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## MEET THE WHITE DWARF TEAM

From their secret sanctum, itself hidden deep within the Games Workshop Design Studio, the White Dwarf team work tirelessly to craft everyone's favourite Warhammer hobby magazine each month.



**DAN HARDEN**  
Staff Writer

Between interviews, Battle Reports and painting guides, Dan managed to find time to paint a model for this month's Fantastical Realms article. He's also got something 'large, rat-shaped and magical' on his painting desk...



**BEN HUMBER**  
Designer

Last month, Ben built two Carnifexes. This month, the Carnifexes looked on forlornly as Ben started painting UR-025 from the Blackstone Fortress set. In his spare time he's been practicing his best robot voices. <Message Ends>



**MARTYN LYON**  
Photographer

Having seen Jay and his Middle-earth chums playing Battle Companies (page 82), Martyn is now using his Aura of Command to encourage the rest of the dwarfers to paint Battle Companies so they can start their own campaign.



**MATT HUTSON**  
Lead Designer

Matt spent a good deal of time this month creating the maps for the Necromunda Battle Report and asking 'where's Kal Jerico now?'. He's also started work on his new army for a Tale of Four Warlords – Stormcast Eternals.



**SHAUN PRITCHARD**  
Reprographics

Shaun really enjoyed playing Munchkin: Warhammer 40,000 this month, and would have won his first game had he not been stabbed in the back by his colleagues. Repeatedly. He's still not sure whether to be an Ork or a Necron.



**JONATHAN STAPLETON**  
Photographer

Jonathan spent much of this issue deep in the underhive photographing the Necromunda Battle Report. During his downtime, however, he's been working on his biggest project to date – a KX139 Ta'unar Supremacy Armour Battlesuit.

### THIS MONTH'S CONTRIBUTORS

James Ashbey, Emma Ayres, Owen Barnes, Mark Bedford, Luke Blick, John Bracken, Nick Bramwell, James Braund, Martyn Cashmore, Jay Clare, Tom Clarke, Maxime Corbeil, Tony Cottrell, Robin Cruddace, Paul Dainton, Richard Dansie, Stuart Edney, John French, Scott Gatward, Andrew Hackard, Andy Hoare, Ian Huxley, Samuel Jefferey, Ben Johnson, Jervis Johnson, Stefan Johnson, Phil Kelly, John Kovalic, Nick Kyrie, Oscar Lars, Tom Moore, Mharaid Morrison, Dominik Oedinger, Filipe Pagliuso, Rachel Pierce, Alex Puszczynska, Dave Sanders, Phil Stutinskas, Jonathan Taylor-Yorke, Nathan Trolley, Rachel Williams, Steve Wren.

### EXCLUSIVE SUBSCRIBER COVERS!

If you subscribe to White Dwarf, you may have noticed that you have a different cover on your magazine compared to the ones found in shops.

Subscriber copies now feature a piece of artwork without the contents listing down the side, allowing you to appreciate the art in all its wonderful glory. This month's cover was illustrated by Paul Dainton.

If you would like to set up a subscription to White Dwarf magazine, turn to page 4 for more information.





# WHITE DWARF

APRIL 2019

## FORGING A NEW LEGACY

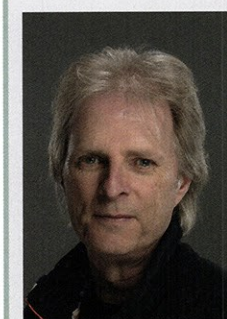


**I**t's been more than thirty years since I first worked as part of the team that put together White Dwarf magazine. My responsibility then was to ensure that all the pages were laid out properly by our graphics team and that we sent it all to the printers on time. The process to achieve this was so very different back then compared to now, as I reminisce with the team on page 74. Yet as I reflect on the changes in how White Dwarf is produced, I also reflect on how the key ingredients that make White Dwarf great have remained the same. First and foremost, the White Dwarf team is still as passionate as ever to bring you a monthly slice of the very best content from the very best gaming and modelling hobby around. Many of the magazine's themes would be familiar to a hobbyist from the late 80s – it still explores the worlds of Warhammer, but the models have become increasingly fantastic and diverse as the years have passed and the games and backgrounds have become richer and more exciting as they've matured.

In this issue, we take a closer look at one of the games that was conceived many years ago and that was relaunched recently – Necromunda. It's one of the games I've been involved with developing and it's been a real joy to see it realised in such a way that would never have been possible back when it was first

released in the 90s. This issue features not only a Necromunda Battle Report, but also artwork, a short story and the return of Kal Jerico!

Another game that has recently benefitted from a new edition is the Middle-earth Strategy Battle Game, and in this issue we pitch four players against each other using our new Battle Companies rules. This, a masterclass on weathering tanks and war machines (I had to get some tank stuff in!), some tips for painting Heresy-era Space Marines and plenty more besides, means that this magazine is packed with great articles for everyone. Enjoy!



**TONY COTTRELL**  
Guest Editor

Tony has worked at Games Workshop for longer than most other staff can remember and he has turned his talents to many different roles over the years. Turn to page 74 to find out what Forge World's Arch-Fabricator has to say about his time at GW.



# CONTENTS

SUBSCRIBE TO  
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TODAY!  
SEE PAGE 4

COVER ART BY  
PAUL DAINTON



<b>CONTACT!</b>	6
We answer your lovely letters and pressing questions.	
<b>READERS' MODELS</b>	8
A selection of miniatures painted by you, our readers.	
<b>WORLDS OF WARHAMMER</b>	10
Special characters are the topic of conversation this month.	
<b>THE LORD OF THE FORGE</b>	74
Forge World overlord (and this month's guest editor) Tony Cottrell joins us to talk about sculpting, photography, Warlord Titans and scratch-built Baneblades.	
<b>A CLASH OF COMPANIES</b>	82
Four Middle-earth generals assemble their Battle Companies and take to the battlefield for the start of a campaign.	
<b>GLORY POINTS</b>	126
Master of Underworlds Dave Sanders tackles the art of deck-building. What cards are must-haves in your deck?	
<b>GRIMDARK MUNCHKINS</b>	130
In the grim darkness of the far future, there is only killing the monster, stealing the treasure and stabbing your buddy!	
<b>THE SIEGE OF TERRA</b>	138
Black Library author John French talks about <i>The Solar War</i> .	
<b>THE HORUS HERESY READING ORDER (PART II)</b>	138
The definitive guide to Horus Heresy literature.	
<b>IN THE STUDIO</b>	142
What we've all been up to this month in the Studio.	

## WARHAMMER 40,000

### ECHOES FROM THE WARP

Robin discusses the evolution of keywords and Stratagems, and what they mean for the game.

### 58 WEATHERING MASTERCLASS

Mark Bedford and Phil Stutcinkas get down and dirty with some serious tank weathering.

### 62 COLOURS OF HERESY

The Forge World team show how to paint eight crusading Legions from the Horus Heresy.





# THE WHITE DWARF COLUMNS

Our four Studio luminaries join us to talk about the worlds of Warhammer, games design, tactics and more besides.

## PHIL KELLY

This month, Phil joins us to talk about the creation of special characters. Read more on page 10.

## JERVIS JOHNSON

'I say, dear fellow, was that a 1?' Jervis Johnson tackles gaming etiquette on page 36.

## ROBIN CRUDDACE

In Echoes from the Warp on page 58, Robin discusses keywords and Stratagems.

## DAVE SANDERS

Aggressive or defensive, gambits or upgrades? Dave looks at deck-building on page 126.

## WARHAMMER AGE OF SIGMAR

### THE STORMVAULT WARLORDS

16

A Tale of Four Warlords is back... again! This time: Stormcast Eternals, Nurgle Daemons, Idoneth Deepkin and Gloomspite Gitz.

### FANTASTICAL REALMS

22

Death! This month's modelling and painting article takes us to the underworlds of Shyish.

### IN SIGMARITE CLAD

30

Check out this award-winning Stormcast Eternals army painted by Oscar Lars.

### RULES OF ENGAGEMENT

36

Jervis tackles the topic of gaming etiquette.

### THE TOME CELESTIAL: THE STEEL SOULS

40

The Hallowed Knights are the most faithful of all Sigmar's Stormhosts, and none more so than the Steel Souls Warrior Chamber.

### PAINT SPLATTER: HALLOWED KNIGHTS

54

You've read all about the Steel Souls in the Tome Celestial, now find out how to paint them in Paint Splatter. Silver paint is involved.



## NECROMUNDA

### ART OF THE UNDERHIVE

96

We take a closer look at some of the finest Necromunda illustrations, with words from the artists.

### CALLING IN THE HIT

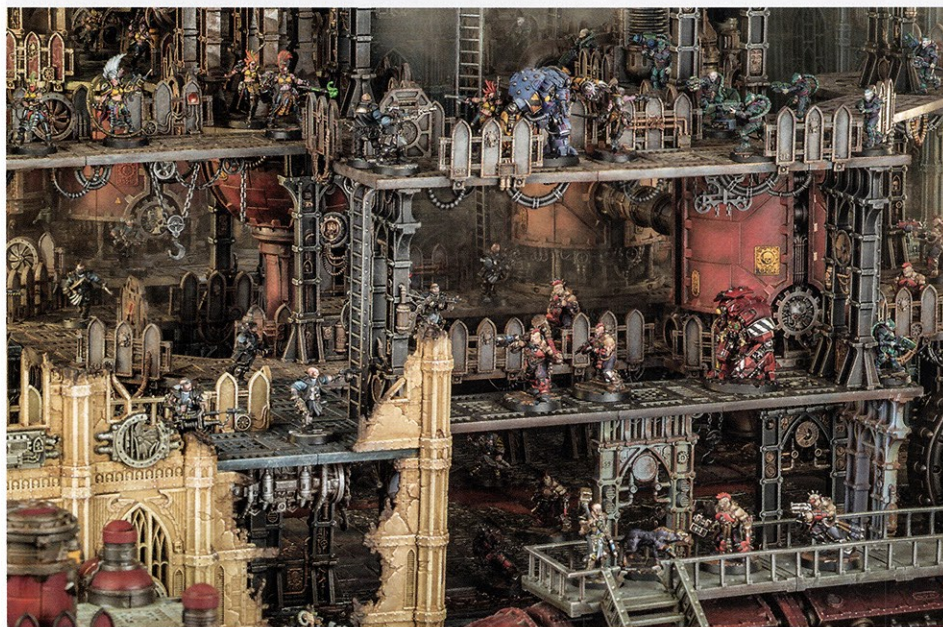
104

Four players battle it out in the underhive, where Bounty Hunter Kal Jerico has had a price put on his head...

### THE TALE OF KAL JERICO

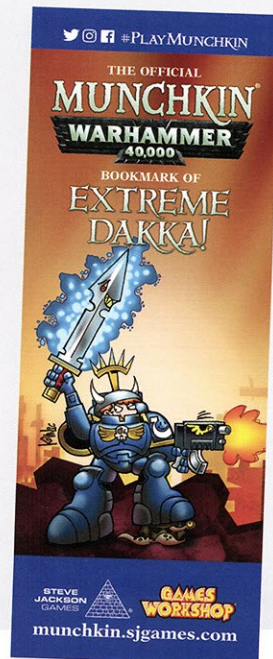
122

A new short story about everyone's favourite Bounty Hunter, Kal Jerico – written by Owen Barnes.



## FREE BOOKMARK!

This month's issue comes with an exclusive bookmark for Munchkin: Warhammer 40,000. To find out more about the Munchkin game, turn to page 130.





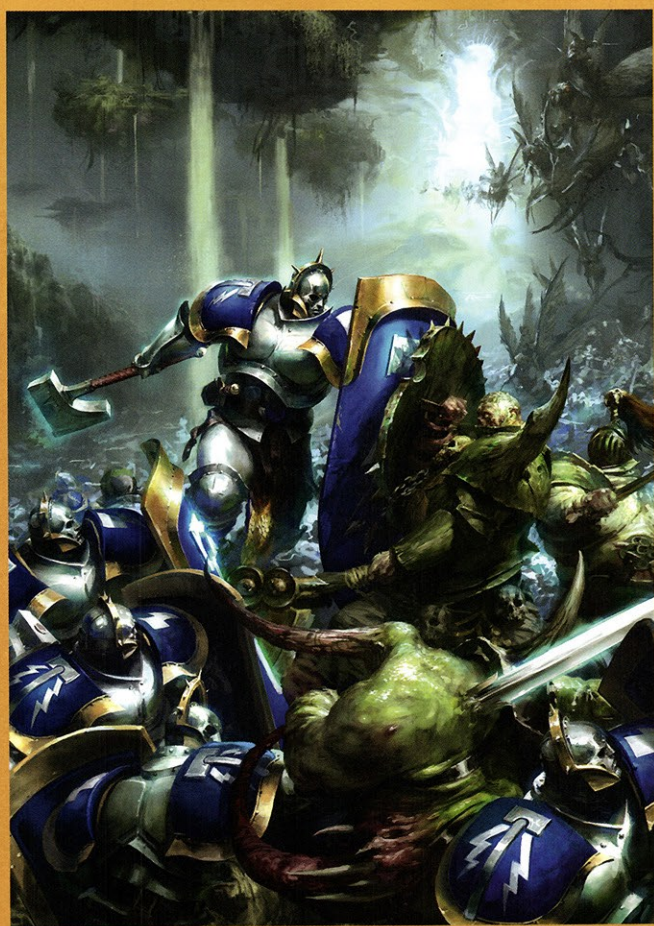
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# CONTACT

Where you get to have your say on all things Warhammer. Send us your letters and pictures and we'll print the best ones we get!



## MORE SCENERY

I have collected White Dwarf for many years and I would like to make a request – more scenery building articles, please! I would really like to see someone convert a Genestealer Cults mining facility or an Ork settlement.

**Roberto Margola,**  
Milan, Italy

Well, you're in luck Roberto! Last month, we featured the first in a new series of scenery articles by terrain master James Littler. We have a mining facility on the list of boards we'd like to make, so keep your eyes peeled!



## A HEARTY THANK YOU!

I have been playing Warhammer 40,000 for just over a month now and I am enjoying it so, so much! I stopped playing football and needed a new hobby to get my teeth into. All I can say is 'wow'

– there is so much depth to this hobby. I purchased the Space Marines 'Start Collecting!' set first and painted them as Ultramarines.

I'm writing to you in the hope that you might be able to squeeze in a little thank you to the people who welcomed me into playing Warhammer 40,000. There's an independent retailer in Blandford, Dorset called Noc's Box. It's a great shop that sells all things Warhammer and not only that, it donates money to local charities. Dan (he's not the owner, but gives up his time to run things there) has helped me out loads, showing me how to play, answering all my questions and providing me with everything I need to get into the game.

Everybody has been so friendly and made me feel very welcome and shown great patience with the 'new guy'. I look forward to Tuesday nights when I can take the Emperor's Finest to the battlefield and slay the xenos scum. It would be great if I could say thanks to everyone at Noc's Box, as I know everybody there reads White Dwarf.

I've also sent a pic of my Venerable Dreadnought. Seeing as I've never painted anything before, I am quite happy how it has turned out. I really appreciate your time, and keep up the good work!

**Lee Brown,**  
Stalbridge, UK



Hey, Lee, it's great to hear that you're enjoying the hobby, and your Dreadnought looks awesome, nice work! And thanks to all the people at Noc's Box, too – they're clearly doing a cracking job. You should get in touch with the Warhammer Community team and nominate them as your Warhammer Heroes!

## MORE-MORE SKAVEN

I'm a big fan of your magazine and I've just finished reading the October issue. I'm quite new to Warhammer Age of Sigmar and I collect Skaven Pestilens. I love-love the great-great skaven army, and I think they should be featured in more Battle Reports as they're always really cool and fun to read.

**Adam Chenaf,**  
London, UK

Well, you're in luck, Adam – the skaven appeared in both the December and February issues. They even have a new battletome, too. All hail the Horned Rat!

## PAINTING QUESTION: MELLOW YELLOW

Hi all. I just wanted to say how much I love your work. I've been an avid reader since I got into the hobby as a kid, and I've never looked back. My current project is a Horus Heresy force of Imperial Fists, but I'm struggling to find a way to paint yellow that I like. Is there any chance someone could ask Matt Hutson how he painted those lovely Imperial Fists that you featured in November's In the Bunker article?

**Callum Manning,**  
Basingstoke, UK

Ah, we get a lot of questions about Matt's Imperial Fists, so this is an easy one for us! Matt undercoats them with Chaos Black, then basecoats them with Zamesi Desert. He follows this up with a wash of Seraphim Sepia in the recesses and a quick tidy up of Zamesi Desert. The edge highlights on the armour are Yriel Yellow and Dorn Yellow. The battle damage is done with Mournfang Brown.

### YELLOW ARMOUR

Chaos Black

Yriel Yellow

Zamesi Desert

Dorn Yellow

Seraphim Sepia

### BATTLE DAMAGE

Zamesi Desert

Mournfang Brown

Below you can see Matt's Imperial Fist Lieutenant, Matt painted the trim on the shoulder pads black (5th Company) to provide a dark contrast to the yellow armour.







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www.games-workshop.com.

### A FEW OF MY FIRST MODELS

Hi! My name is Casper Chow and I'm from Sarawak, Borneo. I started the hobby last December and I would like to share some of my models with you! I really enjoy painting and I'm always looking for ways to improve. I hope you guys like these Ultramarines Intercessors and I will be extremely glad if this picture gets to be printed in a White Dwarf Magazine. Thanks!

**Casper Chow,**  
Sarawak, Borneo



Well, your dream has come true, Casper – your Ultramarines have infiltrated the pages of White Dwarf. Congratulations! We think your models look really neat and tidy and you've made great use of the Ultramarines decals to add that extra level of detail to them. We look forward to seeing what you paint next!

### DELVING INTO THE ARCHIVE

Hello, White Dwarf. I'm wondering if you could help me? I'm assuming that you archive all your previous White Dwarf magazines. I'm trying to find out which one featured a Warhammer 40,000 Battle Report between the Imperial Guard, Space Marines and Orks. It was played over three tables and a large model of an Ork Kill Kroozer. I think it was called Armageddon but I'm not sure.

Could you please find out what issue it was in (it might have been featured over two issues) and let me know so that I can look them up?

**John O'Sullivan,**  
Winsford, Cheshire



## ASK GROMBRINDAL

Dear Grombrindal,

How are you doing? I am wondering, can you have Primaris Heretic Astartes and, if so, can they be in armies that went rogue during the Horus Heresy?

**Ioan Henry,**  
Watford, UK



It's quite refreshing to have someone ask me how I am for a change – thank you, Ioan. I'm pretty good at the moment – I haven't had any questions about aelves for the last couple of months, so that's refreshing. Now, on to your question. While Archmagos Belisarius Cawl has been working on the Primaris Space Marines for a very long time, his creations were not revealed until the resurrection of Roboute Guilliman, almost ten millennia after the end of the Horus Heresy. So unless there are some crazy warp shenanigans going on, there really isn't any way they could ever have fought in the Horus Heresy. Could some of them turn renegade? Possibly one day, though there haven't been any recorded incidents of that happening so far. More worrying, however, is the interest that Fabius Bile has taken in them. I reckon it won't be long before he gets his hands on one and starts experimenting...

**Grombrindal**

Hey, John. In answer to your question, yes, we have access to every White Dwarf ever printed – the issues you're looking for are 248 and 249 from the year 2000. Eleven players duked it out to decide the fate of Hive Tempestora, battling over a bombed tank factory, an icy tundra, a desert plain and the inside of an Ork Space Hulk. On the Imperial side, the Steel Legion stood shoulder to shoulder with Catachans, Blood Angels, White Scars, Salamanders and Black Templars. On the Ork side... a whole lot of Orks! Several hundred of them, in fact. Here's a pic of the main battlefield.

### FILLER TEXT

I have a question regarding the modelling and painting section of your August 2018 issue. On page 96, in the second paragraph, you say '...he filled in all the remaining gaps with filler of the kind you can buy from any DIY store.' I was wondering what exactly that might be?

**Aidan Whitworth,**  
Toronto, Canada

Hey, Aidan. Normally we use ready-mixed tubs of deep gap filler – the sort you use for filling in gaps in walls. It sets really hard and it often has sand in it, giving it the perfect texture for model-making.



# READERS' MODELS

Fellwater Troggoth  
by Bobby Thompson



Standard Bearer of Tzeentch  
by Colin Price



Harlequin Shadowseer  
by Euan Bingham



Carmine Blades Tactical Squad  
by Dean Lecoq



Carmine Blades Death Company  
by Dean Lecoq





**Readers' Models** is the place where we share pictures of some of our favourite miniatures painted by you, our readers. This month, we're featuring Space Marines, servants of Order and Chaos, a faceless alien and a deadly robot.

**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.

Stormcast Eternals Lord-Aquilor  
 by Rico Chia



Imperial Pilot  
 by Florian Weinheimer



### 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. This helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Make sure you've got good lighting. We recommend using daylight bulbs – 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 the picture is in focus! If parts of your model look blurry, move your camera back a few inches and try another shot.

For more advice on taking pictures of your miniatures, check out this photography article:

**warhammer-  
 community.com/  
 the-model-photo**

## EDITOR'S MODEL OF THE MONTH

This 'Iron Circle' Domitar-Ferrum Class Battle-automata was painted by George Ruiz as part of his Horus Heresy Iron Warriors army.

George painted his Battle-automata in the traditional brushed-silver colour scheme of the Iron Warriors, with black and yellow chevrons on the shoulder pad, torso, leg and karceri battle shield. George added streaks of rust and verdigris to the armour and used lots of black and brown washes to give the Battle-automata a weathered, oily appearance. He also used a small piece of sponge to apply tiny patches of silver paint onto the black and yellow areas (particularly around the edges of the shield) to show where the paint had been scratched off in the heat of battle.





# WORLDS OF WARHAMMER



## PHIL KELLY

As the Design Studio's senior background writer, Phil is almost permanently (some might say eternally) immersed in the lore of the Mortal Realms and the 41st Millennium. Renowned for bringing many special characters to life over the years, Phil explains why they're such an important part of Warhammer and how you can create your own.

<sup>1</sup> Though there are exceptions – the mighty Ghazghkull Mag Uruk Thraka, for instance, began his career as 40k Overfiend Andy Chambers' personal warboss, and over time became the fixture of the lore that we know and love (or revile) to this day.

<sup>2</sup> Figuratively speaking, of course – as terrifying as Urien Rakarth is in the background, I am reasonably certain I could overcome his tiny homunculus in the real world.

<sup>3</sup> He's just having a little rest, honest.

<sup>4</sup> I reckon even his hat could lay low a small army if it came to it.

**Right:** Nagash, the Supreme Lord of the Undead, is arguably one of the most iconic villains in Warhammer history, from ancient Nehekara and the Old World, right through to his rebirth (or should that be re-death?) in the Mortal Realms. Once upon a time, even his right hand was more famous than most special characters.

**T**here is a term we use in the Studio – 'special characters' – that encapsulates those characters we use to exemplify and lead our factions. This was a rules term, once upon a time, but it has stuck, and come to mean something a little different. Rather than referring to those characters we create ourselves, the term is applied to those heroes and villains that exist in the lore.<sup>1</sup>

It's likely you have a favourite special character of your own. Even if you don't own the appropriate model, there might be one you like reading about, or particularly root for. That character will be either an exemplar of their kind – a character that embodies the core qualities of their faction – or an anti-exemplar, which is a bit more complex. That's what I want to talk about in this



month's column. Perhaps, after reading this, you'll be inspired to create a new character of your own, or revisit a general or two from one of your own collections and add to their saga.

## A LONG AND DISTINGUISHED HISTORY

In some gaming circles, the use of special characters was once the topic of much debate. By their very nature they were extremely powerful, and could draw too much of the focus of a game, especially if mounted on some vast scaly monster that was a beastly combatant in its own right.

Nowadays, that idea of excluding models seems strange, when the technological advances in making big kits have come on in leaps and bounds, and impressive centrepiece models are commonplace. Gargants, Thundertusks, Imperial Knights, Baneblades and C'tan Shards rampage across the tables ready to take on these special characters – so much so that gaming clubs can now play host to a half-dozen epic duels and titanic clashes all at the same time. These days, almost all of us embrace these larger-than-life characters<sup>2</sup> without hesitation as the leaders, champions and even celebrities of their own universes. These are the kings amongst men, the super-villains and anti-heroes, the gods and demigods that drive the stories of our background. It's great fun to see them lay waste to swathes of their lesser enemies – or get laid low by a lucky grot when the dice turn against them.<sup>3</sup>

Special characters are typically the apex of the miniature designer's art, and one of the best parts of the background writer's job is showing them in action. These are intended as the ultimate expression of a race or faction, the concepts and design of that body of work crystallised in a single model. Some are made as leader figures that later have names and stories applied to them, others are so unusual they are intended as unique characters in their own right from day one. There are even a few crazy characters dreamed up by the writers and games developers of the Design Studio that have later taken on new life as models.

Sometimes these A-list celebrities of the Warhammer worlds are a realisation of an old character that has been part of the background for decades. Amongst these is Nagash, whose model is so jaw-dropping it wears the title of Great Necromancer with true magnificence.<sup>4</sup> Alarielle is in the same weight category, every bit as much a



## Worlds of Warhammer delves into the background of the Age of Sigmar and the 41st Millennium, looking at how stories are forged and legends are born. And legends are very much the topic of this article, as Phil takes a closer look at special characters.

goddess of life as Nagash is a god of undeath. The background of the Age of Sigmar has been devised specifically as a set of worlds where such individuals could do battle in the flesh, and it gives it a very high-fantasy, epic feel. Over the last year we have taken pains to give the Mortal Realms some of the grit and struggle of the everyman too; when taken together, the scope for new characters is near infinite. When Nagash and the Celestant-Prime clash on the battlefield, there's a real sense of occasion. It feels as if the fates of nations will be decided by your tactics, or perhaps a bout of especially valiant dice rolling.

**'No truly fantastical hero is complete without his trusty sword/axe/spear/squig.'**

### TALES THAT GROW IN THE TELLING

Some of our special characters develop over time, usually as they graduate to new models with new stories to accompany them. Marneus Calgar, the Lord Macragge, is a good example. Over the years he has gone from the rank of Imperial Commander in the White Dwarf 40k Compendium of 1989, to becoming the Chapter Master of the Ultramarines in *Codex: Ultramarines* in 1995. He became the first Space Marine to survive the change to Primaris status in late 2018. Over the years, his character has changed along with his model. In 2004 he received a roster of deeds and sprouted a middle name (Augustus). Over the events of the Gathering Storm, we saw a bittersweet episode of Marneus' history as he was elated, then overshadowed, and finally chastened by the return of his Chapter's Primarch. Recently, in *Vigilus Defiant*, we saw him die and be reborn as a Primaris Marine. Because the Lord Macragge has experienced such dramatic highs and lows, we feel he has earned his status as one of the main characters of the Warhammer 40,000 universe. This is no upstart youth, but a vintage hero with a heritage behind him.<sup>5</sup> You almost feel a little mournful if he bites the dust mid-game – but he'll always be back.

### ARCHETYPES AND ANTI-HEROES

Broadly speaking, there are two types of special character – the exemplar, who embodies the core tenets of that race, and the anti-exemplar. An anti-exemplar subverts and challenges the established conventions of their faction, whilst

still being a heroic champion of their cause. The first is usually a natural leader and a warrior born, perhaps with a list of impressive-sounding deeds to give a sense of history. He might well wield a special weapon or signature relic of some kind; after all, no truly fantastical hero is complete without his trusty sword/axe/spear/squig. He is an exaggerated version of his kindred, sometimes to the point of caricature, but in a universe of such sprawling scope, that's fine too.

Space Wolves are ferocious and somewhat proud warriors, so Ragnar Blackmane is a terrifying close combat opponent, bravura and confidence radiating outwards as he drives his brutal assaults into the thick of the foe in an attempt to slay their leader. His journey is in some ways the journey of all Space Wolves, just ramped up a notch. Skaven are skittish, vicious and opportunistic, so Thanquol is a paranoid mastermind whose addiction to warpstone dust has seen his plans fall apart countless times, only for him to rise once more by blaming someone else. He has become a beloved villain of the Warhammer world, for his self-delusional egomania as much as anything else. Lady Olynder was damned by her own ambition, cursed by Nagash to be the epitome of grief even though she felt no true anguish at the death of her husband and father-in-law. She is a sinner punished far beyond her

<sup>5</sup> Some of his early peers fell by the wayside – the half-eldar Librarian Illiyan Nastase didn't make it into the modern era, for example. The heretic.



**Left:** The Lord Macragge in all his glory, complete with a rather natty dinosaur-head writing desk and a pin-up of the Emperor on his wall. The observant among you will also notice that he has a bionic right eye. In later years (see over the page) it will move to the other side of his face...



crime, turned into something truly monstrous, and in this, she represents all the Nighthaunts who float spookily in her wake.

All the best characters have flaws to go with their merits – Ragnar's impulsiveness and short temper, or Thanquol's delusional arrogance, for example. They should never be merely a list of wargear on legs, no matter how good their statline, or be described as a roster of impressive deeds without any real context. Characters who are defined by the latter two examples will end up feeling hollow and ill-conceived. For a well-rounded character with some depth, it's vital to have some unusual quirks, beliefs, moral codes or strange habits that will someday get them into trouble. That's where the best stories come from, after all – from conflict, peril and the protagonist's struggle to overcome adversity.

The anti-hero is the exception that proves the rule. These are characters that tell us what the faction could be like, should they take the path less trodden. They still tell you something about the race, but usually from another angle. Boss Snikrot of the Orks is an anti-exemplar – rather than being a roaring, bellicose bull of a xenos

warrior that attacks with brute force and ignorance, Snikrot sneaks around silently, embodying the cunning and deadly side of the greenskin race. His model even has his finger to his lips, and it's not often you see a shushing Ork! Commander Farsight's slow realisation that there is more to the Daemon-haunted galaxy than the Ethereals are letting on is the T'au race's journey in microcosm. By rebelling against the rule of the Ethereals, he peels back the comforting blanket of the Greater Good to show the unsavoury truths beneath. Lukas the Trickster is another good example – he's not your average Space Marine, being defined by his sense of humour and his anti-authoritarian streak. He embodies the free spirit side of the Space Wolves. They go their own way, and do what they feel is right in their heart, even if that leads them into conflict with their elders and betters. Lukas also has a sense of joy, whether in battle or in comradeship. Under the laughter – whether it is mocking schadenfreude or a jest well shared – can be found a wisdom of its own, and one that many Space Marines have long forgotten. He is deeply flawed, and a real thorn in the side of the Wolf Lords, but he is always entertaining.

One rule of thumb we use in the writing team is that you can never have an anti-exemplar without an exemplar existing first. There can be no Lukas without Ragnar, no Snikrot without Ghazghkull, no psychotic Konrad Curze without a noble Rogal Dorn or Roboute Guilliman to rail against. Your own collection can be the exception, of course, for we already have the exemplars established in each codex and battletome. Let the rule of cool be your guide – that, and the model itself. Even a piece of wargear or a skull on the base can suggest a cool story if you want it to.

**'You can never have an anti-exemplar without an exemplar existing first...'**

#### MAKING YOUR OWN SPECIAL CHARACTERS

There are several interesting processes behind coming up with your own character. If you play Kill Team, this can be as simple as randomly generating their personality on a table of results. Alternatively, you might want to dream up some unique context for your own hero/villain with which to conquer all before you.

Though there are no hard and fast rules, you might want to consider the following when coming up with the backstory of your own general (or perhaps your entire officer corps, if you find you enjoy daydreaming about your miniature heroes).

**Below:** Over two decades later, Marneus Augustus Calgar still favours a fancy throne for his portraits. This illustration by Dave Gallagher is arguably the most iconic image of the Lord Macragge in all his finery, complete with draped Aquila banner, pet servo-skulls and a shadowy servant tinkering with his bolters.







- Where do they come from?
- What path did they take to their current rank?
- How do they prefer to overcome their enemies?
- What was their finest hour?
- What was their darkest moment?

Figure out the answers to these, and you're already halfway to having a special character of your own. You might even want to make up a rule or two to reflect their personality – try for one beneficial rule to reflect their strengths, and one detrimental rule to reflect their weaknesses. If you're playing a narrative or open play game, your opponent may even let you use your bespoke character with all the bells and whistles you've devised for them.

If you want to add even more depth to your character – to get into their head, as it were – try the old writer's trick of thinking about the following elements:

- What is it they want?
- What is stopping them from getting it?
- How are they overcoming that obstacle?

Usually, for a wargames character, the answer to the third question is 'by shooting and/or punching it until it stops moving.' With a bit of thought, however, you might have a more interesting quandary for your character to solve that leads to a compelling side story of its own. Are they trying to get off-world and the spaceport they need to get to is deep in enemy territory? Are they

looking for promotion, and have to earn the new rank via taking down a key enemy war asset? Did the enemy warlord kill the village of their former life, and now they are out for revenge? All these can add a sense of drama that elevates the game to new heights above simply 'kill all the other guys.' It may even spur a series of narrative games that see the character develop and grow through their glorious victories and epic defeats.

**'You might even want to make up a rule or two to reflect their personality.'**

As for exemplars and anti-exemplars, it's really fine to pick either approach. If you want a Drukhari Archon who has seen the light and found salvation through Ynnead, go ahead; we already have Urien Rakarth, Drazhar and Lelith Hesperax to give contrast. There are likely Astra Militarum officers out there who throw caution and tradition to the wind, charging straight for the biggest, scariest enemy purely for their own personal glory (and only the luckiest will survive). Anti-exemplars are often the most memorable characters – try devising a couple of your own, and you'll likely have a lot of fun. That said, if you simply want a big darn hero to lead your force, that's a time-honoured tradition in its own right. Whatever path you choose, you will get more out of your games when using those heroes. Let your own characters' sagas begin!

**Above:** Ever one to prove his dedication to the Imperium, Calgar was the first Space Marine to undergo the surgery (and a brief death) required to become a Primaris Space Marine. The Gauntlets of Ultramar have now been incorporated into his new suit of embiggened power armour – the mighty Armour of Heraclius.

## A LITTLE EXTRA READING

What would you like to read about in worlds of Warhammer? Let us know your thoughts and we'll pass them on to Phil!

team@  
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# WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. And with their birth began a war to claim them. This month: A Tale of Four Warlords, the Tome Celestial and a trip to the Realm of Death.







### A TALE OF FOUR WARLORDS

There's another Tale of Four Warlords challenge starting this month, this time set in the Mortal Realms. Turn to page 16 to meet our four victims (erm, volunteers...).



### FANTASTICAL REALMS

This month's modelling and painting guide is for Shyish, the Realm of Death, where skulls, gravestones and spirits are all the rage. Head to page 22 to see what we've created.



### THE TOME CELESTIAL

The Faithful, the Silver Saviours, the Soul Guardians – they are the Hallowed Knights, noble warriors of Sigmar. Read more about them on page 40, with new warscroll battalions on page 52.





# THE STORMVAULT WARLORDS

In the wake of the Shyish necroquake, many of Sigmar's ancient Stormvaults have been revealed. Repositories of great knowledge and caches of forbidden power, the contents of the Stormvaults are mighty prizes indeed for any warlord powerful enough to claim them.

## THE CHALLENGES

If you're painting along at home, why not take up our hobbyists on their challenges. We'll be posting a few up on our Facebook page, so head over there to check it out – just type 'White Dwarf' in the search bar to find us.

**W**ait a minute, didn't we start a new Tale of Four Warlords saga last month set in the grim darkness of the far future? We did indeed, but we're an ambitious bunch and we thought why not have two series' running simultaneously – one set in each Warhammer world? This is the Warhammer Age of Sigmar edition – the Stormvault Warlords – where four hobbyists will each build and paint a brand new army over the course of the next twelve months. And so begins a(nother) Tale of Four Warlords!

## WHAT'S IT ALL ABOUT?

The premise is simple – four keen hobbyists have a year to build and paint an army of their choice. As we mentioned last month, these challenges normally take place over six months, but this time we're running two at the same time, giving our hobbyists more time to paint their models and play games with their growing armies.

This also means that it's easier for you out there in the real world to join in. Many Warhammer



## MATT HUTSON

Matt must be a sucker for punishment as this is the fourth time he has taken part in a Tale of Four Warlords during his time in White Dwarf. First he painted Red Corsairs, then High Elves, Sylvaneth and now Stormcast Eternals. Inspired by our Fantastical Realms series of articles, he wants to base his army around the Realm of Shadow.



## ALEX PUSZCZYŃSKA

Alex is a relative newcomer to the hobby and, while she has painted a couple of models in the past, this is her first time painting an army. Having immersed herself in the background of the Maggotkin of Nurgle, she's now ready to start painting and playing. Her partner, who's already a hobbyist, is over the moon!





stores, independent stockists, gaming clubs and even groups of friends like to run a Tale of Four Warlords alongside the series in the magazine. You could even take part in both the Warhammer Age of Sigmar and Warhammer 40,000 challenges simultaneously if you're really dedicated! If you do, make sure you send us some pictures of your models: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

## THE FOUR WARLORDS

Like their futuristic counterparts, our four fantastical warlords each have a different approach to collecting a new army, and every couple of months they will set themselves a new challenge as to what they want to achieve, be it modelling, painting, gaming or something else entirely. If you're playing along at home, why not take them up on their challenges?

So who are the Stormvault warlords? They are: White Dwarf's lead designer (and Warlords

veteran) Matt Hutson, Warhammer Age of Sigmar product developer Ben Johnson and two hobbyists from the real world – Steve Wren and Alex Puszczynska.

Each of our four warlords is approaching the challenge in a different way. Matt wants to add a Stormcast Eternals force to his combined Order army, coming up with his own colour scheme and background along the way. Steve has also been inspired to create a combined-arms force of Idoneth and Sylvaneth after reading a piece of background in Battletome: Idoneth Deepkin. Alex is brand new to the hobby and has never collected an army before, so she's going to be focusing on painting first before getting into the game. And Ben? Well, Ben saw the Gloomspite Gitz and went mad for squigs. He plans to paint enough squigs to drown a battlefield in the bitey red critters. Turn the page to see what the Stormvault Warlords have been up to so far.

## START COLLECTING!

One of the best ways to start a new army is with a Start Collecting! box or even a boxed game such as Soul Wars. These sets are perfect for a challenge like this, as they contain a great selection of units for you to build, paint and try out on the battlefield.

START COLLECTING!

DAEMONS OF NURGLE



17 CLEVER! SOLUTIONS



## STEVE WREN

A teacher by trade, Steve was invited to join this challenge by Ben Johnson, the two having played many games against each other over the years. An experienced – though by his own admission noncompetitive – general, Steve wants to try and hone his gaming skills with the Idoneth, while also painting them to a high standard.



## BEN JOHNSON

Ben is the product developer for Warhammer Age of Sigmar, which means he has a hand (sometimes two) in every battletome and campaign book that comes out of the Design Studio. A regular on the UK tournament scene, Ben is looking forward to trying out the Gloomspite Gitz on the field of battle.





MATT HUTSON | STORMCAST ETERNALS

## THE UMBRAL SPECTRES, CHILDREN OF ULGU

All of Matt's armies for Warhammer Age of Sigmar are from the Order Grand Alliance and this army is no exception. This time he has created his own Stormcast Eternals Stormhost - the Umbral Spectres.

**M**att is our returning warlord in this series, having previously painted an army for a Tale of Four Warlords back in 2016. Last time he painted Sylvaneth. This time he's forging a Stormcast Eternals army.

'I've wanted to paint a Stormcasts army since the Soul Wars boxed set came out,' says Matt. 'The models from the Sacrosanct Chambers are really cool and magic has always been one of my favourite parts of Warhammer, so they were the perfect choice for this challenge. My goal is to come up with my own background for them that fits in with my existing Realm of Shadow army, and convert my heroes with Ulgu-themed weapons and arcane items from *Malign Sorcery*. I already have a name for my Stormhost courtesy of our photographer Martyn - the Umbral Spectres - so I'm already part of the way there.'

'My plan is to start with the models in the Soul Wars boxed set and see how many I get painted. The target one day would be to paint a whole Sacrosanct Chamber warscroll battalion, though I would also like to include characters like the Lord-Castellant and the Knight-Azyros in my army as I see their warding lanterns being particularly useful in the Realm of Shadow.'

### THE UMBRAL SPECTRES

'The colour palette for my army is based on a scheme I came up with for an old Dark Elves army almost twenty years ago,' says Matt. 'I've used the colours on my Darkling Covens and Daughters of Khaine since then. Put simply, its a deep black-red basecoat followed by several edge highlights, then a glaze of Bloodletter to tie it all together.'



### RED ARMOUR

Basecoat: Khorne Red & Abaddon Black

Layer: Khorne Red

Layer: Wazdakka Red

Layer: Deathclaw Brown

Glaze: Bloodletter

### BLUE ARMOUR

Basecoat: Stegadon Scale Green

Wash: Drakenhof Nightshade

Layer: Stegadon Scale Green

Layer: Russ Grey

Layer: Fenrisian Grey

### RED ROBES

Basecoat: Mephiston Red

Wash: Agrax Earthshade

Layer: Mephiston Red

Layer: Evil Sunz Scarlet

Layer: Wild Rider Red

A selection of models from Matt's existing Realm of Shadow army, which includes Daughters of Khaine, Darkling Covens, Kharadron Overlords and Fyreslayers from the Caengan Lodge.





ALEX PUSZCZYNSKA | MAGGOTKIN OF NURGLE

## LET SICKNESS FESTER AND ROT BEFOUL

Having cast an eye over all the Warhammer Age of Sigmar armies and read the background for the Age of Sigmar, Alex threw her lot in with Nurgle, the Lord of Decay.

**T**here seems to be a tradition in a Tale of Four Warlords – someone always ends up collecting a Nurgle army. Shame on the Plague Lord for having such appealing miniatures! This time around, it's one of our special guests, Alex Puszczynska.

'For me, this challenge is all about getting into the hobby,' says Alex. 'My husband plays, but this is the first time I've really engaged with it at this level. I quickly found out that this is exactly the right hobby for me – I love board games and computer games and creative hobbies like this are right up my street.'

'I fell in love with the Maggotkin straight away – the models are disgustingly beautiful and there's loads of potential for applying different textures and effects to the models. I picked up a Start Collecting! Nurgle Daemons set and tried out three different colour schemes on some Plaguebearers to get a feel for how to paint them – Nurgle's Rot is an especially fun paint to use. I'm now raring to go with the rest. I'm going to concentrate on getting the Start Collecting! set painted first, then I'll start looking into the game and getting down to some Nurgley badness on the battlefield.'



'Having not really painted many models, I sat down and watched the Warhammer TV videos to get a feel for how I could paint my Plaguebearers,' says Alex. 'Duncan's tips and advice helped me come up with this colour scheme for them.'

Basecoat: Death Guard Green

Wash: Athonian Camoshade (recesses)

Wash: Athonian Camoshade & Lahmian Medium

Drybrush: Rakarth Flesh

Layer: Nurgling Green

Layer: Screaming Skull



'My advice is to keep a painting notebook of all the colours and techniques you're using,' says Alex. 'I also looked at a lot of people's work on Instagram and YouTube to get ideas for how to paint my models.'

Basecoat: Death Guard Green

Drybrush: Hexos Palesun

Layer: Krieg Khaki

Basecoat: Ogryn Camo

Wash: Athonian Camoshade & Biel-Tan Green

Layer: Screaming Skull



'I used Reikland Fleshshade on these Plaguebearers to give them a redder, more gory look,' says Alex. 'I imagine they're the hosts of a different kind of sickness to the other four.'

Basecoat: Death Guard Green

Wash: Athonian Camoshade (recesses)

Layer: Ogryn Camo

Wash: Reikland Fleshshade

Layer: Death Guard Green

Wash: Athonian Camoshade & Biel-Tan Green



STEVE WREN | IDONETH DEEPKIN

## AN ALLIANCE OF WOOD AND SEA

Steve has attended many gaming events over the years, most recently with his Sylvaneth army. Now he wants to add some Idoneth Deepkin to the mix and create an allied army.

**S**teve Wren is our second special guest in this edition of a Tale of Four Warlords. A long-time hobbyist, Steve has thrown in his lot with the soul-stealing Idoneth Deepkin for this challenge.

'I liked the Idoneth models the moment I first saw them,' says Steve. 'They're also a really competitive army at events at the moment, and I've been wanting to up my game for a while now. What really triggered the idea for this army, though, was a piece of background in the battletome that features both the Sylvaneth and the Idoneth – there's even a warscroll battalion based around it – the Alliance of Wood and Sea. Seeing as I already have a Sylvaneth army, combining the two seemed like a great idea for this challenge.'

'I picked an Akhelian Alloplex as my test model, as it allowed me to establish my army colour scheme on both the aelves and their mounts. I actually only had two spray cans at home when I started it – Corax White and Death Guard Green – so I just used them. Fortunately they match the colour scheme of my Sylvaneth really well and, with some sympathetic basing, I think the two aelven forces will look great together.'



### ALLOPEX SKIN

Spray: Corax White

Spray: Death Guard Green (from above only)

Wash: Coelia Greenshade & Lahmian Medium

Layer: Ogryn Camo

### BROWN STRAPS

Basecoat: Rhinox Hide

Wash: Agrax Earthshade

Layer: Gorthor Brown

Layer: Baneblade Brown

### BONE

Basecoat: Rakarth Flesh

Wash: Reikland Fleshshade

Layer: Pallid Wych Flesh

### TEAL DETAILS

Basecoat: Sotek Green

Wash: Coelia Greenshade

Layer: Temple Guard Blue

### NAMARTI SKIN

Basecoat: Pallid Wych Flesh

Wash: Coelia Greenshade & Lahmian Medium

Layer: Pallid Wych Flesh

### GOLD ARMOUR

Basecoat: Retributor Armour

Wash: Seraphim Sepia

Wash: Agrax Earthshade (recesses)

Layer: Liberator Armour

Layer: Stormhost Silver

'The mottling effect on the Alloplex is watered down Coelia Greenshade, then straight Coelia Greenshade, then Ogryn Camo,' says Steve. 'I just painted the colours on in random patterns, applying them all in quick succession so that they blended into each other.'



BEN JOHNSON | GLOOMSPITE GITZ

## SQUIGALANCHE!

A well-known face at Warhammer Age of Sigmar tournaments (and one of the fastest army painters around), Ben Johnson has turned his attention to the diminutive Gloomspite Gitz for this challenge.

**T**he Gloomspite Gitz are a new army for Warhammer Age of Sigmar, so it's perhaps unsurprising that one of our warlords chose to paint an army of them for this challenge. 'My goal is to get a brand new army built and painted so I can take it to some tournaments later in the year,' says Ben. 'There's a warscroll battalion in the Gloomspite Gitz battletome called the Squigalanche that's made up entirely of squigs (and the grots that try to ride them into battle) – that's what I'm going to paint for this challenge.'

Ever the keen hobbyist, Ben has already painted a few test models for his army. 'I stuck to the traditional red squigs and black robes of the Moonclan Grots,' says Ben. 'I undercoated the squigs and the riders separately with Chaos Black, then sprayed the squigs again with Mephiston Red. I picked a more unusual colour scheme for the bases, inspired by a purple Realm of Battle board that was painted for Storm of Magic many years ago – I thought the colour scheme was perfect for the madcap, magical grots. I added loads of Barbed Bracken to the bases, too, and painted it green, orange and yellow to make the bases and the environment my squigs were fighting in look even more unnatural.'



### RED SQUIGS

Spray: Chaos Black

Spray: Mephiston Red  
(from above to leave a colour transition)

Drybrush: Evil Sunz  
Scarlet

Drybrush: Wild Rider  
Red

Drybrush: Tau Light  
Ochre

Wash: Seraphim Sepia

Glaze: Druchii Violet  
(on the legs and feet)

### BLACK CLOTH

Spray: Chaos Black

Basecoat: Incubi  
Darkness

Wash: Nuln Oil

Layer: Incubi Darkness

Layer: Thunderhawk  
Blue

Layer: Dawnstone



# THE REALM OF DEATH

Fantastical Realms is an ongoing series of articles showing you how you can build and paint your Warhammer Age of Sigmar armies based around the Mortal Realms they live and fight in. Hold on to your souls, for this month we are travelling to the Realm of Death.



**S**hyish is the realm of ending and silent decline, where the spectre of death lurks at every turn. Its lands are made up of countless underworlds, themselves the physical manifestations of the afterlives conjured by the peoples of the Eight Realms. It is a realm of sorrow and subservience for both the living and the undead that dwell there, for it is ruled over by the Great Necromancer Nagash, who believes that every departed soul is his to do with as he pleases. It is no wonder, then, that the people of Shyish are sombre and insular, though they are also fearsome fighters, for they know their fate should they fall in battle.

This month's modelling and painting article for the Mortal Realms focuses on Shyish, the Realm of Death – the most macabre of all the realms. Many of the ideas in this article were inspired by the background in the *Warhammer Age of Sigmar*

## THE SCYTHE

The rune of Shyish is the Scythe, and many warriors and wizards of the Realm of Death wield this weapon in battle. The Scythe is always shown pointing downwards, representing the heavy burden that lies upon those who serve the underworlds of the Realm of Death.



*Core Book*, *Malign Sorcery*, Black Library novels and the many battletomes now available, particularly *Legions of Nagash*.

## BRINGING THE UNDEAD TO LIFE

So what would an army from the Realm of Death look like? Are the Sylvaneth that dwell there devoid of foliage, their bark dry and ashen? Perhaps the aethermatic weapons of the Kharadron Overlords that sail the aether-currents above the realm have a baleful amethyst glow. Do the people of Shyish festoon themselves with bones and ghoulish trinkets that remind them of their own mortality? Maybe they're surrounded by the spirits of former comrades, loved ones or victims. Would the Daughters of Khaine that live in Shyish appear different to those that hail from Ulgu? What about the skeletons – do those from the Realm of Death look different to those from other realms? There's a lot to consider.

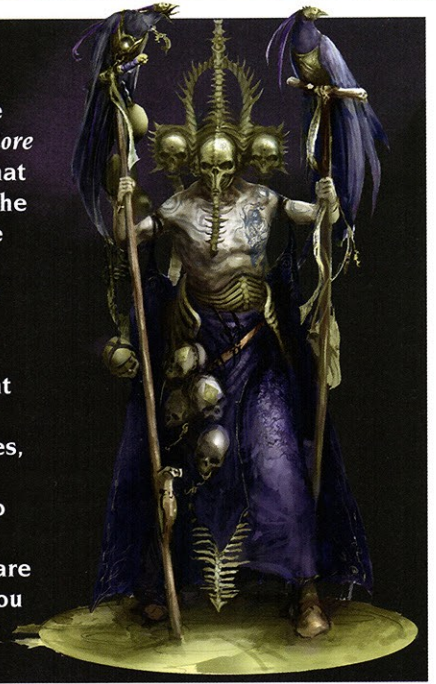


Think of the first few pages of this article as a morbid mood board, providing you with colours and designs that you could use on your miniatures – the look of a realm and the environment your army is fighting in can be great inspiration for how you can paint your models. Like all the Mortal Realms, the lands of Shyish are many and varied. Deserts of amethyst dust stretch as far as the eye can see, and colossal graveyards cover entire continents with brooding mausoleums and tombs. Megalithic cities made of bone loom over oceans of spectral energy, the souls of the dead drifting aimlessly with the tide. Vast pyres burn night and day, while in underground caverns far beneath the earth, the charnel courts of the flesh-eaters are stained with the blood of the devoured. Just these few conjured images can provide inspiration for building and painting the models (and scenery) in your collection.

Over the next few pages, you'll find useful tips on how to paint, convert and base your models in the Realm of Death. Of course, there are infinite ways to build and paint your models, but hopefully this article will provide you with some inspiration. If you have an idea you would like to share with us, why not send us some pictures of your own creations: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk).

## VISIONS OF DEATH

There are many pieces of artwork in *battletomes*, the *Warhammer Age of Sigmar Core Book* and *Malign Portents* that feature the inhabitants of the Realm of Death. This piece from page 99 of the *Core Book* beautifully illustrates how strange the realm's inhabitants can look. Of course, not every inhabitant of Shyish looks like this or wears these kinds of clothes, but the skeletal armour, ragtag trappings, memento mori and even the colours used – bone and purple – are great inspiration for how you can convert and paint your own miniatures.



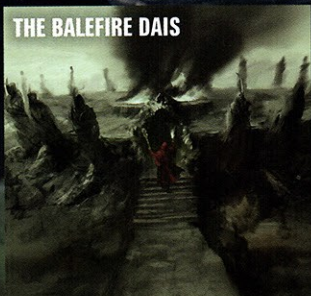
**The people of Shyish are sombre and insular, though they are also fearsome fighters, for they know their fate should they fall in battle.**

## CARSTINIA

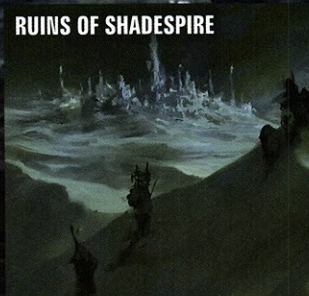
Though black, grey and amethyst are the predominant colours of Shyish, death takes on many hues, from spectral greens to rotten browns. Remember, the underworlds of Shyish are linked to the people who created them, so they could feasibly be any colour you like!



### THE BALEFIRE DAIS



### RUINS OF SHADESPIRE



### LAKE LETHIS



### ZHARR VYXA





## PAINTING YOUR ARMIES

From bone white to sepulchral black, through magical amethyst and the red of spilt blood, the Realm of Death can be a surprisingly colourful place when it comes to painting your armies.

How you paint your models is a great way to show what realm they are from or, indeed, what realm they are fighting in. When it comes to painting models from Shyish, the first colours we think of are funereal tones such as black and grey – after all, the Realm of Death is a pretty morbid place. On the flip side, the inhabitants of Shyish are quite often skeletons, ghouls or spirits, giving you the perfect opportunity to pick a light contrasting colour for their skin, bone or ectoplasm. An army of pasty white ghouls and glowing green Nighthaunts would look great on the battlefield.

**'They're walking on grave-sand, the amethyst-coloured realmstone of Shyish.'**



### CELESTIAL INVADERS

The Anvils of the Heldenhammer have a spiritual link to Shyish, and their appearance has become increasingly morbid since they were sent there by Sigmar during the Realmgate Wars. Their black armour has become ever-more tarnished, and they have taken to adorning it with bone icons, talismans and symbols.

But what about the less-dead inhabitants of Shyish – how can you inject a little colour into their palettes? Purple makes a perfect spot colour, as the grave-sand of Shyish is a rich amethyst in colour – imagine a Daughters of Khaine army painted with purple gemstones, robes or even bases. Perhaps you could paint an army of orruks with glowing purple eyes, showing how the magic of Shyish has infused them. And how could anyone possibly object to a little red – the colour of spilt blood (very deathly). You can paint an army of red-robed grots from some Gork-worshipping underworld, or a horde of blood-drenched rabid skaven that dwell in their own ratty hell. Here you can see a few examples of how you can personalise your collection of Citadel Miniatures to be from the Realm of Death.



### THE GRAVE WALKERS

This Wight King painted by Maxime Corbeil is a great example of an inhabitant of the Realm of Death. The model is covered in a patina of dirt, from the mud on his cape to the verdigris on his armour. You get the impression that he has just been raised from his tomb, the red-stained bones around his feet suggesting imminent bloodshed.

### THE DARK SIDE OF DEATH

This Crypt Horror painted by Stefan Johnsson won a silver award at Golden Demon a few years ago, and is a great example of a model from the Realm of Death. 'I mixed blues and browns for the Crypt Horror's skin, using lots of sharp, reflective highlights to give the impression that he's been illuminated by moonlight,' says Stefan. 'It's meant to look really dark, creepy and sinister.' One of our favourite touches is the model's purple claws, which visually link the Crypt Horror to the purple-coloured realmstone of Shyish.



Stefan put a huge amount of work into the base of his Crypt Horror to make it look like the Realm of Death. Shards of dark rock are interspersed with sparse patches of half-dead grass and skulls, while cobwebs and dead vines climb up the ruined pillar behind the Crypt Horror.





**DAN HARDEN'S KHARADRON**

Our very own Dan has an army from the Realm of Death – a Kharadron Overlords skyfleet from Barak-Glöm. 'I initially had no plans to base my army around a particular realm, but after painting my Admiral with moody brass equipment and sinister black armour, it felt kind of fitting that they should come from Shyish,' says Dan. 'I finished off the main colour scheme with glowing blue aethermatics to give the models a cold appearance, like they were used to prospecting in lifeless underworlds. What really marks them out as coming from Shyish is their bases, which I washed with Druchii Violet before the final drybrush of Administratum Grey. This makes them look like they're walking on grave-sand, the amethyst-coloured realmstone of Shyish.'





# CONVERTING YOUR MODELS

Countless strange and fantastical creatures dwell in the Realm of Death, as do many noble heroes and cruel warlords. Here are a few that have been converted by members of the Design Studios.

We were overloaded this month by hobbyists wanting to show off their converted models for the Realm of Death, be they simple kitbashes or seriously involved conversions. It's fair to say, though, that all of them feature skulls in some way, shape or form.

Below you can see an impressive Arachnarok Spider built and painted by Emma Ayres, who loved the idea of zombified grots steering it into battle. On the opposite page Dan Harden and Stuart Edney converted a couple of heroes with realmstone-based wargear. Dan's Soulrender leeches the souls out of his targets and stores them in grave-sand hourglasses, while Stu's

## BIT OF THE MONTH

Graves are a pretty common sight in Shyish, and this one – from the Black Coach kit – is one of our favourites. There are three in the kit, too – perfect for basing.



Savage Big Boss has a crude orruk cleava made from a shard of solid realmstone – a powerful weapon that could easily represent Lifebane, one of the weapons of Shyish featured in *Malign Portents*. Below them, Martyn Cashmore built a great objective for his Legions of Nagash army – a Necromancer violating the tomb (and mortal remains) of a once-noble warrior.

Then, over the page, we have two Vampires built and painted by Maxime Corbeil and Richard Dansie respectively, followed by John Bracken's Eidolon of Mathlann, which has clearly absorbed some death energy while fighting in Shyish. We hope they all prove inspirational.



## ARACHNAROK SPIDER BY EMMA AYRES

Emma created an Arachnarok Spider from the Realm of Death along with its zombie grot crew. Most of the conversion work was done to the model's base, which Emma piled high with fallen ruins and plenty of skulls. When it came to painting the Arachnarok, Emma gave it three differently coloured legs to show where it had been reassembled from other spiders, and painted its eyes a milky blue-white to indicate that it might be blind. She painted the grots a pale green to make them look dead.



Emma cut up the columns from the Arcane Ruins set to build a base for her Arachnarok Spider to scuttle over. She used dozens of skulls from the Citadel Skulls kit to populate the base and hide any gaps around the fallen pillars.





## ISHARAN SOULRENDER BY DAN HARDEN

Dan converted a Soulrender doing what he does best – stealing souls. He cut the noose from the Soulrender's talunhook and replaced it with an hourglass, then placed a burning skeleton from the Mortis Engine on the floor below to show its soul being leached away. The barnacled rock under the Soulrender's foot was also replaced with a spare grave marker from the Spirit Hosts kit.



## SAVAGE BIG BOSS BY STUART EDNEY

Stu converted his Savage Big Boss with a base taken from the Hero Bases kit. He then filled the fallen log with skulls. When it came to painting his Big Boss, Stu applied bone white warpaint to the orruk's skin as if he was emulating the skeletons of Shyish. Stu painted the wood in dark greys to make it look dead, and the Boss' cleava a dark purple to show that it's made from realmstone.



## NECROMANCER BY MARTYN CASHMORE

Martyn built this battlefield objective for his army. He used the tomb from the Shattered Dominion objectives set as the centrepiece, and surrounded it with Spirit Hosts and a Necromancer. To complete the conversion, Martyn took the head off the tomb's original incumbent and swapped it with one from the Spirit Hosts kit to show where the hero's soul was being siphoned away.



### VAMPIRE BY MAXIME CORBEIL

This Vampire was converted and painted by Maxime Corbeil as part of his Legions of Nagash army. Maxime used the body of a Battlemage, a few Skeleton Warrior parts, the head of a Spite-Revenant and the chalice from a Vampire Lord model to make this conversion. The chalice makes for an excellent Goblet of Draining – one of the Shyishian magic items found in *Malign Sorcery*.



### LAHMIAN VAMPIRE BY RICHARD DANSIE

Richard also converted a Vampire Lord, this time using the lower half of the Vampire Lord and the upper torso of the Vampire from the Coven Throne. Her arms are from the Witch Aelves kit – the knives could be used to represent any of the Shyishian blades in *Malign Portents*, from the Blade of Ending to the Sliver of Decrepitude. The base is from the Hero Bases set.



### EIDOLON OF MATHLANN – ASPECT OF THE STORM BY JOHN BRACKEN

John converted an Eidolon of Mathlann with the idea that it had been summoned from the souls of dying Namarti. To show the deathly aura of his Eidolon, John didn't glue any of the fish that come in the kit to the model's base, and removed those that were attached to the model's cape. He then replaced them with skulls from the Citadel Skulls set, adding them wherever he could to the Eidolon, including the spikes around its head, its base and its pauldron. The Eidolon even has a skull mask made from one of the Morghast heads that can be found in the Skulls set.



When painting his Eidolon, John used colours such as Sybarite Green, Thunderhawk Blue and Dark Reaper to give it a dark, brooding appearance, much like a gathering storm. These colours are frequently used on Nighthaunt models, too, thereby linking John's Eidolon to the Realm of Death.





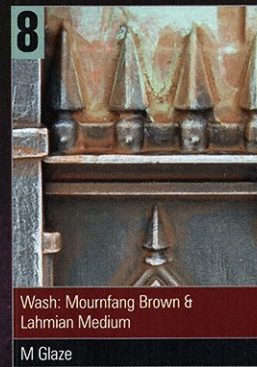
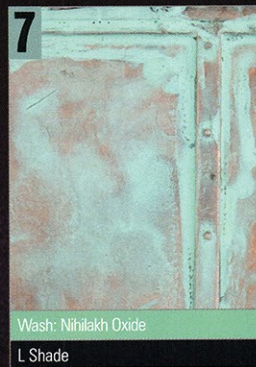
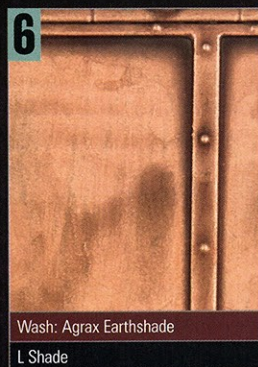
## THE LANDS OF THE DEAD

It doesn't matter where you roam in Shyish, there are graves, tombs, sepulchres and burial mounds everywhere. It's no surprise, then, that this month's scenery guide is for the Sigmarite Mausoleum.

### THE TOMBS OF FALLEN HEROES

Nothing says death quite like a mausoleum, and Shyish is absolutely packed full of them. If you're thinking of building a battlefield from the Realm of Death, then the Sigmarite Mausoleum is arguably the best place to start – not only do you get loads of tombs in the kit to populate a gaming board, they also make excellent thematic grave markers if you're collecting a Legions of Nagash army. You could even use some of the bits to convert the bases of larger monsters such as Terrorheists and Zombie Dragons.

When it came to painting the mausoleum, we picked the colours shown on the box the kit comes in – they've never been featured online or in White Dwarf, so now seemed like the perfect opportunity. To make painting the tombs easier, they were assembled to completion, but not attached to their bases. This meant that the graves inside the tombs could be painted and the base drybrushed without the tomb itself getting in the way. Most of the set shown to the right was painted using the stages shown below, though some areas (such as the flagstones) were given a wash of Druchii Violet to tie them in to the Shyishan grave-sand.



### SINISTER SEPULCHRES!

When painting scenery, it's especially important to get the order of painting right so that you don't end up repainting bits. For these tombs, the walls were drybrushed first, then the roof painted second. If the tomb had been painted the other way around, the roof would have been unintentionally drybrushed along with the rest of the model.

Also, when applying washes, paint one side of the building, then lie it on its side with the washed side facing upwards. This will help the wash dry more evenly and prevent it from running down the walls and pooling at the bottom.





# IN SIGMARITE CLAD

**The Stormcast Eternals are Sigmar's greatest warriors and the most noble defenders of the Mortal Realms. Here, painter and tournament gamer Oscar Lars tells us what he loves about them and why he decided to paint a whole army in reflective metal armour.**

**T**his beautiful army of Stormcast Eternals was painted by Oscar Lars, who is a regular face on the Warhammer Age of Sigmar tournament scene both here in the UK and in the US where he lives. At the time of writing, Oscar had just taken part in the Warhammer Age of Sigmar Grand Tournament final, where he received two Legends painting awards and the trophy for the Best Painted Army – if you've already looked at the picture above, you can probably see why! We caught up with Oscar to find out more about his army, about painting Citadel Miniatures, playing games and giving back to the hobby community.



**OSCAR LARS**

Though born in Sweden, Oscar now lives in Virginia in the USA. He loves all things hobby, but spends most of his time painting.

**When did you start collecting Warhammer?**

It all started when I was five. One of my sister's friends had an older brother who collected Warhammer – he lent me one of his copies of White Dwarf and I just couldn't put it down. On my seventh birthday I got my first box of models, and by the time I was ten, me and my friends were playing games. When I was thirteen I went to my first tournament.

**Were you more of a gamer rather than a painter when you were younger, then?**

Initially, but I soon found my love of painting. I took an Eldar army to that first tournament and I

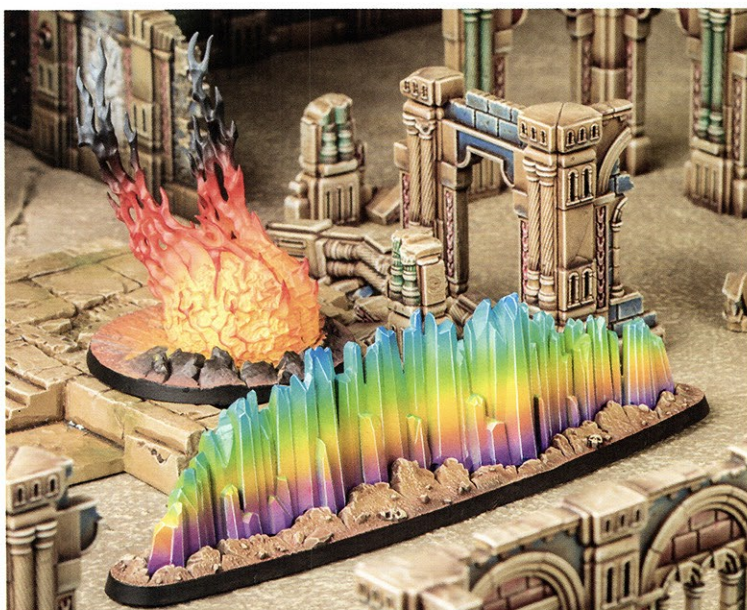




painted loads of freehand banners for my models – I really enjoyed that creative aspect of the hobby, trying out new styles and techniques. I made it my goal to win a Best Army award at an event. It took me a long time – it wasn't until I moved to California that I actually won a Best Army award with an Imperial Fists force. My first big win, though, was at the NOVA Open 2017 with my Ironjawz, which won best-painted army in both the team tournament and the singles event. That was a real buzz and I knew I wanted to try and win it again the following year. But I would have to step up my game, which is why I painted this army of Stormcast Eternals.

## Why did you pick Stormcast Eternals?

I love the models and their background – simple really! Truth be told, I wasn't originally sold on their background, but *Malign Portents* and *Soul Wars* showed the Stormcast Eternals in a much darker light. I like the degradation of their character and how they become more and more uncompromising every time they are reforged. It's exciting to see such noble heroes become so much more and so much less than what they once were – losing their own humanity in order to protect it.



## ENDLESS SPELLS

'I love spell-casting in Warhammer and endless spells are a great opportunity to paint something unique,' says Oscar. 'I painted my Prismatic Palisade like an actual prism, as though it had split up a beam of light into a spectrum of colours.'





### PAINTING THE STORMHOST

Oscar uses a lot of blending to achieve the reflective effect on his models' armour. For the black armour, he starts with a mix of Caledor Sky, Abaddon Black and a little Rhinox Hide, then adds in more Caledor Sky and Ceramite White for the highlights. The gold armour is painted Averland Sunset and Rhinox Hide mixed with a little Abaddon Black. Oscar then adds more Averland Sunset to the mix, followed by Cadian Fleshtone and Ceramite White. The last stage is applying a thin glaze of Seraphim Sepia to the gold to deepen the tone, followed by glazes of Druchii Violet and Nuln Oil over the darker areas to provide contrast.



#### GOLD ARMOUR

Averland Sunset & Rhinox Hide

Rhinox Hide

Abaddon Black

Averland Sunset

Cadian Fleshtone & Ceramite White

Nuln Oil

Druchii Violet

Seraphim Sepia

#### BLACK ARMOUR

Caledor Sky, Abaddon Black & Rhinox Hide

Caledor Sky

Ceramite White

Nuln Oil

Oscar painted his models' blades using the same colours as he did for their black armour, just with a little more black and white in the mix to provide more contrast.

I decided to paint a whole army with highly reflective armour – what is often called non-metallic metals. In my opinion, Stormcast Eternals have the perfect aesthetic for such a challenge, and it was a great opportunity for me to push my painting skills. I watched a lot of online tutorials and asked a lot of people for advice – Riccardo Frizzoni and Alex Borodencov helped me a lot with painting non-metallic metals, and Ben Komets gave me a lot of technical assistance. Terry Pike was another great source of inspiration – the colour palettes he uses on his models are astounding. The way I decided to paint my non-metallic metals in the end doesn't necessarily look that real – it's more comic-book style than technically correct. But that's fine – we paint fantasy miniatures; it doesn't have to be realistic! I got the army finished for GenCon in August, then took it to NOVA soon after, where I won best-painted army in both the singles and doubles events.

#### You share a lot of your work online, don't you.

Definitely – I took inspiration from others so it felt only right to give something back. People helped me when I asked for advice, so now I do the same. You can find pictures of my models on Instagram – feel free to come and ask me about them.





1



2

'The Celestant-Prime is a great centrepiece model,' says Oscar. 'I haven't had much luck with him on the battlefield – he can be something of a glass cannon – but I love his background and the story of Ghal Maraz is one of my favourite tales in the Age of Sigmar. He took quite some time to paint, particularly the texture on his cape (1), his fiery sceptre (2) and the reflection points on his gold armour.'



**Right:** Oscar used the sculpted bases from the Steelheart's Champions and Farstriders warbands to show the terrain his Stormcasts are fighting over. Many of the other bases feature fallen walls and cobbled streets, which Oscar built himself out of spare bits of scenery and pieces of resin.

**Below:** 'The Celestial Ballista and Lord-Ordinator are among the latest additions to my force,' says Oscar. 'The Lord-Ordinator improves the accuracy of the Ballista, making it immensely powerful on the battlefield – I'd say they're a must for Stormcast armies.'



**'I think leaving the table with a great war story should be the goal of every game.'**







'I converted my own version of Gavriel Sureheart from Neave Blacktalon – her name is now Gavriella Sureheart,' says Oscar. 'She's usually accompanied by two units of Paladins, including a few armed with starsoul maces.'

Oscar has added lots of extra details to his models, such as bow strings to the bows of his Judicators (1) and freehand designs to some of his models' capes (2). He painted Gavriella Sureheart's fur cape to look like the pelt of a winter beast (3), while many of his models' shields feature scratches to show they have been well used in battle (4).

'I've given a lot of my bareheaded models glowing eyes (5),' says Oscar. 'I love how the Stormcasts become imbued with celestial energy when they are reformed and that over time they lose their humanity and become more magical. It's a cool bit of the background that I thought would look great represented on my models as glowing eyes, icons and magic powers.' Oscar's Knight-Incantor even features object-source lighting, showing where the light from his hand reflects off his armour (6).



1



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5



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## Do you have a key piece of painting advice?

Don't get discouraged if something doesn't work first time. Try out your colour scheme and figure out what you want to achieve. If you're going to paint reflective armour like this, use real-life objects as reference – look at how light hits a surface and copy it. Then lots of practice!

## How does your army fare on the battlefield?

I'm not the most competitive gamer, but it is nice to win sometimes – I managed to scrape through to the heat finals of the Grand Tournament, so I must be vaguely competent! In the US we have a lot of tournaments and you need a reasonably 'competitive list if you want to do well – I kind of balance models I like with competitive stuff. On one hand I have the Celestant-Prime, who is good fun to use and a great model, but quite fragile on the battlefield, while on the other I have Gavriel Sureheart, who can help you secure an early first-turn charge. With a load of Paladins in tow, that can be devastating. The fun for me is the stories I get out of the games I play – I love seeing my units act heroically. At one event recently I came up against a Freeguild army with so many models in it I really didn't know what to do. Watching my Stormcast Eternals battle against overwhelming odds to get to the objective was brilliant fun and both me and my opponent had an awesome time. I think leaving the table with a great war story should be the goal of every game.



# RULES OF ENGAGEMENT



## JERVIS JOHNSON

Jervis is the lead games developer for Warhammer Age of Sigmar, but over the years he has worked on pretty much every game to come out of the Games Workshop Design Studio. When he's not writing new rules for <EXPUNGED BY THE ORDER OF SIGMAR> he can be found practising his pre- and post-game handshakes in the playtesting room.

**T**here is a famous adage that goes 'it matters not if you win or lose, it's how you play the game.' Although this sentiment may seem quaint and old-fashioned in an age where many feel that 'winning isn't everything; it's the only thing', it remains the spirit in which we intend Warhammer Age of Sigmar – and all our other games – to be played. However, it can be difficult to know sometimes what 'playing in the right spirit' actually means, and so to help with that I've put together a set of guidelines that I've called, ahem, The Warhammer Age of Sigmar Player's Code.

You can find a copy of the code at the end of this month's column, and I'm going to use the rest of this space to ramble on about why I think the code is so important. However, before I do, I think it's important to underline that the Player's

Code is not a set of game rules that you must obey, but is instead a set of general guidelines designed to help you get the most out of your games. You will find that if you take the code's tenets to heart, both you and your opponents will enjoy the games you play much, much more.

## RULES OR GUIDELINES?

So, what inspired the Player's Code? Well, it all began as I wrestled with a set of rules I was working on for Warhammer Age of Sigmar tournaments.<sup>1</sup> One of the things I was keen for the rules to stop was deliberate time-wasting, where a player takes ages over their turn in order to get some kind of advantage. Most players know that time-wasting is completely against the spirit of the game, but sometimes this principle gets ignored in the white heat of competitive tournament play. So, I struggled with ways of making it clear that it was not allowed. Sadly, I found that writing robust rules that stopped it from occurring was just about impossible, even when I considered using chess clocks to resolve the problem. What I needed to do was come up with a different way of dealing with the practice.

Now, as it happened, I'd recently watched a documentary about a psychological test, which looked at how many people would cheat in order to win a small amount of money. The test was carried out at two American universities, both of

**Below:** Dan and Matt are regular opponents and they barely even look at each other's dice rolls any more, such is the level of trust between them. At least, that was the case until Matt explained how much damage his Kurnoth Hunters with greatbows can do. Dan watches Matt's sneaky wooden Sylvaneth dice very carefully now.





**Rules of Engagement** - penned by veteran games developer Jervis Johnson - focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. In this month's article, Jervis talks about the Warhammer Age of Sigmar Player's Code.



which had a set of codes of conduct that all students had signed up to, and which included a proviso about being honest and truthful. What the researchers found was that under normal circumstances most people were prepared to cheat at the test, but if they reminded people of the honour code it reduced the amount of cheating to zero. The lesson was clear: most people want to do the right thing, but occasionally they need to be reminded of what that is in order to avoid temptation.

**'Being respectful of your opponent should be more important to you than winning.'**

#### TESTING THE THEORY

So that's what I decided to do about time-wasting and other similar problems like not measuring moves accurately and whisking dice away before an opponent can read the results. I simply put together a list of these things, and asked people I played to read them and then not to do them. Of course, I couldn't enforce this, but I knew that science, at least, was on my side, and I felt that it was the best shot I had at eliminating time-wasting and other things that can spoil the experience of a tournament for the participants.

However, as I worked on my tournament Player's Code, it slowly evolved and grew, encompassing things that weren't just about stopping unfair play, but were also about making the tournament as enjoyable as possible for all of the participants, like arriving for your game on time and not using language your opponent might find offensive. By the time the code was finished, I realised that I had something that applied to every Games Workshop game, and not just to Warhammer Age of Sigmar tournaments. That's why I've made it the focus of this month's column.

#### CARDINAL RULES AND BASIC PRINCIPLES

If you look at the Player's Code, you'll see that it is split into cardinal rules and principles. In order to uphold the code, the cardinal rules are all you really need to follow, as the principles are just examples of the cardinal rules in practice. And, to be honest, there is one guideline that is more important than the others, which is treating your opponent with respect. After all, being impolite, telling untruths and cheating are hardly respectful. All of the other pointers are important too, of course, but mainly because it is sometimes hard to draw the line between things that are okay to do during a game, and things that you should avoid doing. They will help you to draw that line. However, if you want to play the game in the right spirit, then being respectful of your opponent should be more important to you than winning.

**Above:** Dice-rolling etiquette is an unspoken but important part of wargaming. Picking your dice up before your opponent has had a chance to count the dots – whether you realise you're doing it or not – can be especially frustrating for your opponent. Rolling dice behind solid terrain (or an arm) is also frowned upon.

<sup>1</sup> The rules will appear in the next General's Handbook in a few months' time.





**Above:** While pondering your next clever strategy is an important part of any battle, taking thirty minutes to move your first model could be considered time wasting. Dave is still waiting for his turn...

## COLLUSION AND COMPLAINING

By now some of you may be thinking, 'Well, that's all well and good Mr. Johnson, but does this mean I'm not allowed to try and win the games I play?' This is a very fair question, so just to make things clear, the code does not mean you shouldn't try to win your games. In fact, you absolutely should try to win them, but there is a right and a wrong way to go about it. Two good examples of this are the principles about colluding<sup>2</sup> with your opponent to determine the outcome of a game, and complaining about luck during a game.

**'I realised that I was being disrespectful of my wife's skill at backgammon'**

Collusion is something that usually only comes up in tournament or campaign games, where the result of one game can affect future games or the outcome of the tournament or campaign the game is part of. It's also sometimes referred to as 'kingmaking', which is where one or more players collude in order to help a friend do better. As a more concrete example, if a tournament was using the Hidden Agenda rules<sup>3</sup>, it would be collusion if the players agreed to allow each other to complete their Hidden Agendas (or even worse, to say they had completed them even if they hadn't). Colluding like this can be tempting, and often feels like you are hardly doing anything wrong at all, but that doesn't stop it from being deeply unfair to other players, and thus is something to avoid at all costs if you want to play in the spirit of the game.

While collusion and time-wasting are obviously against the spirit of the game, complaining about luck may seem like an odd thing to include as one of the principles, especially if you do so in a friendly manner ('Gosh, you do seem to roll a lot of sixes, you lucky fellow...'). However, I added it to the list because recently I've found myself doing that very thing, and with hindsight it wasn't a respectful thing to do at all. It came about because, while my wife isn't all that interested in Warhammer Age of Sigmar (I know, it's almost grounds for a divorce!), she does like backgammon and we play a few games most evenings. My wife is a very strong opponent, but sometimes she can seem to be almost preternaturally lucky, and I've found myself moaning about this recently. In a weird example of hubris, writing this article made me examine my behaviour, and I realised that I was being disrespectful of my wife's skill at backgammon – in effect, I was saying that she only won because she was lucky, rather than because she was a better player. So I've resolved to try and never mention luck when playing backgammon (or any other game, for that matter), and rather shamefacedly added an extra principle to the Player's Code.

Hopefully this last example makes it clear that the Player's Code isn't a set of rules that you must follow, like the core rules or allegiance abilities. It's more personal than that, and is something you can work away at and improve on over time. As I said right at the start, if you do so, you'll find yourself having more enjoyable games, and what's more, you'll be playing the game as it's intended to be played – as a fun and stimulating pastime where games are played in the spirit of respectful friendly rivalry.

<sup>2</sup> Colluding in this context is where players agree to fix the result of a game.

<sup>3</sup> You can download the Hidden Agenda rules from [warhammer-community.com](http://warhammer-community.com). Type 'Matched Play' into the search bar and read the 'A New Kind of Matched Play Scoring' article.



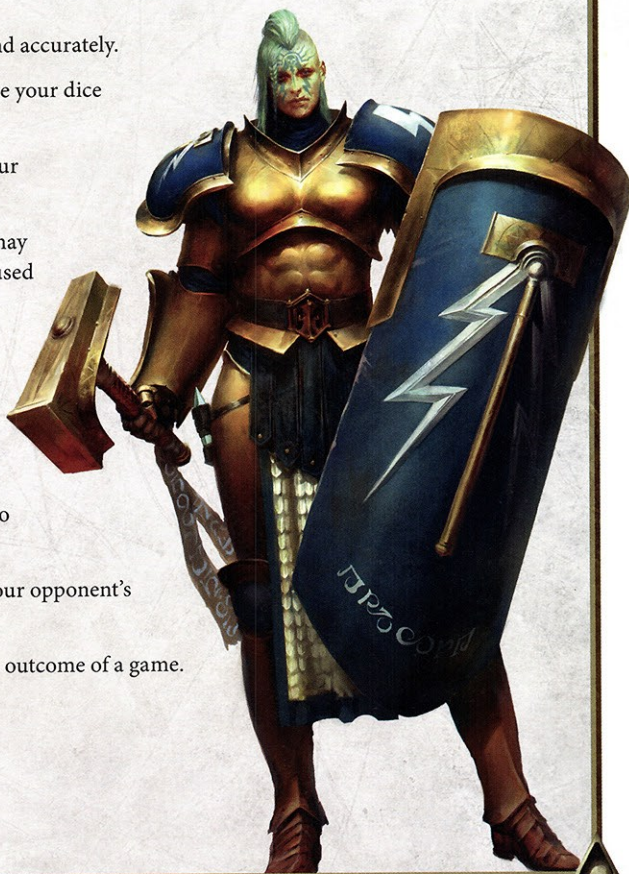
## THE WARHAMMER AGE OF SIGMAR PLAYER'S CODE

### CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

### PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Offer to shake your opponent's hand before and after the game.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or proxy models.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or which they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.





# THE TOME CELESTIAL

Within the pages of the Tome Celestial can be found the greatest repository of knowledge on Sigmar's finest warriors - the Stormcast Eternals.

## THE STEEL SOULS

The devout brethren led by Gardus Steel Soul are shining beacons of faith, sworn to deliver the Free Peoples from the predations of Chaos.

**T**he Hallowed Knights are zealous crusaders without equal. The fourth Stormhost to be founded, they are unquestioningly loyal to Sigmar, and their faith in the holiness of his cause outshines that of any other Stormhost – so much so that even the God-King has expressed unease at the intensity of their worship of him. Perpetual prayer and ritual defines their culture, instilling them with an inner strength and purity that no battle has yet tarnished.

For the Hallowed Knights, the war against Chaos is a sacred quest for which no sacrifice is too great. The first canticle of their kindred – 'Much is demanded of those to whom much is given' – encapsulates this outlook, and it is one they repeat often, reminding themselves that great might is bestowed with great expectation. Indeed, the Hallowed Knights purposefully seek out the direst foes and the most benighted battlefields, deeming it their holy calling to pass through the darkest trials and emerge untainted. So formidable is their collective force of will that evil magic finds scant purchase upon them, often pattering against their armour as harmlessly as rain. As their bodies are clad in burnished silver plate, so their souls are armoured by faith, and they shine as saintly





guardians and martyrs in the eyes of the Free Peoples they protect.

While the tribulations of reforging have afflicted some Stormhosts with strange hallucinations or troubling erosions of the spirit, it seems that for the Hallowed Knights the cycle of death and rebirth only intensifies their inner fire, elevating them as ever greater paragons of devotion. This in itself can be shocking – those Hallowed Knights reforged time and again radiate an almost overwhelming sanctity, like archangels who walk amongst men. Such power often manifests visibly, as bright beams of light that escape from every opening in the armour, or nimbus-like haloes glowing above their silver helms. The Hallowed Knights hold these brethren in special honour, gifting them with sacred parchments that they might draw strength from Sigmar's holy writ.

Wherever the battles of the Hallowed Knights rage fiercest, the shining ranks of the Steel Souls Warrior Chamber are rarely absent. Led by famed Lord-Celestant Gardus of the Steel Soul, these heroic warriors epitomise the unquenchable spirit of the Hallowed Knights – by prayer and by blade they strive to bring justice and light to every land befouled by Chaos.

## ONLY THE FAITHFUL

Many tales are told of the Silver Saviours by peoples once hopeless and enslaved. They tell of noble warriors who strode to their rescue, gleaming in the light of Sigmar's storms as they voiced the battle-cry 'Only the Faithful!' For the Hallowed Knights, the liberation of the innocent is one of the most important devotional acts – the more diabolical the foe, the more their downfall is proof of the Hallowed Knights' purity.

But some Hallowed Knights take this further still, by wearing unutterably foul objects about their person, secreted in reliquaries or linen wrappings. If such vile energies can be withstood, their reasoning goes, then their incorruptibility will be proved beyond doubt, and their resolve hardened for occasions when great evils might otherwise overwhelm them.





## FAITH AND FORTITUDE

For the Hallowed Knights, triumph in battle is only part of their service to the God-King – in their view their duty is as much spiritual as martial. Away from the clamour of war, they devote many hours to ritual and prayerful contemplation, venerating Sigmar as creator and font of purity. This piety is expressed in many ways. Some Hallowed Knights withdraw as solitary anchorites to private cells, cleansing their spirits with low chanting and the study of Azyrite lore. Others don dark blue robes of pilgrimage and visit the many shrines at the heart of their temples and Stormkeeps, giving praise to shards of saintly bone or other, stranger relics that act as fulcrums of prayer. Still others favour devotional song, their sacred hymns filling the holy places like incense.

Whatever the manner of the Hallowed Knights' worship, their solemn Lord-Relictors are ever present, assuming the role of a priesthood to a much greater degree than their counterparts in other Stormhosts.

### LORDS OF THE SHINING CITADEL

The Hallowed Knights have founded many Stormkeeps across the Mortal Realms, but none is greater than the Shining Citadel in the Aqshian city of Hallowheart. As the principal

### THE SILVERED SAINT

Since Alarielle gave her blessing to the Hallowed Knights during the Realmgate Wars, there has been talk of a glowing figure sighted in and around their foremost Stormkeeps, particularly those in Ghyran, the Realm of Life.

Known only as the Silvered Saint, this androgynous, feather-winged being appears in reflections and even bodies of water to lend its blessing to those afflicted by doubt and fear, especially in times of great need.



staging post of their crusades, it is from this mighty fortress that the Hallowed Knights coordinate much of their grand war effort. Yet, like all Hallowed Knights Stormkeeps, the Shining Citadel is far more than a mere garrison. It is also a great nexus of faith, as much a centre of learning and religious observance as it is a military asset. Every detail of the Citadel's design speaks to this fact, from the bas-reliefs depicting the Twelve Ordeals of Lord Gardus to the Canticles of Faith carved into its towering pillars and archways. Through its vaulted shrines and sanctuaries the Hallowed Knights process solemnly, incanting pious words that brace them for the coming battles.

**'To banish evil is to serve Sigmar.  
May His light be ever our guide.'**

**- The Fourth Canticle of Faith**

Within the vast precincts of the Shining Citadel stands the house of high worship known as the Celestrine Cathedral – a temple charged with such sanctity that it shines like a beacon to those with the witch'sight. Word has it that pilgrims who walk through the Cathedral's inner gates are purified at once, even if the act burns part of their essence away in the process.

### BOOKS OF THE FAITHFUL

For all its armouries and battlements, the Shining Citadel is also a hallowed repository of lore. Stored in a great chained library guarded by a select few Lord-

Relictors, the ironbound tomes known as the Books of the Faithful are said to record the fragmented mortal memories of every Hallowed Knight, acting as wellsprings of faith to all who read them.





The Warrior and Sacrosanct Chambers of the Hallowed Knights are joined by the Celestant-Prime to cleanse the Wailing Canyons of Moonclan Grots.





### RELICS OF PURITY

The Hallowed Knights carry their piety into battle in various ways. For some warriors it is enough to hold true to Sigmar in their hearts, steeling themselves with the chanting of prayers. Others find the nearness of sacred relics and icons to have a powerful edifying effect, reminding them of exemplary crusaders now lost or evoking the memory of holy texts from which they draw strength.

It is not uncommon to see whole brotherhoods of Hallowed Knights wearing such devotional trappings to war. These can range from gilded triptychs mounted behind helmets to long strips of purple-dyed parchment wrapped around armoured limbs, inked with sacred hymns. The tribulations of Sigmar during the Age of Myth are a favourite theme, and the Knights will often labour on their chosen accoutrements personally, the manual task of crafting reliquaries or copying out ancient texts being in itself an important meditative act.

Some Hallowed Knights adorn themselves with relics so obscure that they seem to bear no link to the heritage of their Stormhost or the holy cause of Sigmar. In fact these items are deeply personal to each warrior, pertaining to their former lives as mortals. One might wear a vial of ashen soil around her neck, gathered from the ruins of a settlement she fell defending. Another might treasure the fragments of a broken throne from which he reigned in life, acting as a humbling reminder that fortune ebbs and flows, but Sigmar's rule is timeless and just.



### TORNUS THE REDEEMED

Few Hallowed Knights have passed through greater tribulation than Tornus the Redeemed, whose road to salvation is legendary. In mortal life Tornus was a warrior guardian of the Everdawn tribe who stubbornly defended the Lifewells against the forces of Nurgle, until being captured and befouled in body and soul as a punishment for his defiance. The plagued being that emerged from these torments was given a formidable executioner's axe and renamed Torglug the Despised. Rising quickly in Nurgle's favour, Torglug came to command vast armies in the Plague God's name. He led the invasion that drove Alarielle from her final haven,

and almost captured the goddess before being bested by the Celestant-Prime. Recognising a buried seed of valour within him, the Celestant-Prime struck down Torglug with Ghal Maraz, killing him, but redeeming his blighted soul. That essence blazed to Sigmaron, where Tornus was reformed as a Knight-Venator of the Hallowed Knights. Fuelled by shame and anger, Tornus returned to Ghyran and fought heroically alongside Gardus of the Steel Soul and his Warrior Chamber. Borne aloft on crackling pinions of light and armed with an ornate realmhunter's bow, Tornus is no longer Nurgle's slave, but a warrior of righteous vengeance, remade to defend the helpless once more.





## THE STEEL SOULS

Amongst the most celebrated chambers of the Hallowed Knights is the Warrior Chamber known as the Steel Souls, led by their namesake, Lord-Celestant Gardus of the Steel Soul. As the veterans of countless crusades, the Steel Souls are shining exemplars of their Stormhost's central tenets of humility, courage and sacrifice. Following the lead of Gardus, they plunge into nightmarish battles without hesitation, braving the direst hellscape to deliver Sigmar's justice.

Like all Warrior Chambers, the Steel Souls are a versatile fighting force. Nine Redeemer conclaves of Liberators form their tactical core, supported by agile Prosecutors, sharp-eyed Judicators and the might of six Paladin conclaves. While this structure is wholly orthodox, it is paired with a zealotry hardly matched throughout Sigmar's armies. Each Steel Souls conclave fights with the conviction of martyrs, seeming to embrace their own demise if it serves the God-King's wider goals.

Such devotion inevitably ravages the ranks of the Steel Souls, but they consider each reforging a step closer to Sigmar's own divine purity. The

### TEGRUS OF THE SAINTED EYE

Wherever the Steel Souls strike, the hawk-like Prosecutor-Prime Tegrus wings through the sky, ready to cast down the worshippers of Chaos in Sigmar's name. In mortal life Tegrus was a gifted ranger, hunting down the Chaos warbands that infested his homeland. As a Prosecutor-Prime, Tegrus is a huntsman still, and it is to him that Lord Gardus turns first whenever the foe eludes him.



physical traits of some Steel Souls warriors are telling – so many deaths have they endured that their eyes blaze with celestial light, and their words resound as though voiced by heavenly choirs. The Azyrite energies that imbue the Steel Souls also counteract the evil influence of blights and maladies. While battling the hosts of the Plague God Nurgle in Ghyran, the Steel Souls contracted all manner of diseases, yet time and again their flesh was burned clean by inner fires that scarred their bodies but left their souls pure. It is a testament to their faith that the Steel Souls were able to endure these agonies and fight on, trusting in the inviolate light of Azyr. The battle honours of the Steel Souls are lauded in the Shining Citadel and beyond. Their deeds in support of Alarielle during the War of Life are legendary, and they have won further renown in the opening campaigns of the Soul Wars. It is not the way of the Hallowed Knights to celebrate such achievements purely for their strategic import, however. Each engagement with the enemy is a didactic moment, replete with spiritual lessons and deeper truths to be studied and unlocked. That the Steel Souls have opened up so many avenues of worship in this way is their most lasting accolade.



The Steel Souls battle the Nighthaunt in the depths of Shyish. Their strength of will and purity of purpose ensure their souls remain untarnished in this haunted land.



# STEEL SOULS CHAMBER ORGANISATION

## CHAMBER COMMAND

LORD-CELESTANT GARDUS STEEL SOUL

LORD-CASTELLANT LORRUS GRYMN

KNIGHT-AZYROS CADOC KEL

KNIGHT-HERALDOR KURUNTA,  
LION OF THE HYAKETES

LORD-RELICTOR MORBUS STORMWARDEN

LORD-VERITANT CARUS IRON-OATH

KNIGHT-VENATOR ENYO THE SUNWINGED

KNIGHT-VEXILLOR ANGSTUN DRAHN



## ANGELOS CONCLAVE



PROSECUTOR-PRIME TEGRUS OF THE SAINTED EYE AND RETINUE

PROSECUTOR-PRIME GADEON THE SOARER AND RETINUE

PROSECUTOR-PRIME RAPLIA EVERSWEFT AND RETINUE



## PALADIN CONCLAVE



RETRIBUTOR-PRIME FEROS OF THE HEAVY  
HAND AND RETINUE

PROTECTOR-PRIME KAHYA LOREGUARD AND  
RETINUE

RETRIBUTOR-PRIME MARKIUS THE  
PRAYERFUL AND RETINUE

DECIMATOR-PRIME DIOCLETIAN THE RAPT  
AND RETINUE

PROTECTOR-PRIME SIGERIC CRYPTCHANTER  
AND RETINUE

DECIMATOR-PRIME MACHUS SUREFAITH  
AND RETINUE



## REDEEMER CONCLAVE



LIBERATOR-PRIME AETIUS SHIELDBORN  
AND RETINUE

LIBERATOR-PRIME TIBIUS THE HALOED  
AND RETINUE

LIBERATOR-PRIME BEDA HOPESONG  
AND RETINUE

LIBERATOR-PRIME DUNSTAN THE PIOUS  
AND RETINUE

LIBERATOR-PRIME MAUDIS BRIGHTVEIL  
AND RETINUE

LIBERATOR-PRIME JUSTINIAN TIDEHALTER  
AND RETINUE

LIBERATOR-PRIME OSRIC ALTAR-SON  
AND RETINUE

LIBERATOR-PRIME GODWIN ARGENTUS  
AND RETINUE

LIBERATOR-PRIME JESRYNA THE STEADFAST  
AND RETINUE



## JUSTICAR CONCLAVE



JUDICATOR-PRIME SOLUS THE WATCHMAN AND RETINUE

JUDICATOR-PRIME FERRON STORMSHOCK AND RETINUE

JUDICATOR-PRIME BELIOS THE THRICE-PROVEN AND RETINUE





## GARDUS OF THE STEEL SOUL

Lord-Celestant Gardus is a living beacon of hope. In all of Sigmar's hosts there is no subject more devout, and his qualities of honour, duty and sacrifice inflame the hearts of kings and lepers alike. Gardus is lord of the Steel Souls Warrior Chamber, and his holy example fills those he leads with immeasurable strength.

In mortal life Gardus was known as Garradan of Demesnus, a healer whose quiet courage brought succour to the sick and cursed. Garradan's constitution was legendary; not once did he contract an ailment from the moss-lepers and mildewed starvelings he tended. But when his grand hospice was attacked by the crazed Skinstealer tribe, Garradan's true calling became clear. Wielding a massive iron candlestick in each hand, he fought to the death in defence of the helpless, dying with a prayer for strength upon his lips.

**'Each of us has known death, each has fallen far from Sigmar's light. But still he calls us back, and smiths us anew upon the holy Anvil. Knights, we are his hammer!'**

**- Lord-Celestant Gardus**

Sigmar listened well, and called Garradan's bright soul to Sigmaron. There he was reborn as Gardus and elevated to the rank of Lord-Celestant, for so evident were his talents in the Gladitorium. When the Storm of Sigmar broke, Gardus and his Steel Souls were hurled to the swamps of Ghyran, a dire duty ahead of them.

Since that first deployment, Gardus has endured much in Sigmar's service, falling in battle many times only to be remade as an ever greater vessel of purity. Yet even Gardus has not emerged unscathed from the daemonic horrors he has overcome. He once became trapped in the Garden of Nurgle after tumbling through the Gates of Dawn Realmgate, and since that time nightmares and visions of disease have haunted his mind.

Gardus leads the Steel Souls on foot, surrounded by a blazing corona of light which appears brighter after each victorious battle. Not for him a winged steed to bear him away from danger – he enters the fray shoulder to shoulder with his warriors, sharing the fate of those he commands. Such is the burden of the blessed.

### MERCY IMPERISHABLE

While some Lord-Celestants are driven by a desire for vengeance or justice, Gardus has never lost the compassion that fuelled his mortal deeds. It has been said that this sense of mercy is both his greatest weakness and his greatest strength – for him, war is but the difficult first step on the path to salvation, and spilt blood the most temporary of inks. Some whisper that his true wish is only to rebuild that which he once lost, setting aside blade and hammer to tend to the sick once more.





## HEROES OF THE STEEL SOULS

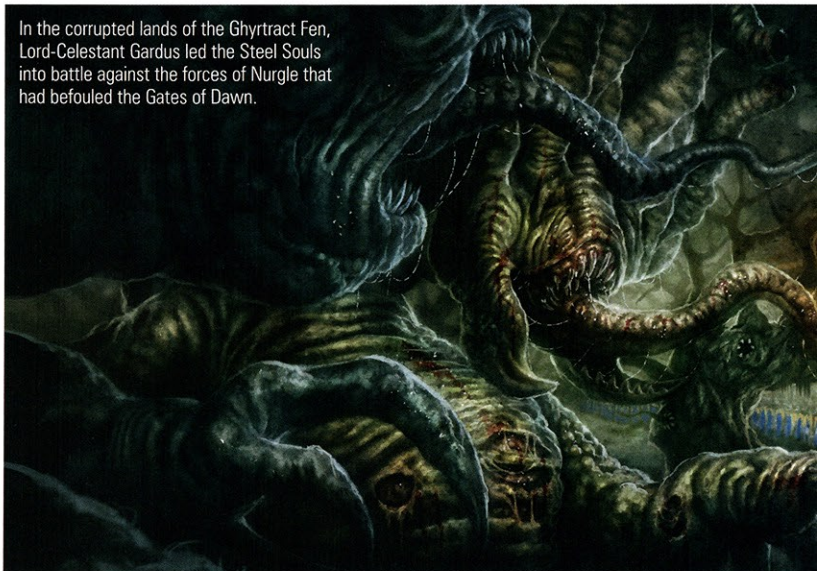
The lords and knights of the Steel Souls are the lead voices in their chamber's mighty chorus, guiding their brethren through the darkest tribulations by their heroic example.

Some of the most pious mortals spirited to Sigmaron during the Age of Chaos found themselves reforged as leaders beneath Gardus of the Steel Soul, each installed in a role that best mirrored their skills in mortal life. Led by this cadre of saintly heroes, the Steel Souls do not shirk from any challenge.

**'By prayer and blade!'**

**- Prime Canticle of the Steel Souls**

In the corrupted lands of the Ghyrtract Fen, Lord-Celestant Gardus led the Steel Souls into battle against the forces of Nurgle that had befouled the Gates of Dawn.



### LORD-RELICTOR MORBUS STORMWARDEN

In mortal life, Morbus held the priestly rank of Ar-Morr in Baran-Ulut, a mountain kingdom in Shyish. In that role he watched over the rocky shrines of his people, and was their chief defender when skaven of the Clans Moulder mounted a shock attack to seize the shrines' realmstone-inlaid altars.

Ratmen corpses surrounded the Ar-Morr as he swung lethal arcs with his staff of office, until finally he was torn asunder by a monstrous Hell Pit Abomination. Great Sigmar looked on, and claimed the priest's zealous soul for Azyr. Lord-Relictor Morbus acts as a spiritual shepherd of the Hallowed Knights, culturing their worship of the God-King and purifying their holy places just as he once did in the shrines of Baran-Ulut.

### DEEDS OF GLORY

During the War of Life, Morbus and many fellow Steel Souls found themselves trapped in the Garden of Nurgle. Never yielding to despair, he shielded the souls of the fallen that the Garden had ensnared, holding back the Plague God's corruptions. Prone to cryptic reflections, Morbus claimed to see gloomy portents in each daemonic assault he defeated – be they signs of redemption or spiritual lessons to be brooded on.

### KNIGHT-AZYROS CADOC KEL

When the soul that became Knight-Azyros Cadoc Kel ascended to Azyr, the Dark Gods must have wept – here was a being so bent on destruction that he could have become a great warlord of Chaos. Sigmar saw a pure and faithful heart in Cadoc however, and set him on a more righteous path as a protector of the weak. Lord Gardus soon learnt the best uses for his fiery Knight-Azyros. In battle, Cadoc fights like a maddened ghyr-lion, interested not in the redemption of his foes or the salvation of their souls, only their torment and doom. Wherever the light of Cadoc's lantern shines, his enemies know that the wrath of the heavens has come.

### DEEDS OF GLORY

As a mortal, Cadoc was murdered by his cousin, the Khornate champion Ahazian Kel. As a Hallowed Knight, he harbours a bitter loathing for the servants of the Blood God and turns his savage blade upon the followers of Khorne whenever possible. His most celebrated deed to date was upon Bloodlust Bridge in Aqshy, where so many Bloodbound warriors fell to his starblade that the river below became dammed with their gory remains.

### KNIGHT-HERALDOR KURUNTA

The self-styled Lion of the Hyaketes, Kurunta accepts the divinity of Sigmar with all the surety he once reserved for the Great Bull-Roarer – the god of the Felstone Plains peoples to whom he belonged as a mortal. Worship was never a contemplative act for him, it was simply what men did. Now, furnished with ample evidence of the God-King's power, Kurunta has accepted his new liege without question, though he has little interest in the lettered theologising pursued by some in his Stormhost. Built like the great bull he once called god, Kurunta is a stirring presence on the battlefield, and will tolerate no frailty in the battle-line.

### DEEDS OF GLORY

Thick-set and indomitable, Kurunta has been known to slay Sigmar's foes even while disarmed. With only his war-horn to hand, he vanquished the Slaaneshi daemon known as the Singer-in-Darkness, first shattering her intoxicating song with the clarion-call of his war-horn before smiting her with his bare hands. In doing so, Kurunta saved his fellow Stormcasts – possibly even their souls – from her fatal allure.





## LORD-CASTELLANT LORRUS GRYMN

If Gardus is the Steel Souls' sword, Lorrus Grymn is their unbreakable shield. Like all Lord-Castellants, he is a master of defensive warfare, and he works to bolster his chamber's resolve against every kind of threat, educating his brethren in the theories of war. It is a role he views with no less fervour than that of a priest, for a great debt of penance hangs over him. In mortal life he was known as Lurgun Blackpelt, the chieftain of a nomadic tribe who were set upon and massacred by Slaaneshi daemons while they migrated to fresh pastures. Though Lurgun fought fearlessly and slew dozens of daemons before he fell, the tragedy left a deep wound in his soul. As such, his every act as Lord-Castellant has been a prayer for atonement, adamant that he will never again be caught off-guard.

## DEEDS OF GLORY

Following the loss of Lord Gardus at the battle for the Gates of Dawn, it was Lorrus who assumed overall command of the Steel Souls and upheld their mission in the Jade Kingdoms. The children of Alarielle still recall with thanks his part in defending them from the diseased servants of Nurgle. The Lord-Castellant's name is revered by the citizens of the Living City also, for it was he who held the Twelve-Thorn Gate against a besieging force of Rotbringers.



## KNIGHT-VENATOR ENYO THE SUNWINGED

Formerly a Nyctean Guard of Cypria, the City of Scholars in Chamon, Enyo is a pragmatic and selfless warrior. She sees no honour in battle for its own sake – victory is the sole objective, for only through the ending of war can a tranquil, soulful existence be granted and true purity of spirit achieved.

If such a time came, she has mused, she would explore the vast, celestial sea with her Star-eagle Periphias, and come to a purer understanding of her faith. It is a dream that fires Enyo's heart, and there is no battlefield that can crush her indomitable spirit.

## DEEDS OF GLORY

Like all Knights-Venator, Enyo is a superlative hunter and a deadly archer, and Lord Gardus has tasked her with the slaying of many formidable quarry since the beginning of the Realmgate Wars.

Amongst her most celebrated kills was the Akkrokama, a monstrous harkraken that threatened the floating city of Skydock in Azyr – a deed for which many thankful candles were lit in her honour.

## KNIGHT-VEXILLOR ANGSTUN DRAHN

As Knight-Vexillor of the Steel Souls, Angstun shines like a lodestar, the sight of his incorruptible standard guiding the way for his brothers and sisters. Angstun embraces the role as an extension of his mortal days as a philosopher. Through learning and reason, he illuminated new paths for his people, and famously helped to forge an alliance between the Living City and the enigmatic duardin known as the Root Kings. As a conspicuous battlefield target, Angstun has been slain and reforged countless times, and a dazzling halo now hovers above his silver helm as a result, rendering his virtue plain for all to see.

## DEEDS OF GLORY

When the Steel Souls were surrounded by spider-worshipping grots during their struggle upon the Great Green Torc, Angstun raised his voice above the maelstrom and prayed to the heavens for aid. From the stormy skies materialised a celestial comet that fell to earth and crushed an immense Arachnarok Spider. With the grots dismayed at the loss of the great beast, the Steel Souls' made a fighting retreat.



## A CHRONICLE OF DEVOTION

The Hallowed Knights consider every combat posting to be a convocation of worship. Like the prayers they chant in their chapels, their deeds on crusade are exaltations of a different kind, voiced by blade and hammer. To fulfil the strategic wishes of Azyr is to answer a divine calling, while to fall in the attempt is an act of purest martyrdom.

No chamber exemplifies this fact more than the Steel Souls. Zealous beyond measure, the warriors of Lord Gardus have waded through the foulest horrors in Sigmar's service, and regard the ordeal of reforging as no less than the pinnacle of the ritual of war. Amongst the many battle honours of the Steel Souls, the chamber's noble deeds in Ghyran during the War of Life still shine bright in memory and song. It was a campaign that confirmed the Sylvaneth as strong allies of the Hallowed Knights, and the putrid followers of Nurgle as their most hated foes.

## THE AGE OF SIGMAR

### THE GATES OF DAWN

Seeing the Jade Kingdoms overrun by the minions of Nurgle and the power of Alarielle the Everqueen withered and dormant, Sigmar casts his Stormcast Eternals into Ghyran, choosing the incorruptible Hallowed Knights as the tip of the lightning bolt. The Knights are tasked with the seizing of critical Realmgates, with the Steel Souls despatched to close the most perilous of them all – the waterfall portal known as the Gates of Dawn. Fighting through a noxious fog, Lord Gardus and his warriors engage the daemon legions and strive to fell their foul leader, the immense Great Unclean One Bolathrax. Yet the Realmgate stands, and in an act of fearless sacrifice Lord Gardus plunges through it himself, luring Bolathrax after him. The daemon's corpulent bulk brings the Gates of Dawn crashing down, winning the Hallowed Knights their victory, but Steel Soul is left stranded beyond the portal, finding himself in the hellish Garden of Nurgle itself. In those lands the God-King holds no sway, and it is thought that the Lord-Celestant's fate must surely be dire.

### THE DIRGEHORN SILENCED

Nurgle's taint still remains in Ghyran, and a chilling drone rings across the land, putting the Sylvaneth to flight. It falls to the Stormhosts to destroy its source – the dread artefact known as the Dirgehorn, mounted upon the Profane Tor by the Beastlord Gluhak. The depleted ranks of the Steel Souls lead the way, shining as beacons for the disheartened to follow. But they enter the jaws of a trap – the Dirgehorn has cursed the landscape, animating foliage and swamps to infect and consume the questing Stormcasts. The befouled land claims many, yet not one of the fallen hails from the Hallowed Knights, the rot and rust finding no purchase on their gleaming armour and weapons. A deadly focus drives them on, and they reach the Profane Tor only to be assailed by beastmen lurking in the twisted trees. Terrible battle is joined, and for every Hallowed Knight sent blazing back to the heavens, a dozen savage mutants are slain. Lorrus Grymn and his Paladins cut a savage path through Gluhak's hordes, and Grymn is first to stagger onto the Tor's summit and set eyes upon the Dirgehorn. Sigmar's Tempest breaks above as lumbering Rotbringers led by Gutrot Spume join the fray. Lorrus Grymn battles through nonetheless, and personally defeats Spume while his Paladins silence the Dirgehorn.

### THE FIRST TRUE ALLIANCE

An army of Nurgle Rotbringers ambush Alarielle's handmaiden, the Lady of Vines and overpowers her bodyguard. All seems lost until a grime-streaked figure bursts into the fray. Gardus the Steel Soul returns to the Mortal Realms weary but untainted, and single-handedly saves the Dryad from her attackers. For the first time, a true alliance between Stormcast Eternals and the





Sylvaneth seems possible. Yet the Steel Souls are only briefly reunited with their commander, for he is slain soon after at the battle to defend Athelwyrd, Alarielle's innermost sanctuary. The legendary zeal of the Steel Souls is reaffirmed during this battle, and the Sylvaneth stir at last to mete out a grim retribution.

## THE GREAT GREEN TORC

Following his reforging, Lord Gardus and the Hallowed Knights join the Anvils of the Heldenhammer on a mission to the strange skyborne landmass known as the Great Green Torc. Made from the soulstuff of a dozen seasons, the Torc is central to Archaon Everchosen's grand scheme to shackle the godbeast Behemat to his service. In a world-splitting clamour the Stormcast Eternals strike from Azyr, the very footfalls of the Hallowed Knights cleansing the land of the filthy miasma spread by Nurgle. An ambush of beastmen is swiftly put to flight, but in their retreat the beasts lead Sigmar's champions into the territory of the spider-worshipping tribes of Arachnia. Hundreds of greenskin spider riders fall upon the Stormcast Eternals, forcing them into a fighting retreat. But the route is blocked by yet more beastmen, and Lord Gardus quickly commits his Steel Souls to a sacrificial stand, buying time for the Anvils to escape. Only once the black-clad Stormcasts are safe does Gardus order the disengagement of his few remaining warriors. Smashing a path through the press with his hammer, he leads the Steel Souls to the very edge of the Great Green Torc, where they unflinchingly hurl themselves from the precipice, vanishing one by one into the stormclouds that fringe the Torc. The grot chieftain howls in triumph, foreseeing all too little of the fateful outcome of the Steel Souls' sacrifice.

## THE HAUNTED FISSURE

The ripples of the Shyish necroquake shake the fabric of the Mortal Realms, awakening terrors long dormant and birthing sorcerous threats of new kinds. Rumours reach Azyr of a great fissure ripped into the arid Ghurlands, from which hordes of humanoid spectres drift in nightly hauntings to prey upon the peoples of the plains. Calling upon the Steel Souls, Sigmar instructs the renowned Warrior Chamber to quell this evil and liberate the innocent. The silvered brethren armour themselves with prayer and embark fearlessly, only to find that the region has been claimed by the Mortarch Arkhan the Black, whose deathless legions have pressed the mortal tribesfolk into slavery. The Steel Souls strike at the fissure, fighting ferocious battles with the forces of Death guarding its edge. Leading a detachment of Liberators and Paladins, Lord-Relictor Morbus Stormwarden breaches the defenders' line and descends deep into the ravaged earth. In those gloomy depths Morbus finds the remainder of the enslaved populace, exhausted by the forced excavation of a vast tomb-like edifice. Fired by faith, he leads a furious assault against Arkhan's ghostly overseers. Morbus and his Stormcasts fall to a warrior, but their sacrifice buys the tribesfolk time to flee. Meanwhile, the Steel Souls struggling against the Mortarch's forces on the surface are set upon by brutish Ironjawz orruks, drawn to the clamour of battle and hungry for whatever subterranean bounty seems so hotly contested. As the last of the liberated prisoners limp away from danger, the remaining Steel Souls are slain in blazes of blue light. The Hallowed Knights' sacrifice is feted in Azyr, but their grim findings in the fissure cast a shadow on Sigmar's mind. A new crusade approaches – but who will answer its call? Only the Faithful!





## WARSCROLL BATTALIONS

These pages provide additional warscroll battalions, enabling you to field the fervent brethren of the Steel Souls chamber on the battlefield.

### WARSCROLL BATTALION

## STEEL SOULS WARRIOR CHAMBER



The Steel Souls Warrior Chamber are selfless heroes of many crusades, their deeds mirroring the zeal and purity of their Lord-Celestant, Gardus. No matter how sullied and tarnished they become, the Steel Souls always emerge uncorrupted from the horrors of battle. Undaunted by evil magic or disease, they enter battle as shining saints, each conclave knowing their role in the grand hymn of war.

### ORGANISATION

A Steel Souls Warrior Chamber consists of the following warscroll battalions:

- 1 Steel Souls Lords of the Storm
- 3 Steel Souls Thunderhead Brotherhoods
- 3 Steel Souls Hammerstrike Forces

### ABILITIES

**Purifying Purge:** *The bodies of the Steel Souls are so imbued with the energies of Azyr that their flesh constantly burns itself clean of afflictions in a cycle of rot and renewal.*

At the start of your hero phase, you can heal 1 wound allocated to each unit from this battalion.





## WARSCROLL BATTALION

## STEEL SOULS LORDS OF THE STORM

## ORGANISATION

A Steel Souls Lords of the Storm battalion consists of the following units:

- 1 **HALLOWED KNIGHTS** Lord-Celestant (Gardus Steel Soul)
- 1 **HALLOWED KNIGHTS** Lord-Relictor (Morbus Stormwarden)
- 1 **HALLOWED KNIGHTS** Lord-Castellant (Lorrus Grymn)
- 0-1 unit of Gryph-hounds
- 1 **HALLOWED KNIGHTS** Knight-Azyros (Cadoc Kel)
- 1 **HALLOWED KNIGHTS** Knight-Heraldor (Kurunta)
- 1 **HALLOWED KNIGHTS** Knight-Venator (Enyo the Sunwinged)
- 1 **HALLOWED KNIGHTS** Knight-Vexillor (Angstun Drahnn)

## ABILITIES

**Saintly Assault:** *Calling upon the celestial grace of Sigmar, the lords of the Steel Souls engage the foe with zealous wrath.*

Once per battle, at the start of your charge phase, you can declare a Saintly Assault. If you do so, you can re-roll charge rolls for units from this battalion until the end of that phase. In addition, if you declare a Saintly Assault, add 1 to the Attacks characteristic of melee weapons used by units from this battalion until the end of that turn.

## RESTRICTIONS

The Lord-Celestant model in this battalion cannot have a mount.

## WARSCROLL BATTALION

## STEEL SOULS THUNDERHEAD BROTHERHOOD

## ORGANISATION

A Steel Souls Thunderhead Brotherhood consists of the following units:

- 3 units of **HALLOWED KNIGHTS** Liberators
- 2 units of **HALLOWED KNIGHTS** Judicators

## ABILITIES

**Strength Through Sacrifice:** *The ranks of the Steel Souls are filled with willing martyrs whose sacrifices stoke the resolve of those still standing.*

At the end of the combat phase, if any models from a unit in this battalion were slain in that combat phase, add 1 to the Bravery characteristic of that unit until the end of that turn.

## WARSCROLL BATTALION

## STEEL SOULS HAMMERSTRIKE FORCE

## ORGANISATION

A Steel Souls Hammerstrike Force consists of the following units:

- 2 units of **HALLOWED KNIGHTS** Paladins
- 1 unit of **HALLOWED KNIGHTS** Prosecutors

## ABILITIES

**Beacons of Faith:** *So bright do the spirits of the Steel Souls burn that they have been known to banish hostile spells even before they are uttered.*

Subtract 1 from casting rolls for enemy **WIZARDS** while they are within 8" of any units from this battalion.



# HALLOWED KNIGHTS

If you've just finished reading the Tome Celestial then you may well have been inspired to build and paint an army of Hallowed Knights of your own. But how do you get that silver armour looking so shiny? Fortunately, we've got a painting guide to show you how.



**T**he Hallowed Knights are one of the most renowned of all the Stormhosts, their gleaming silver armour a symbol of hope and salvation across the Mortal Realms. With a few simple painting techniques you can have an army of them painted in no time, ready to conquer the battlefields of the realms. This painting guide has been applied to a Sequitor-Prime, though the colours and advice can be used to paint any Stormcast Eternals model, from a basic Liberator right up to the Celestant-Prime. Below you will find stage-by-stage painting guides for the Hallowed Knights, plus a few useful painting tips.

## TOP TIP 1 – SPRAY BASECOATS

Spray basecoats are a great way to get large areas of a model painted in one go – ideal for armoured models like Stormcast Eternals. While most of a Sequitor's armour is covered up by their robes, it's still worthwhile undercoating them with Leadbelcher spray to keep the colour of their armour consistent with the rest of your army.

### SILVER ARMOUR



Basecoat: Leadbelcher  
Citadel Spray



Glaze: Guilliman Blue  
M Glaze



Layer: Ironbreaker  
M Layer



Layer: Ironbreaker  
M Layer



Wash: Nuln Oil  
M Shade



Layer: Stormhost Silver  
S Layer

### BLUE ARMOUR



Basecoat: Kantor Blue  
S Base



Layer: Fenrisian Grey  
XS Artificer Layer



Wash: Nuln Oil  
M Shade



Layer: Altdorf Guard Blue  
S Layer

### GOLD TRIM



Basecoat: Retributor Armour  
S Base



Wash: Reikland Fleshshade  
Gloss  
M Shade



Layer: Stormhost Silver  
XS Artificer Layer

## ON THE APP

### METAL ARMOUR

The Hallowed Knights may be one of the most pure Stormhosts, but even their armour can get dirty sometimes! If you fancy a more weathered look to your army, why not try out some of these colour swatches from the Citadel Paint app.



Rusted Metal



Industrial Metal



Bronze



Light Brass



## TOP TIP II – WORK FROM THE INSIDE OUT

Many painters often work from the inside of a model out, painting the lowest areas of a model – in this case the armour – first, then the next layer (the robes) and finally the details last. This should ensure that you never have to navigate your paint-laden brush past an area that you've already painted. On this model, all three armour colours – silver, gold and blue – were painted before the robes.

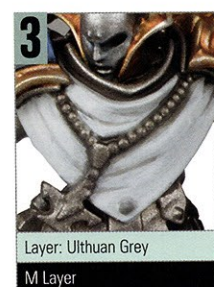
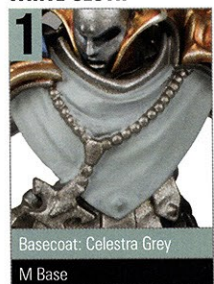
## TOP TIP III – THE LITTLE DETAILS

It's often the little details that help bring a model to life. On this Sequitor-Prime, her stormsmite maul is painted differently to her armour to show that it's made of a different silver metal alloy. The vial at her waist is painted Ulthuan Grey and glazed with Guilliman Blue to match the cool colour scheme of her armour, while the embroidery on her robes is painted the same colour as her shield.

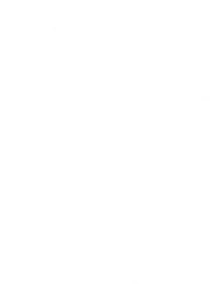
### MAGENTA CLOTH



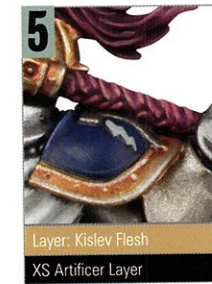
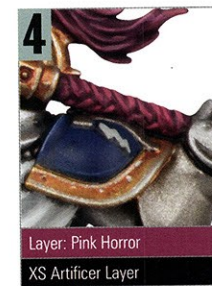
### WHITE CLOTH



### WEAPON BLADE



### WEAPON BINDING



### LEATHER GLOVES



### HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each stage.

Each stage includes the following:

#### Photograph:

These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

#### Technique & Paint:

The coloured bar names the technique shown in the picture along with the Citadel Paint used.

**Brush:** We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it really easy to identify the right one.





# WARHAMMER 40,000

In the grim darkness of the far future, there is only war! This month's Warhammer 40,000 section is dominated by painting guides for tanks and Space Marines, while Robin talks about Stratagems.

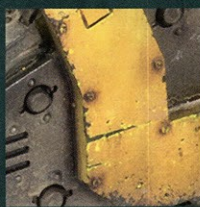






### ECHOES FROM THE WARP

On page 58, Robin Cruddace delves into the genesis and evolution of keywords and Stratagems in Warhammer 40,000, with thoughts on a few of his favourites.



### WEATHERING MASTERCLASS

Renowned hobbyists Mark Bedford and Phil Stutcinkas explain how to weather your vehicles in this in-depth stage-by-stage painting guide on page 62...



### CRUSADING COLOURS

Ever wanted to know how to paint Space Marine legionaries for the Horus Heresy? Well, Mark Bedford has loads of useful tips and advice, which you can read about (and see pictures of) on page 70.





# ECHOES FROM THE WARP



## ROBIN CRUDDACE

Robin is the lead games developer for Warhammer 40,000. He can often be found in the Design Studio playtest room, setting up battlefields, moving models around, taking pictures and then writing frantically in a notebook. He was last seen rolling handfuls of dice in the hope that his Howling Griffons would eventually hit something. They didn't...

**W**arhammer 40,000 is now in its eighth incarnation. When I look back at the seven editions that preceded it, each introduced a set of rules concepts or mechanics that laid the foundations for, or inspired, many of the rules that appear in the eighth edition we have today. For example, the seventh edition of Warhammer 40,000 introduced Maelstrom of War missions and Tactical Objectives, while the sixth edition added rules for supersonic Flyers and bespoke Psychic Disciplines and so on. These rules all had a really big impact on how Warhammer 40,000 was played, and their legacy remains apparent today. Us games developers are always hoping that the rules concepts we devise are not only well received at the time they're released, but that they are so popular that they stand the test of time and become embedded within the system as a whole for many editions to come.

And that got me thinking – what are the new rules ideas that the latest edition of Warhammer 40,000 brings to the table? Well, I think the three most important concepts are the three ways to play, keywords, and Stratagems. I've already touched upon the importance of the three ways to play in a previous article, so I'll use this column to talk about keywords and Stratagems.

## THE KEY, THE SECRET

Keywords<sup>1</sup> are simply words that can be tagged within rules to call out specific models or units. As a mechanic, it isn't an entirely new concept – it's used in Warhammer Age of Sigmar to make sure that the right abilities affect the right units, instead of having abilities that simply apply to all friendly units, regardless of whether that made sense from a background point of view or not. We wanted the same thing for Warhammer 40,000. For example, Space Wolves characters are meant to make other Space Wolves units better, they're not meant to make all kinds of Space Marines better.<sup>2</sup>

Worse were situations where a lowly Imperial Guard Officer would be trying to boss about an Inquisitor, or even Roboute Guilliman himself! Keywords allow rules writers to make sure that abilities only apply to the correct units.

However, the new innovation was the idea of 'choose your own' keywords, those that appear within angular brackets like <CHAPTER>, <CLAN> or <CRAFTWORLD>. The inspiration behind this kind of keyword came from talking to Warhammer 40,000 players at tournaments and other gaming events. Whenever I met an opponent across the gaming table, after we had introduced ourselves, the next question was almost always 'what army have you got?'. Space Marines<sup>3</sup> players rarely answer 'I collect Space Marines'. Instead, they proudly say 'I collect Imperial Fists' or 'I collect Iron Hands'. I'm just the same – I collect Howling Griffons – and that felt like a really important thing to capture in this edition of Warhammer 40,000. Whether you collect one of the more famous Chapters we illustrate in a codex or Black Library novel, or you have a successor Chapter of your own creation, your favourite Chapter is

<sup>1</sup> Keywords are always written using this KEYWORD FONT, to make it extra clear when a rule is interacting with a specific unit.

<sup>2</sup> Imagine a Space Wolves character ordering a unit of Dark Angels about. At best, they'd just be ignored. More likely a brawl would erupt...

<sup>3</sup> I'm using Space Marines as the example here, but I've found the same is typically true of every faction. Players usually tell you they collect Cadians instead of Imperial Guard, or that they collect World Eaters instead of Chaos Space Marines, etc.

## TACTICAL SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Dr
------	---	----	----	---	---	---	---	----	----

Space Marine	40"	3+	3+	4	4	1	1	7	3+
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Space Marine Sergeant	40"	3+	3+	4	4	1	1	5	3+
-----------------------	-----	----	----	---	---	---	---	---	----

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +4). Each model is armed with a bolgun, bolt pistol, frag grenades and tank grenades.

WEAPON	RANGE	TYPE	D	AP	D	AP	ABILITIES
--------	-------	------	---	----	---	----	-----------

Bolt pistol	12"	Pistol 1	4	0	1	-	
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Bolgun	24"	Rapid Fire 1	4	0	1	-	
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Frag grenade	40"	Grenade D6	3	0	1	-	
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Tank grenade	40"	Grenade 1	4	-1	1	D3	
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**WEAPON OPTIONS**

- The Space Marine Sergeant may replace his bolt pistol and bolgun with a heavy bolgun from the Sergeant's Equipment List.
- If the unit contains less than ten models, one Space Marine may replace his bolgun with an item from the Special Weapons or Heavy Weapons list.
- If the unit contains ten models, one Space Marine may replace his bolgun with an item from the Special Weapons list and one other Space Marine may replace his bolgun with an item from the Heavy Weapons list.
- And They Shall Know No Fear (pg 134)

**ABILITIES**

Combat Squads: Before any models are deployed at the start of the game, a Tactical Squad containing 10 models may be split into two units, each containing 5 models.

**FACION KEYWORD** INFANTRY, ADAPTED ASAPARTIS, <CHAPTER>

**KEYWORD** INFANTRY, TACTICAL SQUAD

## INTERCESSOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Dr
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Intercessor	40"	3+	3+	4	4	2	2	7	3+
-------------	-----	----	----	---	---	---	---	---	----

Intercessor Sergeant	40"	3+	3+	4	4	2	2	3	8
----------------------	-----	----	----	---	---	---	---	---	---

This unit contains 1 Intercessor Sergeant and 4 Intercessors. It can include up to 3 additional Intercessors (Power Rating +3). Each model is armed with a bolt rifle, bolt pistol, frag grenades and tank grenades.

WEAPON	RANGE	TYPE	D	AP	D	AP	ABILITIES
--------	-------	------	---	----	---	----	-----------

Assault bolt rifle	24"	Assault 2	4	0	1	-	
--------------------	-----	-----------	---	---	---	---	--

Bolt pistol	12"	Pistol 1	4	0	1	-	
-------------	-----	----------	---	---	---	---	--

Bolt rifle	30"	Rapid Fire 1	4	-1	1	-	
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Stalker bolt rifle	30"	Heavy 1	4	-2	1	-	
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Frag grenade	40"	Grenade D6	3	0	1	-	
--------------	-----	------------	---	---	---	---	--

Tank grenade	40"	Grenade 1	6	-1	1	D3	
--------------	-----	-----------	---	----	---	----	--

Power sword	Melee	Melee	4	0	1	-	
-------------	-------	-------	---	---	---	---	--

**WEAPON OPTIONS**

- All models in the unit may replace their bolt rifle with an assault bolt rifle or stalker bolt rifle.
- For every five models in the unit, one may take an auxiliary grenade launcher.
- The Intercessor Sergeant may take a power sword.
- And They Shall Know No Fear (pg 134)

### ABILITIES

**Assault Grenade Launcher:** If a model is armed with an assault grenade launcher, increase the range of any Grenade weapons they fire to 30".

**Combat Squads:** Before any models are deployed at the start of the game, an Intercessor Squad containing 10 models may be split into two units, each containing 5 models.

**FACION KEYWORD** INFANTRY, ADAPTED ASAPARTIS, <CHAPTER>

**KEYWORD** INFANTRY, PRIMAIRIS, INTERCESSOR SQUAD

148

## DATASHEETS

There are two types of keywords on each datasheet. Faction keywords help you identify what race, army and (where applicable) which Chapter, Clan, Hive Fleet and so on your troops are from. The second gives details on that specific unit, such as whether they are infantry or if they can fly.



Echoes from the Warp is a regular column about the rules, tactics and ongoing development of Warhammer 40,000, hosted by games developer Robin Cruddace. This month, Robin joins us to talk about the design and evolution of keywords and Stratagems.



clearly the 'best' Chapter in your eyes.<sup>4</sup> By letting players choose their own keywords, they can literally have an army from whichever Chapter they want and then give that keyword to the whole army. This is a cool thing in and of itself, but it can have actual rules implications in codexes, where we can go one step further to reflect the fighting style of our favourite Chapter.

**'Keywords presented a way to expand upon our rules in every codex.'**

Even whilst working on my first Space Marine codex many moons ago in 2012, I wanted to do justice to all the different Chapters that we were presenting in the background. One way of doing this is with a Chapter Tactic – an ability that units gain based upon the Chapter they come from. This proved extremely popular, essentially transforming the codex from one ubiquitous Space Marines codex into several all wrapped up together in one book. Chapter Tactics instantly makes, for example, Ultramarines feel and play differently to Salamanders, which feel and play differently to Raven Guard, and so on. I felt,

though, that there was more we could do to help reflect the unique background of each Chapter. In the past we've only had Chapter Tactics in *Codex: Space Marines* to try and encompass all of that Chapter's unique character and differences. We've been able to do more in codex supplements, but there just wasn't the space or scope to do more within the codex itself before now. Now, thanks largely to the new system of keywords, it's really straightforward to create Warlord Traits and Relics for any Chapter within the same codex. That gave me several different opportunities to capture any particular Chapter's background instead of trying to lump it all together in one Chapter Tactic. There was also no reason we couldn't utilise keywords for every other faction in the 41st Millennium. Ork Clans, Tyranid Hive Fleets, Astra Militarum Regiments, and so on – keywords presented a way to expand upon our rules in every codex.

#### A WHOLE NEW STRATEGY

Even on their own, Chapter Tactics (and their analogues) added a lot of flavour to Warhammer 40,000, but the 'choose your own' keywords was the mechanic that enabled us to realise Stratagems, which is arguably the rules concept that has had the biggest impact on this edition of Warhammer 40,000. They weren't an entirely new

<sup>4</sup>Of course, deep down, everyone knows that the Howling Griffons are actually the best.



<sup>5</sup> I'm sure I'm not the only person who, during battle round 3 when my opponent has surrounded the last of my forces, has cycled through their deck of Stratagem cards looking for one that might be able to get me out of my current predicament.

<sup>6</sup> Quite literally in the case of Stratagems like *Orbital Barrage*.

concept, having appeared with a different set of mechanics in earlier editions as part of expansions such as *Apocalypse* and *Planetstrike*, but I wanted them to be used in every battle by every army.

The basic idea we devised was that, in addition to your models, each army would start the battle with a number of Command Points. These were envisioned to be a precious resource that you would then have to manage throughout the game, spending them at critical points to help turn the tide of battle a little in your favour. They represent things that you – the Warlord of your army – are doing to directly affect the course of the battle, helping it feel like you are actually commanding your forces and unleashing clever ploys and tactics on your foe. The decision of what Stratagem to use (and when) has become an integral part of the game. They offer a wealth of exciting things for you to do during the game, as well as giving you something to ponder while your opponent is moving their models.<sup>5</sup>

**'I suspect an entire *Tactica* could be written on just using the core rulebook Stratagems alone.'**

It was only when we started releasing codexes that the true utility and potential of Stratagems became apparent. Until then, your pool of Command Points were mostly spent on only a

handful of Stratagems within the core rulebook, typically to re-roll dice results or to automatically pass Morale tests. While I suspect an entire *Tactica* could be written on just using the core rulebook Stratagems alone, each new codex we published opened the door for a wealth of new gaming options. Hidden explosives, sneaky tricks, feats of martial heroism – codex Stratagems can capture just about anything a games developer can imagine. Stratagems helped to reflect the fighting style of each army in a clear way, representing parts of the background we would otherwise not have been able to do. Thanks to keywords, they can affect an entire faction, or just a specific part of it. They are also another way of helping to reflect the sub-factions within a codex, helping us to further distinguish between the different kinds of Space Marine Chapters, Ork Clans and so on. They can have effects that last for a specific phase, the entire game, or be over in a flash.<sup>6</sup> Stratagems aren't limited to codexes either; coming full circle, many appear in expansions, and in narrative play missions, enabling the attacker or defender to do something that would be out of place in any other game. They have proved to be an extremely versatile tool in a games developer's arsenal.

## KEEPING IT SIMPLE

I mentioned in the very first *Echoes of the Warp* that one of the design goals for this edition of *Warhammer 40,000* was to make the rules as accessible as possible, and Stratagems were designed to help in this regard. In previous

The Nihilakh Dynasty's *Reclaim a Lost Empire* Stratagem is a great example of a faction-specific Stratagem. Those Necrons are not going to give that objective up without a fight!





editions of Warhammer 40,000, certain datasheets were overburdened with special rules and numerous items of wargear that were only applicable in very specific situations. Stratagems offered a way of reducing the quantity of rules that appeared on the datasheets themselves without discarding the rule altogether. 'Flakk Missile' is a great example of this. Instead of adding a third missile type onto every missile launcher profile, which may not even get used in a game, it became a Stratagem. Going up against lots of enemy aircraft, no problem – let the flakk missiles fly. If not, spend your Command Points on a different Stratagem. The thing that I didn't expect was that flakk missiles suddenly felt more exciting as a result, just because they were a Stratagem. I think it comes back to the idea that you, in your role as Warlord, have ordered the use of that flakk missile instead of it just being your squad's normal attack, and so it is through your cunning and ingenuity that the enemy aircraft has been shot down in flames.

Working out the best combinations of Stratagems to use, and when to use them, is now part and parcel of the game. In fact, they're so important that we go to great lengths to ensure that they are as fair and balanced as possible, costing an appropriate number of Command Points and being limited to 'one use only' where necessary. We also review Stratagems as regularly as we do the points values for the models themselves, and when required, make changes based on the feedback we receive both from our playtesting teams, and from the community as a whole. One of the most reassuring things – from a games developer's perspective – is that all the feedback we've received says that Stratagems are one of the most exciting elements of this edition of Warhammer 40,000, but if it wasn't for our humble system of keywords, they might never have come into being at all. Hopefully, both rules mechanics will pass the test of time and exist for many editions to come.

## 'That inevitable 1 when your Warlord's transport blows up and your Chapter Master is immolated.'

### ONE QUESTION, SEVERAL ANSWERS

Before I wind this article up, I thought I'd answer a question I'm sometimes asked at events, which is 'what is your favourite Stratagem?'. From a games design point of view, I have several. The first is the humble Command Re-roll, which is perhaps the most commonly used Stratagem in the game. It was originally designed as a means to avoid that disappointing feeling when you rolled that unlucky 1 for a wound roll with your power fist,



Beware Imperial Knights bearing thunderstrike gauntlets, especially if they can make Heroic Interventions. Many an unwary hero has died to one of their deadly handshakes.

that roll of a 1 when inflicting damage with your lascannon, or that inevitable 1 when your Warlord's transport blows up and your Chapter Master is immolated in the resulting explosion.<sup>7</sup> Another favourite of mine appears in different guises within each codex, but they all have the same effect: letting you give additional relics to the characters in your army. Every codex we write introduces a dozen or so cool and interesting relics to the game, but without this Stratagem you'd be limited to just one of them. These 'extra relic' Stratagems open the door to personalising your miniatures a bit more and let relics be used in all sorts of interesting combinations. But, my favourite Stratagem of all has to be Death Grip. After your opponent's Warlord has wreaked utter devastation among your lines, there are few things more satisfying than getting your revenge by squeezing them to a bloody smear in the metal fist of an Imperial Knight.

<sup>7</sup> We've also all had that time when you spend a Command Point to re-roll a 1, only to get another 1, at which point you at least have the (small) solace that the dice gods have deemed it thus and that it was just fated to be.

<sup>8</sup> I think I mentioned last month why games developers tend to get beaten at their own games...

In future columns I hope to be able to delve a little into the tactics of using Stratagems in your games, working out how best to maximise your Command Points, how many to keep back for later, critical turns and so on. Judging by my last tournament performance, though (4 losses and 1 draw), I might enlist the help of my expert playtest teams to help here.<sup>8</sup> For now, I'll simply thank you for reading my inner thoughts, and wish you better fortune than I on the battlefield.

### IN THE GRIM DARKNESS

Head over to the Warhammer 40,000 Facebook page for all the latest news on Warhammer 40,000, from new releases and promotions to FAQs and rules updates.



# WEATHERING MASTERCLASS

Ever wondered how the Forge World team paint battle damage and weathering on their tanks, Titans and war machines? Well now you can find out – we asked renowned tread-heads Mark Bedford and Phil Stutcinkas to tell us all about dirt, grime and battle damage.



**MARK BEDFORD  
& PHIL  
STUTCINKAS**

Mark and Phil are the masters of weathering miniatures – they have even written a few books on the subject!

**W**ar is a messy business, not just for the troops doing the fighting, but for their war machines, too. When the bullets start flying, battle tanks, APCs, artillery pieces and fortifications are all susceptible to battle damage, and over the course of a lengthy campaign they will become progressively more banged-up, damaged and dirty until there's very little of their original livery visible. But how do you transfer real-world effects to a miniature and, more importantly, why would you want to? Forge World's Mark Bedford and Phil Stutcinkas explain.

'We see vehicles around us all the time and they are rarely clean,' says Mark. 'Adding weathering and battle damage to your models – particularly on tanks – helps add that extra level of realism to them, like they're living, breathing (well, smoke-belching) things that have actually seen battle rather than just rolled off the production line.'

'Weathering and battle damage also help to tell a story about a miniature,' adds Phil. 'It shows that this tank is a working machine. When you build and paint a character model for your army, the conversions you do and the way you paint the model help convey their story – they may have bionics from an old war injury, or litanyes of faith painted all over their armour. With tanks, it's the battle damage and weathering that tell the story. Scuffs, scrapes and bullet marks show that the vehicle has been involved in a conflict, while the accumulation of dust, dirt, oil stains and grime show it has interacted with its environment.'

Over the next few pages, you can see how Phil went about applying battle damage and weathering to an Imperial Fists Sicaran Battle Tank, with additional examples and advice from Mark on how to apply these techniques and effects to other models. Enjoy!

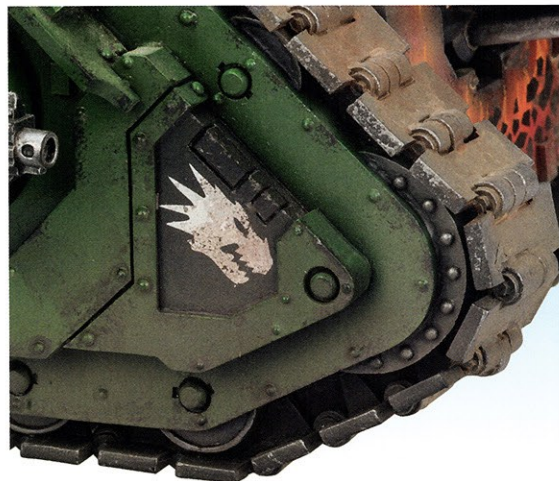




1



2



3



4



5

'One of my favourite tools in my painting arsenal is Typhus Corrosion,' says Mark. 'It's perfect for wet, oily rust and can be applied using either a brush or a sponge – both work well to create texture on a model. For the carapace of this Cerastus Knight (1), I first applied a layer of Agrellan Earth to make the paint look as though it was flaking away. I then painted Typhus Corrosion over the top to give the impression of rust infecting the metal and lifting off the paintwork from below.'

'Light dust always looks best on dark models (2), otherwise it won't really show up. On this Iron Hands Contemptor Dreadnought, I lightly sprayed its feet with Zandri Dust from a distance to create the effect of accumulated dust. I used a piece of paper to cover the rest of the model so the spray didn't go all over it.'

'Contrast isn't just about light and dark, it can also be about warm and cool colours. On this Salamanders Typhon Heavy Siege Tank (3), I used Ryza Rust to weather the tracks, the warm orange contrasting well with the cool green armour.'

'Bare metal paint chips and scratches look great against black armour (4). Follow that up with a few oily washes and some weathering powders to help simulate dirt and you've got a war machine that looks like it's been on campaign for years.'

'Phil's Imperial Fists Sicaran (5) is a great example of a heavily, but also appropriately, weathered vehicle. Note how the weathering is mostly around the front of the tank and the tracks, rather than the rear and uppermost panels where damage is less likely to occur.'



# WEATHERING BATTLE TANKS

Phil picked a Sicaran Battle Tank for this stage-by-stage guide as they have lots of angular edges and exposed tracks that will look great with weathering and battle damage applied to them.

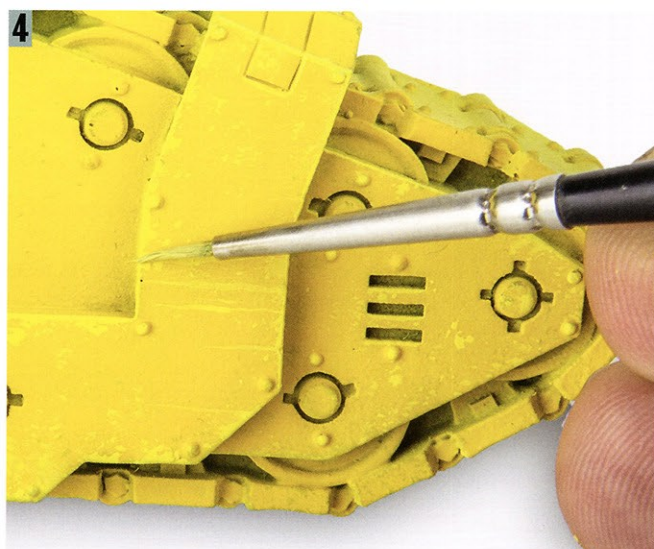
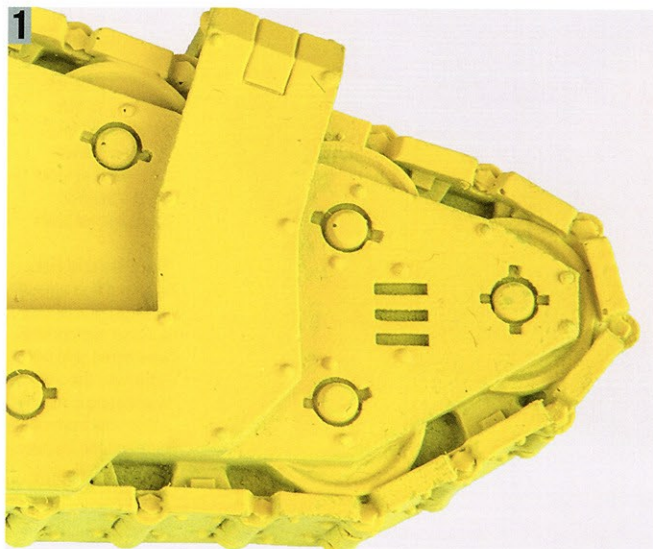
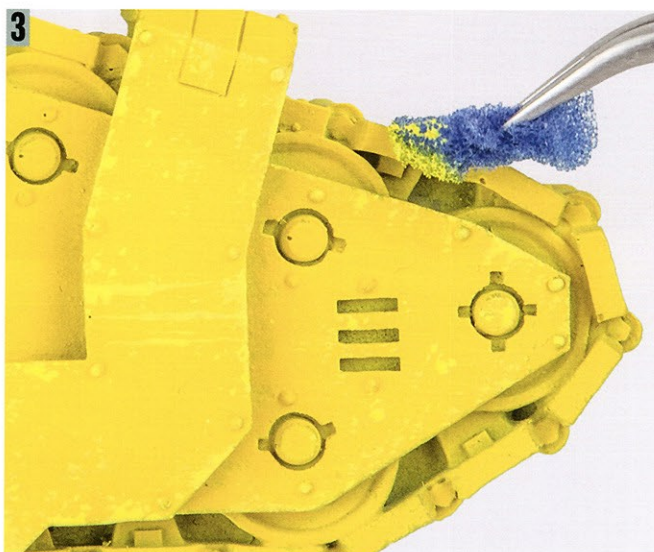
**F**or this guide, Phil decided to paint the Sicaran in the colours of the Imperial Fists. Not only are the Imperial Fists one of his favourite Legions, they also have what is often perceived to be a difficult colour scheme to paint, making it perfect for a painting guide like this. First, Phil sprayed the tank with Corax White – the ideal undercoat for a light base colour like yellow.

## STAGE 1: YELLOW ARMOUR

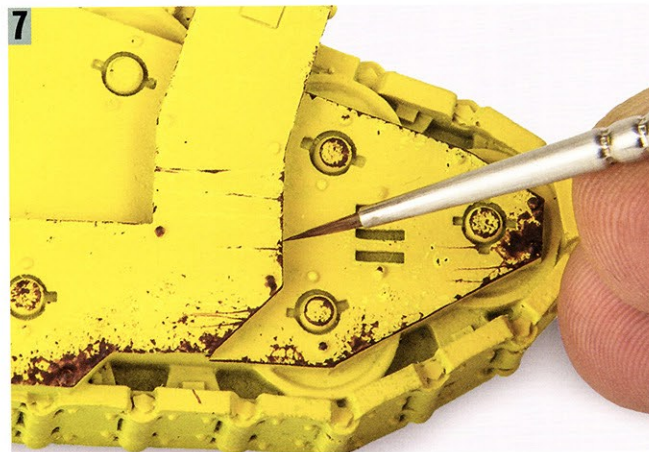
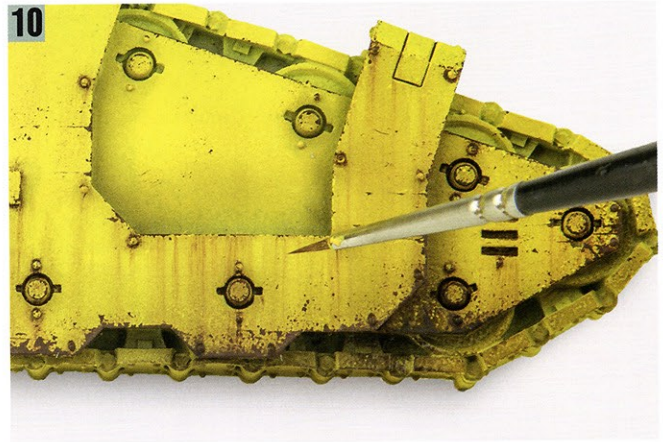
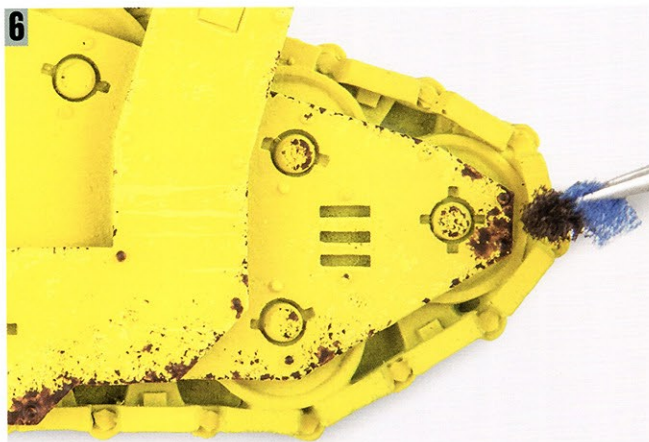
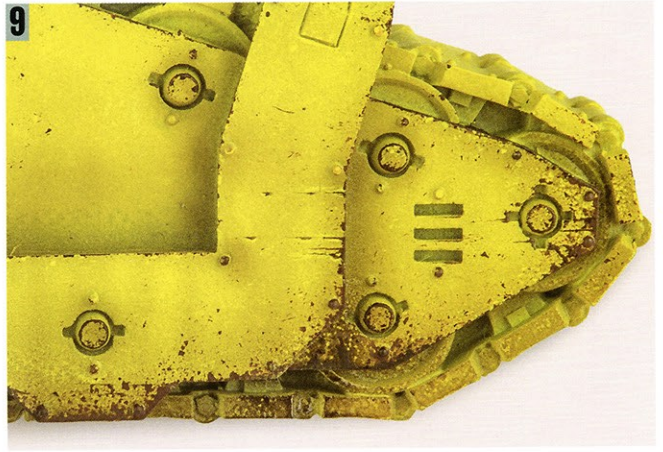
With the undercoat dry, Phil applied a basecoat of thinned-down Yriel Yellow with an airbrush (1).

Once the basecoat had dried, Phil made a 50/50 mix of Flash Gitz Yellow and Dorn Yellow and watered it down slightly (2). Then, using a pair of tweezers and a small piece of sponge, Phil gently stippled the edges of the tank's armour and created patches of wear and tear (3), concentrating on areas where battle damage would most likely occur, such as on the front edges of the armour panels and around the armoured skirt near the tracks. 'This colour acts as both a highlight for the armour panels and as a basecoat for the darker weathering,' says Phil. 'Battle damage is all about contrast – you need to create lighter patches, scuffs and scratches so that you can then apply darker battle damage later on.' Phil changed the piece of sponge he was using every ten minutes or so to prevent the paint building up on it too much.

With the areas of battle damage marked out, Phil used an M Layer brush to apply the same yellow mix to the edges to the armour panels that he hadn't caught with the sponge (4). 'The edge highlight is important because it helps define those areas that aren't going to be weathered, such as those armoured panels that aren't directly facing the enemy or won't have crew crawling all over them,' says Phil. 'Think of it like joining the dots between all the weathered sections.'







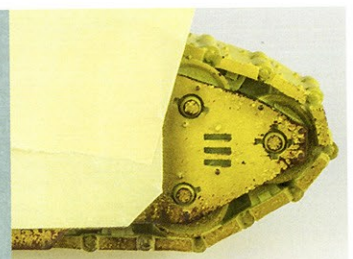
## STAGE 2: BATTLE DAMAGE

To create the appearance of deep scratches and chips, Phil made a 50/50 mix of Abaddon Black and Doombull Brown (5) and applied it with a sponge to the areas of the tank that would take the most damage – notably the leading armour panels at the front (6) where he'd applied the lighter stippling of yellow earlier. 'Don't apply the darker colour over all the areas that you stippled yellow,' says Phil. 'A few light patches of yellow armour help to provide variety between surface scuffs and deep damage.' Phil then refined a few of the thinner scratches with an S Layer brush (7), filling in tiny marks that had been created by the sponge to make them look like deep dents.

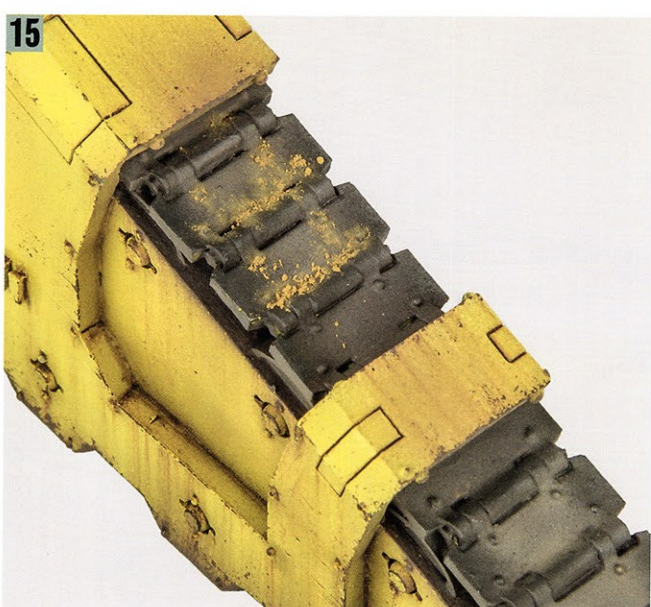
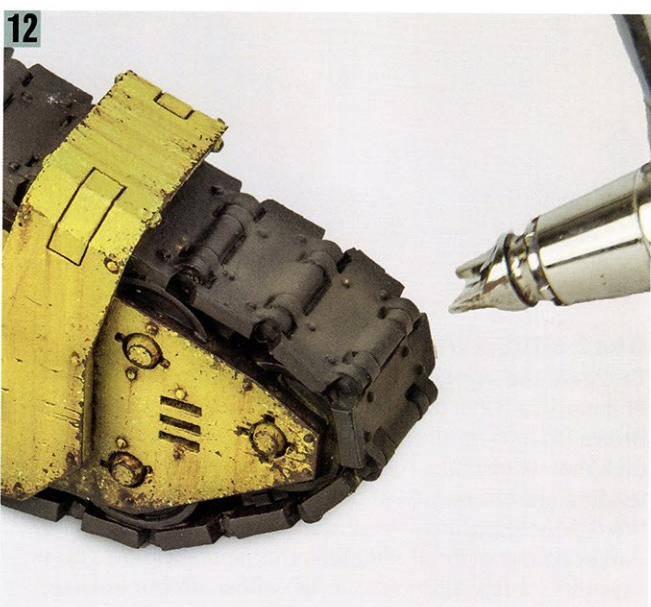
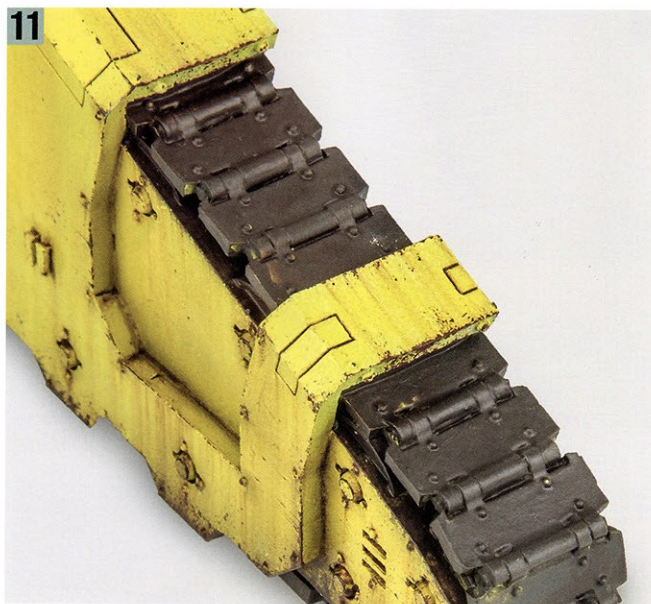
Scratches complete, Phil used an airbrush to apply a 33/33/33 mix of Seraphim Sepia, Agrax Earthshade and Nuln Oil to the recesses of the tank's armour. Rather than applying it in one thick wash, Phil applied several thin coats (8-9) to build up the colour. He then used an S Layer brush to apply the same mix to the deepest recesses of the armour and to create streaks down the paintwork (10).

## TOP TIP

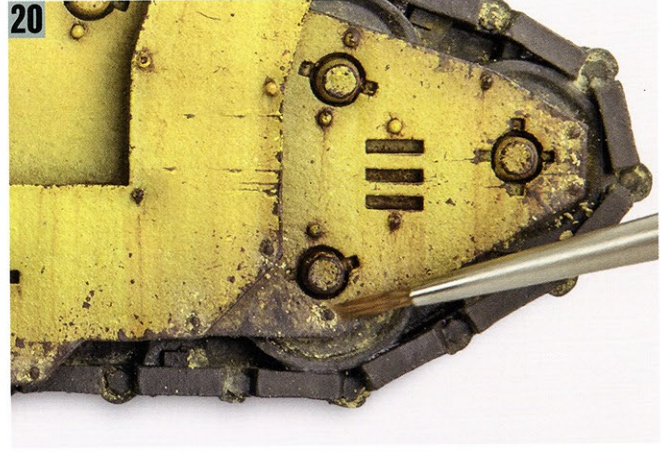
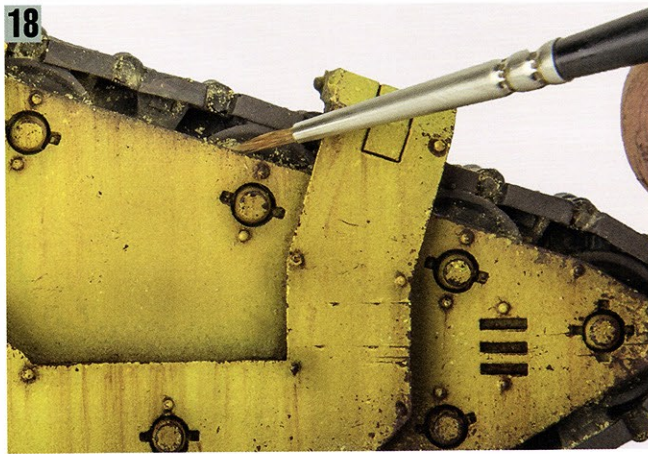
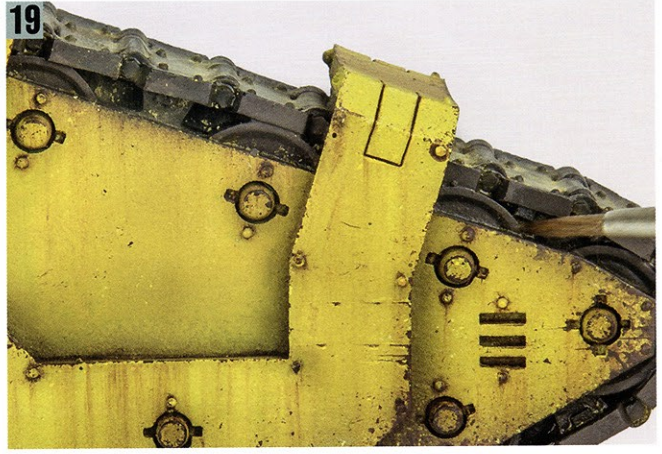
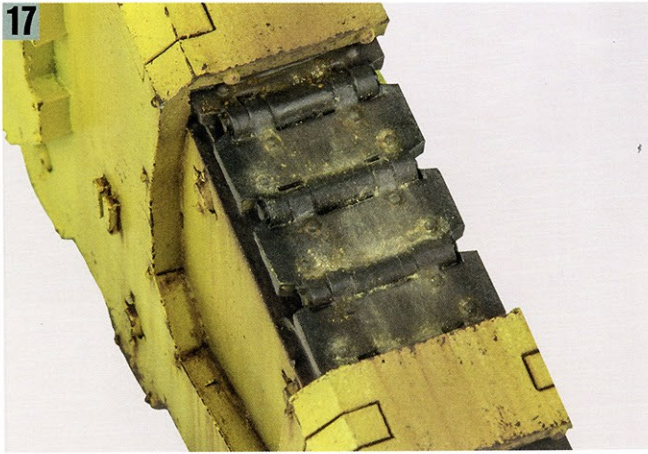
'When applying your shades with an airbrush, you don't want to get paint over all the edge highlights you've just painted,' says Phil. 'An easy way to mask off parts of a model is with post-it notes. Just stick one on, apply your washes, then peel off the post-it note and move it to the next area.'











## STAGE 3: DIRT AND DUST

After painting the yellow armour and battle damage, Phil basecoated the tracks and wheels of the tank with a 20/40/40 mix of Leadbelcher, Abaddon Black and Rhino Hide (11). 'You don't want the tracks to appear too bright to begin with,' says Phil. 'We need to create a contrast between dark metal and light weathering first before we get onto the lighter metal highlights.' Phil then used an airbrush to spray Baneblade Brown Air into the centre of each track plate to show where dust had accumulated (12). 'This helps provide a contrast between the dark, shiny metal and the light, matt dust,' explains Phil. 'It also acts as a basecoat for the weathering powders we'll be applying to the tracks later.'

With the dust basecoat applied, Phil drybrushed the raised areas of the tracks with a 50/50 mix of Ironbreaker and Abaddon Black (13), picking out the rivets, track links and the edges of the tracks, but avoiding the dusty centres of the plates. The next step was to create a mix of three Forge World Weathering Powders – Grey Ash, Dark Sand and Bone Dust. 'Weathering Powders are great because you can mix them together to create just the right colour, and they're perfect for adding extra texture to your models,' says Phil. 'You can see the colour he mixed in the lid of the pot (14). Phil used an M Layer brush to apply this mix of

dry powders to the centre of each track section, building up piles of dirt at the bottom of each track plate where it would naturally accumulate (15), with streaks leading up to the track links.

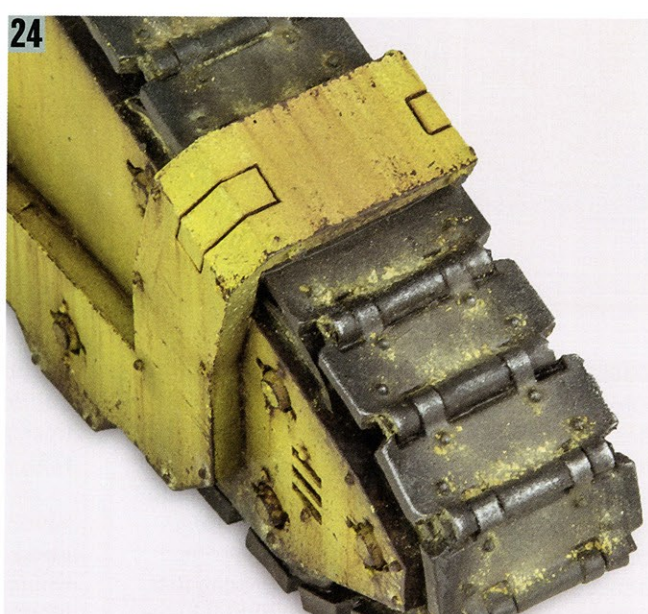
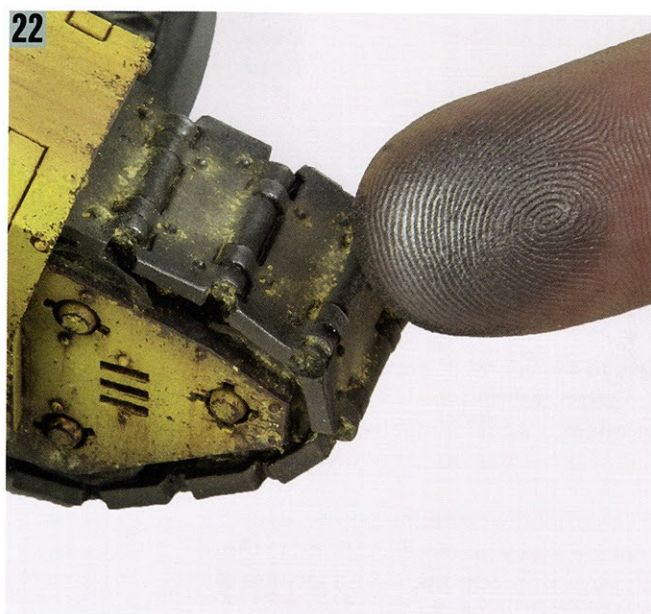
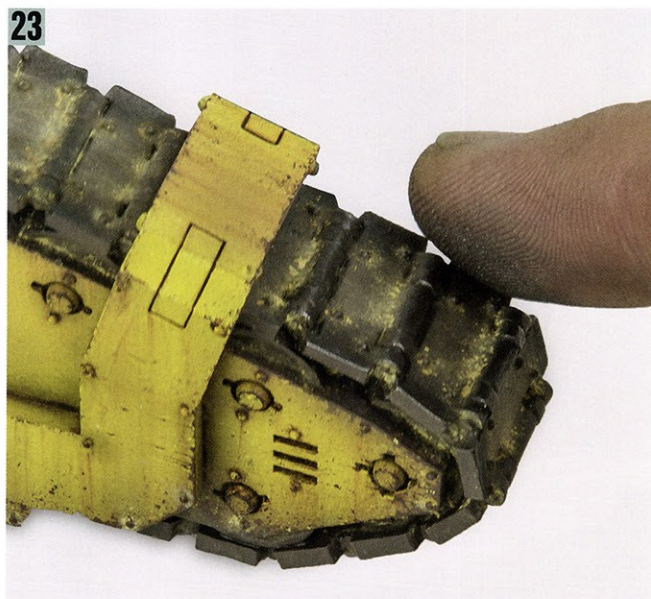
'Once you've applied weathering powders you need to seal them to your model, otherwise they will rub off,' says Phil. 'For this, I use a mixture of gloss varnish and white spirit (16). The white spirit is extremely fluid and will run into the recesses between the powder grains, binding them together far better than water ever could. The varnish helps the powder adhere to the model and binds it firmly in place. Once the white spirit and varnish dries, you'll be left with dusty patches in the centre of each track plate (17). For some people, this will be enough weathering, for others, they might want to repeat stages 15 and 16 to build up the colour and the texture even more to represent properly caked-on dust and mud. Don't be tempted to apply one thick layer – always build it up bit by bit.'

After applying the dust to the tops of the tracks, Phil repeated the same process on the wheels, first with the dust (18), then the varnish and white spirit mix (19). 'It's at this point that you can also add a little weathering powder to some of the rivets and bolts around the lower edges of the tank's chassis (20),' says Phil.

## TOP TIP

'Weathering Powders are great for applying texture to a model, but the lighter ones often lack the pigment to show up well against a dark background,' says Phil. 'That's why I applied a light basecoat of Baneblade Brown to the dark tracks on this tank – to give the powders a lighter basecoat to work over. Just be careful not to obscure the darker weathering you've already applied though, otherwise you'll lose your light/dark contrast.'





## TOP TIP

'If you're painting a vehicle this way, you should always apply any transfers before you start the weathering process,' explains Phil. 'If you leave the transfers until last, they will sit on top of the dirt and battle damage, which will just look weird – they need to be weathered at the same time so they blend in.'



## STAGE 4: FINAL HIGHLIGHTS

With the dust weathering powders now dry and sealed to the model, Phil applied the final touches to the Sicaran's tracks – more weathering powders! 'The Dark Iron Weathering Powder (21) is great for highlighting metalwork,' says Phil. 'I take a little bit out of the pot and apply it with my finger to the raised areas of the tracks (22). This may seem a bit weird, but a finger gives you just the right level of resistance that you need for this kind of job – by rubbing it along the edges of the tracks, the track links and across the rivets, you can carefully pick out the raised edges that you want to highlight (23). You also get a flatter texture from the powder when using your finger compared to using a brush.' The finished result (24) is a fully weathered track unit, with scuffed and dented yellow armour, copious amounts of dust and dirt lodged in the tracks and more than a few battlefield stories to tell.

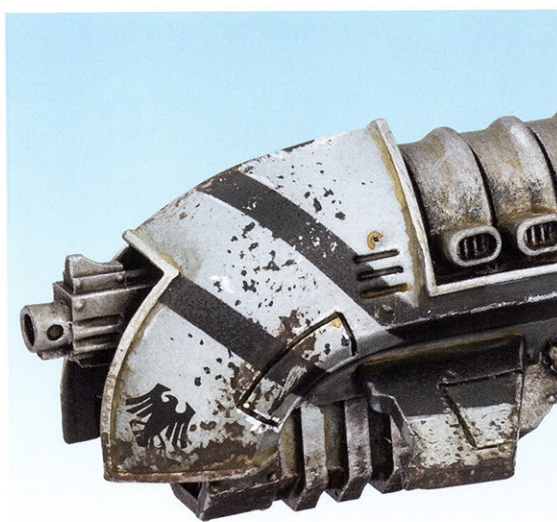
## PHIL'S PARTING THOUGHTS

'As I've mentioned a few times throughout this article, the key to weathering is contrast,' says Phil. 'There is contrast between light and dark – such as between the yellow armour and the dark paint chips – but there is also contrast between the clean areas and the dirty ones, and in the textures, too. Some of the texture is tangible, such as the dust on the tracks – you can feel it with your fingers – while other bits are simulated, such as the scratches and gouges in the armour. They look deep, but actually they're layers of paint on a flat surface! Always consider contrast when applying battle damage to your models – light weathering looks best on dark models and vice versa. Textures work best on flat areas that don't already have a texture, while dirt should be found in areas where it would naturally accumulate, rather than liberally applied everywhere. Sometimes less is more!'



## WEATHERING POWDERS

Throughout this painting article, Phil makes use of weathering powders to add battle damage, dust, and dirt to his tank. These weathering powders are available from the Forge World website ([forgeworld.co.uk](http://forgeworld.co.uk)) and come in fourteen colours, including Dark Iron, Bone Dust, Light Rust, Fresh Mud and plenty more besides. They're a great way to visually tie your miniatures to the battlefield they're fighting over, bring life to your bases, and add an extra level of realism to your painting.



'Phil's painting advice can be applied to any model in any colour armour,' says Mark. 'Here you can see what battle damage looks like applied over white armour (1) – note how there are dark chips on the white armour and light ones on the black stripe to provide contrast.'

'Weathering can just as easily be applied to metallic areas (2). For metal that's quite heavy-looking (like on a Knight), apply the base colours a little darker than usual to help make the lighter scuffs and scrapes stand out. Bright rust colours work well for contrast, too.'



'Mid-tones like green can make for interesting weathering challenges. By heavily shading the recesses of the model, you can create great depth to the armour panels. You can then water down colours like Ushabti Bone and Zandri Dust and wash them into the recesses to show where dust has accumulated (3).

'Light-coloured battle damage works best on dark armour, but you can then create contrast by applying dark washes to brighter details such as Legion icons and decals (4).'



# COLOURS OF HERESY

The battle for Istvan V is one of the largest conflicts of the Horus Heresy, involving thousands of Space Marines. Mark Bedford explains how to get your legionaries painted ready for battle.

**M**ark: Painting large numbers of Space Marines can feel like a daunting task, but I've found a really quick way to do it. All the Space Marines in this article were painted using the same method: undercoat them Chaos Black, apply the armour colour, pick out the details and gloss varnish the whole model. Then, apply transfers and gloss varnish the model again. Lastly, apply any washes and weathering and varnish the whole model with Munitorium Varnish. Quick, easy and ready for war!

**1**



**2**



**3**



**4**



**SONS OF HORUS**

'The Sons of Horus – wearing their sea-green armour – are one of the most iconic of the Space Marine Legions,' says Mark. 'Once you've decided what Legion you're going to paint, the next most important thing to consider is how you're going to paint your models' bases, as you'll want them to complement the armour colour. I picked a light, dusty colour to complement the dark green.'

**STAGE 1**

Basecoat: Kabalite Green & Stormvermin Fur

Airbrush

**STAGE 2**

Layer: Abaddon Black

M Layer

Layer: Relictor Gold

M Layer

Layer: Ironbreaker

M Layer

**STAGE 3**

Layer: 'Ardcoat

Airbrush

**STAGE 4**

Wash: Athonian Camoshade (Armour)

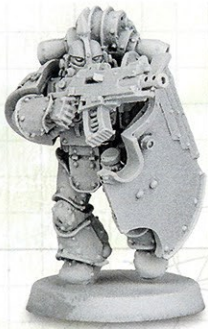
M Shade

Wash: Nuln Oil & Seraphim Sepia (metalwork)

M Shade



1



## DEATH GUARD

'When painting Death Guard, I apply the Chaos Black undercoat, then immediately spray Corax White over the top. The colours will blend a bit, giving you a light grey tone on the raised areas and darker shadows in the recesses. Once it's dry, I spray on another layer of Corax White, but from directly above the model so that it picks out the top panels (helmet, shoulder pads and the top of the backpack).'

2



### STAGE 1

Basecoat: Corax White  
Citadel Spray

3



### STAGE 2

Layer: Elysian Green  
M Layer

Layer: Ironbreaker  
M Layer

Layer: Abaddon Black  
M Layer

4



### STAGE 4

Wash: Agrax Earthshade & Athonian Camoshade  
L Shade

Layer: Zandri Dust  
Citadel Spray

1



## EMPEROR'S CHILDREN

'The Emperor's Children keep their armour and wargear pretty clean, so I applied very little weathering to the models,' says Mark. 'My advice when painting a model with a light colour scheme like this is to paint the armour brighter than you would like, because then you can always shade it down to darken it. It's much easier to shade a colour down than it is to brighten it back up.'

2



### STAGE 1

Basecoat: Xereus Purple & Abaddon Black  
Airbrush

Layer: Genestealer Purple & Fulgrim Pink  
Airbrush

3



### STAGE 2

Layer: Abaddon Black  
M Layer

Layer: Retributor Armour  
M Layer

Layer: Ironbreaker  
M Layer

4



### STAGE 4

Wash: Druchii Violet (armour)  
M Shade

Wash: Nuln Oil (weapons)  
M Glaze

Wash: Seraphim Sepia (gold)  
M Glaze

1



## IRON HANDS

'The thing to remember with black-armoured models is that you can't shade black, so you need to highlight it up to grey or blue first before you shade it. Because the Iron Hands feature a lot of metallic silvers in their colour scheme, I drybrushed the armour with grey to keep the tone across the model consistent. The addition of Seraphim Sepia to the final wash helps give the legionary an oily look.'

2



### STAGE 1

Basecoat: Chaos Black  
Citadel Spray

3



### STAGE 2

Drybrush: Eshin Grey & Abaddon Black  
L Dry

### STAGE 3

Layer: Abaddon Black  
M Layer

Basecoat: Runefang Steel  
M Layer

4



### STAGE 4

Wash: Seraphim Sepia & Nuln Oil  
L Shade

Wash: Zandri Dust & Lahmian Medium (feet)  
M Glaze





## IRON WARRIORS

'The Iron Warriors are probably the easiest of all the Legions to paint, as you can basecoat them with a can of Leadbelcher,' says Mark. 'That's most of the work done for you. For the weathering on the model's feet, I held a piece of paper in front of the top three quarters of the model and used a can of Zandri Dust (held at a distance) to very lightly spray the feet. The result is a great effect achieved really quickly.'



### STAGE 1

Basecoat: Leadbelcher  
Citadel Spray



### STAGE 2

Layer: Abaddon Black  
M Layer

Layer: Skullcrusher Brass

M Layer



### STAGE 4

Wash: Nuln Oil & Seraphim Sepia  
L Shade

Drybrush: Stormhost Silver

L Dry

Layer: Zandri Dust

Citadel Spray



## NIGHT LORDS

'The reason I gloss varnish my models twice is because of the transfers,' explains Mark. 'The first layer of gloss varnish provides a smooth surface to apply the transfers over. Once I've applied the transfers – such as the lightning bolts on this Night Lord – I then gloss varnish the whole model a second time to seal them to it. The washes dull down the shine of the gloss varnish, as does the Munitorum Varnish spray.'



### STAGE 1

Basecoat: Kantor Blue  
Airbrush



### STAGE 2

Layer: Macragge Blue  
Airbrush



### STAGE 4

Wash: Drakenhof Nightshade (armour)  
L Shade

Wash: Nuln Oil (metal)

M Glaze

Wash: Zandri Dust & Lahmian Medium

M Glaze



## RAVEN GUARD

'Like the Iron Hands, the Raven Guard also wear black armour, so it needs to be highlighted up before you can shade it down. To help differentiate between the Legions on the battlefield (such as when they were being attacked on Istvan V), I mixed Drakenhof Nightshade and Nuln Oil for the final wash to give their armour a bluish tint. Some light-coloured weathering completes the model.'



### STAGE 1

Basecoat: Abaddon Black & Administratum Grey  
Airbrush



### STAGE 2

Layer: Runefang Steel  
M Layer

Layer: Evil Sunz Scarlet

M Layer

Layer: Abaddon Black

M Layer



### STAGE 4

Wash: Nuln Oil & Drakenhof Nightshade (armour)  
L Shade

L Shade

Wash: Nuln Oil (bolter)

M Glaze



1



## SALAMANDERS

'Much like the Emperor's Children model, I sprayed this Salamander three times, first with the undercoat, then with a mid-tone, then with a much lighter tone,' says Mark. 'This helps establish the main armour colour, which can then be toned down with a dirty green wash. Because I use a lot of washes, I paint five or ten models in a single batch, allowing me to work on other models while the washes dry.'

2



### STAGE 1

Basecoat: Waaagh Flesh & Abaddon Black  
Airbrush

3



### STAGE 2

Layer: Moot Green  
Airbrush

4



### STAGE 3

Layer: Skullcrusher Brass  
M Layer

Layer: Abaddon Black  
M Layer

Layer: 'Ardcoat  
Airbrush

### STAGE 4

Wash: Athonian Camoshade (armour)  
M Shade

Wash: Nuln Oil & Seraphim Sepia  
M Glaze

1



## WORD BEARERS

'The Word Bearers have deep-red armour, which benefits from two layers of colour – a dark red basecoat to establish the armour colour, then a second, lighter red sprayed from above to catch all the raised areas. Using this technique, you don't even need to shade the armour – the varnish will be enough to provide contrast. The little impurity seals on the model are just tiny bits of paper painted and stuck on.'

2



### STAGE 1

Basecoat: Khorne Red & Abaddon Black  
Airbrush

Layer: Mephiston Red & Doombull Brown  
Airbrush

3



### STAGE 2

Layer: Ironbreaker  
M Layer

Layer: Abaddon Black  
M Layer

Layer: Skullcrusher Brass  
M Layer

4



### STAGE 3

Layer: 'Ardcoat  
Airbrush

### STAGE 4

Wash: Seraphim Sepia & Nuln Oil (metal)  
M Glaze

Layer: Zandri Dust  
Citadel Spray

1



## WORLD EATERS

'For the World Eaters, I painted their white armour using the same methods as for the Death Guard. The only difference was that I used a blue wash instead of a brown-green one, which gives the armour a cooler tone compared to the warm Death Guard armour. It also ties in well with the blue details on the model and the cold silver trim. Blood for the Blood God provides a warm spot colour.'

2



### STAGE 1

Basecoat: Corax White  
Citadel Spray

3



### STAGE 2

Layer: Macragge Blue  
M Layer

Layer: Skullcrusher Brass  
M Layer

Layer: Ironbreaker  
M Layer

4



### STAGE 3

Layer: Cadian Flesh (skin)  
M Layer

Layer: 'Ardcoat  
Airbrush

### STAGE 4

Wash: Drakenhof Nightshade, Nuln Oil & Lahmian Medium (armour)  
M Shade

Layer: Blood for the Blood God (weapons)  
M Layer





# THE LORD OF THE FORGE

Twenty years ago in 1999, Forge World was set up by Arch-Fabricator Tony Cottrell. To celebrate this hobby landmark, Tony joined us to talk about his career at Games Workshop, from photography and cardboard tanks to the Horus Heresy and Warlord Titans.



**T**wenty years ago, the idea of fielding a Baneblade or a Warhound Titan in a game of Warhammer 40,000 was nothing more than a pipe dream for most hobbyists. These huge war machines were featured in Epic 40,000 many moons ago, but the chances of them making the transition to Warhammer 40,000 scale were slim – who in their right mind would sculpt a T'au Manta or a Warlord Titan? Other hobbyists imagined a world where they could play games set during the Horus Heresy, pitching the Primarchs and their Legions against each other in massed battles. But again, there were no models of the Primarchs and very few Space Marines wearing older marks of armour.

Then, in 1999, everything changed when Tony Cottrell helped set up Forge World – a subsidiary of Games Workshop dedicated to the creation of large kits such as the Baneblade and the Manta. Two decades later, Forge World is still going strong, having produced large-scale models for both Warhammer 40,000 and Warhammer Age of Sigmar, a vast range of miniatures for the Horus Heresy, and reinvigorated several classic Games Workshop games such as Necromunda, Blood Bowl and Adeptus Titanicus. Tony joined us to talk about his lengthy career at Games Workshop, his love of tanks and how hobby dreams like the Warlord Titan became a reality.

## When did you get into miniatures wargaming?

A very long time ago – before the days of fantasy models and games. I was brought up on plastic tank kits and metal soldiers – mostly World War II stuff. My father was very keen on model-making and we used to make our own battle scenes and scenery out of model railway stuff and model kits.

**'I always had more than I could ever paint, which, as we all know, is how it should be!'**

It wasn't until I was in my late teens that I took an interest in fantasy games. I got into role-playing, but quickly found out that there was a model-making aspect to it, which tied in nicely with the skills I'd learnt when I was younger. It wasn't long before I started painting Citadel Miniatures – I gathered together as many as I could get my hands on. I always had more than I could ever paint, which, as we all know, is how it should be!

## Were you into art when you were younger?

Kind of. I studied chemistry at college and A-level art – an odd combination. When I started work I decided to follow the more serious subject rather than the creative one, which may have

### Name:

Tony Cottrell

### Born:

1961 in Farnborough, Kent.

### Studied:

Chemistry, though he's not sure why.

### Profession:

Specialist Design Studio manager.

### Known for:

Setting up Forge World in 1999 and running it ever since. Designing some miniatures, helping set up the Warhammer World site and his love of tanks and photography.

## A LIFETIME OF COLLECTING

'Having been in the hobby for so long, I have quite a large collection of Citadel Miniatures,' says Tony. 'Many of them date right back to the first days of Citadel Miniatures, including dragons, trolls, elementals, familiars, wizards and all manner of other unusual stuff. Originally I used them for role-playing games, but they quickly found a home in my various fantasy armies

when Warhammer came out. If you ever pay a visit to the Warhammer World exhibition, many of the models in the entrance hall are mine, painted by me back when I was a youngster. I even have an unopened, shrinkwrapped box of RTB01 Space Marines in the cupboard in my office, full of plastic goodness and air from the 1980s. Us hobbyists really never get around to painting everything we buy...'





## DID YOU KNOW?

Many years ago, Games Workshop published some games for younger players called Troll Games, among them Trolls in the Pantry, Hungry Troll, Squelch and Oi! Dat's My Leg!

Each of these boxed games contained a cassette tape of songs that could be played alongside the game to provide atmosphere (of a sort...). As it turns out, Tony was one of the singers on the cassette. He says he was not responsible for the squelchy noises, though...



been a mistake – I really didn't like chemistry that much. I did enjoy painting miniatures as a hobby, though, and photography. That's always been a passion of mine over the years, too.

### So, from chemistry to Games Workshop?

Yeah, in my early twenties I was looking for something different to get into job-wise. I was a customer at Games Workshop Manchester at the time (our family had relocated there from Kent when I was very young) and one of the staff mentioned that there was a temporary job going over Christmas. I think I said something like: 'Yeah, I'll come and sell soldiers and games for you.' That was in 1983. I've been working for the company ever since – I kind of forgot to leave.

### Where did you head after Manchester?

We opened a new Games Workshop store in Leeds and I was asked if I would like to run it. We had to paint all the walls ourselves and put up all the shelving – those were the days! We didn't just sell models, we were shop fitters, too.

I ran the store for about a year and a half before a few opportunities came up in Eastwood, which was where Citadel Miniatures was based at the time. So I moved (again!) to Nottingham and took a job in the Design Studio. I had a few roles, but in 1988 I ran the production department, which is

where all the books got put together. Nowadays that's all done on computer, but back then we had to stick it all together. There was a lot of cutting and pasting involved, sorting out the layouts and the typesetting. It was chaotic, but fun.

### Did White Dwarf go through your team, then?

Yes, and it was always a little bit late! There was always a group of us here the weekend after the deadline putting it together. Normally there wouldn't be a typesetter in, so if we noticed a spelling mistake we would have to photocopy individual letters and stick them down in the right order. Sometimes letters would fall off before they got to print...

**'Back then we had to stick it all together. There was a lot of cutting and pasting involved.'**

### What else did you get to work on?

The early eighties was a big time for Games Workshop – we were working on loads of new games like Blood Bowl, Adeptus Titanicus, Space Hulk and the third edition of Warhammer Fantasy. There was a lot of innovation during that period, both in the design of the miniatures and

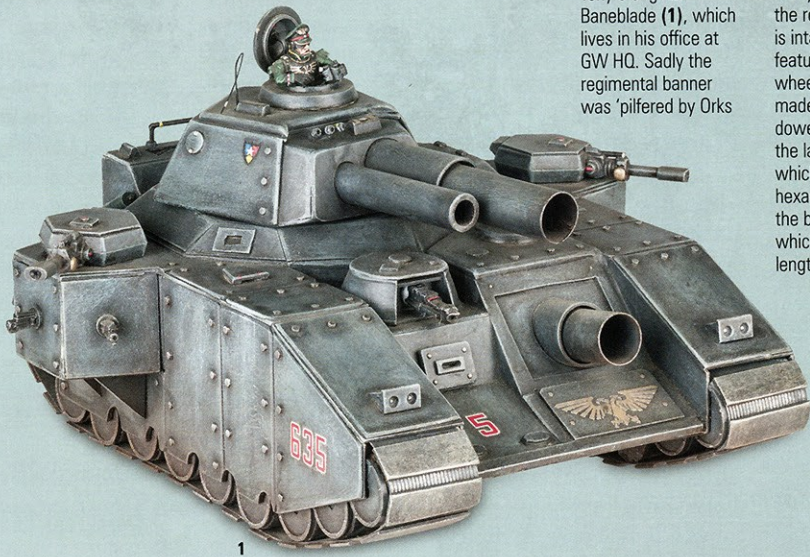
The Vanquisher and Trojan (foreground) are just two of the resin upgrade kits that Tony designed when Imperial Armour (later to become Forge World) was established in 1999. The Stygies VIII Vanquisher is still available to this day.





## THE STORY OF THE BANEBLADE

The Baneblade made its first appearance in Epic way back in 1990 and was originally called the Imperial Glaive Heavy Battletank. The original kit (which you can see below) was made of lead and came in one piece. Almost a year later, Tony created a seven-page modelling guide in *White Dwarf* 132, showing you how to build a Warhammer 40,000-scale Baneblade out of a Predator kit, some brass tubing and several thin sheets of plastic (cardboard if you were on a budget). Many veteran hobbyists remember the article with great fondness.



Tony's original Baneblade (1), which lives in his office at GW HQ. Sadly the regimental banner was 'pilfered by Orks

many years ago', but the rest of the model is intact. Interesting features include the wheels, which are made out of wooden dowels and shields, the lascannon turrets, which are made of old hexagonal bases, and the battle cannon, which is made from a length of brass tubing.

1

The Epic Baneblade model from 1990 (2).

Tony's guide featured templates that you



2

could photocopy and cut out to help you build your very own Baneblade (3).

A Baneblade was scratch-built for Games Day 1997 by Noel Dyer from Games Workshop Canada (4). It was featured on the Massacre at Big Toof River display board.



3



4

In 1999, Forge World released the Mars-pattern resin Baneblade, sculpted by Brian Fawcett. The Lucius-pattern version (with interior detail) was released a year later. The photograph above was just one of the many pictures Tony took of Forge World kits for the Imperial Armour books.

The Baneblade super-heavy tank was finally released as a plastic kit in 2007 alongside Warhammer 40,000: Apocalypse. The kit also had a second construction option – the Hellhammer.

The Mars-pattern Baneblade (5) was the first super-heavy tank for the Imperial Guard.

The plastic Baneblade kit (6) – seventeen years in the making!



5



6



#### DID YOU KNOW?

Some of the very first tank kits released by Forge World were designed and sculpted by Tony, including:

The Leman Russ Conqueror and Leman Russ Vanquisher, the Atlas Recovery Tank, Trojan Support Tank, Earthshaker Gun Emplacement, Tarantula Gun Emplacement, Destroyer Tank Hunter, Salamander Command Vehicle, several Chimera turrets and plenty more besides.



the games we were creating. I worked on most of them to some extent, whether it was producing the books, doing photography or painting the miniatures. I still have the pre-typeset version of Adeptus Titanicus, though Andy Hoare stole it recently – I must get it back from him...

When Rogue Trader came along in 1987, things stepped up another gear – it proved to be pretty popular! We started making loads of new models, including Space Marines, Orks and Eldar, but most of them were infantry models cast in metal – we didn't really have a way of making vehicles at that time. We got some out eventually – the Rhino, the Battlewagon and the Land Raider – but that still felt really limited to us. Now, I've always loved tanks, and it was around this time that I started making templates for vehicle conversions, copying the designs of the Epic kits but in Warhammer 40,000 scale. I even came up with a few designs of my own, such as the Spartan, which appeared in White Dwarf 119, followed closely by the Sabre, Whirlwind, Vindicator and, in issue 132, the Baneblade. What amazes me is that I still get people coming up to me at events saying how much they loved them and asking if I still have them. You'll be pleased to know that I do – they're in my cupboard!

**So even then, creating new vehicles was a big thing for you.**

Absolutely, but it was only in a hobby capacity rather than designing kits. I actually only worked in the studio for a few years before moving into property and store development. I did that until the mid-to-late 90s, when I helped set up Warhammer World at the Lenton site. We sorted out the factory, the offices and, of course, the shop and the exhibition halls, which featured loads of dioramas and a walk-through exhibition. I was also responsible for organising the UK Games Days.

**'It was so exciting being able to make new kits for the really committed hobbyists out there.'**

And that brings us up to 1999. At the time I'd been looking into ways of producing resin kits and statuettes. We set up a subsidiary company called Forge World, which made large-scale busts and statues of some of our models, but at the same time set up another subsidiary called Imperial Armour, where we made resin upgrades for tank kits – mostly Leman Russ turrets and

'Sanguinius is my favourite of the Primarchs so far,' says Tony. 'I would go so far as to say it is surreally good – exquisite – like a miniature version of some of the best classical sculptures ever made. Simon really nailed it with this piece.'





# THE WHITE DWARF INTERVIEW

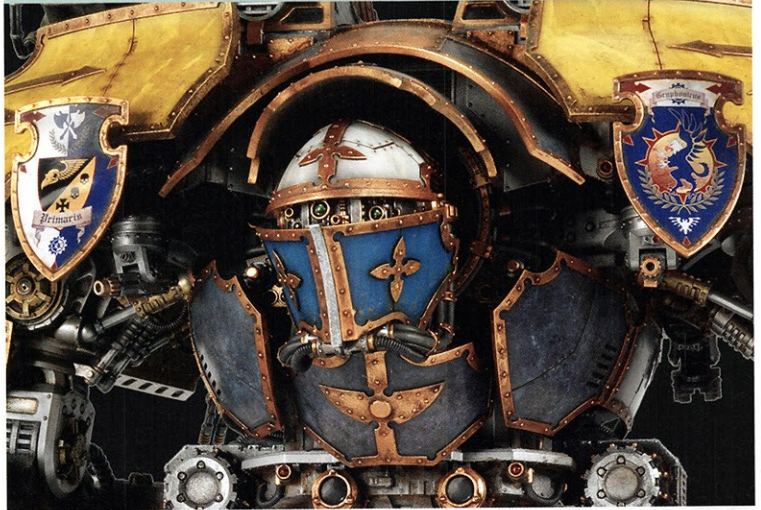
suchlike. We soon combined the two together under the Forge World name – this year actually marks Forge World's twentieth birthday.

We got a group of new designers in to work on the two ranges, including Simon Egan, who later sculpted a lot of the Primarch models. He came to us with a lot of experience in making resin collectibles and a keen interest in Warhammer 40,000. Daren Parrwood and Will Hayes also joined us to make the vehicle kits. To begin with it was only a small operation and there was a joke going around that Forge World was based in a fire escape at the Lenton site. That's not entirely untrue – we did sit in a corridor that led to a fire escape! In those early days I also spent a lot of my time designing models – I wore many hats! During the day I ran the business while drawing out ideas and sculpting them. The Vanquisher turret, the Conqueror and the Trojan are a few of the kits I sculpted. In the evening I painted the models we'd made and photographed them.

I think we were all surprised by the overwhelming response from our customers. Forge World resonated (or resin-ated, excuse the pun) with people. It was so exciting being able to make new kits for the really committed hobbyists out there.

## DO YOU HAVE A FAVOURITE FORGE WORLD KIT?

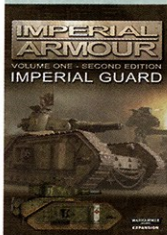
It has to be the Warlord Titan. You might think I'm picking it because it's the biggest – and that is certainly one of the reasons – but it's also iconic. Its design really captures the essence of warfare in the 41st Millennium, melding huge guns and high-tech void shields with baroque armour and tilting shields. You could show it to pretty much anyone and they'd soon figure out that it was a huge armoured robotic war machine. The model amazes me every time I see it, and I see one nearly every day!





## IMPERIAL ARMOUR

In 2000, Forge World released the first Imperial Armour book, which included rules for all the kits Tony and his team had been designing. It set the precedent for all the Imperial Armour books to follow – a grand total of thirty-seven so far.



On the first Games Day we attended we were mobbed by people all day. We took twenty of the first resin Baneblade kits with us and they sold out immediately. That was a landmark moment for us – we realised that Forge World had a future.

### What are your other landmark moments?

The Horus Heresy coming out in 2012 was a big moment for us. Black Library had done a brilliant job establishing the story of the Horus Heresy, but bringing such an epic conflict to the tabletop was a real challenge for us. It couldn't just be Space Marines fighting Space Marines – there needed to be different factions, levels of intrigue, layers and subtleties between the Legions to make them distinct and exciting. We envisaged different marks of armour, Legion upgrade packs and vehicles. The sourcebooks had to be lavish – this was the Horus Heresy we were talking about, the war that defined the 41st Millennium, it had to

look good. And there had to be Primarchs! For me, the Primarch models are a huge triumph – they are the embodiment of all that incredible background we've read over the years and always wanted to reenact on the battlefield, like the duel between Fulgrim and Ferrus Manus.

**'The sourcebooks had to be lavish – this was the Horus Heresy we were talking about.'**

The Warlord Titan was another landmark for us. Kits like the Baneblade, the Warhound, the T'au Manta – they showed us what was possible, but in our heads we always wanted the Warlord Titan. It was such a massively ambitious project and took over a year to complete. A lot of people are

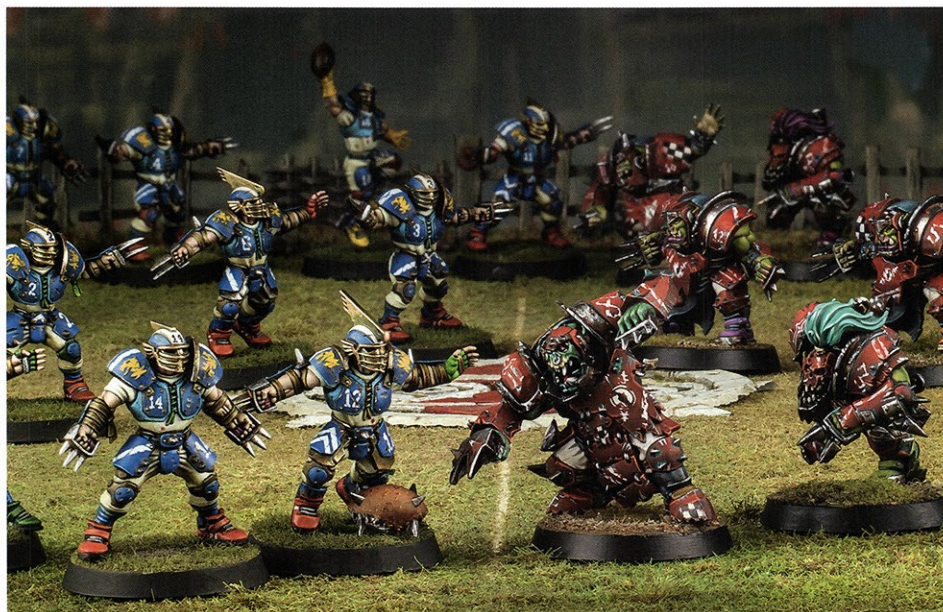
## FORGE WORLD PHOTO-ART

'We often use what's called photo-art in Forge World books,' says Tony. 'In the early days we didn't have many illustrators working on the Imperial Armour books, but we wanted to have visual representations of the miniatures. So we tried taking pictures of the

models on terrain with visual effects laid over the top. In the early days it was quite make do and mend – the covers of the first Imperial Armour books were shot on my desk with me kneeling behind it with a camera! One of my own recent pieces is this Knight Acheron, which can be found in *The Horus Heresy IV – Conquest*.'







## BLOOD BOWL

'Blood Bowl is one of those classic games that, even when Games Workshop stopped releasing miniatures for it, people still kept playing,' says Tony. 'It's incredible the level of devotion people have for it. Redesigning a game with such pedigree was a real honour – the core game was changed very little (Jervis knows his stuff!), but we went to town on the new range of miniatures. I think they really capture the feel of each race perfectly and sum up the madness, violence and fun of the Blood Bowl universe.'

## ADEPTUS TITANICUS

'Bringing back Adeptus Titanicus has been awesome,' says Tony. 'I mean, who doesn't love the idea of massive robotic war machines smashing each other to smithereens? It enables hobbyists to play games on a different scale – the models may be physically smaller, but what they represent is so much vaster than what most people can field on a Warhammer 40,000 table. Pretty much every hobbyist would love to own a full-scale Warlord Titan – Titanicus is a more practical alternative!'



involved in a project that size – the designer, the tooling team who will cast it, packaging designers and the people who make the assembly guide. Someone has to decide how it will be painted and someone else has to figure out what will go on the transfer sheet and what those symbols will look like. It has to be drawn and photographed (easier said than done...) and the background and rules written for it. It's still a wonder to me that we had the tenacity to get it done! It's hard not to love such an incredible kit.

Bringing back games like Necromunda, Blood Bowl and Adeptus Titanicus has been another big landmark for us. It's been personally fulfilling, too, because I remember working on them back in the eighties and I have some very fond memories of them. We've taken classic games that people know and love and brought them up to date with new plastic kits, artwork, scenery,

## DID YOU KNOW?

Tony helped lay out the original Warhammer World exhibition hall, which featured display boards and dioramas from previous Games Days, not to mention life-size models of Orks, Terminators, Chaos Space Marines and Genestealers.



books – everything. We're doing now what we could only dream of doing thirty years ago in terms of quality. I've particularly enjoyed seeing how the designers have reimagined Necromunda – we've put a lot of work into redefining the gangs and making them all distinct, both in terms of the miniatures and their background.

## And that brings us to the present day.

Yes, it's been a long journey, but a great one! It's never been easy, but we kind of forget that sometimes because we all love what we do so much. I think I've been very fortunate – I've worked alongside some incredibly talented individuals over the years, but our true strength is when we work as a team, bringing everyone's skills, experience, inspiration and excitement together to make these wonderful products. And they get better every year – that's something to be extremely proud of, I think.



# A CLASH OF COMPANIES

Battle Companies is an ideal way to play a campaign in Middle-earth™. This month, Middle-earth rules writer Jay Clare gathers a selection of Strategy Battle Game experts together to embark on a campaign of their very own.



**B**attle Companies is a completely different way of playing the Middle-earth Strategy Battle Game. In it, you gather together a band of intrepid warriors to embark on their own adventures, much like the Fellowship of the Ring or Thorin's Company – the quintessential Battle Companies from the books and films.

Each individual warrior in your company will progress and improve throughout their journey, becoming a more rounded and valued member of the warband, honing their skills and developing their character as they go. They will gain new abilities, improve their characteristics, maybe even suffer injuries, but ultimately they will forge their own narrative as you play through games with them. Who knows, they may even become as feared as the likes of Gothmog, Thorin Oakenshield or even Aragorn. Because of this,



**JAY CLARE**

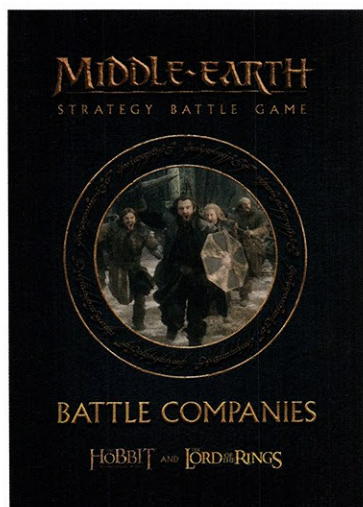
Middle-earth rules writer and Hobbit fanatic Jay Clare is the mastermind behind the second edition of Battle Companies. In fact, back when he was just thirteen, Jay's first ever campaign was fought using the original rules. He still has fond memories of his Minas Tirith Battle Company!

Battle Companies is ideally suited to narratively driven campaigns, where a group of players each start a fledgling Battle Company.

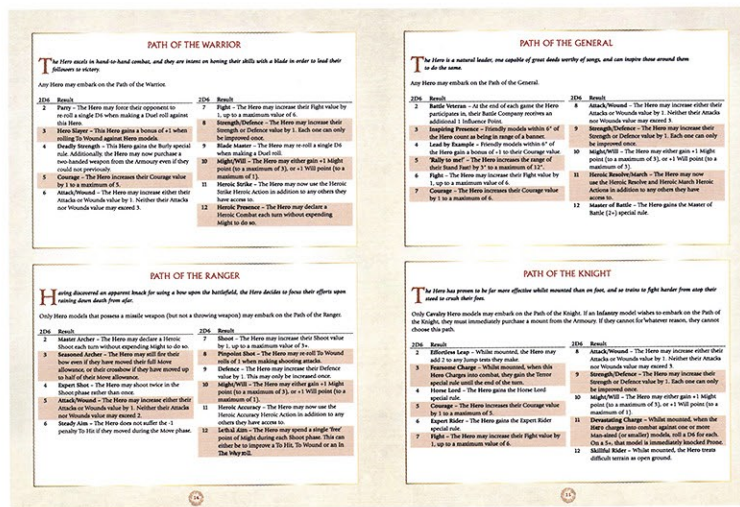
The second edition of Battle Companies has crammed a whole host of new rules, companies and scenarios into its pages, and much more. It builds on the groundwork of the previous edition to deliver what we believe to be the best iteration of Battle Companies to date.

With this in mind, I was simply itching to start a campaign of my own, and so I enlisted three Middle-earth Strategy Battle Game aficionados – Samuel Jeffery, Nick Bramwell and James Braund – to join me in my quest for glory. Between us, we have fought countless battles of the Strategy Battle Game since its first release way back in 2002, so one thing was for sure – there would be no easy victories!

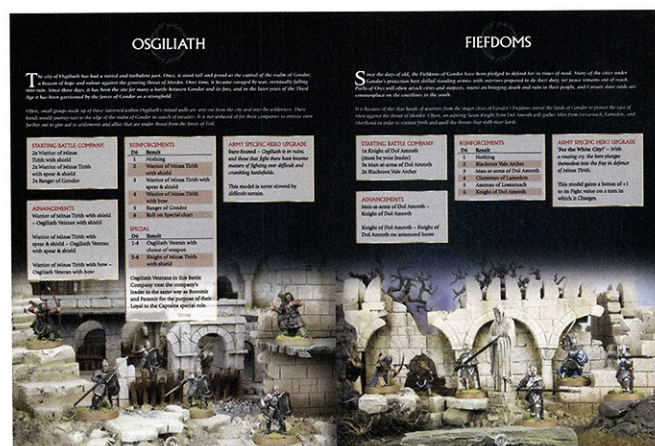




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2



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## A TALE OF FOUR COMPANIES

As there were four of us playing in this campaign, it made sense for our first series of games to be a round-robin, whereby every player would play each other once. To decide who would play who first, we all rolled a single D6 – the two lowest-scoring players would play on one board, and the two highest-scoring players would play on the other.

After rolling, we determined that James would play his first game against Nick on a battlefield set in Mirkwood, whilst I would start my campaign off by facing Sam in the streets of Osgiliath.

We also decided to roll randomly for the scenario we'd be playing before each game. The Battle Companies supplement has a total of eighteen matched play-style scenarios to choose from, each one specially formulated to work with Battle Companies games. Some feature an attacker against a defender, or simply two opposing forces vying for control, whilst others are a tad more unusual, making for a completely unique gaming experience.

All we had to do then was decide what Battle Companies we'd be taking...

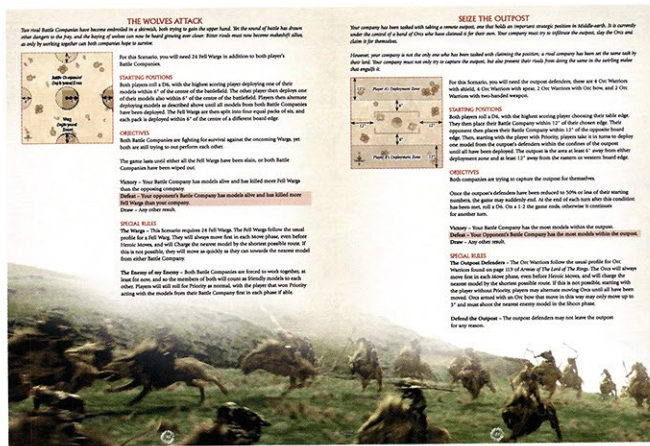
This edition boasts an impressive thirty-eight Battle Companies from every corner of Middle-earth. All of the companies in the previous edition of the game (including those published in White Dwarf last year) are featured in the book, alongside eight brand-new companies for players to sink their teeth into.

## 'This edition boasts an impressive thirty-eight Battle Companies from every corner of Middle-earth.'

Nick picked the doughty Iron Hills Dwarves as his Battle Company – their high defence would make them a tough nut to crack and the rest of us were already worried. In response, Sam decided to take a Gundabad force, as they are the longtime enemies of the Iron Hills.

James chose Harad and laid down the challenge to me to take the natural adversaries of the Haradrim – the Fiefdoms. With such a challenge before me, how could I possibly refuse? Let battle commence!

One of the biggest changes in Battle Companies second edition (1) is the introduction of Hero paths. Now, instead of simply rolling on a Hero progression chart, when your Hero would get their first upgrade they now choose which of the eight paths they will embark on (2). Each pathway has its own special rules, characteristic upgrades and more, meaning that each of your Heroes will feel unique and progress in their own way.



4

A total of thirty-eight different Battle Companies (3) for you to choose from means there will always be one to suit your needs. All the classic Battle Companies – such as Minas Tirith and Mordor – return, as do those seen in previous issues of White Dwarf, such as Osgiliath and Cirith Ungol. Additionally, there are eight brand-new companies, such as Karna and Minas Morgul, adding even more flavour to your games.

There are now a grand total of eighteen scenarios to play through (4), encompassing all the previous scenarios from the last edition and White Dwarf, as well as a selection of new scenarios for you to play using your companies. With this many scenarios, each game will be different from the last.



## ARVAHIL'S OATHSWORN, THE FIEFDOMS

**Jay:** The warriors of the Fiefdoms are some of the noblest and most skilled from across Gondor. They make for an ideal Battle Company, combining the fighting styles of the different regions of Gondor, from the proud and stalwart Knights of Dol Amroth to the skilled archery of the Blackroot Vale archers and the courageous Clansmen of Lamedon.

In this campaign I will be focusing on progressing my leader as quickly as possible – if I can upgrade him to a Knight of Dol Amroth mounted on a horse, that will make him a fearsome foe indeed. Also, Harad are the natural enemies of the Fiefdoms, so I will have to try and best James when we face off on the battlefield.



**JAY CLARE**  
Middle-earth rules writer Jay Clare has taken up the mantle of the Swan Knights of Dol Amroth.

**ARVAHIL (LEADER)**  
Knight of Dol Amroth

**EREDAN**  
Man-at-arms of Dol Amroth

**DÍRHAEL (SERGEANT)**  
Blackroot Vale Archer

**ANARDIL**  
Man-at-arms of Dol Amroth

**FINDEGIL (SERGEANT)**  
Man-at-arms of Dol Amroth

**DRUFARIN**  
Blackroot Vale Archer



## THE REDWAY GUARD, IRON HILLS

**Nick:** The Iron Hills Dwarves are renowned for their skill in battle and I've wanted to use them in Battle Companies ever since I saw Dáin Ironfoot – the Lord of the Iron Hills – lead them to war in *The Hobbit: The Battle of the Five Armies*. The Iron Hills are my ideal Battle Company; their starting force is made up of a small number of heavily armoured warriors,

each of which has a really solid profile that enables them to best pretty much any foe in combat. They should gain experience quickly by killing enemy fighters, and their high Defence should help them survive long enough in the campaign to build up an impressive array of upgrades and special rules – and, of course, plenty of tales of glory to tell!



**NICK BRAMWELL**  
A veteran of the game, Nick has been looking for an excuse to field dwarves for ages!

**NARVI (LEADER)**  
Iron Hills Dwarf with mattock

**BURIN**  
Iron Hills Dwarf with spear & shield

**BRUNI (SERGEANT)**  
Iron Hills Dwarf with crossbow

**NÁLI**  
Iron Hills Dwarf with mattock

**FRÓR (SERGEANT)**  
Iron Hills Dwarf with spear & shield





## LŪFTAK'S RABBLE, GUNDABAD

**Sam:** Using a Gundabad Battle Company will be a fun new challenge for me as I usually favour the Good factions in Middle-earth. My focus for this campaign will be to increase the already generous starting numbers of the company, cramming as many high Defence models as I can into my force, perhaps with a few Goblins and Wargs to add variety.

Knowing that I will have to fight Nick's Iron Hills Dwarves in the final game, it's crucial that I gain as many extra members for my company as I can before I fight him. It will also be interesting to see if I can pick up any special rules along the way – if I do, they may give me the edge that my company needs to take on the Iron Hills when we come face to face.



**SAM JEFFERY**  
Sam usually plays Good forces. For this campaign, however, Sam has thrown in his lot with the Dark Lord.

**LŪFTAK (LEADER)**  
Gundabad Orc with shield

**RADGASH**  
Gundabad Orc with spear

**MUZHŪR (SERGEANT)**  
Gundabad Orc with spear

**ZAGLŪK**  
Goblin Mercenary

**GAZDUSH (SERGEANT)**  
Gundabad Orc with shield

**GORZŪG**  
Goblin Mercenary

**UGNAG**  
Goblin Mercenary

**BŪRZ**  
Goblin Mercenary



## AL-RÂZIR'S RAIDERS, HARAD

**James:** Ever since reading about the Haradrim in *The Return of the King*™, and seeing their models when they were first released, they've captured my imagination. They are a people led astray by the ambitions of their leaders and the fealty they pay to Mordor. But the men of the south are proud, fighting for glory and lands that they believe are rightfully theirs.

My company hails from Abrakhân, the great merchant city of Harad. I picked a good mixture of warriors for my company, with deadly shooting and quick, hard-hitting light infantry. Led from the back by the 'brave' merchant Al-râzir, I'm determined to strike at Jay's Fiefdoms Battle Company like the desert serpent strikes at its unsuspecting prey!



**JAMES BRAUND**  
James has been a mastermind of Evil armies for years, so naturally he was drawn to the vile Haradrim.

**AL-RÂZIR (LEADER)**  
Haradrim Warrior with bow

**JIRDEN**  
Haradrim Warrior with bow

**FAÂRIL (SERGEANT)**  
Haradrim Warrior with bow

**MEHNUR**  
Haradrim Warrior with spear

**IQABUS (SERGEANT)**  
Haradrim Warrior with spear

**GRÎZA**  
Haradrim Warrior with spear

**BESHÂR**  
Haradrim Warrior with spear

**CÂEL**  
Haradrim Warrior with bow





## FIEFDOMS VERSUS GUNDABAD: CLAIM THE TREASURE

The ruins of a long-abandoned city hold many treasures of great value, and the forces of Dol Amroth and Gundabad both seek to claim them for their own.

**R**ight from the start, both forces made straight for the objectives, picking up as many as they could. While Jay decided to regroup after collecting a few of them, Sam continued to press forwards, bringing the fight to the warriors of the Fiefdoms.

The companies soon clashed, and Sam was able to pin one half of Jay's company up against a ruin while the rest of his Gundabad Orcs made short work of the ones cut off from the main warband.

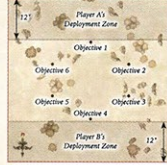
The game quickly became all about the fight around the ruins – not only were both leaders involved, but four of the objectives were also there.

Jay managed to hold his own and a few lucky kills saw him break the Gundabad Battle Company, while his own warriors held onto the treasure.

With the game having shifted in Jay's favour, Sam needed Lûftak to show why he was in charge of the Gundabad Orcs. But, alas, a failed courage test saw the Orc flee, handing victory to Jay.

**CLAIM THE TREASURE**

*The battlefield has seen skirmishes before, and still has a few trinkets or items of value dotted around. Both Battle Companies are trying to secure as much wealth as they can.*



**STARTING POSITIONS**  
Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge. Place the objectives as shown on the map.

**OBJECTIVES**  
Whichever Battle Company can hold the most objectives will be the winner.  
The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

**Victory** – Your Battle Company holds more objectives than your opponent's.  
**Defeat** – Your opponent's Battle Company holds more objectives than yours.  
**Draw** – Both Battle Companies hold the same number of objectives.

**SPECIAL RULES**  
**Objectives** – The six objectives on the board are Light Objects, as detailed on page 109 of the main rules manual. This means that models may pick up and carry the objectives; in fact, a model will only count as holding an objective once they have picked it up. If a model holding an objective flees, it is immediately dropped where they stood before they fled, or as close as possible. Models may carry more than one objective.

### CLAIM THE TREASURE

This scenario sees six objectives spread evenly across the battlefield. Each objective represents a relic or piece of treasure of great value that both companies are fighting for. These are treated as light objects, so models can carry several if they wish. At the end of the game, whoever has claimed the most treasure is the winner!



1



2

Jay and Sam both surge forwards for the objectives (1). However, the superior numbers in Sam's Battle Company soon become apparent when Jay's leader Arvahil is forced to retreat (2).

Outnumbered and with their backs against the wall, Arvahil, Findegil and Eradan fight to hold off the Gundabad Orcs (3). They buy enough time for their allies to reach them.

With his Orcs suddenly on the back foot, Lûftak decides to escape while he has the chance. He fails his Courage test and flees the battle (4).



3



4



### REINFORCEMENTS FROM LAMEDON

**Jay:** With that victory I had enough Influence Points to roll for a reinforcement, gaining a Clansman of Lamedon. Also, all of my Heroes were very close to receiving an upgrade, so hopefully they will progress soon.



### A LUCKY ESCAPE

**Sam:** Bah! That game just got away from me! Although most of my company had to roll on their respective injury charts, no one suffered any lasting wounds. Muzhûr was especially fortuitous and gained an extra Fate point!



## IRON HILLS VERSUS HARAD: CHANCE ENCOUNTER

It is not uncommon for rival warbands to happen across each other on their travels and, when such an instance occurs, blood will usually be spilt on both sides.

**J**ames placed his archers on a hill, planning to use their bows to try and pick off as many of the Dwarves as he could before the fighting started. Nick sent his warriors straight towards James' lines, with the exception of Bruni (a sergeant armed with a crossbow), who engaged the archers in a shooting war across the board.

When the forces clashed, it was the Haradrim who gained the upper hand, which was quite surprising given their lower Fight value and the Dwarves' high Defence. As Náli fell, Narvi found himself fighting multiple Haradrim, succumbing to their superior numbers.

However, seeing the rough spot his company was in, Bruni began to unleash a flurry of crossbow bolts upon the Haradrim, felling four of James' company, including one of his sergeants. With his warriors falling all around him, Al-râzir decided it would be better to flee, handing victory to the Dwarves of the Iron Hills.

**If it wasn't for Bruni's exceptional shooting, the Haradrim would almost certainly have won the battle in the woods.**

**CHANCE ENCOUNTER**

Upon their travels through Middle-earth, two opposing Battle Companies have happened upon each other. A company that is seemingly alone, and with no support in sight, is not an opportunity to pass up lightly. As the companies engage, a solid tactical mind and skill at arms will see victory won.

**STARTING POSITIONS**

Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.

**OBJECTIVES**

The leaders of both Battle Companies are looking for a quick victory, without taking too many casualties.

The game lasts until the end of a turn in which one Battle Company has been reduced to 25% of its starting models.

**Victory** – Your opponent's Battle Company has been reduced to 25% of its starting models and yours has not.

**Defeat** – Your Battle Company has been reduced to 25% of its starting models and your opponent's has not.

**Draw** – Both Battle Companies have been reduced to 25% in the same turn.

### CHANCE ENCOUNTER

In this scenario, both Battle Companies are trying to undermine the other by inflicting a number of casualties upon their rivals. It is a straight up fight with very little in the way of extra rules or other ways to gain the upper hand. Quite simply, whichever Battle Company is the best in a fight will emerge victorious!

With both James' and Nick's ranged fighters deployed in prime positions (1), they begin a duel of crossbow bolts against poisoned arrows.

Though James has four archers to Nick's one, it is the resilient Iron Hills sergeant, Bruni, who stands tall, felling multiple archers in quick succession. In fact, if it wasn't for Bruni's exceptional shooting, the Haradrim would almost certainly have won the battle in the woods.



1



2



3

Though there are an equal number of Iron Hills Dwarves and Haradrim fighting in the central ruins, the Haradrim are armed with spears, which enable them to attack in two ranks.

Using the terrain to their advantage, the Haradrim pair up and use their spears to take on individual Dwarves (2).

Even Narvi, the leader of Nick's company, isn't strong enough to fend off the advancing Haradrim. He falls as he tries to defend a ruined doorway (3).

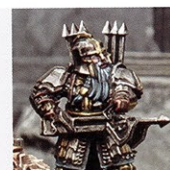
### THE COST OF COWARDICE

**James:** Luckily none of my warriors suffered any lasting injuries, though they now all have a perpetual fear of crossbows! Al-râzir fleeing the board may have saved him from an incoming bolt, but it didn't make him look like a leader!



### DWARF OF THE MATCH

**Nick:** Victory was mine, and it was all down to Bruni. Without his truly heroic shooting I would undoubtedly have lost that game. As reward for his deeds, he embarked on the path of the ranger, gaining Pinpoint Shot in the process.





## HARAD VERSUS GUNDABAD: SECURE THE AREA

In the midst of a skirmish between the Haradrim and Gundabad Orcs, a normally unassuming area of the battlefield becomes the key to victory. Both sides must race to secure it for themselves.

**A**s often happens in this scenario, both forces found themselves scattered to the four corners of the battlefield, the random deployment ensuring that the companies were completely split apart. On the north board edge, James' Haradrim became outnumbered by the Gundabad Orcs, but those on the east edge made their way to the objective unimpeded. The remaining Haradrim engaged the Orcs and Goblins in combat, but the higher Strength of the Orcs saw several Haradrim cut down, with Lûftak leading by example and slaying multiple Haradrim.

From there it became a race for the centre, and although the Haradrim reached it first, the Gundabad Orcs soon caught up, becoming embroiled in a frantic scrap for the objective. The Haradrim managed to win most of the fights, though they must have forgotten to coat their weapons in poison as they were unable to harm the Orcs. The Gundabad forces soon felled enough Haradrim to secure victory. Al-râzir fled once more!

**SECURE THE AREA**

*Hidden somewhere upon the battlefield lies something of great value to both sides. Whether this is a hoard of treasure, the entrance to a secret passageway, the fallen body of an ally or even something much more valuable, both sides must strive to claim it and defend it at all costs.*

**STARTING POSITIONS**  
Place an Objective marker in the centre of the board; this is what both sides are fighting over.

**OBJECTIVES**  
Both sides are seeking to lay claim to the objective, and must not only fight their way to it, but also defend it once there.

Once one Battle Company has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

**Victory** – Your Battle Company has at least twice as many models within 3" of the objective than your opponent's.  
**Defeat** – Your opponent's Battle Company has at least twice as many models within 3" of the objective than yours.  
**Draw** – Any other situation.

**SPECIAL RULES**  
**Wild Search** – At the end of your Move phase, roll a D6 for each of your models not on the battlefield and consult the chart below (Hero models can use Might to alter the roll either up or down). Models can't Charge in the turn that they arrive but otherwise act normally. Roll for each model separately, deploy the model, then roll for the next. Models yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

### SECURE THE AREA

In this scenario there is a single objective in the centre of the board and both sides are trying to claim it. However, there is a catch – the models from each company will enter the board separately from a randomly determined board edge, giving this scenario an unpredictable feel as both companies race for the centre.



1



2

On the northern board edge the Haradrim find themselves outnumbered by the Gundabad company (1). The high Strength value of the Gundabad Orcs combined with the low Defence of the Haradrim lead to quite a few Haradrim casualties!

The race for the central objective begins! James' troops reach it first, but Sam's warriors are hot on their heels (2). Sam needs to get his forces there quickly, as he can't afford for the game to end before he reaches the objective.

Once the fighting starts, James makes great use of the terrain, utilising the various doorways, walls and ruins to prevent the Orcs and Goblins ganging up on the members of his company (3). The Haradrim – normally famed for their poisoned weapons – prove to be particularly ineffective and fail to wound the advancing Gundabad forces. The Orcs eventually manage to break through the Haradrim lines and claim the objective for Gundabad (4).



3



4

### ALLIES FROM GUNDABAD

**Sam:** With that win, and the Influence I saved from game one, I was able to roll twice for reinforcements. I recruited a Gundabad Orc, but most importantly I gained a Fell Warg, giving my company some much needed speed.



### STILL NO UPGRADES...

**James:** Another battle, and another game where none of my Heroes gained enough experience to progress. I reckon its because they keep fleeing! On the bright side, though, I did gain a Serpent Rider to bolster my forces.





## IRON HILLS VERSUS FIEFDOMS: RECOVERY

A lost relic is hidden within these ancient ruins, and both the Iron Hills Dwarves and the Men of Dol Amroth have been tasked with retrieving it for their lord. But only one can claim the prize.

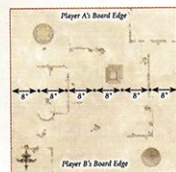
**W**ith the objective markers in a line along the centre of the board, both forces raced towards them in an effort to find the relic. Nick held Bruni back to try and pick off any of Jay's company (especially if they claimed the relic). The slower movement of the Dwarves meant that Jay's company reached the markers first, and began searching for the relic. Seeing how Nick had split his force, Jay was hoping the relic was the furthest west of the markers, whilst Nick was hoping for the easternmost.

The relic ended up being the most western of the objectives, much to Jay's delight (and Nick's dismay). However, Jay had to fight through the hardy Narvi with only a handful of his company being able to help. With Narvi and Findegil fighting over the relic, McArarir – the Clansman of Lamedon – showed his skills by felling no less than three Iron Hills Dwarves!

The rest of Jay's company finally reached Narvi and, with the help of his fellows, McArarir was able to prise the relic away from the Dwarf and secure victory!

### RECOVERY

A relic of a bygone age has awoken, drawing all manner of armies and creatures to its power. The leaders of two rival Battle Companies desire it, either to progress their own standing, or to fulfil the task they have been set to reclaim it by their lord or commander – no matter the cost, both must claim it.



**STARTING POSITIONS**  
Both players roll a D6, with the highest scoring player choosing their table edge. Players will need five identical Objective markers, one secretly marked as the relic. These should be mixed up so that neither player knows which is the relic. One is placed in the centre of the board. Players then alternate placing the remaining objectives, starting with the player who chose their table edge. No objective can be placed within 12" of either player's board edge, within 6" of the edge of the battlefield, or within 8" of each other.

All models will walk onto the board from their table edge during their first Move phase.

### OBJECTIVES

The Battle Companies are searching for the relic, and once it is found, they must escape with it in their grasp.

The game lasts until either the relic has been moved off of one board edge, or there are no models left on the battlefield.

**Victory** – Your Battle Company has moved the relic off of your opponent's table edge.

**Defeat** – Your opponent's Battle Company has moved the relic off your table edge.  
**Draw** – Neither Battle Company recovers the relic.

### RECOVERY

Five objective markers are placed across the centre of the board in this scenario, but only one of them is the ancient relic that both sides are searching for. Once a marker is reached, it is flipped over to reveal if it is the objective. Whichever side can find the objective and move it off the opposing board edge is the winner.



1



2



3



4

Not knowing where the relic is located means that both sides have to gamble somewhat on its location. Nick deploys his dwarves to the east of the board (1), hoping the relic is there. It isn't. Instead, Jay finds the relic on the opposite side of the board (2), and Findegil starts to carry the objective towards Nick's board edge. However, the leader of the Iron Hills company stands between Findegil and his goal, ensuring it will not be easy to secure the relic. At this point, McArarir of Lamedon steps up and bests three Iron Hills Dwarves in his first battle (3), then claims the relic (4), making him a Hero for his efforts!

### THE MIGHT OF LAMEDON!

**Jay:** Say what you want about Dol Amroth being the greatest of Gondor's Fiefdoms, but in this game it was Lamedon that won the day! After only one game, McArarir has become a Hero and gained the Blade Master rule – amazing!



### THERE'S TROUBLE AHEAD...

**Nick:** The post-game sequence was rather unkind to me; Frór suffered an arm wound and Bruni was lost in battle! This was disastrous, as I now wouldn't have him for my next game and would have to try and rescue him instead.



## FIEFDOMS VERSUS HARAD: TAME THE BEAST

A rogue Troll has wandered down from the mountains and now threatens the livelihoods of both warbands. If they cannot slay the beast then both shall perish.

The Troll makes a beeline towards James' Haradrim company (1). This gives James the first chance to secure victory, but it also means that his company has to fight the beast at full strength.

James surrounds the Troll with a total of five Haradrim, including the Serpent Rider and his leader (2). However, the Troll's tough hide means that it only suffers two wounds and continues to fight on.

Both companies were seeking to win glory and renown by slaying the Troll, but it would not be easy for either side. The Troll immediately thundered towards the Haradrim, and the Fiefdoms had to give chase. As the Troll neared their lines, the Haradrim sprung their trap, surrounding the creature and wounding it in the process. Their attention then turned to their hated rivals as Arvahl led his followers into battle. However, both sides were still at the mercy of the Troll, which had begun to swing its club at anything that got near it. Even the might of Arvahl, now riding an armoured horse and armed with a lance, was not a match for the beast, and he fell alongside his company. With Jay's company defeated, the Troll moved onto the Haradrim, effortlessly swatting them aside until it stood alone and victorious!

### TAME THE BEAST

Somewhere in the wilderness, a lone Troll is causing havoc, smashing its way through nearby settlements and leaving devastation in its wake. The Troll poses an immediate threat to two rival Battle Companies, both of who need it to be brought down. As the two companies track the Troll, they spy each other in the distance. Hunting the Troll has now become a show of dominance as well as a necessity.

#### STARTING POSITIONS

A single Cave Troll is placed in the centre of the board. Both players roll a D6, with the highest scoring player choosing their table edge. They then place their Battle Company within 12" of their chosen edge. Their opponent then places their Battle Company within 12" of the opposite board edge.

#### OBJECTIVES

Both companies have made it their mission to slay the Troll, whichever is successful will vastly increase its status within the ranks of their army.

The game continues until either the Troll has been slain, or no other models remain on the board.

**Victory** – Your Battle Company has slain the Troll.

**Defeat** – Your Opponent's Battle Company has slain the Troll.

**Draw** – Neither Battle Company has slain the Troll.

#### SPECIAL RULES

**The Troll** – The Cave Troll follows the usual profile for a Cave Troll. The Troll will always move first in each Move phase, even before Heroic Moves, and will Charge the nearest model by the shortest possible route. If this is not possible, the player without Priority may move the Troll its full Move in a direction of their choice.

**The Trollslayer** – Slaying a Troll is no easy feat, and a model who accomplishes this is clearly set for great things. If this is a Warrior, it will count as rolling a Hero in the Making after the game. If this is a Hero, they will receive a free roll on the Experience table, in addition to any other Experience bonuses.

### TAME THE BEAST

This is an unusual scenario in that the players are not just trying to defeat each other, but also vying to bring down a rogue Troll that threatens the lives of both companies. Victory will go to the Battle Company that can slay the Troll, though there is a distinct possibility that the Troll could run rampant and wipe out both companies.



The arrival of Jay's Fiefdoms Battle Company turns the engagement into a frantic three-way battle, with both Jay and James trying to take down the Troll.

Arvahl charges the beast alone, but the Troll is simply too powerful and Arvahl is swiftly slain (3). With Jay's leader out of action, the rest of the Fiefdoms warriors soon fall.

The Haradrim suffer the same fate as the Fiefdoms warriors. Al-râzir is prevented from fleeing the battlefield and the Troll slays him in combat (4), leaving neither side with a victory.



### HOW THE MIGHTY HAVE FALLEN

**Jay:** Even a Hero as mighty as Arvahl couldn't stop the Troll, though he has now gained an additional Fate point to make him even more durable. I also gained a new Knight of Dol Amroth to bolster my company.



### UPGRADES AND PROMOTIONS GALORE!

**James:** Having not gained a single upgrade so far, I got quite a few this game! Al-râzir embarked upon the path of the sorcerer, which is quite fitting for his cowardly nature, while I gained two Haradrim Raiders as reinforcements.





## GUNDABAD VERSUS IRON HILLS: A DARING RESCUE

With Bruni having been captured by the Gundabad Orcs, the Iron Hills Dwarves attempt a rescue mission to free him from the clutches of his captors.

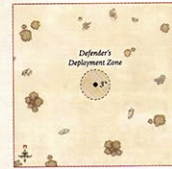
**W**ith Bruni shackled within the Gundabad camp, Nick decided that his best course of action would be to charge head on and face the Orcs in combat.

Frór, now on his war goat, charged straight for Lúftak in a bid to fell the biggest threat to his company. The Dwarf's brave efforts were in vain, though, as the burly Orc managed to weather the onslaught of attacks from the charging goat rider before hacking Frór from his saddle with the help of his cruel minions.

With his plan to break the Gundabad forces falling apart, Nick sent his remaining Dwarves forwards in a desperate attempt to try and rescue Bruni, who was himself trying to escape his shackles.

The game soon became a bloody affair, with both sides suffering heavily losses. Nick knew that Bruni's only chance of escape was to have him charge into the Fell Warg – victory would see him break free and escape. It was not to be – the Dwarf fell to the Warg's fearsome jaws.

**A DARING RESCUE**  
Following their previous encounter, one of the leaders of a company has been taken prisoner at the hands of their enemy, who now threaten to put them to death. The allies of the Hero have tracked their foes until they have made camp and, using stealth, have prepared to launch a daring rescue mission to retrieve their ally before they are killed in cold blood.



**STARTING POSITIONS**  
The player who is attempting to rescue their Hero is automatically the Attacker. The Attacker places the captured Hero in the centre of the board. The Defender then places their entire Battle Company anywhere within 3" of the centre of the board. The Attacker then places their Battle Company anywhere at least 12" from the any enemy model.

**OBJECTIVES**  
The Attacker is trying to rescue their Hero from enemy hands, whilst the Defender is trying to fend off their foes or, if battle is going ill, slay their prisoner before they can be rescued.

The game lasts until either the captured Hero escapes the board or is slain.

**Attacker Victory** – The captured Hero moves off the board via any table edge.  
**Defender Victory** – The captured Hero is slain.  
**Draw** – Any other result.

**SPECIAL RULES**  
**The Prisoner** – The captured Hero is still a member of the Attacker's Battle Company, and will move as such in each Move phase. Enemy models may not charge the prisoner until either the Defender's Battle Company has been broken, the prisoner charges a Defender's model, or the prisoner has been freed.

### A DARING RESCUE

This scenario is designed to be played after one player's Hero rolls the 'Lost in Battle' result on the injury chart. The lost Hero is considered to have been captured and bound, and the company must embark on a daring rescue mission to free their ally from the clutches of their rivals. If they fail, the Hero may well perish...



1



2



3



4

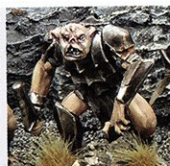
In the midst of his Gundabad captors, Bruni bides his time and waits for his allies to rescue him (1).

Sam positions his Orcs and Goblins to brace for the oncoming charge of the Iron Hills Dwarves (2), while Nick throws caution to the wind as he attempts to save his sergeant. Soon, both Dwarves and Orcs are fighting within the ruins (3).

With the rest of his company having fallen or fled, Bruni makes a break for safety (4), but runs into the jaws of Lúftak's Fang – the Orc boss' Fell Warg. The Dwarf is captured once more.

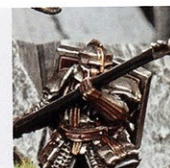
### THE STRENGTH OF GUNDABAD GROWS

**Sam:** Another win, and another chance to roll on the reinforcement chart. This time another Goblin Mercenary joined my ranks, taking my company up to a mighty eleven models after only three games.



### A MIXED BAG OF RESULTS

**Nick:** I may have lost the game, and Narvi suffered a leg wound in the process, but there was a silver lining. Narvi gained the Rally to Me rule, and Frór made a full recovery, his arm now healed so he can use his shield again.





## THE FINAL RECKONING

After six hard-fought and incredibly close games, our four gamers tell us how their companies have developed over the course of their campaign so far.

### ARVAHIL'S OATHSWORN, THE FIEFDOMS

Jay: My company has improved a lot since we started. My leader now has an armoured horse, a lance, 2 Attacks and 2 Fate points – a profile worthy of a Hero of Dol Amroth! Both my sergeants have proved their worth too – one has gained Pinpoint Shot, and the other now has Lead by Example.

However, the star of the show has been the Clansman of Lamedon I gained after the first game. Not only has he slain nearly everyone he has faced but, after reclaiming the relic, he is now a Hero in his own right. I cannot wait to see how his story develops over the next few games.



#### ARVAHIL (LEADER)

Knight of Dol Amroth with armoured horse, lance, +1 Fate and +1 Attack

#### DÍRHAEL (SERGEANT)

Blackroot Vale Archer with Pinpoint Shot

#### FINDEGIL (SERGEANT)

Man-at-arms of Dol Amroth with Lead by Example

#### MCARANIR (HERO)

Clansman of Lamedon with Blade Master

#### ERADAN

Man-at-arms of Dol Amroth

#### ANARDIL

Man-at-arms of Dol Amroth

#### DRUFARIN

Blackroot Vale Archer

#### FARLUIN

Knight of Dol Amroth

**BATTLE COMPANY RATING: 163**

### THE REDWAY GUARD, IRON HILLS

Nick: Since the campaign began, my leader has gained Rally to Me, while one of my sergeants has gained a War Goat and an extra Attack. I've also recruited another Goat Rider, and together the mounted dwarves should be able to counter my company's main weakness – their slow movement.

The star of my Battle Company is the sergeant with crossbow – Bruni – who now has both Expert Shot and Pinpoint Shot. I think my aim is to get another Iron Hills Warrior with crossbow to stand beside him – and hopefully protect him from being captured again.



#### NARVI (LEADER)

Iron Hills Dwarf with mattock, Rally To Me and a leg wound

#### BRUNI (SERGEANT)

Iron Hills Dwarf with crossbow, Pinpoint Shot and Expert Shot

#### FRÓR (SERGEANT)

Iron Hills Dwarf with war spear, shield, war goat and +1 Attack

#### BURIN

Iron Hills Dwarf with spear & shield

#### NÁLI

Iron Hills Dwarf with mattock

#### PORI

Iron Hills Dwarf with spear & shield

#### FÁRIN

Iron Hills Goat Rider

**BATTLE COMPANY RATING: 170**



'Well, that was a brutal way to finish the opening phase of our campaign.'

- James Braund, Lord of Harad

## LÛFTAK'S RABBLE, GUNDABAD

Sam: On the whole, my company's journey went mostly as planned. I managed to gain three additional reinforcements across the games, with another Gundabad Orc, Goblin Mercenary and a Fell Warg joining my ranks, swelling my company to an impressive eleven models.

Muzhúr has had a charmed life so far, gaining an additional Fate point, though my leader, Lûftak, has been the standout member of my company. The Heroic Presence ability gives him a free Heroic Combat each turn, which was instrumental in defeating Nick's Iron Hills Dwarves.



### LÛFTAK (LEADER)

Gundabad Orc with shield and Heroic Presence

### MUZHÚR (SERGEANT)

Gundabad Orc with spear and +1 Fate

### GAZDUSH (SERGEANT)

Gundabad Orc with shield

### RADGASH

Gundabad Orc with spear

### ZAGLÚK

Goblin Mercenary

### GORZÚG

Goblin Mercenary

### UGNAG

Goblin Mercenary

### BÚRZ

Goblin Mercenary

### YAGDUSH

Gundabad Orc with shield

### GAZNAG

Goblin Mercenary

### LÛFTAK'S FANG

Fell Warg

**BATTLE COMPANY RATING: 133**

## AL-RÂZIR'S RAIDERS, HARAD

James: Well, that was a brutal way to finish the opening phase of our campaign. Despite Al-râzir's bravery, his brush with the Troll has dissuaded him from fighting at the front, instead turning his hand to sorcery! Faâril has proven his worth as well, gaining a point of Might for his fine shooting.

With Djinda and Mustafa arriving from Abrakhân as cavalry reinforcements (and bringing a well-earned mount for Gríza as well), I'm confident that my next skirmish with Jay's Fiefdoms company will end more successfully. Provided there isn't another Troll involved, of course...



### AL-RÂZIR (LEADER)

Haradrim Warrior with bow, +1 Wound and the Transfix Magical Power

### FAÂRIL (SERGEANT)

Haradrim Warrior with bow and +1 Might

### IQABUS (SERGEANT)

Haradrim Warrior with spear

### CÂEL

Haradrim Warrior with bow

### JIRDEN (DEAD)

Haradrim Warrior with bow

### MEHNUR

Haradrim Warrior with spear

### GRÍZA

Haradrim Raider with war spear

### BESHÂR

Haradrim Warrior with spear

### MUSTAFA

Serpent Rider

### DJINDA

Haradrim Raider with war spear

**BATTLE COMPANY RATING: 144**



# NECROMUNDA

Deep beneath the overcrowded hive cities of Necromunda, gang warfare is rife and shotgun diplomacy is the only way to do business. This month, we check out some art, play a Battle Report and tell a tale.







### ART OF THE UNDERHIVE

The denizens of Necromunda are an unusual bunch and no mistake. On page 96 we chat to the Forge World artists, who tell us what it was like illustrating them.



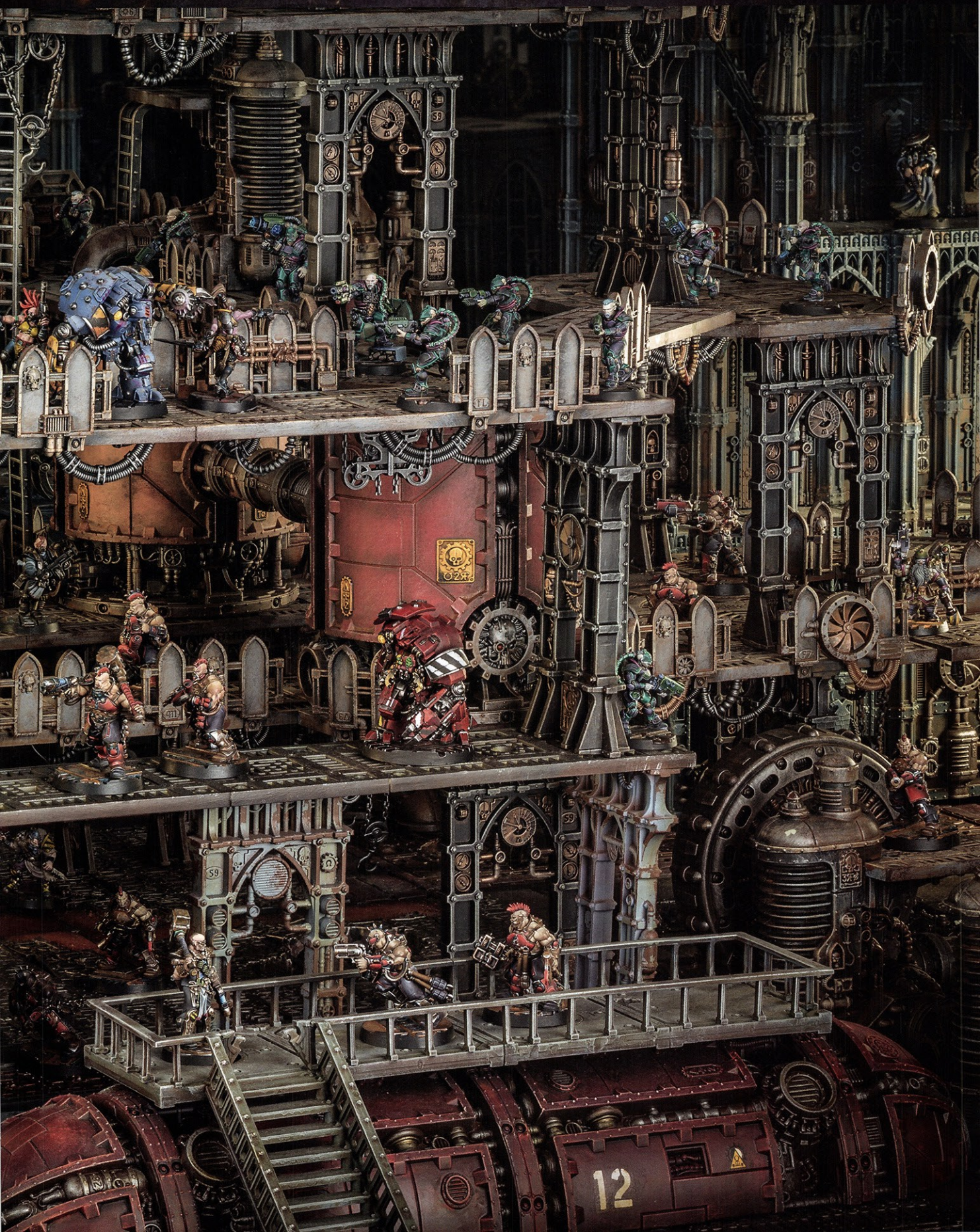
### CALLING IN THE HIT

Kal Jerico and a gang of Bounty Hunters have been lured into an ambush! Will they be able to escape the Delaqua and Goliath gangs that are closing in? Find out in our four-player Battle Report on page 104.



### THE TALE OF KAL JERICO

To celebrate the return of the infamous Bounty Hunter (and his sidekick Scabbs), we've got an exclusive short story on page 122, written by Owen Barnes.





# ART OF THE UNDERHIVE

In Illuminations, we take a look at the rich tapestry of illustrations that can be found in our many publications. This month, we journey deep into the underhive (also known as the Specialist Games design studio) for a closer look at the art of Necromunda.



**MR. CHOMPER 'AMBOT', THE CARRION QUEENS, HOUSE ESCHER  
BY LUKE BLICK**

'The AMBOT is a cybernetic amalgamation of an Ambul and a robot, with the brain of a beast and the body of a machine,' says Luke. 'The robotic body features many of the visual aesthetics of the Ambul, including the six-eyed head, mandibles, extended carapace and the two huge claw arms. Like much of the machinery on Necromunda, the AMBOT is covered in rust and really banged-up and damaged, though you can still see the purple gang symbols of the Carrion Queens to show who it belongs to.'



## HOUSE HERALDRY BY MHARAID MORRISON

**HOUSE ESCHER**

'All the original house symbols were illustrated by Wayne England back in the 1990s,' says Mharaid. 'For this edition of Necromunda we wanted the art to feel more gritty and grim, so many of the pieces are desaturated and darker, with fewer bright colours than the originals. The House Escher heraldry, however, still features the most exotic colours and shapes.'

**HOUSE GOLIATH**

'House Goliath are the manufacturing powerhouse of Necromunda – they're all about hard industry and forging,' says Mharaid. 'Their house symbols are hammers and cogs, which you can see repeated on the models, either as weapons or mohawks. The metal on their heraldry is a lot darker than that of House Escher, showing their industrial, no-nonsense background.'

**HOUSE ORLOCK**

'House Orlock are also known as the House of Iron, and their heraldry features a suitably tough-looking iron gauntlet and chain,' says Mharaid. 'They have close ties to the Noble Houses of Necromunda, which is why their heraldry looks a bit more traditional and fancy, though the chain links the iconography back to their roots as bikers and outriders.'

**HOUSE VAN SAAR**

'The house heraldry is rarely seen in full on any gangers, either in the artwork or on the miniatures,' says Mharaid. 'Instead, they tend to wear a simplified adaptation of it as a gang symbol, or it will feature in their wargear in some way – the life support systems on Van Saar bodysuits, for example, feature eight cables just like their spider symbol.'

**HOUSE CAWDOR**

'The House Cawdor symbol is the most different to Wayne's original,' says Mharaid. 'The cowl'd hood has been replaced with a halo of bone fragments and rope, which is more in keeping with their role as scavengers and religious zealots. The metalwork is more oily and stained than that of the other houses, showing that it has probably been reclaimed.'

**HOUSE DELAQUE**

'Poisoned blades and snakes pretty much sums up the members of House Delaque,' says Mharaid. 'They're venomous, deadly, silent and underhanded. The snakes are tied in knots around each other, representing the carefully woven, difficult to unravel plots of the Delaque which, at their heart, almost always have a knife waiting for someone.'





# HOUSE ESCHER BY FILIPE PAGLIUSO

'Filipe's goal with the Escher was to give them a really wild, flamboyant appearance with a whole load of attitude,' says specialist brands product manager Andy Hoare. 'Jett Fargo, an Escher Leader, is the epitome of that – she's the sort of character that might lead her sisters into a fight with a savage grin and a mad glint in her eye. Jarene is your typical House Escher ganger, wearing the colours most associated with such gangs – yellow accented armour, tough leather workgear, exotic animal print fabric and a flash of colour in her hair. She's clearly hyped up ready for a fight.'

**JETT FARGO,  
THE BITTERSWEET  
BLADES,  
HOUSE ESCHER**

**JARENE,  
THE WILDCATS,  
HOUSE ESCHER**





## HOUSE GOLIATH BY FILIPE PAGLIUSO

'The Goliaths are arguably the most barbaric gangers on Necromunda – proper muscle-bound brutes,' says Andy. 'Filipe's illustration features many of the house's hallmarks, such as the stim injector collar around Axon's neck and the spiked armour plates that are used not only as protection in the forges, but also for barging into and impaling unwary foes. All of Axon's wargear is dented, scuffed and pitted – the Goliaths have little pride in their appearance. His primary weapon is as unsubtle as he is – a massive cleaver designed for messy, no-nonsense bludgeoning.'



**AXON,  
THE IRONTREE  
REAVERS,  
HOUSE GOLIATH**





# HOUSE ORLOCK BY DOMINIK OEDINGER

'House Orlock gangers are tough, no nonsense brawlers,' says Dominik. 'Their gear is functional rather than fancy and often covered in oil and grease. I illustrated the ganger on the left wearing a utility belt to show that he's often required to fix machinery and equipment as well as fight, and he has chain tattoos to show his affiliation with the House of Iron. With Slate Merdena, I wanted his face, pose and stature to suggest that he's probably in his forties – at least a decade older (and considerably more experienced) than most of his gangers.'

**BRYN BAILER,  
THE FIRSTBORN  
LOSERS,  
HOUSE ORLOCK**

**SLATE MERDENA,  
BOUNTY HUNTER  
(FORMERLY OF  
HOUSE ORLOCK)**







## HOUSE VAN SAAR BY RACHEL PIERCE

'House Van Saar has access to the most advanced tech in the underhive, but it's also killing them at the same time,' says Rachel. 'While this gang leader's wargear looks super high-tech (especially the Hrystrar energy shield), I made him look quite ill, with prominent cheekbones and sunken eye sockets to show where the radiation sickness has started to take its toll on him. He's probably younger than he looks. His appearance is in stark contrast to his wargear, which looks really clean and new, as if it's just been manufactured.'



**HANSVET COLD FIRE,  
THE COLD FIRE CABAL,  
HOUSE VAN SAAR**





## HOUSE CAWDOR, BY DOMINIK OEDINGER

'House Cawdor gangers are like the medieval peasants of Necromunda,' says Dominik. 'They're a poor house, so they don't wear fancy equipment – most of their clothing is made up of sack cloth and discarded mining gear similar to that worn by Genestealer Cultists. They wear bandages to cover their leprous, infected skin, and their weapons are often bandaged, too, as they feel they're unworthy of touching them with their filthy hands. It was great fun playing with the textures on these illustrations, adding levels of wear and tear, dirt and filth to their clothes, skin and wargear.'

**WIMPLE  
BEGGARBAIT,  
THE CANDLEKIN,  
HOUSE CAWDOR**

**CAUL THE KEEPER,  
OATHKEPT,  
HOUSE CAWDOR**





## HOUSE DELAQUE BY RACHEL PIERCE

'I love how mysterious and creepy the Delaques are and I really wanted to play on that in this piece,' says Rachel. 'I made him look quite androgynous, almost alien in appearance, with pallid skin and black lips. Is that the actual colour of his lips or has he painted them that way? Who knows? I also stretched his proportions a bit so that his legs are longer and his body thinner than a regular human – it helps give him a more sinuous look, as if he glides along like a snake, which is perfectly in keeping with the background of the house and their serpent iconography.'



**HORATH THE SOULLESS,  
THE SUMPTOWN WRAITHS,  
HOUSE DELAQUE**





# CALLING IN THE HIT

A hit has been called on Kal Jerico by a shadowy rival. Lured into a trap in an abandoned mining facility, the infamous Bounty Hunter now finds himself surrounded by members of not one, but two rival gangs. The hunter has become the hunted...

*'Relax, Scabbs, we're in unoccupied territory – no one's going to shoot you.'* Stretching his arms over his head, the Bounty Hunter Kal Jerico sat back against the control tower of the mine workings and propped his feet up against the balustrade. Flakes of rust crumbled away beneath his heels and tumbled lazily away into the abyss below.

Scabbs scratched anxiously at his neck and looked dubious. He glanced over at the loading platform again and narrowed his eyes. It was hard to tell in the gloom, but he could swear there was someone up there watching them. This contract was a bad mistake, he could feel it in his bones. Unoccupied territory or not, it felt like a trap.

*'It's not a trap, Scabbs,'* said Kal, as if reading his mind. *'The Sump Dogs have got our backs if anything goes awry.'* Kal extracted an arm from behind his head and waved it in the general direction of the mine access shafts. *'Besides, we've got Belladonna and Grendlsen with us – no one's stupid enough to attack us with that lot around.'*

The crump-whoosh of a bolt round being fired jerked Kal to wakefulness in a heartbeat. Grendlsen barrelled round the walkway, his gun still smoking. *'We've got company,'* he barked as he took cover behind a stack of barrels.

*'Someone's more stupid than you look, Scabbs,'* said Kal.





**T**he Badzones hide many secrets, some of which are immensely valuable and almost all of which are incredible dangerous.

Rumours have reached House Orlock of an abandoned mining complex not too far from their territory. Though its machinery lies silent, much of the complex is undamaged, bringing the prospect of healthy profits should it be restarted. To achieve this, the rulers of House Orlock have hired a group of Bounty Hunters, including the infamous Kal Jerico, to assist the Sump Dogs gang in their mission to secure this new holding.

However, things are rarely so simple on Necromunda. Though the mining complex exists, the information was passed on by spies of Nemo the Faceless, who manipulated events to draw Kal Jerico into a trap, with the added bonus that a prominent House Orlock gang – the Sump Dogs – might be eliminated in the process. As House Orlock and its allies spread out across the facility, Nemo springs his ambush, calling in countless favours to ensure Kal's demise. Can House Orlock stop Nemo's plans, or will the ambushers finally eliminate the charmed bounty hunter?

#### THE ARBITRATOR

This month's Battle Report is watched over by games developer Jonathan Taylor-Yorke. With four players (one of them new to the game), an unusual board layout, an adapted scenario, House Beasts, Bounty Hunters and who-knows-what else, it seemed sensible to have an arbitrator watch over the game to make sure it all ran smoothly (ish).



#### CALLING IN THE HIT

As you've probably guessed by now, this month's Battle Report is set in the Necromundan underhive and features the legendary Bounty Hunter Kal Jerico as the target of an underhanded assassination attempt. The scenario being played is an adaptation of The Hit mission from the Necromunda rulebook (page 180) and pits Kal, his Bounty Hunter chums and a gang of Orlocks against two enemy gangs – one from House Goliath, the other from House Delaque.

As you'd expect, Kal is the target of the hit and must try and escape the battlefield. But this is no ordinary battlefield – for this game we borrowed one of Warhammer World's impressive feature tables to fight over – a table you can play on should you visit Warhammer World one day (we would highly recommend it!). As the gangers from House Orlock race to his rescue, Kal has to exit the battlefield by one of three designated points, while the rival gangs do their best to cut him off (and cut him up). Turn the page to meet the four players and find out what gangs they picked. The hit has been called – there is no turning back!



# THE HIRED GUNS: KAL JERICO'S PROFITEERS



## STUART EDNEY

Who let him back in the bunker, eh? Former White Dwarf writer turned Forge World editor Stuart Edney joins us for this Necromunda Battle Report. He wore his favourite tentacle to celebrate.

**Stuart:** Suave, talented and impossible to put down, Kal Jerico is one of the most (in)famous personalities to walk the Necromunda underhive. When the chance to play him and his sidekick Scabbs came up, I jumped at the opportunity.

For this battle, Kal Jerico isn't alone. With the mining complex offering a chance for profit, House Orlock have hired a group of Bounty Hunters to ensure the job gets done, which means I get to pick from the array of characterful Bounty Hunters on offer. My first two choices were Belladonna and Grendl Grendlsen, giving me two powerful combat figures and Grendl's boltgun to lay down some long-ranged firepower. Despite only having four fighters, these Bounty Hunters are expensive (and for good reason!). I decided to supplement my force with Thaetos 23-2, an Unsanctioned Psyker. Although Psykers are always risky, I enjoy using them when I can as they can quickly change the state of play. His *Levitation* power will help him traverse the battlefield, *Scouring* can block access to entire walkways, and he can use *Maddening Visions* to destabilise enemy fighters.

My plan is pretty simple: don't die. With a 3+, unmodifiable save on Kal, he will hopefully live up to his reputation of being unkillable. My other Bounty Hunters will screen Kal and run interference against the most dangerous threats, such as Goliaths armed with large combat weapons or Delaque gangers with web guns.

<b>K</b> Kal Jerico	340	<b>G</b> Grendl Grendlsen	280
<b>Sc</b> Scabbs	100	<b>Tn</b> Thaetos 23-2	285
<b>B</b> Belladonna	275	<b>Total Credits</b>	1280





## HOUSE ORLOCK: THE SUMP DOGS

**Scott:** My gang choices revolved around wanting to field Slate Merdena. For those that don't know, Slate is a legend on Necromunda, famed for never dying no matter how hard people try. Considering this battle involves House Orlock, who better to trust with such a vital task?

As we decided to count Slate as the gang leader for this game, I built the rest of the gang around a hardened crew sent in to watch Slate's back. Every fighter is a Specialist, allowing me to give them all Nerves of Steel. Being able to resist Pinning checks on all my fighters will enable me to move them more freely and get them into the right positions to protect Kal. For my Champions, I opted for one focused on shooting and another focused on close combat. Considering the layout of the board, I bought a grapnel launcher for my combat champion to allow him to get about quicker. I went with the harpoon launcher for my other Champion – being able to drag foes to their deaths was an opportunity I couldn't pass up!

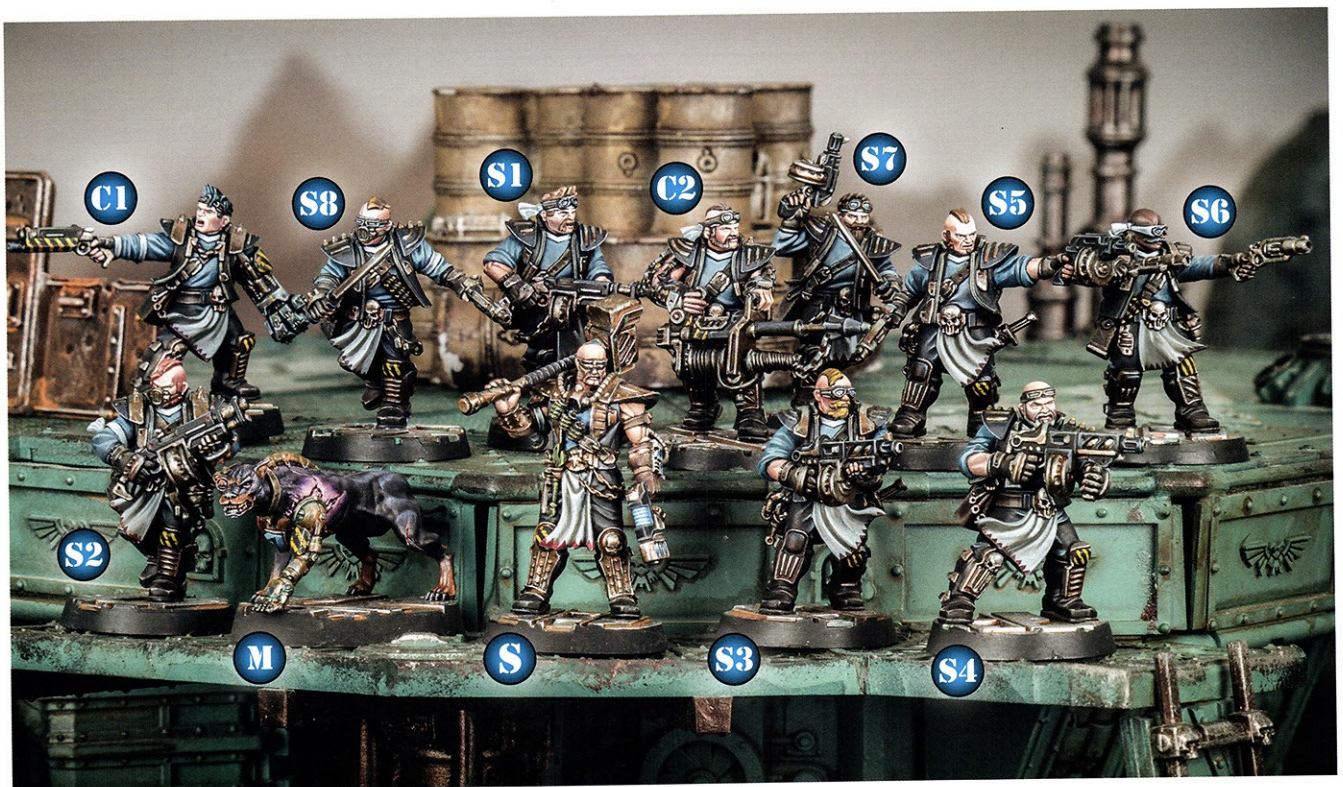
The rest of my fighters were fairly easy to kit out. I gave them an assortment of weapons to help pin my opponents in place (and force them to take lots of Initiative checks to avoid falling off the walkways), frag grenades (because they've got Knockback) and drop rigs so they can traverse the board more easily. Ultimately, my goal was to help Kal Jerico get out of his sticky predicament and deal out as much hurt as I could in the process – no one disrespects House Orlock!

<b>S</b> Slate Merdena	360	<b>S5</b> Zeke (Specialist)	170
<b>M</b> Macula	0	Autopistol, stub gun, dumdum rounds, frag grenades, drop rig.	<i>Nerves of Steel, Gunfighter.</i>
<b>C1</b> Roky (Champion)	230	<b>S6</b> Mo Two-Fist (Specialist)	150
Servo claw, sawn-off shotgun, grapnel launcher, drop rig.		2 stub guns, fighting knife, dumdum rounds, drop rig.	<i>Nerves of Steel, Gunfighter.</i>
<i>Nerves of Steel, Bull Charge, True Grit.</i>		<b>S7</b> Joh Krow (Specialist)	110
<b>C2</b> Zed 'Hackjaw' (Champion)	260	Autopistol, fighting knife, drop rig.	<i>Nerves of Steel.</i>
Harpoon launcher, fighting knife, autopistol, drop rig.		<b>S8</b> Narkos (Specialist)	110
<i>Munitioneer, Nerves of Steel.</i>		Stub gun, fighting knife, drop rig, dumdum rounds.	<i>Nerves of Steel.</i>
<b>S1</b> Grimm (Specialist)	155	<b>Total Credits</b> 1990	
Combat shotgun, fighting knife, drop rig.			
<i>Nerves of Steel.</i>			
<b>S2</b> Jackson (Specialist)	155		
Combat shotgun, fighting knife, drop rig.			
<i>Nerves of Steel.</i>			
<b>S3</b> 'Gunner' Ski (Specialist)	145		
Autogun, fighting knife, blasting charges, drop rig.			
<i>Nerves of Steel.</i>			
<b>S4</b> Lander (Specialist)	145		
Autogun, fighting knife, frag grenades, drop rig.			
<i>Nerves of Steel.</i>			



**SCOTT GATWARD**

Scott is one of the Forge World artists and a newcomer to Necromunda – this is only his second game! A seasoned Warhammer 40,000 gamer, though, he knows which way round to hold a lasgun. Allegedly...





# HOUSE GOLIATH: THE IRONLORDS



**TOM CLARKE**

Tom is a writer in the Specialist Games team and a long-time fan of Necromunda. While the Goliaths are his favourite gang, he understands that they may struggle to outwit Kal Jerico. And open doors.

**Tom:** When you're playing on a board with lots of winding walkways and perilous drops, a Goliath gang would be the last choice for most people. With their low Initiative, I'm expecting several of them to fall to their deaths, but I still picked them because they're my favourite gang and they have my favourite House Beast – the Sumpkroc.

Skullshank is my leader and, armed with a combi-pistol and power hammer, he should be able to dish out a lot of damage. Skill-wise, Hurl was too good to pass up, as it enables Skullshank to throw enemies off walkways, while Nerves of Steel and True Grit should ensure he makes it into combat. My Champion, Kruger, comes with a grenade launcher and Fast Shot, which allows him to fire twice in a single round, while 'Splitter' Korg is there to chop people up in combat with his 'Renderizer'. After fleshing out my gang with a few regular gangers, I opted for some more 'exotic' choices. First was 'Colonel Stompy' the AMBOT. Tough, dangerous and able to Infiltrate, it will be able to put pressure on Kal Jerico immediately. I also picked a Goliath with a rivet cannon and gave him Infiltrate, too – a skill rarely seen in Goliath gangs. With rules changes in the updated Necromunda rulebook, the rivet cannon is deadly, and getting it close is the key to causing maximum damage.

My tactics are pretty simple. With the Delaque on my side, I don't have to worry too much about shooting – I'm going for the classic tactic of running in and hitting things as hard as possible!

<b>L</b> <b>Skullshank (Leader)</b> 310 Combi-pistol, power hammer, furnace plate, drop rig. +1 Move, Overseer, Nerves of Steel, Hurl, True Grit.	<b>S2</b> <b>Grendel (Specialist)</b> 190 Krumper' rivet cannon, drop rig. Infiltrate.
<b>C1</b> <b>Kruger (Champion)</b> 255 Grenade launcher, brute cleaver, drop rig, grapnel launcher. Nerves of Steel, Fast Shot	<b>G1</b> <b>Nox the Ripper (Ganger)</b> 110 Spud-jacker, brute cleaver, smoke grenades.
<b>S1</b> <b>'Splitter' Korg (Specialist)</b> 190 'Renderizer' serrated axe, stim-slug stash, drop rig, grapnel launcher. +1 Move, Berserker.	<b>G2</b> <b>Brakk (Ganger)</b> 80 Spud-jacker, stub gun.
<b>Am</b> <b>'Colonel Stompy' (AMBOT)</b> 285 Grav fist.	<b>G3</b> <b>Bonesnapper (Ganger)</b> 160 Combat shotgun, frag grenades, drop rig.
	<b>G4</b> <b>Varik (Ganger)</b> 90 Stub cannon, fighting knife.
	<b>Sk</b> <b>'Mable' (Sumpkroc)</b> 130
<b>Total Credits</b> 1700	





## HOUSE DELAQUE: THE SILENT ONES

**Owen:** This Battle Report gave me the chance to build a well-equipped, highly skilled Delaque gang, all of them tooled up with weapons and equipment, not to mention a choice selection of useful skills so they can advance in the wake of the Goliaths and cause havoc from afar.

To achieve this, I equipped my Leader with a plasma pistol and a flechette pistol (with fleshbane ammo) and gave him the Gunfighter skill. I then equipped Yartep (one of my Champions) with a web gun so I can effectively disable my opponents (and by that I mean Kal Jerico). My second Champion is Mandoth, who sports a 'master-crafted' long rifle, Infiltrate and a grapnel launcher. This means I can position him effectively and use the Knockback ability on his rifle to pick off targets really efficiently. The rest of my gangers carry a mixture of short- and long-ranged weapons and they all wear mesh armour and drop rigs. I used my last remaining credits to hire Ortruum 8-8, a powerful psyker who has the Soul Hound ability – which I plan to use on Kal Jerico at the first opportunity I get.

In the coming battle, my small number of relatively expensive fighters could prove dangerous, as each loss will be costly. However, with the Goliaths providing the muscle, the defenders will have to choose between shooting the sneaky Delaque or the angry muscle-bound gangers charging at them. Either way, they're in for a lot of pain.

<b>L Cxauth 'The Night Serpent' (Leader)</b> 315	<b>S2 Trembra (Specialist)</b> 175
Flechette pistol, plasma pistol, armoured undersuit, drop rig, mesh armour. +1 BS, Gunfighter, Evade, Dodge.	Shotgun, mesh armour, stun grenades, drop rig. +1 BS, Infiltrate.
<b>C1 Mandoth 'Dark Hand' (Champion)</b> 305	<b>G1 Naath 'Whisperblade' (Ganger)</b> 125
Master-crafted long rifle, armoured undersuit, mesh armour, infra-sight, grapnel launcher, drop rig. +1 BS, Overwatch, Infiltrate, Trick Shot.	Autogun, stiletto knife, mesh armour, drop rig, smoke grenades.
<b>C2 Yartep (Champion)</b> 315	<b>G2 Kaebh (Ganger)</b> 120
Armoured undersuit, mesh armour, web gun, autogun, drop rig. +1 BS, Evade, Marksman.	2 autopistols, stiletto knife, mesh armour, drop rig, photon flash grenades.
<b>S1 Yagoth (Specialist)</b> 240	<b>G3 Denorah (Ganger)</b> 155
Grav gun, digi laser, mesh armour, drop rig. +1 BS.	Autopistol, hand flamer, mesh armour drop rig.
	<b>O Ortruum 8-8</b> 250
	<b>Total Credits</b> 1995



### OWEN BARNES

Games developer Owen Barnes worked on the rules for Necromunda, so he's got his tactics nailed down. He plans on letting Tom's Goliaths lead the charge while he watches and waits in the shadows.





# DEPLOYMENT: THE TRAP IS SET

**M**andoth 'Dark Hand' of House Delaque watched the Bounty Hunters from his vantage point on the loading platform high above the mine workings. Even in the murk of the underhive he could see them clearly, his augmetic eyes whirring and clicking as they focused on each target in turn.

The Orlocks had wandered off a while ago to explore the rest of the facility, while the Bounty Hunters had gathered around the main control tower near the centre of the mining complex. That was good, thought Mandoth – there were only three viable exits from the facility and all of them were being watched and guarded by the The Silent Ones or their muscle-bound allies, the Ironlords. He looked to the south where Cxauth

## DROP RIGS ENGAGED!

Nemo the Faceless timed his ambush perfectly, ensuring that the Sump Dogs were nowhere near Kal Jerico when the ambush was sprung. Scott's gang does not start the game on the table. Instead, D6 gang members can use their drop rigs to deploy anywhere on the battlefield at the start of each round after the first.

'The Night Serpent' was directing the ambushers from both gangs into position. The Goliaths were unsubtle thugs, thought Mandoth, watching them trying to creep about on the lower levels of the complex, but this would be a brutal fight and a bit of muscle would be certainly be required.

To the west of the Bounty Hunters, and several levels below, Mandoth caught a glimpse of Ortruum 8-8 floating into position. Mandoth found the mutant more than a little unsettling, but his psychic abilities could prove invaluable in the capture or killing of Kal Jerico. The ganger risked a glimpse over the barricade he was hiding behind and saw the Bounty Hunter's unsavoury companion looking his way. Mandoth flipped off the safety catch on his sniper rifle and took aim.

Stu sets up the Bounty Hunters around the mining facility exhaust stacks, with Grendel (1) facing south, Thaetos 23-2 (2) looking west, Belladonna (3) covering the east, and Kal Jerico and Scabbs (4) in the centre.

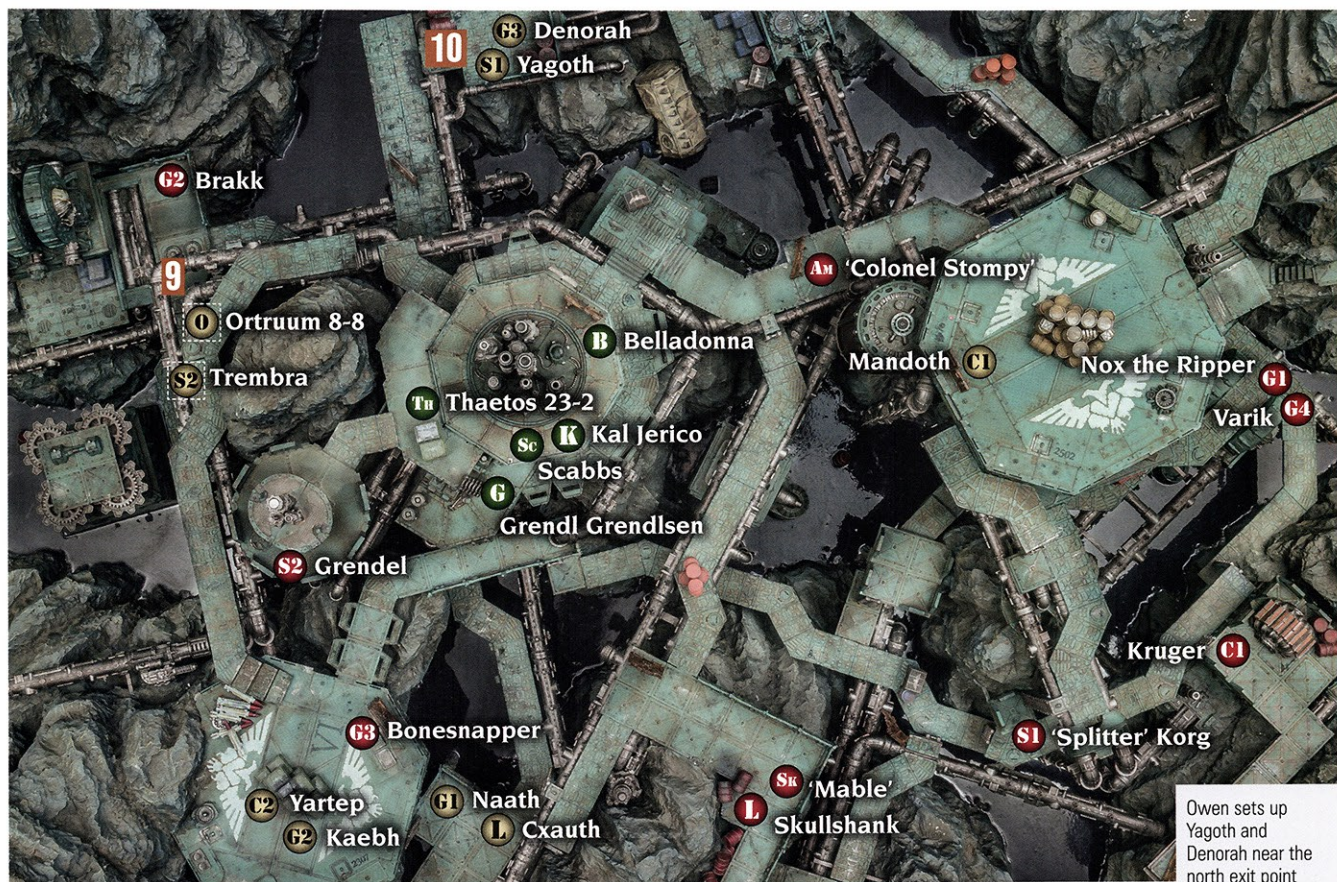
Owen and Tom set up their gangs, placing most of their models within 8" of the board edge 'to give Kal a fighting chance'.

Owen places Cxauth and Naath (5), on the lowest level of the mine working, with Yartep and Kaebh deployed on the platform above (6). Tom deploys Bonesnapper in front of them (7).

Tom infiltrates Grendel onto the tower near the Bounty Hunters (8) so that he can get his short-range rivet cannon into play nice and early. Ortruum 8-8, Brakk and Trembra are placed on the gantries far below the Goliath (9).







Owen sets up Yagoth and Denorah near the north exit point (10), while Tom infiltrates Colonel Stompy next to the ore silo in the centre of the mine (11), in preparation for 'some buzz saw action'.

Owen deploys Mandoth – the Delaque sniper on the loading platform (12) – a prime position with a great line of sight to almost the entire battlefield.

Tom places Nox the Ripper and Varik near the east exit (13) and Kruger (with his grenade launcher and grapple) next to the power generator in the south-east corner (14).

Tom places 'Splitter' Korg so he can guard the south exit (15) and Skullshank – the Goliath leader – where he can intercept Kal if he tries to leave the mine on a higher level (16). Mable the Sumpkroc sits next to him.





# ROUNDS ONE & TWO: FIRST CASUALTIES

**W**ith bullets flying all around him, Kal Jerico dove for cover. Everything was chaos – Grendlsen was blasting away at a Goliath hidden behind a nearby tower when he was knocked from his feet by a hurled grenade. On the other side of the exhaust stacks, Belladonna hunkered down as sniper shots rang out around her. Thaetos, his skin crackling with arcs of lightning, levitated into the air, then ignited as he was hit by a round of superheated rivets. Poking Scabbs with his foot, Kal, encouraged his companion to fire his plasma gun at an AMBOT that was racing towards them. Despite the gun glowing dangerously hot, Scabbs vented it before it could explode. Kal risked a look around, fired his pistols at an approaching Goliath and grinned as the brute stumbled off the walkway.

## INFILTRATION

In this game there were four fighters with the infiltrate skill – Mandoth, Trembra, Grendel and the AMBOT. Owen's plan was to use his Delaque operatives as snipers, picking the enemy off from afar. Tom had other ideas – he wanted his warriors nice and close so the AMBOT could charge someone while Grendel got to work with his rivet gun.

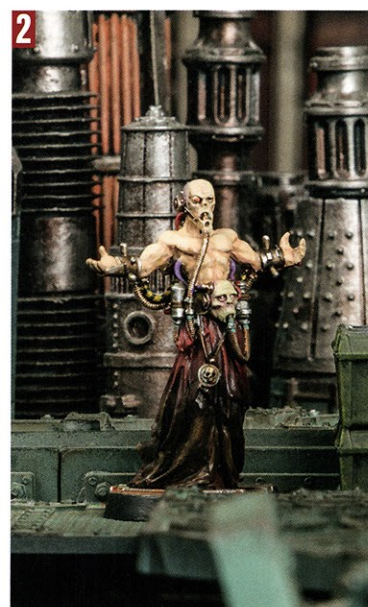
Hearing the gunfire, the Orlocks returned, using their drop rigs to land amongst the ambushers. Grimm and Mo Two-Fist took out Mandoth the Delaque sniper, while Lander took on Yagoth and Denorah, wounded the first and died to the second. Roky arrived to the west and tried to shoot Ortruum 8-8, but the psyker simply floated off and tried to Mind Lock Kal. Zed Hackjaw dropped in to the south-east and targeted Kruger with his harpoon launcher, but failed to hit the massive Goliath. Closer to the control centre, Kal sprinted for the lower walkways followed by Scabbs and Belladonna. Nearby, Grendl Grendlsen trades shots with Kaebh of House Delaque, neither causing any lasting injuries.

And then the lights went out...

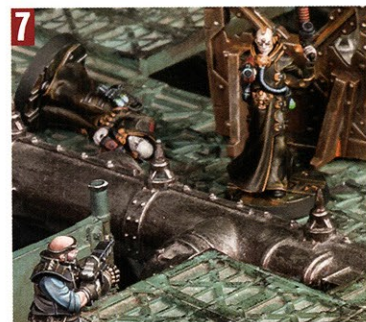
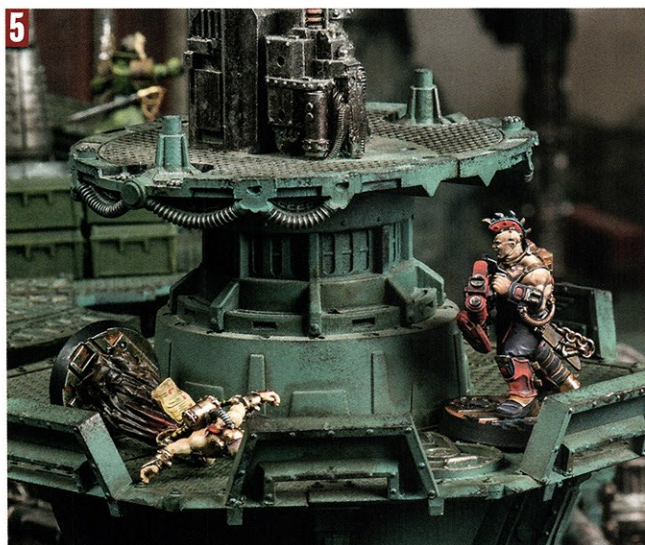
Grendl Grendlsen fires at the similarly (though not at all confusingly) named Grendel of House Goliath (1). He scores a hit but fails to wound the muscular ganger. Thaetos 23-2, the Unsansctioned Psyker (2), levitates himself onto the tower where Grendel is hiding, ready to zap him in the following turn. Sadly for Thaetos, Grendel stands back up, fires his rivet cannon at the psyker, wounds him and then sets him on fire.

Bonesnapper throws a frag grenade at Grendl Grendlsen, knocking him off the walkway he was standing on (3). Kal Jerico returns fire, forcing Bonesnapper to dive for cover. Instead, he dives off the walkway and plummets to his death.

Scabbs turns the power on his plasma gun up to maximum and fires at the AMBOT, causing three wounds and a serious injury (4). Miraculously, Colonel Stompy avoids falling off the gantry.







**'How far does he fall?' - Jonathan**

**'Well, there are rocks...' - Tom**

Grendel fires his rivet gun at point-blank range into the already burning Thaetos 23-2 (5), 'nailing him to the decking'. The psyker tries to put out the flames but dies in the process.

Lamder uses his drop rig to land behind Denorah and Yagoth of House Delaquer (6). He throws a frag grenade into them, pinning Denorah, but seriously wounding Yagoth. Denorah then stands back up and fires both of his pistols at Lander, taking him out of action (7).

Grimm uses his drop rig to land behind Mandoth and misses with an almost point-blank shotgun round (8). Manoth is too busy firing at Kal Jerico to notice and pins the Bounty Hunter with a sniper round.

In a second attempt to kill Mandoth, Mo Two-Fist also drops down behind him, fires both of his stub guns into the champion's back, penetrates his armour and kills him outright.





# ROUND THREE: DEATH IN THE DARK

## DARKNESS DESCENDS

At the start of round three, Owen played the House Delaque tactic Darkness Descends, meaning that fighters could only target an enemy if they were within 3" of them. Considering the size of the board, Arbitrator Taylor-Yorke decided this rule would only apply to shooting attacks and that charges could be made as normal.

**W**ith the dome lights turned off, everything went eerily quiet as the gangers tried to pinpoint their foes in the darkness. Only Kal Jerico blazed with light, his soul lit up by Ortruum's psychic link.

Despite the lack of light, the Orlocks continued to drop into the fight, using their drop rigs to surround the ambushers in an ambush of their own. Zeke and Narkos arrived silently behind Kaebh and Yartep to the south, both of whom promptly scampered off into the darkness in an effort to hunt down Grendl Grendlsen, who had disappeared down a ladder. Joh Krow arrived behind the Delaque leader Cxauth, while 'Gunner' Ski dropped onto the loading platform above the Goliath Champion Kruger, who then

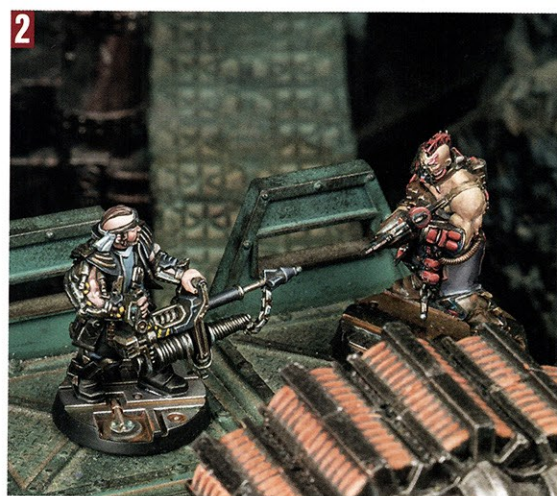
also used his drop rig to descend to the lower levels of the mine workings. Far to the west, Brakk bit off more than he could chew and charged Roky, only to be smashed to a pulp by the Orlock Champion.

Near the centre of the mine, Belladonna hacked apart the badly damaged AMBOT, while Slate Merdena traded insults with Skullshank, their two beasts snapping viscerously at each other but neither gang leader willing to start a fight. In the confusion, Kal Jerico leapt from the control centre onto the walkway behind Skullshank, shot Mable the Sumpkroc and dashed off down the walkway towards the southern exit. Seeing Kal leap across the gap, Scabbs made to follow him, thought better of it and ran off after Belladonna instead.

Belladonna runs down the gangway and charges the AMBOT, which is just standing back up having been shot by Scabbs earlier (1). She kills the machine easily enough, but Tom plays the tactic Last Gasp, enabling the AMBOT to attack back before it is removed from the table. It misses with all its attacks.

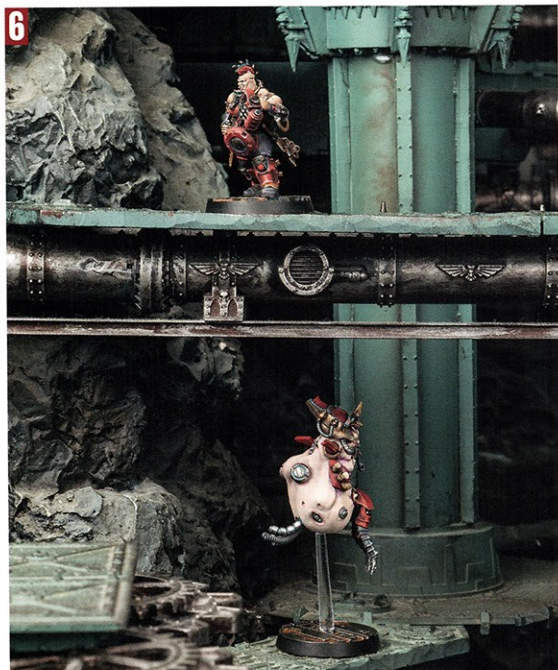
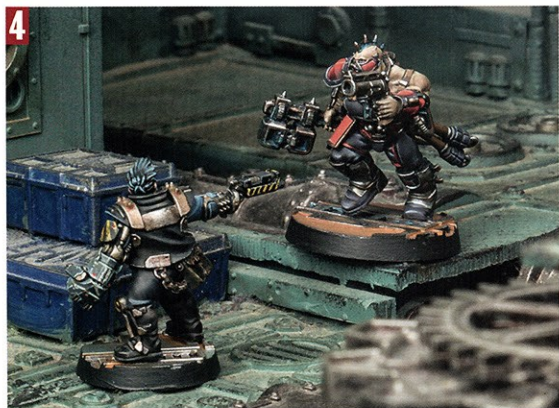
Tom then plays Brutal Charge on 'Splitter' Korg, who races back along the walkway he'd already run along, up a ladder and into Zed Hackjaw (2). He dispatches the Orlock with ease using his renderizer. 'All the lights went out, then suddenly Zed's dead,' says Tom, sadly.

Slate Merdena and his cyber-mastiff land on the walkway in front of Skullshank and his Sumpkroc Mable (3). While the Goliath leader is distracted, Kal Jerico leaps across the gap between the walkways and shoots Mable in the back, pinning her. Despite being lit up by Ortruum's Soul Hound ability, not a single shot hits Kal in return.



**'Four serious injuries! He must have taken the time to break each limb individually.' – Scott**





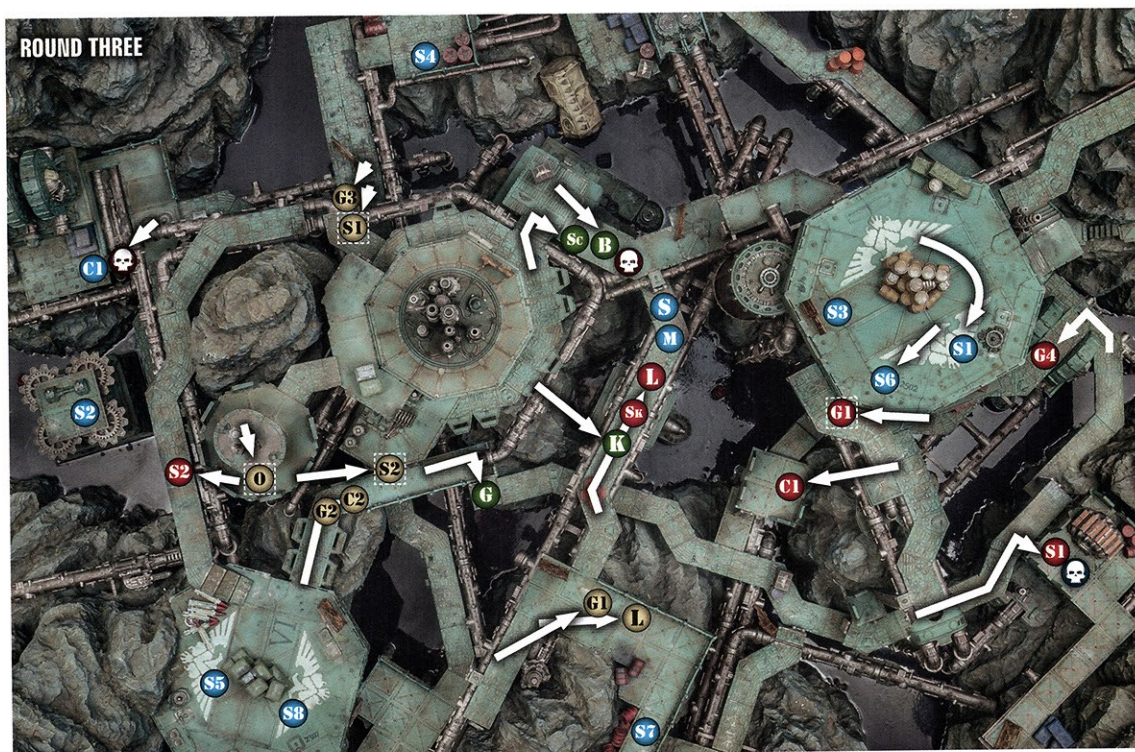
Having previously wounded Roky with a shot from his stub gun, Brakk goes in for the kill in close combat **(4)**. This proves to be an entirely unwise decision.

As Roky scrambles to his feet, Brakk hits him with his spud-jacker but only succeeds in knocking him back. Roky then charges back into Brakk and rips him limb from limb with his servo claw.

In the previous turn, Kruger used his grapnel launcher to ascend to the top of the pipe network near the loading platform. Now, seeing the direction Kal is taking, he descends using his drop rig to land (somewhat inelegantly) next to Nox the Ripper (5). High above, Mo Two-Fist, Grimm and 'Gunner' Ski wonder what's going on in the dark below them...

Jackson deploys by drop rig and lands behind Ortruum 8-8 **(6)**. Not that either of them would know, of course, what with it being dark! Grendel, having finished off the Unsanctioned Psyker, uses his drop rig to descend to the lower walkway.

'If I let go of this rock, I will fall into the abyss never to be seen again,' says Jonathan (7) as he checks whether Grendl Grendlsen and Kaebh have line of sight to each other. The other players watch on, Stu worried that his Bounty Hunter will get shot at by the Delaque ganger. He has nothing to fear — Kaebh misses (again) and the Squat makes his escape down a ladder.





# ROUND FOUR: WHEN PANIC SETS IN

**S**eeing Slate Merdena battling the Goliath boss, Kal Jerico made a break for it. Racing along the gangway, he leapt down to a lower level and was immediately shot at. Frag grenades bounced off the walkway next to him as flechette rounds whistled past his head. A searing beam of plasma almost singed his coat. Kal hit the deck and waited for the firing to stop. In the distance he saw Grendl stomping towards him. Hoping the Squat would protect him, Kal was sorely disappointed when a shotgun round hit the Bounty Hunter in the back and blasted him off the walkway into the water below.

Above him, the gangs continued to trade shots with each other in the darkness. To the south, Joh Krow attempted to shoot Cxauth in the back, but

## EYES IN THE DARK

Not content with turning out all the lights in the previous round, Owen played a second gang tactic card – which meant that all his fighters counted as wearing photo visors. So while everyone else blundered around in the gloom, the Delaque could see perfectly well. Owen quickly made the most of this tactical advantage.

was instead stabbed several times by Naath and left for dead. Further to the west, Kaebh got in a firefight with Narkos and Zeke, the two Orlocks outgunning the Delaque ganger and forcing him to dive for cover. Below them, shots rang out as Jackson and Grendel collided in the dark. Though wounded and set on fire by a salvo of super-heated rivets, Jackson miraculously held his ground and carried on fighting.

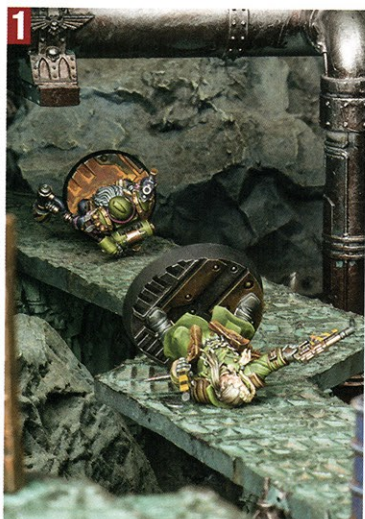
High above on the loading platform, Mo Two-Fist, Grimm and 'Gunner' Ski all fired down at Kruger, whose grenade launcher was misfiring loudly and drawing a lot of attention. Despite several shots hitting the Goliath, he refused to be wounded and stood his ground. Nearby, Nox the Ripper, Varik and 'Splitter' Korg all ran to join the fight.

Kal Jerico runs along the walkway and leaps onto the level below (1). Grendl Grendlsen follows him but is fired on by Kaebh from above and pinned. Trembra also fires at Grendl with her shotgun, hits the Squat and sends him diving into the water. 'Looks like they're extinct again,' says Jonathan, sighing.

Kruger fires a salvo of frag grenades at Kal, pinning the Bounty Hunter (2). He then runs out of ammo.

Skullshank charges Macula the Cyber Mastiff, wounding the beast, but also being wounded in return (3). Slate then orders Macula to attack Skullshank again, but this time the dog fails to hurt the Goliath. Slate then shoots the enemy leader with his plasma pistol 'on maximum power!' but fails to hurt him.

Behind Slate, Belladonna also takes aim with her plasma pistol at Skullshank but misses and hits Slate instead, almost killing him! Scott is not best pleased...



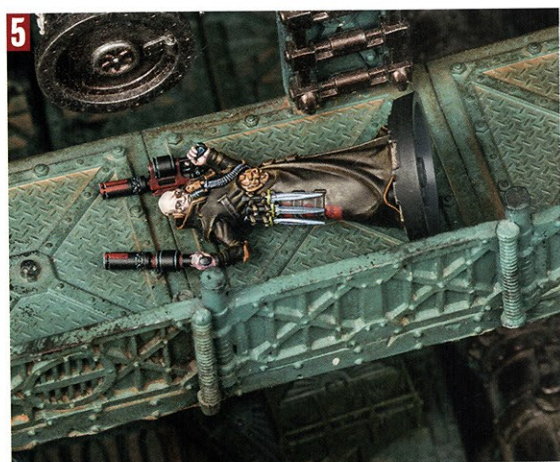




**'After three inches, you're not leaping any more, you're just falling.' - Owen**

Having somehow snuck up on the Delaque leader, Joh Krow fires at Cxauth at almost point-blank range (4). He misses. Naath 'Whisper Blade' turns to fight Joh Krow and takes him out of action with one of his many knives. Meanwhile, Cxauth takes aim at Kal with both his pistols and incredibly fails to wound with either of them.

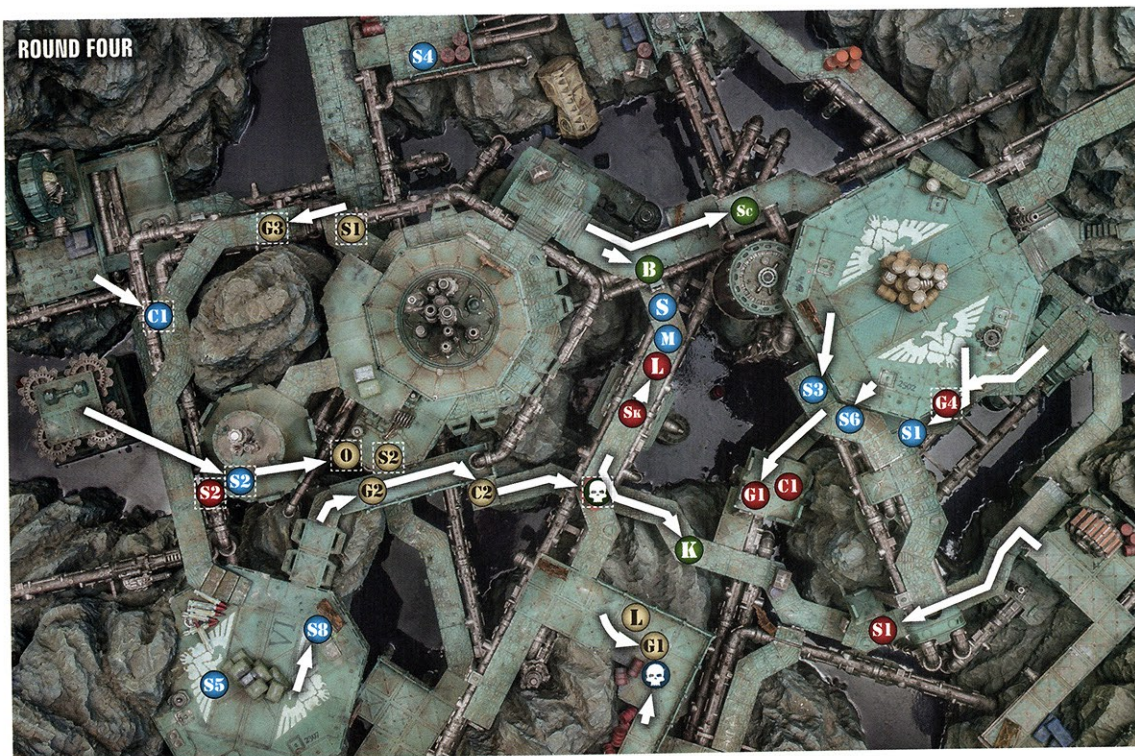
Across the mine complex, Yartep uses his drop rig to leap down to the lower level (5). Kaebh makes to follow him but is shot by Narkos and Zeke. He dives for cover behind the barriers.



Ortruum 8-8 continues his slow but steady advance, following Trembra towards Kal. Jackson, seeing an opportunity, uses his drop rig to leap from the platform where he'd landed previously onto the adjacent walkway near Ortruum 8-8. Unable to see the psyker in the gloom, Jackson turns round and finds himself face to face with Grendel (6). The Goliath fires his rivet cannon at point-blank range into the Orlock ganger, seriously wounding him and setting him on fire.

Both the Goliaths and Orlocks are required to take Bottle tests at the end of the round, but neither side breaks. Jackson somehow recovers from his injury despite still being on fire, while Yagoth finally succumbs to his wounds having just been abandoned by Denorah. According to Owen, 'he probably died of loneliness'.

## ROUND FOUR





# ROUNDS FIVE & SIX: A LIGHT IN THE DARK

**A**s the lights in the mining dome came back on with a blazing intensity, Kal Jerico leapt to his feet and raced for the dome's exit. A muscle-bound Goliath stepped out in front of him, a massive renderizer held in his huge hands, but Kal didn't even stop to aim – he fired at the Goliath, clipped him and sent him sprawling across the walkway. A loud splash announced that he'd fallen into the water.

On the other side of the mine workings, Roky charged into Grendel, smashing the Goliath clean off his feet with his servo claw. He then rushed to Jackson's aid, but his fellow ganger had already succumbed to the flames that had engulfed him. Nearby, Ortruum 8-8 drifted off into the darkness, wanting no further part in the fighting.

## A HELPING HAND

As all four players found out during this game, it's always good to keep your gangers near each other for moral support. Gang fighters can help wounded models get back up, put out fires or, if they are gang leaders and champions, make group activations, allowing you to activate several models at the same time.

On the walkway high above, Skullshank crushed Macula with his power hammer as his Sumpkroc Mable almost tore Belladonna in half with her vicious jaws. Slate was about to charge Skullshank, but Scabbs turned around and shot the Goliath leader with his plasma gun on full power. Skullshank fell off the gantry and into the water. Mable followed him. The plasma cells in Scabb's gun then detonated, severely injuring the filthy little man.

Slate, with no one left to fight on the gangway, took aim at Cxauth and blasted him off his feet with a well-aimed plasma round. His gun then also overheated. Suffering severe plasma burns, Slate fell unconscious next to Belladonna and Scabbs, all three heroes now out of the battle.

With the lights back on, Nox the Ripper races down the gangway and charges Kal Jerico (1). Kal stands up to defend himself but neither manages to hit the other. Stu then activates Kal, but both fighters fail to hit each other for a second round!

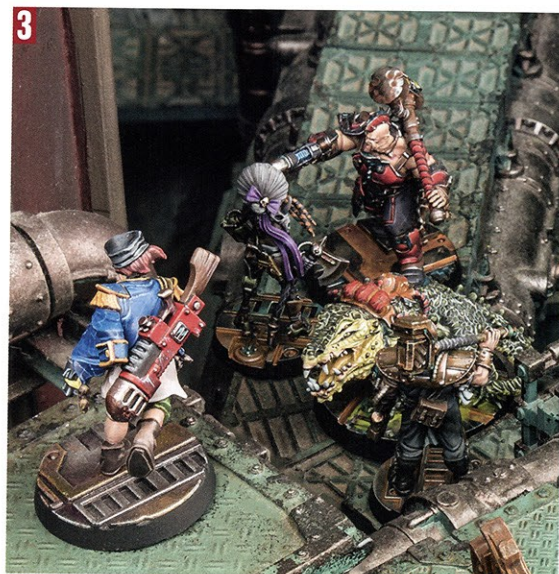
Having run out of frag grenades, Kruger instead fires two krak grenades at Kal. One hits its intended target while the other hits Nox, but both fail to wound. Kruger begins to wonder if he's been sold dud ammo...

Skullshank tries to Hurl Macula off the walkway but fails and has to smash him to death with his power hammer instead (2). Belladonna charges Skullshank but is counter-charged by Mable, who almost chomps her in half. Only Slate's intervention prevent the kroc from eating her.

Scabbs takes aim with his plasma gun (3) and blasts Skullshank off the walkway. The gun then overheats and takes Scabbs out of action.

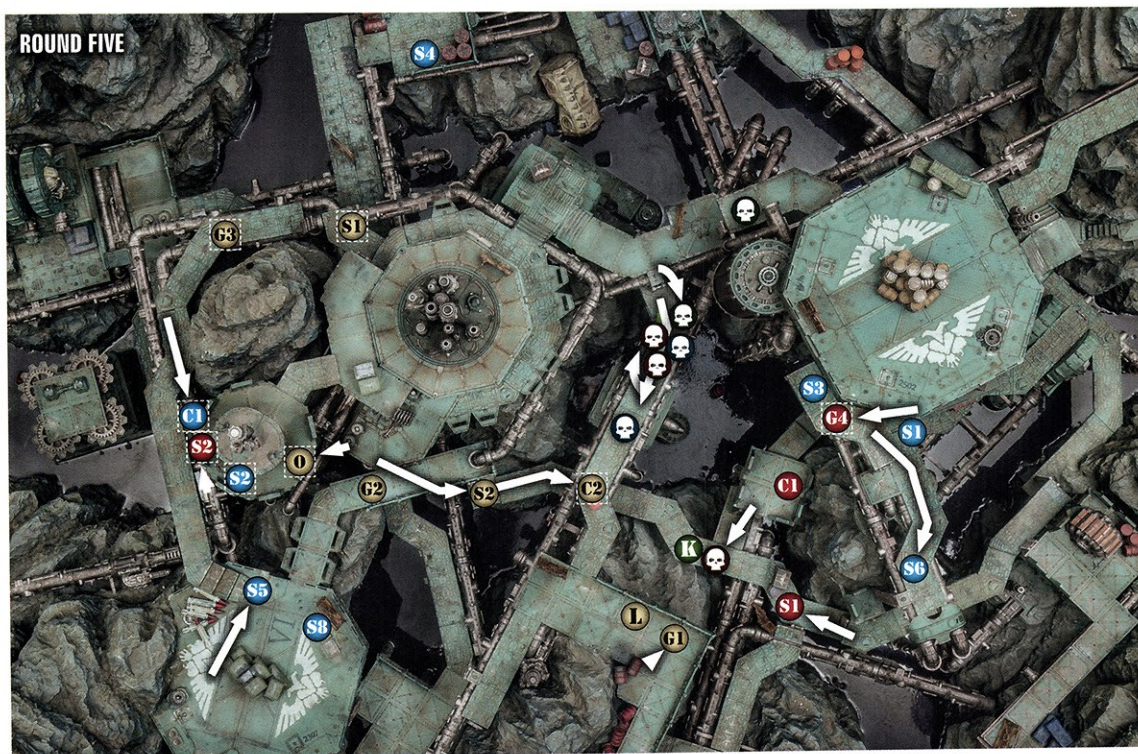


**'Jackson! No! I didn't make it!' – Roky, having reached Jackson just a little too late.**





## ROUND FIVE



Having taken fire from Kruger, Naath and Cxaith, and with Nox the Ripper trying to bludgeon him to death with a spud-jacker, Kal doesn't see Yartep sneaking up behind him (4). The Delaque ganger takes careful aim with his web gun, fires into the combat, hits Nox and immobilises him. The Goliath, unable to keep his balance, falls to the floor and rolls off the gantry into the murky water below. It's rumoured that he couldn't swim anyway...

'Splitter' Korg races forward, barring Kal's way along the gantry (5). The Bounty Hunter leaps up onto the nearby pipes, all guns blazing, and wings the Goliath with a las shot. Incredibly, Korg loses his footing and falls off the walkway, too!

With Kal now ridiculously close to him, Naath fires his autogun at the Bounty Hunter and pins him (6). Kal stumbles on the pipes but doesn't fall off, much to Owen's disappointment and Stu's relief. In return, 'Gunner' Ski opens fire on Naath and pins him, too. Cxaith moves into position ready to take a shot in the following round.

Mo Two-Fist and Grimm open fire on Kruger and finally wound him (7). Varik runs along the walkway to where Kruger had been standing and fires at Kal with his stub cannon, but misses.

At the end of the fifth round, the Goliath and Delaque gangs both fail their Bottle tests. The Orlocks remain stubbornly unbroken despite severe casualties.





# ROUND SEVEN: THE GREAT ESCAPE

**W**ith Kal Jerico racing towards the mine exit, the Silent Ones of House Delaque made one final bid to bring him down before he could escape. Reloading his web gun, Yartep took careful aim and fired a gout of webbing agent at Kal. Though the sticky mesh hit the Bounty Hunter, it failed to stop him in his headlong dash along the fuel pipes.

Cxauth and Naath leant over the balustrade and fired down on the Bounty Hunter, the Delaque leader proving suspiciously inaccurate with his duel pistols. His henchman Naath, however, proved to be a dead-eye shot, his autogun not only hitting the Bounty Hunter, but wounding him, too. Kal fell to the floor next to the exit, blood streaming from his leg.

## BOTTLE!

By the final stages of the battle, all three gangs were taking Bottle tests. The Orlocks passed every Bottle test they were required to make, but the Goliaths, then the Delaques, both failed. By keeping his gangers close to his leader, Owen was able to prevent the Delaque fleeing. Tom, however, was less lucky as Kruger – his champion – ran away.

High above, the gangers of House Orlock fired down on Varik, the last Goliath still fighting after Kruger fled the field. Their shots found their mark, but the massive forge worker simply stood back up and fired a stub round in the general direction of Kal Jerico. True to form, he missed. Across the mine, Orlocks and Delaque gangers traded shots, Narkos forcing Kaebh to keep his head down while Roky slowly climbed the tower towards him.

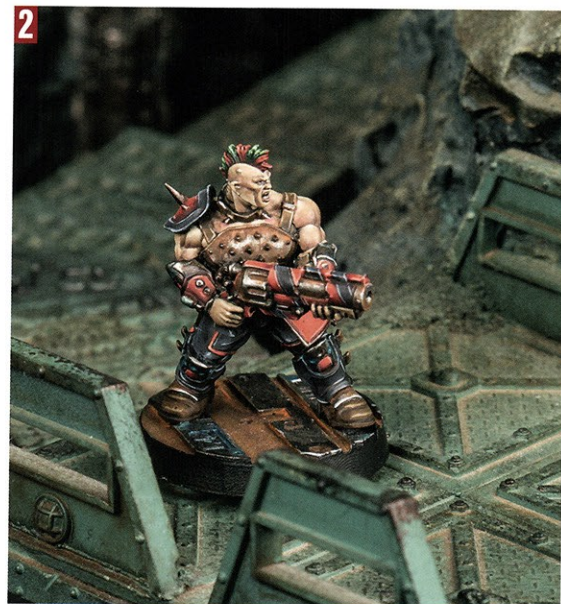
Kal Jerico, Bounty Hunter extraordinaire, pushed himself back to his feet, took one last look behind him at the carnage in the mine and limped off down the passageway towards the Orlocks' home turf. He kept a careful eye on the corridor as he stumbled along, but no one pursued him. He'd escaped the trap, but only just!

Yartep runs towards Kal and fires his web gun. Though he manages to hit the Bounty Hunter, he fails to wound him, which also means that he's not immobilised by the webber (1). Kal makes the most of his freedom and runs for the exit.

Varik stands back up, having been shot at by the Orlocks lurking on the loading platform (2). He fires his stub cannon at Kal, but misses him entirely.

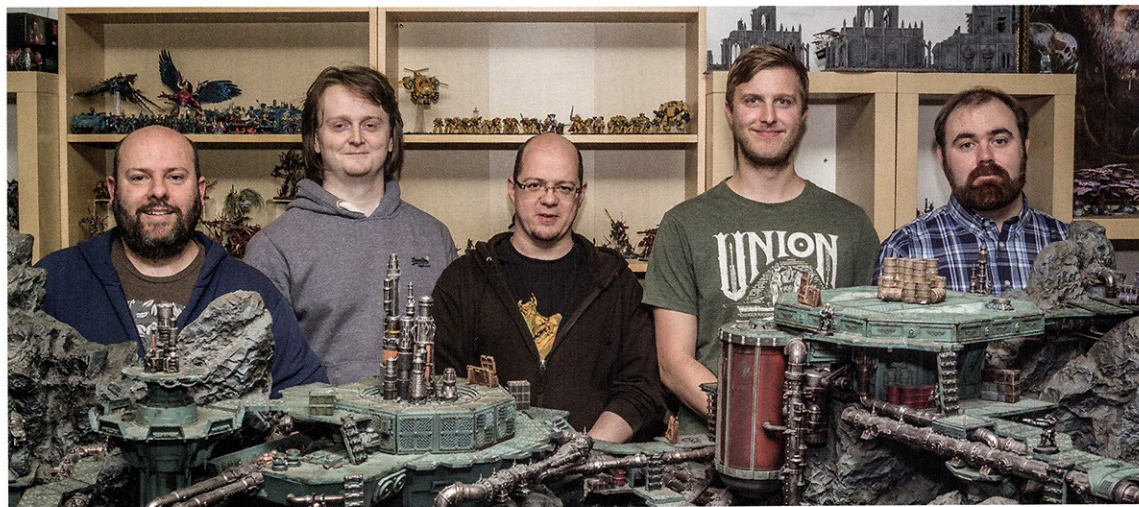
Cxauth (3) fires at Kal, missing with his flechette pistol, but hitting with his plasma pistol (on maximum power, of course). It actually wounds Kal, but he passes his armour save. Naath then fires his autogun and amazingly wounds Kal twice, leaving him on just a single wound.

But it's all too little too late. Arbitrator Taylor-Yorke decrees that because Kal is within 1" of the board edge (4), he is able to escape. The Bounty Hunter races off into the darkness.





# THE HIT THAT MISSED



**Scott:** Well, Kal Jerico certainly lived up to his reputation – he must be the luckiest Bounty Hunter alive!

**Tom:** Agreed – he didn't need to make a single armour save until the last turn of the game. It's incredible, really – Ortruum had him lit up like a beacon for the entire battle, but even then it's amazing how many shots missed him.

**Owen:** We were gunning for Kal right from the start, but we just couldn't kill him. The fact that he doesn't need to use an action to stand back up after being pinned is very handy, but that still doesn't account for our terrible shooting. I did like Stu's risky leaps with him, though.

**'Sadly enthusiasm doesn't make up for a lack of accuracy.' – Tom**

**Stu:** What can I say, I'm a risk taker. It was kind of essential in this game, though – Kal was going to get shot at wherever he was, so I just had to race him towards the exit and hope his Bounty Hunter chums kept the path clear for him.

**Owen:** Well, they all died heroically!

**Stu:** Did they? Grendl Grendlsen fell off a walkway! And don't forget that Belladonna shot Slate in the head, then got eaten by a kroc...

**Scott:** ...then Slate and Scabbs blew themselves up! To be fair, though, they did have a pretty epic battle on the walkway, which tied up Skullshank and Mable long enough for Kal to get past them. I was really impressed with Macula the Cyber

Mastiff, though – that is one tenacious beastie. I'll give him a cyber biscuit later.

**Tom:** Scabbs actually did quite a lot of damage in this game – more than Kal did, I think. Without his plasma gun, Belladonna would really have struggled to take out the AMBOT and Slate would have had to fight Skullshank and Mable.

**Owen:** I think the most dangerous fighter award should go to Grendel. It's good to see that the rules changes we made make to the rivet gun make it a viable and deadly weapon now.

**Scott:** Jackson didn't enjoy the experience at all. Roky got revenge, though, and sorted Grendel out. He's got a strong left hook that Orlock ganger.

**Owen:** Your gangers were pretty solid, throughout, Scott. Mine, on the other hand, seemed to want to sabotage the hit. I was disappointed that Mandoth never got to snipe Kal and I can't believe that Yartep failed to wound him twice with his webber.

**Scott:** I liked Kruger and his grenade launcher. He fired so many shots and almost all of them missed!

**Tom:** Sadly enthusiasm doesn't make up for a lack of accuracy.

**Jonathan:** Did you enjoy your second game of Necromunda, Scott?

**Scott:** Yeah, it was great fun. I like that players take it in turn to activate models – it means you're always doing something.

**Jonathan:** Would you recommend Necromunda to your regular gaming friends?

**Scott:** Yes, I will tell both of them.

## STU'S MODEL OF THE MATCH

**Stu:** I'm going to pick Grendel and his rivet cannon just because of the sheer amount of carnage he caused. That gun got a proper airing.



## SCOTT'S MODEL OF THE MATCH

**Scott:** Macula was my model of the match – it took six power hammer hits to kill him and he almost killed Skullshank in the process. Good boy!



## TOM'S MODEL OF THE MATCH

**Tom:** I'd say Scabbs. He sorted out both Skullshank and the AMBOT. Honourable mention to Belladonna for shooting Slate, though.



## OWEN'S MODEL OF THE MATCH

**Owen:** Jackson running around on fire was highly entertaining. And poor Yagoth who died an ignominious death in the depths of the mine.





# THE TALE OF KAL JERICO

**Gather round you ungrateful juves and listen up. This here is the tale of the greatest Bounty Hunter ever to walk the wastes of Necromunda. This is the tale of the man – nay, the legend – Kal Jerico.**

**I** met Kal when we were both young fools; me a destitute half-ratskin living rough in Dust Falls and him a newly minted Bounty Hunter with something to prove. Back then I didn't ask a whole lot of questions about why someone so self-assured and fancy-dressed as Kal would team up with a scummer like me. I think all those years ago Kal saw something in me I hadn't even seen in myself, or maybe he was just in a hurry and I was lying in the right drinking-hole doorway at the right time. Either way, he was looking for a hired gun to watch his back and I was in dire need of a few extra creds. Of course I don't imagine the story of how I met Kal is what you came over to hear. I can tell you what I know more about Kal, so let me tell you what I know...

## AUSPICIOUS BEGINNINGS

From what I've pieced together over the years, Kal was a spire orphan – given to the Pale Sisters by his mother, or perhaps someone who knew his mother, and left with nothing more than a name. Whether his name came from his mother, he never said, though I always suspected he chose the Jerico part himself. Or was it Jericho? Some people can't seem to agree and given Kal's handwriting I've never been able to tell. Still you can't feel that sad for another spire brat, just because his family didn't want to give him their name. Kal, as I understand it, was one of these good-looking, talented-at-everything, confident youths right from the start – so it was no wonder he regularly got a kicking from his 'peers'. 'Character building' I think he used to call it. It wasn't just his easy good looks and natural coordination that made him stand apart from the others. He had something else, something that allowed him to outlive many of his fellow orphans and eventually escape the Pale Sisters and a life as some noble's valet: he was fantastically lucky.

As an example of that luck, he once told me about the time he ran with the Spire Harriers. Like a lot of those taken in by the Pale Sisters he'd sneak out

during night cycle and get up to no good. It was only a matter of time before he fell in with one of the spire's Brat gangs – in this case the Spire Harriers, a group of angry young mid-hive wannabes looking for a fight. As Kal tells it the Harriers were raiding this Militarum supply depot full of weapons and wargear destined for the Imperial Guard. Anyway, while the rest of the gang were rooting around in the loot and setting off the alarms, Kal had found some officer's personal kit and was busy trying on a storm coat and examining a pair of fancy laspistols. When the Palanites burst in and gunned down the Harriers, somehow Kal was lucky enough to be out of sight. Unfortunately for Kal the Enforcers were covering the only exit, so wearing his new coat and guns he walked out into the open and managed to convince them he was an Imperial officer. He then promptly thanked them for their service and marched right out the front door!

Apparently this was how Kal got his distinctive attire, though I've heard him tell it other ways too, so it might all just be swagger. For all I know Kal found everything he owns on some bounty hunter's corpse the first time he came down into the Underhive and the rest is all just lies to make himself sound fancier. Kal also already had his Guild Sanctioning Writ when I first met him and while I've seen it honoured many times with scrip from guild coffers for bounties filled, he never told me how he came by it.

## HIGH TIMES IN THE UNDERHIVE

Over the years, countless folks have taken a dislike to me on account of my face and my parentage, though I've never met anyone with a talent for making enemies like Kal Jerico. I wouldn't say Kal betrays other bounty hunters, rips off the guilders or kills the wrong people any more than most bounty hunters; it's just that he makes a bit of a song and dance about it when he does. So people tend to remember it. And then want to stick sharp pointy things into his pretty face. Take Yolanda for







instance. Tracking her down was one of our first jobs, and it was Kal who figured out she wasn't Outland Annie of the Wildcats but a runaway member of House Catallus. Now anyone else might have put a round in her head or shipped her back uphive when they found her, but not Kal. He did the gentlemanly thing and left her tied up in a sewer instead. Of course she escaped, came back to kill him and then, because it's Kal, ended up teaming up with him more than once... though she did try to kill him again a few times.

Then there are the real enemies, people like Nemo the Faceless or Cardinal Crimson, the Pit Slave Vandal Feg or the Slaver Ludd. Some like Vandal showed up again and again, no matter how many times Kal 'killed' them, while others like

Nemo seemed to know more about what Kal was up to than Kal himself. Which of course makes me believe Nemo never really had it in for Kal at all, he just wanted to use him to further his own agendas. The creepiest of the lot though has to be Cardinal Crimson, who started out as one of those Redemptionist nutters, fell in some toxic waste and got transformed into some kind of skinless horror before getting infested with sump spiders and worshipping some gigantic arachnid as the God-Emperor personified. That last one really freaked me out...

Of course, Kal takes all this kind of thing in his stride. Sometimes I think the charmed life he leads is because he genuinely believes nothing can touch him – at least I've never seen him so much as flinch





when another horror from his past rears up, intent on turning him into a bloodstain. Even when the floor falls out beneath our feet, I crawl out covered in gunk while somehow Kal is already standing there without so much as one of his braids out of place. Then again, I wouldn't trade all the creds in Hive City to see some of the things Kal's seen.

It was around the third time we tangled with Cardinal Crimson that Kal started getting secretive... well, more secretive than normal. And I wasn't surprised when one day he just disappeared – Kal being notoriously self-centred when it comes to thinking about the feelings of those around him. Later on I found out through Yolanda that he'd gone up-hive, and according to her contacts he'd met up with a bunch of off-worlders and left the planet.

### KAL JERICO RETURNS

Kal never told me exactly where he'd been when he left Necromunda (if he did at all) and I didn't ask too many questions; my own father, that being the ratskin half of my heritage, reminded me to keep my eyes firmly focused on the ground. That way if the sky ever falls on your head, at least you won't see it coming. All I did pick up from Kal was that it had something to do with his mother, though he made it clear I wasn't supposed to inquire about her or what she did for a living. Kal brought back more than just a smug sense of entitlement from his trip – though now I think about it he probably already had that. This was when Wotan showed up, Kal's trusty cyber-mastiff. That canid sure was loyal to Kal, though it rankled a bit that he started treating it better than he ever did me. I mean, what does a robot canine need with a pat on the head... especially when there are people with real feelings standing right there!

In any case, as it transpired, not long after Kal returned, his past came back to haunt him again. This time it was House Helmawr. As if Kal didn't have enough powerful enemies he had to draw the attention of the Lord of Necromunda himself. If I'd known just what kind of trouble working with Kal entailed I might have pretended a bit harder to be asleep when he first found me in that doorway...

Now it's at this point I should debunk some of the rumours about Kal being next in line to the title of Lord of Necromunda and command of the Imperial House. He's not next in line, it's more like 50th. As it transpired, at least according to Kal – though Yolanda did back him up, which gives it a bit more credence – he is one of Gerontius' bastards, one of over 200 depending on who you talk to. So when 'dad' called, Kal answered and dragged us all into a whole mess of family squabbles. There was his homicidal half-brother, more murderous spyrers than I care to remember and a wedding. Did I mention Yolanda was also in line to inherit control

of House Catallus? You'd think running with a couple of genuine heirs apparent would afford me some privileges; of course, here I am still buying my own bottles of Wild Snake.

Coming from the Helmawr line does explain a lot about Kal Jerico though. You don't just learn to be that arrogant; it's something you have to be born with. For some reason Kal has an aversion to his noble heritage and despite saving old Gerontius' life he didn't stick around in the spire, because it seems that no matter how high Kal climbs or the friends he makes he somehow always ends up back in the Underhive.

### DARK DAYS AHEAD

No sooner had Kal gotten back to Hagen's Hole than we got ourselves embroiled in another adventure. This time it had to do with the old story of the corpse hive – you know, that one where all the people ate each other or turned into plague zombies? Well it seems like there was a wanderer from the wastes who was claiming to be a survivor of the corpse hive and this guy started stirring up the helot workers and the corpse grinders. Understandably the guilders got nervous, there being talk about how such and such had happened before and how so and so was a sign of the apocalypse. Anyway, this time round we teamed up with some newcomers.

There were the two Yolandas – Catallus and Skorn. I only made a joke about them both having the same name once, there being something extremely bowel-loosening about the hard stares they both gave me when I did. Yolanda, my Yolanda, has explicitly forbidden me calling her 'Lady Jerico' on pain of a long walk off the Dust Falls docks. Then there was the ex-Escher Bounty Hunter Belladonna who took great offense when Kal kept calling her 'Mad' Donna; apparently, being mistaken for an insane murderess from one of the Noble Houses is not alright.

There was also this dwarf and this goat-man, but Kal didn't believe me when I said they wanted to join our band, something about them all getting eaten by space monsters. Kal also proved how connected he was by calling in a favour from Slate Merdena, the famous Orlock hard man. Turns out when we took out old Svend all those years back we really helped out House Orlock, and Slate was more than happy to honour the debt. So there we were; a band of Venators led by the greatest bounty hunter to ever live, the Primus Corpse Grinders getting that mad glint in their eye they get when they've been sampling the raw material again, all ready to save Necromunda from its most extreme threat since the fall of Secundus. But as it's almost time for the last night cycle and my old bones are telling me an ash storm is on the way, I'm afraid that'll have to be a tale for another time...



# GLORY POINTS



## DAVE SANDERS

Dave has been writing rules for Games Workshop for nearly three years. He is the lead rules writer for Warhammer 40,000: Kill Team and, if you hadn't guessed from this article, Warhammer Underworlds. Some say that Dave knows the name and number of all 1000+ cards in Warhammer Underworlds. He has not confirmed or denied this...

**W**arhammer Underworlds is unusual for a Games Workshop game because the warbands all come fully formed. You don't pick which of the Godsworn Hunt miniatures you bring to a game, you simply pick between that warband and the other warbands available to you. With your choice made, you field that whole warband. However, you can express yourself – and make your warband distinct from another player's – with the decks you build.

For most players, deck-building is absolutely central to the game of Warhammer Underworlds. Devising a strategy in advance of a game, a match

or a tournament is a test of their knowledge of the system, their ability to identify a warband's strengths and weaknesses, and whether they can work with that knowledge to craft a deck that does what they want it to (which will usually, but not always, mean that they think it gives them the best chance of victory). This almost becomes a game in itself, and I know I have built far more decks than I've actually used!

The same warband in the hands of two different players can behave entirely differently: one player might prefer an aggressive strategy, and the other might prefer one that focuses on taking and holding objectives. The decks these players use will be very different to each other, and one of the joys I have as the lead writer for the game is seeing how players have devised strategies to suit their preferred playstyle for a warband, and the cards they have chosen to do this.

## WHAT YOUR DECKS ARE FOR

It may seem obvious, but the first thing to consider when you build your decks (both your objective deck and your power deck) is what each deck is for. Your objective deck is made up of twelve unique objective cards – usually a mix of cards that are only usable by your warband and universal cards that any warband can use. These twelve cards are one of your two main ways to score glory points (the other being taking enemy fighters out of action). As the player with the most glory points at the end of the game wins, these twelve cards are very important.

**'For most players, deck-building is absolutely central to the game of Warhammer Underworlds.'**

Your power deck is made of twenty or more unique power cards, which will be a mix of gambits and upgrades, some of which will only be usable by your warband, others of which can be used by any warband. No more than half of your power deck can be gambits, and usually that means people use a power deck that has the same number of gambits and upgrades in it. Gambits and upgrades are the really exciting cards – it's these cards that let your fighters chop, bludgeon or zap your enemies into tiny pieces, cast spells, perform superhuman feats and all manner of other things. This is all really cool. However, with a few notable exceptions, these cards do not score you





# Glory Points is our column all about Warhammer Underworlds: Nightvault. Curated by games developer Dave Sanders, it delves into the development of the game, plus rules, tactics and gameplay. This month, Dave looks at the dos and don'ts of deck building.

glory points and, as I mentioned above, glory points are what win you the game. That means that the coolest card in the game, if it doesn't help you achieve your objectives, will probably serve a better purpose in a different deck.

## WHERE TO START

So your power cards don't score you glory points (usually), while your objective cards do, and each objective card requires you to do something specific in the game to score these glory points. This means that the best place to start your deck-building is your objective deck – if you start here, you'll know what it is that you plan to do during a game, and you can choose power cards that support that plan.

**'Objectives that you can only score in the third end phase should be considered very carefully.'**

At the time of writing, there are over two hundred and fifty objective cards, with more on the way. So how do you choose between them? Fortunately, you can quickly rule out any that can't be used by your warband, leaving you with your warband's objectives and universal objectives. Then it's a case of choosing twelve cards that complement each other and your warband's strengths, and give you the best chance of scoring glory.

I like to go about this one of two ways – either I start with a plan in mind (e.g. 'I want to score glory by holding objectives') and then I choose objectives that, for the most part, allow me to do that, or I look through the objectives available to

me, pulling out any that particularly appeal to me, look like easy ways to score glory or just seem fun. Whichever way I go about it, I inevitably end up with a stack of viable cards that I then need to trim down to get my twelve-card objective deck.

When deciding which cards to keep in my deck, I tend to follow these guidelines:

- **Include three or more 'Score Immediately' cards (1)**  
Objectives that you can score 'immediately' may be more valuable than objectives you can only score in the end phase, even though they often score a smaller number of glory points. This is because you get the glory earlier, allowing you to play upgrade cards and, when you score them, you draw another objective card. This increases your chances of scoring more objective cards across a game (with three 'Score Immediately' cards in your deck, if all goes well you can draw and score all twelve of your objective cards in a game).
- **Pick no more than two 'Third End Phase' cards (2)**  
Objectives that you can only score in the third end phase should be considered very carefully. If you draw one (or more) of these cards in the first round, it can hamper your chances of scoring objectives, and you'll often find yourself discarding it. There are some objectives that are almost always scored in the third end phase, despite having not having that restriction – these should be treated the same way. Obviously you can't score more than three of these cards, as you can only have three cards in your hand, so don't go over this limit!

## TOP TIP

If you want to design a deck for Stormsire's Cursebreakers that wins by casting a lot of spells (something that they're very good at), try including power cards that improve your fighters' reliability when casting them. Or pick spells that are easy to cast like Abasoth's Unmaking (3), instead of spells that are difficult to cast like Sorcerous Insight (4).



1



2



3



4



Severin Steelheart holds an objective, scoring a glory point for the Stormcast Eternals. Playing Irresistible Prize on that objective now would draw Zarbag's Gitz towards him... and his humongous sword. More glory awaits!



### TELL US YOUR THOUGHTS

As ever, do write in if you have any suggestions or something that you'd like to read about. You can contact me by email at: [whunderworlds@gwplc.com](mailto:whunderworlds@gwplc.com)

or by sending a letter to Dave Sanders, Books and Box Games, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS).

I may not be able to reply directly, but you might see your suggestion or question in a column in a future issue.

### • Include four or more 'Easy Glory' cards (5)

While it's tempting to pick cards that score you loads of glory points, these cards will generally be more difficult to score. At least a third of your objective deck should be cards that you think you'll be able to score at pretty much any point in the game, and with reasonable regularity. You'll be very glad you did when you start racking up glory points in the first round, which is an important way to get a lead over your opponent.

As I cut cards from those I've picked out, I'll find that I've chosen cards that don't synergise well with my emerging deck – that is, their inclusion in my deck would mean trying to achieve two opposing tasks, or would 'cost' too many activations to pull off without furthering my other objectives – and I'll cut these, too. However, I'll try to avoid making my deck one-dimensional so that it's harder for my opponent to predict my moves and thwart me – even if I'm planning to hold objectives for most of my glory points, I'll

include a few cards that I can score in different ways. Cutting the last couple of cards is always the most difficult part of building a deck, but can also be the most satisfying when you sit back and behold your masterpiece.

### MEANS TO AN END

With your objective deck constructed, you can now turn to your power deck. There are even more power cards than objective cards to choose from, but you've made this task easier for yourself, because now you know what you're trying to do in each game. This means that you can pick power cards that will make it easier and more likely for you to score your chosen objectives. Anything which doesn't do this can be instantly dismissed.

**'Cutting the last couple of cards is always the most difficult part of building a deck.'**



5



6



7



8



I tend to pick my upgrades before my gambits, though there's no need to do it this way. When I do, I follow these guidelines:

- **Upgrades should help you achieve objectives**

When I'm picking my upgrades, I'm thinking about my objectives and how each upgrade can help me score them. For example, if I'm planning to hold objectives to score cards like Supremacy, then any upgrade which improves my fighters' Move characteristics or lets me push them for free is worth considering (and cards like Fanaway Crystal (6) are perfect). In the same example, including cards that improve your Attack actions, like Great Strength (7) or Potion of Rage (8), might not be the best choice, as they do not help me to hold objectives.

**'Gambits that allow you to push fighters around are great choices for objective-holding decks.'**

- **Don't rely on upgrades for a single fighter**

When you're choosing your upgrades, it's best to have an idea of which fighter or fighters you plan to upgrade. If there's only one fighter in your warband that can make good use of an upgrade, including that card in your deck can be a bit of a risk – what if that fighter is taken out of action before you get a chance to play that card on them? It is often better to choose upgrades that will be useful for several fighters in your warband.

When picking gambits for my power deck, I follow these guidelines:

- **Gambits should help you achieve objectives**

It might be very tempting to include cards like Pit Trap (9) in any deck, but if it is competing with, for example, Sidestep (10), I know which one gets a place in my objective-holding deck. Gambits that make Attack actions more reliable

or damaging are great choices for aggressive decks, while gambits that allow you to push fighters around are great choices for objective-holding decks.

- **The best cards have multiple applications**

When you're considering which gambits to include, think about the versatility of the card you're looking at. Will it only benefit you if a specific fighter (e.g. a wizard) is still on the battlefield? Does it only really have a single application, rather than being a card that can be used in a number of different situations or ways? If so, I'd say that you need to have a strong reason to include it. For example, I'd only include gambit spells in my Zarbag's Gitz deck if they directly supported my strategy, and could be used to help my warband and hinder my opponent, as is the case for Abasoth's Unmaking.

Once you've found all of the power cards you like, you'll inevitably have more than will fit in your power deck, and you'll need to cut cards once more. I use a power deck of the minimum size – twenty cards – so that I have the greatest chance of drawing my best cards. This isn't the only way to build a power deck, and some very good tournament players regularly use decks of twenty-four cards. If you do have a deck with more than twenty cards in it, you may want to consider including cards that allow you to draw more power cards, just to help you find the cards you need when you need them. Once you've pared your deck down to this level (again, I find cutting the last few cards an agonising but satisfying ordeal), you'll hopefully find that you've crafted a lean, mean, game-winning machine!

## TOP TIP

Versatile cards are worth their weight in shade-glass. Distraction (11) is a great card that can be used in a number of situations when you need to push an enemy fighter. However, you might consider including Irresistible Prize (12) instead – you can push multiple fighters with this card, both friendly and enemy, and you could use it to push a friendly fighter onto an objective, to push a friendly or enemy fighter within range of an Attack action, or even to pull an enemy fighter away from a vulnerable friendly fighter.

## END PHASE

And that brings me to the end of this article on deck-building. I've really only scratched the surface, and I've only talked about how I prefer to go about building decks, but I hope it has been helpful nonetheless.





# GRIMDARK MUNCHKINS

In the grim darkness of the far future, there is only killing the monsters, stealing the treasure, and stabbing your buddy... Welcome to Munchkin: Warhammer 40,000, a god-like mash-up of the hugely popular Munchkin card game and our own iconic wargame.



## ANDREW HACKARD & JOHN KOVALIC

Andrew is the games developer for this edition of Munchkin. John Kovalic is the game's long-serving illustrator.



**W**ith an ominous creak you push open the rusty door. Standing before you is Mortarion, Daemon Primarch of the Death Guard in all his rancid glory. You check your wargear – you have a lasgun and a pair of boots made from the hide of a Cataphan Devil. You also have a quantum shield, but you're not a Necron – you really have no idea how to use it! You look to your fellow adventurers for aid, but they avoid your pitiful glances. They may even be chuckling at your misfortune. Mortarion advances and you prepare yourself for the Bad Stuff. At least you didn't die to a Snotling this time...

This is, of course, Munchkin: Warhammer 40,000, the Emperor-approved union between Warhammer 40,000 and the renowned card game Munchkin by Steve Jackson Games (who, incidentally, is not the same Steve Jackson that founded Games Workshop back in 1975. The coincidence, however, is surely prophetic).

We asked editor and games developer Andrew Hackard and illustrator John Kovalic to tell us all about the latest edition of Munchkin.

**Andrew Hackard:** If you'd said make a list of genres or games that we would love to combine with Munchkin, Warhammer 40,000 would be right at the top. There are a lot of Warhammer 40,000 players in our office and John, our primary illustrator, has been a fan of the game since forever – he was over the moon when he heard we were merging the two together.

**John Kovalic:** Yep, I'm a total fanboy – you can't tell from the accent now, but I was born in Manchester and lived in Glastonbury in the UK for years. When we used to visit London I always asked if I could go into the Games Workshop in Hammersmith. I've loved Warhammer 40,000 since the days of Rogue Trader – it's a beautiful game with such dark humour. When I started





illustrating Munchkin in the early 2000s, I used to sneak illustrations of Space Marines and power armour into Star Munchkin. It's okay, though, because someone at Games Workshop got their own back – in Imperial Armour II the barren planet of Kovalic 479 gets invaded by the Eldar!

**Andrew:** I actually didn't know much about Warhammer 40,000 when I took on the project, so it was a pretty steep learning curve for me. I sat down in a room with all the codexes and the rulebook, gathered all the 40k fanatics in the team to me and said 'I need a thirty minute crash course on this.' It was a real education!

The first game mechanic we had to work out was the classes. In regular Munchkin games you have a Class and a Race (thief, warrior, bard, wizard and orc, elf, halfling and so on), but that didn't quite work with Munchkin: Warhammer 40,000 – you don't get Necron wizards or Space Marine bards.

Then I thought, what if a Munchkin has an Army card instead? It all fitted into place after that. We went through all the codexes, picking out some of our favourite weapons and armour to make into Treasure cards – things like bolters, power claws, lasguns, plasma incinerators, vortex grenades, warscythes and power armour.

**'You'll be pleased to know that the game is fully compatible with other editions of Munchkin.'**

They're all wargear that Warhammer 40,000 fans will recognise, but that people new to the universe will also be able to get their heads around pretty quickly. Once we'd decided on our cards, John went in and drew them all, but with the addition of typical Munchkin quirks and humour. The plasma grenade is a personal favourite.

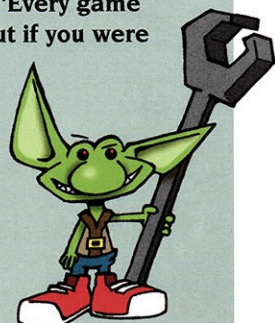
**Above:** Everyone starts the game as a civilian, but during the game you may pick up Army cards. 'You can play as a Tyranid, Ultramarine, Ork, Death Guard, Necron or Aeldari,' explains Andrew. 'We'll be adding in other races like the T'au in future expansions. Army cards can give you certain bonuses in combat (or negative modifiers if the monster really doesn't like you) and access to different weapons and wargear. Only the Death Guard can use a plaguesword, for example, while only Orks can use the power claw.'



## WHAT DO I NEED TO GET STARTED?

The Munchkin: Warhammer 40,000 boxed set! Inside you'll find 168 cards, a gameboard, twelve character standees, a custom six-sided die and full rules for playing the game. You'll also need between two and five buddies to play the game with (sadly they're not included in the box – you'll have to supply your own friends).

For Munchkin veterans, you'll be pleased to know that the game is fully compatible with other editions of Munchkin. 'Every game has its own look and feel, but if you were to shuffle Star Munchkin in with Munchkin Warhammer 40,000, for example, you'd get one seriously crazy game,' says Andrew. 'We're excited to see what unusual and inspiring combinations people end up creating.'



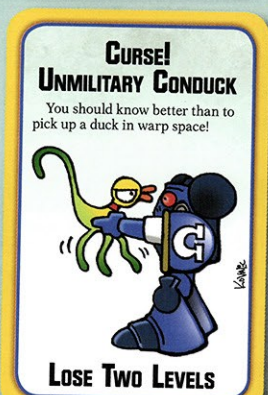
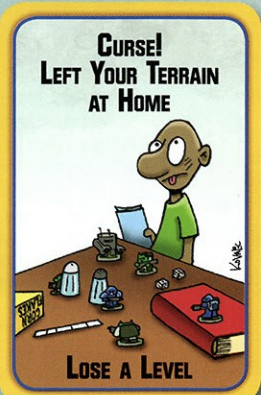
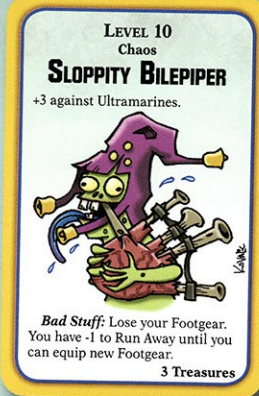
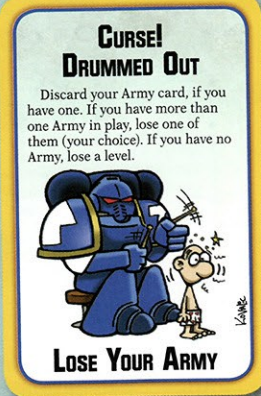




## DOORS AND TREASURES

There are two card decks in Munchkin - the Door deck and the Treasure deck. The first contains monsters, curses and other (usually) nasty stuff. The second contains all the guns and armour!

**MUNCHKINS OF THE 41ST MILLENNIUM**  
 'Over the years, I must have illustrated around 6,500 Munchkin cards and I still find them huge fun to draw,' says John. 'When you combine Munchkin with Warhammer 40,000 - which I adore - you're essentially combining two of my favourite things. As an Ork player, I loved illustrating them the most and the basic Ork Army card was one of the first I illustrated - it helped me define the look of the entire set. I also changed my technique a bit for these cards. Normally I draw them all by hand, but this time I used an iPad Pro for some of them as it enabled me to add an extra level of detail to the cards. Saint Celestine was one of the cards I put that extra time into - she's such an iconic character in the game.'



'My favourite cards in the set are those that poke fun at the game and the players, but in a cheeky, knowing way. The 'Fist of Vengeance' card is a good example of that - it's just a massive red fist. I'm so happy the games designers went with it! 'Drummed Out' is another personal favourite - I had a huge amount of fun cartoonifying the new Primaris Marines. My personal in-joke is the 'Field a New Army' card, which features one of my own slightly worn-out looking Beekees (as the Orks would call them). 'Spend a Command Point' is another favourite - Andrew was stuck on quite how it could be illustrated and I just suggested dropping a large weight on something. That's always a good solution in any game, right?'







## DEATH GUARD

**Contagion:** When a Death Guard is affected by a Curse (except as a result of another Contagion ability or one that already affects everyone), all other players must roll the die. Anyone rolling a 1 or less is also affected.



**Traitorous:** Once per turn, when a Death Guard plays a One-Shot to help the monsters, they can draw a face-up Treasure to replace it.

Army

## ALLIANCE

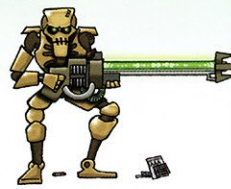
You may attach this to a single Army card to ignore its disadvantages, or to two Army cards to have all of their advantages and disadvantages.



Discard this card if you lose all attached Army card(s).

## NECRON

**Regeneration:** A Curse that causes a Necron to lose a specific Item type (e.g., Armor, Headgear, Vehicle) merely negates that Item's bonuses and abilities for the current turn.



**Resurrection:** Necrons treat any Death result as "Discard three cards."

Army

## SPECIAL FRIENDS, FOR NOW...

'The Super Munchkin card in this version is the Alliance card,' says Andrew. 'It means you get all the advantages and disadvantages of two Army cards rather than just one. A particularly good combination is an Ultramarine and a Necron – Ultramarines can always accept death instead of the Bad Stuff on a card and Necrons can't die, they just discard three cards instead!'

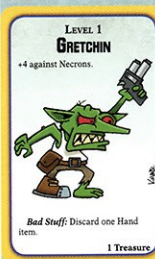
**John:** Munchkin is all about having fun and self-deprecating humour. Warhammer 40,000 – the setting – is more serious, but the game and the players lend themselves well to in-jokes. The goal really was to create cards that poke fun at our strange little rituals and beliefs and how we have fun playing Warhammer 40,000.

**Andrew:** Breaking the fourth wall and having a laugh with the players is an important part of the game and something we made sure to include in this edition. Playing with unpainted figures is kind of frowned upon in wargaming, which is why we included the 'Unpainted' monster modifier.

And who hasn't forgotten their terrain for a game? That idea – that misfortune – leant itself so well to a Curse card. Creating all the monsters for the Munchkins to fight was great fun, too. The initial thought was to

## IN NAME ONLY

**Andrew:** My favourite card has to be the Gretchin because my sister's name is Gretchen. I said to her: 'I put you in the game – you're a little green goblin creature, but you're definitely in it!' She replied: 'I guess I'll take it...'



feature lots of Chaos Space Marines and Daemons, but in Warhammer 40,000 there really are no good guys and bad guys – everyone's a monster to someone. So characters like Roboute Guilliman and Saint Celestine are monsters you may end up fighting at some point or other.

**John:** Andrew did a great job combining the feel of the two games, and bringing that to life through the illustrations was a real privilege for me. I got to sneak in some of my favourite miniatures and concepts like Battlefleet Gothic ships, Valhallan Helmets, and Orks – lots of Orks! I actually enjoyed illustrating the Death Guard Army cards and the Sloppity Bilepiper monster card so much that I started a new Death Guard army because of them!

Want to get your hands on a copy of Munchkin Warhammer 40,000? You can find the full range at: [www.worldofmunchkin.com](http://www.worldofmunchkin.com)







# THE SIEGE OF TERRA

Humanity stands on the brink of destruction – the final battle for Terra is close at hand. We took a moment with Black Library author John French to tell us more about his latest book, *The Solar War*, which marks the beginning of the end for the Horus Heresy.



**JOHN FRENCH**

John has penned many short stories, novellas, novels and audio dramas for Black Library over the last few years. Last time we checked he'd written about forty, but even John's lost count now.

**O**ver the last few years, John French's name has appeared on the covers of many Black Library books, including the Ahriman series, the Tallarn novellas and audio dramas from the Horus Heresy series, *Slaves to Darkness* and now *The Solar War* – the first book detailing the Siege of Terra during the Horus Heresy. We asked John how he got into writing and how he came to be one of Black Library's most prolific authors.

## Warhammer or writing? What came first?

Warhammer, though I did have a bit of a false start to begin with. I was over at a friend's house and noticed this game called Blood Bowl sitting on top of his wardrobe. He said it was really complicated but we played it anyway and I loved

it – the miniatures blew my mind. I didn't do much with the hobby until a few years later when I met someone at school who had Space Hulk – we played a few games and I was hooked. I bought some models of my own, painted them with enamel paint and made up my own rules for the games I played with my friends. Eventually my parents relented and bought me Space Hulk for Christmas. I think I've played pretty much everything Games Workshop has released since.

## What about the writing side of things, then?

I've always loved books – I am always reading all the time and I enjoy telling stories, too. When I got into Warhammer 40,000 I started, probably like a lot of people, to write my own stories – normally in the back of an exercise book when I



should have been doing maths. I wrote a lot of rules and scenarios for games and dreamed up huge campaigns that me and my mates could fight. I fixated on the details a lot, really delving into how things would work and what would happen next. I spent a lot of time reading the little story boxouts in army books, codexes and White Dwarf Battle Reports for inspiration. It was then I decided that I wanted to be a writer.

## You're living the dream, then?

When I was a teenager I wanted to work in White Dwarf – that was my goal. Then a few years later I became aware of Black Library and that's where my focus shifted. I remember going into Games Workshop Cambridge and picking up White Dwarf, and there was a copy of *Inferno!* Issue 0 attached to the cover. I was waiting for a lift home, so I sat down and read it cover to cover. Then I went and got Issue 1 and read that, too! I was so excited because there really hadn't been many stories about Warhammer 40,000 up to that point and now suddenly I was able to read loads of them. When *First & Only* and *Xenos* came out, they sealed my fate! So I wrote a few short stories and sent them in to Black Library through the open submissions window. All of them were rejected. In hindsight, they really weren't that good!

Fast forward a few years and I was still writing, but by then I'd turned my hand to roleplaying games. I wrote a Warhammer 40,000 roleplaying game that I played with my friends, one of whom was Owen Barnes (see the Necromunda Battle Report on page 104) who worked for Black Flame – part



## EARLY DAYS

John's first short stories – 'Hunted' and 'We Are One' are still available as eShorts from the Black Library website. The first story features a Traitor Guardsman fleeing from his pursuers, while the second focuses on an Inquisitor hell-bent on capturing an Alpha Legion trooper. Type 'Tales from the Archive' into the search bar to find them both.

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

of Black Library – at the time. He asked myself and Alan Bligh if we'd like to write some stuff for them and we said absolutely. We ended up writing roleplaying books for the next four years, including *Dark Heresy*, *Rogue Trader* and *Deathwatch*. I learned a lot about writing during that time, not least the terror of seeing your work come back to you covered in red pen.

**'Finally I came up with an idea that was one-third good, it just needed a new angle.'**

With a few years' writing experience under my belt, I decided to give Black Library another try. They liked what I'd done for the roleplaying games, but writing has many different styles and they're not all transferable – I'm not a journalist or a copy editor, maybe I wouldn't be a novelist either. As it turns out, they came back to me and said my ideas were rubbish. Well, maybe it wasn't that harsh, but it felt it at the time! On the plus side, they said my writing samples were good, I just needed some better ideas. Turns out they were rubbish, too! Then finally I came up with an idea that was one-third good, it just needed a new angle. That story was about an Imperial Guardsman being hunted across a desolate world. In the end, he became a Traitor Guardsman, which allowed me to introduce an interesting twist to the tale. That story became 'Hunted', my first short story published by Black Library. I had passed the test!

*Praetorian of Dorn* is the thirty-ninth book in the Horus Heresy series and the first to be written by John. Rogal Dorn has become a pivotal character in several of John's stories over the years.





The Horusian Wars series is John's latest project and focuses on the exploits of the infamous Inquisitor Covenant. There are two novels and several short stories out so far.



The idea for a story popped into my head and I pitched it there and then. It wasn't picked up immediately, but in the end they said write it and see what happens. That idea became the short story 'The Last Remembrancer', which appeared in the Age of Darkness anthology. After that I wrote the short story 'The Crimson Fist', which tells the story of Alexis Polux and the Imperial Fists as they take on the Iron Warriors in the Phall System. I've kind of become the unofficial champion of the Imperial Fists now, as they tend to feature in a lot of my stories, including *Praetorian of Dorn*, 'Templar', 'The Eagle's Talon' and, of course, *The Solar War*.

## Nice segue. Tell us more about *The Solar War*!

It's the first part of the Siege of Terra series – the final act of the Horus Heresy. I'm really proud of *The Solar War* – one of the first people to read over it turned to me and said 'people are going to cry, John', which, in a non-sadistic way, made me really happy, because it meant I had struck the right emotional note with the story.

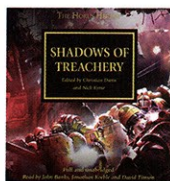
**'The Horus Heresy is the most significant event in the creation of the Warhammer 40,000 universe...'**

## Did knowing how it's all going to end affect how you wrote the story?

The Horus Heresy is not like a classic story where the tale unfolds as you go along – we all know how it ends. But we don't know *how* it ends. Spoiler – the Emperor kills Horus and Sanguinius dies. But *how* do we get to that point? Why does Horus drop his shields? What does the Emperor do when he teleports onto the *Vengeful Spirit*? What is Horus' ship like now? Do the Emperor and Horus speak when they meet? Maybe they don't speak at all. There is so much to explore.

And that's why the Horus Heresy series is so great – we can surprise and delight people with twists and turns they never expected, explore people and places they never dreamed they'd read about. You gain dramatic irony – the characters in the stories don't know what we know and some of them believe that their actions will change everything. We can feel sorry for them (or hate them, love them, admire them...) because we know their actions will make no difference.

That telling of the story – that *how* – was the driving force for this book. How does Horus invade the most heavily defended star system in the galaxy? How does he plan to conquer it knowing what lies before him? What does he plan on doing when he arrives at the cradle of Humanity? And that's where the reader's foresight comes in. We know that Horus has to



## THE LIGHTNING TOWER

John's favourite Horus Heresy story – 'The Lightning Tower' – can be found in the *Shadows of Treachery* anthology.

I worked on quite a few different short stories after that – both for Warhammer 40,000 and the Horus Heresy – before moving on to the Ahriman series and my new venture, the Horusian Wars, which revolves around Inquisitor Covenant. He's always been a favourite character of mine.

## How did you get involved with the Horus Heresy?

Actually, it was kind of an accident. My editor made an offhand remark about Remembrancers and what they wanted to do with them in the Horus Heresy series. Now, it's very rare that I get a flash of inspiration – my ideas tend to build up over time – but this was one of those moments.



## WHAT'S YOUR FAVOURITE BOOK?

'I am very pleased with the *Ahriman* series,' says John. 'My goal was to explore the character that Ahriman was during the Horus Heresy and the journey that he took to become the villain that he is 10,000 years later. I'm really proud of the short story 'All is Dust', because it's told from the point of view of Helio Isidorus, a Rubric Marine. It was interesting exploring a character who is, from the outside at least, an animated suit of armour. The story is a fitting prologue to the main *Ahriman* trilogy and I'm really happy that Isidorus' tale comes around full circle by the end.'



move fast and coordinate the movements of thousands upon thousands of ships – this is no expedition fleet, it's the end of all things, the final climactic battle. *The Solar War* is the tale of *how* he does it and, on the other side, *how* the defenders plan to stop him. Horus believes that he can win, that he can defeat Sanguinius, Jaghatai Khan, Rogal Dorn and the Emperor, but he knows that it has to be done fast and without mercy. As the defenders, you can imagine that things look pretty bleak – remember, we know the outcome, they don't. It was great fun adding that air of tension and desperation to the characters on both sides of the fighting. For them, the coming battles will either mean damnation or salvation.

The research and planning for *The Solar War* took about a month and a half before I was ready to write. My starting point was a small scrap of lore that said the battle for the Sol System lasted six weeks and that the first fighting began on New Year's Day. My mission was to turn that snippet of information into the opening moves of the last act of the Horus Heresy.

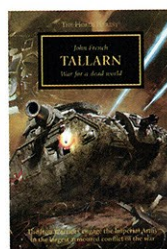
## What was the biggest challenge of the novel?

There was so much I could talk about, but I had to be really clinical with what went in. This novel details six weeks of the most incredible conflict in human history. I couldn't possibly explore everything that happened across the entire Sol System during that period and create a coherent, compelling story. There will be short stories that delve into the individual battles and the fates of certain characters, I'm sure. This story is just about the primary characters and their journey.



### TEMPLAR

Sigismund is the First Captain of the Imperial Fists and a major player in John's novel *The Solar War* (not to mention the Siege of Terra as a whole). If you want to hear more about this fearsome warrior, pick up the audio drama *Templar*.



### TALLARN

Massed tank battles on a radioactive planet – where do we sign up? *Tallarn*, the forty-fifth book in the Horus Heresy series, is available as both a novel and a thirteen-hour audio book.

## Who's in it?

Oh, the cast is huge. There's a primary cast that you'll follow through into subsequent novels, but it's kind of like the original trilogy in that there are viewpoint characters that lead you through the action. Sigismund and Abaddon are two of the major players, with Loken and Mersadie Oliton joining the story a little way in. I felt it was really important to have her there because she was there at the start – 'the day Horus slew the Emperor' – and now she's there at the end, too. The human viewpoint to the Horus Heresy is crucial in my opinion, which is why I introduced Sukassan, the Solar Admiral of the Imperial Fleet. You get a lot of insight into what the defenders are doing and feeling from his point of view. Other characters appear, too, of course – the Primarchs, Ahriman, Zardu Layak... it's a long list!

## How do you think people will respond to the book?

Positively, I hope! It's been a long journey getting to where we are now – thirteen years, fifty-plus novels, twenty-ish authors, roughly six million words... it's crazy to think about it. Hundreds of thousands of people have read this story now – they've gone through their lives reading about the Horus Heresy. I've met people at conventions who have grown up before my eyes – they started reading the novels when they were thirteen, now they're in their twenties, they've got a job and they're married with kids. It feels... significant, which is fitting, I think, because the Horus Heresy is the most significant event in the creation of the Warhammer 40,000 universe that we know and love. When I finished writing *The Solar War* I felt simultaneously excited and sad. That's how I hope people feel – both of those!





BLACK LIBRARY

THE HORUS HERESY®

# READING ORDER

If you want the complete, unabridged Horus Heresy experience then you should read the series from book 1, *Horus Rising* all the way to book 54, *The Buried Dagger*.

However... that might seem like a daunting undertaking, enough to make even a Primarch balk at the thought.

Here, then, is a handy guide for navigating the Horus Heresy series and the greatest, galaxy spanning conflict the Imperium has ever known.

Continued from last month's issue of *White Dwarf*.

Note: The further related reading titles are suggestions for books and novellas that feature the same characters and Legions but aren't essential to read in the order presented.

—○ Main Reading Order

—○ Further Related Reading

4

## THE TRAITORS GATHER

As the loyalist Legions lay crippled and scattered, Horus and the other Traitor Primarchs look to consolidate their power.

TALLARN

XXIII



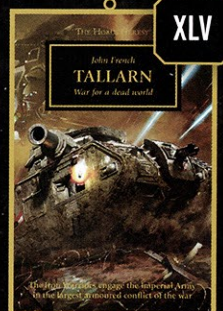
ANGEL  
EXTERMINATUS

XXIX



VENGEFUL  
SPIRIT

XLV



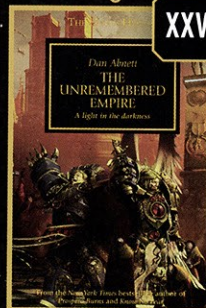
TALLARN

5

## IMPERIUM SECUNDUS

With the galaxy split in two by a furious warp storm, the loyalists engage in a desperate plan to form a second front in the event of disaster.

XXVII



THE  
UNREMEMBERED  
EMPIRE

XXXVI



PHAROS

XXXVIII

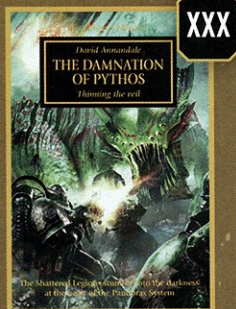


ANGELS OF  
CALIBAN



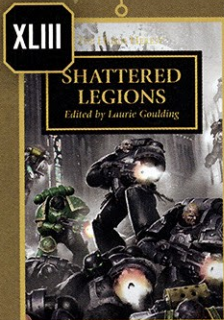
# THE SHATTERED LEGIONS

The loyal Legions broken at Istvan V fight for survival and a chance to strike back at the Traitors.



XXX

THE DAMNATION OF PYTHOS



XLIII

SHATTERED LEGIONS

FURTHER RELATED READING

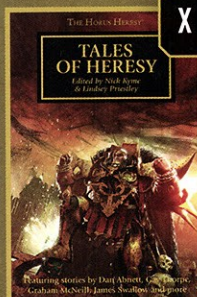


L

BORN OF FLAME

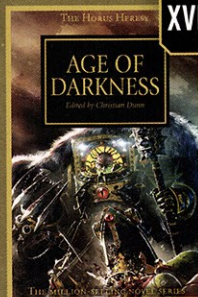
Scorched Earth and Sons of the Forge

# OTHER ANTHOLOGIES



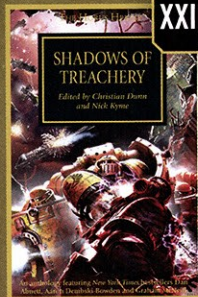
X

TALES OF HERESY



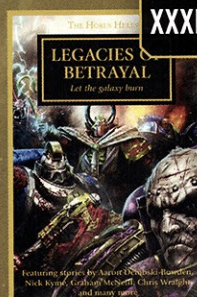
XVI

AGE OF DARKNESS



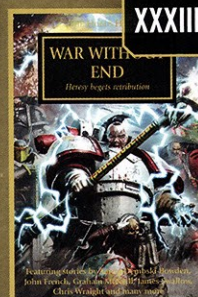
XXII

SHADOWS OF TREACHERY



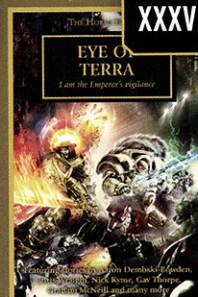
XXXI

LEGACIES OF BETRAYAL



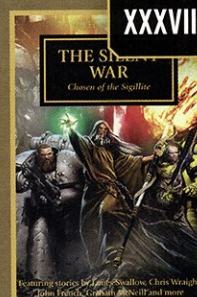
XXXIII

WAR WITHOUT END



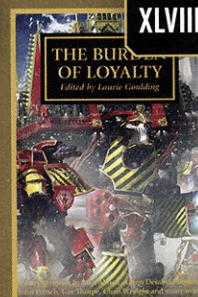
XXXV

EYE OF TERRA



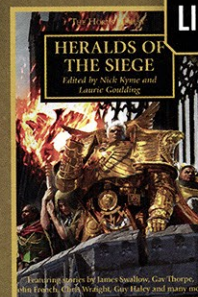
XXXVII

THE SILENT WAR



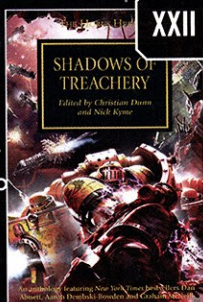
XLVIII

THE BURDEN OF LOYALTY



LII

HERALDS OF THE SIEGE



XXII

SHADOWS OF TREACHERY

Prince of Crows

FURTHER RELATED READING

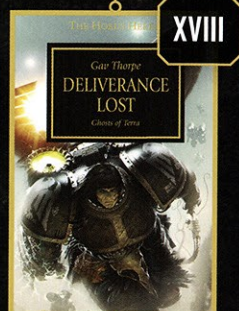


6

# PLIGHT OF THE LOYAL LEGIONS

The loyal Primarchs begin to follow their own paths as they try to fight for mankind's freedom from tyranny.

## CORAX AND THE RAVEN GUARD

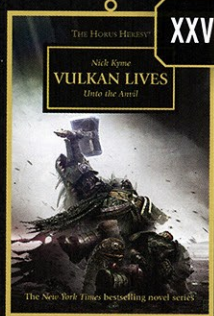


DELIVERANCE  
LOST

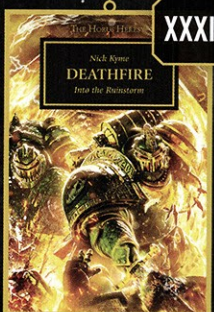


CORAX

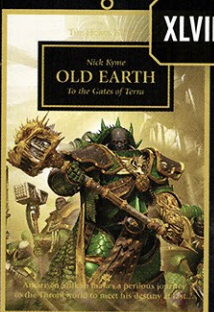
## VULKAN AND THE SALAMANDERS



VULKAN LIVES



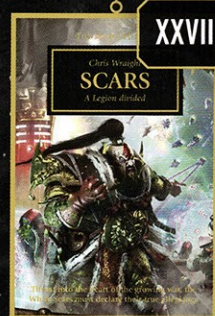
DEATHFIRE



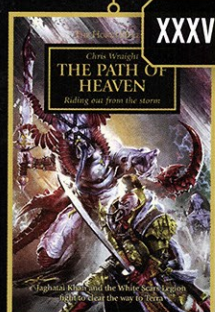
OLD EARTH

FURTHER  
RELATED  
READING

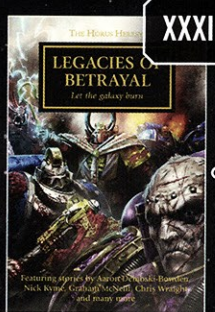
## JAGHATAI KHAN AND THE WHITE SCARS



SCARS

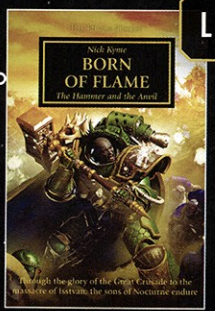


THE PATH OF  
HEAVEN



LEGACIES OF  
BETRAYAL

Brotherhood of the Storm



BORN OF  
FLAME

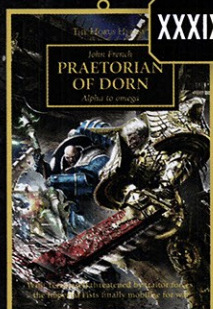
FURTHER  
RELATED  
READING



7

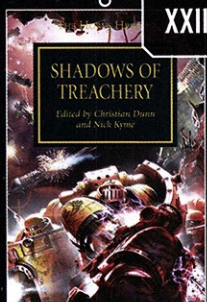
## TERRA AND ITS PRAETORIANS

As the Traitors cut a swathe across the galaxy, the protectors of Terra look to their defence.



XXXIX

FURTHER  
RELATED  
READING



XXII

**PRAETORIAN  
OF DORN**



XLI

**THE MASTER  
OF MANKIND**

**SHADOWS OF  
TREACHERY**

*The Crimson Fist*

9

## THE SIEGE OF TERRA

Everything has led to this moment... The greatest battle ever fought in the history of mankind begins, the very fate of the galaxy at stake.

The final part of the series is coming soon...

8

## THE PATH TO THE SIEGE OF TERRA

Forces on both sides of the war prepare for the inevitable attack on the Golden Throne and the Siege of Terra.

XLVI



**RUINSTORM**

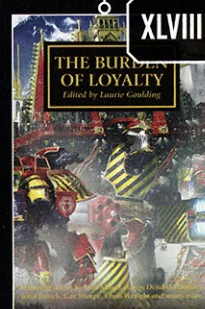
XLIX



**WOLFSBANE**

FURTHER  
RELATED  
READING

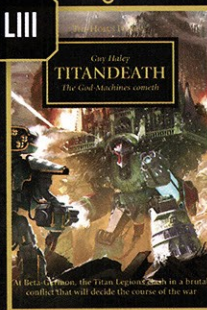
XLVIII



**THE BURDEN  
OF LOYALTY**

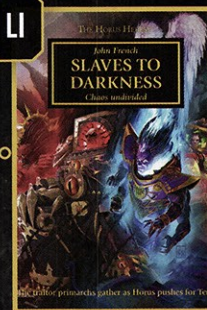
*Wolf King*

LIII



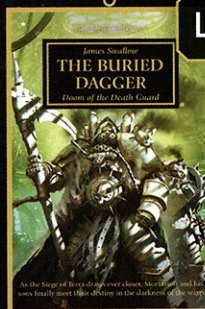
**TITANDEATH**

LI



**SLAVES TO  
DARKNESS**

LIV



**THE BURIED  
DAGGER**

I



**THE  
SOLAR WAR**



# INSIDE THE STUDIO

**W**elcome, one and all, to the rearmost pages of the magazine – the hobby ensign hanging from the stern of the White Dwarf battleship. This month in the Studio there have been a lot of games taking place, most notably for a Warhammer 40,000 campaign set up by background writer Andy Clark – turn the page to find out more. Matt has been especially prolific when it comes to dice rolling this month, having not only played Jes Bickham at Warhammer 40,000 (see over the page), but Martyn at Adeptus Titanicus and Dan at Warhammer Underworlds: Nightvault. As always, there has also been plenty of painting going on – you can see some of Matt's new scenery below and a trio of new characters over to the right.



## TITAN SMASH!

Matt has painted lots of Adeptus Titanicus models recently, but he has only just started playing games. After playing a test match with Dan, he pitched one of his Legio Ignatum Warlord Titans against Martyn's Legio Mortis Warlord. Several intense rounds of shooting saw Martyn disable Matt's plasma annihilator, but lose one of his own volcano cannons in return. The battle ended with Matt's Warlord punching Martyn's Titan clean off its feet. It promptly fell into Matt's Warlord and exploded.





As we come to the end of the magazine, we take a look at the games people have been playing and the models they've been painting in the Design Studio over the past month. This issue: falling Titans, lethal terrain, a trio of heroes and a Warhammer 40,000 campaign.

## MORE-MORE ROCKET!

*With Battletome:* Skaven recently out, Dan has turned his attention back to his orange-clad army of ratmen. 'I've just painted the Warlock Bombardier – any model armed with a doomrocket must be cool, right?' says Dan. 'This is also the first model in my army with grey fur. I've painted quite a few skaven with brown fur by now and I wanted a change. My next units of Clanrats and Stormfiends will all have dirty grey fur to match him.'



## MAN OF IRON

Did we say Man of Iron? We mean Imperial Robot. Yes, Imperial...

Excited by last year's release of Blackstone Fortress, Ben has painted UR-025 so he can go adventuring. 'I painted him Caliban Green with highlights of Waaagh! Flesh and Loren Forest mixed with White Scar,' says Ben. 'I used yellow and brass as spot colours to show where he has upgraded parts of himself.'



## THE FOULEST COMMANDER

*Conquest* editor Nyle has recently painted a Foul Blightspawn to act as his Death Guard Kill Team Commander. 'His pale green armour is a mix of Ogryn Camo and White Scar, which I washed with Agrax Earthshade and Biel-Tan Green,' says Nyle. 'I then re-highlighted it with the original armour mix. The rusty metal was achieved with a basecoat of Leadbelcher, followed by loads of Orange Rust Weathering Powder and a wash of Agrax Earthshade.'



# VOX CHATTER

With *Necromunda* a big feature in this issue, Dan and Matt discuss the game and their memories playing it.



**Matt:** *Necromunda* was actually the first game I properly played. I was at university at the time and found a group of people that also played it – we had a campaign running and played every Friday evening.

**Dan:** I started playing *Necromunda* when I was at school, not long after the original game came out in 1995. Me and three of my friends went into Games Workshop St Albans and each bought a gang. Two of them bought the boxed set (which had Orlocks and Goliaths in it at the time), one bought Cawdor and I picked up the Escher gang.

**Matt:** Cawdor was always my gang of choice. Gang progression was one of my favourite features of the game – seeing your warriors gain skills and upgrade their stat lines was really rewarding, and converting the models with new wargear was great fun. It's much easier to customise your models nowadays, too – in the old days they were all made of lead, now they're plastic.

**Dan:** I agree about the gang progression – you really start to feel for your characters, and it's horrible when a ganger you've put a lot of time (and credits) into suddenly bites the bullet. I've played in quite a few campaigns over the years and in three of them my leader has died (as in proper dead) after the first game.

**Matt:** At some point I'm going to paint the new Cawdor models – we should get some games in. Is the rare trades chart still a big feature of the post-battle stuff?

**Dan:** Big? It's huge!

**Matt:** Can I still buy a Mung Vase, though...?



# STUDIO VIGILUS CAMPAIGN

With armies from across the galaxy heading towards the planet Vigilus, Warhammer 40,000 games developer Andy Clark started a Studio campaign so we could all take part in the fighting, too.



**ANDY CLARK**

Andy got so excited about the war on Vigilus that he wrote his own campaign pack and even created a map for it (see below). His horde of Orks are already spoiling for a rumble.

**W**ith lunchtime battles and post-work games of Warhammer 40,000 dominating the Studio playtest room at the moment, we asked Andy what his Vigilus campaign is all about.

'The premise of this campaign was really simple,' says Andy. 'I like playing Warhammer 40,000. Lots of other people around here like playing it too. So I thought it would be good if we all played some games! Because Vigilus is such a prominent part of the Warhammer 40,000 storyline at the moment, I thought it would make for an excellent campaign setting. I've set the campaign in a region called Saint's Reach, which is located somewhere amidst the vast bio-domes of the landmass known as Mortwald. Beset by xenos and renegade forces, and bedevilled by corruption and politicking amidst the highest levels of the Aquilarian Council, this region has been plunged into anarchy.'

'Each player joins one of the four warring factions – they're either fighting for the Aquilarian Blades (Imperial forces), the Agents of Megaborealis (Adeptus Mechanicus forces), the Heralds of the Despoiler (Chaos) or the Raiders and Rebels (Orks, Genestealer Cults and other unsavoury xenos forces). The goal is to claim Saint's Reach.'

'The intention was for this campaign (and the games that are played in it) to sit somewhere between the open and narrative play styles of

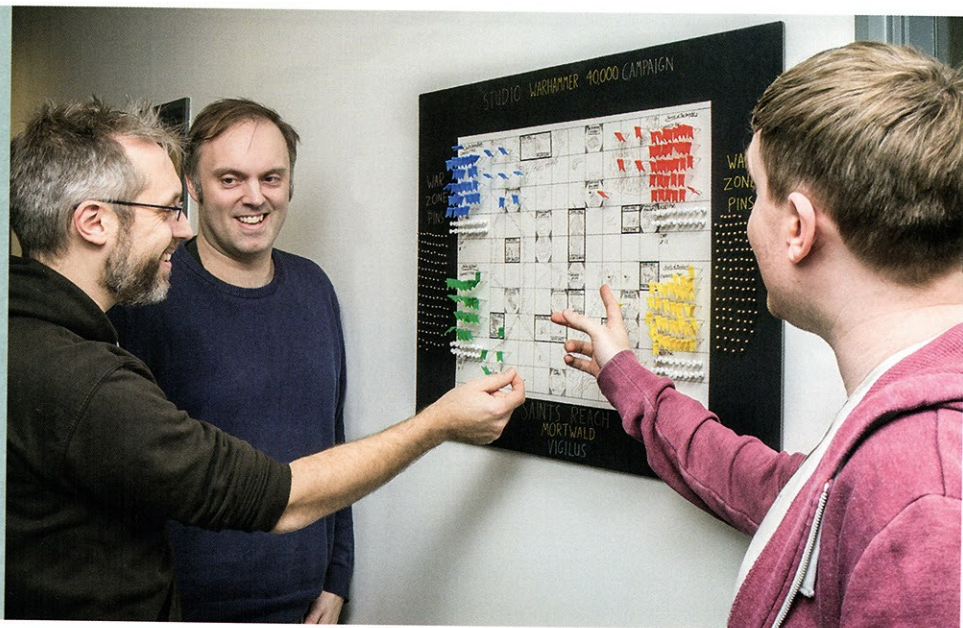
gaming,' continues Andy. 'I want players to come up with their own ideas for scenarios, write their own missions and even create cool home-brew units to use in their games – as long as their opponents are okay with it, it's good with me!'

**'Put simply, you're rewarded both for playing games and painting models.'**

But Andy hasn't just set up a campaign. He's also drawn a map of Mortwald for the campaigners to fight over (inspired by Phil Kelly's Worlds of Warhammer article last month) and has introduced new incentives and rewards for people taking part. 'If you play a Kill Team game, you can't take any territory on the map – your battle was too small,' says Andy. 'But you can gain Grand Strategy Points, which can then be used to play Grand Stratagems in larger games of Warhammer 40,000 (these are new Stratagems that Andy has created specifically for the players in his campaign to use). If you win a game of Warhammer 40,000, you can claim a territory on the map and stick a colourful flag in it to say it now belongs to your faction. If you've painted new models for your army, you and your other faction chums can decide how you want to fortify and protect the land you've already claimed. Put simply, you're rewarded both for playing games and painting models.'

## THE MORTWALD MAP

Andy made the campaign map himself one rainy day last winter. There are areas of key strategic significance dotted around the map, such as the Aqua-refinery and the Astropathic Fortress, which players can capture and hold for in-game bonuses. There are also impassible areas such as deserts infested with Arachnavores and a Warp Anomaly that can be used to block the advance of enemy forces. Currently the Aquilarian Blades hold the most territory (but only just).







## MATT VERSUS JES

Matt and Jes used the Open War cards to select their mission, and drew The Comet as their objective. Between them they fielded eight psykers, which saw plenty of pyrotechnics take place throughout the game. Matt scored First Blood by killing Jes' Exocrine, but it all went downhill after that when he lost his Warlord, Forgefiend and a unit of Rubric Marines to a Genestealer, Hive Tyrant and Mawloc onslaught. The comet then landed right next to the Hive Tyrant, which Jes was very happy about.



## ANDY VERSUS JON

Editor Jon Flindall wanted to move his army along Highway 74/4 on Andy's map, so that's where his Raptors Space Marines and Andy's Blood Axe Orks clashed. They set up a battlefield with a road along the centre as the objective. Things started well for Jon when his Reivers took out several of Andy's Kommando mobs, but then the Battlewagon full of Meganobz got involved and things got messy. One dead Librarian and an exploded Redemptor Dreadnought later and the Orks claimed the highway.



## JOEL VERSUS NICK

Designer Joel Martin and background writer Nick Horth played No Mercy, fielding Adeptus Mechanicus against Genestealer Cult respectively. Nick kept half of his army in reserve, ready to ambush Joel's army, but when they did arrive, every single one of them failed their charges. Despite some good shooting from the Skitarii, the Aberrants bludgeoned their way through Joel's army – it was only the intervention of Joel's Onager Dunecrawler that helped him to win the game nine victory points to seven.





**ONLY THE FAITHFUL**