

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

DECEMBER 2018

£5.99 / €8 / \$9 USD / \$12 CAN / \$15 AUS
\$18 NZ / 30 zł / 60 dkr / 70 skr / 65 nkr
60 rmb / ¥1,400 / HK\$82 / RM37 / SG\$14

**MARNEUS
CALGAR
RETURNS!**

BLACKSTONE FORTRESS

THE EXPEDITION TO DISCOVER
POWERFUL ARCHEOTECH BEGINS!

ALSO IN THIS ISSUE:

- FIRST BLOOD IN THE BLACKSTONE FORTRESS
- GOLDEN DEMON CLASSIC
- NEW RULES!
- FOUR-PLAYER BATTLE REPORT
- YOU SHALL NOT PASS! USING MAGIC IN MIDDLE-EARTH
- ILLUMINATIONS - THE VERY BEST ART OF 2018
- NEW STAGE-BY-STAGE PAINTING GUIDES
- AND MUCH, MUCH MORE!

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Editor: Matt Keefe

Printed by C&C Offset Printing Co. Ltd in China for distribution to Australia, New Zealand and Asia. Printed by Precision Colour Printing Ltd in the UK for distribution to the rest of the world.

Distributed in the UK by Marketforce, Blue Fin Building, 110 Southwark Street, London SE1 0SU
Telephone: 0203 787 9001
Web: www.marketforce.co.uk

Email: team@whitedwarf.co.uk

Games Workshop Limited, Willow Road, Lenton, Nottingham, United Kingdom, NG7 2WS

WHITE DWARF (ISSN #0265-8712) is published monthly for \$9 by Games Workshop Ltd., Willow Road Nottingham NG7 2WS, United Kingdom. Periodical Postage is paid at Santa Ana, CA and additional mailing offices.

POSTMASTER: Send address changes to Games Workshop Customer Services, 6211 East Holmes Road, Memphis, TN 38141.

Issue number: Vol. 3, No. 28

Registered in England and Wales

— Company No. 01467092.

ISSN: 0265-8712 / Product code: 60249999577



MEET THE WHITE DWARF TEAM

Hidden away from sight in the fabled White Dwarf bunker, set atop the highest tower of the Games Workshop Citadel, the White Dwarf team work tirelessly to craft everyone's favourite hobby magazine each month.

MATT KEEFE Rogue Psyker

It's the end of an era as our illustrious editor has officially hung up his beard and returned to the real world. I'm sure you'll join us all in wishing him well for the future!

Matt's parting thoughts:
"It's been a great ride. I look forward to reading White Dwarf in the future without having to check to see how many in-jokes Dan has tried to squeeze into each issue!"



MATTHEW HUTSON Imperial Navigator

Our resident Lead Designer has been hard at work (in between being hard at work) adding Titans to his growing Adeptus Titanicus collection — he's up to four already!

Matt's highlight this issue:
"The new Glass-mad Gargant scenario for Warhammer Underworlds: Nightvault was great fun to play. I can't wait to have another go at it!"



DAN HARDEN Rogue Trader

Dan has been painting up a brand-new kill team this month (and they're not even Orks, either!). You can see the fruits of his labour in this issue's In the Bunker.

Dan's highlight this issue:
"Interviewing the legend that is Jervis Johnson. He's such a nice guy, and was involved in creating many of the games that I've known and loved all my life."



SIMON GRANT Missionary Zealot

Alas, but Simon's second stint with White Dwarf is over already, as he's moving over to pastures new as a writer for the Community Team. The bunker will be a lot quieter though!

Simon's highlight this issue:
"It was definitely teaming up with Dan, my battle-brother of old, in this month's Battle Report. It's quite liberating using a Khorne army as their tactics are simple: CHARGE!"



BEN HUMBER Imperial Robot

Clearly unsatisfied with the five weeks of continuous sunshine that the UK has been experiencing at time of writing, Ben has flown off to Bali on holiday!

Ben's highlight this issue:
"I've been getting back into the Middle-earth Strategy Battle Game recently. I found Jay Clare's tactics article interesting to read as well as fun to lay out."



SHAUN PRITCHARD Spindle Drone

Shaun went to Egypt earlier this month to visit the pyramids and has been muttering about Necrons ever since. He also brought us back some sand (for our bases).

Shaun's highlight this issue:
"It may sound predictable by now, but it has to be the Golden Demon winners article again. It must be really hard to paint so many models for the Blood Bowl Team category."



MARTYN LYON Asuryani Ranger

Martyn 'Horse-lord' Lyon has continued painting his Rohan army for the Middle-earth Strategy Battle Game. The title of Marshall of the Riddermark awaits!

Martyn's highlight this issue:
"Getting to play through the Warhammer Quest: Blackstone Fortress game was great fun. I've arranged a follow-up game for us in case we finish early on Friday..."



JONATHAN STAPLETON Kroot Tracker

Having recently painted Steelheart's Champions for Warhammer Underworlds: Nightvault, Jonathan has been painting up Stormsire's Cursebreakers in the same colours.

Jonathan's highlight this issue:
"Like Simon, for me it was fighting in this month's Battle Report. It's been a while since my last one, and it always feels good to get my Kharadron Overlords on the table."



SPECIAL THANKS

Sarah Wallen, Graeme Lyon, Alice Perkins, Ian Huxley and Jay Clare for their support. Without them, we'd still be lost in the Blackstone Fortress!

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

WHITE DWARF™

DECEMBER 2018

PREPARE FOR AN ADVENTURE!

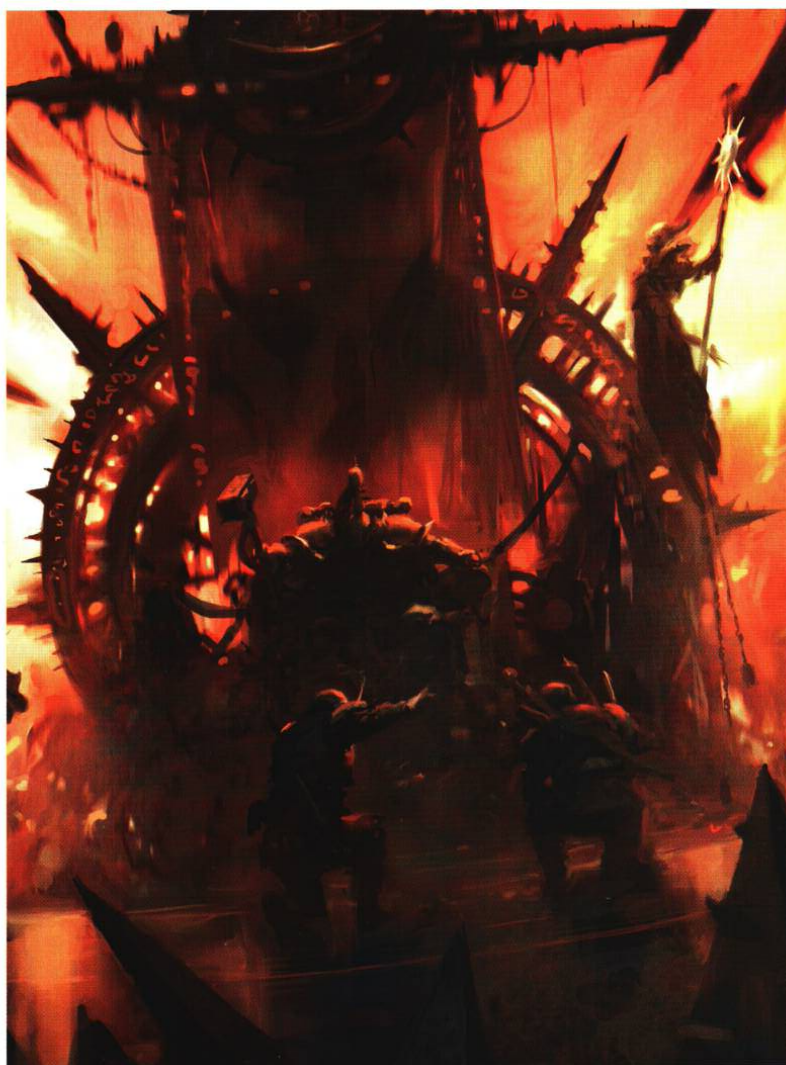
Welcome, beardslings, to the December issue of White Dwarf, where we toast the year that has been with a tankard of Bugman's XXXXXX and see in the new year with... another tankard of XXXXXX. It really is rather good *hic*.

We've got a lot to celebrate, too, including a brand-new game – Warhammer Quest: Blackstone Fortress. You can see the Dwarfers playing a game of it later in the issue – they're already clamouring to get their hands on the new miniatures, too. Maybe I'll get them some for Christmas if they've been good...

There are loads of free gifts with this issue, too – consider them my gift to you. My duardin artisans worked long and hard to craft them all – they painted every card individually, you know. Took them months! You can find out all about them on page 32 and page 115.

The other news – and the main reason I'm writing this editorial in Matt's stead – is because the redoubtable Mr. Keefe has decided to leave the sanctuary of Sigmaron (and the White Dwarf bunker) and journey into the Mortal Realms in search of new adventures. His love of fine ales, lengthy anecdotes and well-coiffured beards will be sorely missed. We wish him all the best in his future endeavours.

Crombrindal



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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We journey into the darkened depths of a Blackstone Fortress and Marneus Calgar joins the war in the Imperium Nihilus. Plus Titans, Blood Bowl, Necromunda and more besides!

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More letters from you, our readers. Plus festive snow.

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The White Dwarf graces the front cover of his own magazine back in December 2008.

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...which is in turn followed by the rules for using Cerastus Knights in *Adeptus Titanicus*. Enjoy!

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A gallery of miniatures painted by our lovely readers.

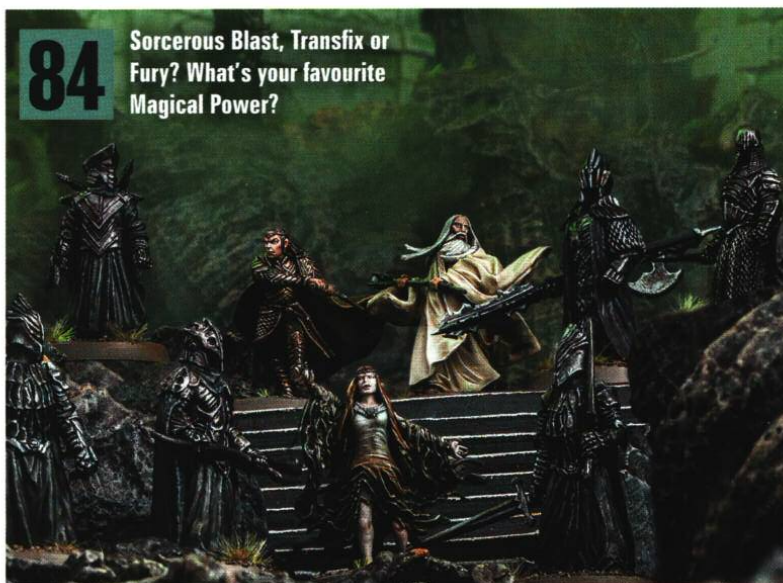
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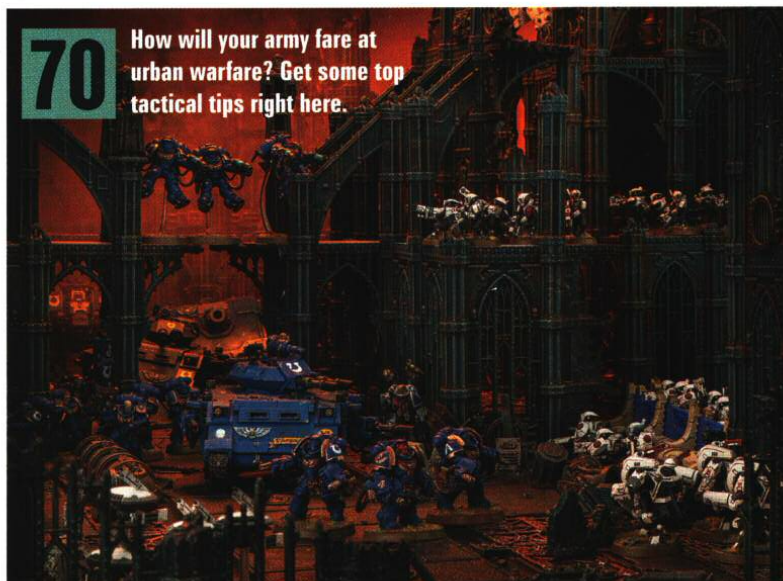
All the latest hobby news from us lot, including what we've been painting and playing.



The Dwarfers take to their ships and head for the Blackstone Fortress in First Blood.



Sorcerous Blast, Transfix or Fury? What's your favourite Magical Power?



How will your army fare at urban warfare? Get some top tactical tips right here.



START HERE

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

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If you're new to our games and worlds, you can find out more about all of our key games and brands in the White Dwarf Guide on page 138.

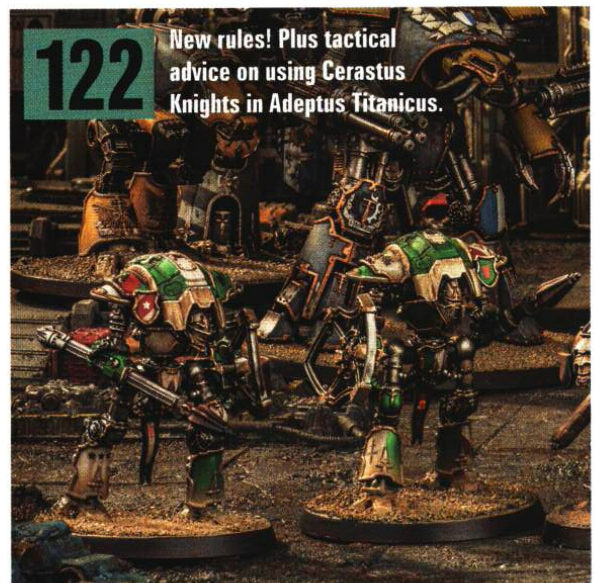
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Pit your Warhammer Underworlds warband against the Glass-mad Gargant.



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New rules! Plus tactical advice on using Cerastus Knights in Adeptus Titanicus.



90

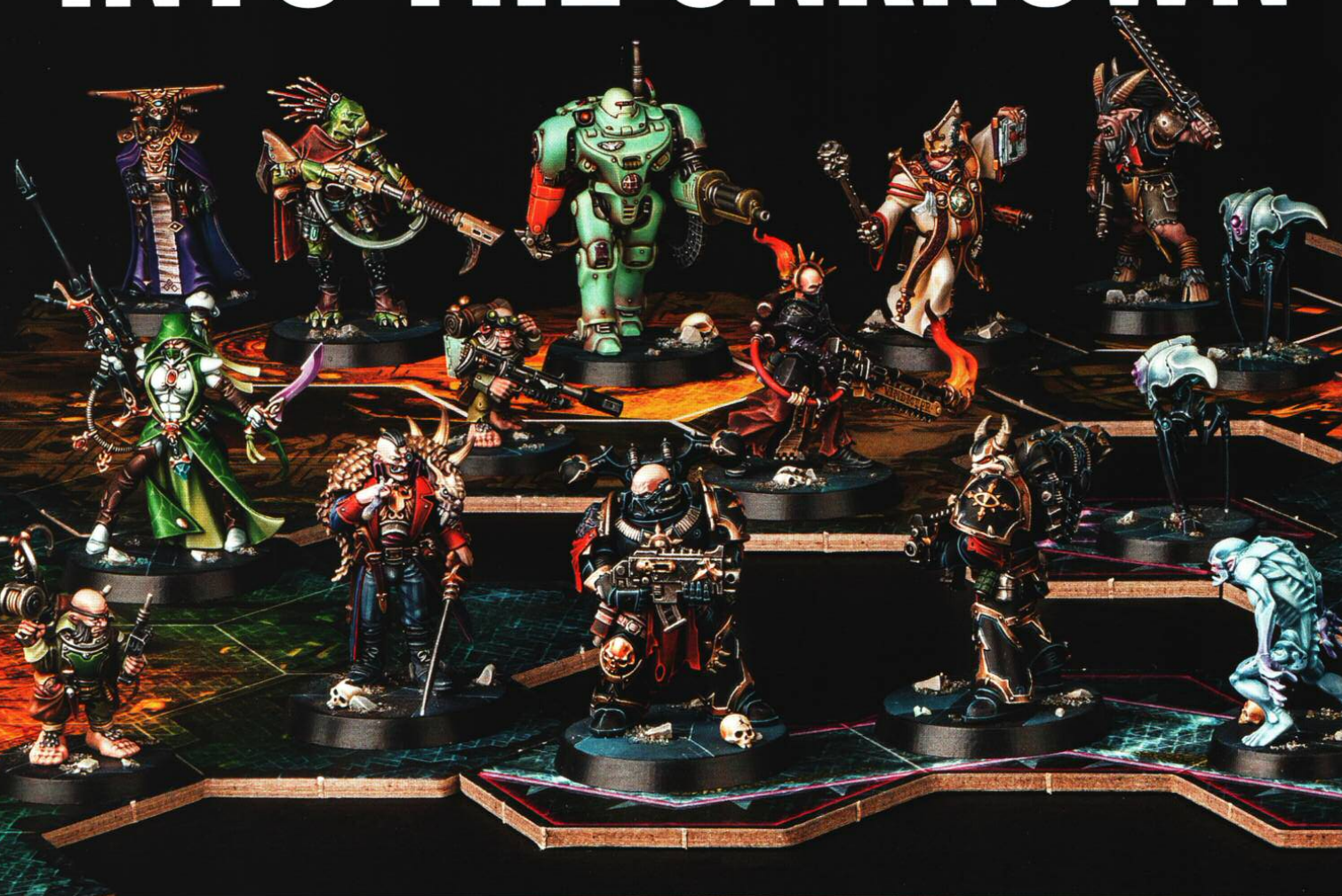
Four armies, four players, and one objective that just won't stay still. It's time for war!



PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

INTO THE UNKNOWN



This month's Planet Warhammer is, without a doubt, one of the most eclectic we've ever featured in White Dwarf, with new releases for Warhammer 40,000, Necromunda, Blood Bowl, Adeptus Titanicus, the Middle-earth Strategy Battle Game and Warhammer Quest. Yes, you read that right, there's a new game in the Warhammer Quest series, but this time it's set in the grim darkness of the far future. So... are you sitting comfortably?

Blackstone Fortress is the first Warhammer Quest title set in the Warhammer 40,000 universe. This huge, self-contained boxed game contains 44 brand-new, never-before-seen Citadel miniatures including an Aeldari Ranger, a Kroot Mercenary, a Rogue Trader, an Imperial Robot, Traitor Guardsmen, Beastmen, Cultists, Rogue Psykers...

BLACKSTONE FORTRESSES

Blackstone Fortresses are amongst the most powerful weapons in the galaxy. Huge star-forts with enough firepower to obliterate a fleet of starships, there was once believed to be six of these ancient weapons in existence. Four were destroyed during the Gothic War. One crashed into the planet of Cadia during Abaddon's 13th Black Crusade. One now lies at the heart of the Maelstrom. Yet now a seventh Blackstone Fortress has appeared and with it, many questions...

the list goes on! You can find out more about this incredible game over the page and see us playing it on page 46.

This month also sees the release of a new campaign book for Warhammer 40,000 – Imperium Nihilus: Vigilus Defiant. Trust us when we say that this is the most impressive campaign book ever released for Warhammer 40,000 and it will blow your socks off. There are new miniatures coming out alongside it, too – just look up and right.

Also out this month is a new House Delaquer gang for Necromunda, the Champions of Death Blood Bowl team, a new Warlord Titan and Cerastus Knights for Adeptus Titanicus and an incredible new Gandalf the White miniature for the Middle-earth Strategy Battle Game. Phew!



ENTER THE FORTRESS

It's Warhammer Quest... IN SPACE! Don your void suits, load your lasrifles and fill your survival packs because you're about to take part in an expedition into a Blackstone Fortress. Turn to page 6 to find out about this new game.



'WARE THE SHADOWS!

The hives of Necromunda are dark and dangerous places at the best of times, but they've just become a lot more sinister. House Delaquer – the most mysterious of all the hive houses – has returned! See them on page 16.



MASS DESTRUCTION

Knights and Titans – what more could you ask for? This month sees the release of a new Warlord Titan and the Cerastus Knights for Adeptus Titanicus. If you love huge guns on small models, head over to page 22 for a closer look.



TOTAL WAR ON VIGILUS

If you've played Warhammer 40,000: Kill Team, then it's likely you've heard of Vigilus – currently the most hotly contested planet in the galaxy. Leading the war effort for the Imperium is Marneus Calgar, Chapter Master of the Ultramarines, who has taken the fight to the Orks and Genestealer Cults on Vigilus. But now darker forces have taken an interest in this key world. Find out more on page 12.



CHRISTMAS GIFTS!

This issue comes with a lot of free gifts! Among them are a Gargant character card for Warhammer Underworlds and a Ministorum Artefact for Blackstone Fortress (rules for both can be found later in the magazine), an eight-page booklet featuring the rules for House Delaquer in Necromunda, and loads of goodies from our licensed partners (see page 32 for more information). Merry Christmas!

FIVE THINGS WE LOVE IN... DECEMBER

5 New missions to play. This issue includes two exclusive scenarios – a Stronghold mission for Warhammer Quest: Blackstone Fortress and a unique scenario for Warhammer Underworlds that pits your warbands against a Chaos Gargant. Turn to page 115 to find out more about both new scenarios.



BLACKSTONE FORTRESS

A weapon of incalculable power has been discovered in the uninhabited vastness of the Segmentum Pacificus – an ancient Blackstone Fortress. Expeditions of opportunistic adventurers seek the key to the star-fort's power, but what awaits them in the darkness?

**SEE US PLAY
A GAME OF
WARHAMMER
QUEST:
BLACKSTONE
FORTRESS ON
PAGE 46**

WARHAMMER QUEST: BLACKSTONE FORTRESS

Behold – Blackstone Fortress, the very first Warhammer Quest game for Warhammer 40,000! As its name suggests, this boxed game is set within the lightless confines of a Blackstone Fortress – an ancient alien space station of colossal size and power. Great treasure and knowledge await those adventurers who dare to brave its darkened corridors, yet there is much

danger, too, for the fortress is not entirely uninhabited. The forces of Chaos lurk within its vaulted chambers and the fortress itself has even begun to deploy its own mysterious servants.

The set contains 44 Citadel miniatures, representing the nine intrepid Explorers of the Blackstone Fortress and their adversaries, the

BLACKSTONE FORTRESS BOX CONTENTS

• 44 Citadel miniatures, including:

- 9 Explorers
- 1 Obsidian Mallex
- 2 Chaos Space Marines
- 2 Rogue Psykers
- 14 Traitor Guardsmen
- 4 Beastmen
- 4 Negavolt Cultists
- 4 Ur-ghuls
- 4 Spindle Drones

• 16-page Rules booklet

• 24-page Background booklet

• 16-page Combat booklet

• 24-page Precipice booklet

• 16-page Datasheet booklet

• 40 board tiles

• 234 cards including:
- 36 Discovery cards
- 34 Encounter cards
- 36 Exploration cards
- 8 Explorer cards
- 8 Hostile cards
- 12 Initiative cards
- 12 Legacy cards
- 8 Mortis cards
- 72 Resource cards
- 4 Stronghold Artefact cards
- 4 Stronghold cards

• 70 counters and markers

• 28 dice

• 9 Stasis Chambers



Servants of the Abyss – a warband of Traitor Guardsmen, Beastmen, Cultists and Chaos Space Marines led by the Chaos Lord Obsidius Mallex. You can see all the new miniatures over the page.

The box also contains all the gaming paraphernalia you and your gaming group (up to four explorers and one 'hostile player') will need to play this incredible game. 40 beautifully illustrated board tiles that can be arranged in myriad different ways represent the interior of the ever-changing fortress, while 234 event cards ensure that every game you play is a new and exciting experience. The box also includes dozens of counters and markers, plenty of dice (we all love dice!) and five booklets – three for playing the game, one packed full of background about the Blackstone Fortress and one containing datasheets so you can use any or all of these miniatures in your games of Warhammer 40,000.

FIVE THINGS WE LOVE IN... DECEMBER

4 Playing games! We love a good battle in the White Dwarf bunker and this month we've had plenty of them. We play a four-player Warhammer Age of Sigmar Battle Report on page 90, draw First Blood in the Blackstone Fortress on page 46 and hunt a Gargant in the Nightvault on page 142. Many dice were rolled in the making of this issue.

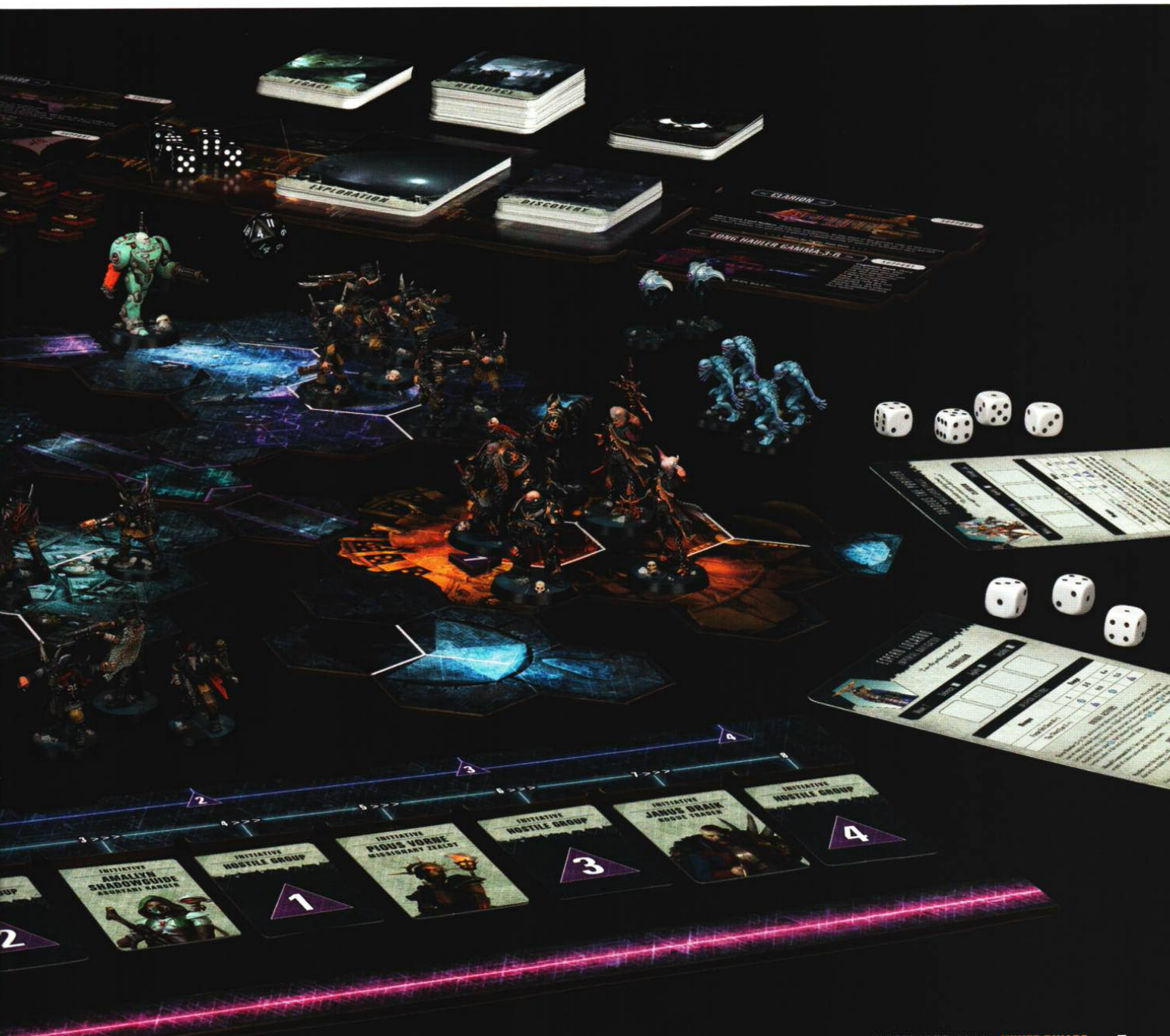


WARHAMMER QUEST: BLACKSTONE FORTRESS

Available: Now

£95, €125, 950dkr, 1,140skr, 1,050nkr, 475zt, USA \$150, Can \$180, Aus \$220, NZ \$250, ¥21,900, 950rmb, HK\$1,300, RM590, SG\$230

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THE EXPLORERS

JANUS DRAIK

The Rogue Trader Janus Draik is an intrepid individual always on the lookout for rare commodities to sell. A seasoned explorer, Draik journeys to the Blackstone Fortress in search of ancient archeotech. He's a deft duellist, though he also relies on cunning and guile to defeat his foes.



ESPERN LOCARNO

Espern Locarno is a Navigator, a sanctioned mutant with the ability to guide starships through the warp. He hopes to learn more about the Blackstone Fortress, for its time and space-bending technology would be of great value to House Locarno. Though unaccustomed to combat, Locarno can unleash the raw power of his Navigator eye when required.



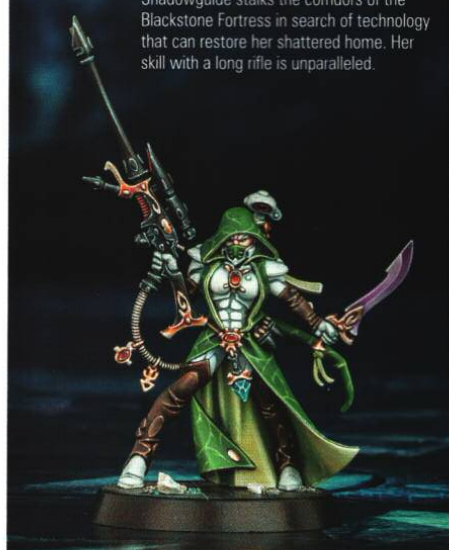
TADDEUS THE PURIFIER

There are few Ministorum Priests as dogmatic as Taddeus the Purifier – an Ecclesiarchal emissary sent to investigate the rumours of a newly appeared Blackstone Fortress. Those he cannot cow with bombastic rhetoric, Taddeus will smite with vicious blows of his power maul.



AMALLYN SHADOWGUIDE

Hailing from Craftworld Biel-Tan, Amallyn Shadowguide stalks the corridors of the Blackstone Fortress in search of technology that can restore her shattered home. Her skill with a long rifle is unparalleled.



DAHYAK GREKH

A tracker for hire, the Kroot mercenary known as Dahyak Grekh may be a savage, animalistic warrior, but he also takes his contracts very seriously – he has never failed a client. Now he offers his services to those who enter the Blackstone Fortress, devouring those he kills to learn more of the mysterious star-fort. He has learned much...



UR-025

The Imperial Robot UR-025 is an oddity even by the standards of Precipice – the ragtag spaceport closest to the Blackstone Fortress. Proclaiming itself as an autonomous data-collection unit of the Adeptus Mechanicus, UR-025 is, in fact, a relic of the Dark Age of Technology – an incredibly dangerous AI with its own hidden agenda.



PIOUS VORNE

Recruited at a young age by Taddeus the Purifier, Pious Vorne is a zealous missionary of the Adeptus Ministorum, her face and hands scarred by the Emperor's purifying flame. Armed with the huge eviscerator-flamer Vindicator, she brings righteous fire to those who fight against the Imperium.



REIN & RAUS

The Ratling twins Rein and Raus are amongst the sneakiest and most cunning explorers to investigate the Blackstone Fortress. Though small, they are skilled combatants and cunning to boot – Rein engages the enemy at a distance with his sniper rifle while Raus prefers to dispatch his foes in a rather more explosive manner.



DESIGNERS' NOTES - BLACKSTONE FORTRESS

Miniatures designer Steve Buddle joins us to tell us all about the new miniatures in Blackstone Fortress.

"Blackstone Fortress contains a smorgasbord of miniatures, from Imperial servants and Chaos followers to alien races, robots and even stranger stuff," says Steve. "The nine explorers are very much your archetypal adventurers – there's a suave and sophisticated leader (Janus Draik), a priest (Taddeus), wizard (Locarno) thief (Rein and Raus) and so on. It was great fun transposing those character classes into a Warhammer 40,000 setting. Each model tells a story, too. You can see from his stance that the Navigator is not much of a fighter, while Pious Vorne is clearly a maniac, striding into battle swinging a flaming chainblade around. Taddeus is roaring and raging, shouting out the Imperial creed, while Draik is pretty casual about his adventuring – he's even smoking a pipe!

The Ratlings are probably my favourites – their uniforms suggest they were once part of an Auxilla regiment, but their gear is now all tatty and beaten up – their trousers are held up

with rope. They're clearly deserters. They both carry their lunch with them, too – it's a little nod to the humour of Warhammer 40,000 amid the darkness and horror.

"...a smorgasbord of miniatures, from Imperial servants and Chaos followers to alien races, robots and even stranger stuff."

"On the hostiles' side, the Traitor Guardsmen wear uniforms that are almost Cadian, but clearly look a bit inferior, like they were given the worst equipment by the Departmento Munitorum when they were sent to war. It's probably why they turned traitor in the first place. There's a lot of individuality across the Traitor Guard – there's a grenade specialist and a knife guy, showing they prefer to fight as individuals rather than as part of an Imperial gun line. It's all about Chaos, not order for them. The Beastmen and Rogue Psykers might well have been part of their regiment, too – they still wear bits of their Imperial uniforms beneath all the spikes."

DEFENDERS OF THE FORTRESS

"The Spindle Drones are arguably the most alien of all the creatures in the Blackstone Fortress," says Steve. "They share design elements with several Warhammer 40,000 races, but they're not allied to any of them. They belong solely to the Blackstone Fortress – they're its eyes and ears. They help convey a level of sentience on the fortress, like it's watching the explorers and keeping an eye on what they do. They kind of fulfil the roles of familiars in Blackstone Fortress, just like Tweak and Slop in Silver Tower."



The board tiles that the game is played over evoke the imagery of the ever-shifting rooms and corridors of the Blackstone Fortress. You get the feeling your warriors are fighting in a totally unknowable, alien environment.



THE HOSTILES

OBSIDIUS MALLEX OF THE BLACK LEGION

Obsidius Mallex is the Chaos Space Marine Lord who rules over the Servants of the Abyss – the fell denizens of the Blackstone Fortress. Stranded on the fortress when his cruiser mysteriously appeared inside it, Mallex seeks to uncover the secrets of his prison. He is ambitious, treacherous and extremely dangerous.



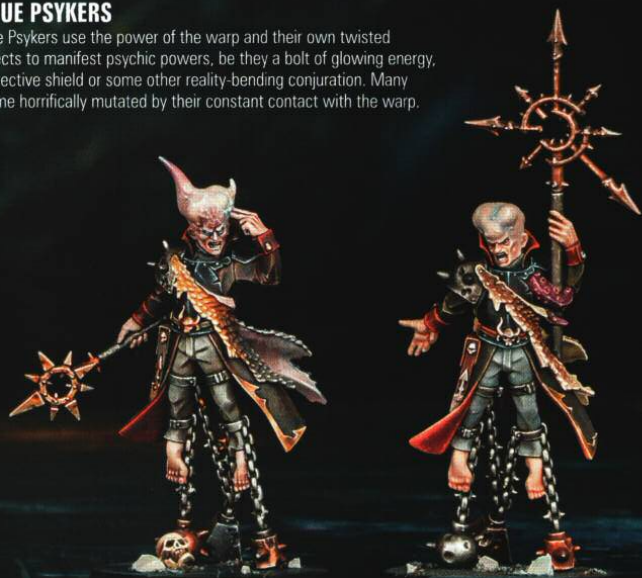
CHAOS SPACE MARINES

When Obsidius Mallex's cruiser *Impaler* reemerged from the warp inside the Blackstone Fortress, many of his Chaos Space Marine legionaries were trapped there with him. These super-human warriors are driven by their hatred for the Imperium and they will stop at nothing to enact their vengeance.



ROGUE PSYKERS

Rogue Psykers use the power of the warp and their own twisted intellects to manifest psychic powers, be they a bolt of glowing energy, a protective shield or some other reality-bending conjuration. Many become horrifically mutated by their constant contact with the warp.



SPINDLE DRONES

Spindle Drones scuttle ominously around the fortress, watching for intruders and slicing them up with laser beams. They become more aggressive when attacked.



NEGAVOLT CULTISTS

Negavolt Cultists are tech-heretics – Chaos worshippers who despoil machines and corrupt technology in the name of the Dark Gods. They use their own hatred, anger and pain to charge their crude electro-goads and the sparking force fields that surround them.



UR-GHULS

Ur-Ghuls are troglodytic predators that lurk in the webway – the sub-realm that exists between realspace and the warp. Traditionally kept as pets and attack beasts by the Drukhari, these Ur-Ghuls have somehow managed to infiltrate the fortress. They are considered a deadly foe to all.



CHAOS BEASTMEN

Beastmen are a species of abhuman, though unlike Ratlings and Ogryns they are heavily persecuted throughout the Imperium for their bestial appearance. It is no small wonder, then, that many of them turn to Chaos where their ferocity and strength are rewarded rather than feared. Most carry crude weapons such as autopistols and hand-forged blades for they are rarely entrusted with better wargear.



TRAITOR GUARDSMEN

Life in the Astra Militarum is especially harsh and it is no wonder that some troopers turn their backs on the Imperium to join the forces of Chaos. They worship the Dark Gods in the hope of gaining favour and commit terrible atrocities in their name. Most wear the uniforms of their former regiments, now corrupted with blasphemous sigils and adorned with spikes and blades.



IMPERIUM NIHILUS

Vigilus is the most hotly contested war zone in the galaxy, for it lies at the end of the Nachmund Cauntlet – a stable warp route between the Imperium Sanctus and the Imperium Nihilus. Were Vigilus to fall, the Imperium Nihilus would become virtually unreachable...

IMPERIUM NIHILUS: VIGILUS DEFIANT

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Available: 15 Dec

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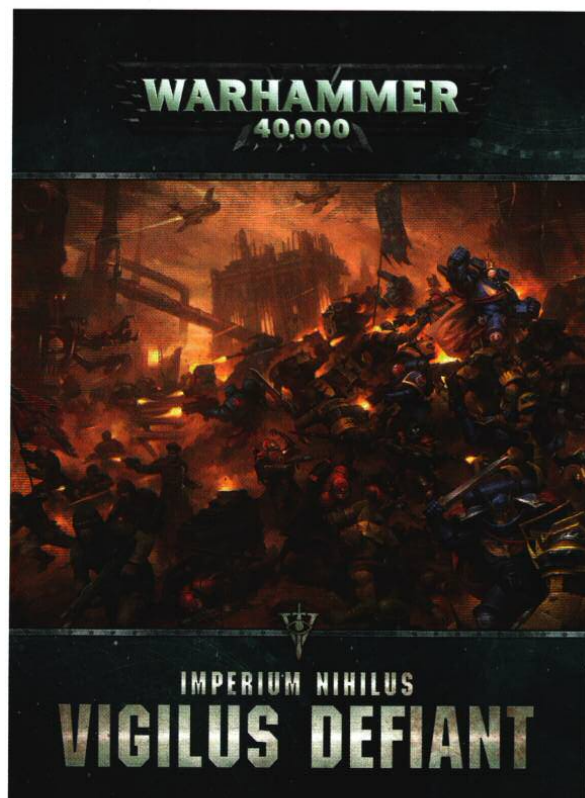
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IMPERIUM NIHILUS: VIGILUS DEFIANT

The fate of the Imperium hangs in the balance on the planet of Vigilus. Will you defend the Imperium, or see the galaxy burn?

Imperium Nihilus: Vigilus Defiant is the first of two books detailing the escalating war on Vigilus. At a hefty 200 pages, it's the most comprehensive campaign book to ever come out of the design studio. The start of the book features 115 pages of new background detailing the war on Vigilus from its opening moments to the present day. This is all supported by many glorious maps, new pieces of artwork for the main protagonists and stunning illustrations of the planet's many war zones. The remaining 85 pages of the book are packed full of new rules, featuring 12 new missions, six unique battlezones, an extensive and immersive campaign system, rules for specific events taking place on Vigilus and a host of new faction rules and datasheets. If you love Warhammer 40,000, this book is a must-have.



HAARKEN WORLDCLAIMER, HERALD OF THE APOCALYPSE

Descending from storm-wracked skies on pillars of warp flame, the arrival of Haarken Worldclaimer signifies the beginning of the end for many worlds – as the herald of Abaddon the Despoiler, he brings the promise of terror, suffering and eternal damnation. Clad in ancient power armour now warped and twisted by Chaos, Haarken knows the value of fear. His armour is bedecked with leering faces, bones and spikes upon which sit the impaled heads of monarchs, tyrants and lords. In one hand, he wields a lightning claw, in the other the daemon-touched relic known as the Helspear. The rules for Haarken Worldclaimer can be found in Imperium Nihilus: Vigilus Defiant.



Haarken's lightning claw mimics the Talon of Horus worn by Abaddon the Despoiler (1). Like all Chaos Space Marines of the Black Legion, Haarken's pauldron is emblazoned with the Eye of Horus – the legion symbol.

MARNEUS CALGAR, ULTRAMARINES CHAPTER MASTER

Marneus Augustus Calgar is one of the greatest Imperial commanders of the 41st Millennium. As Chapter Master of the Ultramarines, he has fought the enemies of Mankind his entire life. Now he journeys to Vigilus to save it from damnation.

Having undergone the dangerous ritual process to become a Primaris Space Marine, Calgar now stands reborn. He wears the armour of Heraclius, a newly forged suit of gravis armour that has been built to accommodate his iconic Gauntlets of Ultramar. Calgar is accompanied by his Victrix Honour Guards – Lethro Ados and Nemus Adranus – both of whom carry power swords and storm shields. The rules for both units can be found in *Imperium Nihilus: Vigilus Defiant*.



1



2



3



4

Marneus Calgar comes with two head options – one bare, the other helmeted (1).

The Armour of Heraclius features a golden eagle head on either side of the suit's reactor (2), marking it as a suit of great artifice. Beneath the reactor you can see the ammo drums for the Gauntlets of Ultramar.

The Gauntlets of Ultramar (3) have bolters built into them making them deadly at range and in combat.

The remains of a Hormagaunt lie on Calgar's base (4), a symbol of his hatred of the Tiranids.

HAARKEN WORLDCLAIMER, HERALD OF THE APOCALYPSE

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USA \$35, Can \$40,
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GREAT PLANETARY WARS OF THE IMPERIUM

A thousand battles take place across the Imperium every day. Some are minor skirmishes or conflicts that last only a few days. Others are wars that last for decades. Here are five of the greatest.



ARMAGEDDON

The industrial hive world of Armageddon has been invaded four times in its history, first by the forces of Chaos, then twice by Orks and now once again by the legions of the Dark Gods. Trillions have died in the ongoing conflict.



MEDUSA V

Situated dangerously close to a warp storm known as Van Grothe's Rapidity, the mining world of Medusa V was assailed first by the forces of Chaos, then the Tiranids and Necrons. The world was eventually dragged into the warp.



CADIA

Cadia stood sentinel over the Eye of Terror for millennia, fighting back the forces of Chaos for thousands of years before finally falling during Abaddon's 13th Black Crusade. The planet's ruined husk now sits within the Cicatrix Maledictum.



MACRAGGE

When the Tiranids of Hive Fleet Behemoth swept into the galaxy, they devoured all in their path. Only Macragge, homeworld of the Ultramarines, stood defiant in the face of insurmountable odds. Victory came at a huge cost.



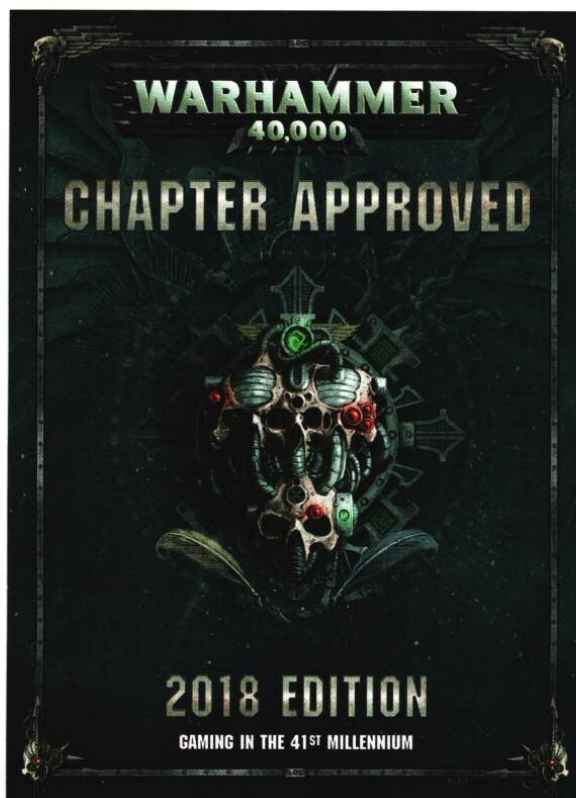
AGRELLAN

Seeking to establish a foothold in Imperial space, the T'au Empire invaded the Damocles Gulf. After decades of war, the Adeptus Mechanicus conceded defeat – as they retreated, they set the world of Agrellan and the Gulf ablaze.

CHAPTER APPROVED 2018

Chapter Approved 2018 is out this month and it's packed full of new rules content for all you fans of Warhammer 40,000. Whether you enjoy matched play, narrative play or open play games (or all three), you're bound to enjoy it.

This 144-page book (there is also a special edition available from the Games Workshop website) contains a wealth of gaming options, including rules for Ork Looted Wagons and customising your own characters, a battle honours system for units and characters in narrative games, new updated rules for Cities of Death (more on that on page 70) including stratagems and battlezones, new matched play mission rules and 12 new missions. On top of that, this edition of Chapter Approved also includes new terrain rules, datasheets for three classes of Renegade Knights (along with special detachment rules for them), rules for using The Eight (Commander Farsight's elite battlesuit cadre) updated points values for all armies, five new datasheets and a beta codex for Codex: Adepta Sororitas. Phew!



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DESIGNERS' NOTES – CHAPTER APPROVED 2018

Many scribes and countless data-servitors worked tirelessly to bring you the latest incarnation of Chapter Approved. Arch-cogitator Robin Cruddace tells us more about it.

"Chapter Approved is our annual gaming supplement for Warhammer 40,000," says Robin. "No matter how you play, what style of game you prefer or what army you use, there should be something in it for you."

"...the back of the book features the most comprehensive points review our playtesters have ever conducted."

"One of the major features of this edition of Chapter Approved is the beta rules for Codex: Adepta Sororitas. Most factions have their own codex by now and we thought – with the new Sisters of Battle range currently in development – it would be nice to give all you hobbyists out there a say on how they should play on the battlefield. We've changed the Acts of Faith rules quite a bit, added in stratagems, relics and warlord traits, tweaked a few stat lines and weapon profiles – we'd love to hear your thoughts on what we've come up with so far. Hopefully your feedback will help us create an even better codex for them in the future."

"We get a lot of requests for various different rules to be addressed and that's something else we've looked at in Chapter Approved 2018. We've brought back Looted Wagons in this edition due to incredibly popular demand (there are three different types, too), plus we've made The Eight – Commander Farsight's elite cadre – a viable army in matched play games (see right). You'll also find a few changes to matched play rules that have been made thanks to all the invaluable feedback we received from players at events and online – without you, the game wouldn't be as awesome as it is now, so thank you!"

"On the subject of matched play games, the back of the book features the most comprehensive points review our playtesters have ever conducted. It includes all the changes from last year's Chapter Approved, so between this book and your codex you'll have all the up-to-date points values for your army. You'll also find a new datasheet for Space Marine Intercessor Squads with new weapon options for the squad sergeant, plus a new datasheet for Horrors – like all things Tzeentchian, their datasheets have been subject to change in the past. Well, no longer!"

THE EIGHT RETURN

"The Eight are an iconic group of heroes, but because of the way detachments work, you couldn't field them all in most matched play games," says Robin. "So we came up with a new detachment especially for Farsight's command cadre. At over 1,000 points, the Eight are pretty pricey, though!"



**TURN TO
PAGE 70 TO
READ MORE
ABOUT
CITIES OF
DEATH
TACTICS**

RETURN TO THE HIVE

The hive world of Necromunda is riven with gang warfare, its countless inhabitants fighting for supremacy (and survival) amid the world's decaying industries. This month, two new books are out for Necromunda – a new Rulebook and Gangs of the Underhive.

NECROMUNDA RULEBOOK

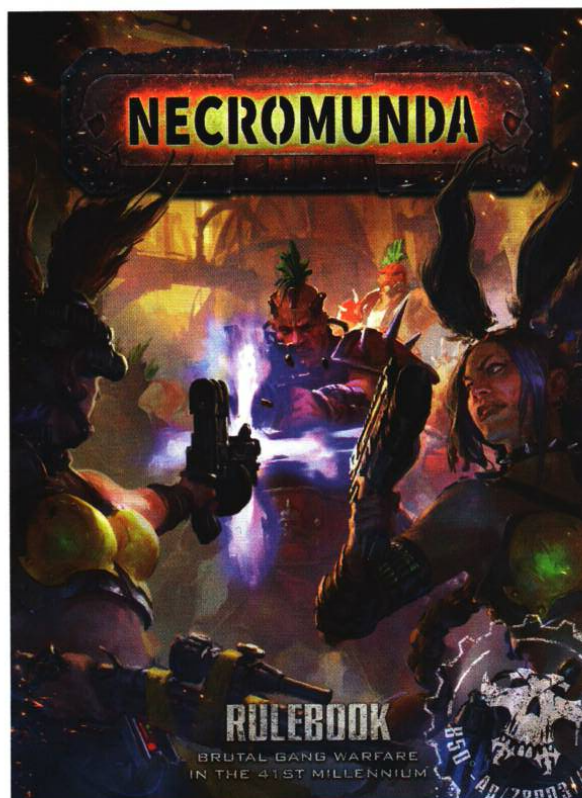
Necromunda is a skirmish game set in the gloomy depths of an industrial hive city. Rival gangs fight over contracts and territory, engaging each other in desperate battles in the hope that one day they will reign supreme in the underhive.

This 192-page book takes all the rules already printed for Necromunda and brings them together into one mighty hardback tome that could, with enough force, easily brain a Goliath ganger. Inside, you'll find extensive background about the hive world of Necromunda, the ruling houses of Necromunda and the gang houses that exist in the lower reaches of the planet's hive cities. You'll also find all the game rules for playing Necromunda either on Sector Mechanicus terrain or in the cramped confines and claustrophobic corridors of a Zone Mortalis. There are plenty of scenarios (26 in total) for fighting over both types of terrain, plus advice and suggestions on how to run your own Necromunda campaign, tournament rules and a quick reference guide for mid shoot-out rules checking.

NECROMUNDA GANGS OF THE UNDERHIVE

Got your Necromunda Rulebook? Then you'll also want a copy of Necromunda Gangs of the Underhive, a comprehensive background and gaming guide to the six primary House gangs of Necromunda. Inside, you'll find gang, skill, weapon and equipment lists for the tech-savvy Van Saar, muscle-bound Goliaths, fanatical Cawdor, fearless Orlocks, agile Escher and sinister Delaque, enabling you to field the gang of your choice in your underhive battles.

This 160-page book also includes rules for Hive Scum and Bounty Hunters, plus profiles for 14 named Bounty Hunters such as Belladonna, Gor Half-horn and Mad Dog Mono. You'll also find rules for Hangers-On and Brutes, Exotic Beasts and the entire Necromunda Trading Post with more weapons, equipment and wargear than you can shake a sump-stick at. The book is finished off with a showcase of beautifully painted miniatures to get your creative juices flowing.



NECROMUNDA RULEBOOK

Pre-order: Now
Available: 08 Dec

£35, €45, 350dkr,
420skr, 390nkr, 175zl,
USA \$60, Can \$70,
Aus \$98, NZ \$115,
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SG\$85

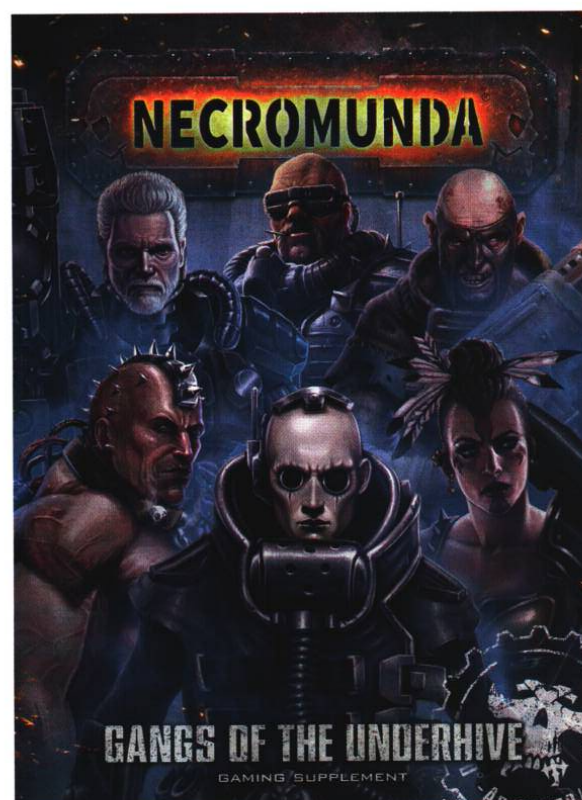
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**READ MORE
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NEW
DELAQUE
MINIATURES
OVER THE
PAGE!**

**TURN TO
PAGE 126
FOR A HOUSE
DELAQUE
STAGE-BY-
STAGE
PAINTING
GUIDE**

DELAQUE GANG

Pre-order: Now

Available: 08 Dec

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USA \$40, Can \$50,
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¥5,800, 250rmb,
HK\$340, RM155,
SG\$60

DELAQUE GANG

House Delaquer is arguably the most unusual and secretive of all the Necromundan houses. While the other house gangs of Necromunda loudly proclaim their strength and superiority to the common folk, the gangers of House Delaquer are nefarious and secretive in their activities, spying on their foes and gathering information before retreating once more into the depths of the underhive with their bounty of knowledge. Local populations may not even know that a Delaquer gang lurks in their midst, as even their gang holdings are kept a secret, hidden as they are in the cavity walls between hab zones or in long-forgotten ventilation ducts.

Even their method of warfare is seen as a little odd by the other house gangs, for the Delaquer rarely engage their rivals face to face. There is no

bravado in their style of fighting, only simple expediency, Delaquer gangers preferring to assassinate their opponents with a long-range sniper shot from the shadows or a swift, sharp stiletto blade in the back.

This plastic set contains 10 House Delaquer ganger models armed with an array of deadly-looking weapons and wargear. Unnaturally tall and thin, universally bald and deeply sinister, the Delaquer wear long stormcoats to conceal the myriad blades and grenades they keep about their persons and photo-visors to protect their sensitive eyes from the glow lamps of the underhive. These multipart models come with a range of weapons, including flechette pistols, silenced stub guns and autopistols, long rifles, stiletto blades, shock staves and web gauntlets.



DELAQUE GANG CARDS

One of the big features of this edition of Necromunda is tactics cards. One minute your fighter's delivering a knock-out blow in combat, the next they're pulling the trigger of their gun and hearing the ominous Click! of an empty magazine. This set of 26 gang cards contains six fighter cards (for helping you keep track of your Leader and Champions) plus 20 new tactics cards – 12 of which are specific to the sneaky, underhanded Delaquer, while the other eight can be used by any gang.

DELAQUE DICE

First rule of the underhive – remember your gun. Second rule of the underhive – don't forget your dice! The Delaquer dice set includes eight static-effect dice (representing their spy networks and jamming equipment) for use in your games. – three six-sided dice featuring the Delaquer crest, two ammo dice, two injury dice and a scatter dice.



DELAQUE GANG CARDS

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FIVE THINGS WE LOVE IN... DECEMBER

3

Cunning Tactics. Middle-earth writer Jay Clare shares his advice on using Magical Powers in your games of The Middle-earth Strategy Battle Game on page 84, while Simon takes to the streets on page 70 to look at new tactics in Cities of Death. You might even find a few nuggets of tactical advice in our Battle Report on page 90!



DESIGNERS' NOTES – HOUSE DELAQUE

Swathed in long coats, we snuck down shadowy corridors to find Dave Thomas, the designer of the new Delaquer models. We coerced some information out of him.

"House Delaquer are the masters of information and spying," says Dave. "They're mysterious and unknowable, which is why they wear all-concealing coats to hide whatever they may have underneath, be it recording equipment, secret documents or weapons."

"They all have augmetic eyes for recording what they see, too, and this, combined with their bald heads (a trademark look of the original Delaquer models) really helps to depersonalise them, to make them appear far more creepy and sinister than the members of other gangs. They're certainly the least human-looking, their ranginess and their long coats giving them a floaty, sinuous quality. The fact that their feet are barely visible adds to that look, like they're silently gliding along."

"The heraldry of House Delaquer features a snake and you can see that imagery

appearing on the miniatures. The Gang Leader has a snake wrapped around their staff and several of the gangers feature snake motifs on their belt buckles. The leather armour on the backs of their coats is also segmented like snake scales, with the high collars around their necks kind of like a snake's hood. If you look really closely, you can also see tiny vials in the centre of their knife handles, no doubt filled with some kind of toxic venom."

"The weapons of House Delaquer are quite different to those of other houses. Their las and auto weapons are really simple-looking and lack any kind of embellishment. They're functional and utilitarian, really slick with mean-looking silencers – almost special-ops. Unlike most human weapons in Warhammer 40,000, they look progressive and new rather than archaic and over-complicated."



BLOOD BOWL MERCHANDISE

"Now that, Bob, is possibly the slowest shamle up the pitch I have ever seen - even your mum could outrun that Zombie! The Reikland Reavers thought they'd caught the Champions of Death dirt-napping, but it turns out they made a grave mistake..."

SPIKE! JOURNAL: ISSUE 4

"News just in, Jim - the latest edition of Spike! magazine is out and it's a special on the Shambling Dead! Guest Editor Rotten Johnny runs us through the pros (injuries are negligible) and cons (the smell is awful) of fielding an undead team, while Mindy Piewhistle and Hackspit Quillchewer - our roving reporters - dig up all the latest dirt on our undead friends. You'll find stats for famous pitch-revenants like Ramtut III and Frank N Stein in here, too, plus all the information and tactical advice you'll need to raise your own undead team. Honestly, I've heard it's dead good! No? I'll get my coat..."



TEAM DICE AND CARD PACKS

Who doesn't love cards and dice, eh? Well, there's a new set of seven bone-coloured Blood Bowl dice and a deck of 49 team cards available for the Shambling Undead. The card pack includes five player reference cards, 10 star player cards, 21 blank player cards, three Benefits of Training and three Dirty Tricks cards.



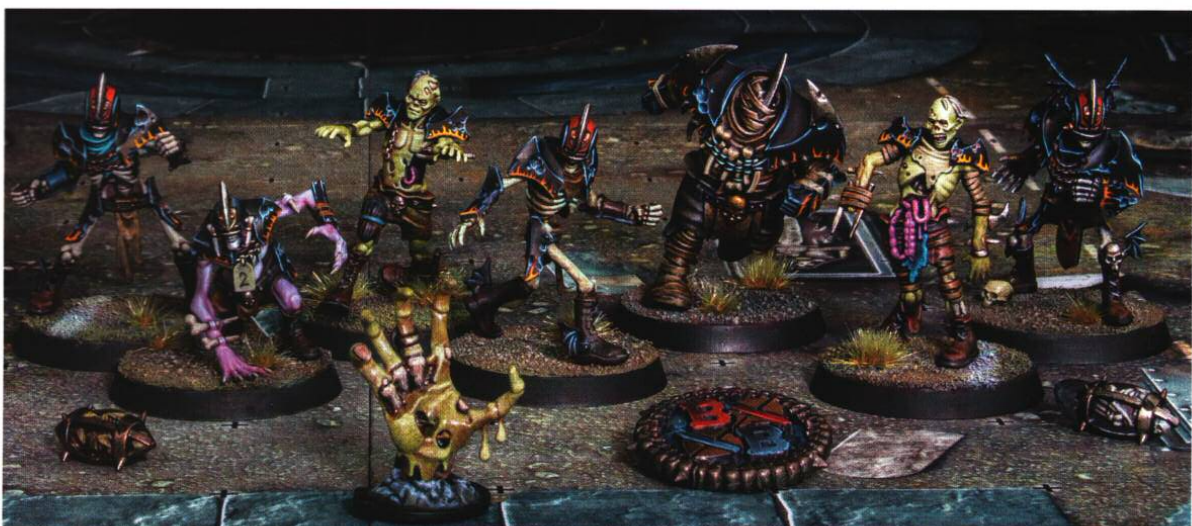
CHAMPIONS OF DEATH

The Champions of Death are one of the most iconic Blood Bowl teams around. Though rarely at the top of the league tables, we've heard that these coffin dodgers are rising stars this season. Join us in the team dugout to find out what you get in the box.

This multipart plastic kit contains 14 players (that's two more than a regular Blood Bowl team!), including four Zombies, four Skeletons, two Wights, two Ghouls and two Mummies, giving you options on what players to include in your team. Skeletons form the backbone of a Shambling Undead team and take to the pitch in a fetching ensemble of rotten cloth and rusty

body armour, which is more than can be said for the emaciated zombies who are barely given any kit at all. Ghouls, though not especially fast, are faster than the rest of their team mates, their gangly limbs and wild eyes making them ideal catchers. The Wights and Mummies are the heavily armoured hard-hitters of the Shambling Undead team and will inevitably end up on your line of scrimmage at the kick-off.

This set also includes a one million gold piece team roster for the Champions of Death so you can start playing as soon as you've put the models together. Their rules can be found in Spike! Journal: Issue 4.



OPTIONAL RULE: SHAMBLING UNDEAD SPECIAL BALL

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

Once per match, at the start of any drive for which they are the kicking team, the Shambling Undead coach (Necromancer?) can declare that they will use the Skeletal Homunculus ball. If they wish, they can use an Extra Spiky Ball (see the March 2017 issue of White Dwarf or the Inaugural Blood Bowl Almanac) instead – they should declare which ball they are using before any players are set up.

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

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

SKELETAL HOMUNCULUS



Necromancers are adept at creating all manner of undead constructs to assist them in team management, often dreaming up some quite unusual creations to fulfil specific duties. Many miniature homunculi are crafted from the bones and body parts of smaller races to perform fetching and carrying duties for the team. It is not uncommon to see miniature creations of Dark Magic encased within ball shaped iron cages, their weight hampering the opposition's passing game and their snapping jaws and sharp teeth discouraging living players from getting too close!

There is an additional -1 modifier applied to any passing attempt made with the Skeletal Homunculus ball, due to the weight of an iron-caged miniature skeleton compared to an air-filled pigskin.

Additionally, at the start of any turn in which this ball is on the ground, it will bounce one square in a random direction as the Skeletal Homunculus twitches and spasms. If the ball bounces into an occupied square, then the player must attempt to catch it. If the player fails to catch the ball, or if the square is occupied by a Prone or Stunned player, the ball will bounce again until it is either caught or bounces into an empty square or off the pitch.

Finally, should any player score a touchdown with the ball, roll a D6. On the roll of a 1 the player's enthusiastic celebration has angered the Skeletal Homunculus, which sinks its yellowed fangs into the player's hand. For the remainder of the game, the player that scored the Touchdown suffers a -1 modifier to their Agility.

CHAMPIONS OF DEATH

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SPIKE! JOURNAL: UNDEAD

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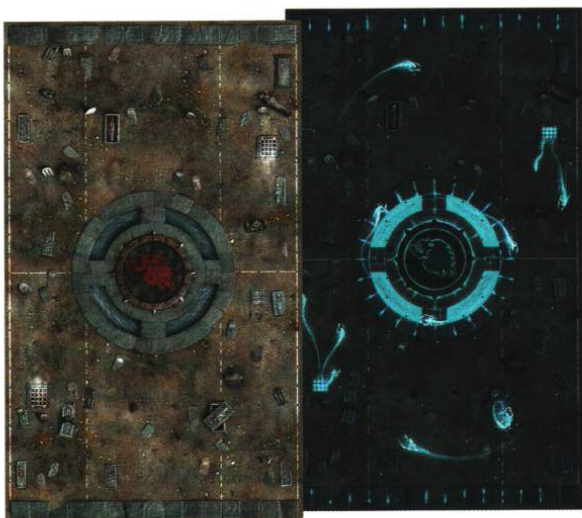
UNDEAD TEAM DICE

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75nkr, 35zl,
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Aus \$20, NZ \$24,
¥1,600, 70rmb,
HK\$95, RM45, SG\$18

SHAMBLING UNDEAD PITCH

It's said that when you play the undead at Blood Bowl, you've probably already got one foot in the grave. Well, that's literally the case with the new Shambling Undead pitch and dugouts. One side features a dusty graveyard with the team logo in the centre, while the other represents the pitch at night, now inhabited by vengeful spirits.



THE BLOOD BOWL 2018 ALMANAC!

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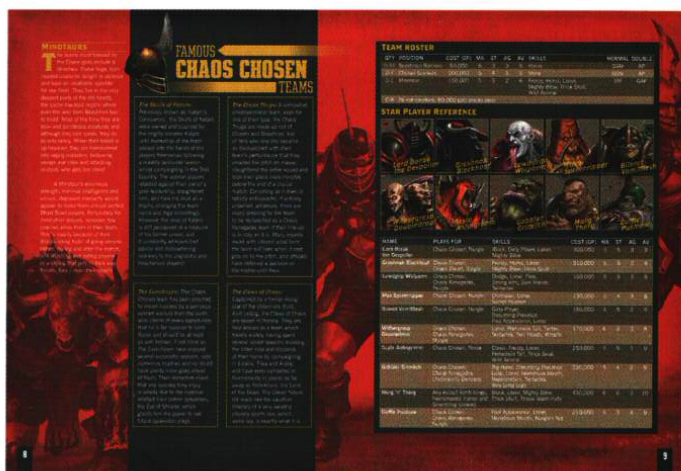
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Aus \$84, NZ \$99,
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SG\$70

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information.

THE BLOOD BOWL 2018 ALMANAC!

Celebrate another great season of Blood Bowl with the release of the 2018 Almanac – a compilation of this year's first three Spike! Journals, plus other great highlights from the world of Blood Bowl.

This weighty 144-page book includes full team listings and background for the Chaos Chosen, Dark Elves and Nurgle teams, plus a closer look at some of their greatest teams and Star Players. As guest editor of this almanac, Lord Borak feels that Lord Borak is the greatest of all the Star Players in it. We're inclined to agree with him. On the subject of Star Players, there are profiles for a whopping 41 of them in this book, including the 30 presented in the first three Spike! Journals, plus Joseph Bugman, Grombrindal, the Black Gobbo and more besides. You'll also find a host of Special Ball rules (previously printed in White Dwarf), an up-to-date FAQ and a gallery of Blood Bowl players proudly displaying last season's kit.



Each team section in the Almanac has its own distinctive feel and is presented in the team colours. These pages show the Star Players available to a Chaos Champions team, including veterans such as Grashnak Blackhoof and new arrivals on the scene like Scyla Anfringrim.



There's a detailed history of each race's major teams, such as the Naggaroth Nightmares, who originally started off life as the Naggaroth Nightwings. You'll also find humorous anecdotes in the form of Coffin Corner, where players that are no longer with us are fondly remembered.



The Spike! Almanac doesn't just provide you with new rules for Star Players, it gives you loads of cool background about them, too. As with all Spike! articles, they are presented in the style of an in-world sports magazine, complete with sports-flash designs and terrible puns.



Many of the Blood Bowl rules and articles featured in White Dwarf are also presented in the 2018 Almanac, including the rules for the Black Gobbo and Grombrindal and Special Ball rules. You'll even find the rules for Joseph Bugman in the Almanac, either as a player or as a coach.

ADEPTUS TITANICUS: THE HORUS HERESY

The god-machines of the Collegia Titanicus are amongst the most destructive weapons ever created by humanity. Now these colossal war machines have turned on each other, entire Legions of these once-noble warriors driven to treachery by the Warmaster Horus.

ADEPTUS TITANICUS TITAN BATTLEGROUP

Will you fight for the Warmaster Horus or the Emperor of Mankind in your games of Adeptus Titanicus? Whichever side you choose, you'll need powerful weapons to take on your foes and you can't get much more destructive than a battlegroup of Titans from the Collegia Titanicus.

This set contains one Warlord Battle Titan, a Reaver Battle Titan and two Warhound Scout Titans – the makings of an Axiom Battleline Maniple. All four Titans are multipart plastic kits and can be built and posed in a variety of ways to

show them striding forward, aiming their colossal guns or bracing themselves ready to unleash a salvo of missiles. The Warlord Titan comes equipped with a pair of volcano cannons and two carapace-mounted apocalypse missile launchers, while the Reavers and Warhounds come with a veritable arsenal of weapons, enabling you to equip them for the mission at hand.

The set includes a transfer sheet featuring the iconography of Legios Gryphonicus, Fureans, Astorum, Atarus, and Mortis.

ADEPTUS TITANICUS TITAN BATTLEGROUP

Available: Now

£100, €130, 1,000dkr,
1,200skr, 1,100nkr,
500zl, USA \$170,
Can \$200, Aus \$280,
NZ \$330, ¥23,000,
1,000rmb, HK\$1,350,
RM620, SG\$240



ADEPTUS TITANICUS WARLORD TITAN WITH PLASMA ANNIHILATORS AND POWER CLAW

ADEPTUS TITANICUS WARLORD TITAN WITH PLASMA ANNIHILATORS AND POWER CLAW

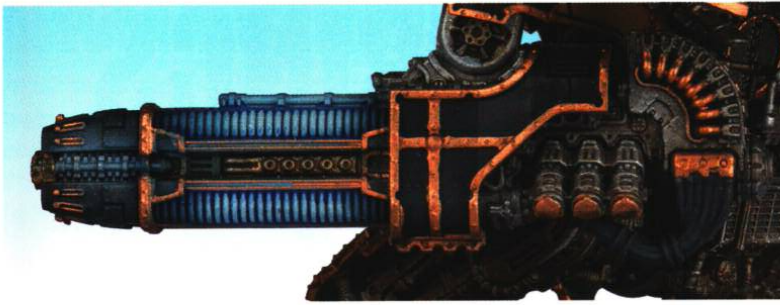
Available: Now

£65, €85, 650dkr,
780skr, 720nkr, 325zl,
USA \$110, Can \$130,
Aus \$180, NZ \$215,
¥15,000, 650rmb,
HK\$880, RM400,
SG\$155

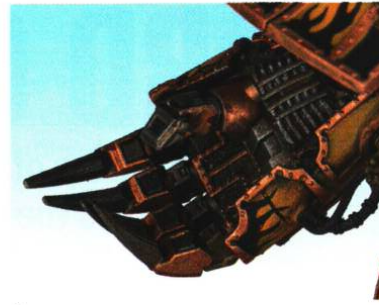
Warlord Titans are the mainstay war machines of the Titan Legions, be they loyal to the Emperor or traitors to his cause. Towering over battlefields, buildings and armies alike, Warlord Titans are technological marvels of a bygone age – god-machines of incredible power revered by those who fight alongside them. The mere presence of a Warlord Titan has ended rebellions before they even started and many foes would rather turn tail than face them, for their guns can level cities and obliterate armies. During the dark days of the Horus Heresy, Warlord Titans – like many of their fellow war engines – were turned against each other. Worlds burned as Titans clashed.

The Warlord Titan is a plastic kit. There are three sprues in the box – one which builds the Titan's chassis, another providing its armour plates, and a third for its weapons – a pair of sunfury plasma annihilators and two carapace-mounted laser blasters. The kit also includes an arioch power claw for deadly close-quarters fighting. 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. The kit also includes a choice of two heads, armour plates in several different designs and a transfer sheet so you can proclaim your Warlord's loyalty to the Emperor or Horus.

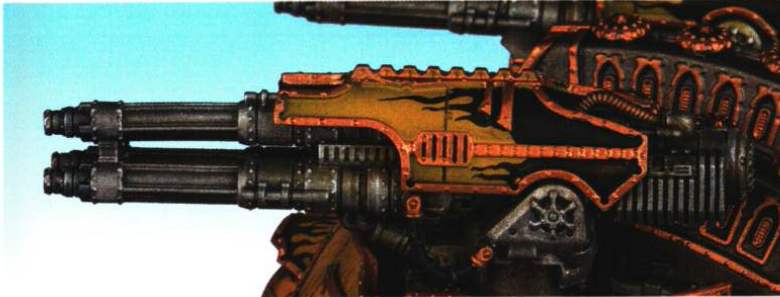




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A weapon of terrifying and indiscriminate power, the sunfury plasma annihilator (1) is capable of incinerating entire cityscapes and rendering the strongest armour into steaming vapour. There are two in this kit.

The arioch power claw (2) can be mounted on either the left or right arm of the Warlord Titan. It can be built with either fingers or claws.

Laser blasters (3) are a common armament for many Battle Titans and can cause horrific damage at range. There are two in this kit.

This kit includes two different head designs, including this knightly helm (4).

ADEPTUS TITANICUS CERASTUS KNIGHTS

Cerastus-pattern Imperial Knights are relics of an ancient time now long forgotten. Designed long before the founding of the Imperium, many joined the Great Crusade and fought alongside the Emperor's vast armies until the time of the Horus Heresy, when many were forced to choose who to fight for – the Emperor or the Warmaster.

This set contains two plastic Imperial Cerastus Knights for use in games of Adeptus Titanicus. Each is armed with a Cerastus shock lance and an ion shield gauntlet and there are three different head designs for each knight. The set includes a transfer sheet featuring the heraldry of House Makabius, Vyronii, Malinax, and Coldshroud.



ADEPTUS TITANICUS CERASTUS KNIGHTS

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

ADEPTUS TITANICUS KNIGHT COMMAND TERMINAL PACK

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

Available in English and German languages. See games-workshop.com for more information.

ADEPTUS TITANICUS KNIGHT COMMAND TERMINAL PACK

In games of Adeptus Titanicus, each Banner (unit) of Knights requires its own Command Terminal, which is used to track its status during the game. These are kept to one side, near the battlefield, and provide a reference for all weapons, structure points, and abilities. This set contains five double-sided Command Terminals, three for Cerastus Knights and two for Questoris Knights, enabling you to field multiple banners in your mission to dominate (or destroy) the galaxy.



CHECK OUT THE FULL RULES FOR THE CERASTUS KNIGHTS ON PAGE 122

THE LORD OF THE RINGS™

The beacons are lit and the armies of Middle-earth are marching to war in numbers not seen for an Age. This month sees the release of many heroes, including Gandalf the White, Théoden, King of Rohan and a duel pitting Azog the Defiler against Thorin Oakenshield.

GANDALF THE WHITE AND PEREGRIN TOOK

GANDALF THE WHITE AND PEREGRIN TOOK

Available: Now

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

Gandalf the White is a wise and powerful old wizard, one of the legendary Istari and a force to be reckoned with in Middle-earth. Peregrin Took is a Hobbit from the Shire who eats too much and rarely does as he's told. Yet these two travellers make for a fearsome pairing as they approach the city of Minas Tirith on the back of the fabled steed Shadowfax. Though the White Wizard holds great sway among the city's people, it's the courage and ingenuity of his diminutive companion that likely saves the city of men.

This new set includes not one, but two, plastic miniatures of Gandalf the White – one on foot, the other riding Shadowfax – showing him at the height of his power in the Third Age. Both are dynamic pieces – you can imagine the version on foot casting a magical power upon his foes while the one riding Shadowfax looks like he's rallying the troops along the walls of Minas Tirith. The kit also includes two Pippins. One runs about on foot, while the other can be sat in front of Gandalf as he rides Shadowfax.



1



2

This kit is very cleverly designed, enabling you to build Gandalf riding Shadowfax on his own (1), or with Pippin sitting in front of him.

You get a model of Pippin on foot in the kit, too (2). Here you can see him wearing the royal garb of a Guard of the Citadel.

SEE A
PAINTING
GUIDE FOR
GANDALF
THE WHITE
ON PAGE
126

THÉODEN, KING OF ROHAN

It is with a heavy heart that Théoden, King of Rohan, rides to the aid of Minas Tirith, for it is likely that his doom awaits him on the Pelennor Fields. Previously only available in The Battle of Pelennor Fields boxed set, these two plastic miniatures (one on foot, the other mounted on the steed Snowmane), represent Théoden in his full panoply of war, his sword Herugrim raised aloft as though issuing a challenge or calling the charge of the Rohirrim.

THÉODEN, KING OF ROHAN

Available: Now

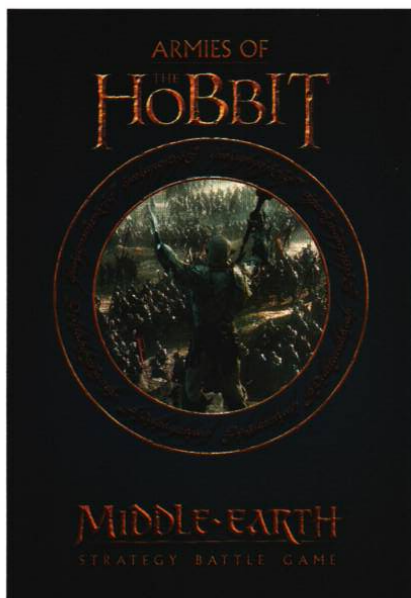
£20, €25, 200dkr,
240skr, 220nkr, 100zł,
USA \$35, Can \$40,
Aus \$55, NZ \$65,
¥4,600, 200rmb,
HK\$270, RM125,
SG\$50



DUEL ON RAVENHILL: AZOG VS THORIN

Amid the frozen ice flows and jagged rocks of Ravenhill, two great warriors come face to face for the final time. Thorin Oakenshield, now King Under the Mountain and Lord of Erebor, stands defiant against Azog, the Pale Orc – leader of the vast armies of Goblins, Orcs, Wargs and Trolls now laying siege to the Lonely Mountain. This impressive

resin diorama is part of Forge World's *The Hobbit: Motion Picture Trilogy™* Character Series and shows Thorin battling Azog on the iced-over lake at the top of Ravenhill. Thorin can be built holding a regal sword or Orcrist, while Azog can wield his maul or a lump of stone on a chain as seen in the movie. Both models can be removed from the diorama base for playing games.



ARMIES OF THE HOBBIT

Whether you're a veteran of the Middle-earth Strategy Battle game or a young warrior new to the world of wargaming, you'll want to pick up *Armies of the Hobbit* – a comprehensive guide to collecting armies set during the time of Bilbo Baggin's grand adventure.

This 160-page tome includes army lists for 13 good armies including the Elves of Mirkwood and the Dwarves of the Iron Hills, plus seven evil armies such as Azog's legion of Gundabad Orcs and the Goblins of the Misty Mountains. The book also contains 11 scenarios, enabling you to play through the story of the eponymous *Hobbit*, from the moment Thorin's Company first encounters the Trolls to the Battle of Five Armies.

SIGIL OF A WIZARD

Want your opponents to know that Gandalf the White will be gracing your battlefield? Then pick up this set of pearlescent white dice that are perfect for casting Magical Powers and those all-important fate rolls. There are eight six-sided dice in this set, each engraved with Gandalf's personal rune in place of the six.



FIVE THINGS WE LOVE IN... DECEMBER

2 Heroes! We all love a good hero and there are plenty out this month, including nine awesome adventurers for Warhammer Quest: Blackstone Fortress, Marneus Calgar and Haarken Worldclaimer for Warhammer 40,000 and Gandalf the White (and Peregrin Took) for the Middle-earth Strategy Battle Game. You can read more about wizards in Middle-earth on page 84 and see a stage-by-stage painting guide on page 126.



ARMIES OF THE HOBBIT

Available: Now
£35, €45, 350dkr,
420skr, 390nkr, 175zt,
USA \$60, Can \$70,
Aus \$98, NZ \$115,
¥8,100, 350rmb,
HK\$480, RM215,
SG\$85

Available in English and German languages. See games-workshop.com for more information.

GANDALF THE WHITE DICE SET

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

HOBBY SUPPLY DROP

If you own Citadel miniatures, you probably love painting them too, right? But what happens when you need to pack away your paints for a family visit, or that terrible day comes around when you have to (gulp) tidy your desk? Fortunately, we're here to help!

CITADEL PAINT RACK

The Citadel Paint Rack is the latest clever invention by the guys in our Hobby Products team (they're the guys that design tools, paints and scenery among other things).

The Paint Rack set comes with two plastic trays, each with 21 hexes in them. Each hex holds a paint pot securely – you can even turn the tray upside down (and shake it, as was demonstrated to us) and they won't fall out. The trays come with legs, enabling you to stand them up in your painting area so you can find the colours you want easily – you could even group paints for specific projects in their own trays. The trays feature holes in the back so you can screw them into a wall. They also fit neatly inside the new Citadel Project box (see opposite).



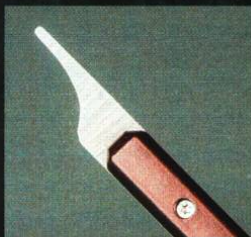
TOP FIVE MODEL-MAKING ESSENTIALS

The fact of the matter is, you can't start painting your models or playing games with them until you've built them. So here are our top tools for getting your models ready for battle.



FINE DETAIL CUTTERS

Hmm... how to get all those wonderful models off the sprue? There really is no tool better for the job than Fine Detail Cutters, their narrow blades perfect for snipping a component from the frame quickly and easily with no mess.



MOULDLINE REMOVER

It may look like a blunt piece of curved metal... and it is! But the Mouldline Remover is great for cleaning off mouldlines on plastic miniatures and far safer for young or inexperienced hands than a hobby knife. Why not give it a go?



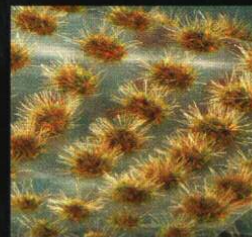
PLASTIC GLUE

Most Citadel miniatures are made of plastic, so Plastic Glue is the best way to stick them together. A small spot of glue should be enough to weld two components together – you actually don't need to use that much glue!



CITADEL SAW

There are times when we might want to convert a model – give it a new head or a different weapon, for example. For these jobs, the Citadel Saw is the perfect tool. It comes with six blades of varying sizes depending on your project.



MIDDENLAND TUFTS

Okay, so grass tufts aren't technically a tool, but they definitely help you put the finishing touch to your miniatures. Each set contains 200 individual grass tufts ready to be stuck to your models' bases with a dab of PVA glue.

CITADEL PROJECT BOX

This sturdy plastic box makes storing and transporting your paints, brushes and model-making equipment easier than ever before. It contains three Citadel Paint Racks, enabling you to store up to 63 Citadel paint pots, while the base of the box can hold an additional 56 pots for a total of 119. Inside you'll also find a tool rack for

holding Plastic Glue, Fine Detail Cutters and other modelling tools securely. Paint brushes fit in alcoves along the side of the box and there's space in the centre for a Painting Handle. Lastly, the Project Box is the same size as two foam figure case trays, meaning it will fit snugly inside a Crusade Figure Case.



CITADEL PAINT RACK

Available: Now
£12, €14.50, 120dkr,
145skr, 135nkr, 61zl,
USA \$18, Can \$24,
Aus \$34, NZ \$38,
¥2,800, 120rmb,
HK\$168, RM72,
SG\$28

CITADEL PROJECT BOX

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

CITADEL PAINT BOX

Available: Now
£30, €40, 300dkr,
360skr, 330nkr, 150zl,
USA \$50, Can \$60,
Aus \$84, NZ \$99,
¥6,900, 300rmb,
HK\$410, RM185,
SG\$70

CITADEL PAINT BOX

The Citadel Paint Box is the smaller cousin of the Project Box, but it's equally exciting and just as useful. Featuring the same durable plastic design with quick-release catches, the Paint Box is small enough to fit inside any Citadel Figure Case. Inside the Paint box you'll find two removable Paint Racks and their plastic legs, enabling you to

securely store 42 paint pots. A further 28 12ml pots can be stashed securely inside the base of the box. Like the larger Project Box, the lid makes for an excellent painting tray, protecting tables, kitchen counters, desks and, dare we say it, trousers, from paint spillages. The Paint Box and Project Box can also be stacked for easy storage.



PAINT BRUSHES

You may not be aware, but there are now quite a few brushes in the Citadel brush range. The regular brush range includes 14 brushes of varying sizes and designs, enabling you to basecoat, shade and drybrush your models to your heart's content. There is also a range of synthetic brushes available which feature hard-wearing bristles for extensive painting projects (like getting an army ready for a gaming weekend). Lastly, there are the three artificer brushes – hand-crafted high quality brushes for those painting projects that require an exceptional finish.

You can see the full range on the Games Workshop website.

NEW YEAR, NEW ARMY!

Prepare for the upcoming year with a new Battleforce – the perfect addition to an existing army or, perhaps, the start of a brand new one. Here we tell you more about these great-value boxed sets for Warhammer Age of Sigmar and Warhammer 40,000.

BATTLEFORCES

Pre-order: Now

Available: 08 Dec

£100, €130, 1,000dkr,
1,200skr, 1,100nkr,
500zl, USA \$170,
Can \$200, Aus \$280,
NZ \$330, ¥23,000,
1,000rmb, HK\$1,350,
RM620, SG\$240

This month sees the release of ten new army sets – four for Warhammer Age of Sigmar and six for Warhammer 40,000. Whether you're looking to treat yourself this Christmas (you have been good, right?) or someone else, these Battleforce boxes make excellent gifts for any hobbyist.

For Warhammer Age of Sigmar there are Battleforce boxes for the Daughters of Khaine, Idoneth Deepkin, Slaves to Darkness and Seraphon. All feature a range of infantry and large models, giving you plenty of painting and gaming

options with your miniatures. Many of them come with alternative construction options, too – the Seraphon Troglodon, for example, can also be built as a Carnosaur.

For Warhammer 40,000 there are Battleforce boxes for Necrons, Craftworld Aeldari, Death Guard, Space Marines, Adeptus Mechanicus and the Imperial Fists. Excitingly, the Imperial Fists Supremacy Force (shown below) includes a new upgrade frame featuring Imperial Fists shoulder pads, weapons and heads. Turn to page 44 to see what you get in each of these great boxed sets.





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current vacancies go to jobs.games-workshop.com

YOUR ADVENTURE BEGINS HERE

LATEST FROM FORCE WORLD

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. This month, two Praetors of the Blood Angels Legio Astartes march forth to do battle with the Emperor's foes.

BLOOD ANGELS LEGION PRAETOR

Praetors are senior commanders within the ranks of the Legiones Astartes, their authority and skill in battle second only to their Primarch. As may be expected from the gene-sons of mighty Sanguinius, the Blood Angels Legion is blessed with some of the finest commanders of any of the Legiones Astartes. Each is a warrior of superlative ability, able to outthink and outmanoeuvre their opponents before leading a strike right into the heart of the enemy's forces. Armed and armoured with some of the finest wargear available to his Legion, a Blood Angels Legion Praetor is every bit a demi-god of war.



1



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BLOOD ANGELS LEGION PRAETOR IN TERMINATOR ARMOUR

Blood Angels Praetors are high-ranking officers within the Legion and as such they are entitled to wear a rare suit of Tartaros-pattern Terminator armour into battle. Officially designated as tactical Dreadnought armour, each suit of Terminator armour is a masterpiece of design, with heavy ceramite plating fitted over an adamantium exoskeleton. With additional protection offered by an iron halo force field, a Praetor in Terminator armour can storm forwards through even the densest enemy fire.



3



4



The Blood Angels Legion Praetor is clad in ornate Mk. IV artificer armour that has been lavishly detailed with filigree worthy of a commander hailing from a Legion renowned for its aesthetic taste (1).

The Praetor wields a two-handed power weapon that is uniquely crafted by the master artisans of the Blood Angels Legion. Known as Blades of Perdition, these deadly swords erupt with flame to deal terrible damage to those whose flesh they pierce. The Blood Angels Praetor is also armed with a bolt pistol, which is holstered underneath his billowing cloak.

Instead of a halo-crowned helmet, you can choose to assemble the Blood Angels Praetor with a bare head, replete with the flowing golden hair that is so common amongst the Legion's warriors (2).

The Blood Angels Legion Praetor in Terminator armour is also armed with a Blade of Perdition (3), its hilt featuring the Blood Angels Legion symbol, which you can see repeated on his shoulder pad (4). His rank and status within the Legion is further emphasised by the embellishments on his armour and by the cloak that hangs down from his shoulders. His other weapon is a fearsome twin-linked bolter.

The Blood Angels Praetor in Terminator armour also comes with a bare head option (though as we all know, wearing a helmet is much safer).



FORGE WORLD

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

forgeworld.co.uk

THE BLOOD ANGELS LEGION



"They are the sons of the Angel, the blooded host, the defenders of Humanity. They are strength. They are nobility. They are the Blood Angels, and I say to you there are no more loyal or determined servants of the Emperor alive today." – High Lord Baldus Bael

The Blood Angels are the IXth Legion, sons of the Great Angel, Sanguinius. Unlike the other Primarchs that led vast expeditionary fleets in Mankind's grand reconquest of the galaxy during the Great Crusade, Sanguinius was selfless in his deeds. He fought not for glory or the sheer joy of battle, but to secure their father's vision of a golden future for all of humanity.

The Blood Angels share their Primarch's beatific visage through his genetic legacy, and are universally noble and handsome in appearance. However, as with the Great Angel himself, looks can easily deceive – the Blood Angels are in fact held amongst the fiercest warriors of the Legions, their battle fury known to rival that of the Space Wolves or even the World Eaters.

Yet a dark secret lies at the heart of this ferocity, a genetic flaw known only to Sanguinius and his closest confidants. In the heat of battle, this curse can manifest as a murderous bloodlust that sends the afflicted warrior

into a rage so terrible that it's possible they may never recover their senses in the battle's aftermath. For the most part, the Blood Angels can control this fury, channelling it to lend them a speed and strength that few can rival as they tear into their foes with the Emperor's name or that of Sanguinius on their lips.

"More so than any others do the Sons of Sanguinius personify the epithet given to the Legiones Astartes by the Emperor – the Angels of Death."

The Blood Angels favour taking the fight to their enemies directly. Like the winged Primarch himself, the Blood Angels descend from the heavens to deliver the Emperor's judgement to any that would challenge His mastery of the galaxy. As such, the Legion makes regular use of Assault Companies, performing massed drops into the heart of the enemy's lines, supported by squadrons of Land Speeders, jetbikes and assault craft.

When the Great Angel takes to the battlefield, he does so in the company of his Sanguinary Guard – a cadre of majestic golden warriors who wear winged jump packs that mimic those worn by their Primarch. More so than any others do the Sons of Sanguinius personify the epithet given to the Legiones Astartes by the Emperor – the Angels of Death.

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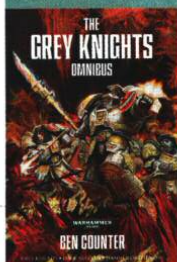
LICENSED GAMES

A desperate distress call echoes through the bowels of the Caestus Metalican mothership – the Necron inhabitants of Silva Tenebris are awakening from their entombed slumber intent on total destruction. The fate of the Adeptus Mechanicus rests in the balance...



DARK ADEPTUS

The story for Warhammer 40,000: Mechanicus is written by Black Library author Ben Counter. This isn't Ben's first time writing about the Adeptus Mechanicus – he wrote about their sinister cousins, the Dark Mechanicum, in the Grey Knights omnibus. The eBook is still available from the Black Library site.



WARHAMMER 40,000: MECHANICUS

Warhammer 40,000: Mechanicus is a brand-new turn-based tactical videogame for PC that pits the might of the Adeptus Mechanicus against the ancient Necrons. Published by Kasedo Games and developed by Bulwark Studios, Mechanicus is the first videogame to feature the Adeptus Mechanicus as the main protagonists – praise the Omnissiah indeed!

In this game, you take on the role of Magos Dominus Faustinius and it's your task to select and equip teams of Tech-Priests and Skitarii and lead them through the mysterious Necron tombs of Silva Tenebris. However, time is of the essence – the Necrons' reanimation protocols have been activated and it won't be long before your forces are overwhelmed. Product Manager Andrew McKerrow tells us more about the game.

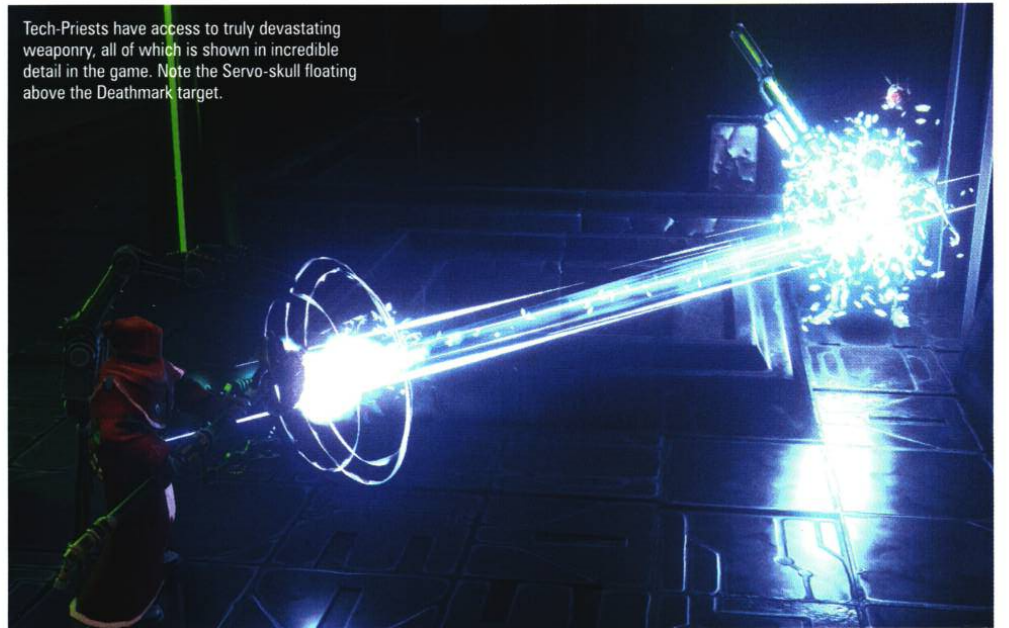
What's the story behind Warhammer 40,000: Mechanicus? What are the Tech-Priests up to? They're up to no good as usual! Several forge worlds have received a message from a long-forgotten mission to Silva Tenebris in the Ultima Segmentum. The message makes promises of powerful technology, resources and more. The Adeptus Mechanicus, of course, want to investigate.

Magos Dominus Faustinius of Mars is assigned to lead the mission, with many other forge worlds wanting a stake in the expedition, including both Metalica and Stygies VIII. Upon arriving at Silva Tenebris, they send down the first scouting parties and discover the Necron tombs. While Tech-Acquisitor Scaevola of Stygies wants to examine the alien tech, Lector Dogmatis Videx of Metalica wants to see the aliens eradicated. ▶

The Necron tombs are dark and forbidding places and anything could be lurking in their corridors. Here, a Kataphron Servitor encounters Necron Warriors and Scarabs.



Tech-Priests have access to truly devastating weaponry, all of which is shown in incredible detail in the game. Note the Servo-skull floating above the Deathmark target.



Combats are a brutal affair and you have to pick the order in which your warriors fight carefully. Get it wrong and one of your Tech-Priests may be sent home as spare parts.



FIVE THINGS WE LOVE IN... DECEMBER

1 Freebies! We all love free stuff and there's loads of it included with this issue, from cards and booklets to new rules. Whether you're playing Necromunda, Warhammer Underworlds, Adeptus Titanicus or one of our many other games, there should be something for you included in this mag. You can find out more about some of the exclusive cards over the page.

DRAMATIS PERSONAE

Magos Dominus Faustinius (1) is the main character in the game. He hails from Mars and is the leader of the expedition.

Lector Dogmatis Videx (2) represents forge world Metalica. He wishes to see the Necrons wiped out so that his Tech-Priests can explore the ruins.

Tech-Acquisitor Scaevola (3), on the other hand (or should that be mekadendrite), comes from Stygies VIII. She wishes to study the Necrons and their alien technology. To what end remains a mystery. For the moment...



► Of course, the Mechanicus's presence in the tomb complex begins the Necron reanimation protocols and the fighting begins.

How did you come up with the look of the tomb world and the Tech-Priest characters?

The Necron Tombs were fun to create. There aren't many examples of Necron architecture – things like the Monolith and the Tesseract Vault – and we wanted to expand those designs across the environments we were creating.

"The Tech-Priests are the ones you'll want to keep alive, as they can be upgraded as you progress through the game."

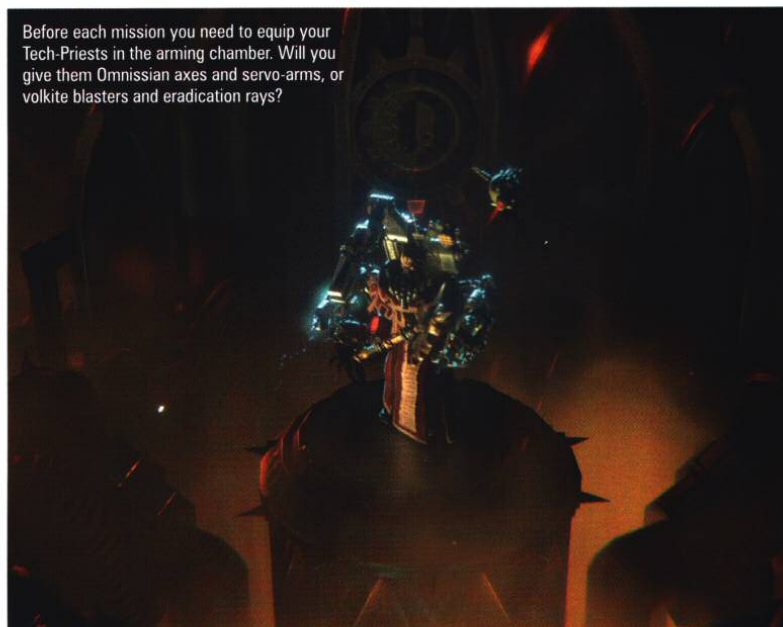
We also gave each tomb complex a different look based on the Necron Lord that rules over it. Lord Ubjao, for example, has been afflicted by the flayer virus, so his tomb is covered in flesh, and flora has crept in where the complex hasn't been maintained. Of course, it's blood-feeding flora...

When it came to the Tech-Priests, we concepted lots of designs for them. One of our (very ambitious) goals was to have as many different augments, weapons, backpacks and wargear attached to our Tech-Priests as possible. We never really see all the augmentations on a Tech-Priest, so this was a fun opportunity for us.

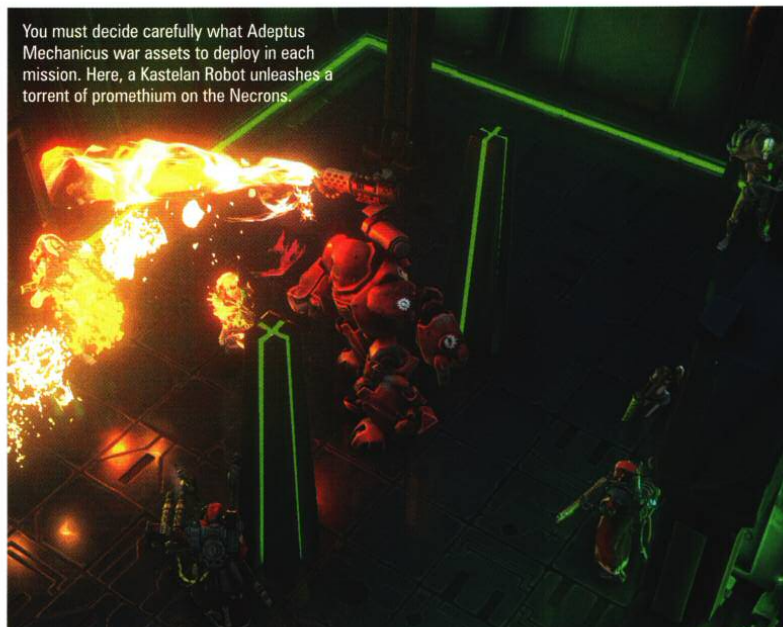
Ah, so are your warriors fully customisable?

They are indeed. Each Tech-Priest has 12 slots that you can attach things to, be it guns, power axes, mekadendrites, mechanical arms, backback upgrades and so on. We've even made

Before each mission you need to equip your Tech-Priests in the arming chamber. Will you give them Omnissian axes and servo-arms, or volkite blasters and eradication rays?



You must decide carefully what Adeptus Mechanicus war assets to deploy in each mission. Here, a Kastelan Robot unleashes a torrent of promethium on the Necrons.



it so that you can change the colours of your fighters to match your favourite forge world (here in the office we like Ryza and Metalica).

There are two main unit types in Mechanicus – Tech-Priests and Troops. Troops are your Elites, Troops, Fast Attack and Heavy Support choices from the tabletop game. It's cruel to say it, but they are entirely disposable – if you lose one, no worries, you can get them back for the next mission – don't worry about the grunts. The Tech-Priests are the ones you'll want to keep alive, as they can be upgraded as you progress through the game with passive or active abilities that greatly change the way you play with them.

How does the game play? We know it's turn-based, but how do you move your characters, what can they do when it comes to attacking the enemy and so on?

We wanted the player to really feel like a Tech-Priest, like they are Faustinius. The Noosphere plays a big part in the game and you start a mission by seeing a holographic map of the tomb. As your team explores the tomb, data is fed back to you in the form of events and encounters. You can also see the world through the Noosphere, giving you more data on enemy units and the status of your troops. The real meat of the game comes when you encounter a hostile Necron force – this triggers a fight. As Dominus, you then take full control of your fire-team, dictating where they move and how they attack. Depending on their level, Tech-Priests and units can take a number of actions, shooting things, chopping them up, repairing an ally and so on. Cognition points, gathered throughout the levels, allow Tech-Priests to gather additional information on the enemy and figure out how best to interact with the environment. **DH**

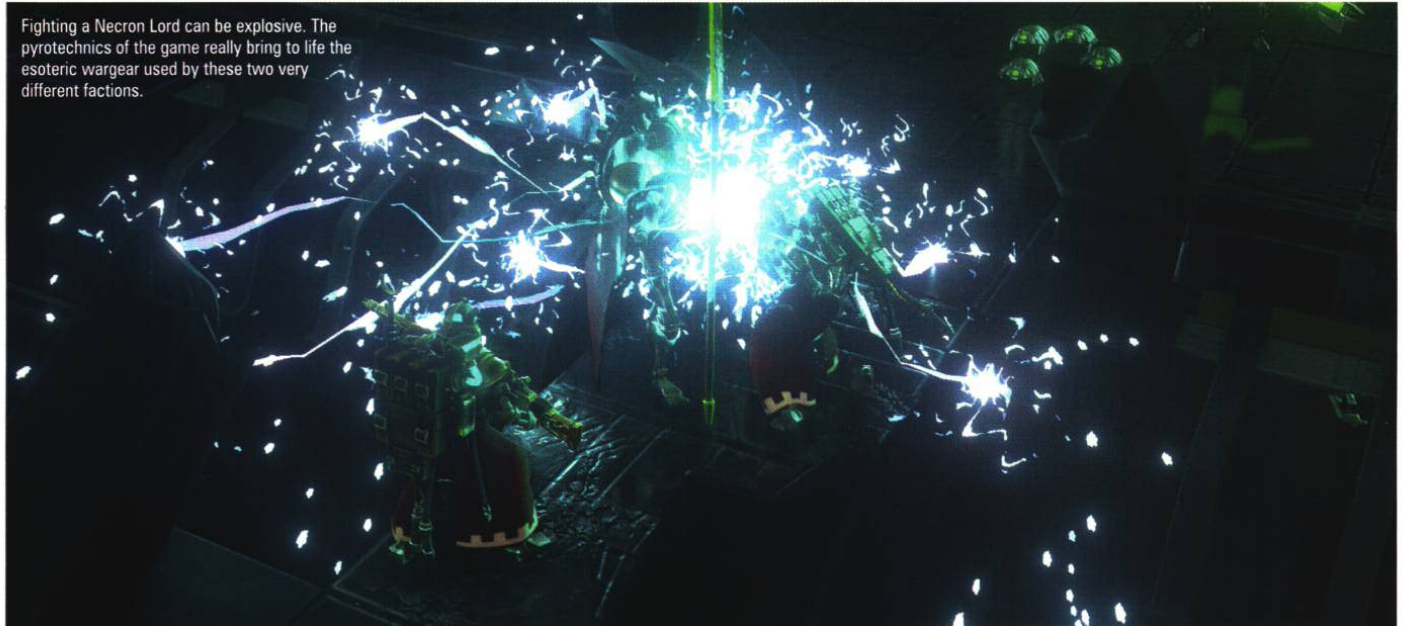
WOULD YOU LIKE TO KNOW MORE?

Warhammer 40,000: Mechanicus is available to download now for PC on Steam.

You can find out more about the game, check out cool artwork and see some excellent videos (including a very sinister introduction and a trailer showing the game in action) on the Warhammer 40,000: Mechanicus website. Head there now, children of the Omnissiah!

mechanicus40k.com

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01100101 00100001



Fighting a Necron Lord can be explosive. The pyrotechnics of the game really bring to life the esoteric wargear used by these two very different factions.

YOUR FREE CARDS!



This exclusive card for Dice Masters' Battle for Ultramar game enables you to field our very own Grombrindal. Find out more about this great game on wizkids.com



Scan this card on your Warhammer Age of Sigmar: Champions app to gain access to a free digital booster pack. To find out more, go to: warhammerchampions.com



In Doomseeker, you play as a Slayer, a Dwarf who has committed some terrible sin and must now atone for it... by dying a glorious death in battle. This new card – exclusive to White Dwarf – enables you to play as the infamous and irascible Slayer Gotrek Gurnisson. You can find out more about Doomseeker at ninjadivision.com

TALES FROM THE BLACK LIBRARY

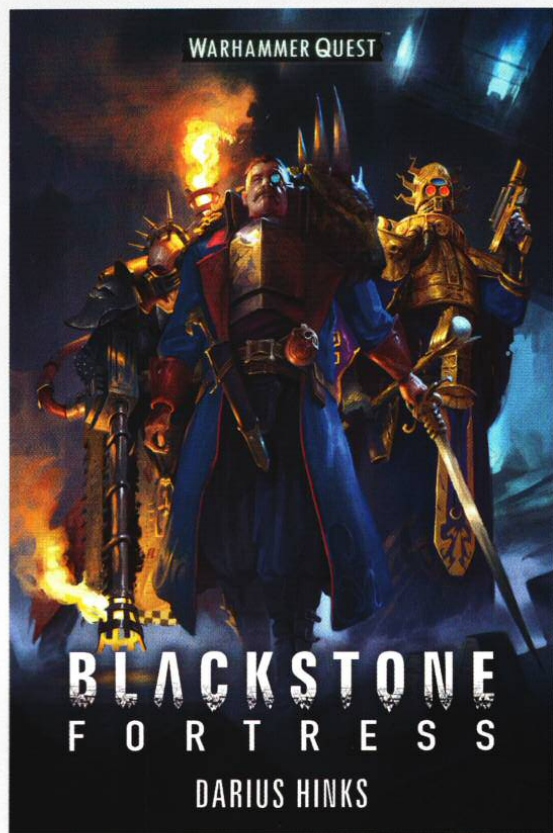
Black Library produce novels, audio dramas, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, delve into the heart of a Blackstone fortress, witness Titanic warfare, and much more.

FEATURED NOVEL

BLACKSTONE FORTRESS

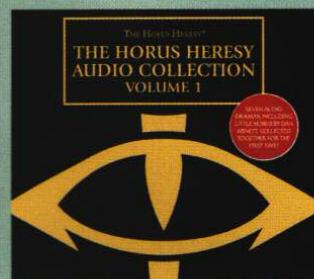
By Darius Hinks | Hardback | 272 pages | Out Now

Discover the whole story behind the adventures in the Warhammer Quest: Blackstone Fortress game with this exciting new novel by Darius Hinks. Down on his luck, Rogue Trader Janus Draik makes a startling discovery that could change his fortunes – and maybe even the galaxy – forever. But to claim his prize, he will have to venture into the heart of an ancient alien labyrinth – one of the immense and deadly Blackstone Fortresses. Beset by a host of enemies, from drukhari to daemons, and surrounded by allies he may not be able to trust, Draik's adventures make for compelling reading. Darius' eye for the grotesque and the chilling mean that there are scares aplenty in this novel, as well as thrilling heroics and awesome action scenes. It's a fascinating tale in a setting like no other. You certainly won't be disappointed.



THE HORUS HERESY AUDIO COLLECTION

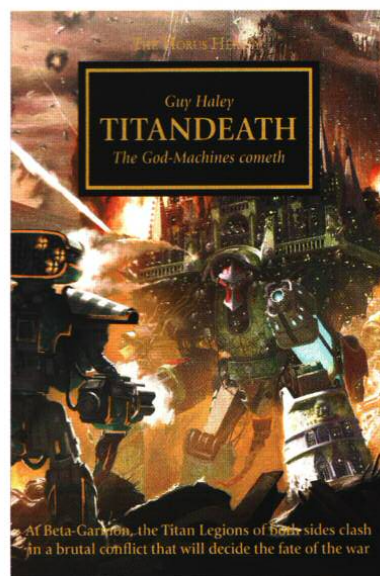
If you want to introduce a loved one to the audio dramas of the Horus Heresy, this collection of seven stories takes you from the horrors of Istvan V to the vaults of Terra itself. Each tale is performed by a stellar cast and packed with effects and music for an immersive experience.



THE HORUS HERESY: TITANDEATH (BOOK 53)

By Guy Haley | Hardback | 488 pages | 15 Dec

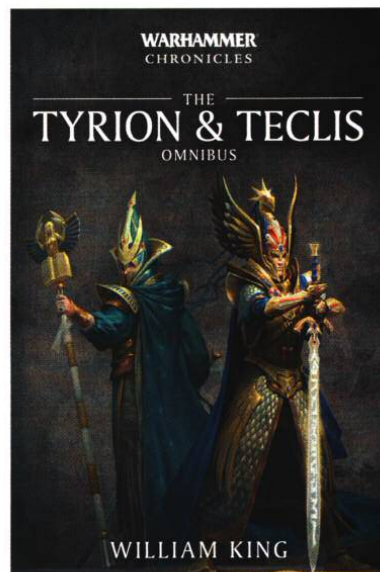
The end is near. The Warmaster's forces have gathered in the Beta-Garmon cluster, the gateway to Terra – but the Imperium will not let them take it without a fight. Bitter battles and dramatic personal clashes show both the scale and the cost of this devastating war. The action ranges from the close-up to the colossal, featuring the biggest Titan battles ever written about in a Black Library novel. Entire Legions of god-machines march – and most of them will never leave Beta-Garmon...

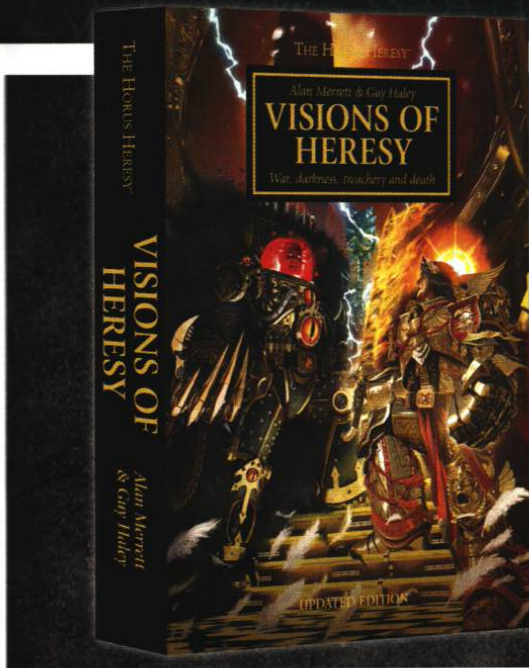


TYRION & TECLIS: THE OMNIBUS

By William King | Paperback | 816 pages | 22 Dec

Twin elven brothers – one a born warrior, the other weak but gifted with powerful magic – face their destiny in this classic trilogy. Assassination attempts, daemonic assaults, a trip to the Lustrian jungles and a flight from danger accompanied by the Everqueen herself culminate in an epic showdown with the Witch King Malekith. William King's trademark dialogue and character work make you feel every near-death scenario as if you were there – a must-read for any Warhammer fan.





VISIONS OF HERESY

Visions of Heresy is an iconic collection of art and stories from the Age of Darkness – in fact, it was the precursor to the Horus Heresy novel series, and inspired many of the tales you've come to know and love.

This gorgeous revised edition is packed with dozens of new pieces of art, and has new and updated text by Horus Heresy author Guy Haley, detailing some of the secrets revealed by recent books in the series – including the truth about Imperium Secundus, the Titandeth and much more. It's an essential reference guide for all Horus Heresy fans, and the art is great inspiration for painting armies, too!

VISIONS OF HERESY

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HUBRIS OF MONARCHIA

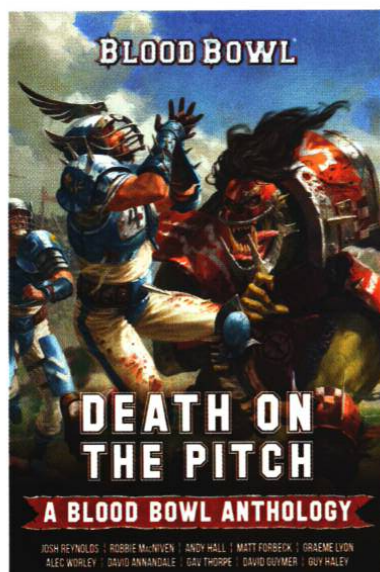
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160skr, 160nkr, 60zl,
USA \$17.50, Can \$19,
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DEATH ON THE PITCH

By Various Authors | Paperback | 352 pages | 08 Dec

Strap on your armour, grab the ball and join Jim, Bob, and a whole host of crazy characters, for a dozen tales from the Blood Bowl pitch.

Revisit the Bad Bay Hackers from Matt Forbeck's classic novels, see what happens when unlicensed wizards cast dangerous spells and discover just what is in the meat pies sold in the stadium (you might not want to know). Expect fun, frantic action both on and off the field and some of the silliest jokes you'll ever read – not to mention utter carnage and a blatant disregard for the rules!

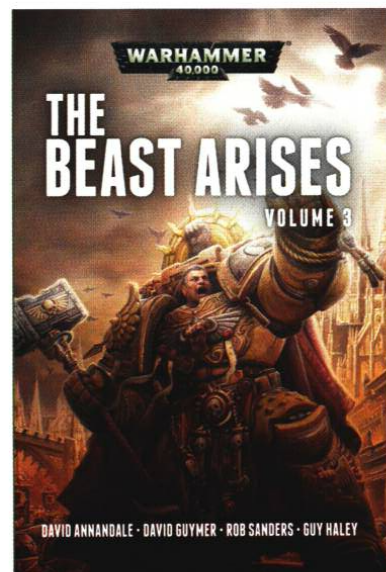


THE BEAST ARISES VOLUME 3

By Various Authors | Paperback | 800 pages | 22 Dec

The final volume of the epic The Beast Arises series brings revelations galore. Discover the truth behind the founding of the Deathwatch, the origins of the Ordos and the darkest secret of the Imperial Fists – not to mention what happened to the planet of Ullanor...

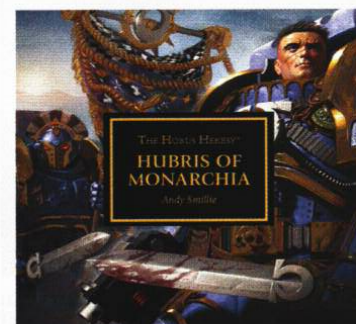
The four novels in this omnibus are packed with action and drama, including some of the largest battles ever written in Warhammer 40,000 fiction as the battle for the fate of Humanity comes to an end.



AUDIO DRAMA THE HORUS HERESY: HUBRIS OF MONARCHIA

By Andy Smillie | Audio Drama
70 minutes | 15 Dec

Return to a simpler time, before the Battle of Calth and the destruction of all the Ultramarines held dear, in this new Horus Heresy audio drama by Andy Smillie. Summoned to the muster at Calth, Captain Alcaeus is determined to complete his mission and destroy an Ork empire. But his obsession with the task conflicts with his duty – will honour or vengeance win out? And can he trust the Word Bearers fighting by his side, or is his campaign doomed?



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

www.blacklibrary.com

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UNITED KINGDOM**

CHAOS CONFUSION

Hi. I stumbled across some background a while ago about some Chaos or Dark Mechanicus super soldiers but I can't recall what they were called. They were cybernetically enhanced soldiers (not Space Marines or Servitors, though) possessed by daemons and they had wrist-mounted bolt weapons of some description. There was an accompanying piece of artwork that looked like a buffed-up Chaos Kasrkin from what I recall. Any idea what this is? Was it from one of the RPGs like Rogue Trader or Deathwatch?

Jonathan Blaszczyzyn,
Chester-le-Street, UK

We haven't a clue, Jonathan! Maybe you're thinking of the Renegade Enforcers from the Siege of Vraks books? Or maybe a Blood Pact warrior (see below). Is there anyone out there that can help? Write in and let us know!



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").



A BIT OF FAN MAIL

Hello, White Dwarf team. I'm actually writing to give you a bit of a pat on the back. I don't usually correspond in this way with people I've never met, but in my job I know how often

people can be vociferous with their displeasure and silent in their appreciation.

Every month your articles inspire me to paint more, convert more and maintain my enthusiasm for the hobby. The breadth of topics you cover is commendable and, most importantly, the tone in which they are written is enjoyable because of how upbeat and humorous it is – please keep the cheesy jokes coming.

I think you have really nailed Battle Reports recently. Last Stand at Glazer's Creek II and the Adeptus Mechanicus versus Necrons Battle Report that follows on from the story in Forgebane were particular favourites. The narrative and unique missions were what made these so special and, though I know Glazer's

Creek in particular must have been a lot of work, I hope you can do more in this vein in the future. More generally, the format for presenting your Battle Reports, in which you have sidebars describing the minutiae of the game and the main text dealing with broad brush strokes and narrative, is to my liking.

My other favourites are painting and modelling tutorials, showcases of armies, Blanchitsu and Golden Demon, though there is seldom an article I don't enjoy. I don't use all the rules you publish because I don't play all of your game systems, but I can't wait to try out cultists in Space Hulk!

On a final note, it is sometimes easy to take the way the magazine looks for granted. The layout and photography is beautiful, and I sometimes gain a new appreciation for a model after looking at it in White Dwarf – phone and tablet screens somehow aren't quite as nice to look at. Keep up the good work!

**Stephen Foley,
Glasgow, Scotland**

PAINTING QUESTION: GREEN WITH ENVY

Hello, team. I was at the Warhammer World Open Day earlier in the year and I saw someone painting the new Warhammer Age of Sigmar buildings. They looked brilliant, but I forgot to go back and find out how they were painted! I don't suppose you can find out for me?

**Geoff Burroughs,
Gloucester, UK**

As it turns out, we can, Geoff! The chap who painted them is James Littler. He has this advice for you. "Start by undercoating your scenery with Chaos Black spray. Then, using an M Scenery brush, overbrush (like drybrushing but with a bit more paint on the brush) Kabalite Green onto the walls. Then, using the same brush, drybrush Screaming Skull onto the walls. I find it best to drybrush with a circular motion rather than going side to side or up and down. Drybrush clockwise first, then anticlockwise to get even coverage."

"Once you've painted the walls, you can apply some weathering," says James. "I added a few drops of Mournfang Brown to a pot of Lahmian Medium, shook it up and then applied

the mix to the walls. The Lahmian Medium will help the paint run into the recesses. It also means you've got a batch of paint ready for next time you paint some scenery."



GREEN SCENERY

Chaos Black
Citadel Spray

Kabalite Green
Overbrush

Screaming Skull
Drybrush

Mournfang Brown &
Lahmian Medium
Recess Wash

Well, now, that's quite an accolade, Stephen – thank you. We're especially glad you enjoyed the Battle Reports, too – they are great fun for us, but they do take a considerable amount of time to organise, play, photograph, design and write. We're glad the effort is appreciated!

HERETICS! AND SNOW...

Hey, team. If it's not too much to ask, is there any chance of you guys featuring a Horus Heresy Battle Report in White Dwarf as I'd be thrilled to see it get a little bit of coverage every now and again. Perhaps you could even do the next A Tale of Four Warlords as a Horus Heresy series.

I also had a picture of me taken with an issue of White Dwarf. The photos were taken at Tigne in France at about 3,000 metres above sea level.

Clem Bucknall,
Tonbridge, UK



Hey, Clem, thanks for writing in again – did you get your Eidolon of Mathlann finished in the end? As for your question about featuring a Horus Heresy Battle Report, there's certainly no reason why we can't! We'll have a look into it and see if we can find a couple of hobbyists with sizeable armies to have a game. We love the picture you sent in, too. Were there many sky-vessels up there above the clouds?

TIME FOR A GANG WAR

Hi, White Dwarf!

I just wanted to share some of the models I've painted so far for my Necromunda Orlock gang. I've been painting (on and off) for about 20 years, but these are the models I'm most happy with so far! I've based the colour scheme on my old Orlock gang – the Rust City Raiders – from the original Necromunda game back in the day.

I waited for years for a new version of Necromunda and I'm loving it so far – we've nearly finished our first turf war, and even though my Rust City Raiders finished at the bottom of

ASK GROMBRINDAL

I was wondering about the magical eye covers the Idoneth Deepkin put over the eyes of their beasts and if they could use them on other fearsome animals to bind them to their will. Maybe an Akhelian King could tame a Stardrake.



Henry Edge,
West Sussex, UK

Well, Henry – that is an interesting question. Can't say I've seen any of those sneaky sea-aelves myself, but I've heard from one of my Kharadron associates that they're a devil to fight. Tried to steal his soul, they did! Never seen him so shaken up – he needed 15 tankards of ale to calm himself. But I digress, let's talk about sea-beasts and taming them.

The bond-beasts ridden by the Akhelians – Fangmora Eels, Leviadons and so on – are bound into service by an Embailor, an aelf with a natural affinity for beast-mastery. These creatures are naturally very dangerous and for the bonding ritual to work they must first be blinded. Whether the covers over their eyes are part of that ritual, or whether it's just armour, remains a mystery. Could an Embailor tame other beasts? Of course – they tame many types of creatures. Could they tame a Stardrake? Quite possibly, but can they breath underwater...?

Grombrindal

the pile (or should that be sump?) my leader, Otis Jackhammer, took out plenty of rivals with his servo-claw and power sword. Anyway... I've used a daylight bulb to take the photos, so I hope they're okay. I'll send more once I finish the gang.

Jay Walters,
Cardiff, UK



Hello there, Jay. Your Orlock Gang looks brilliant, nice work! We're glad you like the new edition of the game, too, and that your campaign went well. Don't forget to check out all the Necromunda gear on page 15, including the Delaque Gang – we think the new models are pretty awesome!

WHAT A ROGUE

Greetings, honourable White Dwarf team. I'm a fan of Rogue Traders – so much so that I'm going to convert a figurine to represent a Rogue Trader. I was wondering, though, have any new Rogue Traders been appointed since the return of Roboute Guilliman. Has he signed any new charters?

Tim Bogaërs,
Antibes, France

Rogue Traders seem to be the in thing these days, don't they, Tim (see page 4 if you haven't already)? While nothing has been written about new charters being signed by Guilliman since his return, it's likely that the Administratum have continued to issue them. After all, Guilliman's a busy man – he can't sign every bit of paper!

TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This month, we take a wintery journey back to December 2008...



Ten years ago to the day, White Dwarf issue 348 hit the shelves in shops around the world. There was a lot of big stuff happening at the time – Warhammer 40,000 Apocalypse was very much the in thing and War of the Ring was on the horizon for *The Lord of the Rings*. The December 2008 issue featured loads of new products including new Ringwraiths, a new White Dwarf miniature and the Fast Attack Bag (we're pretty sure every hobbyist of the time owned one). This issue also included an interview with the Perry twins, new Apocalypse formations, the Saga of the White Dwarf (see below), a Tale of Four Gamers mega game, a column by Jervis Johnson about scenery, an 'Eavy Metal Masterclass and tips for painting Space Marines. It's been 10 years since that issue came out, yet much of it seems very familiar. The more things change, the more they stay the same. **DH**

ARMoured TRANSPORT

Hmm, what could this be? It looks suspiciously like a Rhino APC under construction in some far off forge world. This issue gave Warhammer 40,000 fans their first glimpse at the Rhino being created by a group of tank enthusiasts for THQ – the games developers behind the Dawn of War computer game series. The Rhino was originally painted in the colours of the Blood Ravens Chapter. Years later it was repainted in the colours of the Ultramarines. It sits outside Warhammer World to this day, watchful of heretics.



THE SAGA OF THE WHITE DWARF

Christmas 2008 saw the release of a new White Dwarf subscription miniature, so what better way to celebrate Grombrindal's saga than with an article all about him? This mini feature included the White Dwarf's story, a chat with the new model's designer – Aly Morrison – and rules so you could use him in your games of Warhammer (the White Dwarf, not Aly). The cover of the magazine even featured an exclusive piece of artwork, pitting Grombrindal against a mighty Chaos Lord. Of course, we all know who's going to win that fight (Yep, me. – Grombrindal).



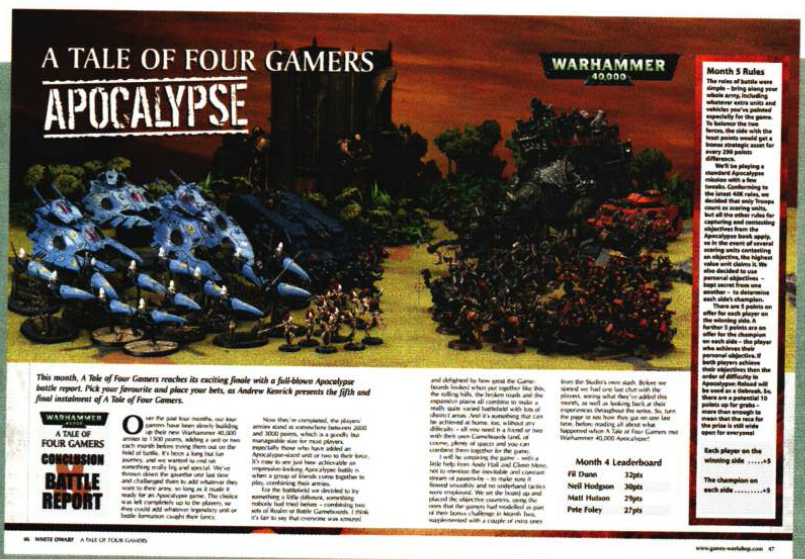
Grombrindal, The White Dwarf 500 points

Model Name: Grombrindal the White Dwarf
Designer: Aly Morrison
Painting: Grombrindal the White Dwarf
Rules: Grombrindal the White Dwarf
Notes: Grombrindal the White Dwarf

DWARF-MAKER

It's nice to be able to just take a miniature out of the box, stick it on a base and get painting.

This issue featured the climactic battle in *A Tale of Four Gamers* – the spiritual ancestor of the *Tale of Four Warlords* series we have now. To round off the series, Neil Hodgson's *Crimson Fists* and Pete Foley's *Eldar* took on Fil Dunn's *Orks* and Matt Hutson's *Chaos Space Marines* in a huge *Apocalypse* game. The battle was fought on a T-shaped battlefield (see below) and each player was given a secret objective to complete. Highlights of the game include Matt and Fil's incredibly fast deployment (1 minute, 50 seconds) and Pete's *Phoenix Court* defending a *Squig* on a chain...



COURT OF THE ELДАР

THE NEW *Warhammer 40,000* **is** *Warhammer* at its finest. It's the most powerful and most popular of all the tabletop wargames, and it's the most exciting and most challenging of all the tabletop wargames. It's the most exciting and most challenging of all the tabletop wargames.

THE NEW *Warhammer 40,000* **is** *Warhammer* at its finest. It's the most powerful and most popular of all the tabletop wargames, and it's the most exciting and most challenging of all the tabletop wargames. It's the most exciting and most challenging of all the tabletop wargames.

THE NEW

THE NEW *Warhammer 40,000* **is** *Warhammer* at its finest. It's the most powerful and most popular of all the tabletop wargames, and it's the most exciting and most challenging of all the tabletop wargames. It's the most exciting and most challenging of all the tabletop wargames.

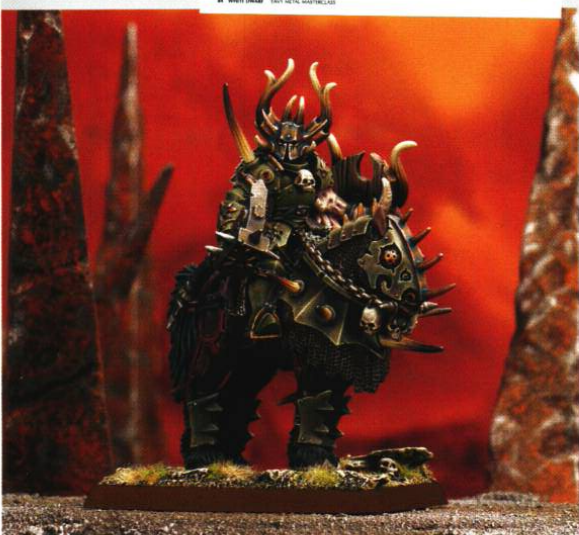
THE NEW

THE NEW *Warhammer 40,000* **is** *Warhammer* at its finest. It's the most powerful and most popular of all the tabletop wargames, and it's the most exciting and most challenging of all the tabletop wargames. It's the most exciting and most challenging of all the tabletop wargames.

FINAL SCORES

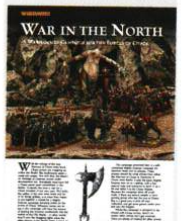
THE NEW *Warhammer 40,000* **is** *Warhammer* at its finest. It's the most powerful and most popular of all the tabletop wargames, and it's the most exciting and most challenging of all the tabletop wargames. It's the most exciting and most challenging of all the tabletop wargames.

This mag featured an eight-page 'Eavy Metal Masterclass by Keith Robertson, showing you how to paint a Chaos Lord on Daemonic Steed. The guide included some interesting techniques on weathering metal — Keith mixed turquoise, green and white to create a verdigris wash for the bronze areas and used Hawk Turquoise (Sotek Green now) to shade the steel hammer and give it a cold, reflective appearance. Clever stuff.

[illegible]

Chapter symbols, squad markings, campaign badges... Space Marines can wear a lot of insignia and sometimes it can be tricky knowing quite what symbol to put where. This article delved into the Codex Astartes (the tome by which all battle-brothers abide) to show you what symbols to use on your miniatures, how to apply transfers and even how to paint a freehand Ultramarines symbol. At the end there was an 'Eavy Metal gallery featuring some of the less well-known Space Marine Chapters including the Exorcists, Sons of Orar, Relictors and Invaders.

Issue 348 kicked off a new campaign called War in the North, which pitted four Chaos Warlords and their armies against each other in... well, the north!



WARHAMMER
40,000

PAINTING SPACE MARINES

ADDING CHAPTER SYMBOLS

Shoulder Shoulder Pads

The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad.

Transfers

The other popular method for adding Chapter armor is to use transfers. These transfers are available from most Space Marine book sets, and include armor for all the major Space Chapters. Chapter armor is available from most Space Marine book sets, and include armor for all the major Space Chapters.

Step 1 Apply the shoulder pad to your model. Use a brush to smooth the edges.

Step 2 Use a brush to smooth the edges of the transfer.

Step 3 Use a brush to smooth the edges of the transfer.

Step 4 Use a brush to smooth the edges of the transfer.

Step 5 Use a brush to smooth the edges of the transfer.

Painting

There are three ways to add Chapter armor to your model. The first is to use transfers. The second is to use a brush to paint the armor. The third is to use a brush to paint the armor.

Step 1 Use a brush to paint the armor.

Step 2 Use a brush to paint the armor.

Step 3 Use a brush to paint the armor.

SHOULDER GUARD VARIANTS

There are many variants of the shoulder guard. The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad.

COMMAND

The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad.

TACTICAL

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ELITE

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DEVASTATOR

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ASSAULT

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Other Chapters

CHAPTER CHAPTER

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PRISTINE or GEMMEL

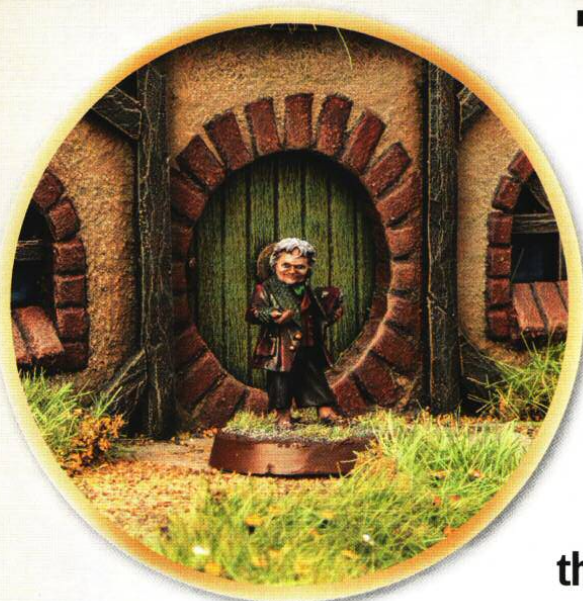
The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad.

THE WEDDING

The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad. The original icon used to complete Chapter armor is the shoulder pad.

92 WHITE DWARF FANTASY SKETCHES

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THE MIDDLE-EARTH™ STRATEGY BATTLE GAME

Planning your next army? Wondering what to collect next? Or maybe you're thinking about painting your very first model. Here's our regular guide to getting started with a new army or game. This month, we decided to go on a bit of an adventure - join us we take a closer look at starting the Middle-earth Strategy Battle Game.

"all you have to decide is what to do with the time that is given to you."

- gandalf the grey, the fellowship of the ring

do you fight for good...

The Free Peoples of Middle-earth bid you welcome, wise and noble warrior. You fight for the freedom of all who are good and the banishment of the Dark Lord and his many servants. To your banner will rally the mighty armies of Gondor and Rohan, the Dwarves from beneath the mountains and the Elves of the woodland realms. Great Eagles and Wizards will offer you their allegiance and mighty heroes will flock to your side. Mighty Aragorn, Gandalf the White and King Théoden of Rohan will help you bring the light to Middle-earth once more.



Whether you're on a quest to the Lonely Mountain, fighting for survival in the War of the Ring or simply playing a game that pits the forces of Good against the forces of Evil, the Middle-earth Strategy Battle Game is a fun and evocative game that will challenge even the keenest tactical mind.

With a rich background set around the stories of *The Hobbit* and *The Lord of the Rings*, the Middle-earth Strategy Battle Game is at its best when played as a series of narrative scenarios – the Mines of Moria, the Battle of Pelennor Fields or the Battle of the Five Armies to name but a few. However, it also makes for excellent tournament and competitive play, with the game's subtle tactical nuances and heroic actions making it a firm favourite the world over. With hundreds of miniatures to choose from (and more being created all the time) and a brand-new rules manual, now has never been a better time to get into the Middle-earth Strategy Battle Game. **DH**

THE RULES MANUAL

The rules manual contains all the rules for playing the Middle-earth Strategy Battle Game – if you want to start playing it, this is the place to start! This 208-page manual explains how to use your miniatures on the battlefield and includes 12 scenarios to play through. It also features a 35-page gallery of miniatures and a selection of sample armies.

ARMIES OF THE HOBBIT

Will you join Thorin's Company on their quest to the Lonely Mountain or swear fealty to Azog? Perhaps you would rather offer your sword to Thranduil or Thrain? This 160-page book provides army lists for all the armies featured in *The Hobbit* story and provides 11 narrative scenarios so you can recreate the major battles in the comfort of your own home.

ARMIES OF THE LORD OF THE RINGS

There are a colossal 27 armies to choose from in *Armies of the Lord of the Rings*, from the valiant men of Gondor and the horse lords of Rohan to the armies of Mordor and Isengard that oppose them. This 240-page book includes rules and army lists for all of them, plus 11 classic scenarios based around the movies' most iconic scenes.



...OR FOR EVIL?

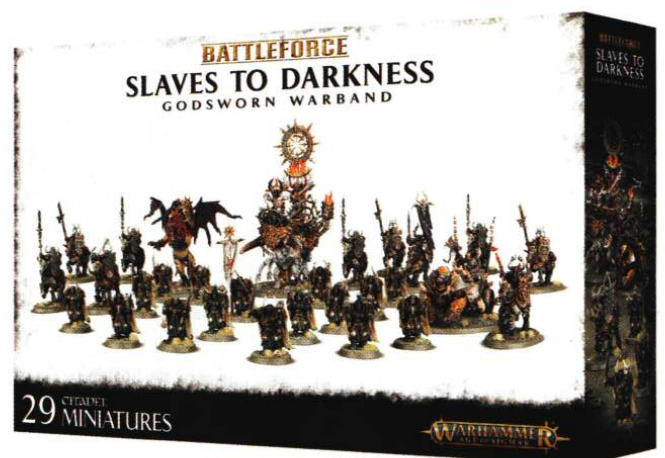
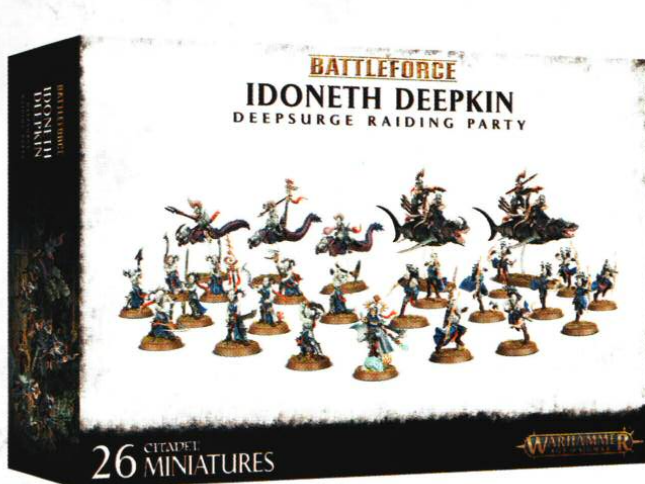
This is a treacherous path you tread, for the Dark Lord Sauron is an unforgiving master. Should you offer him your sword, you will be given command of some of the largest and most dangerous armies in Middle-earth, from legions of Orcs and men of Harad to the elite Uruk-hai and cruel Easterlings. Trolls, Fellbeasts and other foul creatures will heed your call to arms. Mighty heroes such as Azog the Defiler, the Witch King of Angmar and Saruman the White will lead your armies. You will bring ruin and destruction to the Free Peoples of Middle-earth.



BATTLEFORCE

BRAND-NEW BATTLEFORCES FOR BOTH
WARHAMMER 40,000 AND WARHAMMER AGE OF SIGMAR.

A GREAT WAY TO START A NEW ARMY.





BLACKSTONE FORTRESS

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, the White Dwarf team enter the labyrinthine Blackstone Fortress.



Warhammer Quest: Blackstone Fortress sees a disparate band of explorers venture their way through the claustrophobic chambers and corridors of a mysterious star fortress in search of priceless archeotech and ancient relics. Our friendly neighbourhood rules boffin James Gallagher volunteered to spend the day running Martyn, Jonathan, Simon and Ben through an expedition so that they (and vicariously, you!) could learn all about the new game. So, without further ado...

Martyn: Is this game similar in any way to the other Warhammer Quest games?

James: There's a reason that Blackstone Fortress is part of the Warhammer Quest family, as the games share a number of similarities. However, Blackstone Fortress offers a very different gaming experience for even the most hardened fans of



JAMES GALLAGHER

Rules writer James Gallagher worked alongside games design legend Jervis Johnson to develop the Blackstone Fortress game. He spent the day dual-wielding his roles as both mentor and 'hostile player' (who controls the game's adversaries). That's benevolence meets malevolence right there!

the previous Warhammer Quest games (even beyond its setting within the Warhammer 40,000 universe), and you'll soon see why!

Martyn: So, what's the ultimate goal of the game?

James: The explorers are braving the dangers within the Blackstone Fortress in an attempt to find a hidden vault, where they believe ancient relics and esoteric technology may be found. In each expedition, the explorers try to find clues to the locations of the four strongholds that surround the vault. By successfully conquering each stronghold, the explorers will then be able to mount an attempt to reach the vault itself.

The players pick their characters: Martyn and Jonathan choose strong all-rounders in the Asuryani Ranger and Kroot Mercenary respectively, Simon picks the Missionary Zealot and Ben selects the mighty Imperial Robot. ►

CHARACTER CARDS

At the start of an expedition, each player takes it in turns to pick the explorer(s) they wish to control (to a maximum of four explorers in total) and takes the associated character card for their explorer(s). Each character card not only features the explorer's characteristic profile and activation track, but also details the effective range (in hexes) and hitting power of the weapons and wargear available to that explorer. The character cards also detail any special rules that apply to the explorers, any unique actions they can take in the game and reveals their secret agenda – if they have one – completion of which will cause them to become inspired for the rest of the expedition (see right).

1. Name
2. Class
3. Motto

4. Starship Name: Each explorer has a spacecraft which offers them a unique ability to use once per expedition.

5. Profile: Details the type of action dice (see right) used when the explorer makes a defence, agility or vitality roll.

6. Activation Tracker: The explorer's activation dice are placed here in the initiative phase (see overleaf).

7. Weapon Profiles: The attack actions available to the explorer at each range according to their wargear.

8. Unique Actions and Special Rules: Details any special actions or abilities that can only be used by that explorer.

9. Secret Agenda: The motivation that drives the explorer. If they complete their agenda, they will be inspired (see above).

ARCHERY IN THE DARK MILLENNIUM?

Martyn: I've always favoured variations of the Elf archer archetype in Warhammer Quest games over the years, so Amalyn Shadowguide – an Asuryani Ranger – fits the bill perfectly for me!

A NOT-SO-MERCENARY DECISION

Jonathan: As much as I'm a fan of the T'au Empire, I also have a soft spot for their loyal auxiliaries, the Kroot. That and Dahyak Grekh's Booby Traps look fun to use!

NOTHING IF NOT PREDICTABLE

Simon: I tend to favour the blunt approach. If a problem can't be solved with an axe, then a giant flamethrower with a chainblade attached will more than suffice – it's Pious Vorne all the way for me!

BEHOLD YOUR ROBOT OVERLORD!

Ben: Ahem...I mean, I love how the paintwork on UR-025 is reminiscent of a 1960s utility machine. That and it's a gun-toting, self-repairing, artificially intelligent robot from the far future. Awesome!



COMBAT TRACK

If a combat card is drawn from the exploration deck, the explorers have encountered hostile forces. A number of encounter cards are drawn according to the quantity of discovery markers detailed on the combat card's map (see overleaf). At the start of each combat turn, these are then shuffled into an initiative deck along with a matching card for each explorer. These cards are then randomly assigned from left to right along the combat track to determine the order in which each explorer and group of hostiles is activated. Once all explorers and hostiles have been activated, a new combat turn begins.

1 PIOUS VORNE
2 MISSIONARY ZEALOT

"Cleanse and burn! Burn!! BURN!!!"

4 CLARION

5 Move: 3 Defence: ■ Agility: ▲ Vitality: ▲

6

7 WEAPON ACTIONS

Weapon	Range		
	1	2-3	4+
Vindictor Flamer (1+) ¹	□	□	□
Vindictor Chainblade (4+)	□	N/A	N/A
Cleansing Flames (6+) ¹	N/A	□	N/A

¹ **Torrent:** Ignore cover for a Vindictor Flamer or Cleansing Flames attack, and make an attack roll against each other hostile in the same hex as the target.

8 **UNIQUE ACTIONS**

Inferno (4+): This action can be taken once per activation phase. Place an inferno marker in up to two empty hexes that are visible to Pious Vorne and adjacent to each other. When an explorer or hostile enters a hex with an inferno marker, make a ▲ attack roll against it that ignores cover. Remove the inferno markers the next time Pious Vorne is activated, or if she is taken out of action.

9 **SECRET AGENDA**

During an expedition, slay three hostiles with a single Cleansing Flames weapon action.

PIOUS VORNE
MISSIONARY ZEALOT

Class: Explorer
 Move: 3
 Defence: ■
 Agility: ▲
 Vitality: ▲

WEAPON ACTIONS

Weapon	Range	Attack
Vindictor Flamer (1+) ¹	1	□
Vindictor Chainblade (4+)	4+	□
Cleansing Flames (6+) ¹	6+	□

¹ **Torrent:** Ignore cover for a Vindictor Flamer or Cleansing Flames attack, and make an attack roll against each other hostile in the same hex as the target.

UNIQUE ACTIONS

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SECRET AGENDA

During an expedition, slay three hostiles with a single Cleansing Flames weapon action.

SEEKING INSPIRATION

Over the course of an expedition, it is possible for characters to become inspired by the events that take place or their heroic deeds in combat. However, should an explorer complete the secret agenda on their character card, they will become inspired immediately! Once an explorer is inspired, they remain so for the rest of the expedition – the controlling player flips over their character card to the inspired side, which features their augmented character and wargear profiles.

THE EXPLORATION DECK

Before the start of an expedition, the players prepare a deck of eight exploration cards comprising four combat cards (each of which features a map and initiates a fight between the explorers and some hostile forces) and four challenge cards (which vary from random encounters to unexpected and sometimes deadly events that the explorers must survive). A card is drawn from the exploration deck at the start of each exploration round.

COMBAT

CHALLENGE

CHALLENGE

ISOLATED

A lone explorer is set upon by a group of hostiles. Resolve this challenge in the same way as a combat, with the following changes:

1. Shuffle the explorer initiative cards and deal out one. Place that explorer in hex E. The other explorer initiative cards are not used.
2. Hostiles are only deployed in the hex with their group's discovery marker – any in excess of the hex limit are slain.
3. The rules for Search actions, reinforcements and events are not used.
4. The combat ends when the explorer is out of action or all of the hostiles are slain. If all of the hostiles are slain, the explorer draws a discovery card.

1

2

3

4

DAHYAK GREKH
KROOT TRAPPER

UR-025
IMPERIAL ROBOT

HOSTILE GROUP

PIOUS VORNE
MISSIONARY ZEALOT

HOSTILE GROUP

HOSTILE GROUP

AMALYN SHADOWGUIDE
ASURYANI RANGER

HOSTILE GROUP

ROLLING INTO ACTION

Warhammer Quest: Blackstone Fortress uses an innovative dice mechanic to determine the success or failure of attacks. Players roll action dice from one of three polyhedral categories, according to the symbols on their explorer's profile:

A ■ indicates a six-sided action dice.

A ▲ represents an eight-sided dice.

A ● depicts a twelve-sided dice.

The greater number of faces an action dice has, the deadlier the attack it represents, offering a greater chance of a success (one triangle) or a critical success (two triangles) accordingly.

X4

▲

X1

▲

X1

▲

X4

▲

X2

▲

X2

▲

X4

▲

X4

▲

X4

DECEMBER 2018 WHITE DWARF 47

EXPLORATION ROUND ONE: COMBAT

The four explorers, Pious Vorne, Amallyn Shadowguide, Dahyak Grekh and UR-025, are set up within an arrival chamber (A) – a maglev transport leading into the interior of the Blackstone Fortress.

The map features three discovery markers (1, 2 and 3), where the explorers can search for clues and archeotech.

As the hostile player, James places one randomly generated group of hostiles around each discovery marker. He sets up a pack of four Ur-Ghuls (B), a pair of Spindle Drones (C), and a trio of Negavolt Cultists at the rear (D).

The battlefield also features two portals (E). From the second combat turn onwards, the hostile player rolls to see if any slain hostiles return to play as reinforcements through the nearest portal. The portals also serve as locations from which the explorers can summon another maglev transport to take them deeper within the Blackstone Fortress or back to safety.



COMBAT MAP

When a combat card is drawn from the exploration deck, it will reveal a map that represents the tiles that needs to be set up. The map details the number and locations of portals and discovery markers, as well as the arrival chamber where the explorers start.

COMBAT



THE HOSTILE PLAYER

If there is a fifth player, they take the role of the hostile player, representing the dread sentence that guides the dwellers of the Blackstone Fortress's mazelike interior. The hostile player is responsible for setting up the hostile models around each discovery marker. When it is a hostile group's turn to activate, the hostile player rolls on a behaviour table to discover how each model will react. If a hostile shoots or charges in to attack, they engage the nearest explorer (chosen by the hostile player if two or more models are equidistant).

► James prepares the exploration deck and then draws the top card. The first exploration round is a combat...

DICING WITH DESTINY

In each destiny phase, one player rolls the five black destiny dice and discards any duplicate rolls. Any remaining dice can be used during the combat turn by the players as bonus activation dice for their explorers to give them an edge, though no explorer can use more than two destiny dice in this manner during a single combat turn.



James: You've drawn a combat card! OK, so lay out the board tiles as shown on the map. The purple triangles are discovery markers – these are points of interest which your explorers can search to reveal lost archeotech and clues to a stronghold's location. For each discovery marker, you place an encounter card face down above the combat track from left to right. Right, now let's see what hostiles you're up against. Depending on the order in which they're placed on the combat track when you flip them over, the encounter card will reveal both the type and number of hostiles in that group, or provide a twist that applies a special rule for the duration of the exploration round.

The players draw three encounter cards (matching the three discovery markers on the map) and generate four Ur-Ghuls, two Spindle Drones and three Negavolt Cultists.

James: First up is the destiny phase – an iconic part of Warhammer Quest. It's time to generate your destiny dice for this combat turn (see left).

Ben rolls the destiny dice and discards the pair of 3s, leaving the explorers with a 2, 5 and 6.

James: Now comes the initiative phase. You each roll your explorer's activation dice and place them on the activation track on their character card. When it's your turn to activate your explorer, you can expend these dice to perform a number of actions, provided that the score on the dice you expend equals or beats the cost of each action. For example, you can expend any activation dice to perform a Move (1+) action, but a Search (4+) action requires you to expend an activation dice with a score of 4 or higher.

James populates the combat track with cards drawn from the initiative deck, which comprises cards representing the four explores and the three hostile groups. The initiative

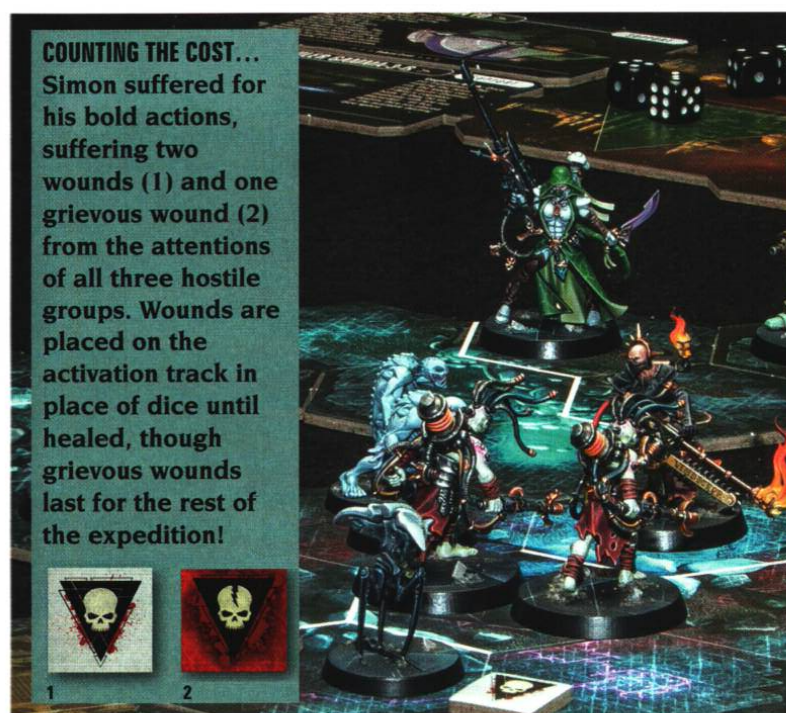
order for this combat turn is soon revealed: Ben's Robot is first to act, followed by the Ur-Ghuls, Spindle Drones and Negavolt Cultists, then the remaining players in order of Jonathan, Martyn and finally Simon.

Simon: Is it possible to manipulate the initiative order in any way? I've rolled three 6s for my activation dice, and Pious Vorne has got a nasty action called Cleansing Flame (6+) that can immolate every hostile in the same hex!

James: There are two ways, actually. The first is called covering fire. This method allows two explorers to swap places on the combat track in the initiative phase at no cost in activation dice.

Ben: Well, my Imperial Robot is due to go first at the moment, so would you like me to give covering fire so that we can swap?

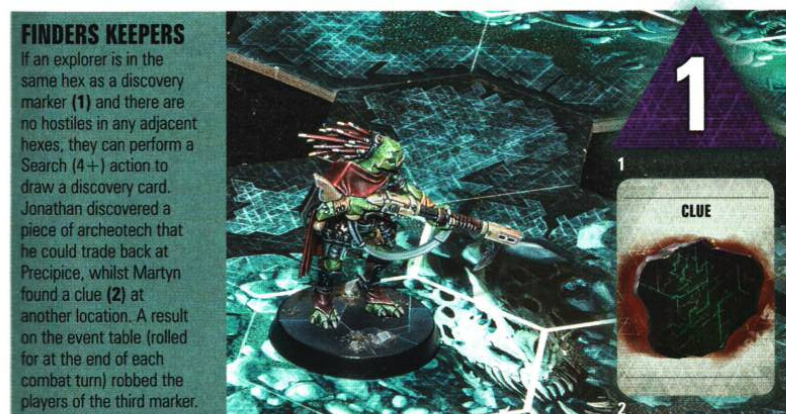
Simon: Sound good to me. The way I see it, I'm here to provide some literal fire support... or to run forwards and incinerate everything! This looks like a perfect opportunity to do the latter.



Jonathan: What's the other way?

James: After any covering fire has been determined, explorers can attempt to perform a gambit. As the name suggests, this method isn't necessarily reliable, but it can prove to be incredibly useful in a tight spot. It also costs you one activation dice to attempt. If you choose to do so, the controlling player makes an agility roll. If they roll a success, they can swap their explorer's initiative card with the closest hostile group (on either the left or right) on the combat track. However, if a critical success is rolled, the controlling player can swap their explorer's initiative card with that of any hostile group on the combat track!

"...I'm here to provide some literal fire support... or to run forwards and incinerate everything!" - Simon



OK, so if everyone's happy with the initiative order, let's crack on with the first activation. Simon you're up...

Simon uses one activation dice to move Pious Vorne, then uses her Cleansing Flame (6+) action twice to immolate both Ur-Ghuls occupying the hex in front of her. He then uses a 2 from the destiny dice pool to move Vorne to the right, before destroying one Spindle Drone and wounding the other with yet another Cleansing Flame. Simon finally rolls to see if Pious Vorne has earned an inspiration point, needing eight or less (the Ur-Ghuls had three wounds each, and the Spindle Drone had two), and is successful. ►

FIRST BLOOD

► After Simon's bold (perhaps foolhardy) rampage, Pious Vorne is now the nearest explorer to the hostiles and thus open to reprisal. James activates each hostile group in turn, resulting in the Ur-Ghuls inflicting a grievous wound and two other wounds on the pyromaniacal zealot. However, the remaining three explorers have yet to activate, and they promptly tear through the hostiles to leave only a single wounded Ur-Ghul remaining. Jonathan also manages to uncover an archeotech stash at a nearby discovery marker.

James: So, that's the first combat turn over. Time for the event phase. Roll a Blackstone dice and see what happens on the event table...

Ben rolls a 1, meaning that one discovery marker is discarded. An unfortunate turn of events indeed!

As the combat continues, a steady stream of hostiles pour through the portals as reinforcements, though Jonathan's cunning placement of Booby Traps take the edge off their numbers by slaying the two Ur-Ghuls that trigger them. With Martyn securing the first clue at the remaining discovery marker, the explorers fight their way to the maglev transport summoned by Martyn's Ranger and make their escape.

HARD AS NAILS!

After surviving the combat, the players drew a second exploration card: a challenge – *Ice Fire*. The players took it in turns, rolling to see if they suffered a grievous wound, though the effects would end as soon as a grievous wound was suffered. Ben volunteered to roll first, knowing that UR-025 has the unique ability to heal a grievous wound by rolling a critical success when making a vitality roll for a Recuperate (1+) action. He promptly suffered for his valour, taking a grievous wound for the team.



SPECIAL RULES

Mobile Bastion: Re-roll failed defence rolls for UR-025. UR-025 does not receive the benefit of cover.

Repair Systems: If a vitality roll for UR-025 is a critical success, you can turn one grievous wound counter to its wound side instead of removing 2 wounds.

“Well, they say that only fools rush in!” – James
“Pff! A trivial detail...” – Simon

EXPLORATION ROUND THREE: COMBAT

BLOCKED HEXES
The new map featured some hexes with purple borders. Models cannot move or see through hex borders that are marked out in purple, though it may be possible to do so from an alternate direction if the hex is not completely surrounded by purple borders.

The explorers begin this combat at the bottom of the map (A). This map also features three discovery markers (1, 2 and 3), with the central marker surrounded on three sides by blocked hexes (B), making for a dangerous bottleneck.

As before, James generates the three hostile groups and sets them up around the discovery markers. A large squad of eight Traitor Guardsmen takes position at the far end of the chamber (C), while a smaller group of five Traitor Guardsmen holds the central discovery marker (D) and two Spindle Drones bring up the rear (E).

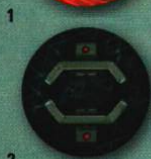
The central chamber is flanked by two narrow tunnels (F) that offer alternative, if potentially dangerous, ways of sneakily circumnavigating the bottleneck in the centre of the battlefield.

One portal is located near to the large group of Traitor Guardsmen (G) though the other portal is only guarded by a pair of Spindle Drones – surely a more tempting proposition as a means of escape!



LET THEM BURN!

With so many Traitor Guardsmen out of range and poised to pour through the bottleneck in the centre of the map, Simon changed tack with his flamer-toting Missionary Zealot. Instead of rushing in and trying to burn as many hostiles as possible, he used the Inferno (4+) action to set light to the two adjacent hexes on the near side. Any hostile that moved towards the explorers would have to pass through two hexes with an Inferno marker (1), suffering a ▲ roll each time!



Simon wasn't the only one leaving nasty surprises for the Traitor Guardsmen to walk into – Jonathan's Kroot was once more putting his Booby Traps (2) to deadly use. Once deployed (3), a Booby Trap inflicts three wounds on the first model to move into that hex – enough to kill most hostiles outright!

In their second combat, Martyn's Ranger is first on the combat track, but he decides to give covering fire and swaps with Simon so that he can block the route through the bottleneck with fire. Three Traitor Guardsmen from the central group succumb to the flames moments later! Martyn and Jonathan move out, focussing on speed rather than engaging the hostiles with their explorers, though the Ranger snaps off a quick shot to bring down a wounded Traitor Guardsman carrying a flamer. The other hostiles are too far away to threaten the explorers at this point.

Ben: So it's my turn to activate. How do I go about trying to recover from my wounds, James?

"In your case, UR-025 can convert a grievous wound into a normal wound on a critical success!"

James: You can make a vitality roll for each Recuperate (1+) action you make. On a successful roll, you can remove a single wound counter from your activation track; on a critical success, you can remove up to two wound counters instead. In your case, UR-025 can convert a grievous wound into a normal wound on a critical success!

Ben's decision to stay put and focus on recuperating is rewarded when he heals all his Robot's injuries, including the grievous wound he suffered in the recent challenge.

Despite a slow start and an event table roll of Unfulfilled Destiny robbing the players of their destiny dice at the start of the second combat turn, they successfully fight their way through the encounter. Jonathan's Kroot creeps through the tunnel, defeats the Spindle Drones, finds a clue and summons the maglev transport all by himself! With the Kroot defending the escape route, the other explorers swiftly make their exit.

HERE BE TREASURE...

Having fought their way through a second combat (due in no small part to Jonathan's seemingly unstoppable Kroot!), the players drew their fourth exploration card. Another challenge awaited, this time with a much more promising title – Hidden Treasure!

CHALLENGE

HIDDEN TREASURE

As the explorers move deeper into the Blackstone Fortress, one discovers a valuable object.

Roll four activation dice for each explorer. The explorer with the highest total score draws a discovery card. If multiple explorers are tied for the highest total score, each draws a discovery card.

In this challenge, the players rolled four activation dice and added the scores together. The player with the highest total score could draw a discovery card. Jonathan won the roll-off convincingly and picked up some more archeotech for his efforts!



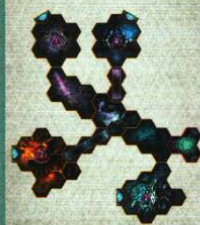
Not even Martyn's giant hand could help him win the roll-off to see which explorer discovered the hidden treasure!

EXPLORATION ROUND FIVE: COMBAT

PORTALS

Portals are a mixed blessing, serving as both a means of escape and an entrance through which hostile reinforcements can arrive. In order to call a maglev transport, an explorer must perform a Summon (4+) action in a hex adjacent to a portal.

COMBAT



In their toughest map thus far, the four explorers (A) face a narrow corridor from which four small chambers branch out. To make matters even more challenging, each

of these rooms features a discovery marker at its centre (1-4) as well as a portal (B).

Four discovery markers means four groups of hostiles! James

generates five Traitor Guardsmen in the room nearest the explorers (C) as well as another six in an area on the far side of the battlefield (D). A pair of Negavolt Cultists (E) await in a

chamber on the near side and four Ur-Ghuls prowl within a lair (F) furthest away from the arrival chamber.

Two rooms can only be reached by tunnels (G).

PARTY POOPERS!

Jonathan's decision to abandon the fight in the central corridor in order to save Ben from his unexpectedly dire predicament almost backfired when a pair of Ur-Ghul reinforcements burst through the portal and set about him with tooth and claw. The brave Kroot suffered a grievous wound as well as another wound from the frenzied Ur-Ghul onslaught, forcing him to fall back to safety.



The combat begins with Jonathan using his Kroot's Tracker special rule to make a free move and deploy a Booby Trap before the start of the first combat turn. His gamble pays off when he is drawn first on the combat track moments later. Riding his luck, he places a second Booby Trap to block off the central corridor before moving into the side chamber and raking the Traitor Guardsmen with fire. Ben follows up Jonathan's strong start, moving towards the Traitor Guardsmen and gunning down all but one of them. Having successfully performed a gambit to swap with the first hostile group, Pious Vorne moves up and sets two hexes in the corridor alight with an Inferno (4+) action.

The ferocity of the hostile counter-attack is unexpected, with three Traitor Guardsmen emerging from the nearby portal to inflict a grievous wound and two further wounds on Ben's traditionally robust Imperial Robot!

Ben: Does this mean I'm out of action in any way?

James: Not quite, as long as you don't suffer any more wounds... You have no spaces left on your activation track (UR-025 only has three), so you'll need to try to use some destiny dice to make Recuperation (1+) actions and heal up.

The other players swiftly close ranks around Ben to buy him enough time to recover, with Martyn's Ranger holding the main corridor against the encroaching hostiles. The Booby Traps and Inferno hexes take their toll, but the Ranger still suffers a pair of wounds from the Ur-Ghuls. With Ben recovered, the explorers pick up three discovery markers on their way to the maglev transport, with Pious Vorne acting as their trigger-happy rearguard.

REQUESTING SUPPORT

With Pious Vorne alone and facing a howling pack of Ur-Ghuls, Jonathan came to the rescue with an ingenious intervention. By activating his spacecraft's Target Illuminator ability, he could ensure that Simon would score critical hits when resolving a single weapon action – in this case, Cleansing Flame (6+). Not only did this ensure that the trio of Ur-Ghuls that Pious Vorne targeted were all slain by the attack, but it also completed her (rather pyromaniacal) secret agenda, making her inspired!



BACK TO PRECIPICE

James: Precipice is a small way station that has been established in the shadow of the Blackstone Fortress. Explorers set out on expeditions from Precipice, after which they return to recuperate and trade with its inhabitants. Each explorer travels to the Blackstone Fortress aboard their unique spacecraft. These spacecraft have a dual purpose – they provide the explorers with a powerful ability usable once per expedition, and they also act as bespoke trading posts back at Precipice. This means that it's not just your choice of explorers that will have an impact on the game, but the nuances of their spacecraft as well.

AN ARCHEOTECH HAUL

Jonathan fared well in the expedition, having picked up no fewer than three archeotech stashes – he was in a strong bargaining position. He made a beeline for Martyn's elegant Asuryani craft, *Steed of Mathurir*, swapping his entire haul of archeotech for an Exodite Kris (enabling him to re-roll action dice at Range 1!).



A LUCKY FIND

Ben had found some archeotech during the expedition, but not enough to trade for anything he wanted. He chose to visit his own spacecraft and delve within its scrap hanger. Ben was lucky and avoided any collapsing scrap piles to find an archeotech stash, which he then traded for an explosive round and a handy Scryerskull.



James: So there you have it, guys – that's your first expedition successfully completed!

Simon: Thanks, James. It definitely feels different to the other Warhammer Quest games to date. I also got to burn loads of weird aliens, mutants and traitors to death with an enormous flamethrower, so it gets a thumbs up from me!

Ben: The setting is really imaginative, with a strong narrative that helps guide your actions. You almost feel like you're actually leaving on an expedition, setting forth from Precipice on your spacecraft and docking with the Blackstone Fortress before venturing into the darkness.

TRADING TIME!

After each expedition, the players can visit a spacecraft belonging to one of the four explorers to trade any archeotech they've found and buy exotic goods (receiving a bonus to any such dealings if trading at their own spacecraft). They can also choose to use that spacecraft's unique facilities, for a bit of risk versus reward fun!



ARCHEOTECH

CLARION

HOSPITALER MEDPACK

VANGUARD


KING-TECH: JOKAERO WEAPON ENHANCEMENT

CLARION

HOSPITALER SERVO-SKULL

FAMILIAR TERRITORY

Martyn had also picked up his fair share of archeotech over the course of the expedition. He visited his own spacecraft to gain the bonus to the trade value of his goods. Martyn's Ranger emerged from the *Steed of Mathurir*'s trading post with a plasma grenade and a skytalon plume – both of which are powerful items of wargear that must be discarded after use.



LOOKING FOR TROUBLE!

Simon decided to visit the Kroot vessel, *Kravv'cha'to*, in order to brave its combat pit. This involved Pious Vorne taking part in a lone challenge. He drew an isolated challenge card and proceeded to the fight. The embattled zealot emerged victorious, earning Simon a discovery card (which turned out to be archeotech) and an inspiration point!



LEGACY CARDS

The first act of the Precipice sequence of play is to draw a legacy card, which changes how the game plays from that point on. The players drew the Chaos Beastmen card, meaning that the Chaos Beastmen encounter card would now be added to the encounter deck for all future expeditions. Legacy cards ensure that campaigns of Blackstone Fortress are always different.

Martyn: What I enjoyed most was how the game was constantly evolving. Obviously we've only just had a taste of what the full game is like, but I can't imagine two playthroughs ever feeling the same. Mechanics like the legacy cards and the various spacecraft abilities add another layer of variety to the rules and work really well.

Jonathan: The combats feel really intense. There is a constant threat of enemy reinforcements pouring forth from a portal to savage the nearest explorer (like my poor Kroot!). It ensures that there's a constant sense of danger – even if you've eliminated all of the hostiles on the battlefield, you never feel truly safe! **SG**

THE WHITE DWARF INTERVIEW

THE GAMESMASTER

For many Warhammer fans, the name Jervis Johnson is synonymous with games design. Indeed, many of the games we play to this day were written by his very hands. But what's the key to writing rules and designing games? Jervis gives us an insight into his world.



Playing games – it's what pretty much all us hobbyists have in common. Whether playing in a tournament or having a relaxed game of Warhammer over the kitchen table, we all love deploying our collections of Citadel miniatures on the battlefield, rolling some dice and having fun.

For some hobbyists, that fun is borne out when they play scenarios of their own devising, where winning or losing is secondary to creating a great story for all the participants. For others, mastering the rules is key to their enjoyment, while some players love writing army lists and finding new ways to get the most out of their miniatures. Many just like a nice balanced game where both they and their opponent can fight a battle in a few hours, then go home for dinner. For most of us, it's a combination of all these factors, a healthy blend of characterful gaming, convenience, tactical nous and evocative stories.

And it's exactly that balance that veteran games designer Jervis Johnson has strived to achieve for the last 35 years. His name has appeared on many Games Workshop products over the years and countless times in the pages of *White Dwarf*. Put simply, whatever game you're playing at the moment, be it Warhammer Age of Sigmar, Necromunda, Adeptus Titanicus or Warhammer 40,000, Jervis has probably had a hand in creating it. We sat down with him to chat about his lengthy career in games design.

So, Jervis, when did your love of wargaming begin?
I guess when I was around 10 or 11 years old. I've always loved military history and I remember buying some model airplanes and soldiers and creating my own games for them so they could fight each other. I kept adding models to my collection until one day I stumbled upon a book called *Battle: Practical Wargaming* by Charles Grant. It had a set of rules in it for playing games with miniatures and from that point I was hooked.

"I wanted to play games like the stories I was reading, but I didn't have rules for anything like that..."

It was also around this time that I read *The Lord of the Rings* and it had a profound effect on me. I wanted to play games like the stories I was reading, but I didn't have rules for anything like that – I had rules for ancient battles and gladiatorial combats but nothing fantastical. So I started making up rules for fantasy warriors and battles myself. There weren't really many fantasy miniatures around at that time, so I converted a lot of them – I recall that my Orcs were made from Roman legionaries with blobs of Green Stuff on them and paper cloaks. It was around this time that I also got into other games – role-playing, card games, bridge (one of my favourites) and so on. That's probably why, when I finished school, I went to work in a games shop in London. ►

Name:
Jervis Johnson

Born:
1959 in Charing Cross
(technically making him a cockney)

Profession:
Games Designer

Known for: Working on or writing the rules for many Games Workshop games, including *Blood Bowl*, *Adeptus Titanicus*, *Warhammer*, *Warhammer 40,000*, *Lost Patrol*, *Space Hulk*, *Warhammer Quest*, *Battlefleet Gothic*, *Mordheim*, *Warhammer Age of Sigmar*... The list of games that Jervis has worked on goes on and on!

DID YOU KNOW?

Way back in 1990, a new game show called the *Crystal Maze* appeared on UK TV – the show's contestants had to complete a series of challenges to win crystals. In the credits of the first series, Games Workshop was listed as designing some of the games. Of course, Jervis was involved in that, too!

BLOOD BOWL – THE GAME OF FANTASY FOOTBALL

"The third edition of *Blood Bowl* was a breakthrough moment for me in terms of games design," says Jervis. "The first edition from back in 1986 was very much an adaptation of Warhammer – basically a brawl on a pitch rather than a tactical game. As I wrote more, I learned the craft of writing and, alongside that, the skills required to write and design games. I think that up to that point, my work was mostly just adapting Rick Priestley or Richard Halliwell's games – this edition of *Blood Bowl* was when I really got into my stride. It's humbling to see that the game is still going strong 30 years later – it's arguably one of my favourite games that I've worked on."



THE WHITE DWARF INTERVIEW

"IT'S A GOOD LOOK, JIM."

"While working on Blood Bowl, I recall how our editor, Marc Gascoigne, liked the idea of having commentators talk through the examples of play – kind of like American football commentators did on TV. It was Marc that came up with Jim Johnson and Bob Bifford and somehow the artwork for Jim ended up looking suspiciously like me. The artists – Pete Knifton and Wayne England – apparently just couldn't help themselves!"

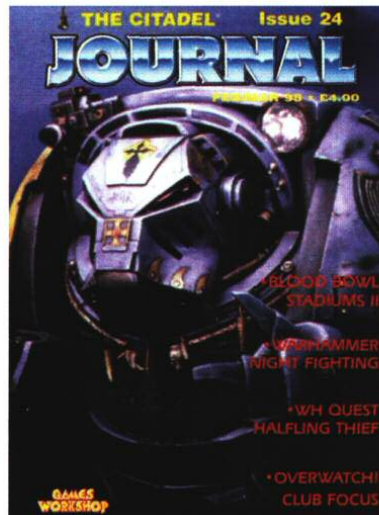


► And that was Games Workshop?

No, not quite yet – it was just a regular shop. I actually went to one of the first Games Days and my friend Peter Darvill-Evans, who already worked at Games Workshop, told me I should come and work with him – that's when I joined. I started in the sales department, calling up other stores and seeing if they would like to buy our wares. Of course, the company was very different in those days – we imported a lot of games from America and made a few of our own, but it was the arrival of Bryan Ansell and Citadel Miniatures that really changed everything. We started selling Bryan's models, and within a few years, Games Workshop and Citadel Miniatures merged. But GW was based in London and Citadel in Nottingham. So we all moved up north where it was cheaper. I really enjoyed working in the sales department, it was great fun talking to people about games all day.

"It's weird how you sometimes look back on your life and see the paths that you could have taken..."

How did you make the leap to games designer?
I never imagined I would become a games designer – that wasn't on my radar at all. It's weird how you sometimes look back on your life and see the paths that you could have taken, the fork in the road where you went right instead of left.



DID YOU KNOW?
"I have a pseudonym," says Jervis. "I occasionally wrote articles for the Citadel Journal under the name Richard Glazer. I was worried that if I wrote the article under my own name it would feel too official and I wanted people to just enjoy the articles I'd written for what they were – a light-hearted look at wargaming. Incidentally, my pseudonym is where the name for the Last Stand at Glazer's Creek came from – I wrote the rules for that scenario, too."

I know exactly the moment when things changed. I remember going to Bryan Ansell, who was the CEO of the company at the time, and saying how cool it would be to have some board games in our range based around the miniatures we were selling. I reeled off a few ideas to him including a fantasy version of American football where orcs and goblins fought each other (I was watching a lot of American football on TV at the time). Bryan caught me totally by surprise, saying he thought it sounded like a great idea and that I should go away and write it myself. I thought he would get Rick Priestley or Richard Halliwell to write it, but no! I worked on it in the evenings and at weekends and came up with what then became the first edition of Blood Bowl. It was quite a hit!

BATTLE REPORTS

The Fangs of the Wolf (1) is one of Jervis' and Andy's most fondly remembered Battle Reports – a narrative scenario that saw the Space Wolves try to rescue a Dark Angels Predator before a horde of Orks got to it. Amusingly, it also describes Ragnar Blackmane's hangover in the opening story! Jervis and Andy clashed many times over the following years before reuniting (sort of) this classic game in White Dwarf 245, almost seven years later (2).

Jervis went on to play in many more Battle Reports, including the Island of Blood battle in 2010 (3). He took a break from the pages of White Dwarf for a few years after that, but returned in December 2016 to beat editor Matt at a game of Blood Bowl (4). Yes, Jervis actually won a game!

WARHAMMER 40,000
THE FANGS OF THE WOLF
By Andy Chambers and Jervis Johnson
This month's battle is a deadly combat between the Space Wolves Space Marines and a fanatical Ork warband led by the infamous Changeling Mag Uruk Tharka.

INTRODUCTION
It's time to take the war to the planet of Warhammer 40,000. The war between the Space Wolves and the Orks is a long and bitter one, and this month's battle is a deadly combat between the Space Wolves Space Marines and a fanatical Ork warband led by the infamous Changeling Mag Uruk Tharka.

THE SCENARIO
A Dark Angels Predator carrying two players and a team of Space Wolves Space Marines is on the planet of Warhammer 40,000. The war between the Space Wolves and the Orks is a long and bitter one, and this month's battle is a deadly combat between the Space Wolves Space Marines and a fanatical Ork warband led by the infamous Changeling Mag Uruk Tharka.

WARHAMMER 40,000
THE VALLEY OF DAMNATION

BATTLE REPORT
The Island of Blood

THE ISLAND OF BLOOD
The Island of Blood is a deadly combat between the Space Wolves Space Marines and a fanatical Ork warband led by the infamous Changeling Mag Uruk Tharka.

WARHAMMER 40,000
ESCAPE FROM GRANICA

BATTLE REPORT
The Island of Blood

THE ISLAND OF BLOOD
The Island of Blood is a deadly combat between the Space Wolves Space Marines and a fanatical Ork warband led by the infamous Changeling Mag Uruk Tharka.

WARHAMMER 40,000
BLOOD BOWL MATCH REPORT

REIKLAND REAVERS VS THE GOUGED EYE
The Island of Blood

THE ISLAND OF BLOOD
The Island of Blood is a deadly combat between the Space Wolves Space Marines and a fanatical Ork warband led by the infamous Changeling Mag Uruk Tharka.

And it's still going strong! What else did you work on in those days?

I was asked to become the Design Studio manager, which I was for a while, but I think I'd decided by that point that I really just wanted to write games. My next project was Adeptus Titanicus, which was brilliant fun to work on, though I also wrote a lot of articles for White Dwarf, too. One of the first articles I wrote was the rules for the Skaven Scramblers Blood Bowl team in White Dwarf 86 (from 1987). The issue came with free cardboard cut-outs for all the players!

I also played in a lot of White Dwarf Battle Reports, many of them against fellow games designer Andy Chambers, and we came up with a format for how we thought they should be shown in the magazine, with an introduction to our armies, a turn-by-turn breakdown of the game and a bit at the end where we talked about what we'd learned. It's amazing to see that Battle Reports are still done the same way to this day. Other people played Battle Reports, too, but never as many as me and Andy. I almost never beat him, either – it became something of a meme before memes ever existed. Will Jervis ever win a game?

“What I've got to do is get the ideas out of my head and into everyone else's so they can have as much fun gaming as I do.”

You wrote a lot of other articles, too, though, like the J Files and Standard Bearer.

Writing for White Dwarf is very different to writing a rulebook. It's more informal and chatty – less about the rules and background and more about the spirit in which a game should be played. I asked Robin Dews, the editor at the time, if I could write an article where I just ramble about something I was interested in – that became the J Files, which eventually morphed into Standard Bearer over the following years. I didn't often talk about the rules, but rather what was important about them, why they're written the way they are and how they are used. It was more of a discussion on what brings our games to life.

It's more than putting a 4 in a stat line, right?

Absolutely. At the heart of my job, I love playing games with Citadel miniatures. What I've got to do is get the ideas out of my head and into everyone else's so they can have as much fun gaming as I do. That's what rules writing is all about, really – conveying all that excitement and enjoyment in a way that's understandable, useable, balanced and, most importantly, fun. ►



AN HONORARY DWARFER

Jervis has tackled all manner of thought-provoking topics in the pages of White Dwarf over the years. The J Files – his first official column – appeared back in 1996 and focused on “answering questions about what our design philosophy is when we invent games.” The very first article even included a look at “friendly play” versus “tournament play” games. Sound familiar? Other articles included fighting games over multiple tables (1), taking part in gaming weekends and tournament reports.

In 2006, Jervis returned with Standard Bearer, a new article that waxed as lyrically as its predecessor. Jervis tackled such topics as army books (2), collecting new armies and even sculpting miniatures.

When White Dwarf was relaunched in 2012, Jervis also returned with his own column. Topics of conversation included limiting the limitations on your armies (3), playing in campaigns and what to do with your dice when they don't behave.

Hopefully Jervis will make a return to our pages one day soon!

ASCENDING THE THRONE OF SKULLS

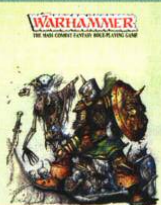
The first official Games Workshop tournaments were actually run by Jervis. “My aim was to get lots of like-minded hobbyists all in one place to play games,” says Jervis. “But when they were all there, I found it was a great place to talk to gamers about how they played and what they loved about gaming. It helped inform the design of many of our games over the years.”



THE WHITE DWARF INTERVIEW

THE HISTORY OF WARHAMMER

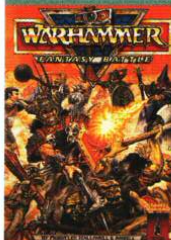
The first edition of Warhammer was released way back in 1983, with Jervis contributing to the writing for the fourth edition. It was the fourth edition of Warhammer that defined the races, established the style of the game and made it accessible to countless hobbyists around the world.



1st Edition – 1983



2nd Edition – 1984



3rd Edition – 1987



4th Edition – 1992



5th Edition – 1996



6th Edition – 2000



7th Edition – 2006



8th Edition – 2010

► That must come through in the rules, too – if they are dry and stale people won't get much fun from them, right?

Exactly right. A unit has to have rules that are representative of what they are and how they fight, but that are characterful, too. Orks are notoriously inaccurate when shooting, for example – they're more concerned about making a ruckus than hitting anything. That's represented by their low ballistic skill. On the flip side, they also have the Dakka! Dakka! Dakka! rule, which shows their keenness when it comes to shooting.

“Having points values to ensure a degree of balance is a key consideration for many people.”

It's not just down to individual rules, though – it's also about how hobbyists approach playing our games. When we were working on the General's Handbook for Warhammer Age of Sigmar, we got to look at the three different ways to play – open, narrative and matched play. That was great fun to work on and it fitted in perfectly with what I think the hobby is all about. In the past, all those styles of gaming were all mashed up together and it was quite hard to address them all individually.

While it's been much easier to categorise gaming this way, there is kind of a lie in it, too – an assumption that because gaming has been

categorised, you must fit into one of those categories. I'm not entirely sure that's true all the time. For me, I find that I use elements of all three styles of gaming when I play – my gaming pie chart (were there such a thing) would mostly be made up of narrative gaming, but I am also a matched play gamer and an open play gamer. There are times when one style of gaming is more appropriate than another – at tournaments, for example – and there will be times when you'll want to combine elements of all three. A common combination I see is people playing a narrative game, but with points values or power ratings to balance the armies.

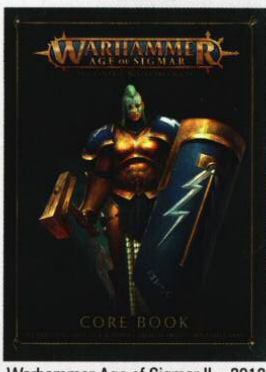
Actually, I find when you're starting out as a hobbyist (or starting a new game system), having points values to ensure a degree of balance is a key consideration for many people. As you learn more about the game you're playing and immerse yourself in it, you become a much better judge of what makes an exciting and interesting game for both sides – an experience you all know will be fun. The thing is, no matter how often we say hobbyists can make up scenarios or even rules for their games, people do find it scary or intimidating. Open and narrative gaming, I think, are something you come to with time. You need to have good mates who are in the hobby and who are comfortable playing games in a narrative setting, who are past that stage of worrying whether they win or lose. Garage gaming, I think it's called – it's a thing to aspire to.

WARHAMMER AGE OF SIGMAR

“Warhammer Age of Sigmar was an extremely exciting time for all of us in the design studio,” says Jervis. “Though it was tough to begin with – changing everything we knew and loved – it was entirely worth it in the end and we're very pleased with where the game system is at now. The background has started to come together and we're now beginning to explore the pencil strokes that were established in the first book. The experience of that journey has reinforced the fact for us that sometimes you need to take risky decisions – to murder your darlings, as the saying goes – to create something truly incredible. The Age of Sigmar has only just begun.”

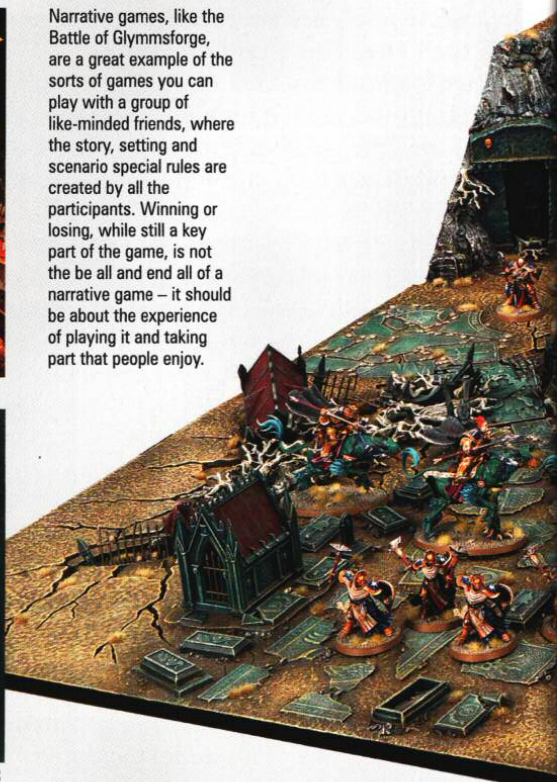


Warhammer Age of Sigmar – 2015

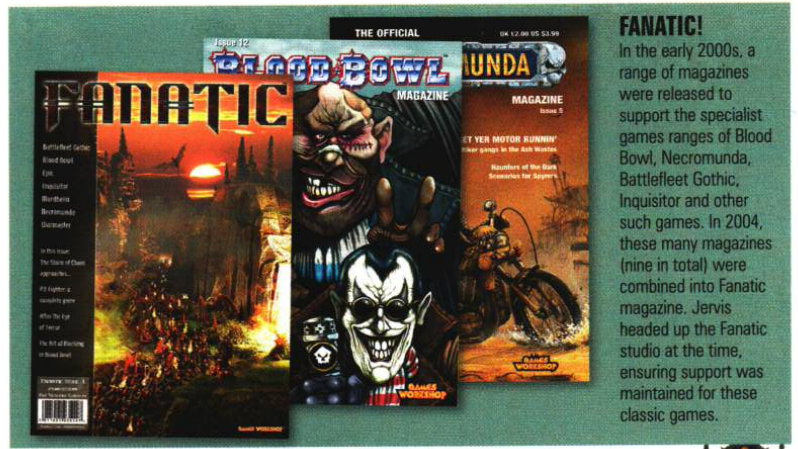


Warhammer Age of Sigmar II – 2018

Narrative games, like the Battle of Glymmsforge, are a great example of the sorts of games you can play with a group of like-minded friends, where the story, setting and scenario special rules are created by all the participants. Winning or losing, while still a key part of the game, is not the be all and end all of a narrative game – it should be about the experience of playing it and taking part that people enjoy.



You mentioned narrative gaming earlier, too – creating a story around your battles. How important is that style of gaming for you? I love playing all kinds of games, be they wargames, board games, card games, role-playing games, and all of them push different buttons for me – I react emotionally in different ways to the game I'm playing. What I like about miniatures games is that I find them very immersive, by which I mean – if they're working right, – I should feel like I am right there in the middle of the battle. I find that extremely exciting and satisfying and I find the best way to achieve that immersion is to create a strong narrative. ►



INTO THE GRIM DARKNESS

"We had no idea when we created *Rogue Trader* back in 1987 that it would be as popular as it became," says Jervis. "*Rogue Trader* absolutely exploded and we had no idea what to do – the demand for miniatures and rules hit us like a sledgehammer. People loved the Space Marines and before we knew it we were writing books about them full of army lists and background so people could play games with them. But importantly, we never explained everything about them or the universe they fought in – we wanted Warhammer 40,000 to have an interesting mythos full of mystery and oddities that are never fully explored. The 20 founding Legions of Space Marines are a good example of that – what happened to the other two? Honestly, we don't know – it's never been decided. There's more value in not knowing them than there is in finding out. It's a design ethos we've maintained ever since – even now explorers are delving into a Blackstone Fortress to uncover its secrets. But where did it come from and why is it there? Who knows...?"



What key piece of advice would you give to hobbyists out there?

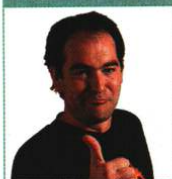
To have fun doing what you're doing! Play how you want to play, but always remember that it takes at least two people to play a game. The rules can only help make a game run smoothly, it takes the people involved to make a game exciting and something worth remembering.

"It takes the people involved to make a game exciting and something worth remembering."

For some people, gaming is the main part of their hobby, and for some of them, coming up with a competitive army list is as exciting as rolling the dice. For others, painting miniatures is what drives them and they rarely play games, either

THE MANY FACES OF JERVIS

It's reckoned that Jervis might have had more pictures taken for *White Dwarf* than any other member of the Studio. Sadly, we couldn't find the one of him wearing the hooded robes...



because they paint to a high standard – like Golden Demon – or because they just don't have time. Most of us are somewhere in the middle – we all engage with the hobby in different ways, but we're all still in it together.

I'm quite evangelical about our hobby. It flies in the face of a lot of things that we're told people want in the modern age. Apparently people have short attention spans, that they want instant gratification from their hobbies while putting in minimal effort. Personally, I don't believe that at all and Games Workshop has built a huge business around doing exactly the opposite! You won't get instant gratification – you're going to have to put weeks, month, even years into this hobby and lots of practice to get something out of it. And what's more, you'll love it. It isn't for everybody, but for those it is, it provides something you can't get anywhere else. **DH**

CLASSIC 2018

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world showcase their finest works. Check out the Warhammer Age of Sigmar Large Model and Blood Bowl category winners from the Classic 2018 event!

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, duels and dioramas. You can find out more about upcoming Golden Demons at:

golden-demon.com

EYES OF THE GOLDEN DEMON

The Golden Demon events are judged by a team of experts who cast their all-seeing eyes over every entry. They are tasked with selecting which entries deserve a finalist's pin badge and ranking the top three in each category for the gold, silver and bronze trophies. The judges also pick an overall winner to earn the coveted Slayer Sword! The four judges for Golden Demon: Classic were James Anderson, Joe Tomaszewski, David Vaeselynnck and head judge Max Faleij.



WHAT THE JUDGES SAID

"The finish on Rob's Pusgoyle Blightlord is perfectly blended with a really smooth finish," says Max Faleij. "It is a beautifully rendered piece. Not only is his colour placement spot-on, but the miniature itself is really nicely presented."

"When painting Nurgle miniatures – especially when using more pastel tones – it's important to provide some contrasting vibrancy. Rob's non-metallic metal paintwork on the Blightlord's armour is not only finished well, but it also adds some necessary contrast."



GOLD, WARHAMMER FEST 2018, WARHAMMER AGE OF SIGMAR LARGE MODEL

PUSGOYLE BLIGHTLORD BY ROBIN MCLEOD

THE LATEST IN A LONG LINE...

Golden Demon regular Rob Macleod has won his fair share of trophies over the years, and also took part in our Golden Demon Winners Challenge earlier this year. His latest offering, a beautifully rendered Pusgoyle Blightlord, won him the gold at this year's Classic event.

White Dwarf: Congratulations on your victory, Rob. What made you pick this model to paint?

"The reflective appearance of the Blightlord's armour also works well to set it apart..."

Rob Macleod: I'd decided to paint a Pusgoyle Blightlord for Golden Demon the minute I saw the models. They're just so grotesquely cool! I collect a lot of Nurgle miniatures and I always enjoy painting them. This time, however, I decided to paint a larger model for a change, as I have generally only entered infantry-sized pieces in the past, so a Pusgoyle Blightlord offered a different challenge for me.

WD: Well, your efforts clearly paid off! Were there any specific colour choices you wanted to try out on this model in particular?

RM: I've been working on a few test colour schemes for my Death Guard Plague Marines lately, and I've been playing around with lots of different shades of greens. In the end, I decided to use a darker tone on the Blightlord's armour, similar to one I used on a Lord of Plagues I painted for a previous Golden Demon competition. The reflective appearance of the Blightlord's armour also works well to set it apart from the more muted colours of his flesh and Rot Fly mount. As much as I kept the green theme going for the Rot Fly, I wanted it to feature a more sickly, pallid tone.

WD: What sort of painting techniques did you use to achieve the finished look?

RM: I used several techniques across the model, including stippling to achieve the textured, beaten look of the armour. I also wanted his weapons to appear thoroughly corrupt, so I applied lots of rust effects to the scythe blade and on the other metal components to emphasise this. I think the flesh on the Blightlord is my favourite part of the piece. I really pushed myself to achieve the finish I wanted. He's also my favourite build in the kit – the third arm (or I should say tentacle) is just so creepy and offers a nice area to blend a new colour into his flesh.

GOLDEN DEMONS BY THE HUNDRED!

If you're interested in checking out even more Golden Demon winners from this year's Classic event as well as the other Golden Demon events that took place in 2018 (including the all-new Classic Europe event that debuted at the Warhammer European Open Day), don't forget to check out the Golden Demon website at: golden-demon.com

The site also includes hundreds more winners from previous years (dating back to 2013), as well as a calendar listing the dates of upcoming Golden Demon events.

AGENT OF NURGLE



Having regularly painted miniatures from the Maggotkin of Nurgle and Death Guard ranges over the years, it's fair to say that painting the Blightlord rider (1) was very much within Rob's field of expertise. The rider's Rot Fly mount, however, was another challenge entirely!

"The Rot Fly definitely proved to be the hardest part of the model to paint," says Rob. "Not only is it a large model, but there are loads of fantastic details to pick out, such as the countless boils and maggots spilling out of its body, as well as the bubbling contents of the cauldron on its back (2).

"The Rot Fly's wings were a particular challenge to paint, as I wanted the wing membranes to appear translucent (3), especially at the tips. Once I'd finished blending the colours, I decided to give the wing membranes a coat of satin varnish to give them a slightly shiny, waxy-looking finish."

GOLDEN DEMON

KING OF THE SWAMP

This dynamic Fellwater Troggoth earned Aksel Olssen his very first Golden Demon trophy. "I fell in love with Fellwater Troggoths years ago when I first saw them in a piece of artwork in an old rulebook," says Aksel. "I've wanted to paint one ever since! I modeled my entry to look like he is lumbering through the swamp, about to smash someone. One of the most challenging things about painting the model was its many different elements, like the skin, scales, wood, hair, teeth and claws. It took me ages to blend and fuse all of the different colours together, but it was worth it!"

"I fell in love with Fellwater Troggoths years ago when I first saw them in a piece of artwork in an old rulebook."

WHAT THE JUDGES SAID

"One of the things that really stands out with Aksel's entry is its vibrant colour scheme," says Max. "That's not something that is normally associated with troggoths. The scales are really well finished, and serve as a good contrast to the model's skin, and even the underarm hair is nicely painted! I also like the fact that, as much as Aksel was clearly inspired by Martin Peterson's Troggoth (see below), he hasn't just copied it."



SILVER, WARHAMMER FEST 2018, WARHAMMER AGE OF SIGMAR LARGE MODEL
FELLWATER TROGGOTH BY AKSEL OLSEN

SEEKING INSPIRATION

Aksel's choice of colour scheme was inspired by 'Eavy Metal painter Martin Peterson's Golden Demon entry from 2014. However, as much as Aksel wanted to achieve a similar look, he chose a brighter, more vibrant colour palette, such as with the bright turquoise on the model's scales (1).

On the right, you can also see the classic piece of artwork that inspired Aksel's love of Fellwater Troggoths in the first place (2).



1



2



RUNNING OUT OF ROOM FOR TROPHIES!

In addition to winning the Slayer Sword at the Classic event, master painter Angelo Di Chello picked up a bronze for this Morathi that he painted for a friend, taking his total tally of trophies up to... wait for it... 62!

"When Morathi was revealed in the Daughters of Khaine teaser video, I knew I wanted to paint her," says Angelo. "I wanted her to appear dark and cruel. She had to embody vengeance and violence, hence this dark colour scheme full of reds, purples and greens that contrast with her pale skin – especially on her outstretched wings."

"I wanted her to appear dark and cruel. She had to embody vengeance and violence..."

BRONZE, WARHAMMER FEST 2018, WARHAMMER AGE OF SIGMAR LARGE MODEL
MORATHI BY ANGELO DI CHELLO

WHAT THE JUDGES SAID

"Angelo's Morathi was an interesting entry," says Max. "By deliberately limiting his choice of colour palette, Angelo made it much harder for himself, yet he still managed to produce a fantastic finished piece. He's chosen his focal points well and blended the colours flawlessly. It actually looks more like a really atmospheric piece of 2D artwork rather than a fully rendered miniature."

BEHOLD THE SHADOW QUEEN!



1



2

Angelo wanted to keep the lighter colours as central to Morathi's upper torso as possible (1), culminating in her face, which received the lightest highlights. He then transitioned these pallid tones into darker and bloodier hues on Morathi's snake-tail and wings (2) to help frame the focal point of the model. At the extremities of the model's wing tips and scorpion tail, Angelo used red so dark it's almost black in appearance.



GOLD, WARHAMMER FEST 2018, BLOOD BOWL TEAM

HUMAN TEAM BY OLMO CASTRILLO



THE GARMONBOZIA

Olmo Castrillo was one of two winners this month to earn his first Golden Demon trophy at this year's Classic event, picking up the gold award for his Human team – the Garmonbozia.

"Believe it or not, I've been on a painting hiatus since around 2008," says Olmo. "I never tried to enter Golden Demon back then, but when I got back into painting miniatures again last year, I decided to give it a go."

"Now I can't stop playing Blood Bowl and I'm already planning on painting another team for next year. But I've also been getting into Warhammer Underworlds – the fast pace of the game as well as the small number of miniatures needed to play is right up my street. I may end up painting a warband to enter into Golden Demon next year too."

"The last miniatures I painted back in 2008 were painted in a grim red colour scheme, as they were a creepy Inquisitor and his henchmen. I wanted to do the opposite here – a cold blue colour to contrast with the warm and cheery mood of a violent football field! I gave a slight twist to the traditional Reikland Reavers uniform, changing the muted blue for a more turquoise hue. Additionally, to balance the colour scheme, I switched their clothes from white to a khaki brown. I decided to limit myself to just the turquoise colour on their armour rather than create a pattern that utilised several different colours. That allowed me to set the light composition around the pose of each miniature rather than the armour they were wearing."

"During the painting process I used conventional blending for the colour gradients, then applied glazes to recover the colour saturation if I went a little too far with the highlights. In addition to the light and dark contrast, I also aimed for a chromatic contrast on the shadows, using purples and a dark, deep red on very specific points to achieve the effect I was after."

NEW AWARDS!

Golden Demon events have evolved over the years in accordance with painting trends and the number of entries that each event receives. Some of these changes have seen the introduction of the Golden Demon Finalist pin badges – awarded to the top tier entries in each category outside of the top three – and, more recently, the Commended Entry certificate, given to exceptional entries that were unfortunate not to win on the day.



"...I used conventional blending for the colour gradients, then applied glazes to recover the colour saturation if I went a little too far with the highlights."

"As a games designer, I love board games, but I'm also more of a painter than a wargamer. Even though a fully painted Warhammer army looks amazing, I've always found the idea of painting so many models a bit intimidating. However, Blood Bowl struck a happy medium, as painting twelve or so models to the level of detail that I wanted was a realistic goal. I picked up the boxed game and also bought the two Big Guys and enough extras to have both the Human and Orc teams fully operational. I painted the Human team first as I loved the Ogre miniature and they seemed to better fit my play style, finishing the team towards the end of last year."

"...Blood Bowl struck a happy medium, as painting twelve or so models to the level of detail that I wanted was a realistic goal."



WHAT THE JUDGES SAID

"I reckon that the Blood Bowl Team category is actually one of the toughest at the Classic event," says Max. "Painting one miniature to a Golden Demon-winning standard is tough enough as it is, but painting eleven or more to such a high level is a real challenge. It's with good reason that you rarely see entries that comprise more than five or so models in the Warhammer 40,000 Squad and Warhammer Age of Sigmar Unit categories! You have to really commit to the Blood Bowl Team category if you plan to enter it and compete for the top spots. As if proving my point, Olmo ended up painting no less than 13 models for his entry, all of which were painted to the highest calibre."

"Olmo chose a great colour scheme that offered a nice contrast between the earthy tones of the players' uniforms and the cool, vibrant colours of the armour they wear on top. The non-metallic metal rendering on the armour was beautifully blended and was of consistently high quality across the entire team. It's easy to get carried away by focussing on edge highlighting and not considering the different textures that can be applied to the surfaces themselves."

"The addition of the Ogre player also helps to break up the presentation of the team, serving as a good central focal point, flanked at either end by a Thrower and a Catcher to add balance."

SOMETIMES LESS IS MORE...



1



2



3

Olmo intentionally avoided applying much battle damage to his team's armour (1 and 2) to avoid spoiling the colour transitions he'd been carefully working on. He painted his team's Ogre (3) after completing the first six players, serving as a break in the middle of the project. He used the opportunity to practise new techniques on the model, such as the texture on the leather, the striped design on the trousers and the sweaty, semi-transparent shirt.

GOLDEN DEMON

THE BLACK ARK SIRENS

Lukasz Mrozek earned the silver trophy in the Blood Bowl category for his all-female Dark Elf team, the Black Ark Sirens. He built his team using a combination of components from the Elven Union, Witch Aelves and Sisters of Slaughter kits. This enabled him to differentiate the more agile, lightly armoured players from the frontline scrimmagers, who are clad in armour that has been more heavily reinforced.

The team's dynamic stances and contrasting colour scheme really help it to stand apart from the crowd, with their golden helmets and masks popping out from the pastel tones of the armour and pale flesh. The addition of snow to the models and their display base complements the pallid tone of the players with exposed skin as well as the vibrant pink hair and clothing featured across the team.

"The fact that Lukasz's team is heavily kit-bashed almost to the extent of being scratch-built helps it to stand out from other entries."
- Max Faleij



DAGTOOF'S DEATH DEALERZ

Jason Butler also picked up his first Golden Demon trophy at the Classic event this year for his – or more specifically, Dagtoof's – Orc team. "Blood Bowl has been a passion of mine ever since the launch of the new edition," says Jason. "With all of the beautiful miniatures that have been released since, it's a great time to be a Blood Bowl fan! I decided to paint my team in a yellow and purple colour scheme specifically because I hadn't tried painting yellow armour before and wanted to push myself out of my comfort zone in order to create something special. Purple was an obvious colour to complement the yellow, while the white dags tied it all together. I always imagined that an Orc team wouldn't have the cleanest armour, so I applied lots of weathering and fine scratches to their armour and clothing. I wanted to create different textures on areas such as skin, cloth and armour as there would be in real life."

"I always imagined that an Orc team wouldn't have the cleanest armour, so I applied lots of weathering and fine scratches to their armour and clothing."

BRONZE, WARHAMMER FEST 2018,
BLOOD BOWL TEAM
**ORC TEAM BY
JASON BUTLER**



SILVER, WARHAMMER FEST 2018, BLOOD BOWL TEAM

DARK ELF TEAM BY LUKASZ MROZEK



COLOUR CONTRASTING



1



2



3

One of the most notable features of Lukasz's Blood Bowl team is the vibrant gold that he has used as a secondary colour, along with the bright pink on his models.

The vivid gold works especially well as a contrasting colour, its warm tones contrasting with the pallid skin of the more lightly armoured models (1), the bold pink of the Witch Elves' hair (2) as well as the tabards and tassels of the other team members.

Lukasz's choice of deep, muted green armour also contrasts well with the gold (3).



WHAT THE JUDGES SAID

"The fact that Lukasz's team is heavily kit-bashed almost to the extent of being scratch-built helps it to stand out from other entries," says Max.

"His colour choices ensure that the viewer is immediately drawn to the focal points of each model. The cold base also helps to bring out the colour in their pallid skin."



PRACTICE MAKES PERFECT



1

"I wanted to push my freehand work a little further, having had limited practice with freehand to date," says Jason. "This Orc team felt like the perfect opportunity to give every player individual patterns on their armour. As a result, many of the models feature dags and similar details on their kit (1) that have all been scuffed and scratched for added realism."

WHAT THE JUDGES SAID

"I love this entry as it perfectly embodies the spirit of the Orcs," says Max. "It's not just the posing of the players themselves that works so well in this way, but also Jason's choice of colour scheme and overall presentation. The Star Player, Troll and Goblin also add some welcome variety to the team."



BLOOD IN THE STREETS

The Cities of Death rules in the 2018 edition of Chapter Approved have a dramatic impact on the game, with the close confines and dense terrain leading to fierce close-range engagements. In this article, we discuss cunning tactics you can use (or watch out for!).

Every game of Warhammer 40,000 is a tense, hard-fought contest of arms that pits warring armies against one another in the fiery crucible of battle. Yet rarely are battles fought more fiercely than those set amid the claustrophobic streets of shattered cities, where every footstep could be a warrior's last, courtesy of a sniper's bullet or a carefully laid ambush. Gone are the luxuries of open fields of fire or the support of mighty war engines, for with urban combat, the density of both rubble and ruin alike is such that many strategies that are often taken for granted in open war are denied, forcing a new approach to defeating the enemy.

CITIES OF DEATH RULES

This year's edition of Chapter approved includes an 18-page section dedicated to new Cities of Death rules. Not only does it offer additional rules that help capture the feel of vicious urban battles, but it includes six narrative play missions, three Industrial World Battlezones, and more than 20 Stratagems unique to Cities of Death games.

Fighting a Cities of Death game challenges players to step out of their comfort zone. The limited visibility and dramatically increased effectiveness of cover makes it all but impossible to rely on tactics that would normally prove deadly on a regular battlefield. There are four main considerations to take into account when playing Cities of Death missions: elevation, proximity, cover and line of sight. If you can engineer these four crucial aspects of the game in your favour while at the same time denying them to your enemy, your victory will be assured. Read on to learn more about them, and the Stratagems that can be utilised to help accomplish them.

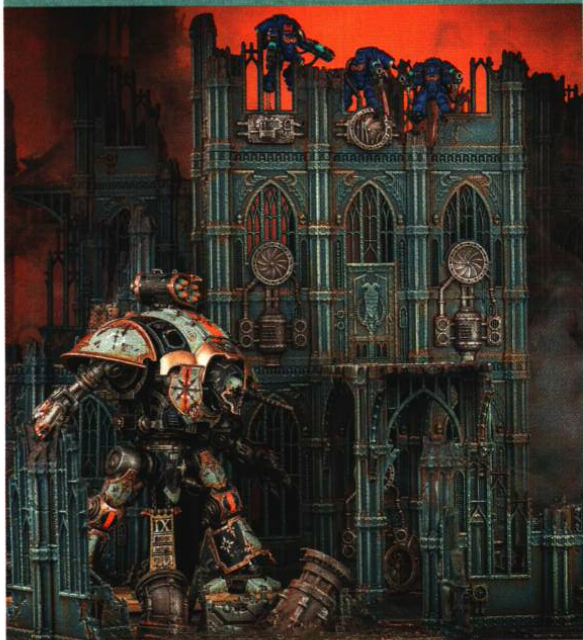
ELEVATION – TAKING THE HIGH GROUND

Taking and holding the high ground is one of the most fundamental strategies you can employ in a Cities of Death battle. It is with good reason that this concept has stood the test of time over literally thousands of years of warfare despite the evolution of military technology! But this tried and tested practice applies to Cities of Death games for a few specific reasons, and here's why:

Firstly, elevated positions offer your units considerable – if not total – protection against ranged attacks from below. The floors they are standing on and other intervening obstacles (be they solid walls or ruins) make targeting them from the ground much harder, and may even obscure them entirely. Furthermore, even if both units are visible to one another, a firefight between the two will usually favour the unit in the elevated position. For starters, your elevated unit is more likely to benefit from being obscured (see right). Additionally, if every model in a firing unit is on a level that is at least 3" higher than the unit they are targeting, they also gain a height advantage. This enables the firing unit to focus their fire on parts of the enemy that are more weakly armoured (like the neck, or a tank's open turret hatch), improving the AP of their weapons by 1 (or, if you use the Plunging Fire Stratagem as well, the AP is improved by 2!).

STAY ELEVATED, STAY SAFE!

One of the most advantageous aspects of holding an elevated position is that some units will be unable to engage you effectively. Walker-class vehicles such as Dreadnoughts, Maulerfiends and Imperial Knights are stuck at ground level, and will be forced to engage your units with ranged weapons only – often with heavy modifiers against them.



In addition, terrain that is classed as soft cover (such as woods, craters and other obstacles that aren't dedicated barricades) are only ever found at ground level. Meanwhile, ruined buildings such as those provided by Sector Imperialis and Sector Mechanicus terrain are counted as hard cover. They offer a bonus of 2 to saving throws instead of only 1 and also provide raised floors and roofs from which to claim a height advantage! Claiming high ground in the first place can be tricky (unless you can set up within it), but there are a few ways to circumnavigate this issue. Units that can fly ignore vertical distances when they move, so use (or watch out for) units with wings, jump packs or grapnel launchers that can leap straight to the top of a building. Alternatively, use the Grappling Hooks Stratagem with any of your infantry units to do exactly the same thing! ►

OBSCURED TARGETS

A unit is obscured if all of its models are obscured from the point of view of the firing unit (though a vehicle or monster is only obscured if less than half of the model is visible). Units firing at obscured targets must subtract 1 from their hit rolls.



CLOSE COMBAT

There are plenty of deadly units that specialise in close combat to the extent that they have little or no weaponry with which to shoot, such as Wulfen, Incubi or Assault Terminators. To these units, the problems associated with engaging the foe at a distance simply aren't an issue. Should they reach the enemy intact, just one such unit can cause total mayhem. The difficulty lies, as ever, in getting them into combat before they are shot to pieces. The Sewer Rats Stratagem offers one solution, enabling you to close to within 9" of the foe without the need of a transport vehicle or a bespoke ability on their datasheet.



PROXIMITY – GETTING UP CLOSE AND PERSONAL

One of the most effective ways of countering the potential double-whammy of penalties (namely the reduced accuracy for firing units and bonuses to saving throws for target units being in cover) is to engage them at close range. This doesn't mean charging into combat at every opportunity without a second thought (unless, of course, you're using an army dedicated to Khorne, in which case you should totally do that!), though it

certainly negates any problems with shooting! However, there are plenty of powerful short-range weapons that are especially useful in Cities of Death battles: weapons such as flamers or burnas that hit automatically can be used to avoid the penalty for targeting obscured units. Meanwhile, guns with suitably destructive AP values like meltaguns (or that combine the two such as D-scythes) can take the edge off armour save bonuses from the target unit being within cover.



Despite the Cadian squad holding a strong position behind a Promethium Pipe Relay, the Ork Burna Boyz are poised to sweep them away with gouts of searing flame.

WAR STORIES – STAYING MOBILE

Readers of last month's issue will remember the Battle Report fought between Dan and Martyn. In the battle, Martyn utilised his pair of XV95 Ghostkeel Battlesuits to draw Dan's Orks forwards before leaping them to safety atop some nearby buildings, where the Orks struggled to follow. Martyn's awareness of the situation enabled him to continually outmanoeuvre the Orks. In Cities of Death battles, as much as it can be tempting to try and hold on to a strong defensive position, it's important to know when to cede ground!



COVER – USE IT OR LOSE IT (YOUR HEAD THAT IS!)

The most important thing to remember is that moving a unit into open ground is to sign its death warrant – doing so should be considered an act of last resort. The effectiveness of cover at sheltering those hunkering within it is such an advantage that, should a unit be sufficiently dug-in, it can withstand an inordinate amount of firepower with minimal casualties. This is especially useful if the unit in question has

abilities that are further augmented by cover or otherwise confound the aim of enemy units, and even more so if they are themselves able to return fire effectively at long range (such as with sniper units like Asuryani Rangers). The Hunker Down and Reinforced Position Stratagems are excellent ways to improve the effectiveness of cover further still. This can sometimes lead to an opponent simply not bothering to attack them at range, such is the unlikelihood of their success!



The Asuryani Rangers are well dug-in behind a ruined wall, their long rifles ready to turn the narrow street into a killing ground for the approaching Deathwatch squad.

LINE OF SIGHT – NOW YOU SEE ME...

An important consideration when fighting amid the dense terrain of a Cities of Death battlefield is that not only can it hamper the visibility of enemy units, but it can block their line of sight entirely. If you possess superior melee units or a greater quantity of powerful close-ranged weaponry, you can make clever use of this terrain to safely close the distance to your opponent's force by darting from cover to cover. Advancing with these units can give you the few extra inches you may need to reach safety, though consider patience (or using the Command Re-roll Stratagem) if the unit can't move far enough, especially if falling short would leave the unit in the open. Similarly, it can be worth taking another turn to move closer to the enemy and into cover before committing to a long charge if it means not risking Overwatch fire and a punishing round of shooting. However, cunning use of the Breaching Gear Stratagem before charging an enemy unit within ruins or a building will increase your charge roll to an effective minimum of 7".

If your opponent has units with devastating Overwatch potential (such as Rubric Marines with warpflamers or Wraithguard with D-scythes), you can use terrain that blocks line of sight to your advantage – remember that a unit cannot fire Overwatch at a unit it cannot see at the start of their charge move... unless they use the Point-blank Overwatch Stratagem of course! **SG**

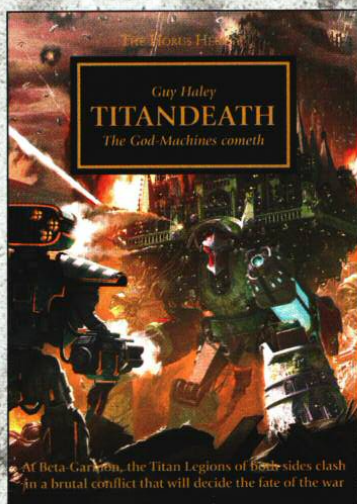
CHOOSE YOUR VEHICLES WISELY... IF AT ALL

The limited lines of sight that can be drawn through dense terrain – along with the increased difficulty of making the shots count – should make you think twice about including vehicles that would perhaps be a mainstay in your army lists for normal Warhammer 40,000 battles. After all, a Predator's lascannons may be deadly, but if the vehicle can't draw a bead on any high-value targets, its firepower is largely wasted. Similarly, a Baneblade super-heavy tank may have enough guns to make your opponent quake in fear, but not if it can't fit where it needs to go in order to bring them to bear. Vehicles can still be incredibly effective, but consider using them more sparingly than normal.



To charge headlong into the warpflamers of a squad of Rubricae would normally be a near-suicidal act – even for Terminators – but not if they're caught off-guard by a surprise assault.

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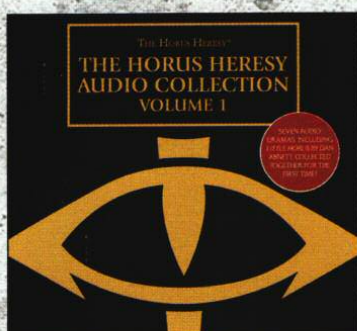


HORUS HERESY: TITANDEATH

BY GUY HALEY

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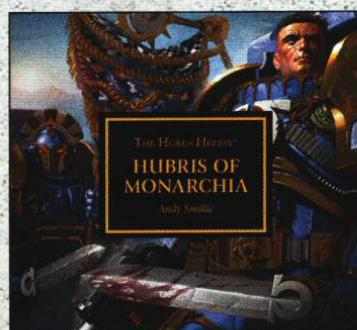


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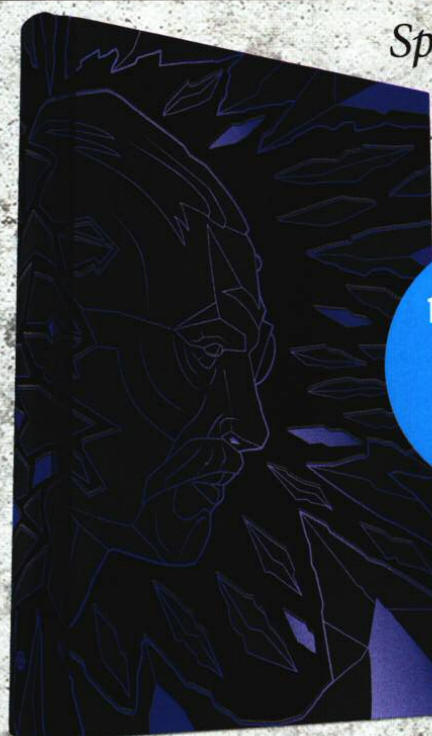


HORUS HERESY: HUBRIS OF MONARCHIA

BY ANDY SMILIE

In hopes of healing discord after the notorious shaming of the Word Bearers at Monarchia, Captain Alcaeus of the Ultramarines plans to join a great mustering at Calth, but cannot not rest until the remnants of the Ghaslakh Empire are purged utterly from the galaxy.

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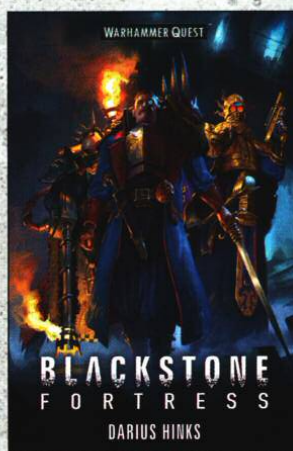


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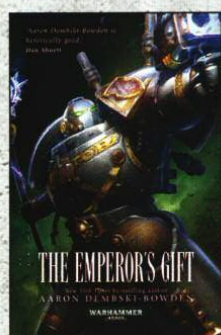
BY DARIUS HINKS

Granted power by an ancient charter, Rogue Traders roam the galaxy in search of fortune and glory. None perhaps are as hungry for these twin-vices as Janus Draik, who will risk everything to obtain a truly exceptional prize and its many secrets, including his life or even that of his crew...

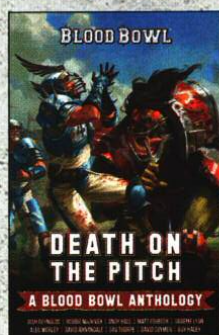
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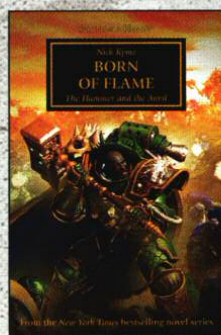
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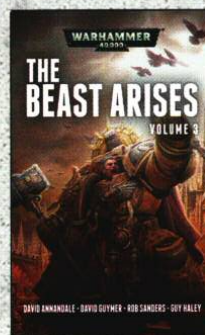
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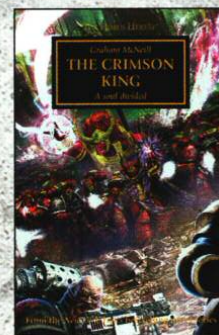
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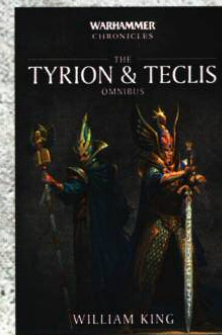
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BY AARON DEMBSKI-BOWDEN

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ART INSPIRING ART

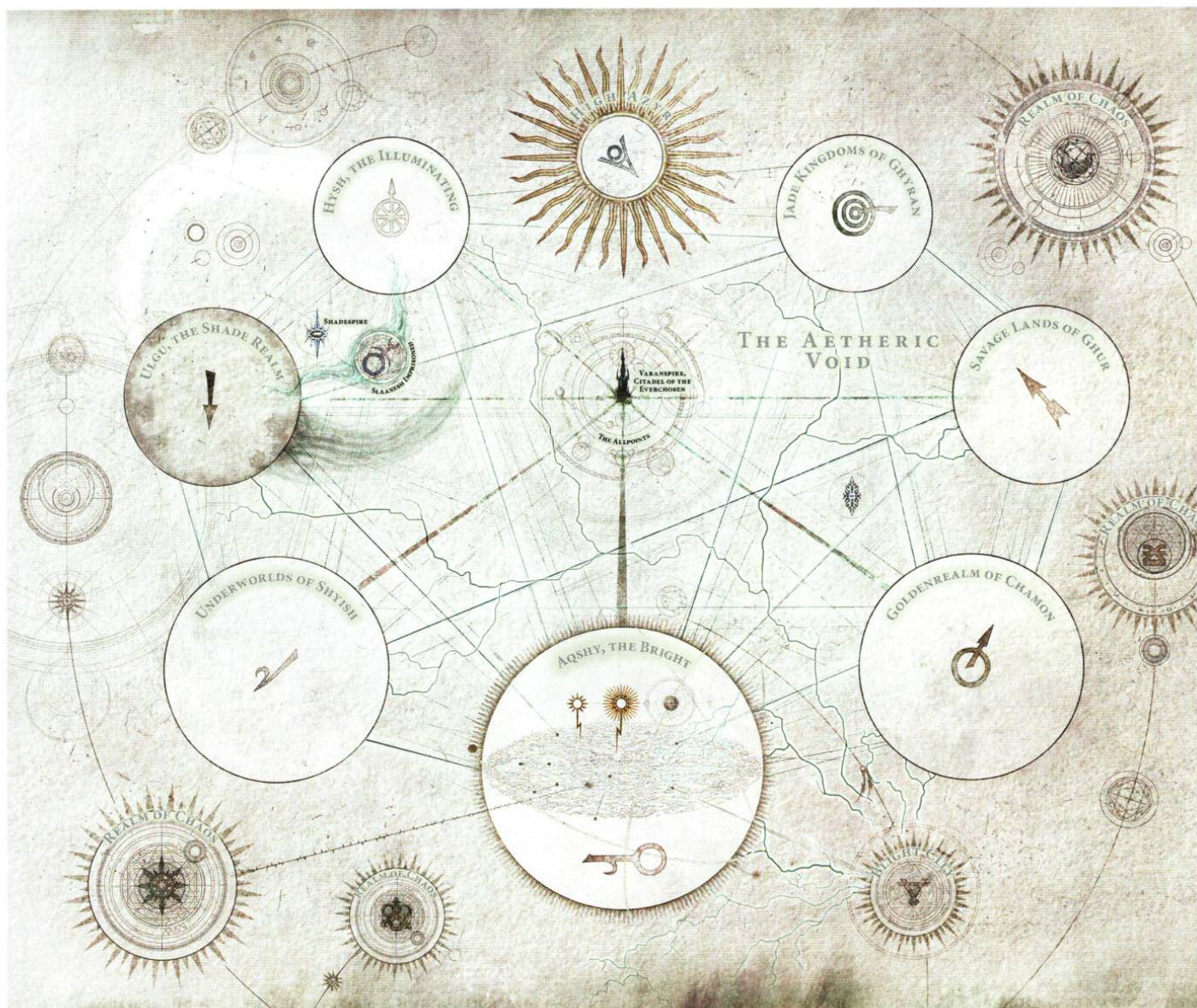
In *Illuminations*, we take a look at the rich tapestry of illustrations that can be found in our many publications. This month, we speak to the games designers, graphic designers, writers and project leads to find out what pieces of art inspire and excite them.

There are many talented people involved in the creation of the worlds of Warhammer, from writers and miniatures designers, to scenery builders and painters. Yet in one dark corner of the Design Studio, a team of incredibly talented artists work tirelessly to explore and bring to life the furthest reaches of the Warhammer 40,000 galaxy and the Mortal Realms. It is their work that we see in the pages of rules manuals, codexes and army books, on posters and even T-shirts. And, of course, in the pages of *White Dwarf*.

ASTRAL CARTOGRAPHY by Nuala Kinrade

Markus Trenkner: Nuala's astral map (inspired by Phil Kelly's sketches) was instrumental when I was designing the *Age of Sigmar Core Book*. I turned it into a stylised line drawing, which became the basis for the book's background graphics.

The fantastical works created by the illuminators often act as inspiration for other members of the Studio, whether they are writing the background for a new unit, crafting a short story or even coming up with the page design for a codex or rules manual. You'd be surprised how far their influence extends! With that in mind, we spoke to a handful of writers and designers about the projects they'd worked on over the last year, and asked them to pick a few pieces of artwork that influenced their own work. Read on to see how art can inspire many different forms of art. **SG**



A NEW DISCOVERY

by Paul Dainton

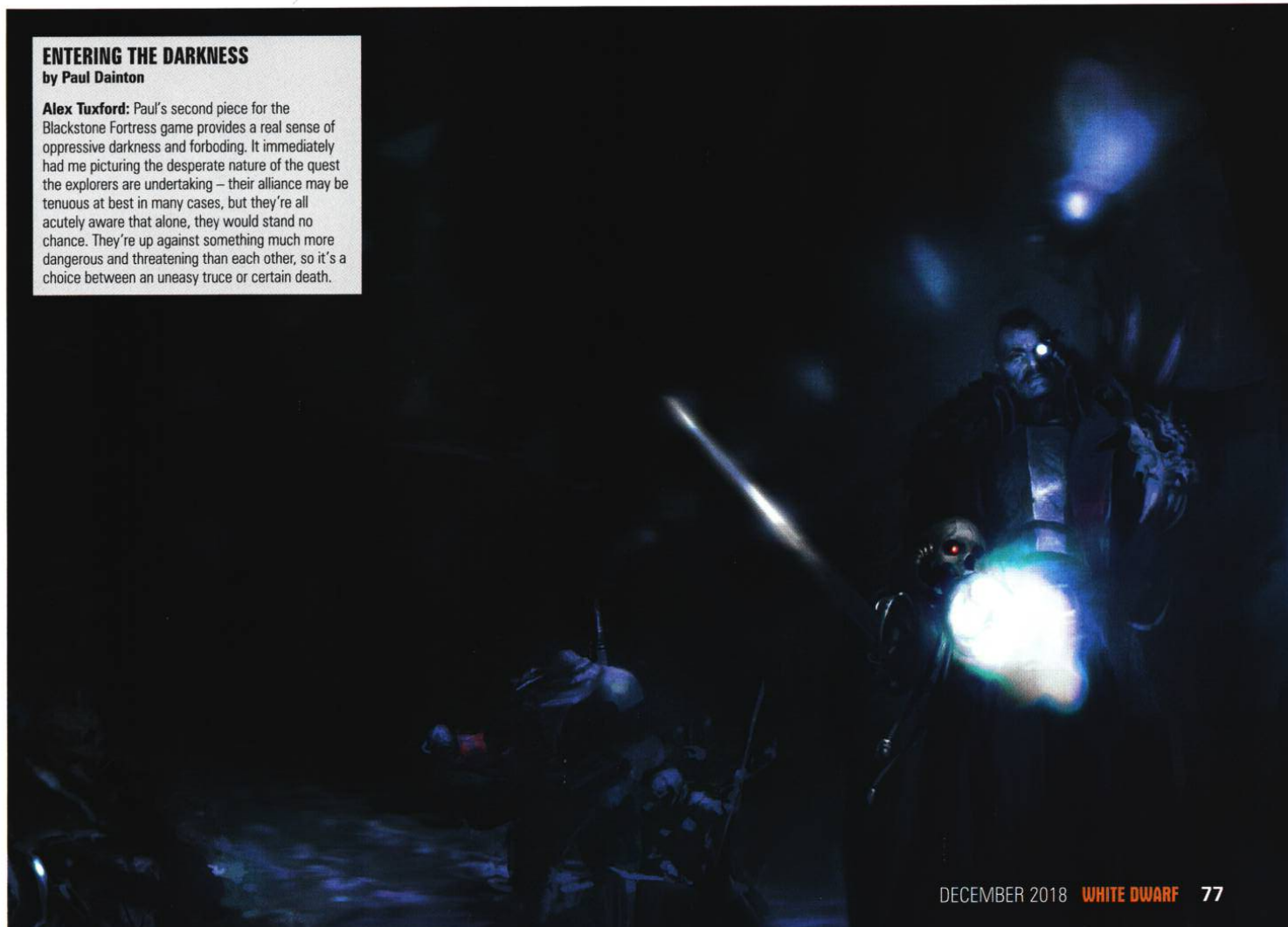
Alex Tuxford: Paul finished this piece of art while I was doing some research in preparation to write the background for Warhammer Quest: Blackstone Fortress. What I found incredibly useful was the sheer sense of scale it offered. It's enormous! The fact that only part of it is shown looming over Precipice helps to retain a sense of mystery. It also got me thinking about the magnitude of the task facing the explorers in the game – how are they going to find a hidden vault in such a vast edifice?



ENTERING THE DARKNESS

by Paul Dainton

Alex Tuxford: Paul's second piece for the Blackstone Fortress game provides a real sense of oppressive darkness and forboding. It immediately had me picturing the desperate nature of the quest the explorers are undertaking – their alliance may be tenuous at best in many cases, but they're all acutely aware that alone, they would stand no chance. They're up against something much more dangerous and threatening than each other, so it's a choice between an uneasy truce or certain death.



CELESTIAL VINDICATOR

by Phil Moss

Phil Kelly: Showing a Stormcast Eternal in the grip of a battle rage really helped to get across the fact there are actually many different types of heroes from Azyr – and some are really dangerous warriors to be around. Phil Moss' Celestial Vindicator inspired the story I wrote on the page across from it in Battletome: Stormcast Eternals.



CARSTINIA

by Paul Dainton

James Gallagher: When I was writing the rules for Warhammer Age of Sigmar: Malign Sorcery, one of the biggest challenges was to generate the many spells and artefacts of power that were bespoke to each Mortal Realm.

Even though it was a relatively small picture in the Core Book, Paul's Carstinia picture was among the first to offer a hint as to what the living beings that dwell within Shyish might actually look like. It's easy to forget that Shyish isn't just populated with skeletons and spirits! It made me think about the realm from a different perspective. What sort of enchanted artefacts would the various peoples of Shyish craft to aid them, and what would their purpose be? Items such as the Ragged Cloak and the Cronehair Fetish capture the feel of Shyishian relics. Similarly, the spells of Shyish – Night's Touch and Unnatural Darkness – channel the gloomy aura that emanates from Paul's Carstinia picture.





THE STORMRIFT REALMGATE

by Paul Dainton

Andy Clark: The Stormrift Realmgate sits atop the Twin-tailed City and connects its two halves – Hammerhal Aqsha and Hammerhal Ghyra. Paul's Stormrift Realmgate piece was the first time that this particular realmgate had been realised in artwork and it certainly packs a punch! The sense of scale and grandeur captured in the picture is incredible. It's not just the size of the realmgate itself, but also the sprawling cityscape of Hammerhal Aqsha and its (albeit much greener!) Ghyran counterpart. The picture was a real game-changer for me, as it completely opened up the setting in my head – something that we've been working hard to achieve for all of our hobbyists with the new edition. Having such a strong visual image of the Mortal Realms in the aftermath of the Storm of Sigmar and Realmgate Wars was really useful when I was writing some of the short stories set around the time of the Malign Portents.

RAVEN GUARD KILL TEAM

by Mark Holmes

Wade Pryce: Mark's kill team artwork did a fine job of representing a mixed unit of Primaris Space Marine troop types working together as one. After all, that's one of the many unique features of the game! By the time we'd settled on the cover design for the Kill Team Core Manual (a stylised letterbox title section crowning Mark's artwork), we liked it so much that we decided to replicate that cover format on the game's main expansions – Kill Team: Rogue Trader and Kill Team: Commanders. I especially like the way that the White Scars Primaris Captain is very much front and centre of his kill team on the cover of the Commanders book (see top right).

This piece also leaves you in no doubt as to who the leader of the kill team is. Subtle additions such as battle damage and purity seals on the other squad members tell a lot more about the characters beneath the armour than you might first think...





THE POWER OF NAGASH

by Kev Chin

Nick Horth: This piece of artwork completely blew my mind when I first saw it. There's so much going on that virtually every time you look at it, you notice something that you missed before. The picture also asks loads of questions: is that actually Nagash or is it a vast nexus of Death magic built in a twisted image of the Great Necromancer? Is his body reforming after its destruction at Archaon's hands? If it's not actually Nagash himself, is that a spectral manifestation of him lording it up and commanding the numberless hordes gathered before him?

I was writing the background for the *Legions of Nagash* book when I first saw the finished piece and the epic nature of the gathering taking place proved to be excellent inspiration for my work. It really helped me get in the right head-space for writing about the countless unthinking minions at Nagash's disposal.

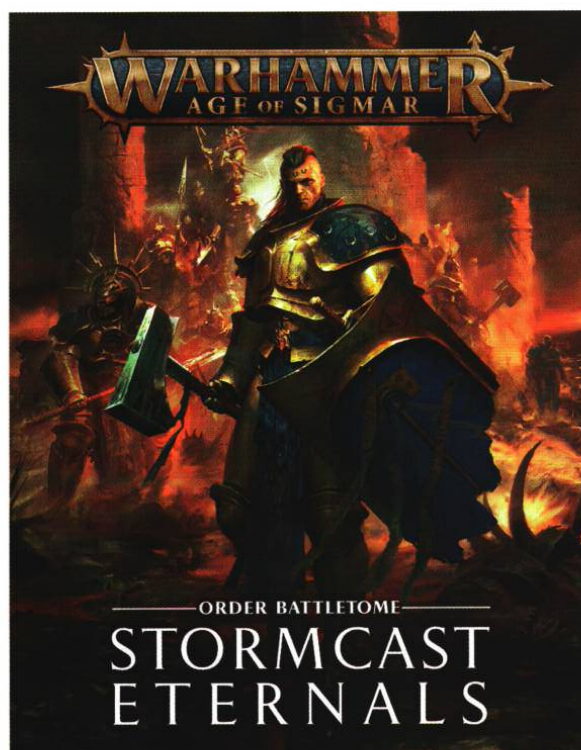
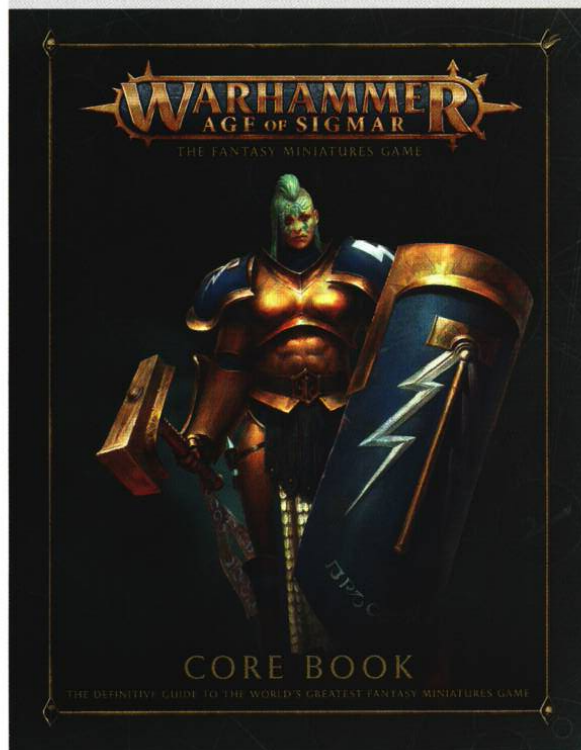




WARHAMMER AGE OF SIGMAR: SOUL WARS BOX COVER

by Paul Dainton and Mark Holmes

Ben Johnson: The focus on a strong central character really hit a chord with us in the design studio. The diamond design that Paul used to frame the Stormcast Sequitor offered such a solid visual and such a different feel to a battletome cover that we decided to use a similar idea for the front cover of the Warhammer Age of Sigmar Core Book. We also adopted the diamond design for all the section breaks in the book, too.



MAGIC OF MIDDLE-EARTH

Middle-earth is full of magic, from the powers invoked by the Istari to the dark sorceries used by the dreaded Nazgûl. This month, Jay Clare talks about Magical Powers in the Middle-earth Strategy Battle Game and how to get the most out of them.



Magic is used in subtle ways in Middle-earth – Wizards and other magical beings seldom hurl spells of destruction at their enemies, preferring to use their powers to aid their allies or distract their foes. The Istari were sent only to guide the free peoples after all.

This is something we have tried to portray in the Strategy Battle Game. Magical Powers are more about gaining the upper hand or controlling the tide of battle rather than a player relying on a Wizard to win the day (though never let it be said that a perfectly timed and well-placed Magical Power can't be the deciding factor on whether a side ends up victorious or wondering how they grabbed defeat from the jaws of victory). Here, I take a closer look at some of the many spells available to people who play the Middle-earth Strategy Battle Game and how to get the most out of them on the battlefield.



JAY CLARE

A veteran of the Strategy Battle Game, Jay has been using Wizards in his games to great effect for many years. Though he has used pretty much every magic user at some point in his games, his favourites still remain the three Istari – Saruman the White, Gandalf the Grey and Radagast the Brown.

KEY CONSIDERATIONS

There are currently a total of 36 Magical Powers in the Strategy Battle Game and each one can be extremely useful in the right circumstances. But how do you get the most out of them?

Using Magical Powers effectively in your games is an intricate skill that takes a fair bit of practice. A model can only cast a single Magical Power per turn, so knowing which powers to use and when is a difficult, but crucial, skill. At the start of each turn you should ask yourself "How can I achieve my plans with the powers I have available?". From there it is important to ensure that your Wizard is in the right position to cast the power you need. If not, can you move them into a better position? Positioning your magic users is key – there is no point preparing to cast a Magical Power on an enemy model if you have moved your Wizard where they cannot see their target

(or to a place where they are out of range). Consider whether your Wizard can be mounted – if they can take a horse (or Fellbeast), that extra level of manoeuvrability might be all you need.

Make sure that you keep the scenario objectives in mind – there is no point focusing on casting powers to stop one hero from causing havoc in your lines if a different enemy model is holding an objective on the final turn of the game. Keep the victory conditions in mind at all times.

PROTECT YOUR WARRIORS

Magic users often have access to powers that can protect your warriors from harm. Characters like Galadriel and Gandalf have the Blinding Light Magical Power, which makes friendly models within range harder to hit – great for keeping your army safe from arrows and crossbow bolts.

Another way to keep an important friendly model safe is to have Gandalf cast Protection of the Valar on them. This power will prevent any enemy Magical Powers or special rules from affecting the targeted model. They will be free to act as they wish – it's a great Magical Power to cast on models carrying an objective or holding part of the battlefield. ►

THE MANY FACES OF MAGIC

Those who utilise Magical Powers come in all shapes, sizes and races, from the powerful Istari to lowly Shamans. Some are mighty lords and warriors in their own right, while others are war priests and enchanters. There are magic users to suit every need, be it inflicting damage on the enemy's army or protecting your own warriors from harm.



SORCEROUS BLAST

On the surface, Sorcerous Blast may look as though it is primarily a damage dealing Magical Power – it inflicts a Strength 5 hit and sends the target back D6" before knocking them Prone (if they survive). But it's so much more useful than that – when this power knocks

the target back, a model behind it can also be knocked Prone. One way to use this power is to cast it on a model that is just in front of a hero. The target will knock the hero down (and off their horse if they're mounted) when it comes into contact with them, rendering them unable to do anything else that turn!

Most warriors can't Resist a Magical Power – by casting Sorcerous Blast on the Morannon Orc, Gandalf the White can blast him into Gothmog, who won't be able to stop it.



TRANSFIX SPELL

Is there a particular enemy model that is rampaging through your lines? If so, using the Immobilise or Transfix Magical Power is a great way to stop them. Casting this on them will prevent them moving or striking blows against your models – ideal for keeping them at bay while you work out how to deal with them.

Cave Trolls are fearsome foes that even mighty heroes will struggle to fight. By Immobilising the Troll with Gandalf the Grey, Aragorn can move in to fight the Troll without fear of being hit back.

Alternatively, you could declare a Heroic Channelling to access the channelled version of this power, which also halves the Fight value and Attacks of the target model. Doing this will weaken them enough so that the rest of your force can surround them, defeat them in combat, then unleash as many strikes on them as possible in an effort to bring them down!



COMMAND/ COMPEL

Command and Compel are among the best Magical Powers for controlling the flow of a game. Not only do they allow you to move the target model up to half its move, but it then also suffers the effects of the Immobilise Magical Power, too.

You can force an enemy model to move into range to be charged or shot, or move someone away from an objective so that they are no longer in range to control it. You can even force an enemy model to drop an objective if they are carrying one, leaving it free for your own models to pick it up and secure victory!

The Witch-king has cast Instil Fear, forcing enemy models nearby to take a Courage test or move away from him. By doing this, he can clear the objective and claim it for the Dark Lord!



HOW TO COUNTER WIZARDS

The most important thing to remember is that if a Wizard cannot move, they cannot cast any Magical Powers. So if you get the chance to charge an enemy Wizard, make sure you take it. Even if you lose Priority, it's often worth declaring a Heroic Move to pin down enemy magic users and prevent them from casting a Magical Power. Wizards do not usually excel in combat, so this is the best way to get them off the battlefield for good!

Also, heroes that have access to Heroic Resolve can be very useful. Friendly models within 6" of them gain an additional dice when making Resist tests if they are targeted by a Magical Power. Suddenly every model in range has the chance to resist any Magical Power thrown at them, even if they did not before.

The Mouth of Sauron can Transfix enemy warriors, a potentially fatal situation for Aragorn to be in. By making a Heroic Move into combat, he can prevent the Mouth of Sauron casting it.



► Having a Ringwraith cast Transfix on an enemy model that's about to cut through your lines is another great way to keep your troops alive. The power not only prevents the enemy from moving, but also from making Strikes in the Fight phase.

YOU SHALL NOT. OR MAYBE YOU SHALL...

Magical Powers such as Aura of Command and Aura of Dismay enable the caster, and all friendly models within 6", to automatically pass courage tests or cause Terror respectively. These spells last until the caster has no Will points remaining, so it's worth casting them as early as possible so you get the benefit of them for longer.

THE POWER OF DESTRUCTION

Some Magical Powers are cast on friendly models, often to boost their fighting prowess. Bladewrath is a power available to Easterling War Priests, that increases the Strength of the target model to 6 until the end of the turn, while Celeborn has the Enchanted Blades power that allows the target to re-roll To Wound rolls in the Fight phase. Both are great for casting on your warriors to help them slay tougher enemies. Not only do these powers help your warriors slay their targets, but as they are cast on your own models, your opponent cannot try to resist them. This means that, so long as you roll high enough on your Casting roll, you will reliably cast them when needed.

FURY

A Magical Power usually reserved for the lesser magic users such as Shamans and War Priests, Fury allows the caster to invoke a rage inside those nearby of the same race.

When cast, all models that match the keywords for that caster's version of the power will automatically pass all Courage tests while they remain within 6" – perfect for sending a horde of otherwise cowardly Goblins or Orcs charging headfirst into some terror-causing foes.

If channelled, Fury also provides a 6+ save to all affected models which, if they die in droves, can be rather useful!



KNOCKOUT BLOWS

Some powers are both debilitating and destructive, such as Nature's Wrath and Wrath of Bruinen. Both knock all enemy models within 6" of the caster Prone (and can even kill them if you're lucky), allowing the rest of your force to engage them in combat without worrying about being hit back in return. On top of that, if your warriors win a fight, they will get to double their strikes and therefore their chance of getting that all important Wound.

While Magical Powers with an area of effect are often quite powerful, they are also the easiest to resist. This is because any enemy model in range can make a Resist test and, if successful, will stop the whole power. If you are using these powers, cast them where there are no enemy models who can resist them for maximum effect. If you are fighting characters with powers like this, spread your heroes out across your army so wherever the power is cast you will have someone to resist it.

Magical Powers are a vital part of the game, and every player should look at how to use them to their advantage, how to counter them, or both! Make sure you look at all the powers available to your force and what they could bring to your army – you never know, they may be just what you need to secure victory in your next game. JC

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TO CATCH A REALMGATE

The armies of Chaos have returned to the Ocelush Veldt in the Realm of Life, drawn there by a wandering Realmgate. Should they capture it, they will be able to invade the Everqueen's domain once more. Yet the defenders of Ghyran have other ideas...



Four players, two huge armies and one wandering objective – the perfect ingredients for a mega-battle mash-up with plenty of carnage and mayhem, we think you'll agree. And why not? It is the end of the year after all – the perfect time to draw the curtains, grab a lovely cup of tea and settle in for a game of Warhammer Age of Sigmar.

For this Battle Report, we decided to pitch the forces of Order against the legions of Chaos in a classic grudge match. Matt brought his Sylvaneth to the table to fight alongside Jonathan's Kharadron Overlords, while Dan and Simon joined forces with an alliance of Skaven and Blades of Khorne. We picked armies of roughly 2,000 points each (making 4,000 points per side), though we chose to ignore the restrictions on the number of battleline units required – this was a friendly game after all. We also allowed players to

PLAY IT YOUR WAY

If you've read our interview with Jervis Johnson earlier in the magazine (page 54), you'll know how he loves to mix and match open, narrative and matched play rules when playing his games. Here in the White Dwarf team, we play our games a similar way, often creating our own scenario but using points values to balance the game out. Sometimes we pick a matched play scenario – like we have here – but we ignore the unit restrictions. Why not try mixing the rules sets up yourself and see what you come up with?

take as many Endless Spells as they could paint before the game, with both sides bringing two to the table (much to Simon's disgust – Khorne's servants abhor magic).

We decided to pitch the forces of Order against the legions of Chaos in a classic grudge match.

For this Battle Report, we picked the Relocation Orb battleplan from the General's Handbook 2018, knowing it would add an element of randomness to the game. For our objective, we used a Studio terrain piece; a Slaughterbrute with a Realmgate growing out of its back – a suitably impressive prize for our two armies to fight over. Read on to find out more about the armies we picked for the game.



Alarielle regarded the Chaos beast with disgust as it lumbered across the Oncelush Veldt, a roiling Realmgate melded into the tainted flesh of its back. How the loathsome creature had suddenly appeared in Ghyran was a mystery, but its foul presence would certainly not be tolerated – the Realmgate on its back led directly to the Realm of Chaos and already a sizeable army of mortals, daemons and ratmen had pushed their way through it to blight the Realm of Life with their foul presence. Even now they pursued the rampaging beast, trying to capture it for their own ends.

There was no time for deliberation. The Everqueen waved her Sylvaneth forward, Dryads, Tree-revenants and Kurnoth Hunters disappearing into the Wyldwoods to intercept the wayward monster. A rustle of branches told Alarielle that Ancient Villari wished to interrupt her thoughts and she glanced round at the Treelord Ancient. Boughs creaking, the Treelord pointed to the sky and the parting clouds. "We have company," he said, as the Kharadron sky-fleet descended.



FORCES OF ORDER – SYLVANETH AND KHARADRON OVERLORDS



MATT AND JONATHAN

Warriors of earth and sky, Matt and Jonathan have fought many battles against each other but never fought together. How will they fare?

Matt and Jonathan spent many hours coming up with tactics for this battle. Between them, they reckoned they had the magic, manoeuvrability and firepower to give the forces of Chaos a good thrashing.

"The Gnarlroot Wargrove gives you a lot of options when it comes to building your army," says Matt. "The Warscroll Battalion for the army is pretty pricey points-wise, but in return, it gives you the Seekers of Knowledge special rule that enables all your wizards to cast an extra spell every turn. That's why I decided to take four wizards in my force – I know how much Dan hates it when I Awaken the Woods. I did debate taking two more Treelords instead of Alarielle, but I haven't used her in many games yet, so this seemed like the perfect opportunity. My plan is

to summon as many units as I can and try to surround the objective while protecting Jonathan's units as best I can – they can then dish out the damage with their many guns."

"Our plan was for Matt to confine and contain the Chaos forces while I used the speed of my skyvessels to hit the enemy army in the flanks," says Jonathan. "I put great stock in Endrinriggers and painted another three (giving me a unit of nine) especially for this battle. My goal with them was to take down a Bloodthirster in a single round of combat if possible. I picked the Amendment 'Trust Aethermatics, Not Superstition' as I had a feeling Dan would be taking a lot of wizards and I didn't want to have to rely on Matt to stop every spell. It's not that I don't trust him, it's just...well..."



ALARIELLE'S WARGROVE

LEADERS

1 – Alarielle the Everqueen
Deepwood Spell: Treesong

600 points

2 – Ancient Villari

Treelord Ancient
Deepwood Spell: Regrowth
Artefact: Hagbane Spite

300 points

3 – Maikoa

Branchwyth
Deepwood Spell: The Dwellers Below
Artefact: Daith's Reaper

80 points

4 – Lantana

Branchwraith
Deepwood Spell: Treesong

80 points

BATTLELINE

5 – 10 Tree-Revenants

160 points

6 – 10 Tree-Revenants

160 points

7 – 30 Dryads

270 points

UNITS

8 – 3 Kurnoth Hunters
Kurnoth Greatbows

200 points

WARSCROLL BATTALIONS

Gnarroot Wargrove

130 points

ENDLESS SPELLS

9 – Quicksilver Swords

20 points

TOTAL:

2000 POINTS

Allegiance: Sylvaneth

Wargrove: Gnarroot

Extra command points: 1

STRONGARM'S AETHER-FLEET

LEADERS

10 – Admiral Strongarm
Command Trait: Grudgebearer
Artefact: Aethershock Bludgeon

120 points

11 – Grenat Kincoal
Aether-Khemist

160 points

12 – Bronn Cogtrane
Endrinmaster

120 points

BATTLELINE

13 – 10 Arkanaut Company

120 points

14 – 10 Arkanaut Company

120 points

UNITS

15 – 5 Grundstok Thunderers
Aethershot Rifle, Grundstok Mortar, Aetheric
Fumigator, Decksweeper, Aethercannon

100 points

16 – 10 Grundstok Thunderers
Aethershot Rifles

200 points

17 – 9 Endrinriggers
Grappel Launcher

360 points

WAR MACHINES

18 – Arkanaut Frigate
Heavy Sky Cannon

240 points

19 – Arkanaut Ironclad

Great Sky Cannon
Great Endrinworks: The Last Word

420 points

ENDLESS SPELLS

20 – Aethervoid Pendulum

40 points

TOTAL:

2000 POINTS

Allegiance: Kharadron Overlords

Skyport: Custom Skyport (Barak-Jazbaz)

Extra command points: 0





SIMON AND DAN

Our two writers team up for the first time in White Dwarf, though they used to work together in the Warhammer World store back in the day.

FORCES OF CHAOS – BLADES OF KHORNE AND SKAVEN

Simon and Dan had very different ideas on how to tackle this mega-battle. On one hand, Simon wanted to get stuck in with his Khorne army and claim some skulls for Khorne, while Dan fully intended to keep his cowardly Skaven out of harm's way.

"I think our tactics complement each other quite well, actually," says Dan. "Simon can run his units forward and hold up the enemy while my Skaven provide the shooting and magical support. I also have three large blocks of infantry that should be able to get to the objective quickly wherever it may end up each battle round. The Clanrats may not survive the following turn, but then we all know that Skaven lives are cheap. I've taken three weapon teams and two warp lightning cannons for this game, giving me the opportunity

to dish out plenty of mortal wounds – having played both Matt and Jonathan in the past, I know they're invaluable for taking down larger models such as Treelords and Skyvessels."

"I just want to chop stuff up in combat," says Simon. "It's a tried and tested Khorne tactic. Actually, I'm relying on killing lots of units (and having units die) so that I can use Blood Tithe points to summon new Khorne Daemon units to the battlefield. I've painted a Wrath of Khorne Bloodthirster especially for this game in anticipation of summoning him. My main goal, really, is to try to hold up Matt and Jonathan's units so Dan can run and take the objective. I also want to kill Alarielle with my general – I reckon a Bloodthirster of Insensate Rage has what it takes to kill a goddess!"



THE COREHORDE OF BLOOD PIT

LEADERS

1 – Krax'oss the God-cleaver Bloodthirster of Insensate Rage Command Trait: Slaughterborn Artefact: Harvester of Skulls	260 points
2 – Vor'thak the Gorefiend Bloodthirster of Unfettered Fury	260 points
3 – Skulltaker	100 points
4 – Violence Jakk Lord of Khorne on Juggernaut	140 points
5 – Vh'orax the Everslayer Daemon Prince	160 points
6 – Drax'us the Arch-slaughterer Daemon Prince	160 points
7 – Arkillis the Decapitator, Aspiring Deathbringer	80 points

BATTLELINE

8 – 10 Chaos Warriors	180 points
9 – 10 Bloodletters	120 points
10 – 10 Bloodletters	120 points
11 – 10 Bloodletters	120 points

UNITS

12 – 3 Mighty Skullcrushers of Khorne	140 points
13 – Skull Cannon of Khorne	150 points

TOTAL: 1990 POINTS

Allegiance: Khorne
Extra command points: 0

CLAN SKRYE WARHOST

LEADERS

14 – Khring Barbedblade Verminlord Warbringer Command trait: Lord of War Artefact: Chaos Talisman	280 points	21 – Warpfire Thrower	70 points
15 – Ratticus Klaue Arch-Warlock	140 points	22 – Warpfire Thrower	70 points
16 – Mus Racul Warlock Engineer	100 points	23 – Warpfire Thrower	70 points
		24 – 5 Skrye Acolytes	60 points

WAR MACHINES

25 – Warp Lightning Cannon	180 points
26 – Warp Lightning Cannon	180 points

ENDLESS SPELLS

27 – The Burning Head	40 points
28 – The Geminids of Uhl-Gysh	40 points

TOTAL: 2040 POINTS

Allegiance: Chaos
Extra command points: 0



DEPLOYMENT: ORDER AND CHAOS OPPOSED

Alarielle watched as the servants of the Dark Gods swarmed onto the plains, twisted daemons and filthy Skaven racing after the meandering monster. Clanrats and Bloodletters made up the vanguard of the Chaos horde, though the Everqueen could just make out a flanking force of Skullcrushers to the west. She noted with wry amusement that the Skaven were assiduously avoiding the trees and that they were squeaking to their daemonic allies to do the same. These were smart ratmen.

Alarielle's eyes were drawn to the leaders of the Chaos horde – two Bloodthirsters bounded forward, each surrounded by an aura of violence, while between them a Verminlord Warbringer advanced cautiously, blades ready. All would be fearsome foes, she realised.

ADVANCE OR HOLD GROUND?

Dan: Because the objective moves in this battle, it's quite hard to know where to deploy your units. Because my Skaven Clanrats are faster than Simon's Bloodletters, we agreed that he should rush up the centre and claim the objective in the first battle round while my Clanrats moved to where it might end up next. Of course, Matt and Jonathan also knew where the objective could move to and set up units to counter us. It was a highly tactical deployment.

Alarielle regarded her own forces. The Dryads had disappeared into the trees to the east followed by Ancient Villari and her branch-maidens, while her bodyguard of Kurnoth Hunters formed up in front of her. The Tree-Revenants – ghostly creatures that they were, hid out of sight of the enemy, waiting for their moment to strike.

Then there were the Kharadron. They had arrived without warning to offer their unconditional support. Alarielle accepted without hesitation, knowing with godly certainty that their intentions were pure. To her right, two hulking Kharadron ships floated forward to intercept the wandering Realmgate-beast, while to her left, Admiral Strongarm and his warriors advanced stoically towards the enemy. Battle would soon begin.

Matt holds his Tree-Revenants back (1), knowing they can redeploy later in the game using their Waypipes.

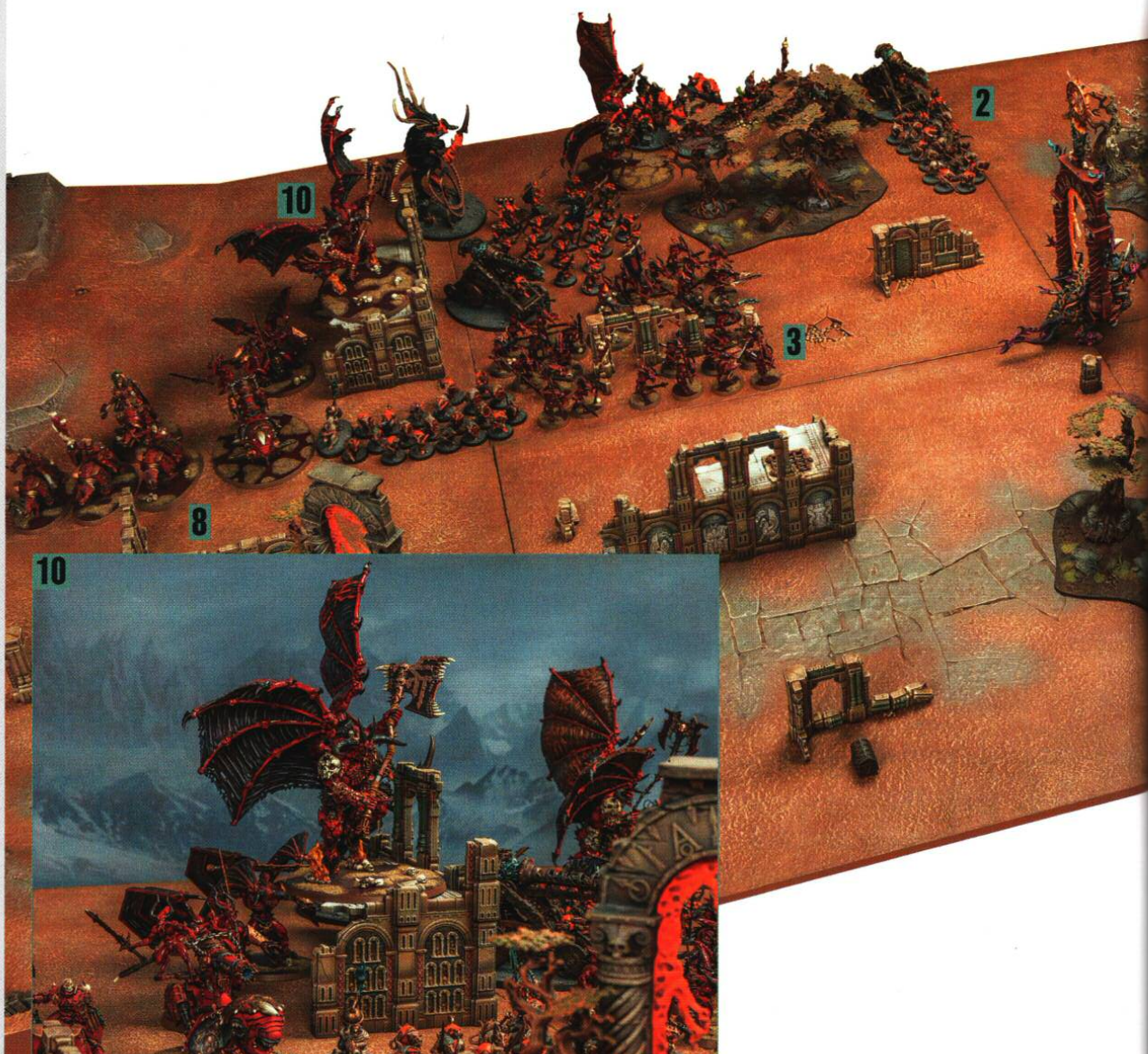
Dan places his Clanrats (2) in such a way that they are all at least 1" away from a Wyldwood – he's fought the Sylvaneth before! He urges Simon to do the same with his Bloodletters (3).

Jonathan deploys the majority of his Kharadron facing the centre of the board (4), knowing that the objective will likely come back to that point later in the game. His Aether-Khemist (5) stands ready to augment the weapons of the Thunderers (6).

Matt hides all his Dryads in the Wyldwood along with the Branchwyth and Branchwraith (7), knowing that neither Dan nor Simon will want to send units into the trees to find them.

Simon sets up a flanking force of Skullcrushers (8), reasoning that if the objective moves south-west, he can move to capture it. Jonathan sets up his Endrinriggers to counter them (9).

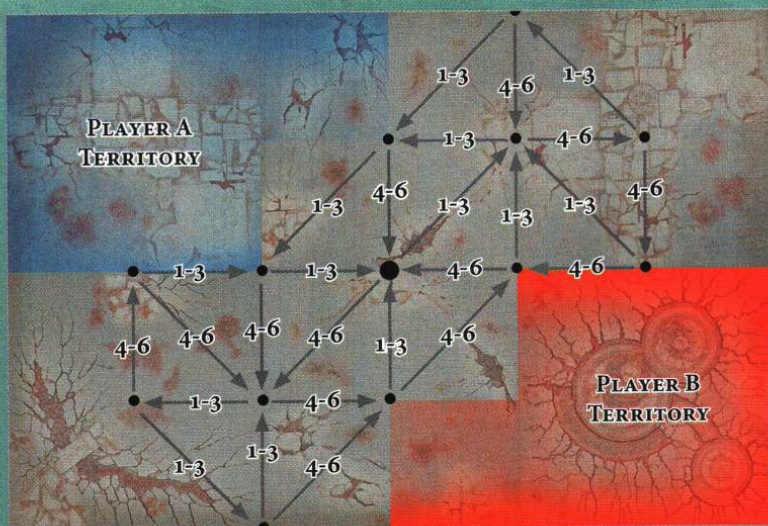
The Bloodthirster of Insensate Rage perches on a building (10), ready to hunt down Alarielle (11).



BATTLEPLAN – THE RELOCATION ORB

The Relocation Orb battleplan can be found on page 61 of the General's Handbook 2018. It is unusual in that there is only one objective and it moves at the end of every battle round – sometimes more than once – depending on what you roll on the dice to move it.

This battleplan is tough for two reasons. You can anticipate where the orb (or, in our case, monster) will go, but you'll have to split your forces to guarantee being near it at the start of the next battle round. You also have to think very carefully about whether you want to go first or second each turn – if you go first, you get to attack your opponent's army first. If you go second, though, you score three victory points if you hold the objective compared to the one you'd get if you went first.



The Relocation Orb starts in the centre of the battlefield, giving both sides equal opportunity to capture it. At the end of the battle round, though, it will move either diagonally north-east or south-west. However, if a 1 or a 6 is rolled for its movement, it will move again immediately. It's a tricky objective to get hold of.

“It’s alright, I don’t think I can quite reach those trees for Awakening the Wood...” – Matt



FLANKING FORCES

Jonathan: Kharadron ships can move pretty quickly and they can fly over terrain, so I placed both my ships on one flank ready to sweep down the length of the board. If the objective moved north-east (which it had a 50/50 chance of doing), I would be well placed to capture it in the second battle round. I also deployed my Arkhanauts near the Frigate so they could protect the nearby Realmgate and prevent Dan's Skaven from sneaking through it later in the game.

BATTLE REPORT

Ancient Villari (1) casts Heed the Spirit-song, enabling all Sylvaneth within 10" to re-roll armour saves of 1 until the next Order hero phase.

The Branchwraith Lantana (2) tries to summon a unit of Dryads, but is stopped by the Skaven Arch-Warlock. Alarielle, summons a unit of Kurnoth Hunters (3) – see Alarielle's Envoys, opposite.

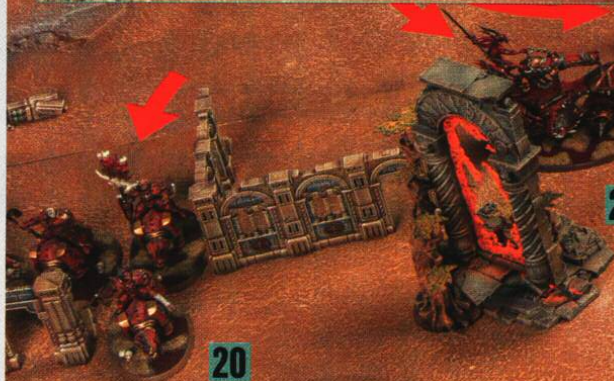
The Branchwyth Maikoa creates an Aethervoid Pendulum (4) and launches it towards the objective. The Dryads (5) follow in its wake.

The Ironclad (6) uses Prove Your Worth to add 3" to the range of its guns, making them just in range of the Clanrats (7). It kills none of them. The Kurnoth Hunters (8) kill two Clanrats with their greatbows, though.

The Kharadron mostly hold their ground (9), except Admiral Strongarm (10) and a unit of Arkanautes, who run towards the objective to claim it.

The second unit of Arkanautes (11) run towards the distant Realmgate to ensure the Skaven can't move through it.

The Tree-Revenants advance slowly (12).



"I feel like I'm wasting the Arkanautes, but we have to try to score a victory point," – Jonathan

BATTLE ROUND ONE: A CAGEY ADVANCE

The Everqueen ordered her forces forward as quickly as they could go. Now was not a time for idleness – they needed to capture the Realmgate-beast.

Ordering her Dryads and Kurnoth Hunters forward, Alarielle was pleased to see the Kharadron Overlords react with similar rapidity, some of the Arkanautes racing forward to pin the beast down. It was a foolhardy but brave move, thought Alarielle. The Branchwyth Maikoa summoned a Spectral Pendulum to further confound the enemy – if it sliced through their lines it would cause considerable damage. To the east, the Kharadron skyvessels surged forward, Ancient Villari warning them away from the nearby trees. The Wyldwoods were deadly to all but the Sylvaneth, and their allies were in as much danger from them as their enemies.

VICTORY CONDITIONS

In the Relocation Orb battleplan, victory points are scored if a player controls the objective at the end of their turn. If the player controls the objective and had the first turn in the current battle round, they score 1 victory point. If the player controls the objective and had the first turn in the battle round, they score 3 victory points. When determining control of an objective, each Hero with an artefact of power, and each Wizard counts as 20 models instead of 1.

The Bloodthirster Krax'oss the God-cleaver could hear the beat of terrified hearts and smell the tang of blood waiting to be spilt. All around him was tinged with crimson, but he still knew his duty – to capture the wandering Realmgate. Bellowing his orders, his Bloodletters advanced on the beast, while the rest of his force fanned out to flank the enemy. Nearby, the Verminlord Khrinq Barbedblade tried to cast some kind of underhanded spell, but failed. Krax'oss chuckled – magic was for the weak. Then the first shots rang out and blood began to flow. The Skull Cannon of Khorne fired a flayed skull into the midst of a unit of duardin, followed almost immediately by an eye-searing blast of lightning from a Warp Lightning Cannon. When Krax'oss looked again, the Arkanautes were gone – utterly vaporised. Blood had been spilt in Khorne's name.

16

15

7

11

1

2

4

25

10

8

3

5

12

9

BATTLE ROUND 1 VICTORY POINTS



1-3



ALARIELLE'S ENVOYS

Matt: Every turn, Alarielle can use her Soul Amphorae to heal Sylvaneth units within 30". However, once per game she can create a new unit of Dryads, Spite-Revenants, Tree-Revenants, Kurnoth Hunters or a Treelord. Seeing as no units in my army needed healing, I picked a unit of three Kurnoth Hunters with greatswords. Hopefully they would cause lots of damage.



The Skaven Warlock Mus Racul casts the Burning Head and fires it towards the Arknaut lines (13). The Verminlord (14) fails to cast the Geminids of Uhl-Gysh.

Ratticus Klaue (15) protects the Clanrats with Mystic Shield. The Clanrats then run around the Wyldwood, ready to intercept the Realmgate-beast.

Vor'thak the Gorefiend, Bloodthirster of Unfettered Fury (16), flies to intercept the Ironclad and Frigate.

The Chaos Warriors of Khorne (17) run towards the objective, as do two units of Bloodletters (18) and Skulltaker. The Stormvermin follow slowly (and far less keenly) in their wake (19).

The Mighty Skullcrushers (20) head far out onto the western flank, ready to intercept the Realmgate-beast if it heads south-west.

The Chaos generals skulk suspiciously far back from the action (21), though both Daemon Princes (22) move up behind the Bloodletters.

The other unit of Clanrats seeks refuge in a ruined building (23).

The Skull Cannon (24) fires on the Arknauts (25), killing half their number. The other five are wiped out by the Warp Lightning Cannon closest to them (26).

THE BLOODTIDE

Simon: Because Matt and Jonathan went first, we had an opportunity to score three vital victory points in the first battle round. I ran two of my units of Bloodletters directly towards the objective and managed to get both of them pretty close, but we had to kill Jonathan's Arknauts to ensure it wasn't contested. Fortunately my Skull Cannon and Dan's Warp Lightning Cannon were more than up to the task.

Killing the Arknauts also generated me my first Blood Tide point, so it was a double win for us!



BATTLE REPORT

BATTLE ROUND TWO: ARMIES CLASH, OBJECTIVES MOVE

Admiral Strongarm watched as the rampaging beast of Chaos smashed through the trees and headed off towards his skyvessels. He sent a quick signal to them and the two ships changed their course to intercept it before firing on the encroaching Chaos forces. The squeal of dying Skaven could be heard across the battlefield. The Kharadron Admiral turned his attention to the problem at hand – with the wandering Realmgate gone, his Grundstok Thunderers were now face to face with a horde of rampaging daemons. His troops blasted a fair number of them back into the aether, but still they came on. Strongarm looked back at the aelven goddess behind him, but Alarielle remained utterly impassive, her attention clearly elsewhere. The Sylvaneth were not upholding their end of the bargain...

THE VICTORY POINT DILEMMA

Matt: At the end of the first battle round the objective moved right where Dan had placed his Clanrats. We won the roll-off to pick who went first in the second battle round – if we did, we could try to wipe out the Clanrats and claim the objective for one victory point. But if we didn't they would certainly gain three more, extending their victory point lead. It's a tough call, because naturally you want to attack first, but you might lose out on victory points in the process...

Khrinq Barbedblade watched the enemy closely and his bloodthirsty allies even more so. The Blood God's servants were racing headlong at the enemy with little interest in their objective. That suited Khrinq perfectly – while they killed, he would steal the prize. A sudden tearing sound caught his ears and the trees to the east came alive, ripping several Clanrats and Chaos Warriors apart. He had warned them about the Wyldwood. The gruesome reminder seemed to have an effect on the forces of Chaos, for none of them – not even the Bloodletters – would charge into the trees to attack the Dryads lurking there. The Bloodthirster known as Vor'thak had no such qualms about attacking the Kharadron Frigate, though, his huge axes tearing into the hull of the skyvessel. Even better, Khrinq's Clanrats had captured the Chaos monster. For now...

Dan moves the Burning Head spell (1) towards the Arkanaut Admiral. Matt then moves the Aethervoid Pendulum into the Bloodletters (2), killing one.

The Aether-Khemist (3) uses his Aetheric Augmentation ability to increase the firepower of the Thunderers (4). They kill eight out of the nine Bloodletters (5) in front of them.

The Frigate's captain calls All Hands to The Guns (re-roll 1s to hit), while the Ironclad orders Fire at Will (6). They fire their cannons at the Bloodthirster (7), inflicting three wounds and their carbines at the Clanrats (8), killing five of them.

Ancient Villari casts Awaken the Woods on the Wyldwood. A Chaos Warrior (9) and three Clanrats are killed, while the Arch-Warlock (10) takes three wounds.

The Branchwraith then summons 10 Dryads (11) in front of the Clanrats, but they fail their charge.

The Kurnoth Hunters fire their greatbows (12) at the Chaos Warriors and kill a further two.

The lone Bloodletter fails its bravery test, but Dan keeps the Clanrats in the game with Inspiring Presence. Two Chaos Warriors also flee.





AERIAL SUPREMACY

Jonathan: Before the game, Simon kept saying how much he'd wanted to smash the Ironclad out of the sky with a Bloodthirster just like the artwork in the Kharadron book. Then, when the time came to charge it, he didn't! That might have been because I mentioned the supremacy mine to him, which does D6 mortal wounds to a flying unit if it ends a charge within 1" of the Ironclad. With the Bloodthirster already wounded, Simon clearly wasn't willing to risk it. I reckon that mine saved the Ironclad from taking some serious damage.



Ratticus Klaue casts Warpstorm, inflicting two mortal wounds on the Ironclad, two on the Frigate and three on Ancient Villari (13).

On the other side of the battlefield, the Verminlord races forward (14), then unbids the Aethervoid Pendulum.

The Warlock Engineer (15) casts Mystic Shield on Krax'oss (16).

The Bloodthirster Vor'thak the Gorefiend flies towards the two Kharadron ships (see Aerial Supremacy, above), then charges the Frigate, inflicting seven wounds.

The Skryre Acolytes advance, but stay well clear of the woods (17).

The surviving Chaos Warriors move towards the Dryads in the trees (18) but fail their 5" charge. The nearby Bloodletters also fail their charge.

The other units of Bloodletters (19) and the Stormvermin (20) run (a huge 14" for the Stormvermin because of the unit's drummer) towards the Grundstok Thunderers.

The Warpfire Thrower (21) and Warp Lightning Cannon (22) target the new unit of Dryads but only kill four. None flee.

"Aargh, the trees! How is it that I always have units too close to them? Stupid trees." - Dan

BATTLE ROUND 2 VICTORY POINTS



BATTLE REPORT

Dan and Simon win the roll-off and let Matt and Jonathan take the first turn in this battle round. As a result, Simon gets to move the Burning Head spell and moves it through the Grundstok Thunderers (1), killing three of them and wounding the Aether-Khemist (2). The Branchwych finally manages to dispel the spell.

Alarielle (3) uses her Soul Amphorae to heal all the Sylvaneth around her, while the Endrinmaster (4) repairs the Ironclad. He then disembarks along with the Thunderers to take on the Bloodthirster.

Ancient Villari (5) summons the Quicksilver Swords to attack the Bloodthirster (6), causing two mortal wounds, then Awakens the Woods to kill yet more Chaos Warriors (7) and Clanrats (8).

Alarielle fails to cast a single spell thanks to the Skaven wizards unbinding them. She uses her command ability – Ghyran's Wrath – to allow all the Sylvaneth to re-roll failed wound rolls.

The Tree-Revenants use their Waypipes to disappear from the battlefield and reappear behind Vor'thak the Gorefiend (9).

THE WANDERING REALMGATE

Dan: After the second battle round, Matt rolled to see where the objective would move to. He rolled a 6, so it went to stand behind Jonathan's Ironclad – the perfect result for Matt and Jonathan. But because Matt had rolled a 6, he had to roll again. He rolled another 6, moving the objective even further into his territory, much to his amusement. But because he rolled a 6... the objective moved a third time. Matt rolled a 1, bringing it back to where it had started the battle round, then rolled again to see it wander right into the middle of our army!

"It's like the objective knows we're trying to destroy it. I think it's rigged the dice." – Matt



BATTLE ROUND THREE: THE FURY OF ALARIELLE

Alarielle seethed with silent rage as the mutated beast stumbled aimlessly into the middle of the Chaos horde, the Realmgate on its back leaving a trail of dark magic in its wake. Calling to her Sylvaneth children, she ordered them all forward, knowing that if they waited any longer the whole battle would be for nothing.

Hurling the Spear of Kurnoth, Alarielle impaled one of the approaching Daemon Princes, its daemonic flesh dissolving back into the aether from whence it came. The nearby duardin also opened fire, punching Bloodletters from their feet. In the distance, a Warp Lightning Cannon was blasted to kindling by the phenomenal firepower of the Arkanaut Ironclad. Alarielle tapped into the winds of magic in an attempt to

ENDLESS SPELLS

Simon: While there were actual Endless Spells on the battlefield, it was Matt's spellcasting that was endless! Because he had four wizards and the Gnarlroot Wargrove special rules, he was able to cast 10 spells in each of his battle rounds! Even worse, if those spells were cast near the Sylvaneth Wyldwood, they could Awaken the Woods and cause damage to nearby units. While both me and Dan were really careful to keep our units away from the trees, some still got too close.

manifest an Aethervoid Pendulum, but the proximity of the Verminlord stopped her in her tracks – every other spell she tried to cast was also confounded by the ratmen. Ancient Villari had better luck and, once again, the Wyldwood came alive to tear apart the Chaos invaders.

And it was from those trees that dozens of Dryads appeared, all of them eager to rend the flesh of their hated foes. With Ghyran's wrath driving them onward, they swept into the Chaos daemons before them and tore their bodies limb from limb. The Kharadron joined in the offensive, too, the Arkanaut Admiral wiping out the last of the rampaging Bloodletters while his Endrinriggers tore a unit of heavily armoured Skaven to shreds. Yet the wandering Realmgate was still far out of Alarielle's reach...



The Kharadron Frigate (10) shoots the Bloodthirster at point blank range, causing five wounds. The daemon destroys the Frigate but is then killed by the Endrinmaster and Tree-Revenants.

The Ironclad (11), targets the closest Warp Lightning Cannon and blows it to smithereens.

The Thunderers and Aether-Khemist kill seven Bloodletters. Admiral Strongarm (12) finishes the unit off in combat. Nearby, Alarielle, the Kurnoth Hunters (13) and the Endrinriggers (14) shoot the closest Daemon Prince and kill him outright.

The Endrinriggers fly into the Stormvermin (15). They wipe out the entire unit, but are then attacked by the Clanrats (16) and the Verminlord (17). Amazingly, only two duardin are killed.

The Dryads and the Branchwych (18) charge the Clanrats and destroy them.

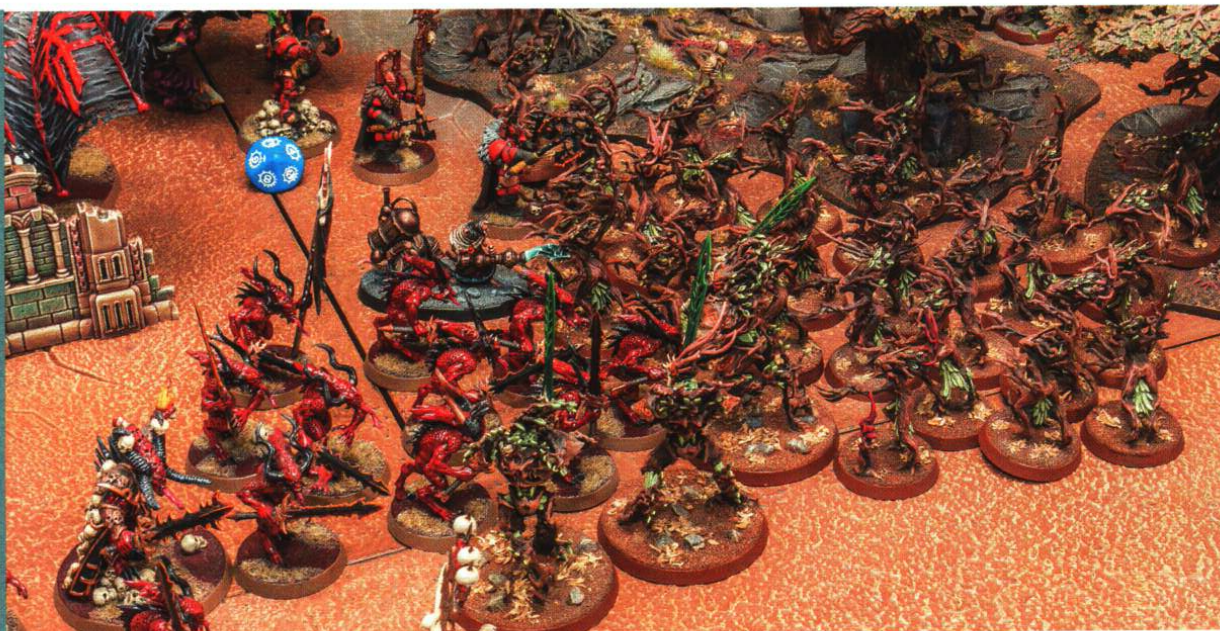
The Dryads race from the trees (19) to attack the Chaos Warriors, Warpfire Thrower team and Bloodletters. With the help of the Kurnoth Hunters (20), they kill all three units. Skultaker (21) claims the head of a Kurnoth Hunter in return.

CHARGE OF THE FLYING BRIGADE

Jonathan: Kharadron Endrinriggers are one of my favourite units in the game – they can inflict so much damage in combat, especially if their aethermatic saws are augmented by an Aether-Khemist. They massacred all 20 Stormvermin (25 wounds in total), which is pretty incredible. Sadly, I made a mistake. I piled in with them, but got within 3" of the Verminlord...

A CLASH OF BLADES AND TALONS

Matt: With the objective now moving back towards the middle of the battlefield, I decided to charge in. With 30 Dryads and several characters, I should be able to hold the middle of the battlefield and score some points for myself and Jonathan next turn. The Kurnoth Hunters killed the Bloodletters easily enough and the Dryads finished off the Chaos Warriors, but I'm glad I killed the Warpfire Thrower – those Skaven weapon teams are seriously dangerous.



BATTLE ROUND THREE CONTINUED: THE REIGN OF CHAOS BEGINS

With a crash of thunder, a blood-red portal tore open the sky above the battlefield, disgorging a Bloodthirster into the fray. The wrath of Khorne made manifest, it bolstered the flagging Chaos advance. Krax'oss looked at the newcomer with disdain – it was of a higher rank than he, yet it did not have command here. He would prove his worth! Though many of his daemonic charges were now dead, Krax'oss still had mortals to command and he ordered them into the fight. Even the nearby Skaven obeyed his bellowed command, leaping into the fights around him.

Warpfire engulfed the Endrinriggers to the west and globes of warpstone tainted gas shattered among the Dryads to the east, yet still the Sylvaneth forces kept coming. The Warp

MORE BLOOD (THIRSTERS)

Simon: Blades of Khorne armies have a special rule – the Blood Tithe. Every time a unit dies in the game (any unit, yours or your opponent's), you get a Blood Tithe point. You can use these points to do lots of different things in the game, from healing units or getting them to move faster to dropping a big brass comet on the battlefield. The top reward, though, is to summon a new Khorne daemon unit to the battlefield. Of course, I picked a Bloodthirster!

Lightning Cannon fired a searing beam of energy past his wing – a little too close, thought Krax'oss – to tear two of Alarielle's envoys apart. Krax'oss detested the Skaven, but they did have their uses at times. Even the Rat-wizard cowering behind him was picking off Dryads here and there.

Seeing the Verminlord slicing apart the Kharadron sky-warriors with its halberd reminded Krax'oss that he had yet to spill blood this day. Leaping into the air, he brought his axe crashing down on an armoured duardin with furious speed. Admiral Strongarm lifted his hammer in an attempt to parry the colossal blade, but was cleft clean in half by the enraged Bloodthirster. Nearby, Skulltaker strode into the Dryads, claiming what he could of their heads. Blood and skulls, of a kind, were being reaped this day.

Simon summons a Wrath of Khorne Bloodthirster using eight Blood Tithe points (1).

The Verminlord (2) uses the Tyrants of Battle command ability to allow himself and the nearby Clanrats (3) to re-roll 1s to hit and wound.

Verminlord Khring then casts the Geminids of Uhl-Gysh and flings them through the Grundstok Thunderers (4), Alarielle (5) and the Aether-Khemist (6), wounding all three.

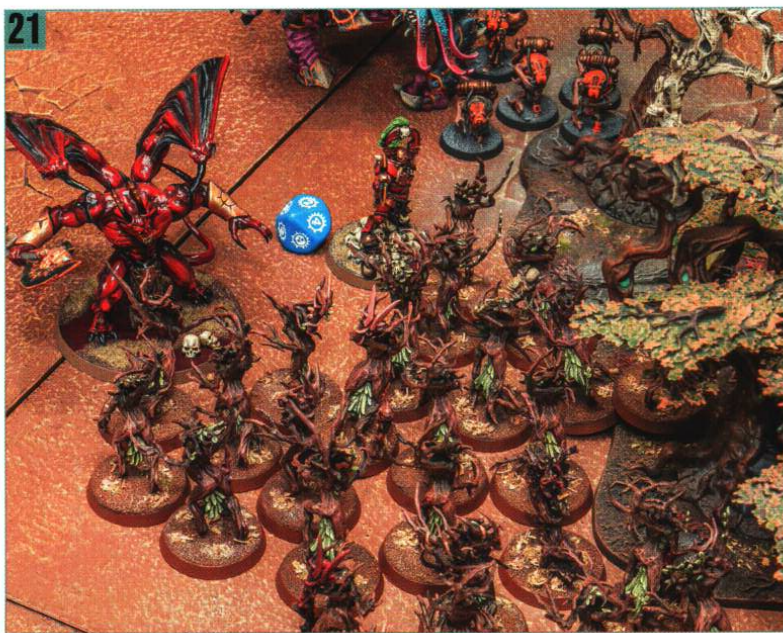
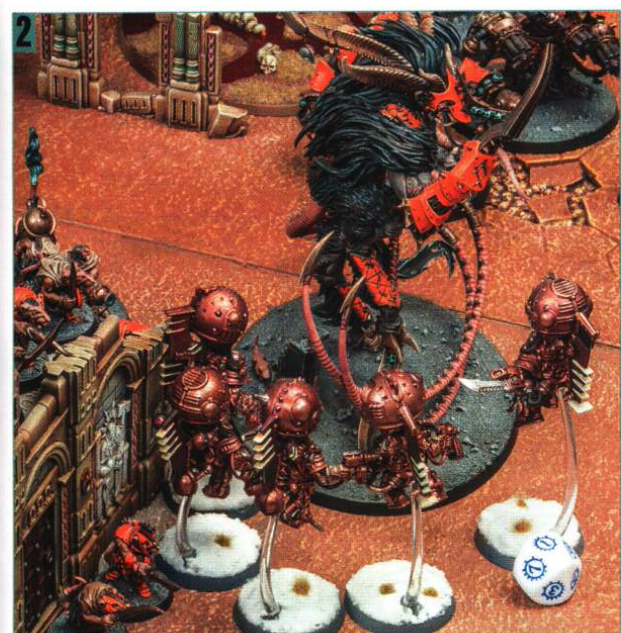
The Arch-Warlock Ratticus Klaue (7) launches warpfire into the Dryads (8), killing one of them. The Skryre Acolytes (9) kill a further two Dryads with their poisoned wind globes.

Mus Racul (10) inflicts two wounds on the Kurnoth Hunters (11) with his warlock pistol. The nearby Stormfiends (12) fail to even hurt the Kharadron Admiral (13) despite the rattling guns firing 13 shots.

The Skull Cannon of Khorne (14) bounces a skull off Admiral Strongarm. The crew goad their daemonic chariot into the Endrinriggers (15) where it eats one of them. It spits out the duardin skull but hits nothing with it.

"If you can just get some more of your Skaven killed, I can get to eight Blood Tithe points." – Simon





BATTLE ROUND 3 VICTORY POINTS



1-9



The Warp Lightning Cannon (16) fires at the Kurnoth Hunters and blasts both into splinters, leaving Skulltaker (17) to pile into the Dryads. He kills three of them.

Krax'oss charges the Arkanaunt Admiral and cleaves the unfortunate duardin in half with his great axe of Khorne. Unfortunately, outrageous carnage is not forthcoming and no nearby heads explode with rage.

The Wrath of Khorne Bloodthirster attempts to charge the Endrinriggers. It fails. It then fails a second time when Simon uses the Forward to Victory command ability.

The Endrinriggers inflict 10 wounds on the Verminlord, who, with the help of the Skull Cannon and the nearby Clanrats, wipes them out, leaving the west flank clear of Order units.

The Daemon Prince Vh'orax the Everslayer (18) kills five Dryads, but the Aspiring Deathbringer Arkillis the Decapitator fails to prune any of them (we feel he needs to aspire more). Fortunately, neither of the Chaos champions are killed by the Dryads in return.

Matt uses Inspiring Presence to prevent the Dryads fleeing.

BATTLE REPORT

Matt and Jonathan know that Dan and Simon have an insurmountable lead in terms of victory points, so they try to wipe out the Chaos army instead.

The Geminids of Uhl-Gysh travel back through Alarielle (1), the Thunderers and the Aether-Khemist, wiping out all the duardin. Alarielle finally dispels the Endless Spell.

Alarielle casts Treesong to move a nearby Wyldwood (2) in front of the Mighty Skullcrushers of Khorne. She then throws her spear at the Skull cannon, causing five wounds.

Ancient Villari (3) Awakens the Wood, killing off the Skryre Acolytes, while the Branchwyth (4) casts The Dwellers Below, consuming the Arch-Warlock.

The Branchwraith summons 10 more Dryads (5).

The Endrinmaster and Thunderers re-embark on the Ironclad (6), which then inflicts seven wounds on the nearest Bloodthirster (7) with its guns.

The Kurnoth Hunters (8) kill the Verminlord then charge the Skull Cannon, destroying it.

The Tree-Revnants use their Waypipes to appear behind the Chaos army (9-10).



“Is there a queue of Bloodthirsters somewhere just waiting for their turn to fight?” - Jonathan

BATTLE ROUND FOUR: DESPERATE MEASURES

With the mutant Realmgate-beast now firmly in Chaos hands, Alarielle knew that victory could only be achieved with total annihilation. The Dryads leapt forward with renewed vigour as Tree-Revenants appeared behind the Chaos lines. Even the Wyldwoods closed in, slowly encircling the Chaos army. Taking stock of the enemy forces, the Everqueen threw the Spear of Kurnoth into the Skull Cannon of Khorne, crippling the daemon war engine, then urged her Wardroth Beetle to attack the Bloodthirster standing before her. Dryads joined the fight around them, slowly dragging the daemon to the ground and tearing it apart. Nearby, the Kurnoth Hunters raced to hold back the Mighty Skullcrushers, while above her the Kharadron Ironclad fired down into the enemy army. Victory was still possible...

CAREFUL PLACEMENT

Dan: This battle was really interesting from a manoeuvring point of view because there were a lot of models with large bases that could fly. Leaving enough space for them to land (or not, if we didn't want them near us) was quite tough. Simon found placing his new Bloodthirsters especially difficult, particularly when the Tree-Revenants arrived behind our army. If you're summoning models, check first that they can actually fit somewhere!

Mus Racul, Warlock Engineer of Clan Skryre, cowered behind a wall as the Wrath of Khorne Bloodthirster roared past, racing towards the Sylvaneth lines. Racul's Stormfiends had finally engaged the enemy and were busy reducing a unit of Tree-Spirits to kindling, while behind him the Warp Lightning Cannon was doing a superb job of softening up the aelven queen. To Racul's Skaven mind, the mission was complete, he just had to get his prize to safety.

A keening wail suddenly split the air and Racul peered over the wall to see Alarielle fall from her monstrous mount, a Bloodthirster standing triumphant over her. The Dryads nearby continued to shriek in anguish and were hewn down by the daemons that fought them. Now would be a good time to escape, thought Racul.



Alarielle, supported by the nearby Dryads (11), kills Krax'oss (11), but is badly wounded in return. The other Dryads kill the Aspiring Deathbringer, and wound the Daemon Prince (12). Eight Dryads are butchered by Vh'orax and Skulltaker, causing another three to flee.

Another Bloodthirster of Insensate Rage is summoned to the battlefield (13). It fails to charge the Tree-Revenants.

The Warp Lightning Cannon (14) causes five mortal wounds on Alarielle.

The Clanrats (15) and Mighty Skullcrushers (16) charge the Kurnoth Hunters but fail to kill any of them.

Skulltaker decapitates nine Dryads and the Daemon Prince kills another five. The last few Dryads flee the battlefield.

The Stormfiends (17) shoot the Branchwych and almost kill her, then charge both her and the Tree-Revenants. The Branchwych survives, the Tree-Revenants do not!

The Wrath of Khorne Bloodthirster charges Alarielle (see below).

THE WRATH OF KHORNE

Simon: Alarielle is so hard to kill! You have to strip a lot of wounds off of her, otherwise she will just keep regenerating them. That's why I was pleased when Matt charged her into my general – the Bloodthirster of Insensate Rage – in a bid to get nearer to the objective and clear away some of our units. I knew she might kill him, but that didn't matter – she was now closer to the Wrath of Khorne Bloodthirster and Skulltaker, both of whom may be able to land the killing blow. In all honesty, I was lucky – Alarielle killed my general, but then she almost survived the second Bloodthirster's attacks. If she had, things could have been very different...



BATTLE ROUND FIVE: CARNAGE ON THE ONCELUSH VELDT

Ancient Villari roared with anger as Alarielle fell. Smashing through the Wyldwood, he vowed to face her killer. As the Bloodthirster stood over his queen's fallen body, shots rang out from above and the daemon was knocked from its feet by a salvo of torpedoes fired by the Kharadron skyvessel. The nearby Daemon Prince was also vaporised by the ship's guns and even the daemon known as Skulltaker vanished from reality as the Grundstok Thunderers deployed and fired everything they had at him.

Villari bellowed a challenge to the Bloodthirster, who accepted without hesitation. As the Treelord met the Greater Daemon in combat, a duardin warrior ran to join the fight, his aethermight hammer smashing into the daemon's knees, then into its skull as it keeled over. The daemon exploded in a shower of gore. Villari gazed in wonder at the Endrinmaster, but only sorrow filled his heart. Alarielle would be reborn, but the wandering Realmgate had disappeared. They had failed – the forces of Chaos had seized the day.



FINAL VICTORY POINTS



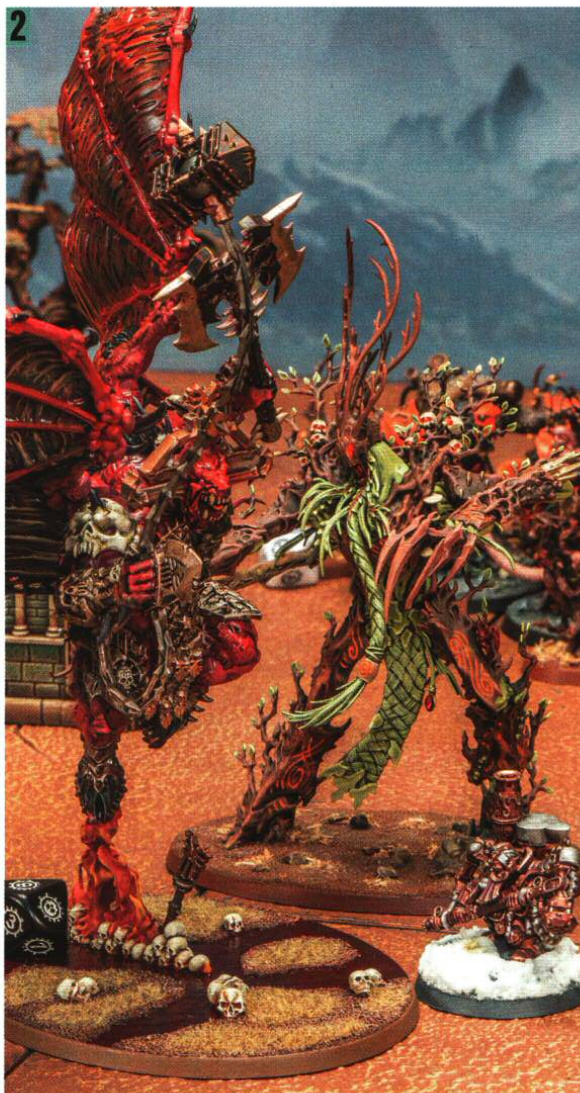
1-15



The Clanrats, Mighty Skullcrushers and Violence Jakk continue to fight the Kurnoth Hunters (1) but their Tanglethorn Thickets make them almost impossible to kill. The Clanrats cause almost as many wounds on them as the Juggernaut riders! The wandering Realmgate stands nearby, waiting to be claimed by the victor.

The Wrath of Khorne Bloodthirster is targeted by the Ironclad and gravely wounded. It is then charged by the Treelord Ancient and the Endrinmaster (2). The Bloodthirster almost kills the Treelord, but is banished back to the Realm of Chaos by the Endrinmaster.

Dryads charge into the Stormfiends and kill one of them, leaving just one alive (3). In return, the huge Rat Ogre kills the Branchwych, then sets about punching the Dryads to death with its shock gauntlets. It is joined by the Bloodthirster of Insensate Rage, who slaughters the nearby Branchwraith and five Dryads.



AMIDST THE BLOOD, FUR AND SPLINTERS

“Well that was total carnage! Much blood was spilled and many skulls claimed for Khorne this day!” – Simon



“I think we should have let the game continue – we would have finished you off eventually.” – Jonathan

REGROWTH AND REPAIRS REQUIRED

Jonathan: Well, that result could have been better! The one time we got a lucky break with the objective, it ran away from us!

Matt: We should have gone second in some of the battle rounds, but there were so many Chaos models around, we just had to get rid of them. It's a tough battleplan because you'll probably lose more models but gain more victory points.

Jonathan: I think, overall, my army did okay – I messed up dragging the Verminlord into the combat with the Endrinriggers and perhaps I should have taken a Navigator to unbind spells.

Matt: I'm wondering if I would have been better taking two Treelords instead of Alarielle – she is really powerful, but even she can't survive being attacked by two Bloodthirsters. That blasted Warp Lightning Cannon also caused her a lot of harm towards the end of the game.

BLOOD RAIN AND WARP LIGHTNING

Dan: We actually won a Battle Report – that's pretty exciting! For my part, I don't think that was down to my army tactics, but rather the fact that me and Simon anticipated where the objective would go a bit better than Matt and Jonathan did.

Simon: That's the key to victory, really, keeping your eye on the prize. It was in the third battle round that we had to make that difficult decision of whether to go first and attack or go second and try to take the objective. We went second and lost a lot of models, but held the objective. It was really risky, but ultimately it paid off.

Dan: I was amused at how happy you were when my units died – you just couldn't wait to summon more Bloodthirsters with your Blood Tithe points.

Simon: You should have put more of them near Matt's Wyldwoods so they died quicker. Sylvaneth in trees are so dangerous! **DH**

MOMENT OF THE MATCH

It's always hard to pick a moment of the match in such an action-packed game, but the moment that shocked us all was when the Kharadron Endrinriggers demolished an entire unit of Stormvermin in a single round of combat. Even funnier was Simon's face when he noticed the Skaven were missing – he'd only been out of the room for two minutes getting a glass of water!



MODELS OF THE MATCH



Matt: The Kurnoth Hunters with greatbows. They caused a significant amount of damage throughout the battle, killing Clanrats, Chaos Warriors, a Daemon Prince, the Verminlord (okay, so he was wounded, but they did kill him) and then they held up most of Simon's flanking force for the remainder of the game. Their Tanglethorn Thicket ability makes them very hard to kill and Trample Underfoot makes them pretty deadly in combat.



Jonathan: How can it not be the Endrinmaster Bronn Cogtrane? He not only killed a Bloodthirster in combat, but repaired an Arkanaute Ironclad at the same time! He then casually got back into the Ironclad, had a short flight over the trees, got out and killed a second Bloodthirster. He was lining himself up for a hat-trick but Simon was too chicken to charge him. Or maybe his charge roll was too low. One or the other.



Dan: Can I say both Warp Lightning Cannons? As with all things Skaven, Warp Lightning Cannons are highly unpredictable, but when they do work they are devastating. Between them they killed half a unit of Arkanautes, half a unit of Dryads, finished off the Kurnoth Hunters with greatswords, caused five wounds on Alarielle and killed the Treelord Ancient. One of the cannons even survived the whole battle – a miracle!



Simon: The Blood Thirster of Insensate Rage, clearly – it was a monster! Wait, what do you mean, which one? Oh, the first one – my general. He hit the Arkanaute Admiral so hard he effectively died twice. He did a fair number of wounds on Alarielle, too, so I was pretty pleased with his performance overall. I'm just sad he never got to cause Outrageous Carnage – I wanted to see some heads explode...



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 ancient research facility of Lesotho 212.

HELGE WILHELM DAHL THE POXWALKER HOST

The Crimson Queen leads the bulk of Helge's Poxwalkers into battle. As you can see, Helge painted his models wearing orange jumpsuits to match the colour scheme of the Lesotho 212 facility. Several of the plague victims wear rebreathers, as if they tried to protect themselves from Nurgle's terrible plague. They clearly failed.

Helge Wilhelm Dahl is a regular contributor to Blanchitsu and his models have been featured in several issues of White Dwarf over the last few years. For the Lesotho 212 event – a narrative game devised by a dedicated group of Blanchitsu fans from all over the world – Helge not only painted a warband (see over the page), but also many of the infected creatures that inhabit the Lesotho 212 research facility. Here you can see the plague victims, mutants and poxwalkers he

built for the players to fight against, while over the page you can see some of the other models the participants painted for the Lesotho game.

"A lot of the plague victims were really simple conversions based on the Poxwalker models," says Helge. I wanted them to look like they had been recently infected – the game is set just after the outbreak on Lesotho 212 and the subsequent quarantine – so I removed a lot of the horns on



the models and covered over many of the more serious wounds." Helge also used Servitors for some of the conversions as their boiler suits and augmetics fitted the aesthetic of facility workers infected by a deadly virus.

"I converted a few characters for the Nurgle team as well," says Helge. "The leader of my Poxwalkers is the Crimson Queen – a former Tech-Priestess Dominus who has fallen to Nurgle.

I converted her using the lower body of a Tech-Priest Dominus, the torso of a Tomb Banshee and the head from a Sister of Silence. The Crimson Queen experiments with flesh and technology, making horrible creatures – her latest creation is the Tech-Abomination (shown in the middle of the picture below surrounded by Plaguebearers). I built it using a Sisters of the Thorn steed for the body, Forge World Mechanicum parts and a Space Marine chainsword."

The Tech-Abomination (also known as the Chainhorse during the Lesotho 212 game) is arguably one of the most disturbing miniatures to ever enter the pages of White Dwarf. The fact that its head is mounted backwards on its body is perhaps one of its least strange features.



PAINTING THE POXWALKER HOST

Many of the models featured in Blanchitsu are painted to emulate John's gritty, realistic style, with many painters favouring drybrushing and washes to add texture to their miniatures.

"All the miniatures I painted for Lesotho 212 were painted in a similar way," says Helge. "I undercoated them all with Corax White spray and painted most of the skin and cloth with washes

straight over the white. I started with a wash of Reikland Fleshshade over all the skin areas, followed by controlled washes of Carroburg Crimson, Druchii Violet and Athonian Camoshade in the recesses and around areas of detail such as the face. I then highlighted the flesh with Pallid Wych Flesh. The orange jumpsuits were washed with several thin layers of Fuegan Orange to build up the colour before I highlighted them with different shades of yellow.

Helge scavenged parts from many different kits for his models. These five are built around Poxwalkers, Servitors and Mechanicum Tech-Thralls from Forge World with extra details sculpted on using Green Stuff. The pustules on their skin were made using tiny plastic beads.



"I used the same base miniatures for both my survivors and Poxwalkers," says Helge. "I want the outbreak survivors to look like they once worked alongside the victims." Below you can see Helge's warband including Meredith (the team leader), Cyrus, the Servitors XVI and XV and Gail. Their goal was to escape the complex.

THE OUTBREAK SURVIVORS

"The leader of my warband is Chief-Scientist Meredith – he's the one with the lab-coat and servo-arms on his back (on the left of the picture)," says Helge. "Meredith did illegal research on Nurgle-infested specimens and he might be one of the people behind the Poxwalker outbreak. Meredith is based on a Poxwalker model – I removed all the Nurgle-details and gave him a Space Marine head.

"Next is Cyrus, who wields a metal pipe. He is converted from a Poxwalker with the head of a Flagellant. The Ogryn Servitor known as XVI is converted from a Forge World Plague Ogryn with Mechanicum and T'au parts added on. The model next to him is the Servitor XV, who I built by combining a Lord of Plagues with a Servitor. The last survivor is called Gail – she uses her needle-arm to collect samples from the dead. She's based on a Servitor with a Ruststalker head."



JAKE OZGA

THE SLIMY PLAGUE VICTIMS

Jake based most of his plague zombies on the Poxwalker models from Dark Imperium. He swapped most of their heads for skulls to make them look as though their skin had sloughed off after spending years underwater.

"I made the slimy plague victims for the game," says Jake. "The idea was to make them as disgusting as possible, like they were the result of a biological experiment gone horribly awry. I wanted them to look like they had spent decades underwater, floating in neglected specimen tanks in an abandoned part of the Lesotho 212 facility. I picked a paler, more pastel colour scheme for

these models compared to the colours normally associated with Nurgle. I made the models extra slimy with lots of PVA glue and 'Ardcoat gloss varnish. On the day we played the game, they were still quite sticky!

"I now have an army of Nurgle daemons underway, painted in the same colour scheme."



JEREMY LUETH

7TH DECK BOARDING TEAM OF THE VOID DRINKER – ROGUE TRADER CRUISER OF THE FEROE DYNASTY

Jeremy was the gamesmaster for the Lesotho 212 game, but that didn't stop him building and painting a warband so he could take part. "The Feroe Dynasty has long coveted an artefact that is housed within the Halls of Lesotho," says Jeremy. "The *Void Drinker*, captained by Constantine Feroe, has been deployed to claim the prize and the 7th Deck crew have been sent into the facility

to find it. The Crew-Chief leads the team, armed with his trusty revolver and sabre – a display screen keeps him in constant contact with the ship. The Shield Grenadier and Shield Sergeant are then first through the door, followed by the Ogryn armed with the melta cannon. The Ogryn also carries any extra gear the team may need and will haul out any precious treasure."

Jeremy's warband is primarily converted from Genestealer Cultist and Skitarii models. "I love John Blanche's style of painting," says Jeremy. "It's not about being neat or tidy – it's dark and grim for sure – but it's also okay to show your brush strokes, to let inks and oil washes dry without intervention, to paint with a little taste of entropy."



The Cherubim Nest atop the pillar was made using chicken wire covered in Green Stuff. Neil pushed skulls and bones into it and covered it in grass tufts and leaf scatter to add texture.

NEIL REED

THE CHERUBIM NEST

This cherubim nest was built and painted by Neil Reed for the Lesotho 212 game. The nest and the totem pole it sits on were inspired by one of John Blanche's illustrations from the Pilgrim game that took place a few years ago (and which was covered in the pages of *White Dwarf*). "It's an anchorite atop a golden pillar," says Neil. "I'm intrigued by those little stories that reside between the narrative text and the rules in Warhammer 40,000 – I thought it would be fun to make a model of one."

"The models were a last minute addition to the Lesotho game – I built and painted them a few days before the event. They follow on thematically from the Gloomskulls I built for the Yggdrassillium game, which was also featured in Blanchitsu back in November 2013. Narratively, the cherubim fit into the game as non-player characters that harass other fighters by blocking objectives and causing a nuisance."

The cherubim are converted from the vulcharc familiar that comes in the Kairic Acolytes kit, with heads taken from servo-skulls. The nest itself is an exhaust pipe sitting atop a Promethium Pipe hatch with a Sector Mechanicus skull-shaped crane as the capital at the top. DH



THE HORUS HERESY® VISIONS OF HERESY

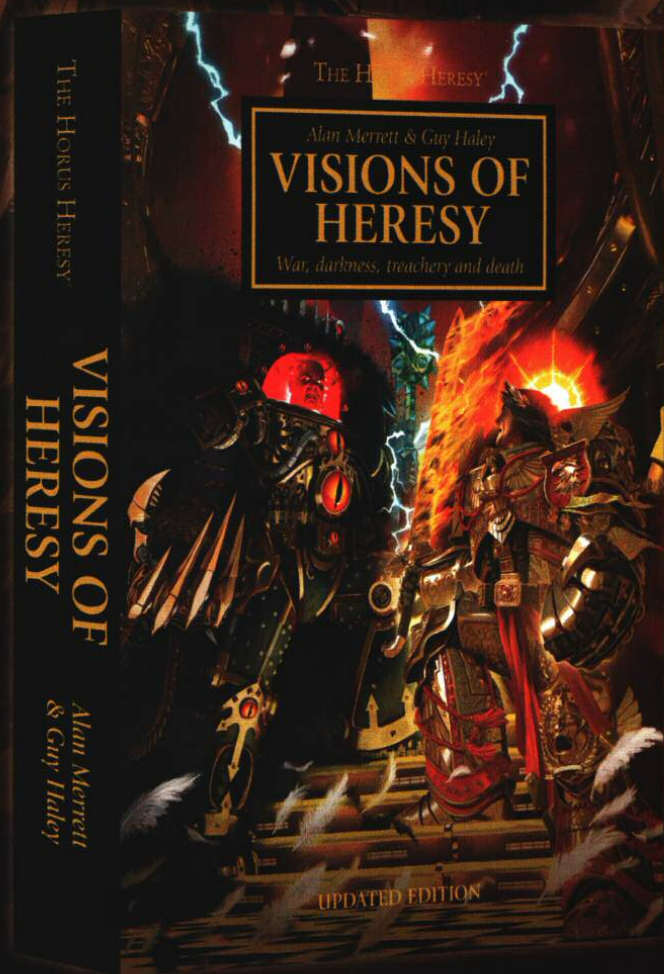
BY ALAN MERRETT & GUY HALEY

The fully updated and revised edition of the complete history of the Horus Heresy, sumptuously illustrated by an array of artistic talent, including series artist Neil Roberts.

From the ashes of the Great Crusade, treachery was born. Always first among the superhuman Primarchs, the newly dubbed Warmaster Horus turned his back upon the Emperor and embraced the dark powers of Chaos. With fully half the military might of the fledgling Imperium at his command, he set his sights upon the throne of Holy Terra and waged a war which would divide the galaxy forever...

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LIGHT IN THE DARK

Retreating from an ill-fated push into overwhelming traitor forces, Taddeus the Purifier resolves to burn every nest of Chaos he can find before seeking out new allies at Precipice. James Gallagher tells us more about this exclusive mission for Blackstone Fortress.

UNIQUE ARTEFACTS

You must have noticed by now that this month's issue of *White Dwarf* has loads of free gifts included with it, including a special Ministorum Artefact card for Blackstone Fortress – a Blessed Aquila.

This card is the reward for completing the Traitor's Fane mission presented over the next few pages and can be given to either Taddeus the Purifier or Pious Vorne (whoever you feel deserves it most). You can then use this artefact in any of your other games of Blackstone Fortress.

MINISTORUM ARTEFACT BLESSED AQUILA

Once per exploration round, exhaust this card in the same manner as a resource card to re-roll 1 activation or action die. This card does not turn face up at the start of the next turn. Instead, it is turned face up at the end of that exploration round.



Light in the Dark is a short mission for Warhammer Quest: Blackstone Fortress for 1-3 players. The mission takes place before the events of the quest for the Hidden Vault featured in the Blackstone Fortress boxed set and follows Taddeus the Purifier and his acolyte, Pious Vorne, on their first doomed foray into the Blackstone Fortress to cleanse it of the taint of Chaos.

STARTING THE QUEST

Light in the Dark is a new quest that can be attempted if the explorers are not already undertaking another quest, such as the quest for the Hidden Vault. We recommend playing the Light in the Dark quest before beginning the quest for the Hidden Vault.

The Light in the Dark quest consists of a short access route and then a combat encounter using a predetermined map, similar to those used for the Strongholds found in the quest for the Hidden Vault. The quest for Light in the Dark uses the rules for the Access Route, Reaching the Stronghold, the Stronghold Event Table & Stronghold Rules and Conquering the Stronghold from page 12 of the Blackstone Fortress: Precipice booklet, as well as the following changes to the game set-up sequence.

SETTING UP THE LIGHT IN THE DARK EXPEDITION

Set up the expedition as described in the Blackstone Fortress rules manual, but with the following changes:

During Stage 2, do not select explorers as normal. Instead, only 2 explorers are used, and these will always be Taddeus the Purifier and Pious Vorne. If there is a third player, that player will be designated the 'hostile player'.

During Stage 5, explorers may not take additional spacecraft to bring the total up to 4. Clarion is the only spacecraft that is used in this mission.

During Stage 12, instead of the text specified, the Leader reads out the following text instead:

'The maglev transport chamber lurches into motion, carrying Taddeus the Purifier and Pious Vorne away from the baying hordes of traitors at their heels. Though bloodied, they will take any opportunity they can to strike a blow against the forces of Chaos before they return to Precipice...'

You are now ready to start the Light in the Dark quest. Turn the page to find out more about the Traitor's Fane and the deadly mission that lies before our two explorers. **JG**

TRAITOR'S FANE

Discovering a heretical temple filled with profane texts, Taddeus and Pious strive to burn everything that is unholy before departing the Fortress, for now...



ACCESS ROUTE

Sort through the exploration cards and split them into combat cards and challenge cards. Shuffle each of these piles and take the top card of each pile to create the access route exploration deck. The explorers reach the Traitor's Fane after the second exploration card has been resolved.

HOSTILE GROUPS

- 1** - 1 Chaos Space Marine (CSM)
- 2** - 5 Traitor Guardsmen (TG)
- 3** - 2 Chaos Beastmen (CB)

TRAITOR'S FANE RULES

Burn the Heretics!: Re-roll attack rolls for Pious Vorne's Vindictor Flamer and Cleansing Flames attack actions if the target is also visible to Taddeus the Purifier.

Tainted Ground: Explorers may not take Search actions while in the same hex as a discovery marker. Instead, they must burn all three discovery markers. Pious Vorne can choose a discovery marker as the target of an attack as if it were a hostile. Once a discovery marker has suffered 3 wounds it is removed from the battlefield.

TRAITOR'S FANE EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: If possible, the leader must pick one hostile that has been slain during the combat encounter and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Heretical Reinforcements: Re-roll reinforcement rolls for hostile groups next turn if reinforcements fail to arrive.
11-14	Burn them all: Pious Vorne can re-roll the attack roll when a hostile enters a hex with an inferno marker until the start of the next event phase.
15-17	Inspiration: The leader can pick one explorer. Flip that explorer's character card to its inspired side.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

CONQUERING THE TRAITOR'S FANE

The Traitor's Fane is conquered if, at the start of the event phase, all three discovery markers have been destroyed.

REWARD

If the explorers conquer the Traitor's Fane, either Taddeus the Purifier or Pious Vorne can claim the Ministorum Artefact – Blessed Aquila – that comes with this issue of White Dwarf.



THE GLASS-MAD GARGANT

Shadeglass shatters and warbands flee in terror as the Glass-mad Gargant rampages through the streets of Shadespire. Unable to escape the cursed city, the crazed monster leaves devastation in its wake. Only the foolhardy (or the especially brave) dare fight it.



JOHN BRACKEN

Previously an event manager at Warhammer World, John has recently joined the Studio games development team on secondment. The Glass-mad Gargant is his first game as a games developer.

NEW CARD!

You will find a new, extra-large card for the Chaos Gargant included with this issue. We hope you enjoy using it!

Most games set in the cursed city of Shadespire focus on the exploits of warbands trying to plunder its ruined hallways for precious shadeglass shards. However, these intrepid fighters are by no means the only denizens of that ill-fated city. Many thousands were trapped in that benighted place when Nagash cast the malevolent spell that tore Shadespire from reality and they remain trapped there to this day. Still more have made the nightmare journey to its gloomy streets, only to become hopelessly lost in its labyrinthine depths.

The most tragic of all are those cursed souls that have arrived in Shadespire through misfortune. Most recently a Chaos Gargant has not only stumbled upon the Mirrored City, but has swiftly been driven completely insane – beyond what is considered normal for such an abomination – by the constant illusions and refracted nightmares that plague its every waking moment.

The maddened Gargant has wasted no time in making itself both seen and heard. A monster on a completely different scale to what most fighters are accustomed to, the Chaos Gargant is far too dangerous to attack alone. Unlikely alliances are brokered (and swiftly shattered) by those both eager and desperate to gather the shadeglass shards unearthed by the behemoth's rampage.

This game is for two to four players – you will need a copy of the Warhammer Underworlds core game (you can use either Warhammer Underworlds: Shadespire or Warhammer Underworlds: Nightvault) and a Chaos Gargant model, mounted on a 90mm x 50mm oval base.

While you don't need four players to play the Glass-mad Gargant game, it is definitely recommended – slaying the Chaos Gargant is no mean feat and you will need all the help you can get (even if it's from your enemies)! **JB**

SETTING UP THE GAME

To get the game ready, set up for a standard game of Warhammer Underworlds between at least two players. If you have three or more players, set up the battlefield using the fixed format rules on page 28 of the Warhammer Underworlds: Nightvault rulebook. Use the following changes to the Warhammer Underworlds rules.

- 1 - Players do not build an objective deck - slaying the Chaos Gargant is the only objective.

- 2 - Once all fighters are placed on starting hexes, before rolling to see who takes the first activation, place the Chaos Gargant model on two hexes, as close to the middle of the battlefield as possible and entirely in no-one's territory. If more than two hexes are eligible, the players roll off. The winning player chooses two eligible hexes and places the Chaos Gargant in them. The Chaos Gargant model will usually take up the space of two hexes, with a little overlap. Make sure to be clear which two hexes it is in when placing it and moving it!

PLAYING THE GAME

- Treat the Chaos Gargant as an additional player (albeit one without territory). This means that you will always use the rules for multiplayer games in a game of the Glass-mad Gargant. The Chaos Gargant always takes the first action in each round. Player order is then determined as normal. Remember the order of play in multiplayer games changes direction.
- The game lasts for four rounds (note: this is one more than a standard game of Shadespire – don't forget this!). Play the fourth round in the same way as round 1, but wherever the rules tell you that play moves clockwise, instead go anti-clockwise.
- Keep track of the Chaos Gargant's actions by using a separate set of activation tokens. If you do not have a spare set of activation tokens, then simply use an alternative.
- After the fourth end phase, if the Chaos Gargant is not out of action, then the players lose.
- If the Chaos Gargant is out of action at the beginning of an end phase, then the game ends immediately and the player with the most glory points wins the game. Glory points are scored by dealing damage to the Chaos Gargant, as described on its fighter card.
- Note that though there are no objective decks, players can still score glory points in other ways. Taking enemy fighters out of action and spending glory on certain upgrades, for example. Note that, if any fighter goes out of action due to an action taken by the Chaos Gargant, no player scores a glory point.

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THE CHAOS GARGANT - HOW DOES IT ACT?

The Chaos Gargant is activated like a normal fighter, save that it does not have a controlling player. When the Chaos Gargant is activated, follow the action sequence listed below, always starting with the **Thickening Hide** action.

Note that the Chaos Gargant has no power deck and automatically passes its chance to play a power card in the power step.

Thickening Hide

- If the Chaos Gargant is not on Guard, put the Chaos Gargant on Guard. If the Chaos Gargant is on Guard, the Chaos Gargant will perform the Rampage action sequence below.

Rampage



- If one player has no surviving fighters, they are the controlling player for this round. If more than one player has no surviving fighters, they roll off and the winner is the controlling player for this round. You could also share the actions – one player pushes the Chaos Gargant, another player chooses the attack action and so on. If all players have surviving fighters, they roll off. The winning player becomes the controlling player for this round. Once the controlling player is determined, proceed to the next bullet point.
- The controlling player may choose one fighter adjacent to the Chaos Gargant. That fighter gets kicked by the mad Gargant's huge feet as it stumbles around. The controlling player pushes that fighter one hex (if possible). Place a wound token on that unfortunate warrior's fighter card and proceed to the next bullet point.

- The controlling player then performs any of the actions in the Gargant Move Diagrams twice (in any combination). Each of these counts as a single push. The Chaos Gargant cannot be pushed through other fighters, blocked or incomplete hexes. If the Chaos Gargant cannot be pushed (because of a gambit, or a lack of space, for example) then the Rampage sequence ends and the Chaos Gargant performs the **Bellow of Outrage** action as described below. Otherwise, proceed to the next bullet point.

- The controlling player can then choose a single fighter within range of one the Chaos Gargant's attack actions from its fighter card and resolve that attack action against the target fighter, after which the Rampage sequence ends. Otherwise, proceed to the next bullet point.

- If there are no fighters in range of any of the Chaos Gargant's attack actions, then the Rampage sequence ends and the Chaos Gargant performs the **Abominable Regeneration** action as described below. If the Chaos Gargant is Inspired, resolve the **Bellow of Outrage** action instead. After resolving either action, the Rampage sequence ends.

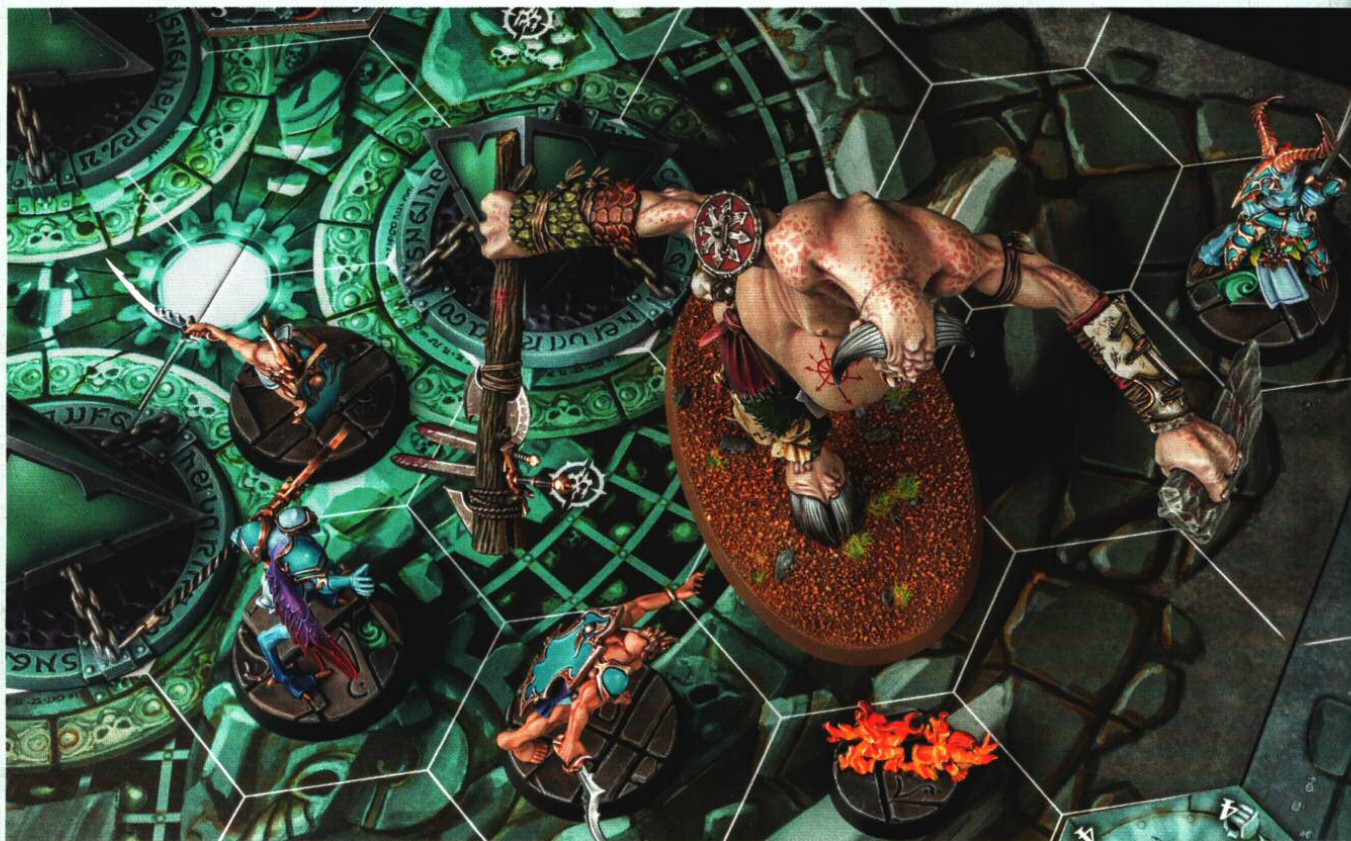
Abominable Regeneration

- The controlling player rolls 4 defence dice. For every  or , remove a wound token from the Chaos Gargant's fighter card.

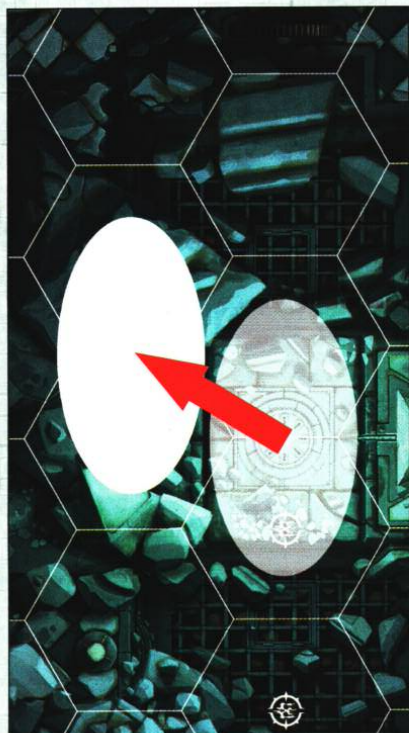
Bellow of Outrage

- Place a wound token on every other fighter card.

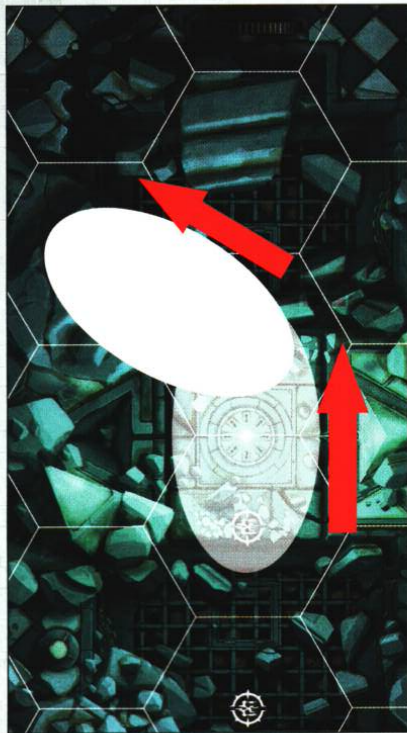
As you can see, you'll likely need to build a special deck to have the best chance of defeating the Chaos Gargant!



GARGANT MOVE DIAGRAMS



Sidestep: Push the Chaos Gargant one hex without changing its orientation, as shown in the diagram above.



Advance: Push the Chaos Gargant into a hex adjacent to one of the hexes it is already in. After completing this move, the Chaos Gargant must still be in one of the hexes it was previously in, in addition to the hex it was pushed into.



Rotate: Choose a hex that the Chaos Gargant is currently in. Now push the Gargant one hex without leaving the chosen hex.



SCIONS OF BATTLE

Imperial Knights are ranked amongst the deadliest warriors of the Great Crusade. At the vanguard of their households stride the Cerastus Knights – noble lancers who fight alongside the Titan Legions. Here we present their rules for use in Adeptus Titanicus.

Cerastus Knights can be a real boon in games of Adeptus Titanicus. Firstly, they are incredibly fast, enabling them to easily outmanoeuvre larger, slower war engines and get behind them where their armour is weakest. Though their natural speed will often be enough for most tactical situations, using the Full Stride order on a banner of Cerastus Knights early in the game should ensure you can get them into cover and out of deadly fire arcs.

While Cerastus-Lancers have no guns, their ion gauntlet shields do have a ranged attack, enabling you to knock down void shields with them – perfect if there's an enemy Titan with one void shield still raised that you don't want to waste bullets (or laser blasters) on. They also have a formidable close combat attack (a

CHARGE!

Banners of Cerastus Knights can benefit from orders just like any other unit in Adeptus Titanicus. One order that's especially useful for them is Charge. If you position your Knights well, you can ensure a charge on the rear or side armour of an enemy Titan. If this is the case, it's worth activating the Knight first in the combat phase to ensure the enemy Titan can't turn to face them. For every 3" the Knights move on the charge, they add 1 to the attack's dice value. Ouch!

Strength 8 shock lance) that can cause grievous damage to Titans, especially if you can attack them from the side or the rear. Put simply, even a Warlord Titan can't sustain that level of punishment for more than a couple of turns.

Cerastus Knight-Acherons and Knight-Castigators fulfil a similar role to the Lancer. Knight-Castigators have bolt cannons that fire a huge number of shots, making them ideal for stripping multiple void shields off a target. Knight-Acherons, on the other hand, carry flame cannons, which are especially deadly against closely packed models such as banners of enemy Knights. They make perfect Titan bodyguards in this respect, keeping enemy Knights from under the feet of your war engines while they tackle the larger, more important threats.

Cerastus Knights of House Vyronii take on the treacherous Knights of House Malinax amid the rubble of a ruined city.



CERASTUS KNIGHT BANNER

A CERASTUS KNIGHT BANNER consists of two Cerastus Knights: One Lord Scion and one Scion Martial. If you wish, you can add up to two more Scion Martials at 60 points each.



Each Knight in the Banner must be one of the types listed below and is armed accordingly for their type:

CERASTUS KNIGHT-CASTIGATOR
- CASTIGATOR PATTERN BOLT CANNON 20 points
& TEMPEST WARBLADE

CERASTUS KNIGHT-ACHERON
- ACHERON PATTERN FLAME CANNON 25 points
& REAPER CHAINFIST

CERASTUS KNIGHT-LANCER
- CERASTUS SHOCK LANCE 20 points
& ION GAUNTLET SHIELD

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CERASTUS KNIGHT BANNER

SCALE: 4 (GRANDIS)
130 POINTS + WEAPONS



ION SHIELDS

KNIGHTS IN BANNER	1-6	7	8	9	10+
1 Knight	5+	6+	-	-	-
2 Knights	4+	5+	6+	-	-
3+ Knights	3+	4+	5+	6+	-

9-12: DIRECT HIT
13-15: DEVASTATING HIT
16+: CRITICAL HIT

BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
4+	3+	12"	5+

LORD SCION:
While the Lord Scion is part of the Banner, add 2 to the result of any Command checks for it.

AGILE:
Cerastus Knights are not affected by Difficult or Dangerous terrain.

STRUCTURE POINTS



CASTIGATOR PATTERN BOLT CANNON

Range	Acc.
Short 8"	+1
Long 20"	-
Dice	Strength
7	3
Traits: Rapid	

CASTIGATOR WARBLADE ACHERON CHAINFIST

Range	Acc.
Short 2"	+1
Long -	-
Dice	Strength
2	7
Traits: Rending, Melee	

ACHERON PATTERN FLAME CANNON

Range	Acc.
Short 1	-
Long -	-
Dice	Strength
2	7
Traits: Firestorm	

ION GAUNTLET SHIELD SHOCK BLAST

Range	Acc.
Short 4"	-
Long 12"	-
Dice	Strength
2	6
Traits: Rapid	

CERASTUS SHOCK LANCE

Range	Acc.
Short 2"	+2
Long -	-
Dice	Strength
2	8
Traits: Melee	

KNIGHT-LANCER ION GAUNTLET SHIELD: If the Banner contains one or more Cerastus Knight-Lancers, improve the Banner's Ion Shield save roll by 1.

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2 X QUESTORIS KNIGHT
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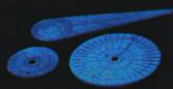
24 X TITAN WEAPON CARDS



20 X ADEPTUS TITANICUS DICE



24 X MISSION/STRATAGEM CARDS



1 X ADEPTUS TITANICUS TEMPLATE SET



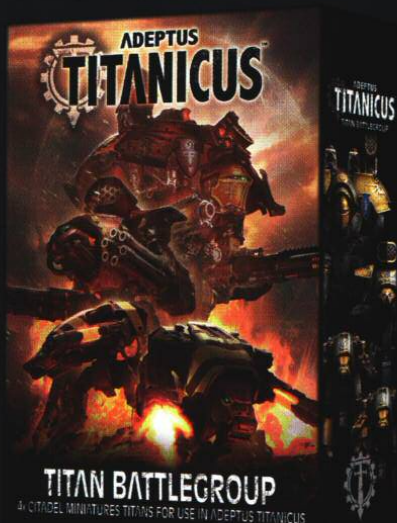
1 X RANGE RULER



1 X BATTLEFIELD ASSETS SET

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WITH VOLCANO CANNON



WARLORD TITAN
WITH PLASMA ANNIHILATOR
AND POWER CLAW

WARLORD BATTLE TITANS

BESTRIDING THE BATTLEFIELDS OF THE IMPERIUM, WARLORD BATTLE TITANS ARE AMONG THE LARGEST AND MOST POWERFUL WAR MACHINES EVER DEvised BY THE MECHANICUM.



REAYER BATTLE TITAN



WARHOUND SCOUT
TITANS

REAYER BATTLE TITANS

ONE OF THE MOST COMMON AND DESTRUCTIVE CLASSES OF BATTLE TITAN, REAYERS ARE THE HEART OF THE TITAN LEGIONS, HOLDING THE LINE OR LEADING THE CHARGE AS THEIR PRINCEPS DEMAND.

WARHOUND SCOUT TITANS

COMMONLY USED TO SCOUT AHEAD OF THE MAIN FORCE, WARHOUNDS ARE USUALLY DEPLOYED AS A PAIR. WHILE THEY ARE THE SMALLEST CLASS OF IMPERIAL TITAN, THEY STILL PACK A FORMIDABLE PUNCH.



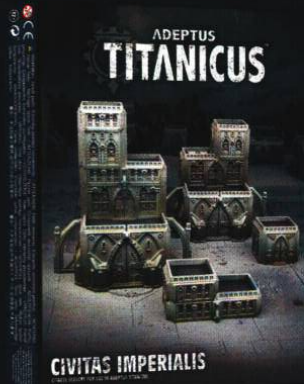
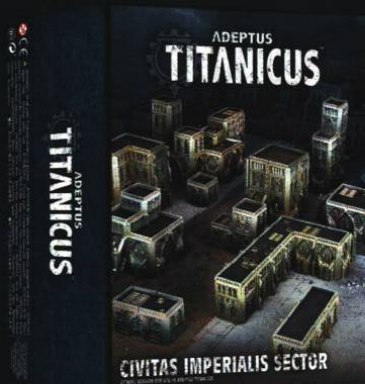
CERASTUS KNIGHTS



IMPERIAL KNIGHTS

IMPERIAL KNIGHTS

AGILE WAR MACHINES OF THE KNIGHTLY HOUSES, EACH IS COMMANDED BY A SINGLE SKILLED SCION. WHEN THE TITAN LEGIONS MASS FOR WAR, THEY CALL UPON THEIR ALLIED KNIGHTLY HOUSES TO AID THEM.



RECREATE THE WARZONES OF THE FAR FUTURE WITH THIS SCENERY, CUSTOM-MADE FOR ADEPTUS TITANICUS.



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 the information you need to make use of them. This month, we feature a Delaque Ganger and Gandalf the White.

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.



LEATHER STORMCOAT



Stage Name: The part of the model you'll be painting in this step, as shown in the example photo.

Stage Number: Each part is painted in a number of stages. Simply follow them in order.

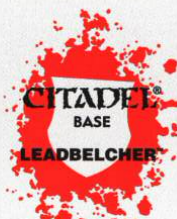
Stage Photo: This shows exactly what has been done at this stage – use the picture to see where to apply the colours and what they should look like. Use the example photo to identify similar areas of the model and paint these at the same time.

Technique: There's more than one way to put paint on a model. Here's our advice on which technique to use for each stage – in this case, a basecoat. You can read about these techniques on the opposite page.

Paint Name: The Citadel paint used for this stage. We also tell you what kind of paint it is – in this case, it's Rhinox Hide, 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 L Base 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. Some Base paints are also available as sprays, allowing you to basecoat whole models quickly and easily. Be careful when spraying your models and always read the instructions. Be sure to shake the can for a couple of minutes before use and always spray in short bursts from a distance of 20 to 30cm for the best results.



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:

[youtube.com/WarhammerTV](https://www.youtube.com/WarhammerTV)



THE CITADEL PAINTING SYSTEM: TECHNIQUES

With the Citadel Painting System, you can choose the colours you want to paint your models, select the appropriate technique for each stage, and apply them quickly and easily. Here's how to do it.

BASECOAT

A well-applied basecoat makes for a strong foundation for later stages. Citadel Base paints are specially formulated for the job. If basecoating with a brush, thin the paint with a little water and apply several thin coats for even coverage.



SPRAY

If your miniatures are predominantly one colour, it's much quicker to use a spray to basecoat them. Mount your models on a stick with some double-sided tape before spraying. For the best results, spray in short, controlled bursts. Always read the instructions.



LAYER

Layering helps bring out the detail on a model. By applying progressively lighter layers of colour, you can create realistic highlights on a model. Apply layers in thin coats – you can always apply a second thin coat if you need to.



EDGE HIGHLIGHT

A final bright highlight brings out the very finest details on a model and really helps it stand out on the tabletop. For these edge highlights, apply the layer only to the most raised areas. It's often easier to use the edge of the brush for this job, rather than the tip.



WASH

Applying a wash is an easy way to bring out subtle details and textures on a model. Citadel Shades are specially formulated for this, as they will run into the recesses on a model and create effective shading with minimal effort.



ALL-OVER WASH

When you apply a wash over a whole area or model, most will run into the recesses but some will dry over the whole area, providing all over shading. Apply these all-over washes early, over the basecoat or first layer, to avoid too much tidying-up later on.



RECESS WASH

Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For these recess washes, use a smaller brush (an M Glaze is ideal) and carefully apply the wash directly into the recesses. Once dry, you can tidy up around it if needed.



DRYBRUSH

Drybrushing is a way to capture raised details and create natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas.



OVERBRUSH

Overbrushing is used to apply paint quickly to large areas of a model, while avoiding the recesses. This allows you to apply layers of colour quickly with the recesses providing shading. The technique is the same as drybrushing but with more paint on the brush.



GLAZES

Glazing is an advanced technique that some painters use to intensify an area of colour or unify layers of highlights where they are a bit too stark. A glaze is usually the final stage in painting a particular area and works by adding a translucent layer of colour.



ARMY PAINTERS

The Studio's Army Painters are the team who paint many of the armies you see in the pages of rulebooks, battletomes, codexes and White Dwarf. As well as painting these inspirational collections of miniatures, the Army Painters also produce the stage-by-stage painting guides that we feature in Paint Splatter each month. This month, though, we're joined by Forge World painters Pedro Wiegus and Borja Garcia, who painted a House Delaquer Ganger and Gandalf the White respectively.

HOUSE DELAQUE GANGER

The gangers of House Delaquer are mysterious, sinister people and they invariably wear long, dark stormcoats to better hide in the shadowy places of the underhive.

For this model, Pedro started with a Chaos Black undercoat, then applied the basecoats for each area to help him establish what colours he wanted to go where on the model (such as what areas would be painted orange or as bare metal, for example). For the brown stormcoat, Pedro stippled the highlights onto the raised folds of the coat to make it look like a heavy, slightly reflective material. To stipple the colour on, he applied some paint – in this case Skrag Brown – to an M Layer brush, then wiped most of the paint off on a cloth (kind of like when you're drybrushing). He then lightly dabbed the tip of the brush onto the raised edges of the coat, slowly building up a layer of colour and creating a texture around the coat's folds.



SPOT COLOURS

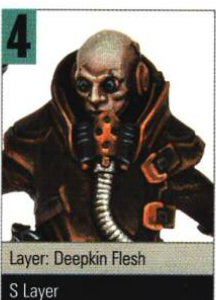
The Delaquer are a shadowy organisation and tend to wear a lot of dark clothing. To break up the dark colour scheme, Pedro used red as a spot colour on the model, both on the ganger's silencer and also on the leather coat. He shaded the red with Nuln Oil to keep its tone consistent with the rest of the model while still providing a splash of colour.



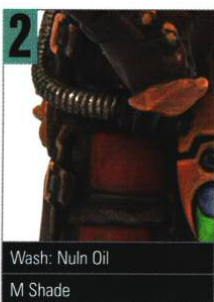
LEATHER STORMCOAT



PALE SKIN



METAL



ORANGE METAL



RED LEATHER



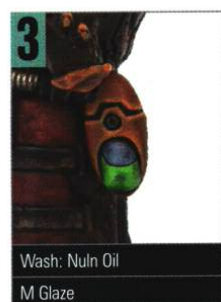
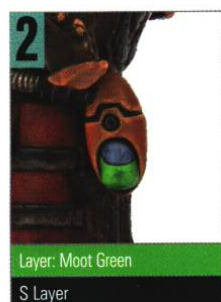
ON THE APP

ALL THE COATS ARE BROWN

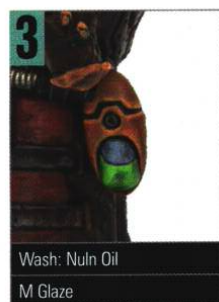
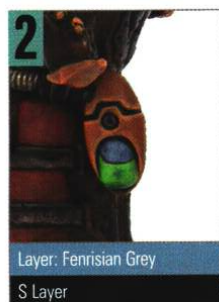
If you like the leathery effect on the Delaquer stormcoats but fancy a different shade of brown, check out all these different paint swatches on the Citadel Paint app.



CANISTER (GREEN)



CANISTER (GREY)



BLACK LEATHER



BLACK ARMOUR



WALKWAYS OF THE UNDERHIVE

All Necromunda gangs come with a set of detailed bases that match the industrial design of the Sector Mechanicus terrain. When painting this Delaqua ganger, Pedro kept the model separate from the base so that he could paint the base quickly and simply without a model attached to it.

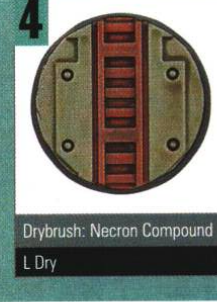
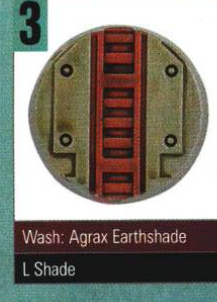
First, Pedro attached the base to a spray stick (essentially a long piece of wood) with a piece of adhesive putty. He then sprayed it with Leadbelcher spray (1).

The next stage was to paint the metal grating running along the centre of the base. This was painted with Brass Scorpion (2).

The whole base was then washed with Agrax Earthshade (3) to give it a dirty, oily appearance. Nuln Oil could be used instead of (or in addition to) the Agrax Earthshade to make the base even darker.

Pedro then drybrushed the base with Necron Compound (4) to pick out the edges of the metal panels and the rivets. The edges of the base were finished off with Abaddon Black. Lastly, the model was glued to the base with Super Glue (because Plastic Glue won't stick to the paint).

UNDERHIVE BASE



MORE NECROMUNDA PAINTING GUIDES

If the sinister fighters of House Delaqua aren't your cup of tea, then why not try painting one of the other gangs instead? The Necromunda website features assembly and painting videos for several of the Necromunda gangs shown below. Check them out here: necromunda.com



HOUSE CAWDOR



HOUSE ORLOCK



HOUSE GOLIATH



HOUSE ESCHER

PEREGRIN TOOK

"I always recommend watching the movies when painting miniatures from *The Lord of the Rings* range," says Borja. "You can pause the movie and make sure that you're getting the colours right. This was especially important with Pippin's Elven cloak – it is grey but has a subtle green sheen to it. That's why I picked Eshin Grey as the basecoat – it's got a slightly greenish tone to it that adds a bit of colour to the cloak (and the whole mounted model) rather than making it monochrome."

GANDALF THE WHITE

Forge World's Borja Garcia painted Gandalf the White and Peregrin Took for this month's Paint Splatter article. Rather than glue the mounted Pippin onto the model, Borja chose to paint him separately. This meant he could undercoat the two models different colours – Corax White for Gandalf and Chaos Black for Pippin. This also made it much easier to paint all the details on Gandalf without Pippin sitting in front of him.

"You need to think quite carefully about how you paint Gandalf because he wears white, his hair is white and his staff is white," says Borja. "It's important to differentiate between these textures so he doesn't just end up pure white. To help break up the different textures on the model, I picked three off-white colours as my basecoats

– Administratum Grey (which is a very neutral grey), Screaming Skull (which is quite yellow) and Rakarth Flesh (which has a slight red tone to it). I shaded these basecoats with different colour washes to emphasise the colours, then used White Scar as the final highlight on all of them to tie the colours together.

"For Shadowfax, I used the same colours as I did on Gandalf, but with a slightly different painting technique for his coat," says Borja. "Rather than apply solid layers of paint, I thinned the paint down so it was more like a glaze and applied it to his coat to get a smoother transition of colour. This helps define it as a different texture to Gandalf's robes and cloak and gives it a more natural, downy look." **DH**

TOP TIP

Martyn, our photographer, has been painting his own version of Gandalf and Pippin and he came up with a top tip for painting the mounted Pippin. "I clipped his shoulders from the sprue, but left his foot attached to it," says Martyn. "I then clipped the frame either side of his foot and stuck it to a base – it's much easier to paint him this way."



ON THE APP

IT'LL BE ALL WHITE

There are many different ways to paint white, be it a cool white, a warm white or even a dirty white. Check out these alternatives on the Citadel Paint app.

White



Cold White

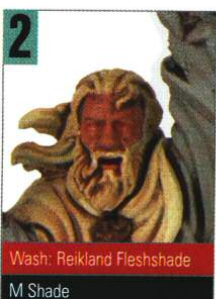


Bone White

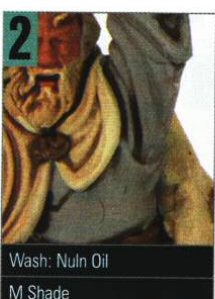
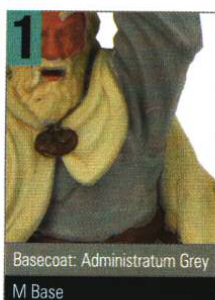


Dirty White

SKIN



SHIRT



ROBES AND STAFF



BELT AND BOOTS



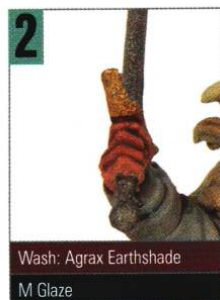
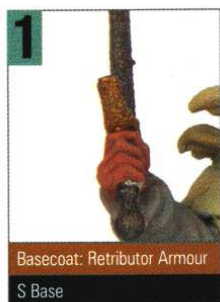
CLOAK AND HAIR



GLAMDRING



GOLD DETAILS



PIPPIN'S HAIR



PIPPIN'S CLOTHES



PIPPIN'S CLOAK



PAINTING SHADOWFAX

Shadowfax was painted using many of the same colours as Gandalf the White, although with slightly different painting techniques to give his coat and mane more suitable textures.



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Waaagh!

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Waaagh!



I Am Alpharius



Brass Badges



I Am Alpharius



Brass Badges

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Warhammer 40,000:

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Saturday 8th – Sunday 9th

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Saturday 19th – Sunday 20th

Warhammer Age of Sigmar:

Grand Tournament Heat 1

Saturday 26th – Sunday 27th

For details of additional events, and to book your tickets, visit our website.

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.

Imperial Knight Warden
by Damien Tomasina





House Orlock Gang
by Rafael Mattick



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

Salamanders Captain in
Gravis Armour
by David Colwell



Death Guard Plague Marines
by Emmanuel Megret



Gundabad Troll with Scythe Gauntlets
by Jeffrey Paas



Drukhari Succubus
by Konrad Zielezny



READERS' MODELS

Beasts of Chaos Beastlord
by Alberto Martos Gómez



Blood Angels Redeptor Dreadnought
by Julian Bruce



Fungoid Cave-Shaman
by Danilo Milella



Brokk Grungsson,
Lord-Magnate of Barak-Nar
by Sam Davis



Death Guard Foetid Bloat-drone
by Jeroen Diks





Tallarn Desert Raiders Mukaali Riders
by René Heller

READER'S MODEL OF THE MONTH

Our model of the month is this awesome Freebooter Ork painted by Seyni N'diaye.

"This is Kaptin Kraken and Jaga the snot," says Seyni. "To create the Space Ork pirate look, I used the kraken icon from the Black Ark Corsairs box as his personal heraldry and a little plank of wood for the snot to stand on, kind of like a crow's nest."

"This is the first model I have ever painted over a white undercoat and also the first model I tried non-metallic metals on. I wanted this Freebooter to be really colourful, so I picked a vibrant sea blue for his clothing, armour and the tattoo on his arm. The kraken icon was my favourite bit of the model to paint – I used Xereus Purple as a basecoat, followed by a wash of Druchii Violet. I then added texture to it with little dots of Screamer Pink, then even lighter dots of Screamer Pink mixed with White Scar, then finally really tiny dots of White Scar. I certainly learned a lot painting this model."



THE WHITE DWARF GUIDE

New to our games and worlds or just wondering what to explore next? With a huge range of games, miniatures, books and more, there's a lot to choose from. Here's how and where to find out more...



Find out more about the Games Workshop hobby online at warhammer-community.com

WARHAMMER QUEST

BLACKSTONE FORTRESS

In the darkest reaches of the Imperium, an artefact of incredible power has been discovered – a Blackstone Fortress. A starship of unknown age or origin, forces both good and evil now seek to claim it for their own. As bands of intrepid adventurers explore its glittering corridors and hidden vaults, what wonders or terrors will they find within the mysterious Blackstone Fortress?


Warhammer Quest: Blackstone Fortress is an adventure board game for up to five players, pitting a team of disparate explorers against the sinister denizens of the Blackstone Fortress. You can find out more about this brilliant new game on pages 6 and 46.

www.warhammer-community.com



FACEBOOK

The Warhammer Community team look after a range of Facebook pages dedicated to our worlds and games, where you can catch up on the latest news, ask questions, show off your own work and chat with hobbyists. Visit Facebook to find pages for:

-  Warhammer 40,000
-  Warhammer Age of Sigmar
-  White Dwarf
-  Black Library
-  Forge World
-  Blood Bowl
-  The Regimental Standard
-  Necromunda
-  Warhammer Underworlds

WARHAMMER 40,000

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 as the bloodthirsty forces of Chaos and myriad alien races strive to overthrow Humanity.

www.warhammer40000.com



WARHAMMER AGE OF SIGMAR

Explore the world of fantasy miniatures with Warhammer Age of Sigmar – the game of mighty battles in an age of unending war. Collect and paint vast armies, engage in massed battles and read epic tales of great heroes through an exciting range of miniatures, books and games.

www.ageofsigmar.com



ADEPTUS TITANICUS™ THE HORUS HERESY

Adeptus Titanicus is a strategic tabletop wargame set against the backdrop of the Horus Heresy. Players command battlegroups of mighty Titans – colossal humanoid war engines capable of levelling entire cities, and each other, with their earth-shattering weapons.

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



Warhammer Underworlds: Nightvault is a fast-paced game of tactical arena combat played using carefully tailored decks of cards, dice and Easy to Build Citadel miniatures. Build your warband, construct your deck and defeat your rivals.

www.warhammerunderworlds.com

BLOOD BOWL

Blood Bowl is the game of fantasy football. Two players act as coaches, selecting their teams from rosters of Humans, Orcs and the other races of the Old World, taking to the playing field to earn fame, fortune and the adulation of fans along the way!

www.bloodbowl.com

MIDDLE-EARTH STRATEGY BATTLE GAME

The Middle-earth Strategy Battle Game lets you recreate the events of *The Lord of the Rings* and *The Hobbit* motion picture trilogies with your collection of Citadel miniatures, from the journey of Thorin's Company to The Battle of the Pelennor Fields.

middle-earthstrategybattlegame.com



Kill Team is a Warhammer 40,000 skirmish game. Take control of a team of hand-picked specialists and lead them on missions behind enemy lines to claim key objectives, assassinate enemy leaders and disrupt supply lines.

www.warhammer40000.com/Kill-Team

BLACK LIBRARY

Black Library produce novels, audio books, compilations and short stories set in the universes of Warhammer Age of Sigmar, Warhammer 40,000 and the Horus Heresy. You can find Black Library titles in bookstores, our own stores and online.

www.blacklibrary.com

THE HORUS HERESY

It is an age of war. Brother fights brother in a hate-fuelled battle to the death as the Imperium itself is torn apart by civil war 10,000 years before the age of Warhammer 40,000. Explore the Horus Heresy with Forge World's range of miniatures and books.

www.forgeworld.co.uk

Forge World

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer Age of Sigmar and Warhammer 40,000, as well as a range of miniatures for Blood Bowl, Necromunda and the Middle-earth Strategy Battle Game.

www.forgeworld.co.uk

CITADEL

For more than 30 years, Citadel miniatures have been known around the world as the finest fantasy miniatures in the world, the centrepieces of Games Workshop's many games and the very heart of our hobby. Check out the whole range online.

www.games-workshop.com

WARHAMMER

Games Workshop stores have been a presence around the world for more than 40 years. Many of our newer stores are now called Warhammer stores and both stock a huge range of games, miniatures and accessories. Visit your local store for a free introduction to our games from our friendly staff.

WARHAMMER TV

Warhammer TV brings you regular videos on every aspect of the Warhammer hobby, from daily tips and tutorials on painting Citadel miniatures to 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...

The Dwarfers have been 'hobbying it up' something fierce this month. For starters, there have been games galore: Matt, Dan and Jonathan have been playing Warhammer Underworlds: Nightvault, Dan played a huge game of Warhammer 40,000 and Simon claimed the top spot in the Studio's Lustria-themed Blood Bowl league, and qualified for the play-offs of the Kroxidon Cup. Between them, the team have also finished a number of painting projects, including Matt's pair of Titans for Adeptus Titanicus, two new warbands for Warhammer Underworlds: Nightvault courtesy of Jonathan and Martyn, and Simon's Leman Russ and Wolf-kin. Enjoy!

GRUDGE MATCH!

Dan rekindled an old rivalry with his good friend Damien Pedley this month when his Ork horde engaged Damien's awesome Armageddon-themed army in battle on one of Warhammer World's massive feature tables. We'll save Dan's blushes and keep the result a secret (Psst! He lost horribly!). We'll hopefully be showing off Damien's army in a future issue.



PAINTING TILL THEY'RE BLACK & BLUE!

Jonathan decided to paint up Stormsire's Cursebreakers this month as a precursor to painting an entire army from the Sacrosanct Chamber. He painted the warband in Anvils of the Heldenhammer colours to match his Steelheart's Champions models.

Martyn added to his growing Destruction collection by painting up a Zarbag's Gitz warband. He used Macragge Blue on the robes to tie them in with his other models and complement their green skin.



THE ATHONIAN 84TH, 'THE TUNNEL RATS'

Dan has recently painted lots of tanks for his Astra Militarum, but with the arrival of the Cities of Death rules, he wanted some infantry to sweep the ruins as his tanks advanced. He decided to start things off with a new kill team – the models are converted from Cadians with Skitarii Vanguard heads.



WEAPON OF THE MONTH

The sunfury plasma annihilator is a capital-grade weapon that can obliterate entire swathes of an enemy army with a single burst. Simply put, it's the largest and most apocalyptically devastating plasma weapon of all. If that can't win a place as Weapon of the Month, what can?



PIPPIN, GUARD OF THE CITADEL

Martyn painted this model of Peregrin Took as a practice piece before taking on the challenge of painting the mounted version alongside Gandalf the White. We think he's done a great job on the diminutive Hobbit, – hopefully you'll be seeing the mounted pair soon!



LEMAN RUSS, THE WOLF-KING

As befits a man who loves all things Space Wolf, Simon has made it his mission this month to paint Leman Russ and his two loyal Wolf-kin companions. Simon's Horus Heresy models bear the colours of the Space Wolves Chapter, not the Legion, as his collection is from the

time of the Scouring. To make Russ stand out from the rest of his force, Simon decided to paint him wearing gold armour to match an honour guard of Talons of the Emperor that will accompany him into battle. Simon also filed down the Legion symbol and replaced it with the Wolf That Stalks Between Stars.



DWARFS VERSUS GARGANTS

Matt, Dan and Jonathan were first to take on the Chaos Gargant from this issue's exclusive scenario. A fractious alliance was formed as they agreed to take on the common foe. It lasted about five minutes.



We're big fans of Warhammer Underworlds here in the bunker, so we were really excited to give the Glass-mad Gargant scenario a go. Matt, Dan and Jonathan played, picking the Chosen Axes, Sepulchral Guard and Stormsire's Cursebreakers respectively.

The battle started with Dan attacking the Gargant with as many of his skeletons as possible. Each of them died in turn, but he racked up seven glory points in the process. The Stormcasts began chipping wounds off the Gargant with their spells before it suddenly turned on them and crushed Averon Stormsire with a boulder. The Fyreslayers then piled in. Tefk was killed outright by the Gargant, but the other duardin shoved the Sepulchral Guard out the way to bring their axes to bear. They inflicted 13 wounds on the Gargant before it died – just one fewer than the Sepulchral Guard. Dan had won!



Because Dan can resurrect his skeleton warriors, he just throws them into combat with the Gargant in the hope of killing it. He loses the Champion, the Prince of Dust and the Harvester in the process, but most of them rejoin the battle in subsequent rounds.



The Fyreslayers finally get involved and push the Sepulchral Guard away from the Gargant in a bid to score Glory points. Rastus and Ammis have the same idea and kill the Prince of Dust to get to the prize.

The Harvester is ignored as everyone attacks the Gargant. However, because the Harvester hits everyone adjacent to him, he manages to hit the Gargant, Fjul-Grimnir and Ammis simultaneously. He kills both Ammis and the Gargant!



VOX CHATTER

This month in Vox Chatter, the White Dwarf team discusses their hobby highlights of 2018.



Jonathan: I know it's only just been released, but I was blown away by how much fun Blackstone Fortress was to play. It's the first Warhammer Quest game that I've played, and I was really impressed with how the randomly generated maps and events interact.

Martyn: The relaunch of the Middle-earth Strategy Battle Game rekindled my love for the game. I'm still working on the massive Rohan army that I started collecting as soon as we covered the game's release back in September.

Simon: I'd be lying if I said anything other than the glorious return of the Space Wolves! The heroic nature of the Warlord Traits and the inspirational effects they can have on the battlefield is my favourite part of the rules, as it encourages you to play really audaciously.

Dan: Definitely the Soul Wars release. The boxed set is utterly amazing and instantly inspired me to start a collection of Stormcast Eternals from the Sacrosanct Chambers. The Soul Wars novel was a great read as well!

Ben: I absolutely love the Speed Frenks game (and was secretly disappointed to miss out on playing in the Battle Report!). What's not to love about racing around firing massive guns?

Matt: I like big war machines, so the launch of Adeptus Titanicus was right up my street! It's been many years since I last painted some Titans, and now they're not only back, but they're bigger and more detailed than ever.



IN THE BUNKER

TITANS MARCH TO WAR

Matt H: As this is my second Warlord Titan from my Legio Ignatum (or Fire Wasps) collection, I decided to adapt the colour scheme a little to help set it apart from its fellow war engine. I kept the traditional yellow and black chevron design on the Titan's extended carapace as well as the red on the torso and legs. However, this time I also added some chevrons to the outer half of the Titan's lower legs.

I wanted to paint a Warhound Scout Titan as well, as that was the only class of Titan that I had yet to add to my collection. As with my other Titans, I painted the Warhound in the standard colours of Legio Ignatum. I'm planning to paint a second Warhound soon, but want to change the heraldry on it a bit. At the moment, I'm thinking I might try to replace the straight edges of the yellow and black chevrons with a lightning or flame design. Watch this space! 🐼

Canis Bellum, a Warhound Scout Titan of Legio Ignatum stalks the ruined streets of a city complex in search of enemies to annihilate.



The mighty Warlord Titan *Imperius Maxima* stands sentinel over the outskirts of an Imperial city. Any foes wishing to storm deeper into the city must first face the wrath of the Titan.



NEXT MONTH

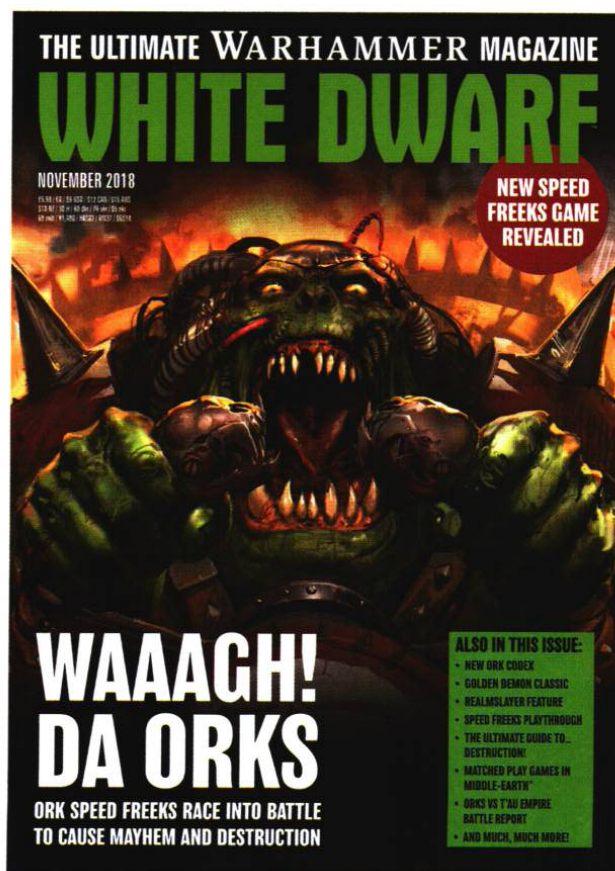
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