on the table. Is that typical for an *Adeptus Titanicus* game?

James: For a full-sized battle you’d have around four or five Titans – a maniple – and maybe a banner of Knights on each side, but as this is an introduction we don’t want to make our game too big. The game works perfectly well with a couple of models a side.

THE TITAN COMMAND TERMINAL

Titan designation (1). A numbered counter is placed here to indicate the Titan's designation number in the battle group.

Current order status (2). The Order dice is placed here to remind you what order has been given to the Titan.

Unit name (3). Here you will find the Titan's class, scale (important for gauging whether some carapace weapons can fire at it at close range) and points cost for matched play games.

Characteristics profiles. Here you will find the Command characteristic (4), which is required when issuing Orders to the Titan. Ballistic Skill (5) is used when firing a Titan's guns in the Combat Phase. Speed (6) indicates how fast a Titan can move. The first value is its regular movement, the second value is used when power is drawn from the Titan's reactors. Weapon Skill (7) is used when a Titan fights in close combat. Manoeuvre (8) explains how many 45° turns a Titan can make during its movement each turn. Again, the first is the regular value, the second is used when the reactor's power is sent to the stabilisers. The last value is the Servitor Clades (9), which indicates how many times you can attempt to repair the Titan each turn.

Plasma reactor status track (10). This is where you keep track of how much power you're drawing from the Titan's reactor.

WARLORD TITAN
SCALE: 10 (MAGNIFICUS) 385 POINTS + WEAPONS

ARDEX-DEFENSOR CANNON: When the Titan is activated in the Combat phase, each enemy unit that is within its Front or Rear arc, and within 6", suffers D3 Strength 5 hits.

HEAD: 13-14: Direct Hit (+1), 15-16: Devastating Hit (+1), 17+: Critical Hit (+5)

BODY: 12-13: Direct Hit (+1), 14-15: Devastating Hit (+1), 16+: Critical Hit (+3)

LEGS: 13-14: Direct Hit (+1), 15-16: Devastating Hit (+1), 17+: Critical Hit (+3)

WARLORD ARM 55 POINTS
BELICOSA VOLCANO CANNON
Range: Short 30", Long 60"
ACC: -
Dice: 1, Str: 12
Traits: Blast(5"), Draining
11+: Weapon Disabled

WARLORD CARAPACE 15 POINTS
APOCALYPSE MISSILE LAUNCHERS
Range: Short 30", Long 120"
ACC: +1
Dice: 10, Str: 4
Traits: Barrage, Carapace, Poised
11+: Weapon Disabled

WARLORD ARM 55 POINTS
BELICOSA VOLCANO CANNON
Range: Short 30", Long 60"
ACC: -
Dice: 1, Str: 12
Traits: Blast(5"), Draining
11+: Weapon Disabled

Void shield status track (11). Like the plasma reactor track above it, the void shields become harder to repair the more damaged they become. Use your Servitor Clades to keep your reactor and shields in the green if possible.

Hit locations including head, body and legs. Each hit location shows what armour roll is required to damage them (12). When damage is taken, a status marker is moved along the Hit Location Status track (13). Should a powerful enough attack cause critical damage to a location, this is marked on the Critical Damage rune (14). The result to the right (15) is then applied to the Titan until it is repaired. If it is repaired...

Hit locations for weapons and weapon stats. The Warlord titan shown here has two belicoso volcano cannons (16) and two carapace-mounted apocalypse missile launchers. When these weapon systems are disabled, they are flipped over to show that they are temporarily out of action.

Weapon cards include points cost (17), weapon name (18), firing arc (19), weapon ranges (20), the number of shots the weapon fires (21) and its strength (22), which is essential when working out whether you damage a location on a Titan. Underneath you will find traits specific to the weapon (23) and the roll required to knock it out of action (24).

Dan: Great, okay. Now, my Warlord Titan looks just like the bigger version for Warhammer 40,000. Does it have all the same weapons?

James: Pretty much, yes, though small weapons like lascannons (*small?* – Ed) are purely defensive. For this game we're probably only going to use the really big guns, such as volcano cannons, gatling blasters and apocalypse missile launchers. All the weapons are on cards, which are placed on the Warlord's Command Terminal.

Dan: The what now?

James: The Command Terminal (above) is your Titan interface and you have one for each model in your force. It's where you track how your Titan is doing in the game, how many void shields it

has up, what orders it's currently on, how much damage it's taken, and so on. When elements like your reactor and your shields are in the green, they're good. When they're in the red, it's bad.

Dan: Is the reactor for powering up weapons?

James: And shields and locomotion. There's always a risk to using your reactor – the more you push it, the more likely it is to overheat.

Dan: Can you cool the reactor down?

James: Yep, that's what the on-board Servitor Clades are for. They can repair damage, raise void shields and so on. They basically keep the Titan alive. For the moment, let's get some models on the table and I'll show you it all in-game. ►

NEW REAVER

You may have noticed that there's a bit of a sneak peek in this First Blood battle – a Reaver Titan. Now, we're sure plenty of you will want to get your hands on the Reaver to add to your Titan Maniple. Well, never fear, it's coming out very soon. As you'll see later in the battle, it's equipped with a pair of gatling blasters and a carapace-mounted apocalypse missile launcher – a very handy weapon as it has a 360° field of fire and it can even shoot at enemy units that it can't see!

FIRST BLOOD

THE TURN SEQUENCE

Like all Games Workshop games, Adeptus Titanicus has an order of play. Each game lasts a number of rounds (usually between four and six), and each round is split into five phases:

1. Strategy Phase

Enact stratagems and issue potentially game-changing orders to your Titan crews.

2. Movement Phase

Move your Titans into position. Getting them in just the right place is critical.

3. Damage Control Phase

Use your Servitor Clades to repair damage to your Titan, calm its reactors and raise void shields.

4. Combat Phase

Where you fire massive guns at massive targets!

5. End Phase

Remove orders and prepare Titans for the next turn.

In each phase the players take it in turns to activate a Titan or other unit under their command. Then play switches to the other player and so on until both players have run out of units to activate, then the next phase begins. Getting your actions in the right order is part of the challenge of the game and it's very rewarding when you outfox your opponent and pull off a display of tactical genius.

► Dan and James set up their units (see above) following the rules in the Titanic Clash scenario presented in the Adeptus Titanicus rulebook. They decided to play for four rounds and their goal was to wipe out each other's forces. James won the roll-off to see who would go first this round – the First Player roll – and, because they weren't using the Orders rules yet, they skipped the rest of the Strategy Phase and moved on to the Movement Phase.

Dan: You seem to be aiming your Warlord right at my Warlord. I get the feeling it's going to get shot.

James: One of the most important things to consider is the direction your models are facing because Titans, especially Warlords, don't turn very quickly. Their guns normally only have a 90° forward arc of fire and some, such as the carapace apocalypse missile launchers, only fire in a front corridor arc. Orientation of your Titans is crucial in this game. And yes, your Warlord is getting shot!

Dan: Oh, good, I look forward to it. So you've moved a unit, now I move a unit, right? I want to move my Warlord out of the fire corridor of your Warlord. Can I do that?

James: You can try, but Titans only move at half speed if they're walking backwards or sideways. Even if you push the reactor to increase your movement you won't be able to escape the fire corridor. Never let it be said that you're quick.

Dan: Me or the Titan? I think I'll save the Warlord's reactor for its shields then!

James and Dan took it in turns to do their movement, James skirting his Questoris Support Banner of Knights around the mag-train while Dan moved his Reaver up to get in range of the Warlord. Dan chose to push the Reaver's reactors so it could move faster but angered the engine's machine spirit with a poor reactor roll.

Dan: Oh, that's not good.

James: No, your Reaver is furious. You can move the Titan the extra inches, but the reactor is steaming. At least now I can show you how to repair things in the Damage Control Phase.

Dan moved the angry Reaver forwards accompanied by suitable Titan stomping noises.

James: Was that you doing the sound effects for a Titan, or were you beat-boxing just then?

Dan: It might have been a bit of both. This is one funky Reaver. Now, how can I repair that reactor?

James: Remember those Servitor Clades I mentioned earlier? They can repair damage, cool the reactor or raise fallen void shields. Reavers have three clades so you can repair three times.

Dan tried to cool his Reaver's reactor and failed every roll. James then moved on to the Combat Phase, activating his Warlord and picking Dan's Warlord as the target.

Dan: Do all the Warlord's guns have to fire at the same target?

James: Unless you've chosen the Split Fire order, yes. We'll look at orders more closely next round.

"Remember those Servitor Clades I mentioned earlier? They can repair damage, cool the reactor or raise fallen void shields. Reavers have three clades so you can repair three times."

James fired the Warlord's apocalypse missile launchers first, as their rate of fire – a huge volley of 10 shots – is more than capable of taking down the void shields of Dan's Warlord. He only knocked two shields down, leaving Dan's Warlord still pretty well protected. James then pulled out the 5" blast template...

Dan: Whoa, what's firing that?

James: Still the Warlord, that's the volcano cannon. At this scale the 5" blast template is colossal – easily big enough to cover a Warlord.

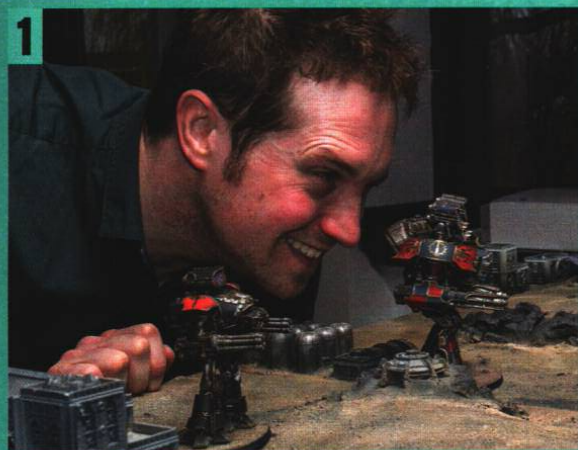
Fortunately for Dan, James's Princeps was well off his mark and missed the Legio Mortis Warlord. Dan then activated the Reaver, hammering James's Warlord with all of its guns until its void shields collapsed with a bang. This left the Gryphonius Warlord open to fire from Dan's Warlord. ►

THE PLASMA REACTOR

James: The plasma reactor can be used to increase the power of your Titan, enabling it to move faster (Power to Locomotors), manoeuvre more easily (Power to Stabilisers), protect itself (Voids to Full) or fire particularly devastating guns such as a Warlord's laser blasters. To power up a reactor, you roll the reactor dice (also known as the dice of doom!). If you're lucky, your Titan's machine spirit will accede to your request and will not overheat. More than likely it will overheat a bit and you'll have to cool it down in your next Damage Control Phase. If you're really unlucky, your Titan's machine spirit will get really angry. Like Dan's Reaver did...



1



2



ALL GUNS BLAZING

Dan: My logic was to take down James's Warlord Titan as quickly as possible, or at least disable its guns. To do that, I needed to fire everything I had at it, so I positioned my Warlord with its fire corridor aimed right at James's main unit (1).

James: While Dan was tempted to fire his Warlord first – everyone loves firing the big guns – he didn't take into consideration my Warlord's void shields. Dan's Reaver is armed to take out smaller targets, so its guns can't really hurt my Warlord (2), but they can cripple its void shields. The smart thing for Dan to do was to fire the Reaver first, knock out the shields, then fire his own Warlord (3) at my unprotected unit.

Dan: And that was exactly what I did! Between the Reaver's gating blasters (six shots each) and its apocalypse missile launcher, I was able to strip James's Warlord of its void shields (4)!

3



4



FIRST BLOOD



KABOOM!

James: Some weapons, such as the belicosa volcano cannon, use a blast template when they fire. They don't fire as many shots as other guns, but if they miss, the shot will scatter and the explosion may still hit the target. It's worth remembering that this blast is truly colossal! When Dan's Warlord fired at mine, both its shots missed, but they only scattered a couple of inches, meaning they still hit the target.



► **Dan:** Can I pick the part of the Titan I shoot at?

James: Yep. You can pick a target area, but it will be harder to hit it. Or you can just fire and see where you hit afterwards.

Dan: I'll trust the Princes and let him pick a good target. Aim for the guns, Princes!

Dan fired the volcano cannons (the apocalypse missile launchers are not strong enough to damage it at this point) and hit James's Warlord in the body (not the guns as he was hoping), causing critical damage to the Titan, much to James's distress. The two players prepared for the second round, with James winning the roll-off. This round, though, they would be issuing orders to their Titans.

James: Orders are really simple – they enable your Titans to shoot first, run, charge, make additional repairs and so on, but there's often a downside to using them. I'm going to use the order First Fire on my Warlord, enabling me to get an extra shot with it in the Movement Phase, but it must remain stationary to do so.

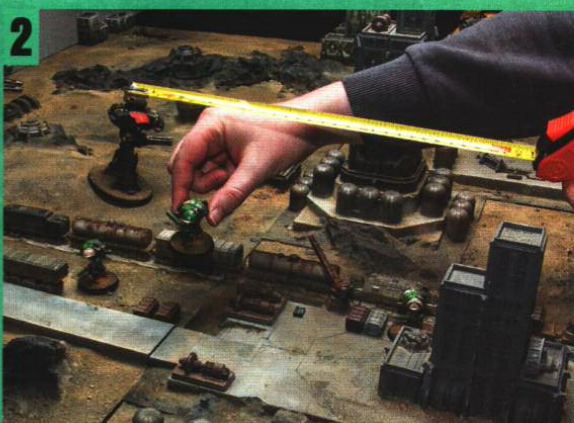
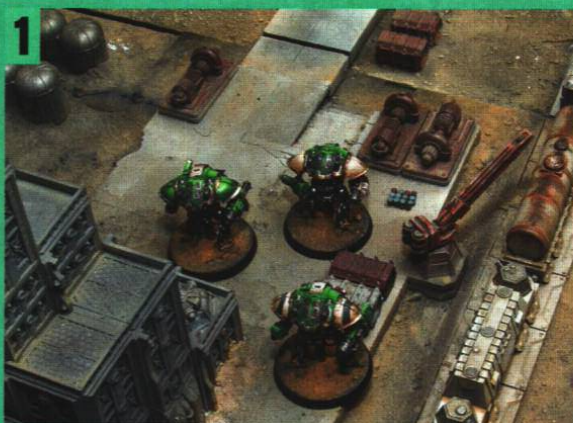
James successfully issued his order. He also ordered his Knights to Full Stride so they could run past the Reaver. Dan ordered his Warlord to First Fire, too, while trying an Emergency Repair on the Reaver, which he failed. He also failed to repair it in the Damage Control Phase.



FULL STRIDE

Dan: During the Strategy Phase, James used the Full Stride order on his Knights. This meant that he could move them normally in the Movement Phase (1), then again in the Combat Phase (2) instead of shooting.

James: Because I was First Player this turn, I made sure to move the Knights out of the Reaver's fire arc before Dan could shoot them.



James: Did your Servitors even get on board?

Dan: They're back at base running around in a panic because their Titan's left them behind.

Though James raised some of his Warlord's void shields, it wasn't enough and Dan hammered them once again with the Reaver in the Combat Phase, knocking them out before delivering another punishing salvo from his Warlord. Once again, Dan trusted his Princes to pick a suitable target location rather than picking the target area himself, this time hitting the god-machine's legs. The volcano cannons inflicted enough damage to misalign the Warlord's stabilisers, leaving the Titan's legs dangerously weakened.

James: Ouch! Your accuracy is crippling. I wish your shooting was as rubbish as your repair rolls!

"Orders are really simple - they enable your Titans to shoot first, run, charge, make additional repairs and so on, but there's often a downside to using them."

Dan: Yeah, though I am inflicting damage all over your Warlord, not in one concentrated place. I don't want to risk missing it, though, because I'm aiming at a specific area.

James: Irony, much?!

In the third round James made Emergency Repairs to his Warlord, then ordered his Knights to Charge the Reaver, which was struggling to turn quickly enough to fire on them. Because the Reaver's weaker rear armour was now facing the Gryphonicus Warlord Titan, James would get a bonus to his armour roll when shooting it. Once again, Dan's Warlord hammered James's Titan with its belicosa volcano cannons, this time in the head. Then James activated his Knights.

Dan: They're tiny! They don't have a chance! ►



Dan has a difficult decision to make – to turn the Reaver and fire on the Knights or fire on James's Warlord again. His Reaver's fate could rest on his decision.

FIRE ARCS AND CORRIDORS

James: Most Titans have a 90° fire arc to the front with their weapons as shown on the weapon cards. The fire arc templates enable you to gauge whether an enemy titan is within that fire arc. Some weapons, like a Warlord's carapace-mounted missile launchers, have a fire corridor that extends directly out in front of the model. You use the edges of the fire arc template to trace this corridor to the target.



HEAD	13-14: Direct Hit	+1	+1	+2	+3
	15-16: Devastating Hit				
	17+: Critical Hit				
BODY	12-13: Direct Hit	+1	+1	+2	+3
	14-15: Devastating Hit				
	16+: Critical Hit				
LEGS	13-14: Direct Hit	+1	+1	+2	+3
	15-16: Devastating Hit				
	17+: Critical Hit				

1. Reactor Leak (1)

2. Reactor Leak (2)

VSG Burnout

3. Reactor Leak (2)

VSG Burnout

1. Stabilisers Damaged

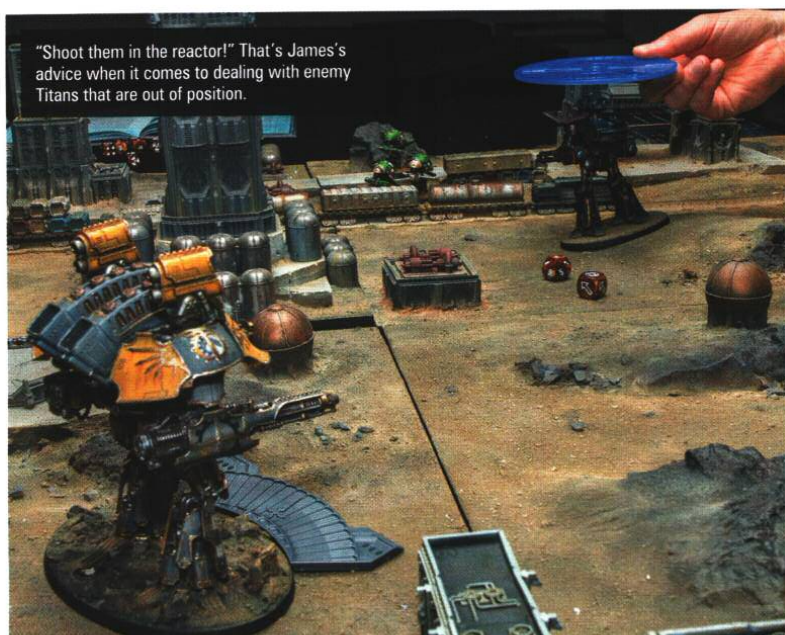
2. Stabilisers Damaged

Locomotors Seized

3. Immobilised

Dan's shooting starts to take its toll on James's Warlord. With the void shields down, it takes critical hits to its body, then its legs. Dan's next volcano cannon shots hit it in the head!

FIRST BLOOD



"Shoot them in the reactor!" That's James's advice when it comes to dealing with enemy Titans that are out of position.

► **James:** Remember, your void shields can only protect you from attacks made further than 2" away. The Knights will ignore your shields when they're in combat. I can also choose which area of your Titan to hit without penalty. So I'm going to concentrate all my attacks on the Reaver's body.

The Knights made their attacks, causing critical damage to the Reaver's torso, which was further compounded by James's Warlord shooting the rear of the beleaguered Titan in the same place and causing critical damage with both volcano cannons. As the last battle round approached, both players had a Titan dangerously close to a catastrophic meltdown. James took the initiative and went first, putting everything he had into saving his Warlord Titan and destroying Dan's Reaver.

"As the last battle round approached, both players had a Titan close to a catastrophic meltdown. James took the initiative and went first..."

James: Right, Emergency Repairs on the Warlord, the Knights are charging, then fingers crossed!

Dan: I'll be firing aimed shots at your Warlord's legs. One more critical hit and it's going down!

Dan fired at the Warlord with every gun he had but failed to get that crucial critical hit to blow the Titan's leg off. Meanwhile, despite the Reaver trying to escape James's Knights, they nipped round behind the war machine once again and attacked its torso, inflicting two critical hits and causing the war engine's reactor to detonate spectacularly. A noble Knight of House Vyonii was destroyed in the blast, but victory went to James and Legio Gryphonicus.



The Questoris Knights and the targeted fire of the Warlord Titan leave Dan's Reaver on the verge of detonation.



Walk softly, brothers. The Knights of House Vyonii take cover behind the mag-train before sneaking up behind the two Titans of Legio Mortis.

ORDERS IN ADEPTUS TITANICUS



Charge. This order is exactly what it sounds like – your Titan or Banner of Knights charges into an enemy war machine and starts chopping them up in close combat.



First Fire. A handy ability that enables you to get a shot off before your opponent instead of moving. It's very useful for taking down void shields or taking out a few Knights.



Shutdown. In the very direst circumstances (such as an imminent reactor meltdown), you can shut down the Titan. This really is a last resort, but it could save the Titan.



Emergency Repairs. This order proved to be a popular one for James during this game. It enables you to repair damage to the Titan or recharge its void shields.



Full Stride. Some Titan war engines can be quite slow, but you can double their movement with this order, enabling them to get into cover, onto an objective or out of another Titan's fire arc.



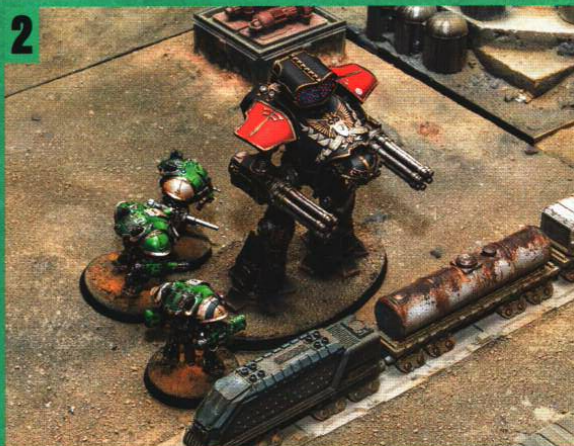
Split Fire. Just as this ability's name suggests, instead of firing all your shots at one target, you can split your fire between several. Very handy if you've got Knights sneaking about behind you!

A TIME FOR BE-REAYER-MENT

James: The Knights of House Vyonii posed a big threat to Dan's Reaver, but they needed to get into position to cause enough damage. And that position was behind it! They had to advance behind the cover of the mag-train, and Dan kept turning the Titan to try and shoot them (1).

Dan: The Knights stayed out of the fire arc of the Reaver's gatling blasters, which meant I could only use its missile launcher to shoot them. But James issued the Charge order and activated them first, enabling the Knights to run into combat before the Reaver could shoot (2).

James: That's why activating units in the right order is important. Dan's Warlord fired before mine, however, the gamble paid off – the Knights managed to fell the Reaver in combat, though one of them did die in the resulting explosion (3). It was a good trade-off, though, I think (4)!



THE POST-BATTLE DEBRIEF

James: Now that, sir, was a little bit too close for comfort, but a well-fought game and great fun! I genuinely thought you had my Warlord Titan on the ropes, but you were really unlucky with that last dice roll to get through its armour.

Dan: I was so close, too! I'd caused so much damage that I only needed, what, a 3+ to cause a critical hit? And the Titan's legs were so badly mauled it would have fallen over.

James: Yeah, the bonuses you were getting from the cumulative damage you'd caused, plus the strength of the volcano cannons, meant you really should have taken it out. I guess my Titan just really wanted to live!

Dan: Unlike my Reaver, which basically overheated at every opportunity it could. Honestly, I have no idea how I failed so many vent plasma rolls – I only successfully cooled the Reaver's reactor once during the game! However, the Reaver was instrumental in taking out the Warlord's void shields, so I'll let it off.

James: Oh, totally, the Reaver chewed up my Warlord's void shields with sheer weight of fire. That's one of the key features of the game, really, knowing what units to activate when and in what

order. The Reaver wasn't equipped to demolish a Warlord Titan, but it could still pave the way for other units to do the real damage. I reckon you underestimated the Knights, though.

Dan: I thought I could leave them till later, but by that point they were too close and the Reaver just couldn't turn fast enough to shoot them.

James: Still, a great game all round, I feel. Do I get to do a cheesy victory shot now? **DH**

WHAT NOW?

Excited about playing Adeptus Titanicus? Head over to the Forge World website and take a look at the range of products and kits currently available. There are plenty more on the way, too, so keep your eyes peeled for all the latest releases at:

games-workshop.com



James's Warlord Titan stands victorious but badly damaged. James also stands victorious but survived the battle without injury.

A NEW FORGING

For many an age, the Citadel miniatures designers have toiled at the Anvil of Apotheosis, creating new Stormcast Eternals for Sigmar's grand host. Here, we chat to the designers about their latest grand creations – the warrior-mages of the Sacrosanct Chamber.



Swathed in secrecy are the Sacrosanct Chambers of the Stormcast Eternals, for only recently have their gates been opened by Sigmar and the warriors within unleashed upon the Mortal Realms. Unlike their other sigmarite-clad brethren, however, the Stormcasts of the Sacrosanct Chambers are not just warriors but also potent spellcasters. Using arcane knowledge, they harness the celestial power of Azyr and work it into devastating conjurations, sending bolts of lightning arcing across the battlefield to strike down Sigmar's foes or augmenting their already deadly weapons so that every hammer-strike shatters the air like thunder. Such power is terrible to behold for those who would challenge the God-King.

Of course, a new Chamber of Stormcast Eternals requires a whole new range of models to represent them on the battlefields of the Mortal



MARK HARRISON

Mark has designed countless miniatures over the years, including Tyranids, Fyreslayers and the Glotkin. It's fair to say that he does love creating monsters! Recently, however, Mark has been hard at work sculpting all the Stormcast Eternals in the Soul Wars boxed game. Who better to tell us about the new kits?

Realms. Fortunately, the Citadel miniatures designers were more than happy to comply, with no fewer than 10 of them taking up their celestial hammers to work on the kits in the new range. Here, we chat to them about their latest creations. Mark Harrison, who designed all the Stormcast Eternals in the Soul Wars boxed set, tells us what it was like bringing the warriors of the Sacrosanct Chamber to life.

TAPPING INTO THE WINDS OF MAGIC

"The Stormcast Eternals are forged from a combination of science and magic," says Mark Harrison, "but up until now there haven't been any magical Stormcast Eternals – ones that can harness the winds of magic themselves. The humans of Warhammer, both in the past and the present, have always had a complicated relationship with magic – they can wield it, but it often comes at a steep price. Usually their



immortal soul! We wanted to investigate how that would look for the Stormcast Eternals – they would have to be utterly pure and incorruptible, the ultimate noble wizards. On the (imaginary)

“One of our starting points was the original Colleges of Magic, specifically the Celestial Wizards.”

scale of magic users, they are at the exact opposite end compared to a Chaos Sorcerer or Daemon Prince. They are also warriors – battle mages who can wield a sword and shield as easily as cast a spell.”

So what makes the warriors of the Sacrosanct Chamber so different to their sigmarite-clad brothers and sisters?

“The warrior imagery of the Stormcast Eternals has been pretty well established over the last few years, so we focused our attentions on what their magic users could look like,” says Mark. “One of our starting points was the original Colleges of Magic, specifically the Celestial Wizards (check out Wizards of the Heavens to the right). The Celestial Wizard models have a well-established visual language – by this I mean the clothes they wear and the weapons and equipment they carry. Many Celestial Wizards carry mystical globes, for example. They usually have vials and potions hanging from their belts and carry astrological devices – they’re as much scientific as they are magical. They often wear skullcaps and long-sleeved robes with high collars and have pointy or forked beards. The Stormcasts of the Sacrosanct Chamber share their affinity with Celestial Magic, so it’s fitting that they share much of the same imagery.” ►

WIZARDS OF THE HEAVENS

Celestial Wizards have been around almost as long as Warhammer. Their look has always been based on the imagery of the heavens – planets, astrological equipment and the twin-tailed comet of Sigmar. The wizard below also features the eight winds of magic on his belt.



DESIGNERS' NOTES

THE LORD-ARCANUMS, COMMANDERS OF THE SACROSANCT CHAMBERS

The Lord-Arcanums are powerful wizards and noble military commanders. Mounted on fearsome steeds from high Azyr, they are the embodiment of celestial magic.

ASTREIA SOLBRIGHT

"Astreia is unusual in that she's not just a warrior or a mage, but a scientist, too," says David Waeselynck. "She carries a lot of gear in her saddle bags to help her in her research. Her dracolone mount is a combination of big cat and lizard – it's fast, muscular, powerful and vicious, but also intelligent – it's meant to be a smart mount for a smart rider. Astreia's pose is designed to match that of Reikenor the Grimhailer, so when they're placed next to each other it looks like they're duelling."



"Astreia is an Easy to Build model, but comes in 25 parts," says David. "It was quite a challenge designing her!"



"Astreia's quite an adventurer, which is why she carries a lot of equipment on her saddle to show she's on a vital quest for Sigmar," says David.



The ruins are from an ancient civilisation, but you can also see trinkets from the Age of Sigmar.

CASTERS OF STORMS

Mark Harrison designed all the models from the Soul Wars boxed set plus the Evocators riding Dracolines.

The Lord-Exorcist was designed by Neil Langdown, the Knight-Incantor by Israel Gonzalez and Astreia Solbright by David Waeselynck.

Sergi Torras worked on the Easy to Build Castigators and Evocators while Joe Tomaszewski sculpted the Easy to Build Sequitors.

Colin Grayson designed the Celestial Ballista while Alex Hedström sculpted Aventis Firestrike.

The Sequitors were sculpted by Mike Fores and the Lord-Ordinator by Maxime Corbeil.

OPENING THE SACROSANCT CHAMBERS

"Stormcasts, like most armies, have several ranks," continues Mark. "There are the warrior brethren in the form of the Sequitors and Castigators, the battle-mages known as Evocators, noble wizards such as the Knights-Incantor and commanders and specialists such as the Lord-

"It looks like a piece of fantastical heraldry come to life – a beast rampant..."

Arcanums and the Lord-Exorcist respectively. The heroes and leaders of the Sacrosanct Chambers are the most powerful wizards, with the units acting more like bodyguards for them or wizard conclaves where they pool their magical resources to cast a spell. Each unit has a distinct visual identity that helps convey their rank, both to other Stormcasts and to those warriors of Order they may fight alongside. Their helms, robes and weapons are the main indicators of rank – the

higher the rank, the bigger the helmet crest and the more expansive the robes! Similarly, the higher in rank they are, the more ornate and magical their weapons. The Lord-Arcanums have fancy aetherstaves in comparison to the stormsmite mauls wielded by the Sequitors."

THE LORDS OF THUNDER

The Lord-Arcanums feature many of the archetypal visual aspects of a wizard – they have robes, high collars, staves, books, scrolls and vials. When you look at one you shouldn't be in any doubt that you're looking at a wizard.

"Lord-Arcanums are commanders, too, not just powerful wizards," explains Mark. "They are a rank above the Knights-Incantor, both in military terms and magically. Because of their attunement to magic and the merits of rank, most of them ride into battle on regal-looking Azyrite mounts such as Dracolines, Tauralons and Gryph-chargers. The way the Gryph-charger from the Soul Wars boxed set is rearing up on its hind legs makes it look like a piece of fantastical heraldry



AVENTIS FIRESTRIKE

"The goal with Aventis was to create a lord of obvious glory and power – a conquering hero," says Alex Hedström, the model's designer. "With his Tauralon rearing up, I sculpted him standing in his saddle so he looks even more heroic. His staff also features a Tauralon beneath a comet – kind of like his personal crest."

"I wanted to give modellers a lot of options with this kit – there are two wing positions, two tails, two head positions and two front foot positions for the Tauralon. Plus, of course, you can build the rider as a Lord-Arcanum instead of Aventis, if you like."



If you build this kit as Aventis Firestrike, you will also be able to construct a Lord-Arcanum on foot. His aetherstave is crowned by a pair of eagle wings and a twin-tailed comet.

come to life – a beast rampant, with a noble lord sitting majestically astride it, his staff raised high. The named characters that David and Alex sculpted (which you can read about above) follow a similar formula – they both look like they're issuing commands, but they could just as easily be about to cast a devastating spell. All of the Lord-Arcanums feature a diamond and lightning bolt emblem on their armour and weapons, often combined with the Anvil of the Apotheosis. It's an elaborate rendition of the chamber's symbol.

HARNESSING THE POWER OF AZYR

"The Knights-Incantor are arguably the most wizardly-looking of all the warriors in the Sacrosanct Chamber," says Mark. "You'll notice there are a lot more runes and icons on them – that they're covered in symbols of Azyr such as the Anvil of the Apotheosis, the twin-tailed comet, meteors, haloes, lightning bolts and so on. Where the Lord-Arcanums are meant to be commanders and wizards, the Knights-Incantor are pure magic-users. It's why they both carry staves rather than more offensive weapons. ►



THE LORD-EXORCIST

"The Lord-Exorcist is judge, jury and executioner when it comes to the souls of unquiet spirits," says Neil Langdown, the model's designer. "I wanted the Lord-Exorcist to be standing still, really stoic, reading a litany from his holy book as his staff draws the spirits of the dead towards it. The use of a Stormcast helmet on the scales of judgement was deliberate – if a soul is worthy it could become a new Stormcast Eternal. If not, it will be obliterated as signified by the skull. I reinforced the image of a priest by giving the Lord-Exorcist a stole and a helm that's shaped like a bishop's mitre."

The Evocators of the Hallowed Knights charge into battle mounted on fearsome Dracolines. Imbued with celestial magic, both rider and mount can blast their foes asunder with Azyrite energy.



ANVIL OF THE APOTHEOSIS

"The symbol of the Sacrosanct Chamber is an anvil – usually pierced by a lightning bolt or with stylised sparks flying from it," says Mark. "It represents the Anvil of the Apotheosis and the quest that the Sacrosanct warriors are on to find a solution to the problems of reforging a Stormcast Eternal."



► "Traditionally, wizards often carry potions on their belts, so that's exactly why the Knights-Incantor do, too! The vials – spirit flasks – are diamond-shaped to match the chamber icons, which also gives them a more scientific-looking appearance, like they were made using both science and magic."

THE BATTLE-MAGES OF SIGMAR

"The Evocators are what we would call battle-mages, a combination of wizard and warrior and the Sacrosanct Chambers' equivalent of a Warrior Chamber's Paladins," explains Mark. "Visually they still link to the lords with the same fiery comet-like crests on their helmets, but they have no haloes like you would see on Retributors and Vanguard-Palladors. Instead they have small studs that are more like sparks, mirroring those on the anvil icons. Their helmets are also thinner and more angular than those of other Stormcast,

with the classic wizard's goatee beard built into the chin to give them a longer, gaunter aspect – more like an intellectual than a brawler. Like the Knights-Incantor, Evocators are the embodiment

"They're made of glass and explode into magical light when they shatter against their target..."

of Celestial magic – of tempests, lightning and storms. Their poses reflect this – they are a living whirlwind of blades, staffs, swirling robes and magic. They feel more elemental and less regimented than other Stormcasts. I particularly like the magical dragon pet (you can see it above) carried by one of the Evocators. You're not entirely sure whether it's real or a conjuration.

WIELDERS OF THE STORMBOLT

Some Evocators form a bond with a dracoline and ride it into battle, lightning energy coruscating across both rider and mount.

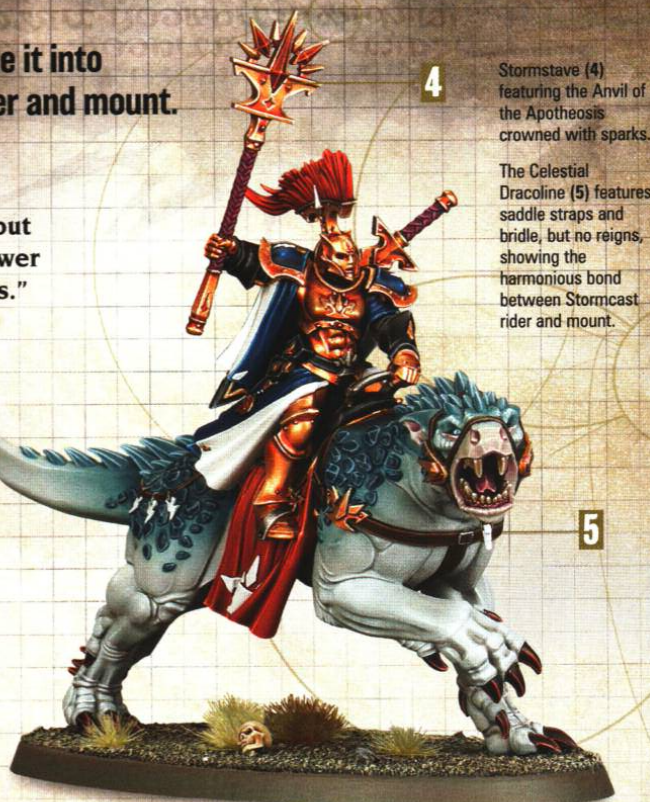
EVOCATORS ON CELESTIAL DRACOLINES

"Dracolines, like their riders, are intelligent but deadly creatures," says Mark. "They're more lithe than Dracoths, but clearly not as fast as Gryph-chargers. They've got a raw power to them, just like the celestial magic wielded by their riders."

Aetherstave burning with celestial energy (1). Its head takes the shape of the Anvil of the Apotheosis.

Half-helm (2) similar to the skull caps worn by Celestial Wizards.

Lightning bolt emblem of Sigmar, the God-King (3).



Stormstave (4) featuring the Anvil of the Apotheosis crowned with sparks.

The Celestial Dracoline (5) features saddle straps and bridle, but no reins, showing the harmonious bond between Stormcast rider and mount.



Even the spirit flask of the Lord-Arcanum (above) features a tiny sigmarabulus on the stopper, while the tempest blades carried by the Evocators feature diamond-shaped gemstones above their hilts.



THE KNIGHTS-INCANTOR

"Knights-Incantor are powerful celestial mages, so both Mark and myself sculpted them to look like they are in the middle of casting spells," says designer Israel Gonzalez. "Where Mark's model has her arms outstretched as if calling down a comet from the heavens, my Knight-Incantor is calling magic up from the earth beneath his feet. His left hand is flung outwards and upwards and the rocks on his base follow the movement of his hand as if he's flinging them towards the enemy. They're both meant to look very intense and dynamic, as if they're surrounded by a hurricane of magic."



THE WARRIOR BROTHERHOOD

The Sequitors and Castigators are the warrior brethren and bodyguards of the Sacrosanct Chambers. "The Sequitors are not as magically attuned as their brethren," explains Mark, "but they come from the same chamber, so they needed to have a unified look. Rather than just wearing the robes of their order, they also wear leather pteruges on their chests to act as extra protection while they're fighting. Like Liberators, the Sequitors carry tower shields, but instead of hammers they carry swords or mauls shaped like anvils. The stormsmite mauls have bladed edges rather than square ones to reflect the diamond emblem of the Sacrosanct Chamber and also to help distinguish them from sigmarite hammers.

"The Castigators share a similar imagery with the Sequitors – they are also of the chamber's warrior class. Their greatbows are like those carried by Judicators, but with magical grenades for ammunition. Like the spirit flasks, they have a scientific look to them – I imagine they're made of glass and explode into magical light when they shatter against their target." ►

THE WARRIOR BRETHERN OF THE SACROSANCT CHAMBERS

Sequitors and Castigators make up the majority of warriors in the Sacrosanct Chambers. Deadly warriors, they can tap into the magic of Azyr to protect themselves and smite their foes.

SIGMAR'S HOLY CRUSADERS

"The Sequitors kit is packed full of options," says designer Mike Fores. "There are both male and female warriors in the set, loads of bare heads, weapon options and exciting mid-action poses. They are magical crusaders and you can see their attunement to magic by details such as the Sequitor-Prime's spell-casting hand and the redemption cache sucking the soul out of a fallen warrior of Chaos."

"The Easy To Build Castigators were one of the first kits I designed," says Sergi Torras, "and I was heavily influenced by the Warhammer Underworlds warbands. Each model tells a story, but they are also part of a team, with the Castigator-Prime commanding the fire of the other two warriors as one fires a shot into the sky and the other stalks through the ruins of a besieged city (as indicated by the bag of coins and the discarded open book on their bases)."

Haloed helm featuring the Anvil of the Apotheosis (1).

Stormsmite greatmace (2). Note how the head of the weapon is shaped like an anvil.

Sequitor-Primes are denoted by the plume attached to their collar (3). The colour of the plume indicates their Chamber.

Leather gauntlets (4) and pteruges (5) protect the Sequitors in battle.

Rays of celestial light are a common motif on stormcast weapons (6).

A lightning-bolt trinket (7).

Stormsmite maul (8).

The robes of the Sequitors are worn over their armour (9). They are triangular in shape, matching the diamond icon of the Sacrosanct Chambers.

Tower shield (10).

Redemption cache (11) – for capturing tainted souls.

Spirit flask (12).

This Sequitor-Prime carries her stormsmite maul on her belt (13).

Thunderhead greatbow (14).

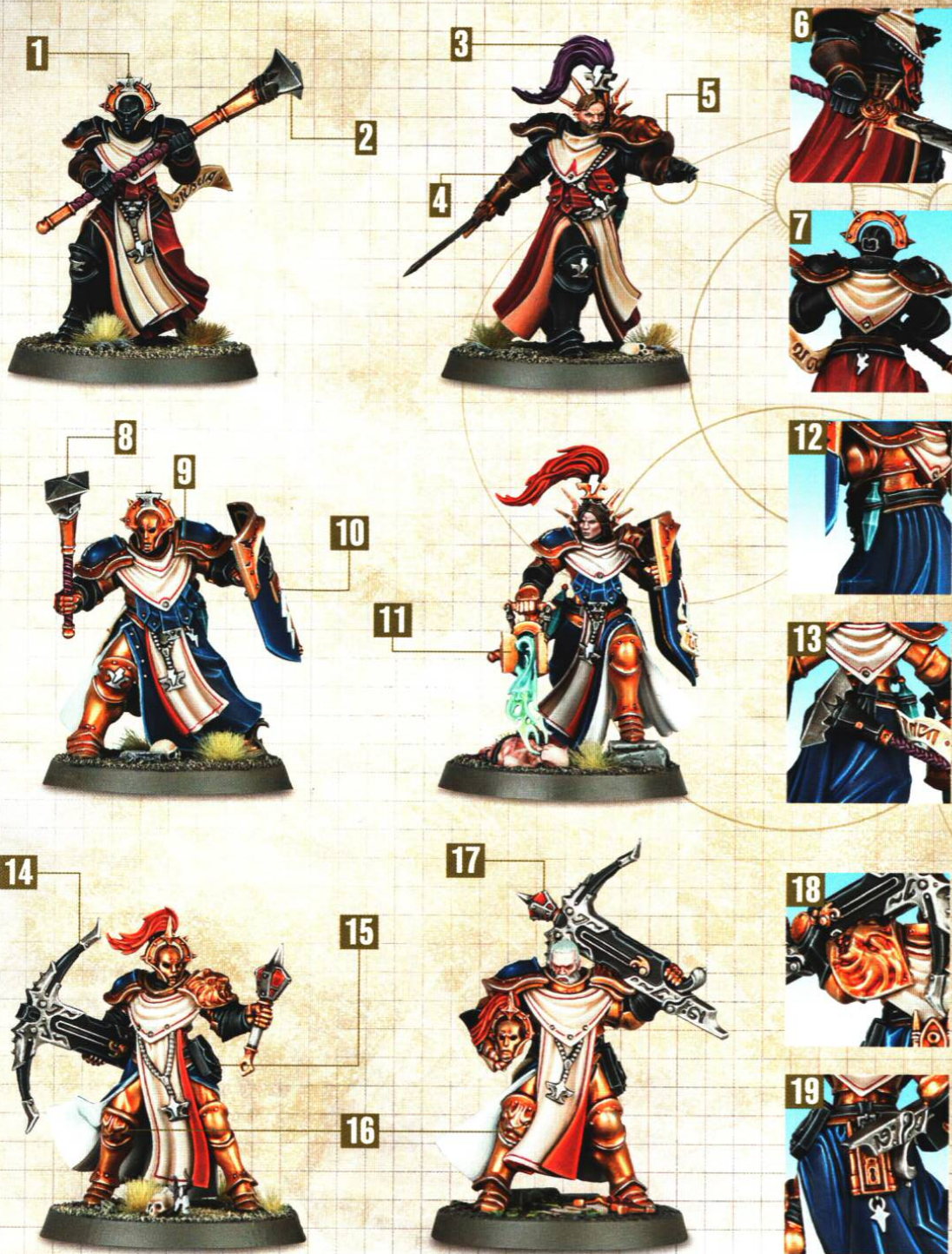
Equipment pouch (15).

Lion-faced knee pad often shows rank (16).

Glass vial imbued with celestial energy (17).

This Castigator-Prime wears a Lion-headed pauldron (18).

Locked reliquary (19). Purpose currently unknown.



THE ENGINEERS AND WAR MACHINES OF THE ORDINATOS CONCLAVE

"War machines give us sculptors a great opportunity to create a story," says Colin Grayson, who designed the Easy to Build Celestar Ballista (the one on the bottom row). "I added rubble to its base to represent the ruins of a fallen civilisation and scattered a few ammunition crates around it to make the war machine feel as though it's in use. The poses of the crew suggest that one is directing the fire of the ballista, while the other is just about to calibrate the fire arc – you're seeing it in the moment just before it fires."

"I wanted my Lord-Ordinator – the bald one – to have a strong and static pose like he's carefully overseeing the war machines," says Maxime Corbeil. "That's why he looks older than the other Stormcasts – he's a wise and knowledgeable smith. He's looking at one of his many technical devices, as if checking the stars to ensure they're aligned. My favourite detail is the tool box under his feet, which has an anemometer mounted on the end to gauge the speed of the wind. If you look carefully, there's a secret compartment at the back of the box with some scrolls falling out."



INTRODUCING WAR MACHINES

One of the big additions to the Stormcast Eternals' army list is the Celestar Ballista – the first war machine for Sigmar's chosen. "The bolt thrower is a classic Warhammer war machine that

"... it's a highly scientific process, but one that's also steeped in arcane magic."

perfectly suits the background of the Stormcast Eternals," says Mark. "It's based on the bows and crossbows of the Judicators, but massively scaled up. One has a stylised lion's face on the front of the chassis and clawed feet to give it the look of a snarling animal. You can imagine less civilised races seeing the ballista and wondering whether

THE ORDINATOS CONCLAVE

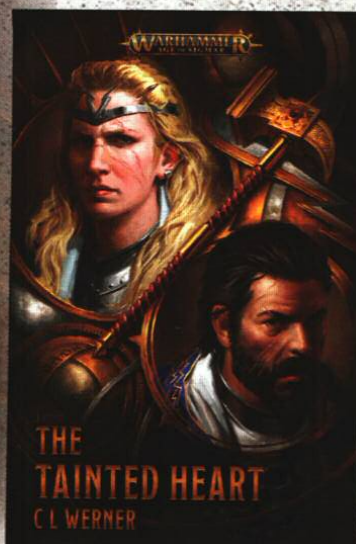
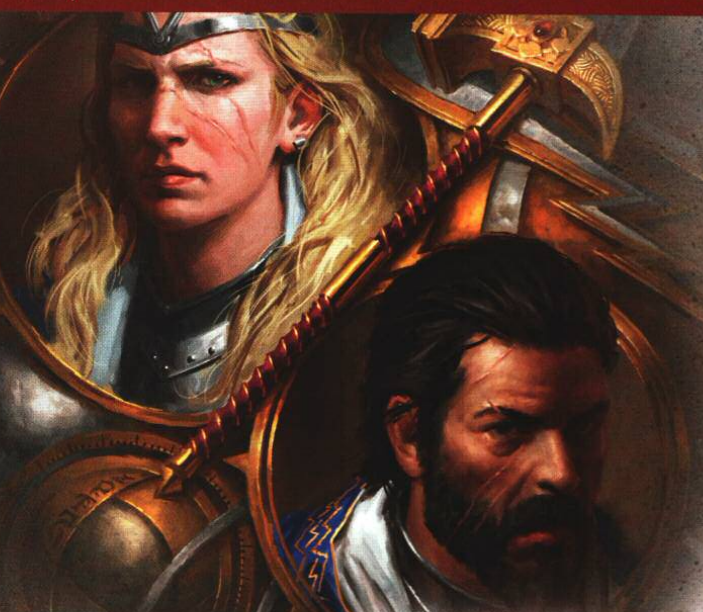
Most Sacrosanct Chambers have an Ordinatos Conclave containing devastating war machines such as the Celestar Ballista. The warrior-engineers of this conclave can be identified by the cog symbol worn on their left pauldron. You can find this icon on the transfer sheet in both the Celestar Ballista set and the Soul Wars boxed set.



it might be a ferocious animal of some kind. It's not just there to kill but also to frighten. It also helps give what could otherwise be a mundane piece of machinery a personality.

"A war machine also needs crew – engineers to assemble, dismantle, fire and repair it. The Ordinatos Engineers are well-muscled warriors festooned with part-scientific, part-magical tools and equipment that they use to operate the ballista and calibrate their shots – it's a highly scientific process, but one that's also steeped in arcane magic. Much of their look is based on that of the Lord-Ordinators – the bare arms, quilted tabards and engineering equipment. There's a strange aura of science, war, magic and astronomy that surrounds all Ordinatos Engineers, making them easily recognisable on the battlefield. You can tell they are grizzled engineers, but that there's more to them than meets the eye." **DH**

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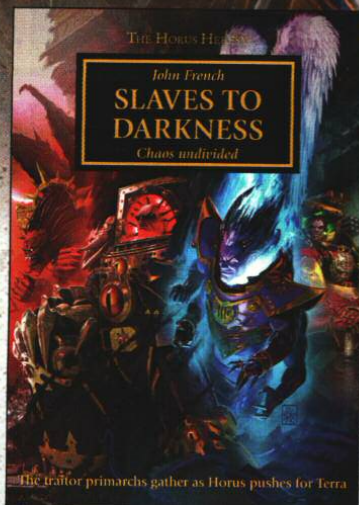


THE TAINTED HEART

BY C L WERNER

Amidst a deadly blight that has engulfed the Realm of Metal, witch hunters Talocarn and Esselt pursue a cultist whose bloody trail leads them into danger – and a possible solution, if they can survive...

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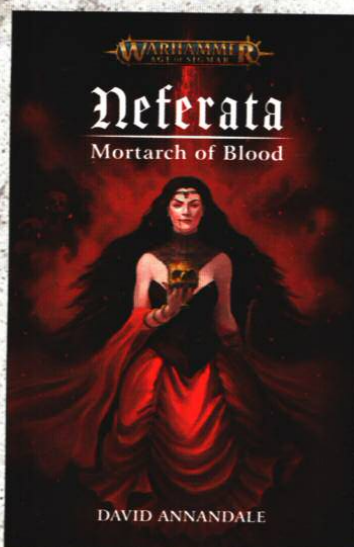


THE HORUS HERESY: SLAVES OF DARKNESS

BY JOHN FRENCH

As the traitor fleet closes on Terra, turmoil grips its heart. Horus lies wounded, and as the greatest battle of all time looms, it falls to Maloghurst the Twisted to hold the force together and save the Warmaster.

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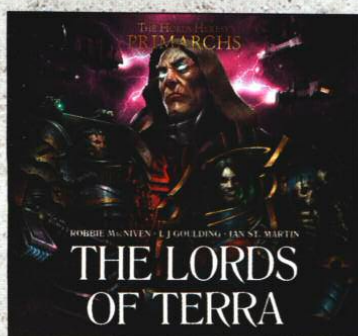


NEFERATA: MORTARCH OF BLOOD

BY DAVID ANNANDALE

As war engulfs the Realm of Death, Neferata rules her city of Nulahmia with an iron will. But when a threat rises with repercussions that will stretch across aeons, she must commit her undying armies to a centuries-long battle to retain her throne.

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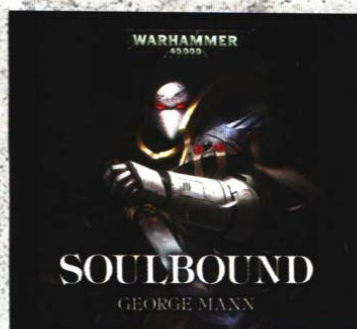


THE HORUS HERESY PRIMARCHS: THE LORDS OF TERRA

BY VARIOUS AUTHORS

The Primarchs – and the Emperor's closest ally, the mysterious Malcador – star in three audio tales that lay bare their ambitions.

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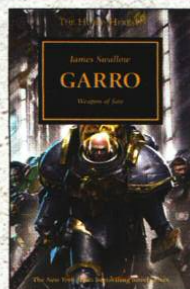
RAVEN GUARD: SOULBOUND

BY GEORGE MANN

On Delephron, a mag-train hurtles through the desert. Within its confines lies hidden a message that could bring the Raven Guard into such ill repute it would risk its very survival...

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ALSO THIS MONTH...



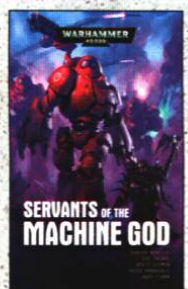
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THE LORDS OF SILENCE

BY CHRIS WRAIGHT

The galaxy has changed. The Cadian Gate is broken, and a great storm has torn the Imperium in two. Among the armies of Chaos besieging the Dark Imperium Nihilus are the Death Guard, debased servants of the Plague God. But shadows of the past haunt these traitors, even as they answer their primarch's call to war.

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THE PRINCE OF DECAY

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, our inductee into the Hall of Fame is the model voted Miniature of the Year 2017 – Mortarion!



MAXIME PASTOREL

Maxime helped design many of the miniatures in the Death Guard range when they came out last year. He also had the honour of designing Mortarion, the Daemon Primarch of Nurgle and lord of the Death Guard. Seeing as Mortarion was voted for as Miniature of the Year 2017, we thought it would be great to ask Maxime about his creation.

For the last few years, we've run a poll to find out which model you feel deserves the title of Miniature of the Year. As many of you may recall, the voting for Citadel Miniature of the Year 2017 took place on the Warhammer Community site in January, with many (many!) thousands of you placing your seal of approval next to your favourite model.

And there were many to choose from, including Roboute Guilliman, Belisarius Cawl, the Avatar of Ynned, new gangs for Necromunda, all the models in the Primaris Space Marines range, the Kharadron Overlords, Disciples of Tzeentch, Daemons of Nurgle and Death Guard, four Shadespire warbands, a new rendition of Grombrindal, Sly Marbo, several Blood Bowl teams and plenty more besides. But, there can be only one Miniature of the Year, and the model that you voted to be entered into the Citadel Hall of Fame for 2017 is...

MORTARION, DAEMON PRIMARCH OF NURGLE

Like his brother Magnus (who won Citadel Miniature of the Year 2016), Mortarion was the run-away winner in 2017. When the votes were counted, he'd garnered 25% of them – more than his loyalist brother Guilliman. There's clearly a rebellious streak in you lot at the moment!

So what did you all have to say about Mortarion? Andy Knowles summed him up nicely with an email: "He's huge, dangerous and disgusting-looking." We certainly agree with that. "He's one of the best miniatures of all time – the Plague God incarnate," says Sebastien Christiany. Adam and Mark – a father-and-son team – said: "It was tough choosing our favourite model of last year because the quality was so high. We both collect Death Guard, though, so Mortarion came top of our list." Turn the page to see what miniatures designer Maxime Pastorel has to say about Mortarion – the model he brought to life. ►

THE TOP TEN

Mortarion may have won Miniature of the Year 2017, but what other models came close to challenging him? Well, coming in at number 10 was the House Escher Gang for Necromunda. In at nine was the Arkanaut Frigate for the Kharadron Overlords. A new entry at number eight – Yvraine, Emissary of Ynned. Holding steady at number seven was the mysterious Cypher. Sly Marbo, who secured many votes on Facebook, came in at number six. The Lord of Change kit entered the top five, just one place below the Primarch Roboute Guilliman, who secured fourth. Archmagos Belisarius Cawl rounded out the top three, while Saint Celestine (from the same Triumvirate of the Imperium set) secured second place.





CITADEL

HALL OF FAME INDUCTEE

MORTARION

Designed by Maxime Pastourel | Nominated by you!



HALL OF FAME

THE GRAND DESIGNS OF GRANDFATHER NURGLE

As a champion of Nurgle and lord of the Death Guard, Mortarion is the epitome of decay, entropy and despair. Many of the features you can see on Mortarion can also be found on other models in the Death Guard and even Daemons of Chaos range. Here we take a closer look at some of his many disgusting features.

Mortarion's cowl and gas mask (1) are features that can be seen on many Death Guard models, including the Nurgling on his base (2) and the Tallyman (3), to name but a few. The Tallyman also features a loud hailer much like the one just behind Mortarion's head.



1



3



2



4 The Deathshroud Terminators (4) also wear cowls like Mortarion and their rebreather units (in the shape of the mark of Nurgle) share the same design elements as Mortarion's gas mask.



5 Many of the Plague Marines (5) feature exhaust pipes and reinforced cables on their backpacks that – like Mortarion's breathing apparatus – also appear to be crudely repaired.



6



7

Mortarion's armour (6 and 7) features bonding studs reminiscent of Great Crusade-era armour. You can see the same design on this Plague Marine's greaves and chest armour (8).

Mortarion's scythe, Silence, shares a similar design to that carried by the Deathshroud Terminators (9). Note how a fleshiness has crept into the scythe blades, suggesting that a daemonic presence has started to assert itself on these deadly weapons.



8



9

PRIMARCH OF THE XIV LEGION

The first time we saw Mortarion in a piece of art was back in 2003, where he appeared in John Blanche's sketch book for the *Horus Heresy* (though a model of him in Epic scale was released almost a decade earlier). John's illustration included many elements that would later appear on Maxime's model, including his scythe and his bulky-looking pistol known as the Lantern, his segmented plate armour, gas mask and the spikes crowning his cowed head. Plague censers swang from his armour and exhaust stacks protrude from the rebreather unit on his backpack. It's fair to say that John's art had quite an impact on Maxime's design.



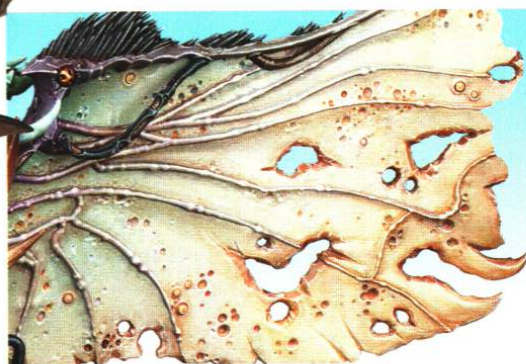
DESIGNING THE LORD OF DECAY

"It's a great honour to have one of the miniatures I designed inducted into the Citadel Hall of Fame," says Maxime. "Bringing Mortarion to life was certainly one of the hardest challenges I've ever had, but it was absolutely worth it."

"I've always been a fan of the bad guys in Warhammer 40,000 and Mortarion is arguably one of the most evil and corrupt of them all," continues Maxime. "Of course, he wasn't always that way – he was once loyal to the Emperor – but he has fallen a very long way from grace and you can see much of that story in his miniature. His armour still bears the icons of the XIV Legion and the adamantium bonding studs that were so common on Mk. III power armour. His rebreather equipment sits on his shoulders and he still wears the robes and cowl that he wore throughout the Great Crusade. But now everything he wears is in a state of decay. His armour is broken, pitted and rusted. His robes are tattered and torn. His



10



11

The fly wings on the Plague Drones of Nurgle (10) share a similar design to Mortarion's (11). They symbolise his ascendancy to daemonhood and his link to the daemons of the warp.

The Destroyer Hive growing on Typhus's armour (12) and the hives on the backs of the Deathshroud Terminators mirror the organic chimney stacks that have erupted from the rebreather unit on Mortarion's back (13).

The plague censers that hang from Mortarion's armour and the phosphex bombs carried by his daemonic cherubs (14) share a design cue with those on the Noxious Blightbringer's armour (15).



12



13



14



15

equipment is cobbled together, rebuilt and, in most cases, mutated. These elements serve to symbolise his moral and physical decay.

"Every part of Mortarion tells a story of his horrific fall from grace - it's a story that's echoed across the Death Guard range..."

"All these details help to unbalance what would otherwise be quite a symmetrical model. What I mean by that is that Mortarion's pose, including the Nurgling cherubs floating on either side of him, and his body - right down to his gas mask - are actually pretty symmetrical, which is quite unusual for a servant of Chaos. However, every part of him has elements that unbalance that symmetry if you look closely for them. The horns sprouting from his shoulder are an obvious example of this, as are his different knee pads

and greaves. But keep looking - one cherub has more horns than the other, Mortarion's robes are different lengths, even the vents on his gas mask have different designs. Every part of Mortarion tells a story of his horrific fall from grace - it's a story that's echoed across the Death Guard range of miniatures. And Mortarion is the epitome of them all - much of the imagery and corruption you see on Mortarion can also be seen, but to a lesser extent, on his followers.

"Probably the most obvious physical change to Mortarion, though, are the insect-like wings sprouting from his back," says Maxime. "They take the shape of angelic wings but they are not made of feathers - they're made of rotten leather and chitin. Mortarion has become that which Space Marines are often called - a literal Angel of Death. His pose reflects that - he's descending from the sky, looming over his prey, his arms outstretched in benevolence, but actually he brings only despair, entropy and death." **DH**

CITADEL HALL OF FAME

Ever wanted to know how many models are in the Citadel Hall of Fame? 63 of them, that's how many!

- Imperial Guard Commander
- Grail Reliquary
- The Green Knight
- Tactical Marines
- Shadowseer
- Orc Shaman
- Gui le Gros
- Bilbo Baggins
- Giant
- Deathmaster Snikch
- Ghazghkull Thraka
- Eldrad Ulthran
- Corpse Cart
- Tyrannid Carnifex
- Terminator Chaplain
- Battle Wizards
- Slann Mage Priest
- Nightbringer
- Mangler Squigs
- Mortis Engine/ Coven Throne
- Karl Franz on Deathclaw
- Sternguard Veterans
- Urien Rakarth
- Chaos Lord on Juggernaut
- Dark Vengeance Helbrute
- Screaming Bell
- Necromancer
- Dark Eldar Tantalus
- Araknarok Spider
- Kaptin Badrukk
- Ahriman
- Nurgle Chaos Lord
- Space Marine Techmarine
- Ragnar Blackmane
- The Fellowship of the Ring
- Ork Boss Snikrot
- Gorbud Ironclaw
- Archaon
- River Trolls
- Marius Leitdorf
- Ogre Firebelly
- Eldar Wraithlord
- Island of Blood Griffon
- Eldar Farseer
- Chosen Chaos Space Marines
- Dark Elf Black Dragon
- Steam Tank
- Cygor
- Daemon Prince
- Hive Tyrant
- Knight Warden
- Nurgle Daemon Prince
- Riptide Battlesuit
- Chaos Forgefiend
- Nagash
- Smaug
- Land Raider
- Killa Kans
- Magnus the Red
- Festus
- Ratling Snipers
- Archaon Everchosen
- Mortarion

RETURN TO THE SOUL SIPHON

Enraged by the impudence of the Idoneth Deepkin, Nagash has enacted a ritual to draw the stolen souls back to their source in the hope of luring the thieving aelves out of hiding. Here we present the climactic sequel to the Soul Siphon Battle Report from May's issue.

This month's Battle Report sees the return of the fantastic Soul Siphon battlefield featured in May's issue. However, to help us continue the narrative of the previous battle (spoiler alert!), the talented Warhammer World scenery team have created an alternative top to the Soul Siphon building at its centre to represent its destroyed form – a vortex of souls and huge chunks of its constituent masonry that swirls atop its foundations. This visual feast promises to add an extra level of grandeur to the Battle Report debut of many of the new Nighthaunt units and their battletome.

Taking charge of the warring armies will be James Gallagher and Sam Pearson. Despite having been in the Design Studio for more than five years, this will actually be James's first Battle Report (he's a busy chap)! With Sam having used the Idoneth Deepkin in the previous battle (and considering his fanaticism for all things Nighthaunt), we decided that he'll switch sides to serve Nagash, while James will take charge of the aelven host. The battle will be fought using a matched play battleplan that has been modified according to the ongoing narrative and the battlefield that they'll be fighting over (see page 70).



She waited. Behind her, the feared Grimguard silently awaited her command, motionless but for transient flickers as their phantasmal forms fluctuated between dimensions. Patience came easily to those over whom time held no sway.

Her master was furious. For no other reason would he have interrupted her conquest of Shyish and called upon her to defend the broken remains of a soul siphon. The entire realm was dotted with such structures, all feeding streams of fresh souls to the Shyish Nadir. Yet this one was special.

No, not special. Unique. Unlike all others of its kind, it now had a new purpose...

An army of aelves had used a strange form of magic to tap into this soul siphon and steal away souls that rightfully belonged to the Great Necromancer. In their greed, they had destabilised

the ancient enchantments bound within it, causing it to detonate spectacularly in a shower of souls. Though they had slipped away in the aftermath of the soul siphon's destruction, the thieves had gravely underestimated Nagash's power.

Incensed at the temerity of the aelven host, the Great Necromancer had preformed a mighty ritual amid the ruins of the soul siphon set to a single purpose – to draw the souls stolen by the aelves back to the source. In doing so, Nagash knew that the soul-thieves would also return, and she had been commanded to destroy them without mercy.

And so she waited. Not long now. Her otherworldly perception had already sensed the presence of intruders within her master's realm. Slowly and serenely, Lady Olynder lifted the Staff of Midnight and commanded the Grimguard to rise forth from the underworlds and launch Nagash's trap.



**JAMES
GALLAGHER &
SAM PEARSON**

As Design Studio rules writers, James and Sam frequently face off against one another in playtest games. This battle promises to be a grudge match of truly epic proportions!



BATTLE REPORT



LADY OLYNDER'S GRIMGUARD

THE ETERNAL MONARCHS

1 – Lady Olynder, Mortarch of Grief
General, Spirit Drain (Lore of the Underworlds) 240 points

2 – Kurdoss Valentian, the Craven King 220 points

LORDS OF THE GRIMGUARD

3 – Reikenor the Grimhailer
Reaping Scythe (Lore of the Underworlds) 180 points

4 – Kovash, the Traitor's Hand
Knight of Shrouds on Ethereal Steed, Headman's Judgement (Weapon of the Damned) 140 points

5 – Voltak the Unforgiven
Dreadblade Harrow 100 points

THE OVERSEERS

6 – Urzul the Boatman
Guardian of Souls with Nightmare Lantern, Soul Cage (Lore of the Underworlds) 140 points

7 – Crawlocke the Jailor
Spirit Torment 120 points

8 – The Brothers of Agony
2 Chainghasts 80 points

THE MAIDENS OF ANGUISH

9 – The Sisters of Wrath
10 Dreadscythe Harridans 180 points

10 – The Spell Sirens
4 Myrmourn Banshees 80 points

THE SHACKLED SOULS

11 – The Murderers of Wight Moor
20 Chainrasps 160 points

RIDERS OF THE DAMNED

12 – The Balefire Knights
5 Hexvraiths 160 points

13 – The Von Carstein Carriage
Black Coach 280 points

THE WRAITH HOST

14 – The Entombed
10 Bladegheist Revenants 180 points

15 – The Harvesters of Souls
10 Grimghast Reapers 140 points

16 – The Inexorable Fate
8 Glaivewraith Stalkers 120 points

THE LOST SOULS

17 – The Spiteful Will o' Wisps
3 Spirit Hosts 120 points

18 – The Wailing Dead
3 Spirit Hosts 120 points

BEARER OF THE BLACK TOME

19 – The Ebon Throne
Mortis Engine* 180 points

*Note that Nighthaunt cannot normally ally with Deathmage units, but we thought it would be fun for this battle!

ENDLESS SPELLS

20 – Mortalis Terminex 180 points

TOTAL: 3000 POINTS
COMMAND POINTS: 0





THE SOULKEEPERS OF IONRACH

THE HERALDS OF MATHLANN

1 – Avelon Stormrider
Akhelian King, General, Emissary of the Deep Places (command trait), Sanguine Pearl (Akhelian Artefact) **240 points**

2 – Faelor the Navigator
Isharann Tidecaster, Vorpai Maelstrom (Lore of the Deepes) **100 points**

3 – Lothar the Soulseer
Isharann Soulrender, Mind Flare (Isharann Artefact) **100 points**

LORD OF THE SEA

4 – Eidolon of Mathlann, Aspect of the Sea
Arcane Corrasion (Lore of the Deepes) **100 points**

NAMARTI CORPS

Warscroll Battalion **100 points**

5 – Finnael the Soulwarden
Isharann Soulrender **100 points**

6 – Finnael's Soul Guard
20 Namarti Thralls **280 points**

7 – The Everborn
10 Namarti Thralls **140 points**

8 – The Shoal Reavers
10 Namarti Reavers **140 points**

9 – The Ethersea Raiders
10 Namarti Reavers **140 points**

STORMRIDER'S SENTINELS

10 – The Protector of Priom
Akhelian Leviadon **380 points**

11 – The Apex Kin
3 Akhelian Alloplexes **420 points**

12 – The Void Riders
3 Akhelian Morsarr Guard **160 points**

13 – The Knights of the Deep
3 Akhelian Ishlaen Guard **140 points**

ENDLESS SPELLS

14 – Emerald Lifeswarm **60 points**

15 – Suffocating Gravetide **30 points**

16 – Prismatic Palisade **30 points**

TOTAL: 3000 POINTS
COMMAND POINTS: 1



BATTLEPLAN AND DEPLOYMENT

For this battle, we used the Places of Arcane Power battleplan from the General's Handbook 2018, but with a few minor differences to cater for the battlefield that was being fought over. Firstly, the opposing territories were changed to be anywhere within 12" of the long table edges and the three objectives would be represented by the swirling soul pool (A), anywhere within 1" of the Soul Siphon (B) and the bridge (C). Finally, to ensure that the Soul Siphon had a suitably dramatic effect on the battle, we applied the Site of Power narrative special rule to it (see opposite), which was also taken from the General's Handbook 2018.

James won the roll-off, claiming the choice of territory and dividing his Namarti Cohort battalion between both flanks. The players then took it in turns to set up their remaining units one at a time. Sure in the knowledge that the bridge would see some of the heaviest fighting Sam concentrated many of his most powerful units there, with his Bladegheist Revenants, Dreadscythe Harridans, Mortis Engine and Kurdoss Valentian all ready to contest the crossing. James kept his Eidolon of Mathlann and Akhelian Leviadon in the centre, ready to sweep down either flank, and supported his largest unit of Namarti Thralls with both of his Soulrenders to help keep them in the fight.

FROM THE UNDERWORLDS THEY COME

Nighthaunt players can make use of this useful allegiance ability to place up to half of their units in the underworlds. At the end of any of their movement phases, these units can then rise up anywhere on the battlefield that is more than 9" from any enemy units.

Sam chose to set up his Hexwraiths, Grimghast Reapers and a unit of Spirit Hosts in this manner, where they could either press the attack or react to James's opening movements.



Sam's left flank is led by Reikenor the Grimhailer (1). He commands a large Chainrasp Horde and is accompanied by a majestic Black Coach.

Channelling the pincered creatures of the ethersea, James commits many of his hardest-hitting units on his flanks: on his left, the Akhelian King leads his Ishlaen and Morrarr Guards (2), while the Allopexes are stationed on James's far right (3).



THE SOUL SIPHON – PAST & PRESENT
In the Battle Report in May's issue, the Idoneth Deepkin swept into Shyish and succeeded in tapping into a Soul Siphon (pictured right). However, their actions inadvertently caused the Soul Siphon to tear itself apart.

Nagash has now channelled his incalculable necromantic might through the ruined Soul Siphon to reclaim the stolen souls, creating a swirling vortex of power (below).



The area to the right of the Soul Siphon, in Sam's territory, is dominated by banshees, with his Dreadscythe Harridans, Myrmourn Banshees and Lady Olynder (4) all taking up positions there.

Opposite them, the Eidolon of Mathlann looms over a unit of Namarti Reavers (5). To their right stands the main bulk of the Namarti Cohort (6) and their supporting Soulrenders.



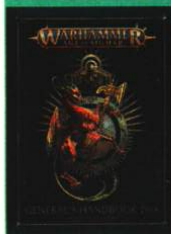
SITE OF POWER

This battle converges on a site redolent with energy. Perhaps it is a locus of sorcerous power, or a holy site dedicated to the gods of a powerful pantheon.

When you set up terrain, place one terrain feature (preferably a suitably grand and imposing one) as close as possible to the centre of the battlefield to represent the site of power. This terrain feature has the Nexus of Power scenery rule (see below) in addition to any other scenery rules it may have.

Nexus of Power:

Add 1 to casting and unbinding rolls for Wizards while they are within 1" of this terrain feature, and add 1 to prayer rolls for Priests while they are within 1" of this terrain feature. In addition, add 2 to the Bravery characteristic of units while they are within 6" of this terrain feature.



The Isharann Tidecaster stands ready to support the advance of the Namarti Thralls and Reavers on the left flank (7), preparing to contest control of the soul pool (A) or the Soul Siphon (B), as only wizards and heroes with artefacts of power are able to claim the objectives.



BATTLE REPORT

BATTLE ROUND ONE: FULL ATTACK!

The aelven host barely had time to form their battleline before the Nighthaunt were upon them. The spectral tide swept forwards with unnatural swiftness even as more gheists rose up from the underworlds to join the attack. At a casual gesture from Kurdoss Valentian, five howling Hexwraiths burst forth onto the bridge and hurtled into the Namarti Thralls beyond, cutting down five of the petrified aelves before they could respond. The mounted reapers did not let up, slaughtering another five before the Namarti and the nearby Soulrenders plucked up the courage to fight back, and all but one of the Hexwraiths were promptly banished. All three of the loci fuelling Nagash's ritual were claimed, the sorcerous enchantments of Lady Olynder and her lieutenants already beginning to reclaim lost souls stolen by the aelves.

WAVE OF TERROR

The Nighthaunt are frightening on such a primal level that even the most stoic warriors can freeze should they be assailed without warning, often with deadly results...

If an unmodified charge roll of 10+ is made for a Nighthaunt unit, they can immediately pile in and fight after the charge move has been completed. However, this does not prevent them from fighting in the combat phase and can lead to wholesale slaughter!

Thrown off-guard by the shocking suddenness of the Nighthaunt attack, the Idoneth Deepkin reacted with admirable grit and determination. Avelon Stormrider, the Akhelian King, led the counter-attack, sweeping down the left flank with his fangmora eel knights even as the alloplex riders sped down the right. A withering volley of arrows, bolts and harpoons banished a handful of gheists across the battlefield, but it was once combat was joined that the Idoneth attack would be made or undone. But fate, it seemed, was with them and the Nighthaunt suffered terrible losses. The deadly Bladegheist Revenants were cast down by the fearsome jaws of the alloplexes even as the Akhelian King and his guard destroyed the Grimghast Reapers. Yet the most telling blow of all was the destruction of the formidable Black Coach at the hands of the Namarti and Leviadon.

"What's the Rend characteristic of that attack?"
- Sam (knowing full well his units ignore Rend!)





Lady Olynder summons forth a Mortalis Terminex (1) – an endless spell with the power to give or take life.

Seeking to gain early control of the three objectives and defend them against the counterattack he knows will come, Sam moves eligible heroes onto each one: Reikenor the Grimhailer claims the soul pool (A), Lady Olynder commands the Soul Siphon (B) and the Knight of Shrouds takes the bridge (C).

To support his aggressive advance and protect the heroes controlling the objectives, Sam summons his reinforcements from the underworlds (2). The Hexwraiths then make a charge into the Namarti Thralls (3), Sam's roll of 11 granting them a free attack. They cut down half of the Thralls before they are eventually overwhelmed. James uses a command point, activating Inspiring Presence to prevent any Thralls fleeing.

Sam's decision to offer up his Black Coach as a tempting target to distract James from Reikenor the Grimhailer backfires as James makes a hit roll of 6 for the charging Leviadon's crushing jaws (4), inflicting 6 mortal wounds and ultimately leading to the Black Coach's destruction!

After the Namarti Reavers banish three of the newly-risen Grimghast Reapers with shots from their whisperbows, the Akhelian King and Ishlaen Guard charge and finish them off in combat (5).

The three Akhelian Allopexes swing around the right flank, shooting down a pair of Bladegheist Revenants before charging and finishing them off in combat (6).

After its blasts of abyssal energy inflict three mortal wounds on Lady Olynder, the Eidolon of Mathlann charges the Spirit Hosts (7), slaying one swarm, but suffering two wounds in return.



BATTLE REPORT

BATTLE ROUND TWO: CARNAGE

A mortal army would likely have crumbled under the devastating counter-attack of the Idoneth Deepkin, but the Nighthaunt were far beyond such concerns. Instead, they set about their enemies with unholy vigour. Reikenor the Grimhailer cackled maniacally as he tore the souls of a handful of Namarti Reavers from their bodies and set them upon their former kin, slaying them to the last. Lady Olynder solemnly lifted her veil, revealing the unbridled horror beneath to the Eidolon of Mathlann. The towering avatar recoiled from the sight, wracked with pain. Before it could recover, the Knight of Shrouds imposed his will upon the Dreadscythe Harridans and they tore through the Eidolon and Namarti Reavers in a shocking display of violence. Rising from his dais, Kurdoss Valentian drifted forwards to crush the skull of an alloplex with his mighty Sepulchral Sceptre. Another also fell beneath the bludgeoning blows of the Spirit Torment and Chainghasts.

Seeking to avenge the cruel deaths of the Namarti Thralls, the Akhelian King and his Ishlaen Guard descended upon Reikenor the Grimhailer. Though the wraith sorcerer fought hard, he was no match for the aelven nobles and was soon cut down. On the other side of the battlefield, the tireless work of the two Soulrenders restored the large host of Namarti Thralls to its full strength. Renewed and reinvigorated by their apotheosis, they threw themselves at the Mortis Engine and Dreadblade Harrow on the bridge, hacking them apart in a brutal onslaught.

HOLDING THE BRIDGE – THE ART OF SACRIFICE

Sam's ruthless disregard for even his most powerful units continued as he pushed forward with his Mortis Engine and Dreadblade Harrow to shield the Knight of Shrouds (who was holding the objective) from the Namarti Thralls. Though he was certain to lose them against such capable giant-killers, he was prepared to sacrifice them to continue reclaiming souls.



NIGHTHAUNT
SOULS RECLAIMED



IDONETH DEEPKIN
SOULS STOLEN





James's decision not to try and dispel the Mortalis Terminexus in his turn proves a fateful one – Sam wins the roll-off and chooses to take the first turn, but in doing so, cedes control of the spell to James!

By choosing to move it into the heart of Sam's army (1) and hastening time, James inflicts D3 mortal wounds on every unit within 12". However, Sam is able to undo much of the damage shortly

afterwards by activating his Mortis Engine's reliquary.

Kurdoss Valentian, the Spirit Torment and the Chainghasts charge the Akhelian Allopexes (2), killing two outright.

Reikenor's fell magic annihilates the last of the Namarti Thralls but he soon falls to the rampant Akhelian King and Isharann Guard (3). His death allows the aelf king to claim the soul pool (A).

Replenished by the Soulrenders, the Namarti Thralls tear through the Dreadblade Harrow and Mortis Engine, though the Knight of Shrouds fights on (4), retaining control of the bridge (C).

Lady Olynder uses her Grave-sands of Time, healing her wounds. Her unveiled gaze gravely wounds the Eidolon of Mathlann, enabling the Spirit Torment and Dreadblade Harrows (5) to kill it.

After passing its battleshock test in Sam's turn (only just!), the last Akhelian Allopex destroys the Spirit Torment and Chainghasts (6), leaving Kurdoss Valentian all but alone and exposed.

BATTLE ROUND THREE: TOO LITTLE, TOO LATE?

Waves of temporal energies emanating from the Terminexus Mortalis wrought terrible harm on the gheists forming the Nighthaunt right flank. Roused to wrath by the magic's betrayal, Kurdoss Valentian uttered a voiceless bellow as he crashed into the Namarti Thralls. The Sepulchral Sceptre smote the bodies of the horrified aelves to bloody ruin. But despite the destructive arrival of the Craven King, the tide of battle was clearly with the Idoneth Deepkin, and the Namarti quickly rallied to clear the bridge of the Nighthaunt. One of the Soulrenders took up a position to begin stealing souls from the river below.

STICKING TO A BATTLEPLAN

As soon as James had chosen him to take the first turn in the first battle round, Sam had committed to taking an early lead, sacrificing whatever was required to retain it. Though he was still comfortably ahead, it had cost him dearly and holding objectives had also kept powerful units such as Reikenor the Grimhailer and Lady Olynder out of much of the battle.

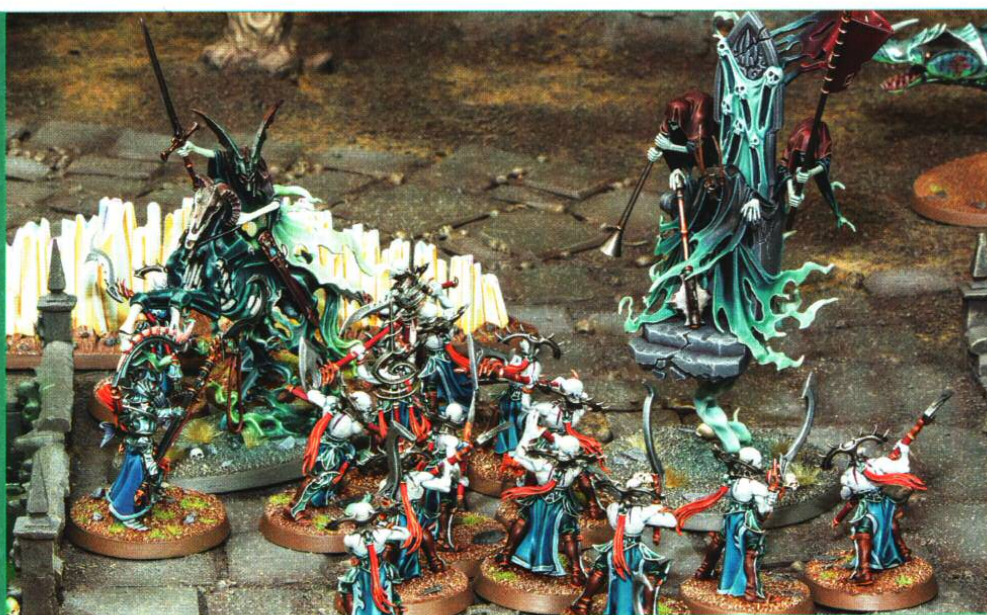
In the centre, the Leviadon brushed aside the paltry blows of the Dreadscythe Harridans hacking and slashing at its flanks, scattering their essence to the wind. With a grace that belied its bulky frame, it swept over the river of souls to crash into the Mortarch of the Nighthaunt. Though Lady Olynder is powerful beyond the measure of most foes, the Leviadon proved its status as an alpha predator, tearing apart her ghostly form in a single, deadly attack run. On the opposite side of the Soul Siphon, the remaining Nighthaunt were similarly beset and overmatched. The Chainrasps and Guardian of Souls dragged down an Ishalaen Guard, but they were soon wiped out.



“At least your turn will be a lot quicker in this battle round, Sam!” – James

LAST STAND

Sam really needed his Knight of Shrouds to survive the combat phase of his turn and retain control of the bridge. Rolling a 10 to charge with Kurdoss Valentian, he decided to ignore the last alloplex and charged onto the bridge. Though the Craven King struck down many aelves with his free attacks, the Idoneth Deepkin's allegiance ability enabled them to strike first in the third battle round and they were able to overwhelm both of the gheist lords before they could fight.



TURN OF THE (ETHER)TIDE?

It was important for Sam to delay the Leviadon for as long as possible to ensure Lady Olynder could hold the Soul Siphon for another turn. He first used the Mortarch's command ability, No Rest for the Wicked, to restore a slain model to the Dreadscythe Harridans and Spirit Hosts, then moved to charge the enormous sea creature to pin it in combat or force it to retreat. Though the banshees made the charge, he rolled a double 1 for the Spirit Hosts, robbing him of another unit to hold up the Leviadon. Worse still, he'd just used his last command point, so couldn't re-roll it either!



TALLY OF SOULS

As his army swiftly dwindled in size and strength, Sam had been keeping close tabs on how many souls James could still claim before the end of the battle. The battle hung on a knife-edge — if Sam could prevent the Isharann Tidecaster from reaching the Soul Siphon with his last remaining Glaivewraith before the Leviadon could reach Lady Olynder, the game was as good as won. James, however, had other ideas...



Sam wins the roll-off and chooses to take the first turn again. Without the Mortis Engine's relic to soften the blow, Mortis Terminexus — Sam's own endless spell, no less — wreaks

terrible harm on many of the units in his army, much to James's amusement! Sam's right flank now consists of little more than Kurdoss Valentian and his Knight of Shrouds (1), both of

whom are wounded. He is still comfortably ahead on souls, so focuses on doing what he can to hold the bridge, sending in the Craven King to crush the Namarti's skulls.

Sam's left flank fares little better. James's Akhelian King hacks down the Guardian of Souls as the Ishlaen Guard and Namarti Reavers finish off the Chainrasp Horde (2).

The failure of the Spirit Hosts to charge the Leviadon proves costly. It sweeps aside the Dreadscythe Harridans then flies overhead to rip Lady Olynder apart with its gaping maw (3).

NIGHTHAUNT
SOULS RECLAIMED



IDONETH DEEPKIN
SOULS STOLEN



BATTLE ROUNDS FOUR & FIVE: ROBBED AT THE LAST

Nagash's plans were rapidly unravelling as the powerful Nighthaunt host he had sent to punish the soul-thieves was hunted down and destroyed piecemeal by the Idoneth Deepkin. They had even usurped control of the deadly Shyishian spell that the Mortarch of Grief had unleashed, now channelling its temporal power to reverse some of the damage wrought upon their own forces.

However, one chance yet remained for the aelves to be undone at the last. A cluster of spirits still drifted near to the Soul Siphon. If these could reach the construct's far side swiftly enough, they would have the chance to tear apart the Isharann Tidecaster before she could complete the incantation. But should they fail, the aelven spellcaster would be able to tap into the Soul

MORTALIS TERMINEXUS

An endless spell unique to the Nighthaunt, a Mortalis Terminex can be used to heal D3 wounds or inflict D3 mortal wounds on every unit (friend or foe) within 6" of it, as chosen by the casting/controlling player. This area of effect is doubled to 12" if the battle is being fought within the realm of Shyish, as was the case here. The irony with Sam always choosing to take the first turn was that James could then punish him with his own endless spell!

Siphon and undo Nagash's ritual once and for all, freeing the souls the Great Necromancer had drawn back within it.

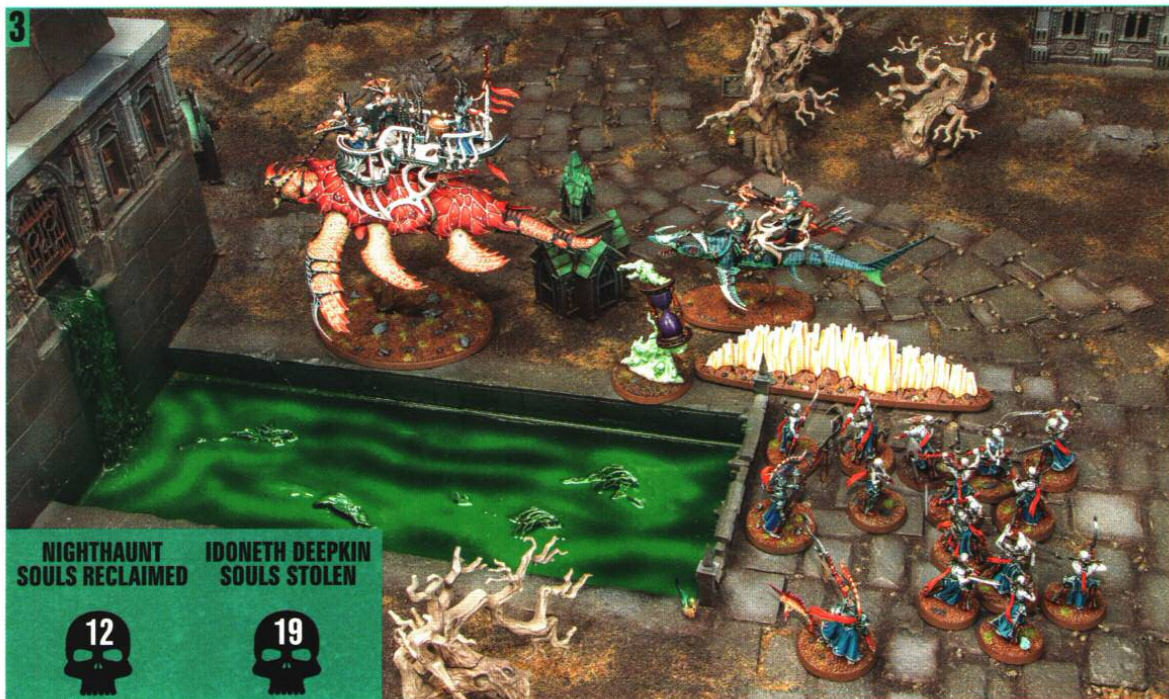
Urged on by a will not their own, the Spirit Hosts swept straight through the Soul Siphon in the hunt for their quarry. Just as the Isharann Tidecaster was reaching out to place her hand against the monolithic building and complete her rite, she was beset by a stabbing and wracking swarm of ghosts that emerged from the wall. Though her flesh was rent and torn, she sang out the final syllables of her incantation, and with a triumphal cry, touched the Soul Siphon.

With a flare of balefire, the Soul Siphon erupted once more, showering the surrounding area with masonry as the freed souls fled to the horizon...

Sam's army is reduced to a pair of Spirit Hosts, but not all is yet lost. First, he needs to win the roll-off at the start of the fourth battle round, to prevent the Isharann Tidecaster from claiming the Soul Siphon objective at the end of James's turn...

Despite both players rolling a 1, Sam wins the tie and is able to retain the momentum. He sends his Spirit Hosts to assail the Isharann Tidecaster, hoping for a charge roll of 10+ to generate a free attack for the unit. He makes the long charge to reach the aelven wizard (1), but only on a roll of 9. This means he will have a single round of attacks in the combat phase with which to slay the Tidecaster outright, otherwise James will be able to bring in support from his Namarti Reavers nearby. With the ability to inflict mortal wounds on unmodified hit rolls of 6 and 12 Attacks between them, the Spirit Hosts may yet win the day.

To Sam's despair, the Spirit Hosts only inflict two mortal wounds, one of which is deflected by the Tidecaster's spirit guardians. A relieved James wastes no time in piling into the combat with his Namarti Reavers (2). The Spirit Hosts are soon sent howling back to the underworlds. James is now free to claim control of the bridge objective (3), the Soul Siphon and soul pool uncontested.



**NIGHTHAUNT
SOULS RECLAIMED**

**IDONETH DEEPKIN
SOULS STOLEN**



IDONETH DEEPKIN 2-0 NAGASH!

"I had hoped to pick off the models in James's army that were eligible to claim the objectives." - Sam



"Thankfully, I inflicted enough damage in my first turn to work my way back into the game." - James



MODELS OF THE MATCH

Sam: For me, Lady Olynder was great. My only regret was using her instead of the Guardian of Souls to hold the Soul Siphon objective, as doing so meant Lady Olynder remained out of range to use many of her deadliest abilities for much of the game.



James: I would normally have chosen my Akhelian Leviadon, but I'm going to be controversial and choose Sam's endless spell instead, as it inflicted over 25 mortal wounds on his units over battle rounds two and three!



Sam: My plan was largely dictated by James's decision to give me the first turn in the first battle round. I still think it was the correct strategy under the circumstances, as once you claim an objective, it's yours until another model can claim it – even if the model that initially claimed it dies. I had hoped to pick off the models in James's army that were eligible to claim the objectives (his wizards and heroes with an artefact of power) to prevent him from being able to challenge my early lead. Unfortunately, James was able to launch such a devastating attack in his first turn that I was forced to try and cling onto my lead rather than actively headhunt any threats to my control of the objectives. I regret committing the Black Coach so early as well. I should've relied on the Chainrasps to protect Reikenor's flank and held back the Black Coach to further power up, then used it to crush James's Akhelian King and eel riders after their initial attack. Oh, and don't even get me started on the Mortalis Terminexus!

James: Well, that was close! I know that the final scores imply otherwise, but there were about five or six key moments in the battle where it could've been won or lost by either player – the Spirit Hosts failing a 3" charge to reach my Leviadon, the Knight of Shrouds falling to my Soulrender and enabling me to claim the bridge objective a turn early (while robbing Sam of another haul of victory points), the Spirit Hosts failing in their last-ditch attempt to kill the Isharann Tidecaster – to name but a few. I had initially regretted giving Sam the first turn in the opening battle round, as it allowed him to claim all three objectives early on and the speed of his advance (and his immediate commitment of reserves from the underworlds in support) made it quite a challenge to get at them myself. Thankfully, I inflicted enough damage in my first turn to work my way back into the game (and killing off the Black Coach so early and against the odds was a nice bonus, too!). And thanks for casting your endless spell, Sam! SG

MOMENT OF THE MATCH: BATTLE OF THE BEHEMOTHS

Rarely does the opening battle round of a game play host to such a clash as that fought between the Akhelian Leviadon and the Black Coach. Sam's aggressive movement in his turn left one of his most powerful units open to attack from James, who wasted no time in sending in his biggest and most powerful unit to set up this epic encounter.



Nagash brooded upon recent events. The aelven interlopers had thwarted his ritual and made off with a bounty of souls once again. But this time it had not been his failure. The servant he had sent to enforce his judgment had been responsible and would be dealt with accordingly.

Balefire flaring in his empty eye sockets, Nagash gestured to the ghostly figure prostrated before him. She screamed as her soul was torn apart and then restored by Nagash's will. He repeated this torment for many hours, perhaps even days, for Nagash barely registered the passing of time. The maiden's screams were a constant, agonised wail, never pausing for breath, for that need had long since left her. But eventually, Nagash ceased Lady Olynder's chastisement.

'NOW GO, MY MORTARCH. LEAD MY ARMIES ONCE MORE AND DO NOT FAIL ME AGAIN.'

As the shaken gheist queen took her leave, Nagash began to plot his vengeance once more.

MARKINGS & INSIGNIA

Markings and insignia help to bring painted miniatures to life on the battlefield, adding to the narratives of the miniatures themselves and showing their place in both your armies and the worlds they exist in. Here we go in-depth with some expert painting advice.

Most, if not all painted miniatures, feature markings or insignia of some kind. In fact, they're so commonplace it's easy to overlook their significance. But what do we actually mean by 'markings'? Well, it goes far beyond the most obvious examples, like a Space Marine's Chapter badge, runes on an Aeldari grav tank or an Imperial Guardsman's squad markings. Tattoos, war paint and striped hides are also markings in their own right, and serve as aesthetic additions to break up large areas of skin or carapace rather than indicators of rank or allegiance (though they might also serve this purpose). Almost every army utilises markings of some kind, and as painters we can use them to individualise our miniatures and set models and units apart from one another.

PAINTING MASTERCLASS

For readers that are more familiar with our semi-regular 'Eavy Metal Masterclass' series, this article offers a slightly different angle, for the techniques described within can apply to painters of every experience level. Painting Masterclass articles introduce a number of different results that can be achieved using a variety of different methods, ranging from straightforward to highly advanced painting techniques.

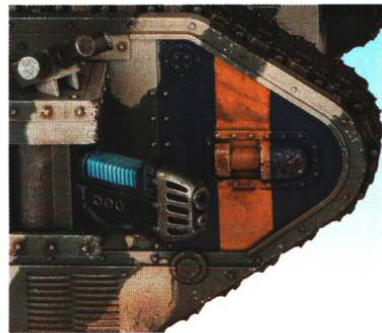
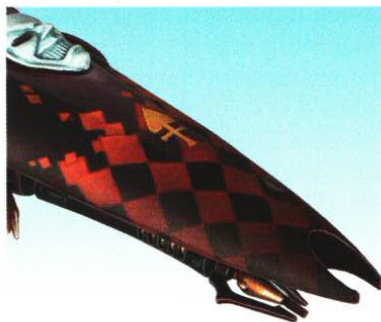
For some armies, insignia is such a feature that it's actually represented on the models themselves, as with Chapter symbols on some Space Marine shoulder pads, or the shields carried by Stormcast Eternals. In other cases, the markings aren't sculpted on to the models but areas have been left open for painters to incorporate them (as with the plain shoulder pads of most Primaris Space Marines). In many other cases, adding markings is simply an option open to you if you wish. But why are markings so important? According to 'Eavy Metal's Max Faleij: "The best markings have an implied sense of narrative while adding something to the miniature." In this article, we'll look at these principles in more detail, with some expert advice on how to make use of them yourself.

ARMY PAINTERS & '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.

Meanwhile the Army Painting team, well... paint armies! The results of their sterling work can be found in all of the books produced by the Design Studio, whenever you see photos of vast, beautifully painted armies doing battle. But they don't just paint armies – the evocative terrain and gaming boards featured therein also bear their hallmark.

Though each department specialises in painting different quantities of miniatures, they share the same principles and techniques (in fact, the ranks of both teams are full of Golden Demon winners!). In this article, we combine their knowledge to present you with pure painting wisdom!



TRANSFERS

One of the easiest ways to add markings to your miniatures is through the application of decals. Indeed, many kits actually include transfer sheets to that end.

Transfers come in an enormous variety of shapes, colours and sizes. Some represent basic symbols in a single colour (such as with the Stormcast Eternals to the right), while others may depict gloriously detailed coats of arms and heraldic insignia in full colour for models such as Imperial Knights or Titans. All are just as easy to apply and can greatly enhance areas of a miniature. But the effectiveness of transfers doesn't end there – turn to page 84 for ideas and guidance on how to enhance them further.



DEFINING MARKINGS

There are three categories that markings of every description fall into: army insignia, aesthetic flourishes and camouflage. Let's investigate each of them in greater detail.

ARMY INSIGNIA

The obvious place to start! The first thing to bear in mind is that every army has its own form of insignia. However, some factions are somewhat more 'professional' than others. For example, where a Bonesplitterz horde or rampaging Brayherd will likely array itself for battle in an ad hoc basis (if they even bother at all!), an army of

"The best markings have an implied sense of narrative while adding something to the miniature."

Space Marines is far more rigidly structured. Yet regardless of their level of organisation, markings help to define and identify them on the battlefield. This can range from a symbol that has been crudely daubed onto an Orruk unit's banner as its focal point to a well-established structure of markings that either complements or sets a unit apart from the rest of an army.

The Ultramarines, for example, strictly adhere to the organisational teachings laid down in the Codex Astartes. As a result, the strict code of insignia that denotes their role within their Chapter's structure is as integral to their character as the royal blue armour they wear. In the case of the Ultramarine shown above, the red helmet mag-locked to his waist marks his rank as

Sergeant, as does the skull icon set within the Chapter symbol – both are narrative-driven organisational markings that were achieved using different methods (one a painting solution, the other a transfer), and instantly add character and a sense of identity to the model.

AESTHETIC FLOURISHES

Not all markings are essential. Aesthetic flourishes represent additional details that have been applied above and beyond what a basic version of the miniature requires – they are not necessary but can add a great deal to the finished piece. Adding runic script, names and numerals to areas such as book pages, scrolls and purity seals is a good example of this.

But there is more to it than adding whimsical details or simply showing off painting skill. As Martin Peterson puts it: "The aesthetic of a model is one thing, but the narrative is another entirely. By adding personal touches to a model – such as kill markings to their armour or scars, war paint and tattoos to their skin – you can really add to a model's character and help to tell its story."

CAMOUFLAGE

Sitting somewhere between the other two markings, camouflage can complement the narrative or theme of an army (such as applying jungle camouflage to a Catachan tank), or provide a means to break up a large flat area with a contrasting spot colour. It can also be used to imply a model's presence in a specific environment in a way that no other marking can. Camouflage can also be applied to organic creatures, representing an evolutionary advantage of the species that helps them blend in with their natural environment.



**MAX FALEIJ,
TOM MOORE &
MARTIN
PETERSON**

Max and Martin make up half of the 'Eavy Metal team's mighty Swedish contingent. Artistic talent must flow in the waters there! Tom Moore is the glorious leader of the army painting team and a master of myriad painting techniques.

TYPES OF MARKINGS

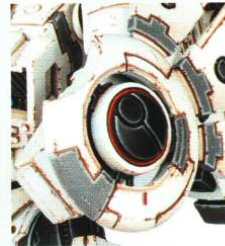
ORGANIC MARKINGS

The Mortal Realms and the million worlds of the 41st Millennium are replete with fantastical monsters and beasts of almost every description. From the very mightiest to the most diminutive of these creatures, many will feature large open areas of fur, smooth skin or carapace that are ripe for the application of organic markings. Natural effects such as mottled patches of chitin, striped or patterned fur and flecked horns can help to break up these areas with contrasting or spot colours.



AREAS OF COLOUR

This is possibly the easiest way to add markings to your models – essentially, it is the selective painting of solid details such as armoured panels or whole segments of a model in a different colour. Whether it serves as a contrasting colour or a secondary colour chosen to complement the primary one, it is a similarly effective method to add variety to your miniatures. In cases such as Ultramarines Sergeant mentioned earlier, with his red helmet, areas of colour can even be part of a model's insignia.



STRAIGHT LINES

Often used to add insignia or personal heraldry to vehicles, (tilting) shields and armour, straight line markings are commonly bright and bold, offering a stark contrast to the field they are applied to. Painting straight lines can be daunting because of the neatness required, but there are a number of ways to apply such markings to your models that can make the process much simpler, such as following existing lines on the model or using masking tape to provide a guide. We look at this in more detail on page 84.



ASYMMETRICAL (OR CRUDE) SHAPES

No, we don't mean anything rude! We are, of course, referring to markings that are unevenly applied (such as camouflage patterns) or crudely daubed onto a surface or fabric in blood (or other, more foetid substances). These shapes may also have been intentionally applied in an uneven pattern, as with orky 'dags' or checks. After all, Orks are far less concerned with aesthetics than the Aeldari! You can be a lot freer in applying these shapes and deliberately less neat.



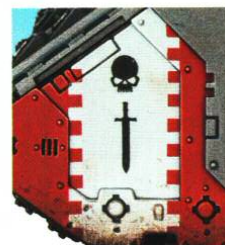
COMPLEX SHAPES

Very much the realm of the freehand painter, markings consisting of complex shapes are among the hardest to achieve. Runic tapestries, elaborate patterns, ornate calligraphy and other complicated designs are what we're talking here. Painting markings such as these is not for the faint of heart but a fun challenge nevertheless! Thankfully, Max and Martin have some words of wisdom at the end of the article for those seeking to take on the task of painting complex shapes onto their miniatures.



HERALDRY AND INSIGNIA

Insignia play a significant part in the background and identity of many armies. Try imagining an Ultramarine in plain blue armour with no insignia anywhere on him (not even the shoulder pad trimmings!) and you'll see what we mean. Getting the insignia right in the first place can also be a challenge if you're new to an army, so taking the time to research its codex or battle tome is essential. Thankfully, the units of most insignia-heavy armies come with transfer sheets in the box, but freehand painting offers a fun alternative.



TATTOOS AND WARPAINT

Decorative markings such as tattoos and warpaint serve as a personal heraldry of sorts for models with a lot of exposed flesh. The location of a tattoo can tell as much of a story about the model as the nature of the design itself. For example, a bold tattoo in the middle of the forehead can give a strong indication of fanaticism, while a design located on a model's shaven scalp is more likely to be ritualistic in origin. In a similar vein, warpaint that has daubed on in blood has more feral (and violent!) implications.



ORGANIC MARKINGS

"The trick with organic markings is to take inspiration from real-life animals," says Martin. "That's always the best place to start, as that way the end result will feel more believable – even if it has been applied to a weird and wonderful creature from an alien or fantasy world. But it's important to apply appropriate colour theory to your markings to avoid them looking garish."

If you'd like to learn more about applying organic markings, check out May's issue to read Martin's 'Eavy Metal Masterclass on that exact subject!



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A Cockatrice is a truly twisted creature of Chaos, an amalgam of many different beasts. Yet even this bizarre monster's hide has been painted with leopardine fur markings (1).

This Gryph-charger's short fur has been painted with zebra stripes (2), but with the black swapped out for a softer brown colour.

Yvraine's gyryn takes the zebra patterning a little further, with larger, wider stripes (3).

The chitin carapaces of Tyrannid models are good locations to apply mottled markings (4). The patterns displayed on the shells of various turtles species are great examples to replicate.

The Fangmora Eel ridden by this Akhelian Guard displays an unusual marking along the length of its spine. 'Eavy Metal painter Simon Adams took inspiration from an unusual pattern he saw adorning a newt's back while researching for the project.

To achieve the effect, he painted the eel's skin with a basecoat of XV-88, then applied a number of thin layers to its sides and belly, each mixed with increasing quantities of Ushabti Bone. With the eel's skin tone in place, he began work on the marking. He applied a thin, mottled effect with Abaddon Black on the upper half of the eel's body. He gradually added successive thin layers of mottling, eventually joining some together near its spine.



TIPS FROM THE PROS – PAINTING CHECKS

"You should ideally leave this stage until you have finished painting and highlighting the field colour," says Tom Moore. "Start by carefully painting a grid (1), making sure you thin the paint beforehand and don't apply it too thickly – remember that you're only making an outline at this point. Once you have your squares in place, fill in alternating blocks to achieve the checkered pattern (2). You then need to remove the unwanted grid lines by painting over them with the original field colour (3)."



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PAINTING MASTERCLASS

TIPS FROM THE PROS – ADDING TO TRANSFERS

"Transfers offer a great way of achieving quick and effective results," says Tom. "By combining transfers with paint, they can be utilised to achieve an almost infinite number of designs, each of which will completely change the feel of the miniature. Whether you're looking to create a new unifying symbol for your army or are wanting to add a sense of narrative through association with a particular location, you can add to, repurpose or even convert transfers according to your need."

"An important thing to remember is that you can weather and chip transfers in the same way as any other part of the model," adds Martin. "The trick is to treat the transfer as if it's the same material as the surface it's affixed to, be it armour or the fabric of a banner."



The cog symbol at the centre of this design is actually an Adeptus Mechanicus transfer that has been incorporated into the finished piece.



This kraken design is a Dark Aelf transfer, but a Sigmarite hammer has been painted on to represent this unit's ties to a city that owes its allegiance to the God-King.



The linked chain and lightning strike symbols were repurposed from Imperial Knight and Astra Militarum transfer sheets, with a blue freehand design added.

HERALDRY VERSUS INSIGNIA

Insignia shows a model's rank or role within its army's particular organisation, while heraldry is often personally tied to a single model. Both are represented by the application of appropriate markings. Both are, likewise, often easily achieved using transfers. Otherwise, heraldry and insignia can be painted using some basic freehand and straight line techniques.

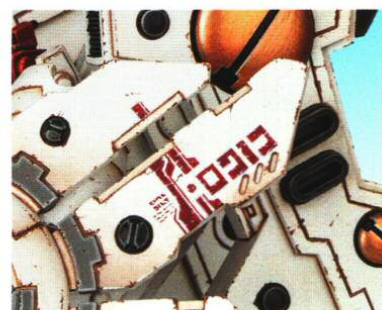
The Primaris Intercessor Sergeant (1) bears the red helmet of his rank and golden shoulder pad linings of the 2nd Company (insignia), but the yellow and blue chequerboard is his personal heraldry.

The script on the T'au battlesuit (2) implies a sense of structure, but one that is intentionally alien.

This banner design (3) is based on Neferata's hat as a visual link to her Legion of Blood.



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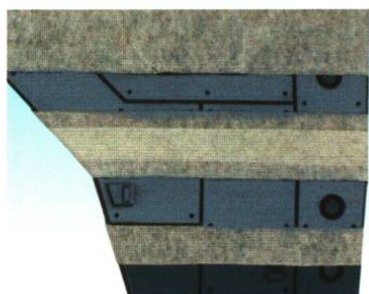
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STRAIGHT LINES

There are two techniques that can make painting straight lines less intimidating. The first is to use any grooves between armour panels or plating as a guideline – even if it doesn't travel the full length of the marking you want to apply, it will help you to line up the rest of the distance. The second is to get hold of some modelling masking tape (as the adhesive won't damage the paint) and use it to create a perfect line. "Just remember not to thin your paint down too much," warns Tom, "as that way you risk it seeping beneath the masking tape and ruining the line."



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This Valkyrie's wing (1) was prepared with strips of masking tape neatly applied over the main colour. To create the markings, two thin layers (but not too thin!) were applied between the rows of tape. Once the paint had dried, the masking tape was removed to reveal two neat line markings (2). To ensure that lines are parallel, you can apply a central strip of masking tape to serve as a guide for the outside strips, then remove the central strip before applying the paint in its place. Certain areas that you wish to apply straight markings to may not be flush with the rest of the model (3), meaning you will need to fill in the gaps between masked off areas by hand.

TATTOOS AND WARPAINT

Tattoos and warpaint are similar in that they are applied to areas of skin instead of armour or clothes. There are also some important differences between tattoos and warpaint, though, as Max explains: "Warpaint can be smudged or flake off, so you can choose to weather it. Tattoos, on the other hand, are subdermal, so should always have a clean, smooth finish."

"An important decision to make before applying tattoos or warpaint is the choice between colour and hue," says Max. "A different colour will stand out, but using a darker shade of your main colour can still have a dramatic effect."

This Bonesplitterz Savage Big Boss (1), is covered in many different tattoo designs, all of which are picked out in a darker shade of green, while the Aleguzzler Gargant's tattoo (2) uses a more contrasting blue.



AREAS OF COLOUR

A very simple way of adding a spot colour or drawing attention to a specific part of a model is to block out an area of detail in a contrasting colour. This Gorkanaut's red belly rune helps to break up its black armour, whereas the white face draws the eye to the model's head. The white checks add extra interest to the belly.



PAINTING MASTERCLASS

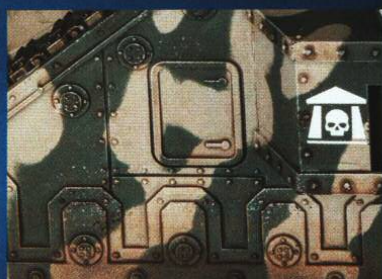
ASYMMETRICAL SHAPES

"Perhaps the most common asymmetrical marking is camouflage," says Tom. "The simplest way of applying it to the side of a tank is to spray it with a base colour, then block out blotches on the side of the vehicle with adhesive putty.

"Once you're satisfied with the pattern, spray it with another shade that complements the base colour. A good example of this for jungle camouflage would be a basecoat of Death Guard Green spray followed by a layer of Caliban Green spray once the putty has been applied."



The camo cloaks of this Space Marine Scout (1) and Aeldari Ranger (2) both show asymmetrical camouflage markings. Though the Scout's pattern features more colours than the Ranger's, they were applied the same way – layers of lines or block colours added on top of a basecoat.



The side view of this Leman Russ's hull clearly shows the asymmetrical pattern with which the adhesive putty was applied over the lighter spray coat to mask it before spraying on the second tone.



1

TIPS FROM THE PROS – FREEHAND DESIGNS

"Adding any markings by freehand should, for the most part, be the last steps before you finish a model," says Max, "as they represent the final flourishes – the cherry on the cake! Freehand painting is one of the most challenging techniques, but also one of the most enjoyable as it offers you complete creative freedom. But it's essential to properly plan your design before you start, as the last thing you want to do is mess it up or change your mind about it when you've all but finished your painting project. One way to do this is to take a photo of the area you wish to paint, print it off, then sketch your design where you'd like it to sit on the finished piece. The assembly guide for the model will sometimes have a clear picture of the area you're painting – if so you can draw onto that instead."



1

The field colour of the banner was painted on and highlighted to a finished level before the freehand design was started. Max then carefully painted on the outline of his design in a similar shade to the field colour, making it easier to correct any mistakes.



2

With his outlines in place, Max blocked out the design, after which the freehand design was effectively at its basecoat stage. "You should decide how much you want the design to stand out, as that will dictate your choice of colour," says Max.



3

Max then applied shading and highlights. When highlighting a design painted onto another surface, the highlights should follow the lines of the underlying material. "It makes it feel as if it's part of the surface – in this case, like its woven into the banner."

TAKING THINGS FURTHER: COMPLEX SHAPES AND FREEHAND DESIGNS THE 'EAVY METAL WAY

Painting a design or logo by freehand is one thing, but attempting to replicate a complex design or series of shapes on your miniatures is another entirely! But if you're up for the challenge...



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"There is no easy way to achieve these kinds of markings," says Max. "You just have to fully commit to it. There are a few guiding principles, but the most important thing is to be as methodical in your preparation and execution as possible."

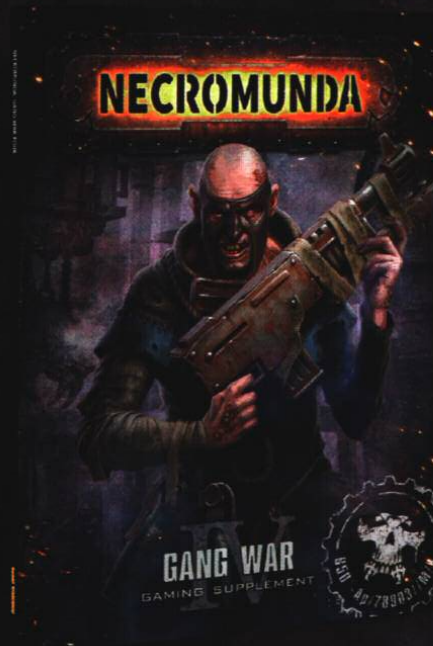
The orangey-red colour of the Harlequins Skyweaver (1) was painted on first, creating a consistent gradient of shading before the black diamonds were added to finish the design. The tome carried by the Lord-Exorcist (2) has a solid border to help frame its pages, while Kairos Fateweaver's book (3) has large designs in red to counter-balance the smaller runic text.



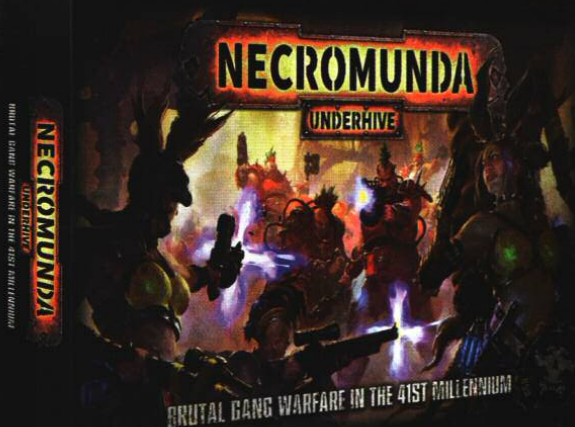
The thorny briar design that snakes over the front half of this Biel-Tan Falcon has been painted in black to ensure that the design remains a subtle addition despite its large size. By contrast, the crucial markings – namely the Grav-tank's insignia – are runes from the Falcon transfer sheet and jump out as spot colours that complement the weapon barrels.

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WARHAMMER 40,000 2017

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world showcase their finest works. This month, we feature entries from last year's Warhammer 40,000 Open Day, including the Slayer Sword winner.

SERGEANT VIRTUS

Our first winning entry this month is an Ultramarines Intercessor painted by Golden Demon veteran Adie Bay. Here's what Adie had to say about his entry.

"The model I picked is actually one of the Easy to Build Intercessors – a nice, simple model that I could add my own touches to, such as the shoulder pads and the leather pteruges from the Ultramarines upgrade pack," says Adie. "I like my miniatures to look like they're living in a warzone, like they've actually been fighting in a lengthy campaign rather than just come out of the factory. To get this dirty, grungy look, I tend to use a lot of artist's enamels and oil paints for the base colours, then paint on the brighter, more vibrant insignia and details with Citadel paints as usual to make them really stand out."

WHAT THE JUDGES SAID

The judges for Golden Demon: Warhammer 40,000 Open Day 2017 were 'Eavy Metal painter Max Faleij and miniatures designers Darren Latham and Joe Tomaszewski.

"There's a great sense of atmosphere and realism to Adrian's piece," says Max. "His heavy weathering really suits the character of the piece and the desaturated blue armour is a fresh take on a classic colour scheme."



GOLDEN DEMON

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

warhammer-community.com

DEFENDER OF ULTRAMAR



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"I've been painting miniatures for close to 50 years now, so I've pretty much established my style," says Adie. "It's all about realistic dirt and battle damage for me. I like my characters to look world-weary (1)."

Adie painted his Intercessor's helmet red (with white laurels) to indicate that he's a sergeant (2).

Many of the smaller details, such as the wreath and skull on this shoulder pad (3), were sculpted by Adie.



SILVER, WARHAMMER 40,000 OPEN DAY 2017, SINGLE MINIATURE CATEGORY
ORK WEIRDBOY BY MATT KENNEDY

BOSS! BOSS! MY 'EAD 'URTS!

Matt Kennedy won a silver trophy with his Ork Weirdboy. "I kept my entry fairly simple in terms of the conversion-work," says Matt. "Brian Nelson sculpted the model to be a Warhammer Age of Sigmar Shaman, but I felt its nomadic look would easily suit a Weirdboy. I changed some of the skulls dangling from his robes into servo skulls and Space Marine helmets – things an Ork would see as a 'powerful' token. I also sculpted the front of a Space Marine helmet into the smoke coming out of the Weirdboy's staff to make it look like an ingredient to his power, not just a trophy.

"I used blue as a spot colour for his orky magic – you can see it on his right hand and in his eyes..."

"I had a simple plan when it came to the painting – lots of bold colours! I used blue as a spot colour for his orky magic – you can see it on his right hand and in his eyes, the smoke billowing from his staff and the tips of his robe as if magical energy is coruscating around him. I used a deep blue to shade a lot of the other colours (such as his robes) to tie the whole miniature together."

WHAT THE JUDGES SAID

"The story-telling in this piece is awesome," says Joe. "The glowing hand and eyes, the coins creeping up the rocks, the bending mushrooms – you're seeing the Weirdboy just before he unleashes a psychic power."

"Matt has put a lot of technique into this piece," adds Max. "The colours, particularly the spot colour, and textures on the model are all really well chosen and well applied."

HARNESSING THE POWER OF THE WAAACH!



"A model has to look like it belongs on its base, like it belongs in the setting its in," says Matt. "I sculpted the tiny mushrooms on the Weirdboy's base (1) so that they're leaning towards his glowing hand."

"I also sculpted him a boot for his left foot (2) to help emphasise his crazy, uneven character and the horns strapped to his head have been broken and also taped together (3) to show that he's very conscious about not wasting things."

GOLDEN DEMON

SPREADING THE WORD OF GRANDFATHER NURGLE

David Soper has won several Slayer Swords over the years – his first was for a Nurgle Predator he painted back in 1993. “I’ve painted quite a few Nurgle miniatures for Golden Demon,” says David. “This year, I was inspired by Maxime Pastourel’s bone-coloured Plague Marines to paint a model in a similar colour scheme. I wondered how well I could combine my style and the techniques I use with a colour palette of dirty cream, pale green and orangey metallics.

“My starting point was to give the white armour quite a cold tone – I wanted it to look dingy and washed out so I used Rakarth Flesh as the main colour before shading and highlighting. The texture on the armour was achieved mainly by stippling the colours on – a technique I’ve found works especially well on heavily armoured subjects. I watered down Death Guard Green and applied it to the shoulder pads and knees to add a bit of extra colour, while the blue tassels help provide some bright colour contrast. The copper metal areas were all painted with non-metallic paints starting with Ratskin Flesh as the base colour and adding purple and brown washes to the recesses to give it a pinkish tone. I used Sotek Green for the verdigris.”

WHAT THE JUDGES SAID

“This Plague Marine could have walked out of the Warhammer 40,000 universe,” says Joe. “The colours and textures David picked are perfect for the subject matter.”

“David loves painting Nurgle models and that shows,” says Max. “He has applied his unique painting style to this model, ensuring every colour sits harmoniously with each of the others to create an incredible piece.”

SLAYER SWORD WINNER



GOLD, WARHAMMER 40,000 OPEN DAY 2017, SINGLE MINIATURE CATEGORY
THE BLIGHT STALKER BY DAVID SOPER

“My starting point was to give the white armour quite a cold tone – I wanted it to look dingy and washed out...”

THE GRIM INEVITABILITY OF DEATH

“The blue verdigris (1) helps tone down the bright copper while also complementing the overall cool colour scheme of the model,” says David.

David used a mix of orange and green artist’s gouache (it’s a type of paint. – Ed) for the rust streaks (2).

“The iron metal areas such as the bolter (3) were originally going to be a black, but I added in hints of blue and green to tie those areas to the rest of the colour scheme.”



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HONOURABLE MENTIONS

As is always the case at Golden Demon, there were many exceptional entries in this competition. Here are a few of the honourable mentions in the Single Miniature category.



WARHAMMER 40,000 SINGLE MINIATURE CATEGORY

FLESH TEARERS CHAPLAIN BY ANDREW PALIES



WARHAMMER 40,000 SINGLE MINIATURE CATEGORY

ELDRAD ULTHRAN BY JOHN CAUSTON



WARHAMMER 40,000 SINGLE MINIATURE CATEGORY

KHÂRN THE BETRAYER BY ROBIN McLEOD

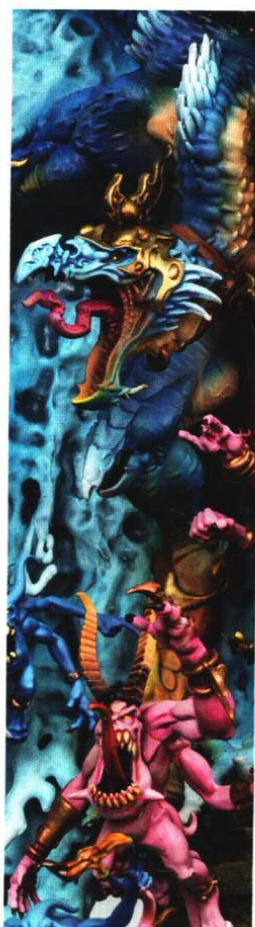


WARHAMMER 40,000 SINGLE MINIATURE CATEGORY

BLACK TEMPLARS CAPTAIN BY SCOTT GEESON

FANTASTICAL VISTAS

Dioramas bring to life the places, creatures and events of the worlds of Warhammer – the Mortal Realms of the Age of Sigmar and the grim darkness of Warhammer 40,000's far future. Here, we showcase a few great examples and look at what goes into making one.



For many people, dioramas are one of the most inspirational parts of the hobby. It's not that dioramas are a big part of many people's hobby (not in the 'doing' sense, at least), but what a really good diorama does is encapsulate all the best aspects of the hobby, and does those things really well, with the finest examples combining top-notch painting and modelling skill to tell a story evoking the worlds of Warhammer and the kinds of scenes that play out in our heads every time we fight a battle on the tabletop. Dioramas, you might say, are the oil paintings or cinematic set pieces of the painting and modelling world.

You can find some great dioramas at Golden Demon events, as part of the exhibits in the Warhammer World museum and, over the years, quite a number of iconic dioramas have been featured here, in the pages of White Dwarf.

WHAT IS A DIORAMA?

In essence, a diorama is a collection of miniatures and scenic pieces that together depict a scene and tell a story. Dioramas are often particularly lavish expressions of painting and modelling skill but reflect all the core aspects of painting and modelling any miniature. Centrepiece models on elaborate scenic bases, of the kind found in many kits these days, are like mini dioramas in their own right, so many of the inspirational elements of large dioramas like these are things you can apply to your own models in some way.

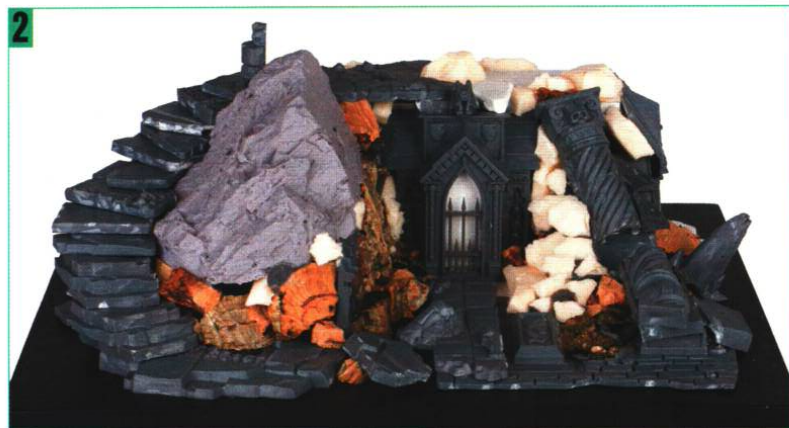
Veteran readers will remember dioramas like Mike McVey's confrontation between the Emperor and Horus (which you can still see in the Warhammer World museum to this day).

In fact, we regularly get emails and letters asking for more dioramas in White Dwarf, so when we heard that several talented hobbyists around GWHQ were hard at work on a set of new dioramas for Warhammer World, we saw the perfect opportunity to not only feature a few brilliant new dioramas, but also to look in a little more depth at what goes into making one.

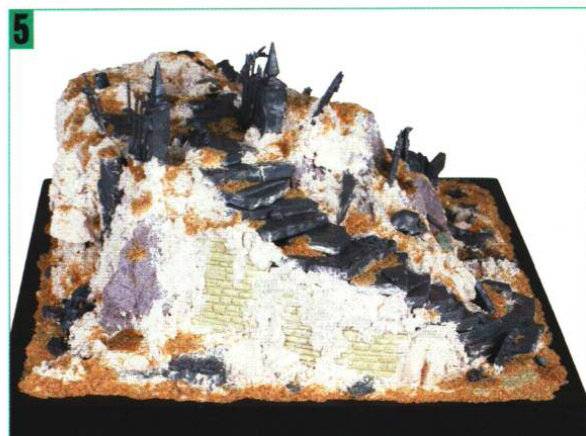
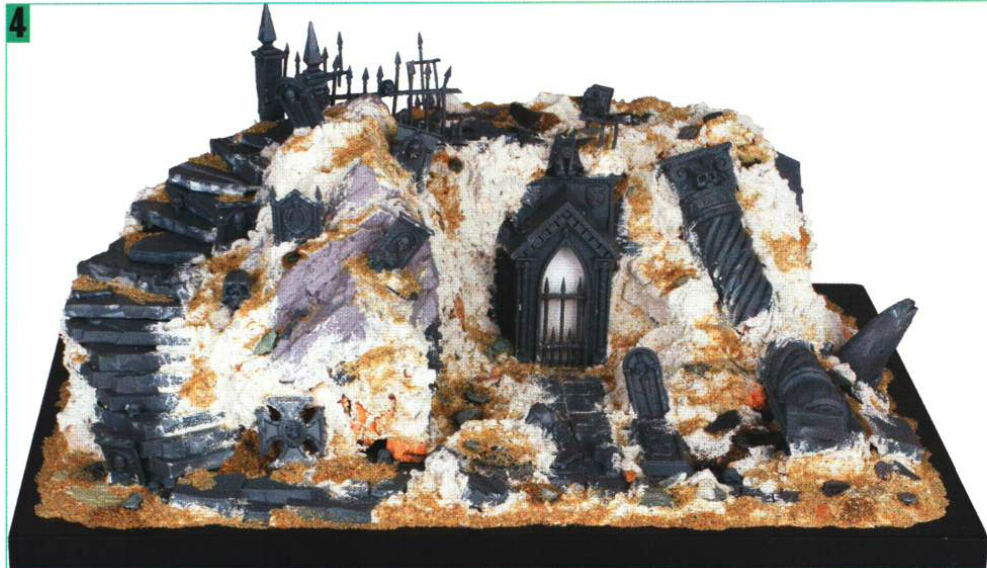
So, over the next few pages you can see how Tom Moore, from the Studio's Army Painting team, went about building his diorama, and after that you can see four more great dioramas from a number of the most talented painters and modellers we could find lurking around the place.

BUILDING BLOCKS

Finished dioramas are such masterpieces that you might imagine they begin life that way and require absolute precision at every step of the way. Not so! Actually, at the start, it's best to block things in fairly roughly – time spent fretting over small details will be much more productive later on. For his diorama, Tom started with the main scenic elements he'd chosen – the steps (taken from a Realmgate) and the mausoleum entrance (using



parts from the Sigmarite Mausoleum) and bulked them out with whatever bits and pieces he could find (1). He even used a (very) old paint pot to hold up a rock and a Munitorum Armoured Container he'd earlier used for a colour test to provide height at the back. (A cardboard box or plastic tub will suffice for those with less blessed bits boxes!) You can use adhesive putty to put all these pieces together without gluing them, and continue to add parts, take parts or cut sections away until you're happy with the results, ►



DETAILS, DETAILS

Tom's diorama features a mass of small details, but remember it's best to start with the main areas – in this case, the stairs and the mausoleum. Get these right and you can always continue to add more details (like the broken fence and cracked masonry) until you're happy, but for a really great diorama composition begins with the big pieces. The details come later.

MODELLING AND PAINTING

7



► at which point you can glue it all together. At this stage, Tom also roughly positioned the models he planned to use for his diorama to check that the spacing and positioning for them was about right. Once Tom was happy with this basic shape, he filled in larger areas with spare bits of various kits, and materials like chunks of cork and foam to provide additional texture (2 and 3). Again, this is not a precise art and most dioramas will look a bit messy at this stage.

Once Tom was happy with this level of detail and extra texture, he filled in all the remaining gaps with filler of the kind you can buy from any DIY store. Once this was dry, Tom applied PVA glue to

8



“Suddenly, a pile of all sorts of bits and pieces looks like a carefully sculpted landscape.”

any large open areas and covered them with sand to add some finer texture (4, 5 and 6). You could also use Texture paint for this. This stage nicely ties the whole piece together. Suddenly, a pile of all sorts of bits and pieces looks like a carefully sculpted landscape. Then it was time to paint it.

9



No matter how impressive the base for a diorama, it's still a base and is there to show off the models, not detract from them, so Tom kept the painting simple using muted tones. Tom first sprayed the whole diorama Chaos Black for a solid undercoat, then targetted the areas of rock and masonry with

Mechanicus Standard Grey spray, followed by Mourmfang Brown on the earthy areas (7), then washed the whole thing with Agrax Earthshade thinned with Lahmian Medium (8). Tom then drybrushed the stony areas with Dawnstone, Administratum Grey and Pallid Wych Flesh, and the earthy areas with Mourmfang Brown,

Balor Brown and Screaming Skull. After this he stippled on successively lighter greens in patches to give the appearance of grass (9) before adding some Valhallan Blizzard (10) to create snow.

10



ALL OF THE DIORAMAS FEATURED IN THIS ARTICLE ARE CURRENTLY ON DISPLAY AT THE WARHAMMER WORLD EXHIBITION!



1
Tom painted the miniatures for his diorama separately from the base, and this is usually the best idea. The focus is the duel between the Old Blood

on Carnosaur and the Abhorrant Ghoul King but Tom added a lurking Skink, in turn being snuck up on by a Ghoul (1) to draw the viewer's eye around the piece.



3

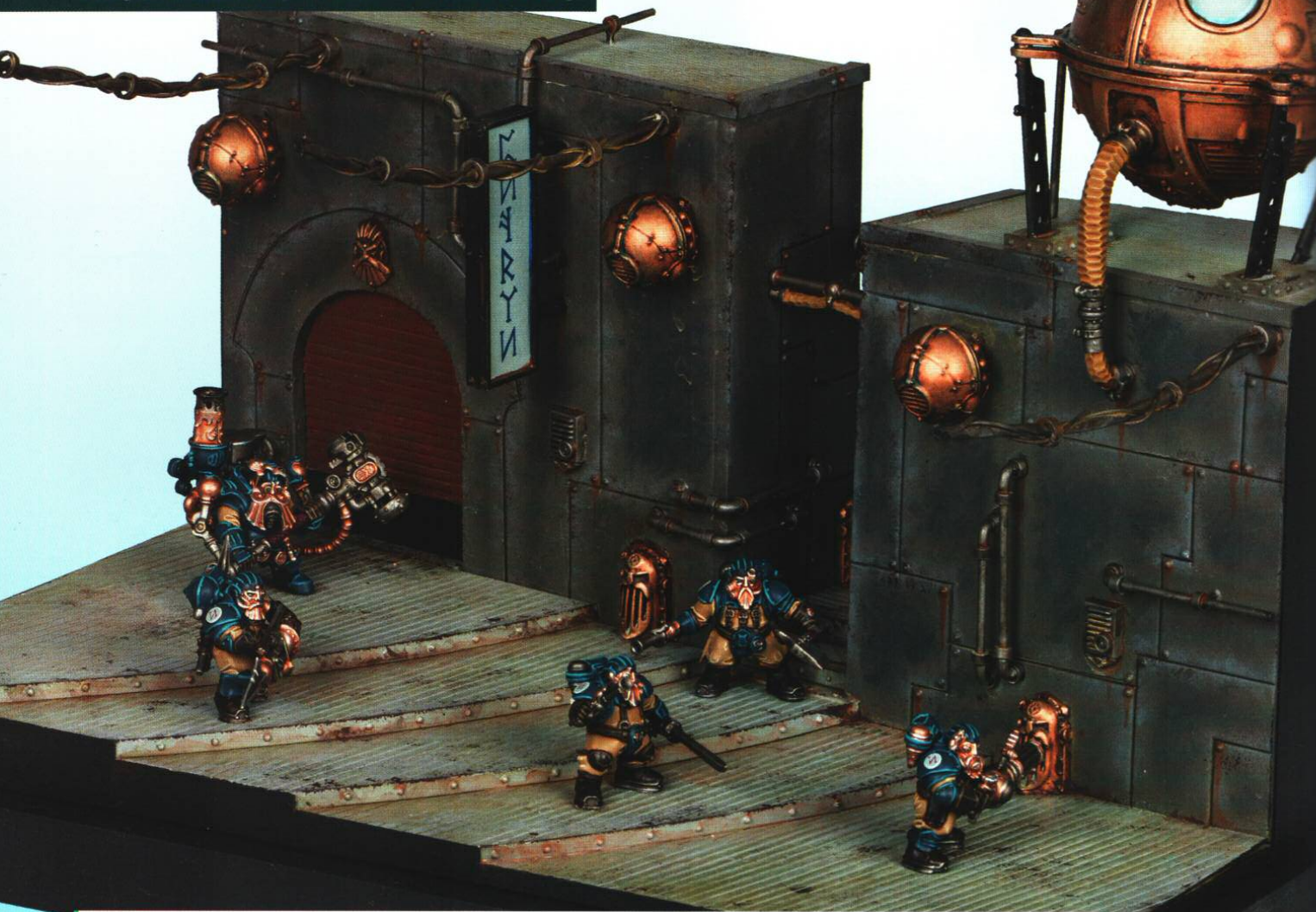


The finished diorama: a masterpiece, we're sure you'll agree. While the scenic elements are what set dioramas apart from single painted models (and take up most the space!) it's always the miniatures that are king, immediately grabbing the viewer's attention, as you can see from the finished piece.

MORE DIORAMAS

Tom was just one of the talented painters and modellers to take part in the challenge of building a set of new dioramas exploring the Mortal Realms of the Age Sigmar. Over the next few pages you can see a selection of the other dioramas. All of these and more are on display now in the Warhammer World Exhibition Hall.

MODELLING AND PAINTING

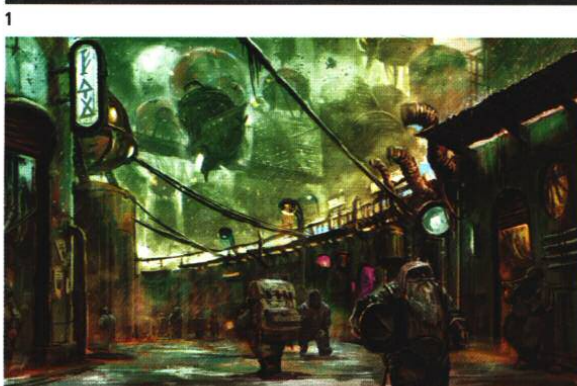


"I used the cables hanging overhead to help frame the avenue and imply the presence of buildings on the opposite side of the street."

THE STREETS OF BARAK-MHORNAR

This scene, brainchild of Harvey Snape from the Warhammer World scenery team, depicts a rather more domestic setting than is seen in many dioramas, though its understated composition is all the stronger for it. He took inspiration from a piece of artwork in the Kharadron Overlords battletome that accompanies a description of the City of Shadow – the sky-port of Barak-Mhornar.

"Having decided on the setting and theme of the diorama, I set about designing its composition," says Harvey. "It's effectively a slice of the city, which is why I chose to build it at an angle rather than parallel to the diorama's base. That way it would look more natural. I used the cables hanging overhead to help frame the avenue and imply the presence of buildings on the opposite side of the street. The walls were made from PVC, then clad in plasticard to create the panelled effect. I then used components from the Arkanaute Ironclad, Grundstock Gunhauler and Endrinriggers to add appropriate details."



When viewed from street level (1), it is easy to see how effectively Harvey's diorama captures the atmosphere of the artwork that inspired it (2), even down to the cables that drape across the avenue. He even replicated the sign above the shop entrance – in the case of Harvey's diorama, the runic script reads 'ENDRIN', indicating that the store is actually an endrin workshop.

Harvey's only real departure from the artwork was that he wanted to depict a company of duardin soldiers patrolling the streets rather than some of the city's civilians going about their daily business. He painted the company in the colours of Barak-Mhornar and applied a matching rune to each model's shoulder pad.

GATEWAY TO THE CRYSTAL LABYRINTH

Forge World luminary Phil Stutcinskas created this mind-blowing diorama – a feat of structural engineering even before he put paint to model!

“The entire piece is held aloft by the extended stairway at its base,” explains Phil, “so I drilled a hole through its centre in order to support its weight with a steel rod that I bent into shape. Other than that, the diorama itself is all about the composition. I staged it to be tall at the back and lower at the front as it helps with the overall presentation, drawing your eye to the centre of the piece which is where the main focus should be. In this case, the main focus is divided between the Tzaangor Shaman performing the summoning ritual and Kairos Fateweaver as he leads the daemon host through the Realmgate, but both are at the heart of the scene. The gateway itself is made from two Baleful Realmgate kits spliced together. The swirling magical essence pouring from it enabled me to blend it with the daemons, giving them the appearance of emerging from within.”



1

Phil is renowned for the muted colour palettes that he normally uses to great effect on his miniatures. This time, however, he decided to step out of his comfort zone and try something completely different – and it doesn't get any more extreme than the bright, vibrant colours of Tzeentch Daemons! Yet that being the case, astute fans of Phil's work will notice the earthy colours he has used on the Realmgate and stairway, and even the brightest hues of pink and blue daemon flesh (1) bear the mark of Phil's painting style.

“I staged it to be tall at the back and lower at the front as it helps with the overall presentation...”



HEAVY LOADS

Dynamically poised dioramas such as this need careful thought and planning to ensure that they can take their finished weight. Clever use of supporting rods and even earth magnets can help achieve this.



"I wanted to evoke the feeling of one of the first battles fought between the two armies on the Firestone Peninsula."

FIRE AND BRIMSTONE

Jay Goldfinch is one of the Design Studio's talented team of army painters. He created this diorama as an homage to the origins of Warhammer Age of Sigmar that the first edition of the boxed game was based upon. More specifically, it was inspired by the battle of the Firestone Peninsula in Aqshy, where Sigmar's Storm first broke and the Stormcast Eternals took the fight to the Khornate legion of the Goretide.

"I wanted to maintain the feel of the original boxed game, so made a point of not converting or kit-bashing any of the miniatures," says Jay. "In fact, most of the models are straight out of that box. I made a few exceptions in the case of two Bloodreavers from Garrek's Reavers Shadespire warband and the Aspiring Deathbringer, which I used to take advantage of their especially dynamic poses. I wanted to evoke the feeling of one of the first battles fought between the two armies on the Firestone Peninsula, so modelled the terrain as I imagined the landscape to look."



Jay's diorama actually incorporates a Golden Demon entry he painted for the Duel category at the Warhammer Age of Sigmar Open Day back in 2016 (1). He won a silver trophy for his efforts, yet despite his success, he still chose to ruthlessly repurpose it for this project!

The floating rocks of Jay's Duel entry were elevated by links of plastic chain which he sourced from a garden centre. By melding the chain links together with plastic glue, he was able to create a strong foundation upon which to mount the slate of the drifting platform.

In order to add it to his diorama, Jay carefully removed it from its base and set it at the heart of the new scenic base he was building, ensuring that the duelling warriors would remain the centre of attention.



"I painted the diorama grey to give it the gloomy and oppressive feel of a city of Shyish."

THE GODS WALK AMONG THEM

This diorama was created by army painter Dan Hyams who, in a past life, also helped create many of the displays in the Warhammer World museum. Here's what he had to say about it.

"I was inspired to create this diorama after seeing one of the pieces of art in the Warhammer Age of Sigmar book. I liked the idea of a Stormcast Eternal walking through a city with all the people around him in awe of his presence. I painted the diorama grey to give it the gloomy and oppressive feel of a city of Shyish and I painted the Stormcast's armour black to show that he is an Anvil of the Heldenhammer – one of the Stormhosts fighting in the Realm of Death. I converted the Stormcast from a Knight-Vexillor kit as it's the only Stormcast I could find stepping down! His head is the bare head from the Lord-Aquilor kit. The other characters in the diorama are heavily kit-bashed using various Freeguild kits including the Battle Wizards, Greatswords and the crew from the Celestial Hurricanum." **WD**



1



2

In the Realm of Death, skulls are everywhere. Dan used the grate from the Azyrite Ruins set (1) to create this oubliette in the floor of the city. The skulls, as you'd probably expect, are from the Skulls set. The main archway on the diorama is built from a Realmgate.

"I made all the people on my diorama quite pale (2), as befits the Realm of Death," says Dan. It also means they stand out from the stonework really well, which is neutral in colour and doesn't draw the eye away from the focus points – the people. Originally, I sprayed the scenery Zandri Dust, but it was too bright and the models just didn't stand out – they felt disconnected from the terrain. So I re-sprayed it Skavenblight Dunge and started again!"

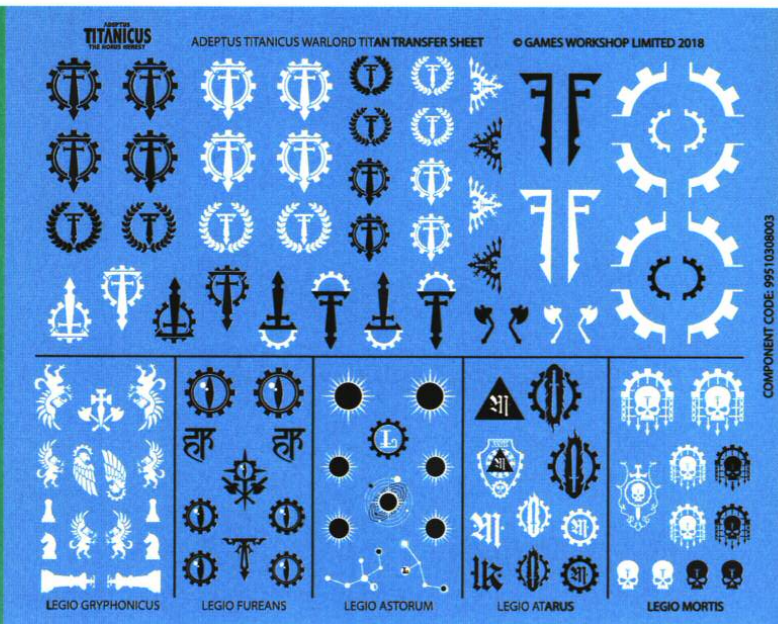
THE GOD-MACHINES MARCH

As the release of *Adeptus Titanicus: The Horus Heresy* drew ever nearer, a mass painting frenzy ran rife throughout the Forge World studio. Here we present a selection Warlord Titans and Imperial Knights painted by some of Forge World's resident tech-artisans.

As humanity set forth on the Great Crusade, many Knight worlds were rediscovered and forge worlds established nearby to fuel their rapacious appetite for resources. The Titan Legios and knightly houses were tasked with the defence of these forge worlds and supporting the inexorable advance of the Great Crusade. But the tragic events of the Horus Heresy would soon see these noble institutions tearing each other apart in civil war. In this article, we celebrate the launch of *Adeptus Titanicus: The Horus Heresy* with a great selection of painted miniatures.

TITAN LEGIOS TRANSFER SHEET

The transfer sheets that accompany the *Adeptus Titanicus Warlord Battle Titans* are replete with useful designs and iconography for a number of famous forge worlds and the Titan Legios that hail from them. These include the Legios Gryphonicus, Fureans, Astorium, Atarus, and Mortis. Decals such as these offer simple, effective ways to denote your Warlord Titan's allegiance on its armour and tilting plates. The transfer sheet also includes a number of more universal designs that can be applied to Warlord Titans from any Legio (see below for more information).



TITAN ICONOGRAPHY

Crossed axes represent Warlord Titans, while a single axe represents a Reaver and jaws represent a Warhound. When worn on a shield or right knee, these refer to the Titan itself, but are often kill markings if worn elsewhere. These symbols are further used on banners to indicate the Titan's place in a maniple: for example, a banner might show a crossed axe symbol in red, two single axes and two jaws in black – the red symbol would be the wearer, while the black symbols show the maniple also contains two Reavers and two Warhounds.



LEGIO MORTIS (DEATH'S HEADS)



The right knee has a crossed pair of axes, designating the wearer as a Warlord Titan. Its left knee bears a pair of cracked skulls, indicating that it has two confirmed kills.



Skull symbols are generally kill markings. Some legions combine them with specific markings showing the number and type of kills.

LEGIO GRYPHONICUS (WAR GRIFFONS)



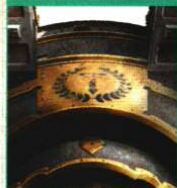
This Warlord Titan of the War Griffon Legion's knees also feature its Warlord class designation and two kill markings – in this case, Regicide pieces used mainly by Legio Gryphonicus: a

pawn for a minor kill (Warhound class), a knight for a major kill (Reaver class). The front of the Titan's carapace bears the laurel wreath, showing its Princes to be a Princes Senioris.



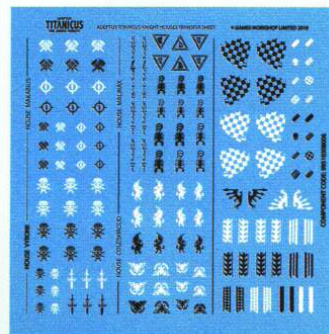
LEGIO ATARUS (FIREBRANDS)

The laurel wreath is worn by a Titan whose princeps is a veteran or a Princeps Senioris (maniple commander).



IMPERIAL KNIGHT HOUSE TRANSFERS

As with the Warlord Battle Titan transfer sheet, the Imperial Knight House transfer sheet provides a wide selection of decals with which to decorate your Imperial Knight miniatures. The iconic, beetle-back carapace design of the Questoris Knights is especially suited to adding decals such as these, making it easy to provide identifying features to your Knights.



HOUSE COLDSHROUD



HOUSE MAKABIUS



HOUSE VYRONII



LEGIO MALINAX



LEGIO FUREANS (TIGER EYES)

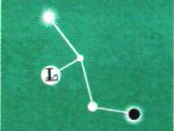


The Opus Titanicus is the symbol of the Collegia Titanicus, taking the form of a sword and cog design.



LEGIO ASTORUM (WARP RUNNERS)

This Warlord Titan bears the Warp Runners' distinctive star-chart livery on its armour plates, which tracks the worlds the Titan has fought on.





STELMARIA BY MARK BEDFORD

Mark chose to paint up his Warlord Battle Titan as one of the Tiger Eyes Legion as he wanted to use a colour scheme that would help it to stand out on the battlefield. The yellow armour of the Legio Fureans not only served to achieve this, but also offered a bright foundation to showcase the weathering he applied between the armour plating and trimmings. Mark painted the Titan's base with darker, muted colours mottled with snow to contrast with the rich colour of its armour cladding. He carefully hand-painted the black flames using thinned Abaddon Black.



1



2

Mark discovered that some of the smaller decals from Forge World's Legio Fureans Transfer Sheet (normally designed for use on their Titans for Warhammer 40,000 or the Horus Heresy) fit nicely on the shoulder plates of the Adeptus Titanicus miniatures too (1 and 2). By carefully quartering the transfers with a Citadel knife, he was even able to apply the constituent parts on the four panels of each volcano cannon's armoured casing (3). Mark applied an earthy green to the Titan's head (4) as well as some of the smaller panels to help balance the vibrant yellow used on the rest of the armour and prevent the finished look from appearing too garish.



3



4



KHARCIA BY ANUJ MALHOTRA

As a background writer for the Horus Heresy books, Anuj is no stranger to inventing exciting origin stories. His Warlord Titan, Kharcias, hails from Daxxos, a forge world of his own creation. The Legio Naessias (or Deep Dwellers as they are known in Low Gothic), stride the floor of the oceanic world, battling sea leviathans, gnarlwhales and other such terrible creatures of the briny depths that would threaten the monolithic Roam-Stackforges of the Mechanicum that follow in the Legio's wake. The Titans are hoisted to the surface by vast cranes when called upon to battle off-world.

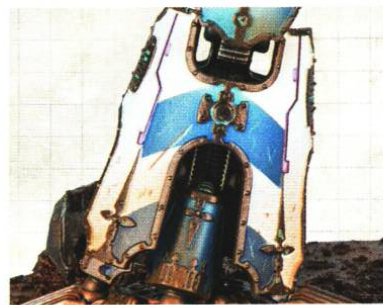


1



2

To complement the oceanic theme he had created for the forge world of Daxxos, Anuj chose a dark blue palette that he gradually blended into a lighter hue (1). The large armoured panels on the Titan's carapace offered ample opportunity for Anuj to add freehand details such as a kraken's tentacles (2) as a visual connection to the horrific sea creatures that the Legio Naessias fight on their home world. The white patterns on the Titan's armour (3) represent the bioluminescent paint that the Deep Dwellers use for identification when fighting in the abyssal darkness of the ocean bed. Anuj painted the metal to appear tarnished by the salty water of Daxxos (4).



3



4



HOUSE MORDRED BY DOM OEDINGER

Artist Dominik Oedinger's trio of Questoris Knights are the first of many that he plans to paint. He first came up with the name and background for House Mordred when starting an army of Imperial Knights to fight alongside his Mechanicum force in the Horus Heresy games. The

Knights of House Mordred are fiercely loyal to the forge world of Incaladion and the sinister Legio Fureans (or Tiger Eyes) that serves it. When Incaladion was corrupted by the Dark Mechanicum, House Mordred stuck by the forge world's rulers and sided with the Warmaster Horus during his rebellion.



Dom inverted the colours normally associated with the Mechanicum (deep red as the primary colour and black as the secondary) to represent House Mordred's allegiance to the Dark Mechanicum. He applied the same colour scheme as he did with his Warhammer 40,000 Knights.



HOUSE RAJHA BY MARK BEDFORD

The Knights of House Rajha also share close ties with the Tiger Eyes, even adopting the livery of the Titan Legion upon their Knight suits. However, to better set the Questoris Knights apart from the Titans themselves (aside from the obvious difference in size!), Mark

reversed the colours he used to create the flame designs – instead of black flames on a yellow field, he applied yellow flames over black. As with his Warlord Battle Titan, *Stelmaria*, Mark painted the bases in darker tones with a scattering of snow, unifying the Questoris Knights and Titan together.



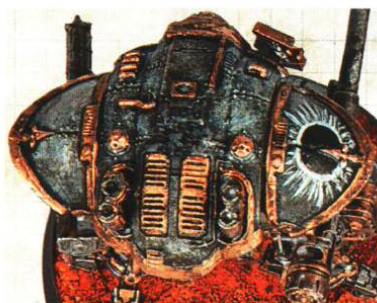
Mark used a variety of patterns, chevrons and split designs in yellow and black to add a sense of individuality to each of his Questoris Knights. This principle serves as a simple and effective method of maintaining a cohesive look between different miniatures that belong to the same unit or wider collection.



HOUSE VESPIDIA BY MARTYN CASHMERE

A knightly house of Martyn's own creation, House Vespida have long held common cause with the Titans of Legio Astorum (or Warp Runners), and can often be found marching to war alongside them. Martyn favours diversity in his miniatures, even swapping the weapon arms on

one of his Questoris Knights (see above centre) for added variety! Similarly, Martyn's Knights all display various combinations of yellow and dark grey on their armour (he had initially towed with yellow and black for a more hostile appearance, but eventually settled on grey instead).



Martyn took inspiration from the eclipsed sun symbol of the Legio Astorum for his Questoris Knights, applying it to the armoured carapace of each of his models. Adding unifying details or campaign markings such as this really helps to tie a collection together, regardless of its various origins.



The ground shakes beneath the tread of mighty, armoured gods of war as they battle for dominance across a towering city scape.

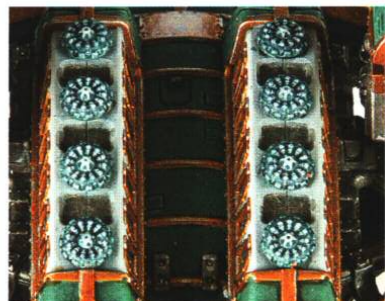


MAGNUM MALLUM BY CHRIS DREW

Chris has the honour of being the designer of the plastic Warlord Battle Titan and Questoris Knight kits for Adeptus Titanicus: The Horus Heresy. He chose to base his Titan on Legio Krytos, as he was drawn to them by their colour scheme. He replicated this as closely as possible, from the bright gold trimmings of the armour plates to the teal and white chevron designs. Chris normally favours loyalist armies, but as the Legio Krytos remained devoted to Horus even after his betrayal, he made an exception this time and sided with the Warmaster.



Magnum Mallum proudly bears the Eye of Horus symbol on its carapace (1) to declare its allegiance to the Warmaster. The bold teal and white colour scheme of Legio Krytos is what helped the Titan Legion stand out to Chris, and he carefully replicated this across Magnum Mallum's armour plating (1, 2 and 3). He complemented this vibrant palette with bright auric trimmings and details by using a basecoat of Retributor Armour, layering with Liberator Gold, then edge highlighting with Stormhost Silver. Chris also painted the other metals in a clean and bright silver (4), though weathered the tips of the volcano cannon barrels to imply the heat of the energy unleashed.





TARENTUM BANE BY GIUSEPPE CHIAFELE

It was the striking colour scheme of the Legio Astorum (or Warp Runners) that inspired Giuseppe to paint his Warlord Titan in their colours, as the deep blue contrasts exceptionally well with the yellow spot colour. Giuseppe's clever use of blending from dark to lighter shades of blue on each of the Warlord Titan's armoured panels works well to reinforce the impression of scale. The Warp Runners' iconic insignia of an eclipsed sun was another detail that caught Giuseppe's eye, so he made sure that it had pride of place on the right-hand tilting plate.



1



2

Giuseppe made excellent use of the Warp Runner's colour scheme, applying the yellow sparingly to complement the primary colour (1). The bright gold used on the trimmings of the panels works well to neatly frame the darker shades of blue on the armour cladding (2). Giuseppe made the banner that hangs between the Titan's legs (3) from a reduced photocopy of a Legio Astorum banner design. He carefully added some weathering to its surface before gluing it into place in order to give it a more gritty, realistic feel and tie it into the rest of the model. Giuseppe kept the reactor vents and other metals dark to avoid clashing with the Titan's main colours (4).



3



4

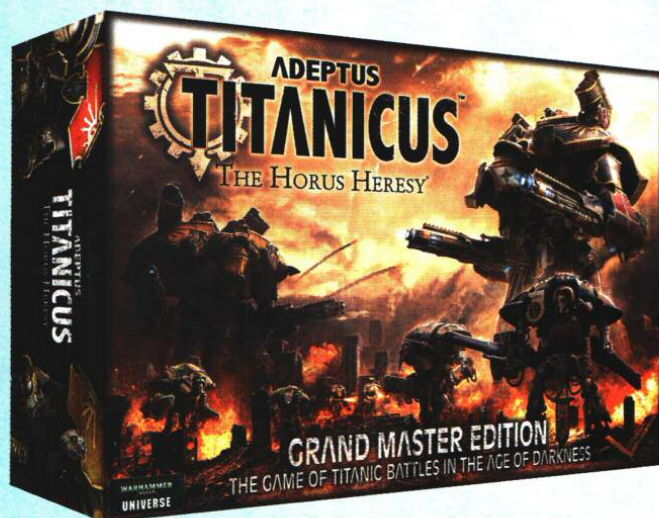
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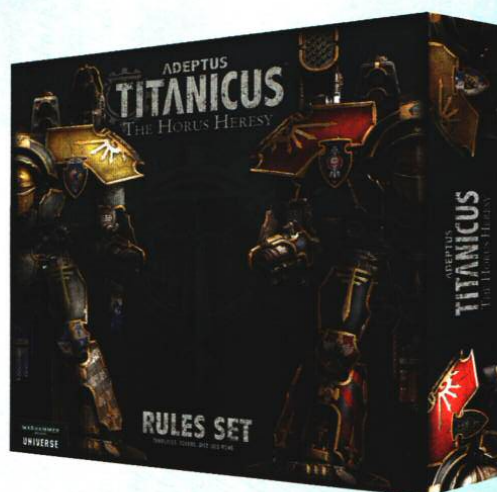
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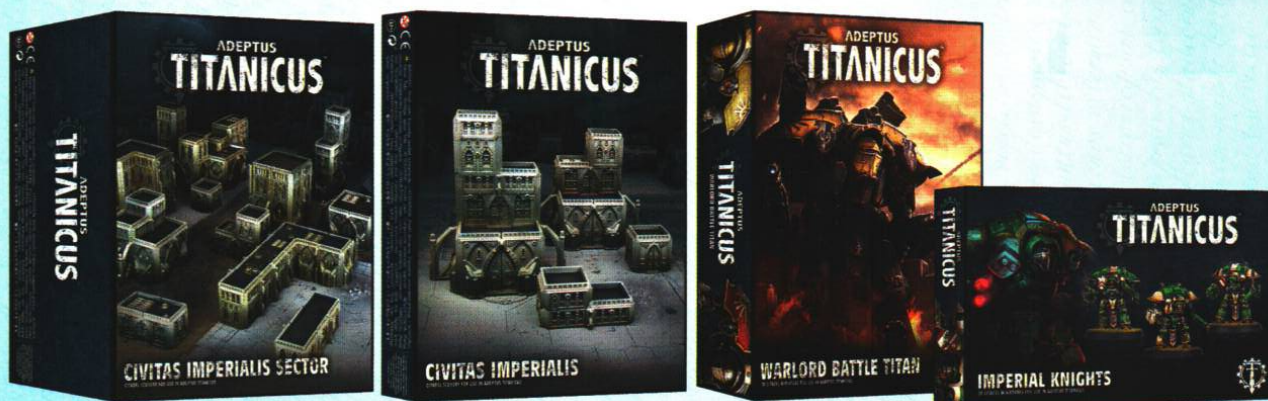


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B LANCHITSU

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

THE SIDESHOW EXTRAVAGANZA TROUPE BY TOMMY HOVIND KRISTIANSEN

"My warband is a grim, dark take on a travelling troupe of sideshow attractions – a collection of mutants, outcasts and broken things," says Tommy. "The inspiration for my warband came from really old posters of actual freak sideshows, which I then merged with the darker, grittier imagery of the Warhammer 40,000 universe, particularly Necromunda and Inquisitor.

THE TROUPE MOVES OUT

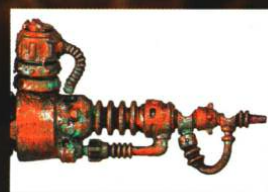
Tommy's sideshow freaks, below, are a scary-looking bunch. On most worlds they would be hunted down, but on Tor Megiddo where civilisation has broken down, they are seen as more of an attraction than a threat. At least, that's what they want you to believe...

"When it came to building the warband, I started as I always do – by rummaging through my bits boxes (that seem to grow in volume each year) and pick out bits I think I might use. Sometimes I know what I'm looking for, but more often than not I let chance decide. When I'd found enough bits to work with, I started assembling the characters, focusing on their poses and planning out what bits I would need to sculpt by hand to merge all the parts together."

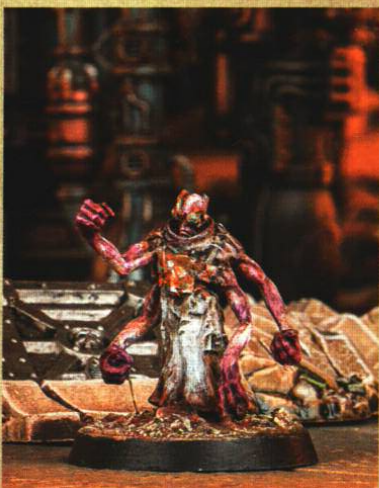




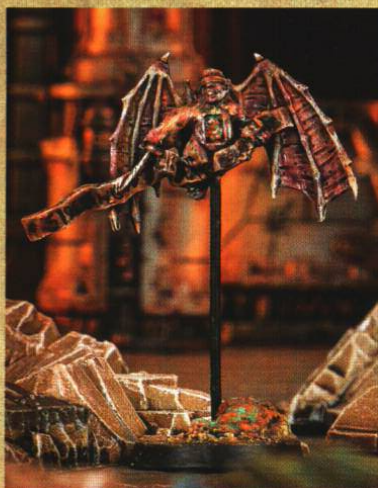
1



2



3



4



5

"My painting style is quite loose and rough," says Tommy. "I always start with the model's face and the centre of the model as that's the area I want to draw the eye to. Next I block in the base colours, followed by glazes, inks and my own washes to create the shading. I then apply all the highlights to get better contrasts until I am happy with the result."

Cyclopean the Mule-man and Master (1), converted from an old Tomb Kings Giant, a Maggoth Lord and several spare Adeptus Mechanicus weapons.

Mocking Birdman (2) combines parts from Belisarius Cawl, a Flagellant and the legs of a large-scale Inquisitor Assassin.

Spidermonkey (3) is made from a servitor combined with arms from a Pink Horror, while the daemon cherub (4) features wings from a Tyranid Gargoyle.

The Human Skeleton (5), converted from a servitor with Daemonette legs.

Jester (6) – the leader of the troupe – is converted from a Chaos Sorcerer.

A tracked transport (7) enables the warband to get around on Tor Megiddo.



6



7

TOR MEGIDDO

Tor Megiddo is a desert world where life is a constant struggle. The few remaining city domes are places of opulence and slavery, but in the harsh wilderness there are oceans of promethium hidden beneath the earth. Now tribes roam the sand dunes in search of water, food and promethium.

Droggen's Barbarians in all their tech-barbarian glory (1). During the battle for Tor Megiddo they attempted to take control of the Promethium rig, but they also had to fight off a brood of giant sand worms in the process.

DROGGEN'S BARBARIANS BY HELGE DAHL

"The leader of my tech-barbarian warband is Droggen – the big guy with the tentacles," says Helge. "His role in the group is more of a preacher than a warrior, leading the tech-barbarians in prayer to the machine spirits – gods from ancient times. The speaker-faced servitor constantly plays Droggen's holy words so the rest of the warband can always hear him. The goal of Droggen's warband is to find ancient technology that still works, or steal it from the other groups that fight for survival on Tor Megiddo."

"I tried to make my gang look like tech-barbarians by giving them technology they don't understand such as advanced survival suits (mostly based on servitor and Tech-thrall models), a jetbike, servo-skulls and even a tank, but no advanced weapons. They mostly fight with regular axes and spears instead of guns."

"The first thing I decided when painting the miniatures was the colour of their bases. As a group, all of us involved in Tor Megiddo decided to paint our bases quite similar to the board we

"I tried to make my gang to look like tech-barbarians by giving them technology they don't understand..."

would be fighting over – an orange desert. With the bases in orange and yellow tones, I chose dark blue as the main colour for my warband, as it's a nice contrast to the bright orange and would help the models stand out on the battlefield. The weathered effect on the blue armour was done by stippling several layers of paint onto the models, working my way up from dark to light colours and building up a patina of dirt and grime."





2



3



4

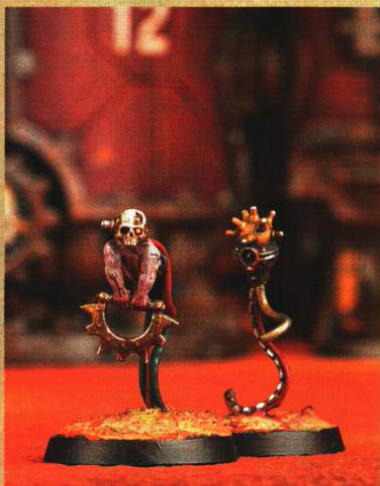
"I used a servitor for one of my barbarians (2). His arms and shotgun are from the Genestealer Cult Neophyte Hybrids kit. His helmet is made from a Kharadron mine."

"One of my barbarians (3) is based on a Forge World Tech-Thrall with the head of a Khorne Berserker. The arms and axe are from Khorne Bloodreavers, and the feathered crest is from an old Empire Knight."

Helge used the body of a servitor and an arm from a Mk. IV Space Marine to build this tech-barbarian (4).



5



6



7



"I converted a Tzeentch Acolyte with Electro-Priest arms to make this barbarian (5)," says Helge. "The bionic leg is the arm of a Tech-Priest Dominus with the foot of a Skitarii Ranger while his face is the megaphone from Belisarius Cawl."

A cherub and a floating mine (6) made from a Kharadron mine.

Drogen (7) – the leader of the tech-barbarians. Helge used parts from many different models to convert him, including the tentacles from Gutrot Spume, the staff and bionic arms from Belisarius Cawl and the head of a servitor. The spikes on the shoulder and knee pads are made with thin plastic rod.

"The tank (8) is my craziest conversion and the most advanced, I think," says Helge. "It's a Kharadron Frigate turned upside down on top of the tracks from a Rhino." The front plough from a Galvanic Servo-hauler was also turned upside down to make the front bumper of the tank.



8

BLANCHITSU

"The Bikers (9) are based on a Chaos Space Marines Bike (the one on the left) and a Space Marines Bike (the one on the right). I used a lot of different kits on these conversions, including an old Gorkamorka Mutant head and Roboute Guilliman's backpack."

Other parts that we've identified on Helge's bikers include a Genestealer Cultist's head (the one with the gas mask), the jump pack from a Chaos Raptor, the jump pack air brakes from a Primaris Inceptor, vents from Space Marine backpacks and the backpack from a Forge World Solar Auxilia flame-trooper.



9

THE BEAST AND THE PRIEST BY HELGE DAHL

"In addition to my warband, I also created some NPCs for the Tor Megiddo game," says Helge. "The vast deserts of Tor Megiddo are home to all sorts of mutants and strange creatures including the Abalone Mutants – sea creatures that were once considered to be livestock on the planet. Then they were tainted by Chaos and mutated into something very different. When the great Tor Megiddo oceans dried up, a few of them survived by hiding in the enormous sewer systems under the hive cities where they multiplied once again in the humid conditions. But sometimes, usually at night, they crawl to the surface to hunt..."

NEXT TIME, IN BLANCHITSU...

It's been a while since we've seen his work in White Dwarf, but the maestro himself – John Blanche – has just been putting the finishing touches (at time of print, of course) to a warband of his very own. After that, we'll be taking a sepia-tinted journey to the world of Lesotho Two-Twelve, where another battle is being fought for the fate of the Imperium...

"Then there's the Tech-Priest – the Lord of Lead – and his baby-faced servitors. The Lord of Lead is the protector of the Promethium Tower that our gangs fought over in the Tor Megiddo game we played last year. I finished the Tech-Priest the day before I left for Helsinki to play our game, so I had to paint him really fast. I built up the highlights on his arms and robes with a sponge before applying washes to the recesses. The metals were done with drybrushing, heavy washes and extreme edge highlights. My favourite part of the miniature is the reflection on the scythe blade. This was done by glazing red, orange and brown shades over the silver." **DH**



1



2

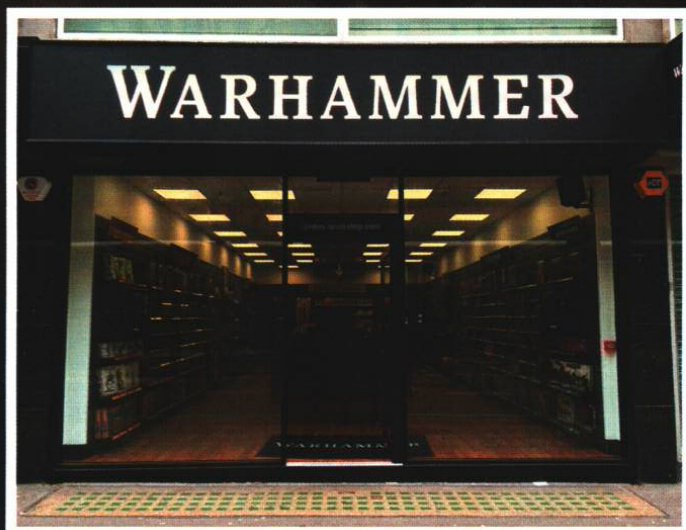
"The Abalone Mutant (1) is based on a Crypt Horror with a real snail's shell on its back," says Helge. "The legs are from a Nurgle Plague Drone, and the head is taken from a Forge World Chaos Spawn. I'm planning to make a

smaller version of the Abalone Mutant based on a Bloodletter and Tyranid parts. If I have time I'll also make a small terrain piece to go with the mutants – some kind of tunnel opening to the sewers where they live."

"The Tech-Priest (2) is a simple conversion based on a Tech-Priest Dominus with Poxwalker and Tyranid arms. The scythe is from a Death Guard upgrade pack from Forge World, and the head is taken from a

Gaunt Summoner of Tzeentch. I used guitar strings as cables and the ones under his robes are the only bits of him that touch his base – if you see the miniature from the right angle it looks like it's hovering above the ground."

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RANGERS AND SPIDERS

The Middle-earth team's Jay Clare presents us with a new scenario and another set of Battle Companies rules. These battle companies offer players a brand-new selection of models to use, including the warriors of Khand and a warband containing only Heroes!



Jay Clare: Battle Companies has really taken the Middle-earth community by storm. Across the globe fans of the Strategy Battle Game have been gathering their own bands of intrepid adventurers and setting out upon quests into the wilderness of Middle-earth in search of renown, gold, or to fulfil some other perhaps unknown objective.

In the introduction to the Battle Companies book we mentioned that there just wasn't enough space to cram every battle company we wanted to into its pages, but that we would try and release more new battle companies here in White Dwarf. Already we have seen companies for Erebor & Dale, Gundabad, The Last Alliance and the Denizens of Mirkwood – but why stop there?

The two new Good battle companies focus on the race of Men, albeit from different areas of Middle-earth. The first is the Osgiliath battle company, which is a different version of the Minas Tirith company in the main book. Whilst it doesn't have the same depth in reinforcements as its counterpart, it does allow you to field Osgiliath Veterans, which are unique to this company. The second battle company is the Rangers of the



JAY CLARE

Jay infiltrated the Middle-earth team years ago with the secret goal to create rules for a Rangers of the North battle company. Now, the time to strike has finally come.

THE ROAD GOES EVER ON

This month, we present you with not two but four more battle companies that you can use in your games – two for Good and two for Evil. But there are loads of other battle companies that still could be done, so watch this space for more of them!

North. This is a rather unusual company as it is entirely made up of Heroes and has no Warriors at all! This means that it will be inherently smaller than other companies, but as every model has Might points it is a small price to pay!

Evil players need not despair, though. There are two new battle companies for you as well. First up is Cirith Ungol, a different take on the current Mordor battle company. In it you will be able to start with Mordor Uruk-hai and Orcs, and perhaps even manage to add some spiders into your ranks. The final new battle company is Khand, one that has been asked for many times, and so we are happy to finally provide it. If you are really lucky you may even be able to get a Chariot for your company – an impressive centrepiece!

On top of all of these new battle companies there is also a brand-new scenario for you to play in your campaigns. The Baggage Train scenario sees one company attempting to lead a series of baggage ponies off the opposite board edge, all while their opponent tries to ambush them and steal their cargo. So, without any further rambling from me, here is the new scenario as well as all the battle companies. Enjoy!

the baggage train

Following their recent escapades, one battle company journeys towards their homeland, baggage ponies laden with the spoils of war as offerings to their liege. Yet such a

cargo can attract those with more dastardly plans. Suddenly the company finds themselves ambushed and surrounded and must fight to keep hold of what is rightfully theirs.



Starting positions

Both players roll a D6, with the highest scoring player becoming the Attacker. The Defender deploys their battle company within 6" of the centre of the southern board edge. They also then deploy 5 Baggage ponies touching the southern board edge; riderless horses are ideal for using as the baggage ponies. The Attacker then splits their force into two equal halves. They deploy one half within 3" of the eastern board edge, and the other within 3" of the western board edge.

Objectives

The Defender is trying to escape to safety with as many of their baggage ponies as possible. The Attacker is trying to prevent the Defender from doing so, and in return claim the cargo for themselves. The game lasts until either Battle Company has been reduced to 25% of their starting numbers.

Defender Victory At least 3 pieces of cargo and at least one model that is not a pony have escaped the board via the northern board edge.

Attacker Victory The Attacker has at least 3 pieces of cargo in their possession at the end of the game.

Draw Any other result.

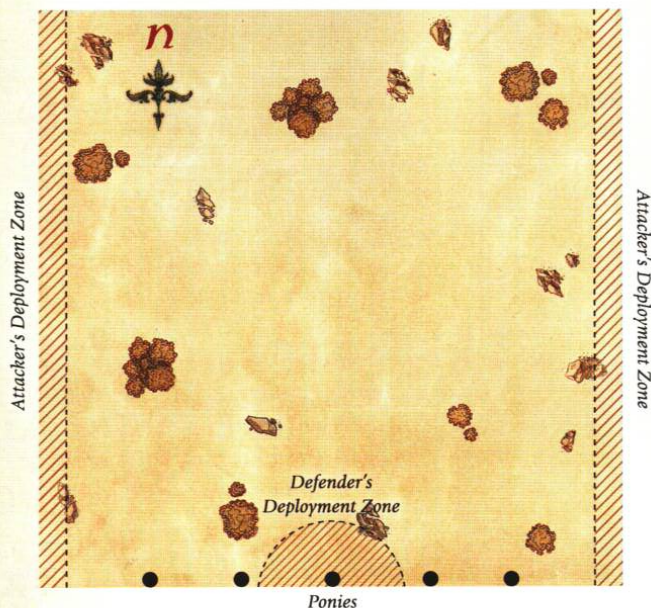
Special Rules

Baggage Ponies – This scenario requires 5 Baggage Ponies, which will use the profile below. These ponies are moved as part of the Defender's company, but may never charge an enemy model. Each Baggage Pony is carrying a single piece of cargo.

Mv	F	S	D	A	W	C
8"	1/6+	3	4	1	1	2

Cargo – The Baggage Ponies all carry some valuable cargo – gold, weapons or other items that are of use.

If a Baggage Pony is slain or flees the battlefield, place a 25mm Cargo Marker where the model used to be. Any model can pick up a Cargo Marker by moving into base contact with it; cargo is a Light Object. For each piece of cargo moved off the board via the northern board edge the Defender gains an additional 1 Influence Point. For each piece of cargo in the Attacker's possession at the end of the game, the Attacker gains an additional 1 Influence Point.



OSGILIATH

The city of Osgiliath has had a varied and turbulent past. Once it stood tall and proud as the capital of the realm of Gondor; a beacon of hope and valour against the growing threat of Mordor. Over time it became ravaged by war, eventually falling into ruin and becoming uninhabitable. Since those days it has been the site for many a skirmish between the men of Gondor and their foes, and in the later years of the Third Age it has been garrisoned by the forces of Gondor as a stronghold.

Often small bands made up of those stationed within Osgiliath's ruined walls are sent out from the city and into the wilderness. These bands venture east to the edge of the realm of Gondor in search of invaders into their lands. It is not unheard of for these warbands to range out even further out to give aid to settlements and allies that are under threat from the forces of Evil.



STARTING BATTLE COMPANY

- 2 x Warrior of Minas Tirith with shield
- 2 x Warrior of Minas Tirith with spear and shield
- 2 x Ranger of Gondor

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2 Warrior of Minas Tirith with shield
- 3 Warrior of Minas Tirith with spear & shield
- 4 Warrior of Minas Tirith with choice of weaponry
- 5 Ranger of Gondor
- 6 Osgiliath Veteran with choice of weaponry

ADVANCEMENTS

- Warrior of Minas Tirith with shield – Osgiliath Veteran with shield
- Warrior of Minas Tirith with spear & shield – Osgiliath Veteran with spear
- Warrior of Minas Tirith with bow – Osgiliath Veteran with bow

Osgiliath Veterans in this Battle Company treat the company's leader in the same way as Boromir and Faramir for the purpose of their 'Loyal to the Captains' special rule.

ARMY SPECIFIC HERO UPGRADE

Sure-footed – *Osgiliath is in ruins, and those that fight there have become masters of fighting over difficult and crumbling battlefields.*

This model is never slowed by difficult terrain.

RANGERS OF THE NORTH



Since the fall of the kingdom of Arnor centuries ago, the wild lands of the north have been watched over by the Rangers of the North; descendants of the bloodline of Númenor and blessed with long life. These Rangers have chosen a life of exile in order to protect the northlands from whatever Evil may try and gain a foothold in that part of the world. The Dúnedain also harboured the heirs of Elendil, who would lead them and send bands out on missions to curb the growth of Evil.

As whispers of dark powers rear their heads, the Rangers of the North will split off into small bands of warriors to seek out such evil and defeat it. This will often see a traveling band of Dúnedain venture many leagues in order to reach their destination, fighting the servants of the Dark Lord wherever they may come across them.



STARTING BATTLE COMPANY

4 x Ranger of the North

REINFORCEMENTS

D6 RESULT

- | | |
|---|---------------------------------|
| 1 | Nothing |
| 2 | Dúnedain |
| 3 | Dúnedain with spear |
| 4 | Ranger of the North |
| 5 | Ranger of the North with spear |
| 6 | Choose any from the table below |

A Rangers of the North Battle Company is an interesting one in that it is comprised entirely of Heroes. Because of this there may only ever be a maximum of 10 models in a Rangers of the North Battle Company. When starting a Rangers of the North Battle

Company, you do not choose a Lieutenant and Sergeants in the same way as other companies. Instead you may choose any model to be your Lieutenant, and all other models are automatically Sergeants (they are already Heroes after all). This means that no models will gain Might, Will and Fate at the start as they already start with 1 point of each.

A Rangers of the North Battle Company may have 100% of its models armed with a bow.

ARMY SPECIFIC HERO UPGRADE

Dangerous Folk – *The Rangers of the North are a dangerous folk that wander the wilderness to the north, mastering every path and honing their skills.*

This model gains the Woodland Creature special rule. Additionally, whilst on foot this model adds 1 to their Attacks characteristic.

CIRITH UNGOL

To the west of Mordor is the tower of Cirith Ungol, a fortress that guards the pass that runs through the mountains between Mordor and Gondor. This tall and imposing structure is constantly garrisoned by a rabble of Orcs and Mordor Uruk-hai, two factions that constantly bicker with each other over which of them truly commands the forces stationed with the walls of the tower. They are there to be the first line of defence against whatever should come through the pass, whether that be Elves, Men or perhaps something more sinister.

Bands of Orcs and Uruk-hai are sent into the pass to patrol its borders in search of anyone brave or foolish enough to attempt to cross it, knowing full well that they risk being entwined in the clutches of Shelob who lurks within its dank tunnels. It has been known for these bands to sometimes manage to 'control' lesser spiders for long enough that they can utilise them against their enemies in times of need.

STARTING BATTLE COMPANY

- 2 x Mordor Orc with shield
- 2 x Mordor Orc with spear
- 1 x Mordor Orc with Orc bow
- 3 x Mordor Uruk-hai

REINFORCEMENTS

D6 RESULT

- 1 Nothing
- 2-3 Mordor Orc with choice of weaponry
- 4-5 Mordor Uruk-hai with choice of weaponry
- 6 Giant Spider



ADVANCEMENTS

Mordor Orc with Orc bow – Orc Tracker

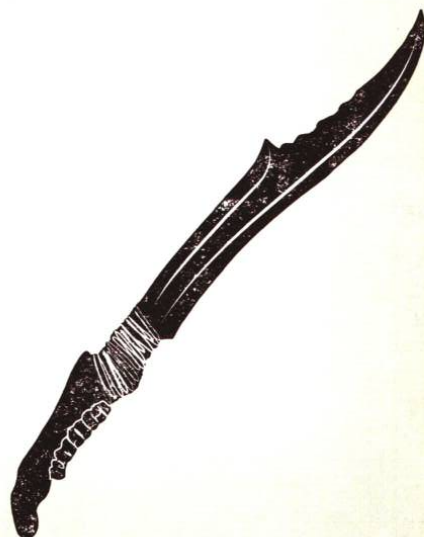
ARMY SPECIFIC HERO UPGRADE

"We're in Charge!" - (Orcs and Uruk-hai only) – Constantly trying to prove they are the better race, the Orcs and Uruk-hai of Cirith Ungol will try everything to outdo each other.

If the Hero is an Orc, they gain a bonus of +1 To Wound whilst within 2" of a friendly Uruk-hai. If the Hero is an Uruk-hai, they gain a bonus of +1 To Wound whilst within 2" of a friendly Orc.

Bloated Creature (Spiders only) – Countless years spent feasting on the blood of its catch has made the frame of this creature swell beyond

its natural size, causing all but the most precise blows to fall short of their mark. Whenever this Hero suffers a Wound, roll a D6. On a 5+ the Wound is ignored exactly as if a point of Fate had been spent.



KHAND

The people of Khand have long been allied with the Dark Lord of Mordor, their 'friendship' with the dark tower having proved extremely profitable over the many years – for the Khandish warriors are mercenaries at heart, happy to fight for whomever will pay them the most. Khand's warriors have spent their lives fighting and raiding the outposts and settlements of the Free Peoples with such ferocity that it has been deemed is worth paying for.

The Khandish tribes are ruled over by chieftains and kings, warriors who command fear and renown through their endeavours in battle. However, a budding chieftain cannot hope to rise to fame and fortune by remaining within their homeland; instead they must gather together their followers and ride out into Middle-earth to seek riches and renown before returning to Khand to challenge one of the current chieftains or kings.



STARTING BATTLE COMPANY

5 x Khandish Warrior
2 x Khandish Warrior with bow

ADVANCEMENTS

Khandish Warrior – Khandish
Horseman with equivalent wargear

REINFORCEMENTS

D6 RESULT

1 Nothing
2-3 Khandish Warrior
with two-handed axe
4-5 Khandish Warrior with bow
6 Khandish Horseman with
choice of weaponry

UNIQUE WARGEAR

Khandish Chariot (Battle Company
leader only) – 10 Influence points.

ARMY SPECIFIC HERO UPGRADE

Master Skirmisher – *The horsemen of Khand are renowned for their use as skirmishers, picking off the enemies from range or using their momentum to deliver a devastating axe-blow.*

If the Hero is mounted then they may still fire a bow even if they have moved over half their move value this turn. Additionally, if the Hero is mounted, they do not suffer the -1 penalty for using a two-handed weapon in a turn in which they charged.

A NOTE FROM JAY

"While the astute among you may notice that some of the models in this article aren't currently in production here at Games Workshop, we wanted to include them to enable long-term collectors to use models in their collections. If you've got a hankering for models that you can see here but can't currently get – keep an eye out on the Warhammer Community website. We hope to see some of the classic Middle-earth models appearing in Made to Order specials, or returning to the range in due time."

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, it's the turn of the Nighthaunt.

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.



FLESH



Technique: There's more than one way to put paint on a model. Here's our advice on which technique to use for each stage – in this case, a layer. You can read about all of these techniques on the opposite page.

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.

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.



Shades are much thinner than other paints, formulated to flow into recesses, providing natural, effective shading and help to define details on your miniatures.



Layer paints are used to create highlights on a miniature. Formulated to be slightly translucent, they can be applied over Base paints and each other with great results.



Dry paints are designed to make drybrushing as straightforward as possible. They are formulated to a much thicker consistency than other paints.



Edge paints help to give your miniatures a final sharp, bright highlight. The paints possess the same formulation as the Layer paints, but with a much lighter tone.



Texture paints provide a textured finish – either a granular, sandy effect or a hard, dry, cracked earth one – perfect for painting the bases of your miniatures.



Technical paints are designed to help you achieve a range of effects, from rust and corrosion to foetid slurry and bloody gore, adding an extra level of realism.

CITADEL SPRAYS

Two Citadel sprays – Corax White and Chaos Black – are available, designed specially for undercoating your models and always read the instructions. 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.



CITADEL BRUSHES

There are seventeen brushes in the Citadel paint brush range and all of them have specific uses when painting miniatures.



BASE BRUSHES

The Base brushes (in sizes – S, M, L and XL) have hard-wearing bristles designed to hold plenty of paint. With a flat shape and a top edge, you can use them side-on for greater coverage, or use the edge for more control.



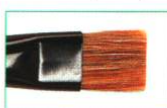
SHADE BRUSHES

Shade brushes (M and L) are designed to soak up a large amount of paint in their bristles so you can apply lots of a Shade in one go. These are perfect for applying washes over the whole of a miniature quickly and easily.



LAYER BRUSHES

Layer brushes are ideal for building up layers and highlights. Choose the right size of brush for the job (M or S). Artificer Layer brushes (XS, S and M) are extra high-quality brushes ideal for the most careful painting of the smallest details.



DRY BRUSHES

There are three Dry brushes in the range – S, M and L. They are made of ox hair and synthetic fibres that enable them to survive the rigours of swift drybrushing. The flat profile provides consistent coverage on raised areas.



GLAZE BRUSHES

Glaze brushes are similar to Shade brushes but with a smaller head. 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

Before you start painting, we recommend you download the Citadel Paint App. You can find it on the Google Play Store and the Apple App Store. The Citadel Paint App includes guides to producing more than 100 different colour schemes, which you can browse by colour or by miniature, and you can use the Inventory and Wishlist features to keep track of the paints you need for your latest project. Throughout Paint Splatter, you'll find 'On the App' boxes, where we point you to alternative colour schemes you can use on the miniatures featured in this month's issue for even more options when painting your models.



WARHAMMER TV

Every day Warhammer TV offers new videos featuring top tips and painting guides, including videos for all the techniques you'll see used in Paint Splatter. You can find Warhammer TV online at:

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THE CITADEL PAINTING SYSTEM: TECHNIQUES

With the Citadel Painting System, you can choose the colours you want to paint your models, select the appropriate technique for each stage, and apply them quickly and easily. Here's how to do it.

BASECOAT

A well-applied basecoat makes for a strong foundation for later stages. Citadel Base paints are specially formulated for the job. If basecoating with a brush, thin the paint with a little water and apply several thin coats for even coverage.



SPRAY

If your miniatures are predominantly one colour, it's much quicker to use a spray to basecoat them. Mount your models on a stick with some double-sided tape before spraying. For the best results, spray in short, controlled bursts. Always read the instructions.



LAYER

Layering helps bring out the detail on a model. By applying progressively lighter layers of colour, you can create realistic highlights on a model. Apply layers in thin coats – you can always apply a second thin coat if you need to.



EDGE HIGHLIGHT

A final bright highlight brings out the very finest details on a model and really helps it stand out on the tabletop. For these edge highlights, apply the layer only to the most raised areas. It's often easier to use the edge of the brush for this job, rather than the tip.



WASH

Applying a wash is an easy way to bring out subtle details and textures on a model. Citadel Shades are specially formulated for this, as they will run into the recesses on a model and create effective shading with minimal effort.



ALL-OVER WASH

When you apply a wash over a whole area or model, most will run into the recesses but some will dry over the whole area, providing all over shading. Apply these all-over washes early, over the basecoat or first layer, to avoid too much tidying-up later on.



RECESS WASH

Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For these recess washes, use a smaller brush (an M Glaze is ideal) and carefully apply the wash directly into the recesses. Once dry, you can tidy up around it if needed.



DRYBRUSH

Drybrushing is a way to capture raised details and create natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas.



OVERBRUSH

Overbrushing is used to apply paint quickly to large areas of a model, while avoiding the recesses. This allows you to apply layers of colour quickly with the recesses providing shading. The technique is the same as drybrushing but with more paint on the brush.



GLAZES

Glazing is an advanced technique that some painters use to intensify an area of colour or unify layers of highlights where they are a bit too stark. A glaze is usually the final stage in painting a particular area and works by adding a translucent layer of colour.



MODELLING AND PAINTING

GANG COLOURS
Each Necromunda House has a traditional colour scheme (though you can, of course, paint your miniatures any way you like) and the colours for House Cawdor are blue and red. The stages to the right show a model with a red mask and blue robes, but you can always swap these colours over to create some variety between your models.



HOUSE CAWDOR

This month, Paint Splatter focuses on the zealots of House Cawdor from Necromunda. These Emperor-worshipping scavengers traditionally wear drab robes, but with bright cowls and masks to scare their foes. Forge World painter Borja Garcia tells us how he painted this ganger.

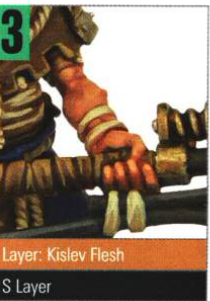
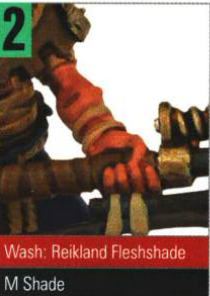
"I started with a Chaos Black undercoat, then applied all the basecoats for each colour," says Borja. "I find it best to apply all the basecoats first as it helps me establish the overall colour scheme for the model and change any of the colours if necessary. I can then apply all the washes at the same time across the whole model. One of my personal touches was to use Ogryn Camo as the last highlight on the brown – it's a great colour for adding a little warmth to the neutral brown."



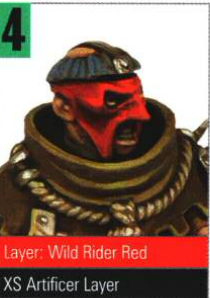
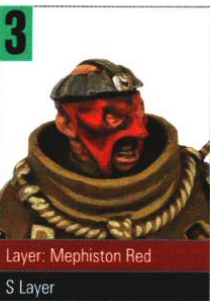
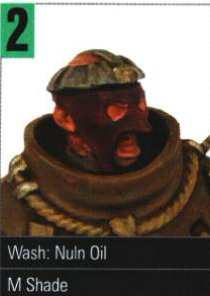
ALL IN ORDER
As Borja mentions to the right, applying all your basecoats, then all your washes can make painting a model much easier and quicker. On the gun, for example, Borja painted the metal areas Ironbreaker and the wrappings Karak Stone. He then washed both areas at the same time with Agrax Earthshade. See – it's much quicker this way!



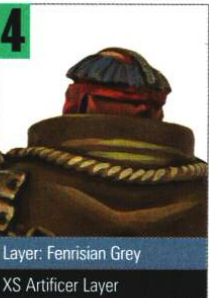
FLESH



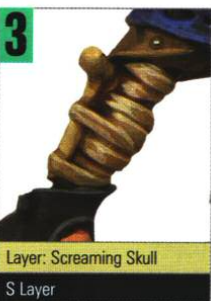
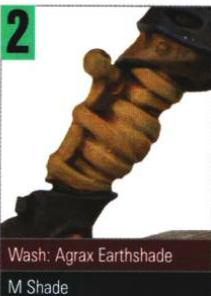
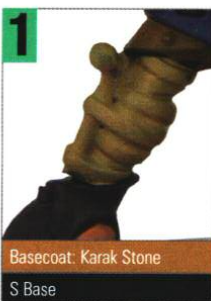
FACE MASK



HAIR



BANDAGES & ROPES



BLUE CLOTH



ON THE APP
BROWN TROUSERS?
There are many different ways to paint brown cloth in addition to the stages shown on the right. Here are a few suggestions from the Citadel Paint app.

- Warm Brown
- Brown
- Wood Brown
- Drab Brown

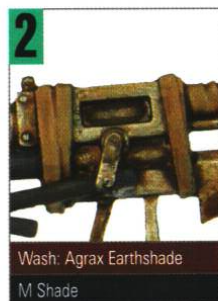
SACKCLOTH



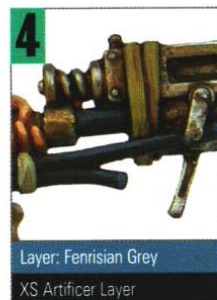
BOOTS



METAL



PIPES & CABLES



UNDERHIVE BASE



ON THE APP

SCRAP METAL

We've shown you one way to paint old, dirty metal on your Cawdor models, but there are loads of other ways. You could even use different styles on the models in your gang for extra variety.



IT'S NOT ALL BLACK & WHITE

While painting his Cawdor Ganger, Borja used the blue-tinted Fenrisian Grey as the final highlight for the black leather rather than a pure grey like Administratum Grey. "Fenrisian Grey adds a bit of life and colours to the leather," says Borja. "There are few things in the world that are monochrome grey and worn leather often has a bit of a reflective sheen to it – the final highlight of Fenrisian Grey helps simulate that."



MORE NECROMUNDA PAINTING GUIDES

If the scrap-peddling preachers of House Cawdor aren't your kind of underhivers, then why not pick up another gang instead – the muscle-bound warriors of House Goliath, perhaps, or the agile femme fatales of House Escher? We've even featured painting guides for three gangs in the pages of *White Dwarf* already to help you get started.

But what if you missed out on them? Simple – we've made them free to download from the Warhammer Community website!

www.warhammer-community.com



HOUSE ORLOCK



HOUSE GOLIATH



HOUSE ESCHER



REALMS OF BATTLE

Realms of Battle is our regular feature on planning, building and painting your own terrain collection and getting the most out of it in your games. This month, we take a closer look at the new Sector Imperialis scenery kits and show just how much you can do with them.

Everyone wants a great-looking battlefield for their models to fight over, be it a jungle world, an industrial complex or a ruined city. Well, now there's a whole new range of Warhammer 40,000 scenery – the Sector Imperialis – enabling you to create the urban battlefield of your dreams. We're not exaggerating – you really can. Designed by the architects in our scenery-building department, this terrain is highly modular, incredibly detailed, extremely sturdy and – very importantly – perfect for playing games of Warhammer 40,000 over, around and in-between. Here, we take a closer look at building and painting these new kits.

DON'T FORGET

Your tools! If you're thinking of picking up some Sector Imperialis buildings to put together, then make sure you have all the tools you'll need to build them with. We recommend a pair of Fine Detail Cutters to cut the parts from the sprue, a Mouldline Remover and a Hobby Knife to clean up the parts and a pot of Plastic Glue to stick them all together.

ARCHITECTURAL SPECIFICATIONS

The first thing you need to know is that these buildings are entirely modular. The wall sections and columns are all separate pieces, enabling you to build wide buildings, tall buildings and corners very easily. They all have specific fitting points, too, so all your corners should be a neat 90° every time, making complete intact buildings (like the one to the right) especially easy to assemble. The flooring is similarly modular, with more pillars to hold up the floor sections from below, making them sturdy enough to survive the rigours of battle. Read on to see what else you can do with these great new kits. **DH**

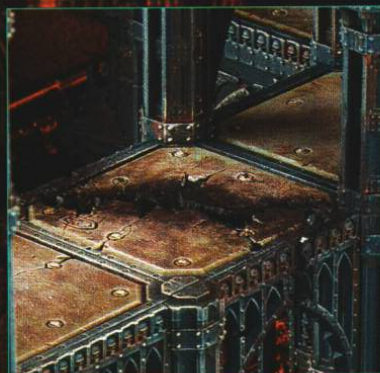
BUILDING THE SECTOR IMPERIALIS

Unlike most kits where specific parts go in specific places (often in a certain order, too), with these kits you can stick any wall to any column to create exactly the building you want. Our advice is start your construction by attaching two pillars to either side of a wall section, then another wall section at a right angle to one of the pillars to create the corner of your building. That way you have a sturdy corner section onto which you can add the rest of the building. We would also suggest completing construction of the ground floor before moving on to the level above.



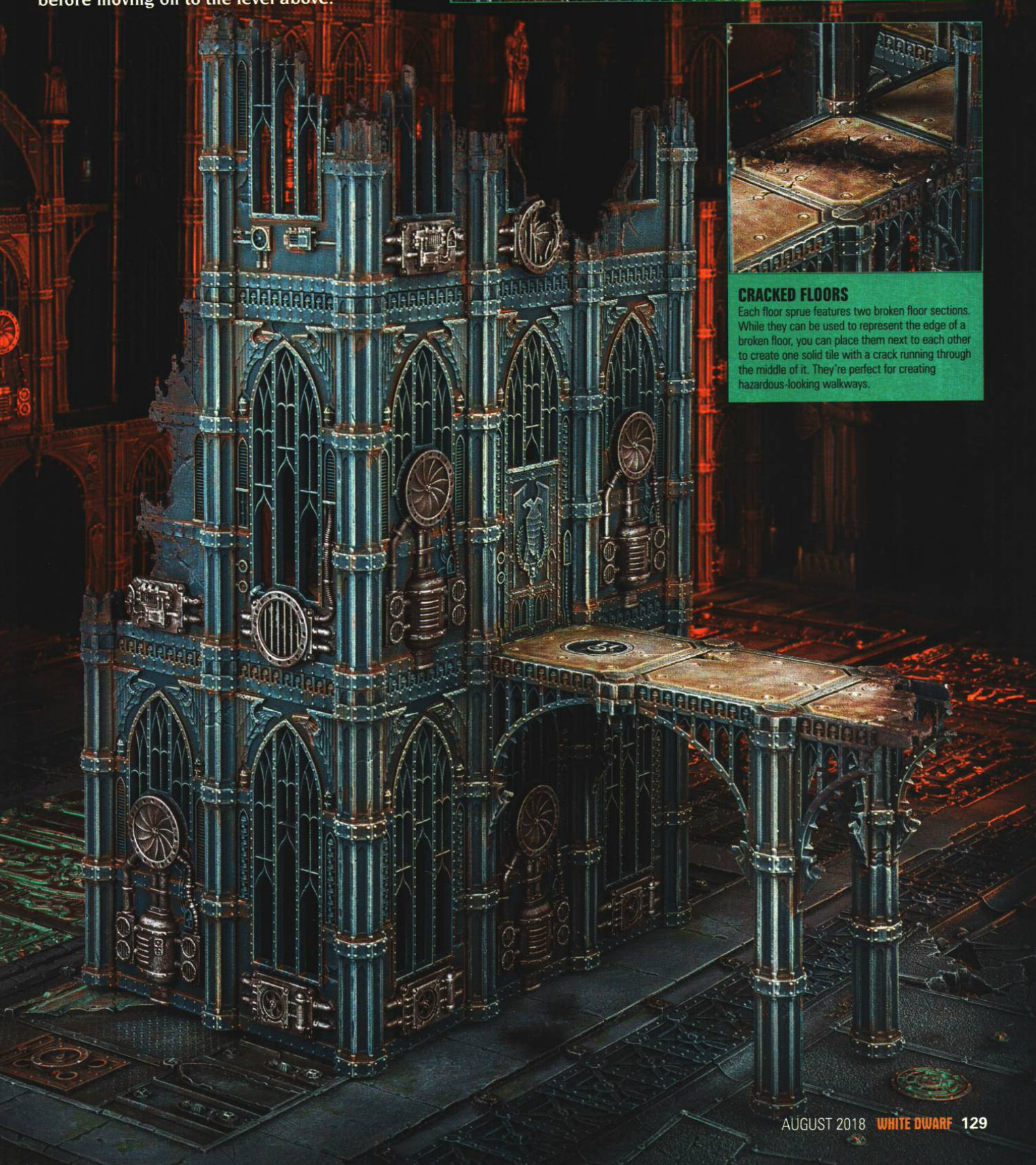
SOLID FLOORS

The floor sections of the new buildings sit on ledges inside each ruined wall section. The corner pieces then hold the floors firmly in place. If you build an intact building like the one below, you'll be able to build complete floors for your models to stand on and fight over. You can then mount columns on the floors to support the next level, making each level extremely stable and durable.



CRACKED FLOORS

Each floor sprue features two broken floor sections. While they can be used to represent the edge of a broken floor, you can place them next to each other to create one solid tile with a crack running through the middle of it. They're perfect for creating hazardous-looking walkways.



MODELLING AND PAINTING

PAINTING THE SECTOR IMPERIALIS

The buildings shown here were painted by the Studio's army painters. The grey building on the previous page was sprayed Incubi Darkness, drybrushed Thunderhawk Blue, Dawnstone, Screaming Skull and then washed with Mournfang Brown in the recesses. The tan-coloured buildings were sprayed with Zandri Dust, drybrushed Ushabti Bone, washed with Seraphim Sepia and finished with drybrushes of Screaming Skull and Pallid Wych Flesh.



CAPITAL PIECES

All the columns have toppers. Firstly, you can leave the topper off (1), enabling you to add extra floors. There are damaged pieces (2), where a column has been demolished. There are statue plinths and lights (3), which can also be combined as shown here. There is also a spiked buttress topper (4).



FALLEN MARTYR

This statue of a long-dead martyr is another clever piece in the new scenery kits, as it can be built in two ways. It can be built intact, as shown here, or smashed in half as shown on the building to the right. The scorch marks were applied to the stone by stippling on patches of Abaddon Black followed by Rhinox Hide.



COMBINING YOUR SECTOR BUILDINGS

One of the features of the Sector Imperialis buildings is that the wall pieces are the same height and width as the Sector Mechanics buildings, which means you can combine the sets together, creating buildings like the one below. The metal gantry legs for the Sector Mechanics buildings can be used to create long bridges with Sector Imperialis flooring, though you will need to clip off the assembly pegs on the legs with a pair of Fine Detail Cutters. It's a simple process that's worth doing for all the extra modelling options it offers.



ANOTHER FLOOR

No, this isn't a different floor – it's actually the same flooring as the other pieces shown in this article, but upside down! Instead of a flat floor, you get one with a grid pattern instead, which gives your buildings a more industrial look. Here, you can also see how the Thermic Plasma Conduits match up with the extractor vents on the walls.



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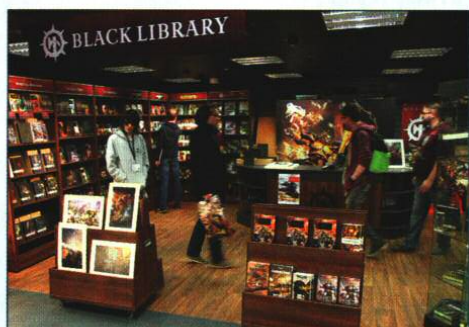
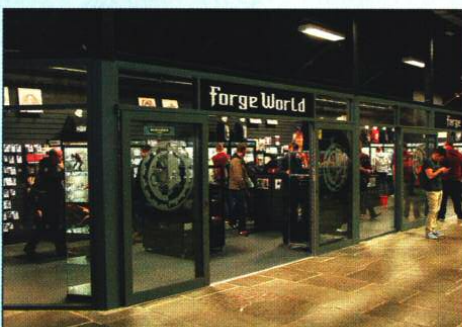
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Slaves to
Darkness

Waaagh!

Departmento
Munitorum

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Waaagh!

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Blood God

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Badge Sets

Products available subject to stock. All details correct at time of going to press.

READERS' MODELS

Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!



Send your photos to:
TEAM@WHITEDWARF.CO.UK

By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

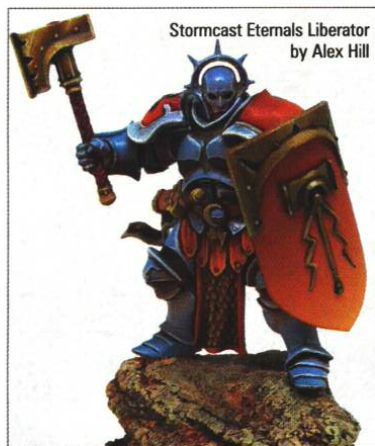
Freeblade Imperial Knight
by Estevão Correa



Celestant-Prime
by Danilo Milella



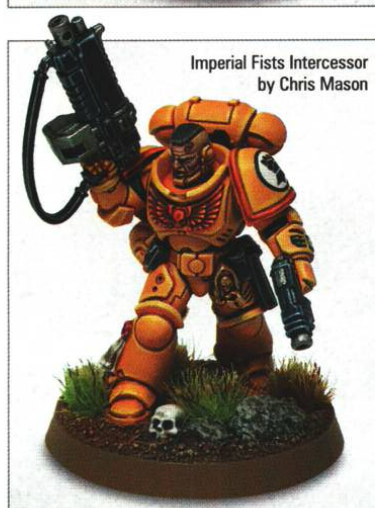
Stormcast Eternals Liberator
by Alex Hill



Blood Angels Captain
by David Deschenaux



Imperial Fists Intercessor
by Chris Mason



Death Guard Plague Brethren
by Mateusz Sztraf



Imperial Space Marine
by Simon Greatorex



READERS' MODELS

Slambo, Chaos Lord and Chaos Sorcerer
by Robin Margle



Maggotkin of Nurgle
Spoilpox Scrivener
by Travis Cooper



Typhus
by Maciej Zylewicz



Yncarne, Avatar of Ynnead
by Melvin Cheng



Horticultural Slimux
by Malte Graffelmann



Sepulchral Guard
by Carlos Miguelez



Maggotkin of Nurgle Lord of Blights
by Amy Snuggs



Sorcerer of Tzeentch and Familiar
by Angelique Kroonen



READER'S MODEL OF THE MONTH



Our Reader's Model of the month is this impressive Ultramarines Primaris Captain painted by Ziqin Lv. Ziqin painted the Captain's blue armour to make it look highly polished and reflective, which was further complemented by the non-metallic gold effect (in that it's painted using matt yellow and brown paints rather than metallic gold ones) on the shoulder trims.

"To begin with, I mixed Kantor Blue and Teclis Blue to get the main colour for the blue armour," says Ziqin. "I then added black to the mix for the shading and white for the highlights. Next, I used Teclis Blue and a bit of white to create the reflection points and lines on the armour (representing where light would catch it), carefully adding the highlights as glazes to get a smooth colour transition. I also decided to give the model a scenic base to create a scenario for the character. I imagined he was on the deck of a ship and that there was a red-hot rent in it punched up from below. I used this as the source for the environmental lighting on the model, creating red reflections on his feet, greaves and up the side of his chest and arm."

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.warhammer-community.com/the-model-photo

THE WHITE DWARF GUIDE

New to our games and worlds or just wondering what to explore next? With a huge range of games, miniatures, books and more, there's a lot to choose from. Here's how and where to find out more...

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WARHAMMER
40,000

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This month sees the release of Warhammer 40,000: Kill Team – a new skirmish game set in the grim darkness of the far future. You can find out more about it on page 6.

www.warhammer40000.com/KillTeam



FACEBOOK

The Warhammer Community team look after a range of Facebook pages dedicated to our worlds and games. These are pages for everyone, where you can catch up on the latest news, ask questions, show off your own work and chat with other painters, collectors, modellers, gamers and fans. Visit Facebook to find pages for:

f Warhammer 40,000

f Warhammer Age of Sigmar

f White Dwarf

f Black Library

f Forge World

f Blood Bowl

f The Regimental Standard

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Warhammer 40,000 is a tabletop game for two or more players, where you control an army of Citadel Miniatures representing the Imperium of Man or one of its many enemies. Mighty armies clash across war-torn worlds, and the bloodthirsty forces of Chaos strive to overthrow the Imperium of Mankind.

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www.forgeworld.co.uk



Necromunda is the game of brutal gang warfare in the 41st Millennium. Deep in the underhive of Hive Primus on the polluted nightmare industrial world of Necromunda, rival gangs fight for personal power and the honour of their houses.

www.necromunda.com

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www.games-workshop.com



Warhammer Quest is a miniatures game for two to five players. Up to four players take on the role of adventurers, working together to overcome the fiendish obstacles set for them by the master of the Silver Tower or, in the Shadows Over Hammerhal version of the game, the wicked gamesmaster – that is, the fifth player!



Blood Bowl is the game of fantasy football. Two players act as coaches, selecting their teams from rosters of Humans, Orcs and the other races of the Old World, taking to the playing field to earn fame, fortune and the adulation of fans along the way!

www.bloodbowl.com



Warhammer Underworlds: Shadespire is a fast-paced game of tactical arena combat for two players, fought out using tailored decks of cards, dice and easy-to-assemble Citadel Miniatures. Build your warband, construct your deck and defeat your rivals.

www.warhammerunderworlds.com

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Warhammer TV brings you regular videos on every aspect of the Warhammer hobby, from daily tips and tutorials on painting Citadel Miniatures to news on the latest new releases and previews and sneak-peeks of upcoming miniatures, books and armies.

www.youtube.com/warhammerTV



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!

Do you love White Dwarf? Well, we do too, but we would love to make it even better. If you've got a letter for our letters page or a question for Grombrindal, 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?

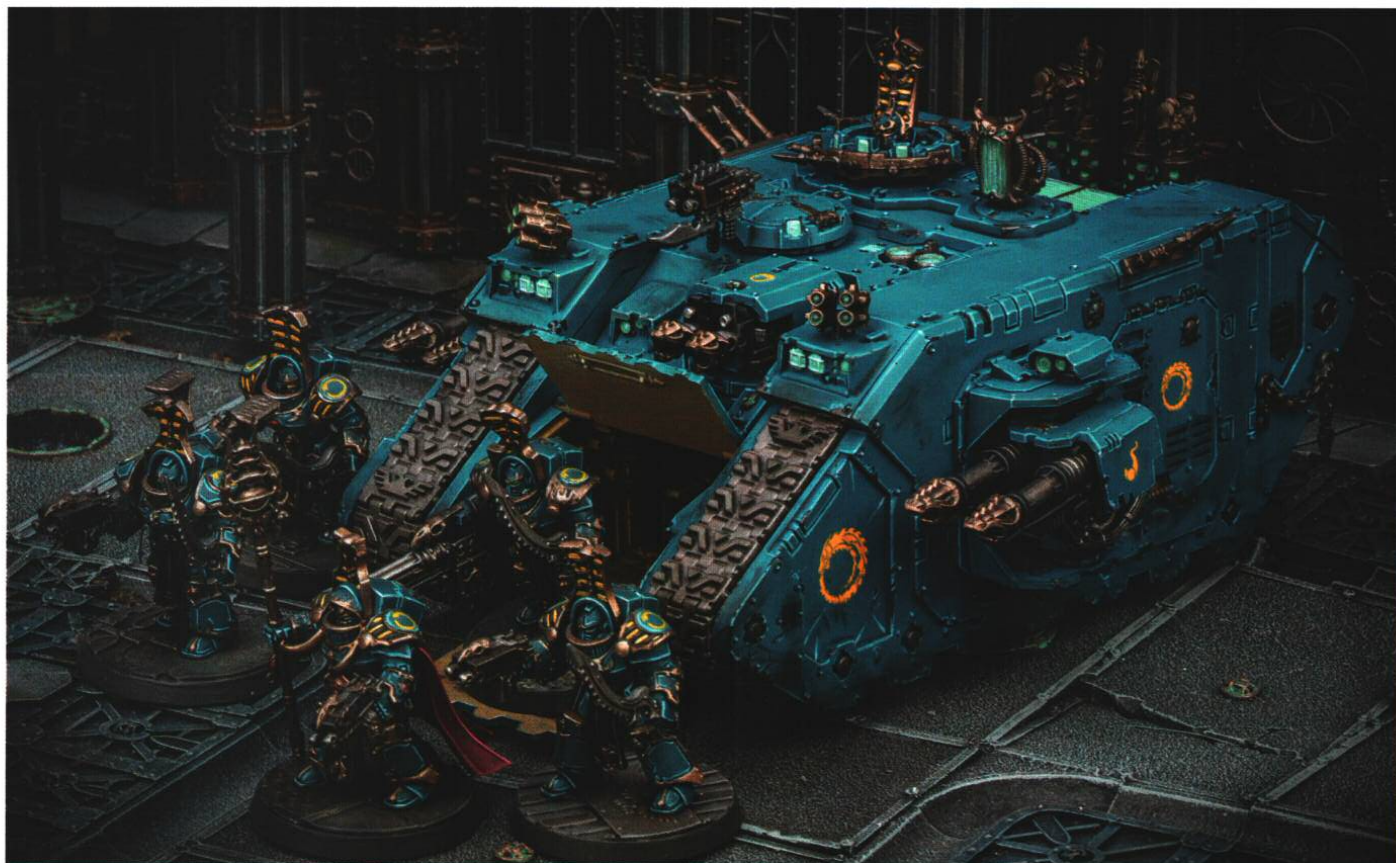
team@whitedwarf.co.uk

What's been going on in the White Dwarf bunker this month? Well, Dan, Simon, Ben and Michael have all been getting involved with Kill Team, painting new units, playing games and planning what models and specialists to convert next.

Elsewhere in the team, Martyn and Jonathan have been painting Stormcast Eternals, and Mel is putting the finishing touches to a Fungoid Cave-Shaman. Meanwhile, Matt H painted a pair of Titans for Adeptus Titanicus, which you can see on the back page! On top of that, Matt has continued to add to his Thousand Sons with a new tank. He mentioned something about giving Simon and his Space Wolves a proper welcome to the team. Sounds... ominous.

WEAPON OF THE MONTH... THUNDERHEAD GREATBOW

It's a huge crossbow that fires massive grenade-bolts filled with the magical energy of Azyr that explode on impact in a shower of celestial energy. What's not to like about that? Well, if you're an enemy of Sigmar, probably quite a lot, but here in the bunker we love these awesome ballistic weapons carried by the Stormcast Eternals Castigators. If only we could get our hands on one...



PREPARING FOR A NEW WAR OF VENGEANCE

This month, Matt's painted a new Land Raider to transport his Thousand Sons Terminators into battle. Matt always paints the interiors of his tanks, and assembled the Land Raider in sub-assemblies (keeping the roof and one side separate) so that he could paint

the interior before sticking the tank together. The inside was sprayed Zandri Dust, washed Seraphim Sepia and Drybrushed Ushabti Bone. The outside was sprayed Chaos Black, airbrushed Sotek Green, then shaded with Nuln Oil in the recesses. Matt finished it off with highlights of Lothorn Blue and Blue Horror.



A STORM OF PAINTING

Both Martyn and Jonathan have been adding to their Stormcast Eternals armies this month, with Jonathan painting a Lord-Ordinator for his Anvils of the Heldenhammer and Martyn completing a Knight-Heraldor for his Celestial Vindicators. Martyn was particularly pleased with the cracked ground beneath the feet of his Knight-Heraldor, which represents the devastating magical thunderblast produced by his magical battle-horn.

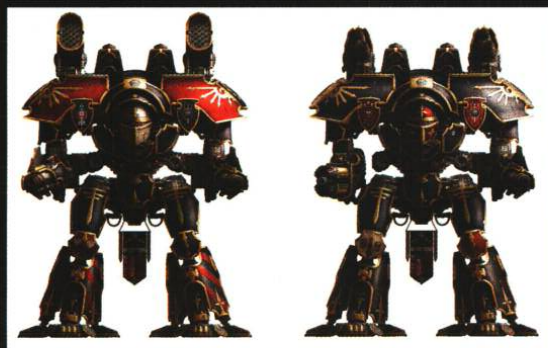
IN THE GRIM DARKNESS OF THE FAR FUTURE, THERE IS OPEN WAR!

This month saw Simon unleashing the full might of his Space Wolves army against Nick Bayton's glorious Ultramarines host in the latest of their semi-regular open war extravaganzas. In these epic (but also fun, light-hearted) confrontations, both players field their entire painted collections. At the climax of their latest clash, Roboute Guilliman personally led the attack. He met with initial success, but was struck down by Logan Grimnar and Bjorn the Fell-handed. Though he rose to his feet once more, the Primarch was rendered unconscious moments later when Simon's nearby Land Raider exploded!



VOX CHATTER

This month in Vox Chatter, Matt H and Dan discuss loyalists and traitors in Adeptus Titanicus.



Matt: I've already declared my allegiance – the loyalists from the Legio Ignatum, the Fire Wasps. I've even started painting a Warlord Titan in their colours with plenty of black and yellow chevrons. I reckon I'm going to try and paint an Axion Battleline Maniple with one Warlord, two Reavers and two Warhounds – a good even spread of units.

Dan: I would probably pick the Legio Mortis, just because the name is cool. And they are predominantly black and red, which are the same colours as my Skitarii. Coincidence?

Matt: Mortis and Ignatum are arch-enemies, too. At the Siege of the Emperor's Palace it's Legio Mortis that try to smash down the palace walls while Ignatum try to defend them. The Legio Mortis Titans have gone all Nurgle-y by that point, though.

Dan: Ah, I like my Titans on the clean side of heretical, so I would probably paint them from early on in the Heresy. Or maybe around the time of the Battle of Molech.

Matt H: Legio Ignatum also fight in the Armageddon Wars many years later and, as you know, I'm a big fan of Armageddon. They're also one of the first three Legions alongside Mortis and Tempestus.

Dan: I think, perhaps, I should get painting some Titans – it would be great fun to play a larger game with four or five Titans a side. They might take me a while, though!



KILL TEAM BATTLE REPORT

Having just finished painting up his new kill team, Simon was itching to try them out in battle. His gauntlet had barely hit the floor before Dan was ready with a kill team of his own. It was a writer-off!

The stage was set for Simon's Primaris kill team to take on Dan's greenskins. They rolled the Take Prisoners matched play mission, meaning that they would score victory points for taking enemy fighters out of action at close range, but only if there were no enemy models within 2" of them. In the scouting phase, Simon secretly decided to try and plant traps, but his plans were foiled when Dan revealed that he had chosen to disarm traps!

Dan won the initiative in the first battle round and wasted no time in piling his kill team forwards. Simon held his ground, readying his fighters to give them the edge in the shooting phase (by enabling them to shoot first). He was rewarded when Thorald One-eye took one Ork out of action with a shot from his stalker bolt rifle.



Having won the roll-off, Simon chose the territory with the most elevated terrain to pour fire down into the Orks.

THE EYES OF MORKAI

Specialists

1 – Mikal Greymane
Reiver Sergeant, *Leader*

2 – Skarin
Skull-splitter
Intercessor Sergeant, *Combat*

3 – Thorald One-eye
Intercessor, *Sniper*

4 – Harek Warbringer
Intercessor, *Demolitions*

Fighters

5 – Jorund Snowlock
Reiver

6 – Ivar of the Axe
Reiver



DA KILLBOYZ

Specialists

1 – Boss Blackjaw
Kommando Boss Nob, *Leader*

2 – Stabba Urg
Kommando, *Combat*

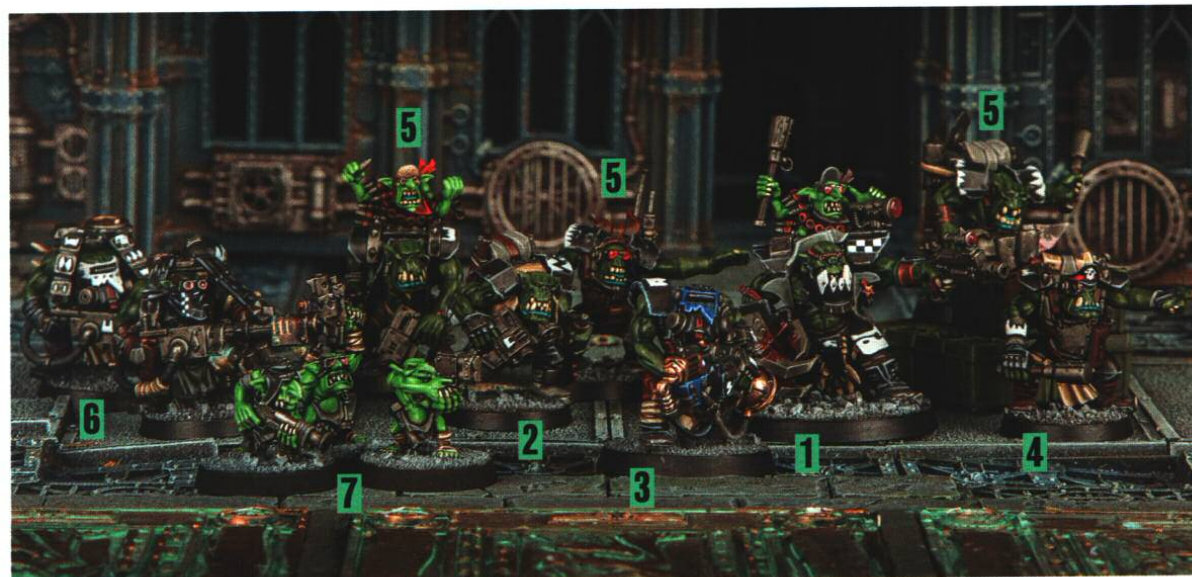
3 – 'Lucky' Lugnutz
Loota Spanner, *Heavy*

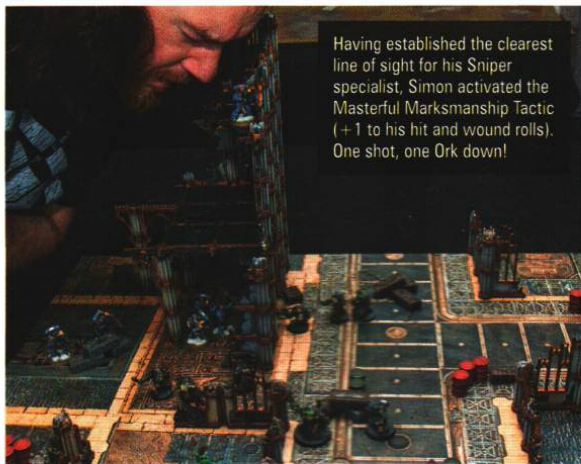
4 – Sneaky Grok
Kommando, *Demolitions*

Fighters (Fire Teams)
5 – Da Uvver Boyz
Kommandos (3)

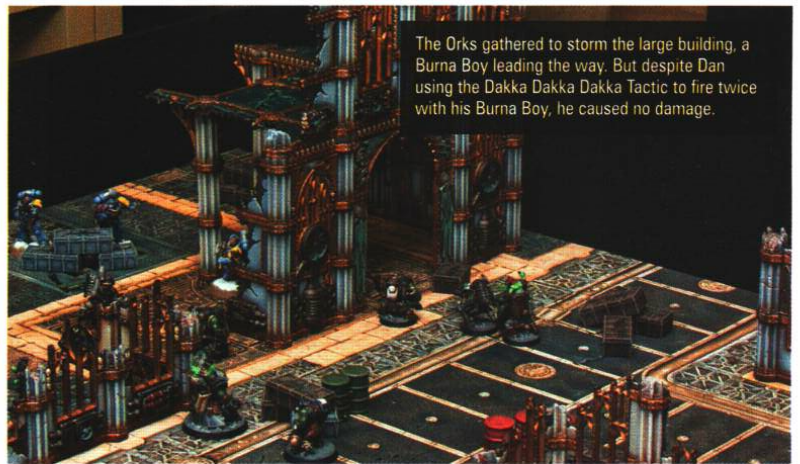
6 – Da Burnanataz
2 Burna Boyz

7 – Da Bullit Shieldz
3 Gretchin





Having established the clearest line of sight for his Sniper specialist, Simon activated the Masterful Marksmanship Tactic (+1 to his hit and wound rolls). One shot, one Ork down!



The Orks gathered to storm the large building, a Burna Boy leading the way. But despite Dan using the Dakka Dakka Dakka Tactic to fire twice with his Burna Boy, he caused no damage.

Simon claimed the initiative in the second round, forming his trio of Reivers into a tight group to avoid any of them becoming isolated when the Orks charged. However, Dan's fighters were just out of range, though continued to close on the Space Wolves. One Burna Boy was taken out by a krak grenade launched by Harek Warbringer's auxiliary launcher. Despite firing lots of shots, Dan's shooting was largely inaccurate, though Ivar of the Axe suffered a wound from a slugga round.

Having reclaimed the initiative, Dan threw most of his Orks into combat, all the while closing in with the rest of his fighters in support. Simon counter-charged with Skarin Skull-splitter, but to everyone's surprise, chose to engage Dan's lowly Gretchin instead of joining the main fight. The



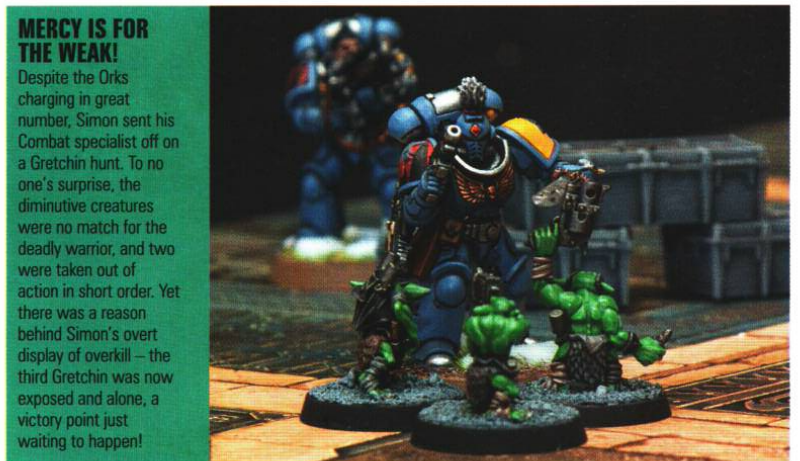
The Space Wolves formed a semi-circle and held firm at first, but when Boss Blackjawn entered the fray, Ivar of the Axe soon fell to his deadly power klav.

"Skarin Skull-splitter charged Boss Blackjaw, wounding him twice with his power sword even as Thorald One-eye gunned down (not so) 'Lucky' Lugnutz."

Space Wolves fought hard but, with the exception of the Combat specialist, were only able to inflict flesh wounds on their enemies. Boss Blackjaw had no such problems, easily taking out Ivar of the Axe with three crushing blows from his klav.

The fourth battle round heralded a huge turn of the tide in Simon's favour. Skarin Skull-splitter charged Boss Blackjaw, wounding him twice with his power sword even as Thorald One-eye gunned down (not so) 'Lucky' Lugnutz. Having charged the remaining Gretchin, Harek Warbringer rendered the tiny greenskin unconscious with a pistol whip, taking a prisoner and earning a victory point for the Eyes of Morkai.

The game ended after the fourth battle round, meaning Simon had won... by a single Grot!



MERCY IS FOR THE WEAK!

Despite the Orks charging in great number, Simon sent his Combat specialist off on a Gretchin hunt. To no one's surprise, the diminutive creatures were no match for the deadly warrior, and two were taken out of action in short order. Yet there was a reason behind Simon's overt display of overkill – the third Gretchin was now exposed and alone, a victory point just waiting to happen!





THE FOUNDING OF A LEGIO

As Matt H mentioned earlier in the mag, his legio of choice when it comes to Adeptus Titanicus is the Legio Ignatum, also known as the Fire Wasps. He's already painted two Titans for his legio, too – a Reaver and a Warlord.

"The Legio Ignatum are my favourite legio for several reasons," says Matt. "Firstly, they were one of the original triumvirate of Titans Legions and fierce rivals of the Legio Mortis. They were also at the Siege of Terra defending the Emperor's Palace alongside the Imperial Fists, which is one of my favourite bits of Warhammer 40,000 background. Also, they have yellow in their colour scheme – just like my Imperial Fists – and I like painting yellow."

Matt has a useful tip when it comes to painting the chevrons on his Titans. "I use thin strips of masking tape to mark them out," says Matt. "But I don't lay a strip, then leave a gap, then lay another strip. I lay all the strips next to each other so they're touching, then peel off the ones where I want paint to go. That way all the chevrons are guaranteed to be the same width and perfectly straight with the one next to them." Matt has completed two Titans for the Legio Ignatum so far (see below) – he's already planning what to paint next for his maniple.

"I painted my Titans in several sub-assemblies," continues Matt. "I built their superstructures in five assemblies each – the legs and waist, torso, head and the two arms, but I didn't attach the armour panels to them at this stage. I painted these sub-assemblies Leadbelcher, followed by a wash of Agrax Earthshade Gloss to give them a grimy, weathered look. All the armour panels I painted separately, first with Leadbelcher, then Agrax Earthshade Gloss before painting in the middles of each panel with black, red and yellow – the colours of the Legio Ignatum. The transfers come mostly from the Imperial Fists transfer sheet available from Forge World, while the legio symbol (the flaming skull) is two modified Word Bearers transfers placed on top of each other with a little paint to smooth the transition." 🦓

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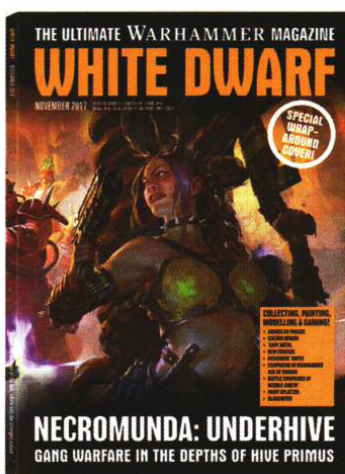
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