

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

JUNE 2019

**EXCLUSIVE
BACKGROUND
AND RULES
FOR THE
FYRESLAYERS**

**RULES AND
SCENARIOS
FOR FIVE GAME
SYSTEMS**

**THREE
EXCLUSIVE
SHORT
STORIES**

**THE RETURN
OF THE VIGILUS
WARLORDS**

**AND MUCH
MORE FOR**



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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 Kevin Chin.

If you would like to set up a subscription to White Dwarf magazine, turn to page 144 for more information.



MEET THE WHITE DWARF TEAM

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



MATTHEW HUTSON
Lead Designer

Matt's desk is currently covered in Stormcast Eternals ready to be painted for our Warhammer Age of Sigmar edition of A Tale of Four Warlords. He's also painting an Imperial Knight at the moment. His brush never sleeps.



DAN HARDEN
Staff Writer

One week during the production of this issue, Dan played four games and lost all of them. He is nothing if not consistent. On the other hand, he has painted some more Stormcast Eternals, so it hasn't all been bad.



BEN HUMBER
Designer

Inspired by all the short stories we've been including in the magazine recently, Ben has been working on his Raven's Watch Kill Team. Last week he painted a new Reiver – apparently he's going to be the 'knife in the dark' specialist.



SHAUN PRITCHARD
Reprographics

'I'm a wizard!' squeaked Shaun as he blasted apart a gaggle of Nurglings. We are, of course, talking about the time we played the computer game Chaosbane, which you can read about on page 104. Disclaimer: Shaun isn't really a wizard.



JONATHAN STAPLETON
Photographer

Jonathan got to photograph this month's Battle Report (page 72), so he almost certainly picked up some useful tactical tips from Dan and Lyle. He said he'll quite probably, possibly, almost certainly never use any of them.



MARTYN LYON
Photographer

Martyn now has around 2,000 points of Ultramarines basecoated (with at least four colours) and ready for battle. His plan is to play a few games with them, then add highlights, details, and transfers as he goes along.

THIS MONTH'S CONTRIBUTORS

Louis Aguilar, Emma Ayres, Mark Bedford, John Bracken, Thomas Carpentier, Martyn Cashmore, Eric Chantreau, Jay Clare, Robin Cruddace, Callum Davis, Aaron Dembski-Bowden, James Gallagher, Jordan Green, James Karch, Phil Kelly, Mark Korogiannis, Jean-Georges Levieux, Maxime Pastourel, Sam Pearson, James Perry, Connor Richardson, Dave Sanders, Jonathan Taylor-Yorke, Tobias Tebring, Duncan Waugh.



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WHITE DWARF™

JUNE 2019

FORWARD!:- A FOREWORD



Since the beginning of the year, a veritable cavalcade of Games Workshop giants have served as guest editor of this storied publication. Those page ones feature names and faces I grew up with – people who built and shaped not just fantastic games and worlds, but in some way, my own interests and career aspirations. I've read each editor's foreword, inspired by the high esteem they hold for *White Dwarf* and the mantle of editor. They have all been excellent shepherds of the magazine (thanks for keeping the seat warm!) and helped lead *White Dwarf* down an exciting new direction loaded with fantastic content for gamers and hobbyists of all types.

Now the mantle is mine. I'm thrilled to be taking the reins as the permanent editor of *White Dwarf* (no more guest spots here for the time being!), and I look forward to continuing to push this venerable magazine further along the path of greatness. Like many of you, I've read *White Dwarf* with wide-eyed glee since I was just a child. And similar to some of those esteemed guests' thoughts in their editorials, that decades-past version of me would never have imagined ultimately becoming managing editor of *White Dwarf*. I take the helm with the

same enthusiasm and awe as the guest editors who came before me, and I aim to do them proud.

I want *White Dwarf* to be better than it has ever been, and you can help. Let us know what you like about *White Dwarf*'s issues since January, what you miss about past issues, and what you hope to see in future issues. You can do that by sending us an email to team@whitedwarf.co.uk. I'll be eager to read what you have to say. In the meantime, enjoy the issue! I'm particularly fond of the Battle Report.



LYLE LOWERY
Managing Editor

Lyle is new to Games Workshop, but he is no stranger to magazines, having served as editor-in-chief for a games publication for the previous several years. He loves playing with painted models and his pup, Charlie.

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KEVIN CHIN



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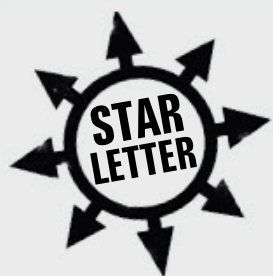
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CONTACT

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!



THE BEGINNING OF A NEW ADVENTURE

I just picked up my January 2019 *White Dwarf*, and I felt inspired to write in to you all. This is partly because of the new heights of quality you have hit with the January issue, as well as Pete's editorial asking for submissions.

I'd be on the more 'mature' end of the gamer spectrum, I imagine, having kicked off my Warhammer journey in the Rogue Trader days. Many a time reminiscing would be spent with my gaming group, recounting our favourite elements of *White Dwarf* magazines of the past. WD127 and the reveal of the Craftworld Eldar in their present incarnation, ancient Battle Reports featuring custom line art of a Wood Elves army with two princes mounted on great eagles clashing with a classic force of Orcs, Goblins, and Ogres. (You wouldn't happen to know what *White Dwarf* that Battle Report is in, would you? I would love to track it down again.) And maps showing the full battle-scape with unit icons and arrows! You can imagine my delight with January's *White Dwarf* in respect to this last point. The January issue is fantastic, hitting all the right notes – I can't wait to see what future issues may bring now that the team is within the Studio itself!

My hobby last year was dominated by Nurgle. Outside of some brief dalliances with new terrain, Kill Team, and Aeldari, the bulk of my hobby time was spent collecting, building, painting, and playing both a Maggotkin of Nurgle force for Warhammer Age of Sigmar and a Death Guard army for Warhammer 40,000. I have taken some photos of my models in the hope that they might make their way into the hallowed pages of *White Dwarf*, or at the least provide you with some enjoyment in their viewing.

Mark Korogiannis
Sydney, Australia

You've got some great memories of *White Dwarf*, Mark – it looks like you've been a fan for quite some time! Incidentally, the Battle Report you're looking for is called A Gathering of Eagles and was featured in *White Dwarf* 120 from December 1989. (Yep, that's almost thirty years ago!) We're glad you like the January issue, too – we can't promise there will be maps in every Battle Report, but we'll see what we can do!

As for your Nurgle models, they look awesome! In fact, we liked them so much, we've included a gallery of them over the page. Nice work, Mark!

PAINTING QUESTION: THE HEAT OF A THOUSAND SUNS

I'm wondering how to paint the glowing plasma effect on the Warlord Titan's sunfury plasma annihilator. Could the same technique be used with colours such as green and orange?

Sam Davies
Stevenage, UK

Hey, Sam. Mark Bedford (one of our four warlords) painted this Warlord Titan. He used an airbrush to apply a basecoat of Macragge Blue to the plasma coils, the spray from the airbrush also catching the edges of the gun casing to create a glow effect. He then airbrushed on progressively lighter shades of blue to the centre of the coils before applying a wash of Drakenhof Nightshade and Lahmian Medium to tie the colours together. We even asked how he would paint green and orange coils, too.

BLUE COILS

Macragge Blue

Lothorn Blue

White Scar

Drakenhof Nightshade
& Lahmian Medium

GREEN COILS

Warpstone Glow

Moot Green

Yriel Yellow

Biel-Tan Green
& Lahmian Medium

ORANGE COILS

Mephiston Red

Fire Dragon Bright

Yriel Yellow

Casandra Yellow
& Lahmian Medium





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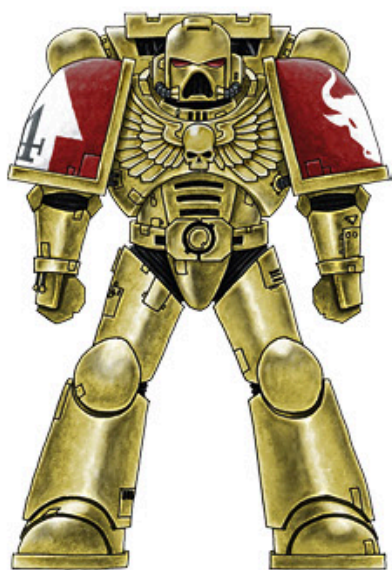
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INDEX ASTARTES!

Dear *White Dwarf* team – I want to thank all of you for the return of Index Astartes. First things first, please forgive my English – I'm not native. If possible, I want to suggest some ideas for future Indexes: Carcharodons and Minotaurs. These two armies are very unusual and much loved by the fans – you can find tons of painted and converted armies of them online, and I'm pretty sure that with a bit of Index love you can make a huge number of people very happy. Can you pass my suggestion to the relevant team? Thanks in advance!

Emanuele D'Agostino
Bordighera, Italy



Hey, Emanuele. Originally we weren't planning to create Index articles for Chapters in Forge World books, but we've had so many people ask for them, we might just have to! It may take a while before they appear in the magazine as we have loads of Index articles planned already, but we'll certainly look into it for the future.

On that note, if anyone has any suggestions for things they would like to see in our Index and Tome Celestial articles, please feel free to write in and let us know – we would love to hear from you.

A NEW STARTER

Hi, *White Dwarf* team. I am Frederick Sulim, and I am nine years old. One day I went to Games Workshop with my dad and saw lots of miniatures that I found very interesting. My dad bought the Thunder & Blood boxed set, and I helped him build and paint the models in it. We then played our first games at a Games Workshop in Sydney. We started with Warhammer Age of Sigmar: Skirmish games before adding more units. From there my hobby started to grow. I got the Soul Wars boxed set, adding the Death forces to my collection. But my favourite faction is the Stormcast Eternals because the models have lots of details such as their gold masks, shields, and weapons.

I read all the books that came with the starter set, including the core book, and I plan to start a Black Library collection soon. We also started reading *White Dwarf* magazine in January – I like the new skirmish rules, looking at the nice pictures and finding out what's happening in Warhammer Age of Sigmar at the moment. I can't wait for the February 2019 edition to read the Tome Celestial: The Hammerhands.

ASK GROMBRINDAL

Grombrindal, oh mighty sage, I have this question for you. What are the mightiest axes that exist in the Mortal Realms? I'd ask who the mightiest duardin is, but I think that's obvious ...

Paul Page
Tring, UK



The mightiest axe in the Mortal Realms? Do you know how vast the realms are, and how many people live in them? And, come to think of it, how many axes they all have? To find the mightiest axe would be quite a challenge. Of course, my axe is pretty special, but I suppose I should be objective about these things ...

Though I'm loath to admit it, the mightiest axe currently at large in the Mortal Realms probably belongs to the Ironjawz Megaboss known as Gordrakk, the Fist of Gork. His axes – Smasha and Kunnin' – were once part of a single great axe called the Worldchoppa, which Gordrakk broke in half to make it twice as killy (Gordrakk's unusually smart for an orruk). Which of his two axes is the mightiest, though, is a question only Gordrakk can answer. Perhaps you should ask him yourself.

Grombrindal



As you can see, I will be busy building and painting unfinished models for a while. I hope some day I can visit Warhammer World in the UK for an open day or exhibition.

Frederick Sulim
Sydney, Australia

Another hobbyist from Sydney – you lot are keen this month! We hope you and your dad get all your models painted and have some great games with them and that you enjoy all our upcoming Tome Celestial articles – we've got plenty more on the way for you to enjoy.

READERS' MODELS

IN THE SPOTLIGHT: MARK KOROGIANNIS

If you've just read the letters page, you'll know that Mark was our star letter writer and that he also sent us some pictures of his miniatures. They're so good, we decided to share a few of them.

Mark: My attraction to the Chaos Gods, and Nurgle specifically, started a few decades ago when I was exposed to a copy of the *Realms of Chaos – The Lost and the Damned* supplement. I was mesmerised by the Chaos Gods and the daemonic legions that served them. The cover of the book featured an iconic image of a Great Unclean One towering over a horde of Nurgle followers. This, coupled with seeing a Great Unclean One model (a small metal one at the time with a leering mouth stomach) in an issue of a *White Dwarf*, started a (disgusting) attraction that has lasted to this day.

The Nurgle models are the perfect blend of great lore, whimsical features (Nurglings!), and organic and non-organic elements that really appeals to me. The new Great Unclean One is without a doubt my favourite model Games Workshop has produced (to date), only rivalled in my esteem by the Primarch of the Death Guard himself, Mortarion.

'I find painting Nurgle models in all incarnations incredibly rewarding, as the models lend themselves to techniques that give great results really efficiently,' says Mark. 'I use a Corax White undercoat, as I like my models to be bright and vibrant. My go-to painting system is several thin layers of paint, followed by washes to shade, and a two-step highlight. The most impactful technique I utilise is the use of Lahmian Medium to achieve gradations in shading on elements like horns and open wounds.'



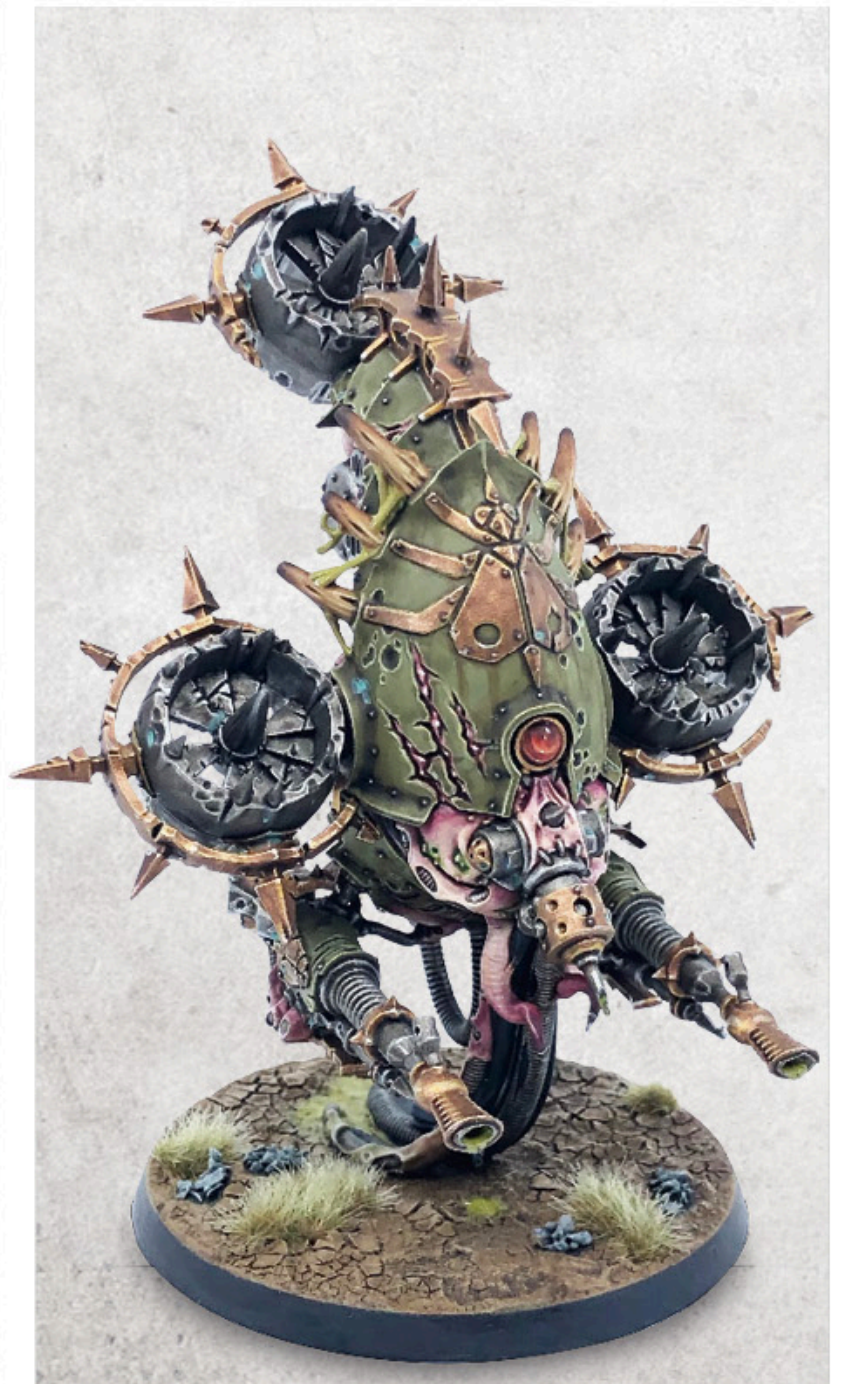
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4

Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. This month, we're casting a spotlight on the work of just one talented hobbyist – Mark Korogiannis' Nurgle collection.

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.



Even though my figures are primarily playing pieces rather than for display, I always take the time to pick out all the details of the miniature and not cut corners,' says Mark. 'Nothing looks better to me than well-painted armies on great terrain, so I take the time to do the best I can with every model in my collection.

'The biggest piece of advice I could give to anyone who likes painting and wants to improve on their work is to watch the painting tutorials on Warhammer TV. The number of tips I have picked up from Duncan and Peachy, despite having painted miniatures for decades, has improved my painting immensely.' You can see these videos on the Warhammer TV YouTube channel.

From left to right:
Slop-pity Bile-piper,
Spoilpox Scrivener,
and Poxbringer (1).

Cheeky Nurglings (2).

Beast of Nurgle (3).

Foetid Bloat-drone (4).

Great Unclean One (5).

Death Guard Plague
Marines (6).



5

6

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. Recently, Phil has been on a month-long tour of the Realm of Chaos, finding out all about the Chaos Gods and what makes them tick. He has yet to say which of them is his favourite.

Over the last year I've written quite a lot about the gritty, grimy underbelly of the Age of Sigmar world, so this month I'd like to focus on one of the things that keeps that cosmos so fantastical in scope – its gods, and those who worship them. This follows on from something I touched on in April's column: the heroes and villains we sometimes call 'special characters'. Well, in Warhammer Age of Sigmar, they can be one and the same.

In the Mortal Realms, the gods themselves – usually rather distant and abstract figures in the world of books – are writ large. They are part of a cosmic pantheon that finds its origin in the world-that-was, or even before that, in some cases. They share the mythos of the Age of Sigmar with all manner of supernatural creatures,

foremost amongst them the entities known as zodiacal godbeasts – but that's a topic for another time.

The gods of the Mortal Realms have a very important part to play in the ongoing Warhammer storyline; they are the drivers behind it, in many cases. They also have an important part to play in the gaming world, too; in the case of Nagash, Alarielle, and Morathi, these gods and goddesses¹ sometimes even grace the tabletop. This always leads to one heck of a game, though it does run the risk of the rather inglorious fate of death-by-Ungor when the dice turn against them.

A battle including one of the gods already has such a strong in-built drama, and it's a thrill for both players just to see them in action, whether it's in an open, narrative, or matched play game. When your Ironjawz Megaboss or Auric Runefather gets turned to a cloud of dust by Nagash's grave-cold hand, you're left with a feeling of 'well, fair enough, he knew the risks when he took the job'. Your champion challenged a god, paid the price, and died in glory – but he was a heroic soul to even give it a shot in the first place.

Sometimes, these one-model armies can swing the battle in your favour in a storm of deadly

¹ Technically Morathi's not a goddess yet, but she's working on it.



Worlds of Warhammer delves into the background of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. In this instalment, Phil tells us all about the elemental gods of the Age of Sigmar.

abilities and hero-mangling attacks. If you are lucky enough to win a roll-off to determine who goes first and hence effectively get two turns in a row, these models can sometimes carry the game on their own. However, there are times when those fickle cubes we call dice do not play ball; suddenly they run cold and turn your god of battle into a ham-fisted incompetent at a critical moment. How can that be, given the background context of an actual deity having turned up for the day? Surely they should crush all before them with but a twitch of a godly eyelash?

In this very mortal failure, we find a kind of dissonance. That's a necessary evil. No one wants to play a matched play game that is a foregone conclusion, just like no one wants a story in which the resident David cannot possibly overcome the Goliath bearing down on him. The very fact these gods are tabletop miniatures gives them an Achilles heel – sheer, unforgiving statistics. With so many incarnations on gaming tables all over the world, sooner or later they are going to get killed by a grot with a shortbow. But that too can be a narrative deed of legend, especially from the perspective of the grot in question, who will perhaps find himself given a big hat or shiny trophy, raised to giddy heights by his tribe, and perhaps become a demigod in his own right.²

ASCENDED OR ELEMENTAL?

Broadly speaking, there are two types of god in the Age of Sigmar universe. One type is the kind of god that has taken form in the spaces beyond reality, a coalescence of emotion and thought that is impossibly vast and usually incorporeal. Such gods can be thought of as elemental deities, for they are the personifications of certain phenomena. The Chaos gods are effectively elemental, and four of these spring to mind straight off the bat – plus one that people tend to forget about. They exist in the Realm of Chaos, each in a sub-dimension of sorts that echoes their own personalities and values. And though they can bring their corrupting influence to bear in a thousand ways, they take part in the struggles of the Mortal Realms through the medium of their daemonic legions. There are other elemental gods, of course, most notable amongst them Gorkamorka, the bellicose two-headed god of Destruction.

The second kind of deities – I'll call them ascended gods – are those that have reached an apotheosis from mortal origins. But we'll come to

those next month, along with the fabled godbeasts, many of whom have formed strong alliances with these new deities for their own inscrutable reasons (or been slain by them in epic battle, of course).



KHORNE, THE BLOOD GOD

Khorne is arguably the most powerful of the Dark Gods and has the catchiest tagline in all of Warhammer³ – Blood for the Blood God! To back up his killer battle cry, he has a real zinger of an aphorism – 'Khorne cares not from whence the blood flows, only that it flows.' He is a god of indiscriminate carnage, as old as murder itself, and is often depicted as a vast, hound-headed monstrosity on a mountainous throne of skulls. People pray to Khorne for strength in battle, for martial power, and for the conquest of nations. The thing is, before they know it, they are fighting only for the sake of it.

Worshippers: Khorne's devoted include the Bloodbound and their Slaves to Darkness brethren, but also hidden murder cults and psychotic killers in the armies of the Free Cities. Some savage peoples, amongst them the Darkoath tribes, worship Khorne in different guises, but all of them warlike.

Favoured Realm: The realm that appeals most to Khorne is Aqshy, the Realm of Fire, for the people there have a violent temper and are easily brought to war. His corrupting of the Great Parch has seen entire nations turn to the blood-sodden worship of his creed.



TZEENTCH, THE ARCHITECT OF FATE

Tzeentch, the Changer of the Ways, is stark staring mad – more so than even his brothers in darkness. He has the closest thing to omniscience of all the Chaos deities, for he is the Great Conspirator, the consummate manipulator who plucks the strings of fate like a master puppeteer. His fractal mind is so complex that many of his myriad plans work in opposition to the others, but provided he gets to mess with the mortal races and increase the usage of magic – from which he gains much of his power – that's just fine by him. Some believe Tzeentch had a hand in the Necroquake, that great surge of deathly energy that led to the magic-rich era of the Arcanum Optimar.

² Even Skragrott the Loonking was a nondescript little runt once upon a time, and possibly even quite sane.

³ There are potentially some new claimants to this title. And who could claim to be first amongst them? Only the Faithful!

⁴ Or so the stories tell it. There were exceptions, for the aelves are a sly breed, and they were pretty slippery even before their souls slid down Slaanesh's godly gullet.

Worshippers: Those who wish to alter their lot in life sometimes turn to Tzeentch, for he is the god of change. As you can imagine, given human nature, this gives him an endless supply of devoted supplicants. He is also the hidden patron of many arcane guilds, secret societies, and rebellious subcultures. In primitive societies he grants oracles and soothsayers visions of the future.

Favoured Realm: Chamon, the Realm of Metal, is a place of flux, alchemy, and shifting metal – and as a god of change, Tzeentch has worked his plans to bind it with his magic and make it his own. His influence is plain to see in the Spiral Crux, a group of empires twisted beyond recognition by his grandiose schemes.



NURGLE, THE GRANDFATHER OF PLAGUES

Ah, jovial old Nurgle, chortling and immensely fat as he stirs his cauldron in his sagging, overgrown mansion. He wants nothing more than to give his gifts to all the peoples of all the worlds and to let the cycle of life thrive on every level, from the microscopic to the gigantic. The problem is, those gifts are plagues, diseases, and lurgies of every description.

Worshippers: Nurgle's followers include those people so crippled by illness or despair they believed they had no choice but to turn to Nurgle for blessed relief. In embracing their curses, they became powerful indeed. Primitive peoples and barbarian tribes pray to Nurgle to lift blights and famines, to give them strength to survive epidemics, and even to bring the rains (the latter

being prayers that Rotigus Rainfather is only too happy to answer).

Favoured Realm: Nurgle has something of an obsession for Ghyran, the Realm of Life – and in particular its patron goddess, Alarielle. During the Realmgate Wars he showered her stronghold, the Everspring Swathe, with a deluge of presents before getting over his infatuation and expanding his 'generosity' across all the Mortal Realms.



SLAANESH, THE DARK PRINCE

Slaanesh is an enigma. A god of excess, he is both the least of the four principal Dark Gods, and their ultimate expression, for each of the other Chaos gods is obsessive and extreme in their own fashion. During the cataclysm of the world-that-was, Slaanesh consumed the entire aelven race⁴ and became impossibly powerful. So great was his gluttony that he fell into a digestive torpor, but still strove to capture those last few aelves that had escaped him. In doing so, he allowed himself to be captured by the wily aelven gods. He now languishes, bound between light and shadow, in a sub-realm known as Uhl-Gysh, the Hidden Gloaming.

Worshippers: Those who obsess over their passions worship Slaanesh, the God of Excess, whether they mean to or not. This includes everything from monomaniacal kings to impoverished artists, from decadent aristocrats to peasants caught in the throes of unrequited love. Slaanesh has a strange spiritual link to aelven kind, who experience the peaks and troughs of joy, sadness, emotion, and obsession more than



any other mortal breed. Since his throne has been empty, his followers seek him all over the Mortal Realms, fearing him lost forever.

Favoured Realm: Hysh, the Realm of Light. There, the search for purity and enlightenment became so all-consuming, so competitive, it corrupted vast swathes of the races that lived there. Of late there have been a great many of Slaanesh's devotees abroad in Ulgu, the Realm of Shadow, for they have picked up his scent there – largely due to the actions of Morathi, who is siphoning souls from Slaanesh's essence to create new breeds of aelves for her armies.



THE GREAT HORNED RAT

The god of all Skaven, the Great Horned Rat is the manifestation of treachery, ruthless ambition, and victory won through disaster. His ideal world is one in which there is no food, no water, and no contentment

– only the bones of dying civilisations in which his numberless vermin-kind can gnaw and scuttle as they raise their own Underempire above all else. He thrives on being underestimated, and lurks in the spaces between the realms, spurring his ratty children into ever-more insane plans of conquest. So cunning and desperate for power are the Skaven that they have a good chance of taking down the gods themselves. They have proved the undoing of Nagash more than once.

Worshippers: The verminous rat-men and all their vile kin. With the multitudinous Skaven race at his beck and call, the Horned Rat is powerful indeed. There are rumours of human tribes that worship him too, dancing wildly around great fires of burning crops whilst dressed in the pelts of giant rats.

Favoured Realm: Blight City. This is far larger than a mere metropolis, it is a sub-realm unto itself, caught between the material cosmos and the Realm of Chaos. From here the Skaven tunnel through the aetheric void via a network of Gnawholes that burrow through the stuff of reality itself to get to particularly juicy targets.

GORKAMORKA, THE TWO-HEADED GOD

Gorkamorka is the greenskinned god of unbound destruction. He is the fury of the hurricane, the crushing force of the avalanche, the awesome, city-flattening power of the tidal wave. Worse still, he's always, always up for a brawl. It's nothing personal with Gorkamorka – he just loves to fight and takes a fierce joy in war that is reflected in the bellicose Waaaagh!s that erupt amongst the greenskinned races whenever they get riled.

Gorkamorka was originally two gods, Gork and Mork, and still splits into these two halves when he gets into a raging argument with himself. The two parts of his personality have different approaches to war – Gork is brutal but cunning, preferring a good honest fight, whereas Mork is cunning but brutal and will sneak up on his enemies before clobbering them with his club. Either way, someone gets their skull bashed in.

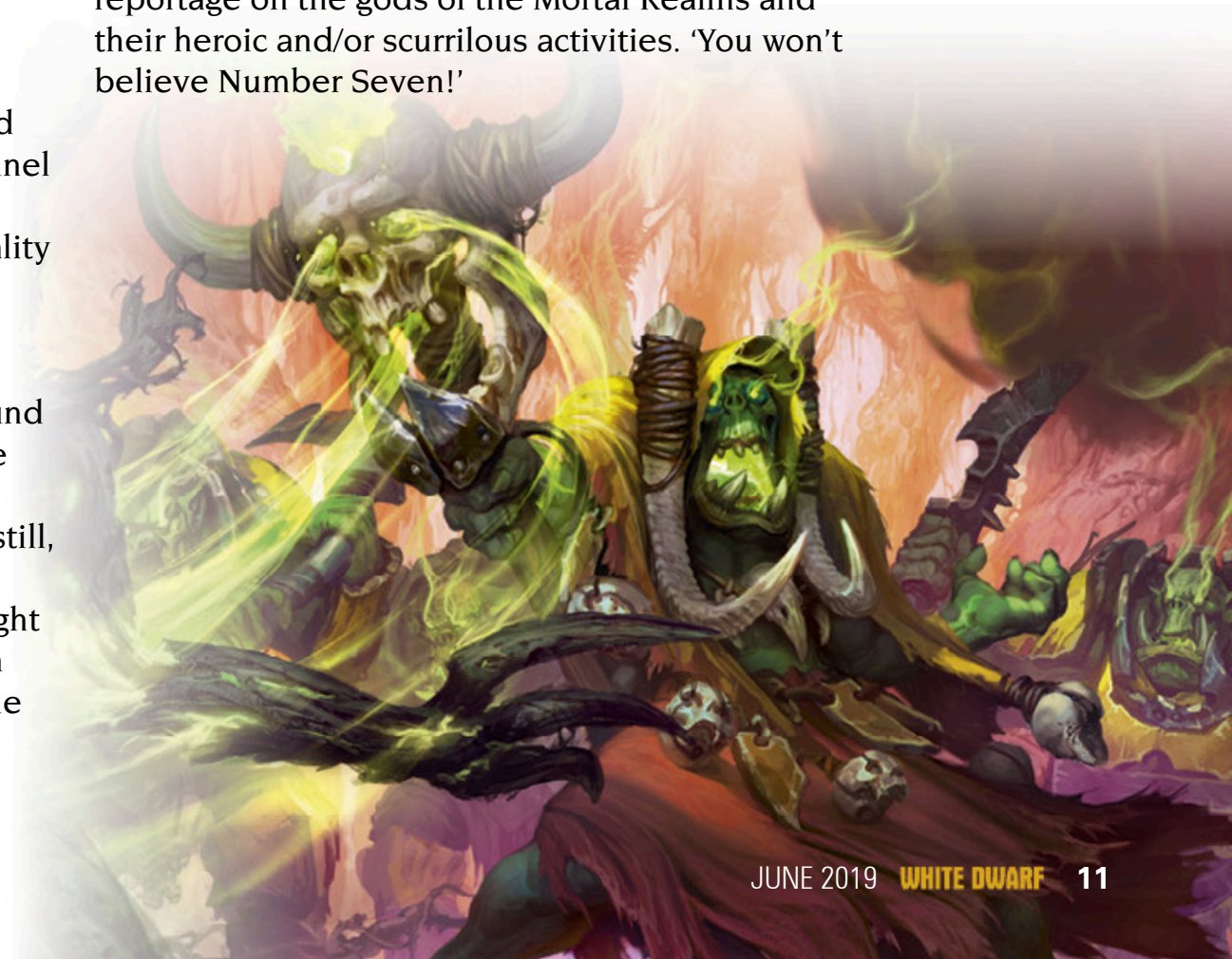
During the Age of Myth, when Gorkamorka was freed from the living avalanche Drakatoa, the greenskin god clubbed Dracothion unconscious and then had a twelve-day brawl with Sigmar as a result.⁵ For a time after this they were allied as warrior gods that respected each other's strength.

Worshippers: Brutish tribes of all kinds worship Gorkamorka, be they orruks, grots, troggoths, ogors, gargants, or even humans that paint themselves green and emulate the might-makes-right way of life of the greenskin race. They pay homage to the two-headed god with every fist to the face or club smacked into the top of their foe's head.

Favoured Realm: Ghur, the Realm of Beasts. Early in the Age of Myth, Gorkamorka hunted the megafauna of Ghur in his role as the Pantheon of Order's foremost monster slayer, and to this day it is still littered with the skeletal remains of titanic monsters he clubbed to death with his signature brute force and ignorance. Before long, Gorkamorka grew tired of serving a greater cause (devious Tzeentch was keen to point out he was effectively doing Sigmar's bidding). He went off to cause mayhem on his own terms, and it has been that way ever since, with the tribes of Destruction a deadly threat to civilisations everywhere.

That's all for this issue, but rest assured there are plenty more A-listers to cover in next month's reportage on the gods of the Mortal Realms and their heroic and/or scurrilous activities. 'You won't believe Number Seven!'

⁵ It was a close-fought draw, in case you're wondering.



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 we journey to the Realm of Beasts and take a look at the Vostarg Fyreslayers.





FANTASTICAL REALMS

Don your gore-grunta pelt, ready your harpoon, and turn to page 18, because this month's modelling and painting article is for the Realm of Beasts.



THE TOME CELESTIAL

The sons of Grimnir march to war in the Tome Celestial. Turn to page 30 to read new rules and background for the Vostarg Lodge Fyreslayers.



REIGNITION



In an uncertain time, the hot-blooded Runefather Bael-Grimnir welcomes the familiarity of combat. But battle reveals change is inevitable in this story by Jordan Green.

This could be the one, Bael.' Behind his thick beard, Bael-Grimnir – Runefather of the Vostarg lodge – suppressed a smile. Around him, the braziers that lined the basalt walls of his private sanctum crackled softly.

'How often have I heard those words over the years?' said Bael, dark eyes focused on the fire flickering in the carved stone hearth. The pleasant warmth prickled his skin, and in the dancing firelight the bright ur-gold runes stamped into the Runefather's flesh glittered. Many words could describe Bael, often muttered by those Runesons who had displeased him – disapproving, obstinate, impossible to please. All were true, when necessity demanded it. Only one who knew him would detect the wry amusement now colouring his demeanour.

'Enough to scowl at them like you always do,' said Grunhilda from her propped-up position in their stately bed. Bael smiled. His Hearthwife knew him well, and vice-versa. He knew when she was teasing him and when she was being sincere. She was doing both now, patting her swollen belly gently.

'I mean it, Bael. This could be the one. Your true heir.' Around them, the lodge's most skilled matrons endeavoured to increase their lady's comfort. The Runefather gently prised a thick fleece from one. She nodded gratefully, leaving Bael to warm it by the fire. As he did so, Bael's gaze returned to Grunhilda, and in his mind's eye, the child within her. It wouldn't be long before his newest son was born. He could not share her hope that this heir would prove a worthy successor. Noticing his hesitancy, Grunhilda added, 'I had a dream. Grimnir told me as much.'

'Did he now?' the Runefather chuckled. With the fleece sufficiently warmed, Bael headed to his pregnant wife's side, slipping it behind her back. 'Well, I cannot argue with that. Though I doubt even Grimnir can see all ends.'

'That's bitterness speaking,' Grunhilda chided. Her strong hand reached out to grasp Bael's wrist, ur-gold runes worked into her flesh catching the light. 'You could not have predicted the Uzkull-Krunken,' she added, her voice softening.

'That is no excuse,' Bael grunted. The necroquake had rocked the realms to their cores. All were still counting the cost, the Vostarg included. 'And what of Sigmar's cities? What of the endless politicking, the lordlings who purchase our strength to intimidate petty rivals? At least in the Age of Chaos, we knew who our foes were.'

'You do not mean that,' Grunhilda insisted. Her grip remained strong. In his heart, Bael knew she was right. With an apologetic grunt he pulled away.

'I must go. There are contracts to consider.'

'Of course there are,' Grunhilda nodded. 'You shouldered that burden when you took up the lodge's grandaxe.'



The clash of arms filled the throne hall. The chamber's heart was dominated by a ring lined with carmine Aqshian fyesalts. A murmured magmic invocation from an attending Zharrgrim priest saw those salts catch ablaze, forming a circle of flame that trapped the fighters until one yielded.

At the end of the hall, atop a dais of tiered steps, stood the Fyrethrone. Its ruby-encrusted flanks shone crimson in the light cast from flaming braziers hung from the vaulted ceiling. It was only right that the Vostarg's seat of power overlooked a place of conflict. They alone bore the name of one of the legendary first-forged lodges. That legacy carried expectation.

Bael brooded as his councillors read him the day's litany of proposed mercenary contracts. Many he accepted. Others he declined, for reasons of honour or insufficient payment. Always, he wondered what those seeking his warriors' services were not telling him.

Within the flaming arena fought two of his many sons, Broki and Lonholf. A crowd watched them, each duardin bellowing support for their favourite. Bael observed, his expression stern. Broki let out a shout as he lunged forward, swinging his axe

two-handed. Ur-gold runes glowed as he drew upon their might. The blow was powerful but lacked consideration for the smaller and lighter foe. Lonholf dodged back; Broki's over-committal had left an opening in his guard, and for a moment Bael wondered whether Lonholf would take it. Instead, he continued edging around his brother warily. Too cautious. Neither would be named Bael's heir at this rate.

Bael briefly entertained the notion of knocking them both flat on their backsides with his grandaxe. Perhaps instead he would fight them bare handed – maybe that would provide an honest challenge to wipe away his doubts about this new era.

One petition caught his attention. Bael raised a silencing hand.

'The wizard? Again?'

'Magister Maerilla is persistent, Runefather,' said Targaz, the Vostarg's master of oaths. 'This is her fifty-second request to study the runic—'

'No,' Bael growled, slamming a clenched fist against the Fyrethron's armrest. 'No, no, a thousand times no! Vulcatix's blood, we are warriors, Targaz! Not relics for the manlings to gawp a—'

'Father!'

The stench of cinder faded as another Runeson, Frollof, approached at haste.

'Word from the Brynhold, sire! Orruk clans have been sighted on the move. In a week's time, the Brynholda will be beset by a horde of urk!'

'What?' Bael asked, suddenly intrigued. Brynhold was one of the many vassal-outposts of the Vostarg across Aqshy. The lodge could not afford its loss, but beyond that, such was just what Bael craved – a good, straightforward war. The Runefather's finger unconsciously tapped one of his many ur-gold runes in anticipation.

'Brynhold is not far from the Onyx Gate,' Battle-lust, smothered under the weight of responsibility, kindled in Bael's breast once more. 'We can make it. It will be tight, be we can make it.'

'Lord,' Targaz grimaced as he detected Bael's growing impetuosity. 'I am not suggesting—'

'Ash blind you, I have spent decades playing the cautious patriarch,' Bael snarled, rising from his throne. 'Constantly am I reminded of the fine line I must walk to safeguard this lodge. But I am Vostarg, and my blood runs hot!' A cheer went up

from those nearby. There was no way Bael could back down now.

Good.

Bael's thoughts strayed momentarily to Grunhilda. As he hefted his grandaxe the Runefather suppressed his guilt at leaving her; his Hearthwife had given him many children before. His being there for one more birth would change little.

'To war, as Grímnir intended!'



The march to Brynhold had been punishing, but if any could endure it, then it was the dauntless warriors of the Vostarg. Passing through one of the Realmgates surrounding Furios Peak, Bael-Grímnir had led his fyrd across the Great Parch. Battle had already been joined outside the Brynhold, Fyreslayers and savage orruks clashing in the caldera below as the royal fyrd massed atop a rocky vantage point.

From astride his loyal mount, Flamespitter, Bael watched the conflict. 'Quite the scrap down there, eh Frollof?'

'Grant me the honour of leading the attack, father,' the Runeson answered from atop his own Magmadroth. 'I will shatter them with a single charge!'

Frollof's bravado was dented as Bael leant over, clipping his ear.



'Didn't you hear me before, boy? I won't be denied the first honest battle we have fought since the great death-quake!' The Runefather's hand soon came to rest on his son's shoulder. 'Our kin look to me as Grimnir's heir, lad. I must always strive to prove worthy of that. Give me one chance to feel like a warrior again ... away from Targaz's nagging.'

Frollof grinned, brief acrimony forgotten. Bael turned to the rest of his retinue. 'How strike the runes, Dhurgan?'

'Same as before, lord,' the Runesmiter replied from behind his fyresteel mask. 'Something has dogged our steps these last few days. Another army, more orruks, I know not, but it will be on us soon.'

Bael swiftly dispatched a band of runners to investigate. If these pursuers sought to trap the Vostarg, they would soon realise their mistake.

'Grimnir's blessing upon he who claims the most heads!' the Runefather cried, raising his ancient grandaxe, Hrathling. 'Vostargi garaz!'

'Vostargi garaz!' The Vostarg swept forth like a burning avalanche, a tide of tough duardin flesh and bright orange hair. To Bael's delight, the orruks responded in kind, turning to face this new attack with a bass roar of 'Waaagh!'

Bael spearheaded the charge, ur-gold runes responding to the sonorous chants of the Zharrgrim. The Runefather revelled in the divine strength filling every sinew. Flamespitter's charge impacted the enemy like a battering ram. Lava shot from the Magmadroth's maw, incinerating a mob of boar-riding orruks.

A barbarous greenskin ran forwards brandishing a flint axe, hurling himself at the Magmadroth. Flamespitter's claw caught the Bonesplitter in midair. With a dismissive growl the creature tightened the vice-like grip, shredding the orruk in a shower of gore.

Bael fought no less ferociously. Hrathling swung with blistering speed, lopping off limbs and shattering rib cages as more orruks closed in. Crude arrows glanced from Flamespitter's scaled hide. One thudded into the Runefather's bicep; he grunted, snapping the missile in twain before discarding it.

From the mass of orruks charged a Bonesplitter champion, covered in tattoos and carrying a colossal stone axe. Each swing of the weapon bisected another Fyreslayer who attempted to bar the orruk's path. Soon the warleader had fought to Flamesplitter's side, axe slamming into the Magmadroth. Scalding blood covered the orruk as recompense; the stench of burning green flesh reached Bael's nostrils as the Bonesplitter howled in furious pain. As the orruk blindly launched another attack, Bael lashed out with Hrathling. His first blow intercepted the crude axe, shattering it with a savage twist. The second saw the orruk boss's head struck cleanly off.

One moment a triumphant cry was on Bael's lips. The next, he and Flamesplitter were blasted backwards by an explosion of green light. The duardin patriarch grunted, recovering his weapon and using it to painfully rise from where he had landed. As his vision cleared, the Runefather saw his Magmadroth lying stricken a short distance away. Briefly he feared the worst, but soon Flamesplitter began to rise, set upon by a mob of hooting orruks clad in scale-hide loincloths.

Bael knew that Flamespitter could take care of itself; it was the orruks who were in trouble. A grunting snarl distracted the Runefather. Through the melee came a loping simian shape, clutching a staff topped with a corvid skull. Manic green light overflowed from behind its wooden mask. The gibbering shaman danced from foot to foot, swinging its stave in erratic circles. Green magic seeped from the staff, forming a viscous cloud around the shaman.

Underfoot, the ground shifted violently, undulating with primal anger. Bael's eyes widened as the green cloud solidified into a pair of titanic jaws.



They snapped furiously as they grew in size and frenzy, streaking closer to the Runefather. A malignant sentience clung to the apparition, and Bael knew that it represented some new, deadly form of magic.

Internally, Bael raged. Not even the orruks could give him an honest fight. Perhaps such had always been a foolish dream. Perhaps there was simply no place for the old ways.

Yet even as Bael braced himself before the magical jaws that sought to devour him, death's grasping talons lost their grip on the Runefather. With a frustrated howl, the ravenous spell's energies dissipated seconds before they could consume the duardin. Bael paused in wary confusion, but none were more bemused than the shaman. Howling in frustration and violently shaking its staff, the shaman did not notice the incoming fireball that sailed in over Bael's head until it struck the orruk's chest. The shaman's burnt body was hurled unceremoniously out of sight.

'When I heard the orruks were marching I thought I'd find you here, honoured Runefather,' came a wry female voice from over Bael's shoulder. 'Though I wish you'd taken some rest on the way. We've been on your trail for days now.'

Still clutching H Rathling, Bael turned. Before him stood a human female clad in bright robes. Crimson flame-tattoos snaked across her dark face and arms. Behind her came an entire Freeguild battalion. Their crack of black-powder shot saw ranks of Bonesplitters crumple, while wedges of Demigryphs ridden by gallant knights trampled the orruks. Vostarg and Free People fought together in tacit alliance, hacking down the foe with renewed strength.

'It was you that Dhurgan's runes spoke of,' Bael deduced, his tone guarded. 'It seems that I am in your debt—'

'Maerilla. Magister-Supreme of Vandium. At your service.' The human mage gave a small bow. As Flamesplitter burst from the press of orruks that had mobbed it, battered and bleeding but roaring defiantly, the Runefather nodded.

'You assisted me,' Bael said, 'against that ... thing.'

'A phantasm of the Arcanum Optimar,' Maerilla explained. Though she attempted to hide it, the mage leant heavily against her staff. Undoing the orruk's spell had drained her, Bael realised, the resultant magical backlash proving potent. Yet she had come to his aid anyway. 'But it was your charge that broke the horde's back, my lord. Without your warriors' efforts, Brynhold would have fallen already.'

The Runefather considered her words, and her deeds. Maybe the isolationist tenets of his people had blinded him. Heroism could still be found, even in this dark era. Maerilla seemed to detect the Runefather's thoughtfulness. She smiled impishly.

'So,' she said, 'does this mean you'll reconsider my request to study the runes used by your warriors?' In response, Bael grinned.

'Don't push it, lass.'



That night, bawdy Freeguild war-songs mixed with ancestral duardin chants while the bodies of the orruks immolated on great smoking pyres. In recognition of the humans' contribution – duardin stubbornness would never accept 'assistance' – Vostarg warriors were dispatched to defend Vandium for a steady influx of gold. Mercenary business never ceased, but perhaps there was something to be said for selling their strength to the deserving. It provided the Runefather plenty to consider on the return journey, at least.

Furios Peak, however, provided one last surprise.

Bael ran almost the entire length of the Magmahold to his chambers, barely slowing as the gold-encrusted doors of his private chambers loomed up to meet him. A single heavy shove slammed them both open.

The matrons who were crowded around the bed swiftly pulled back. Amidst the crumpled sheets and stacked pillows, Grunhilda smiled, exhausted. In her arms she rocked a swaddled lump.

'Your latest heir, my Runefather,' she offered, holding out the bundle. Bael hesitated before stepping closer and taking it in his own strong arms. The Runefather reached up, moving the fabric from the face of the tiny figure within.

Within the swaddling cloth the infant slept soundly. Soft skin covered a moon-shaped face.

Not a son. A daughter.

Bael's look of shock was soon replaced by a smile, a bone-deep certainty about the child's destiny filling him. The Runefather's coarse fingertips brushed over the sleeping girl's cheek.

The Mortal Realms had changed. Perhaps it was only right that he, and his lodge, change with them.



THE REALM OF BEASTS

Fantastical Realms is an ongoing series of articles showing you how to build and paint your Warhammer Age of Sigmar armies based around the Mortal Realms in which they live and fight. String your bow, because this month we're heading for the Realm of Beasts.



The Realm of Beasts, also known as Ghur, is a near-endless string of jagged continents, each awe-inspiring in its primeval splendour. Primal violence lurks everywhere, in man and beast alike. Every animal, insect, and plant is both predator and prey. Even the landscapes are possessed of a hungry animus that can devour the unwary.

The inhabitants of Ghur are pragmatic and straightforward, preferring to deal with a situation head-on rather than with subtlety and guile. Constant conflict with other tribes, wandering beasts, and even the landscape itself makes the Ghurish people fearsome warriors, and they revel in the thrill of battle rather than fear the possibility of death. Many Ghurites are also skilled hunters and trackers able to tame a beast – or slay one – with equal ease. Indeed, the hunt is as much a matter of sport as it is of survival.

THE ARROW

The Arrow is the symbol of wild places and the hunt, and it is a fitting icon for the wildest of all the realms. The inhabitants of Ghur are straightforward and unswerving, much like the symbol of their realm, and they will often carry bows or projectile weapons as their primary armament.



UNLEASH THE BEASTS OF GHUR

So what would an army from the Realm of Beasts look like? Would the humans of Ghur wear more animal pelts and furs than their cousins in Aqshy or Chamon? Perhaps they would emulate the orruks of the Bonesplitterz tribes, racing into battle semi-naked, their burnished skin daubed with crude tribal markings or covered in brutal-looking tattoos. Do the servants of Chaos carry the tusks and skulls of defeated monsters with them into battle as offerings to their god? Perhaps they wear entire suits of armour made from the bones of slain beasts.

What about the aelves and duardin? Maybe the aelves wear pendants and gemstones made from amber realmstone. Perhaps the Kharadron use it to help power their aethermatic weapons and fuel their sky-ships. There's a lot to consider when creating an army from Ghur.

The first few pages of this article are something of a mood board, providing you with shapes, colours, and designs that you can use on your miniatures.

The look of a realm and the environment your army is fighting in can be great inspiration for how you paint your models. Though the rolling plains, craggy valleys, and sweeping savannahs in the heartlands of Ghur are habitable (albeit home to some truly monstrous beasts), the hinterlands near the realm's edge are so wild that only the toughest people can hope to live there. Towers made from the bones of colossal gigadroths scrape the sky, while roaring rivers crash against mountains that grind across the realm as if alive. Yawning chasms open wide before slamming closed like impossible mouths, devouring entire settlements. Infernal suns bake marauding armies, while supernatural winters freeze them into statues for all eternity.

While there are infinite ways to build and paint your models, hopefully this article will provide you with some useful inspiration for how to create an army from the Realm of Beasts. If you have an idea you would like to share with us, send us some pictures of your own creations to team@whitedwarf.co.uk.

THE INHABITANTS OF GHUR

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 Beasts. This Weirdnob Shaman from the Core Book gives you an idea of what the realm's inhabitants can look like, with ragged clothing made of animal pelts as well as talismans and fetishes made of bone, stone, and fur. Skulls, while often seen as a motif of the Realm of Death, are equally popular in Ghur, symbolising trophy kills and hunting prowess. Tattoos and tribal markings are also worn by many inhabitants of Ghur. Vignettes like this are great inspiration for how you can convert and paint the models in your own collection.



A LAND OF SAND AND SNOW

Though brown, yellow, and bone are often-seen colours in Ghur, the Realm of Ghur is an incredibly diverse and colourful place, ranging from the pure white snow caps of ancient mountains to the verdant greens of impenetrable forests and the grey ash of arid wastelands.



PAINTING YOUR ARMIES

Living things come in every colour under the sun, so when it comes to painting an army from the Realm of Beasts, pretty much anything goes. Here are a few tips to help you get started.

How you paint your models is a great way to show what realm they are from or what realm in which they are fighting. The great thing about beasts (and beastly landscapes) is that they come in many different colours, a wonderful opportunity to try something new with your painting. You could paint a tribe of desert-dwelling ogors, an orruk raiding party from a verdant plain, a warband of Chaos barbarians from a rocky valley, or a clan of grots from a snow-capped mountain. Each offers a wealth of painting options, both for your models and the bases they stand on.

'I painted the bones in dusty tones to make them look really dry and weathered.'

While natural colours work well for Ghurite armies, there's nothing to say you couldn't paint your army in fantastical colours to emulate some of the more unusual creatures of the realm. Imagine an army of Idoneth painted like peacock mantis shrimp (they're real creatures, too – we haven't even made them up), or an army of Stormcast Eternals that feature the colours of a mandarin duck (sounds weird, but trust us) in their heraldry. Remember that fur and leather don't have to be black and brown – fantastical creatures come in many unusual colours.

Another great option is to add a realm-specific spot colour to your models. For Ghur, the spot colour is amber – the colour of Ghurite realmstone. You could paint magical artefacts and weapons amber to show they are made in Ghur – perhaps gemstones and runes, too.

BLOOD SISTER OF GHUR

This Blood Sister was painted by Connor Richardson, one of the newest members of the 'Eavy Metal team. Connor wanted the Melusai to look like a denizen of the Realm of Beasts, so he painted it in tones of red, yellow, cream, and brown, giving her the appearance of a desert snake – perfect for the arid wastelands and steppes of Ghur.



GRISTLEGORE CRYPT HORROR

Though not inhabitants of Ghur, the Gristlegore have adopted some of the more barbaric practices of the lands they fight in. This Crypt Horror has red tribal markings painted on its pale blue skin, and livid red wounds, creating not only an interesting story for the model but also a level of contrast in the paint scheme that draws your eye to the horror's hands and face.

THE GRUFFPACK GREATFRAY

Not all creatures in the Realm of Beasts have to be brown, as you can see with this Gor, who has striped black and white fur on his haunches. Little touches like this are a great way to create a unique realm-specific colour scheme for your army. You could even use different fur colours and pack markings to denote the beastmen units in your greatfray.



THE LOFNIR LODGE

The Lofnir hail from Ghur, and they are considered to be some of the greatest beast-tamers and slayers in all the realms. Their hands and feet are often stained black – a mark of their right of passage as a Fyreslayer. This Vulkite Berzerker also has glowing amber eyes to show his ferocious temperament – a great way to link him to the Realm of Beasts.





TOBIAS TEBRING'S IRONJAWZ

Tobias Tebring – the studio's miniatures resource manager – painted the Ironjawz that you can see above. 'My Ironjawz hail from the arid deserts of Ghur, which is why they're really drab-looking,' says Tobias. 'They don't have fancy yellow armour because the wind and sand just strip the paint back to bare metal. I used Agrellan Earth on the models' bases to give them a cracked, parched look, while small chunks of slate add a splash of colour to the bases and help break up the texture. I painted the bones in dusty tones to make them look really dry and weathered, while the orrucs' skin is a really bright green to provide contrast. Painting the skin was actually really easy – it's a basecoat of Nurgling Green, followed by a 50:50 wash of Biel-Tan Green and Lahmian Medium, then a light highlight of Bugman's Glow around the knuckles, ears, and lips.'

DAN HARDEN'S KNIGHTS EXCELSIOR

White Dwarf writer, Dan, has been working on a Stormcast Eternals army from Ghur (see below). 'The inspiration for my army came from the Black Library novel *City of Secrets*,' says Dan. 'I liked the idea of creating an army that comes from a city in the Mortal Realms, and Excelsis (which is in Ghur) intrigued me the most. Although my force is still small, I'm starting to get a feel for how I can personalise my army to the realm they live in. At first it was small details, such as painting their bases in sandy tones to match the artwork I'd seen of the Realm of Beasts. I then started converting a few models to make them look more savage. I gave my Retributors spare equipment and capes from the Vanguard-Palladors kit, while their heads are from the Space Wolves Pack – they fit Stormcasts perfectly.'

Above: Tobias painted the cold, bare metal of his Ironjawz using Leadbelcher as a basecoat followed by a wash of Nuln Oil. He then carefully stippled highlights of Ironbreaker along the raised edges of the armour panels.

Below: Dan wanted his Knights Excelsior to look as though they were standing in the ruins of an ancient settlement. Many of the basing pieces are offcuts from scenery kits or from the Shattered Dominion basing sets.



CONVERTING YOUR MODELS

In a realm full of monsters, it seemed almost inevitable that some of them would end up in this article. Here are a few examples of how you can convert models from the Realm of Beasts.

This month's conversion section features three models and a warband, all of which have been converted and painted in different ways to show that they're from the Realm of Beasts. Mark Bedford, for example, loves setting a scene for his models – particularly his heroes – and built a Dankhold Trogg boss on an impressive scenic base designed to look like an underground cavern in one of Ghur's many mountain caverns.

Emma Ayres wanted to show how her hero – a Battlemage on Griffon – has mastery over the beasts of Ghur. While the hero isn't converted, Emma added a pack of wolves to the model's base, which could easily represent the Bestial Spirit

BIT OF THE MONTH

The Gobbapalooza set includes many weird and wonderful basing bits, such as plants with faces, bugs, fungi, and – our favourite – this dozy-looking rock.



spell presented in *Malign Sorcery*. Emma's colourful paint job is a brilliant example of the unusual fauna that can be found in the Realm of Beasts.

Over the page, Martyn Cashmore has converted an Ironjawz Megaboss carrying the Rageblade – an artefact of power featured in *Malign Sorcery*. These named weapons and relics (there are twelve in total for each realm) are a great way to show that your heroes are from a particular realm.

Lastly, Maxime Pastourel has converted a small warband from Ghur, including a troggoth, a couple of orruks, and a particularly bestial human daubed in green warpaint.

DANKHOLD TROGGBOSS BY MARK BEDFORD

When he's not building and painting models for *A Tale of Four Warlords* (see page 58), Mark's making monsters for *Fantastical Realms*. Mark converted this Dankhold Trogg boss using some of the mushrooms and fungi from the Mollog model, along with the Stalagsquig from the same set (don't worry, Mark has plans for the other bits – they're not going to waste!). He also built a scenic base for the model, which is actually made from balsa wood that Mark carved into shape with a small modelling drill to look like an underground cavern. It's actually just one piece of wood. He then scattered a few more stalagmites and fungi from the Dankhold Troggoth around the base.

Mark painted his Trogg boss using a few of the new Contrast paints. After spraying the model Corax White, he painted the skin with Shyish Purple, then highlighted it with Genestealer Purple. The base was painted with Aggaros Dunes and drybrushed with Karak Stone, while the skulls were given a coat of Skeleton Horde and drybrushed Ushabti Bone.



AMBER WIZARD ON GRIFFON BY EMMA AYRES

Amber Wizards are masterful beast tamers, which is why Emma surrounded this Battlemage on Griffon with a pack of wolves – a simple but effective conversion that really grounds the model in the Realm of Beasts. The colour scheme for the avian half of the Griffon was inspired by a golden macaw – Emma wanted it to look as bright as possible. We think she achieved her goal.



To make sure the wolves didn't get in the way of the central figure, Emma mounted the Griffon on a piece of modelling foam, which she carved to look like a large rock. The wolves themselves come from the Fenrisian Wolves kit. Emma painted them brown to ensure they didn't clash with the wizard and his mount.

ORRUK WARBAND BY MAXIME PASTOUREL

Maxime built this small orruk warband so he could play Warhammer Age of Sigmar: Skirmish. He converted his models to have a nautical theme, giving his leader a bandana-clad head from the Flash Gitz kit, and his Fellwater Troggoth a pair of anchors from the Kharadron Ironclad. Most of the models also wear seashells that Maxime made out of Green Stuff.

Maxime imagines his warband is a coastal raiding party, which is why he gave them sandy bases as if they

are making an attack across some dunes. The human in the group (shown on the right of the group) was once a slave but earned his place in the warband after proving his worth in combat. He painted himself green to fit in with the orruks.

On the subject of green, Maxime painted his orruks' skin with Gauss Blaster Green and shaded it with Biel-Tan Green. Further highlights were applied with Gauss Blaster Green mixed with White Scar to give the orruks a sun-bleached look.



Kaptain Gukrab wears a bandana featuring a sigmarite symbol (1), while the Troggoth is covered in barnacles (2). Maxime also added tribal markings (3), tattoos, and warpaint (4) to his warriors.



1



2



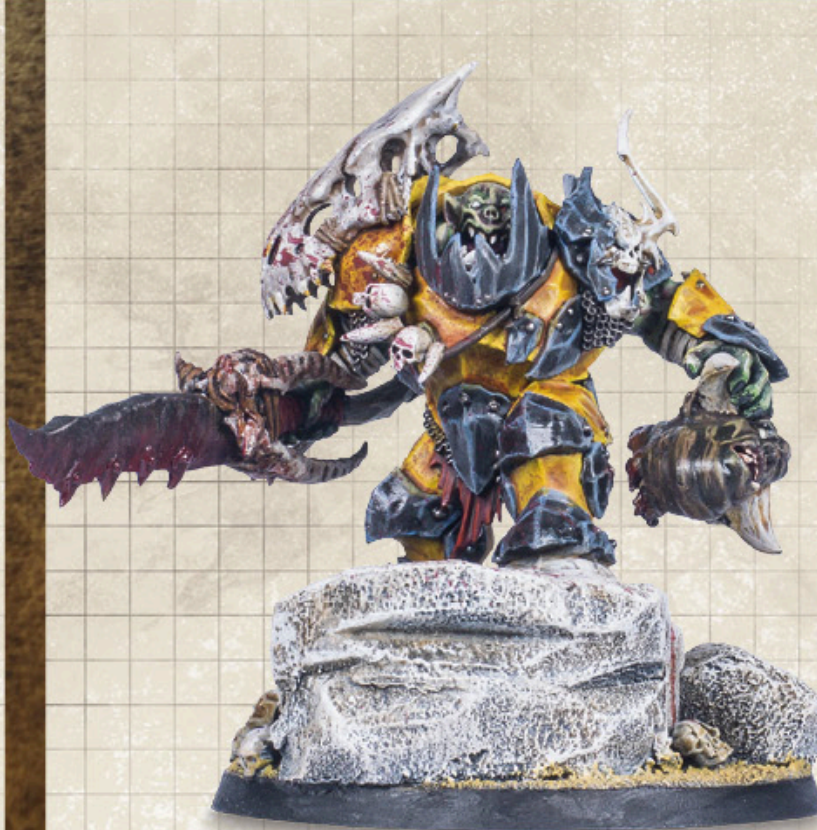
3



4

MEGABOSS BY MARTYN CASHMORE

Martyn converted his Megaboss to carry the Rageblade – an artefact of Ghur. He converted the blade using the choppa the Megaboss is normally armed with – he cut off the axe blade and attached it to the end of the axe head to create a sword. The skulls around the hilt are from the Skulls box. The severed head in his other hand is a spare from the Aleguzzler Gargant kit, with severed skin and gristle made from Green Stuff.



BASING YOUR MODELS

While the landscapes of Ghur are many and varied, sun-parched plains are a common sight across the realm. And where there are desolate plains, there are bound to be skulls ...



The Realm of Beasts is littered with the skulls and bones of those people and creatures too slow to escape the monsters that roam its hostile lands. Fortunately, there's an easy way to get your hands on a load of skulls for your bases – the Citadel Skulls set, which includes 340 of them. Here's how you can paint them quickly and easily.

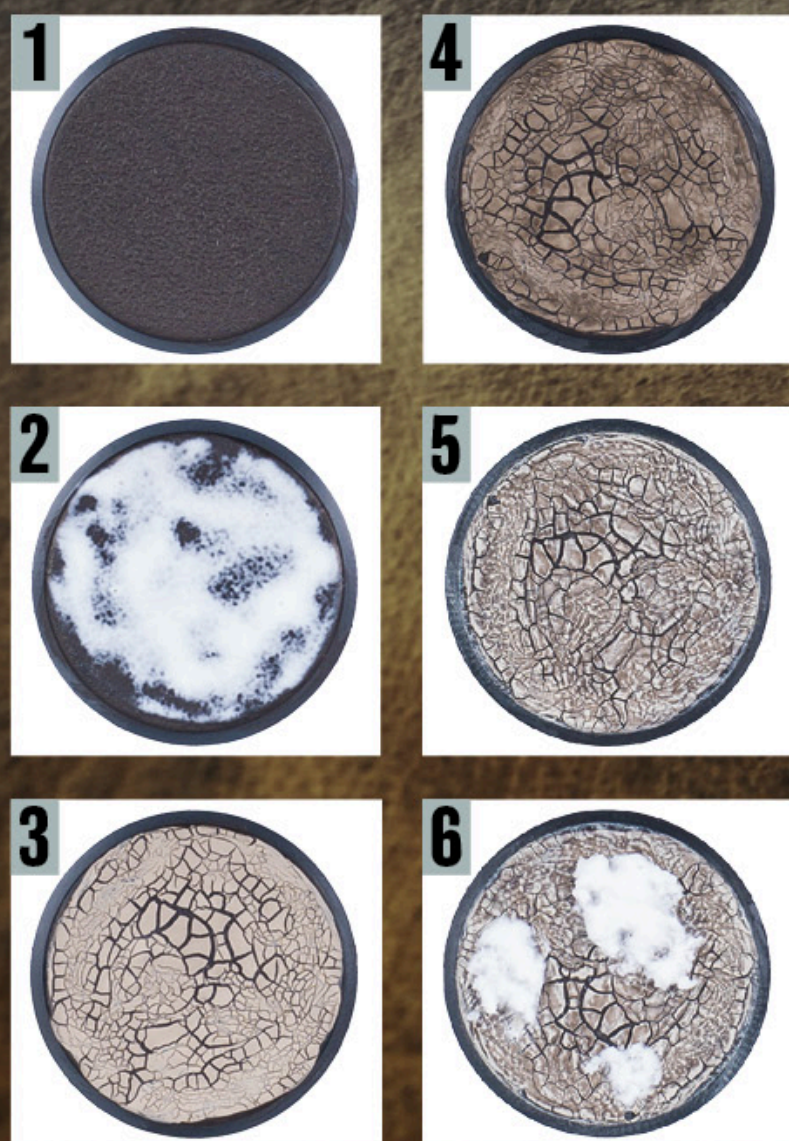
The twelve skulls to the left were all undercoated with Wraithbone spray, then each was given a coat of one of the new Contrast paints. The top row were painted using traditional bone colours, ranging from light to dark. The second row were all painted using grey Contrast paints for a more washed out or ashen tone. The bottom row were painted with some more unusual colours just to see what they looked like! All the Contrast paints were applied using an M Shade brush, the paint applied quite heavily so that it pooled nicely in the recesses. Finally, a layer of Stormcast Matte Varnish was applied to protect the paint from battlefield wear and tear.

TUFTS AND TUNDRA

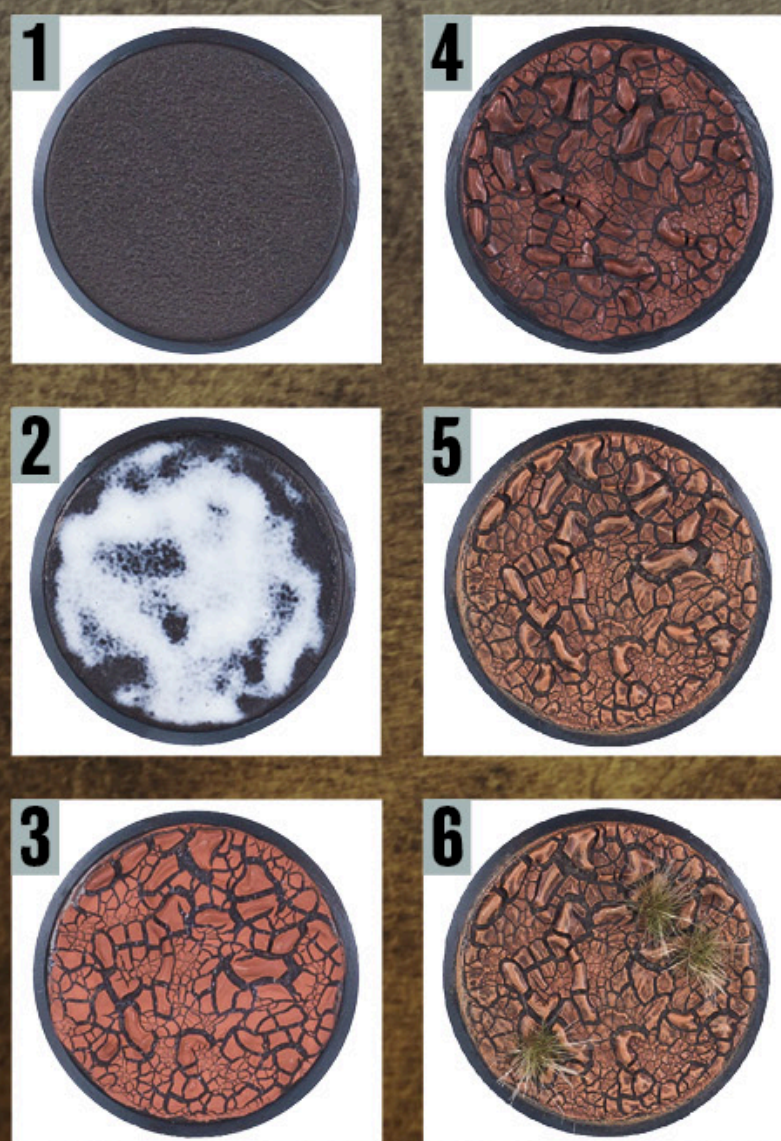
Creating arid, sun-parched bases for your Ghurite models really couldn't be simpler, especially if you pick up a pot or two of the cracking (yes, that was a pun ...) technical paints that are available. Agrellan Earth and

Martian Ironearth (and now Mordant Earth, too) crack as they dry, creating a shattered landscape over which your armies can march, fight, and possibly perish. Small clumps of fresh snow or a few grass tufts add a little extra height to the bases, finishing them off nicely.

SNOW-DAPPLED PLAIN



VOLCANIC DESERT



Apply the 'under-colour' to the base – the colour that will show through between the cracks (1). For this, we used Rhinox Hide.

Next, apply a layer of PVA glue (2) – this will help the technical paint crack.

Apply a thick layer of the technical paint (3). On the left is Agrellan Earth; on the right is Martian Ironearth.

Apply a wash of Agrax Earthshade (4). Then drybrush the bases (5). We used Tyrant Skull for the first base and Jokaero Orange for the second.

Lastly, we applied patches of Valhallan Blizzard and Middenland Tufts (6).

RULES OF ENGAGEMENT



SAM PEARSON

Sam Pearson has been a member of the Design Studio for a couple of years now and is one of the games developers for Warhammer Age of Sigmar. A keen all-round hobbyist, Sam loves playing games, painting armies (check out *A Tale of Four Warlords*), and coming up with new background for his heroes – which is exactly what he's talking about right here!

For me, there are few ways more enjoyable to play Warhammer Age of Sigmar than as part of a campaign. If you have never had the chance to take part in one, a campaign is where you link your games into an ongoing story with the outcome of each battle influencing the next. The specifics will vary depending on the campaign rules you are using. For example, in *Path to Glory*, you will see your army grow in size after each game, whereas in *Forbidden Power*, you'll not only wield an Artefact of Power that increases in strength over the course of the campaign, but each victory earned will see your army advance closer towards the prize of the campaign – the Grand Stormvault.

No matter the system itself, the heart of each campaign is always the same – the armies involved are tied into an ongoing narrative played out in the battles you fight, adding heaps of excitement and drama to your games. You can even give each of your heroes names and watch their character develop through each bitterly fought battle. This really appeals to me because each victory or defeat is all the more heartfelt when you feel you've shared your battlefield experience with your army's heroes. All of a sudden your battles transform from, 'My Fyreslayers army needs to take three objectives from your Nighthaunt,' to, 'We meet again, vile gheists! This time, Runeson Lorgnir, second son of Runefather Urgmish-Grimnir, will not fail in taking back this magmahold and restoring its glory in the name of Vostarg and Grimnir!' Ahem.

While very rewarding, campaigns can take quite a lot of effort and involvement of the players to set up and run. Also, any games played outside of the campaign (say, you spend a weekend at a tournament), do not contribute to it. So, this had me thinking, was it possible to create that same style of ongoing narrative for your army outside of a campaign? A narrative that you

could keep running in the background no matter if you were playing Open, Narrative, or Matched play games of Warhammer Age of Sigmar? At the same time as thinking over all this, I was putting the finishing touches on my new Blades of Khorne army. So I devised something for them called 'The Trial of Skulls', and since then I've had so much fun with them that I decided to share it with you in this article.

So what is the Trial of Skulls? Well to start with, it has but one simple rule:

Each time a hero from your army is slain, they are dead forever.

IT'S ALL IN THE NAME

Like many hobbyists, I love coming up with names and stories for the heroes in my armies, but for the Trial of Skulls I decided that once a hero is killed on the battlefield, it really is the end for them. They are trampled into the dust – a bloody stain in the history books of the Mortal Realms. This might seem a little harsh and unforgiving, but I have found that a great way to give your army an ongoing story is to let the life and death of your heroes hang in the balance with every single game you play!

When a hero dies, it doesn't mean I won't use the miniature again – I'll assume a new champion has risen to take the place of the former. What it means is that each time one of my heroes dies, I give the miniature a new name.

This seemed in the spirit of playing a Blades of Khorne army where there is constant ascension from within the ranks, but at the same time this new approach felt a little daunting, as I would have to come up with a new name each time a hero from my army died! Thankfully, we have a whole host of name generators in the *General's Handbook* 2019 that can do the heavy lifting for us. For me – as my Khorne heroes die so often – I constructed an elaborate name generator (see over the page) based on the one in the *General's Handbook*, with thousands of new possibilities.

MAKING A GAME OF IT

After playing a few games with this new system, I discovered something interesting. Naming a new hero each time one died was fun, but just like in a campaign, it was following the deeds of the heroes that survived from battle to battle that became really exciting.

Rules of Engagement focuses on the creation, design, and evolution of the rules for Warhammer Age of Sigmar. Usually Jervis hosts this column, but he has handed over the reins to fellow games developer Sam Pearson so he can talk about his Trial of Skulls.

I started tracking the number of kills each hero achieved, as well as any particularly notable kills. When a hero fell in battle, they were immortalised on a Hall of Fame alongside an obituary that recorded how they died and who the enemy general was (so in the future I could settle the grudge!). My opponents now often ask me how a particular warrior is faring and how many skulls they have since claimed for Khorne.

Unlikely personalities grew in my army, too. For example, I noticed that although my Bloodseccator Eklax Cruelmonger kept surviving, he also never got any kills (a result of standing at the back with the banner all battle). In fact, it took Eklax a full five battles before he claimed a single skull. Fittingly, I renamed him Eklax the Coward.

REWARDS FOR YOUR CHAMPIONS

With the Trial of Skulls set up, it seemed only fair that my mightiest champions would be rewarded for their heroic deeds. I decided to come up with a table of rewards that I could roll on whenever a hero slayed eight enemies (eight is the favoured number of Khorne, of course) or did something glorious in battle.

I wanted this system to work in Open, Narrative and Matched play, so it was important that none of these rewards offered any mechanical advantage in games. Instead, I tied these rewards into the narrative of the city my army hails from (a city from Aqshy of my own creation called Kharkharos). For example, a hero may be

bestowed with lordship over a Brass Spire within the city or become a champion of its many fighting pits. Perhaps they'll have a whole tribe of Bloodreavers pledge loyalty to them or be blessed with the mutation of razor sharp teeth! None of these rewards had any game rules to go along with them, but I have found they really help my army to feel like a living, breathing thing.

SETTING YOUR OWN TRIALS

Overleaf you can find my Trial of Skulls in full. If you have enjoyed this article, I hope it inspires you to try something similar. If you have a Blades of Khorne army, why not use the Khornate name generator and Dark Rewards table here to run your own Trial of Skulls?

If you collect another army, the *General's Handbook* 2019 has a host of different name generators to get you started with your own trials. Armed with that and a pen and paper, you are ready to start chronicling the tales of your army. You might also want to come up with your own narrative rewards, too, and there are lots of different ideas you could use. For example, if you play Maggotkin of Nurgle, you could make a table of virulent diseases that Nurgle blesses upon his champions each time they slay seven enemies in battle. Perhaps you play with a Freeguild force and you want to devise an array of medals for valour in battle (each with a different name and a different requirement for earning it). The possibilities are endless and will not only enrich your games narratively, but also be a good bit of fun to put together, too.

Sam's army from the Carnage Battle Report as featured in March's issue of *White Dwarf*. Last time we checked, Ashkal Darksworn was still the leader of Sam's army, though he hasn't claimed quite as many skulls as Rullak the Reaper.



THE TRIAL OF SKULLS

Below you can see the Dark Rewards table, Khornate name generator, and title generator that Sam created to help him name and track the progress of his characters – the Heroes of Kharkharos.

- Rule 1: Each time a hero from your army is slain, they are dead forever.
- Rule 2: Roll on the Dark Rewards table for a hero each time they slay 8 enemies or complete a glorious deed.

THE HEROES OF KHARKHAROS

NAME	WARSCROLL	REWARDS	TALLY OF SKULLS	DEAD OR ALIVE	NOTABLE KILLS	OBITUARY	RIVAL WARLORD
RULLAK THE REAPER	Slaughterpriest with Hackblade and Wrath-hammer	None (slain in battle before a reward could be received)	8	Dead		Brutally murdered by Bloodgheist Spirit Hosts	Phil Kelly
ASHKAL DARKSWORN	Slaughterpriest with Bloodbathed Axe	Bestowed Title: Gore-Herald of Kharkharos (Awarded for leading the army to victory in the ‘Carnage’ Battle Report)	7	Alive	- Vampire Queen in ‘Carnage’ Battle Report		
MARETH THE EIGHTH HAMMER	Slaughterpriest with Bloodbathed Axe	-	7	Dead		Run over by a Slaaneshi Gorebeast Chariot	Nick Horth
KHAR DAR’ROTH	Slaughterpriest with Hackblade and Wrath-hammer	-	5	Dead		Frenzied Stabbing by Spirit Hosts	James Gallagher
KHARZUL THE BERSERKER	Aspiring Deathbringer	-	4	Alive	- Bloodgheist Spirit Torment - Bloodgheist Cairn Wraith		
EKLAX CRUELMONGER “THE COWARD”	Bloodsecrator	-	3	Alive			
TARKTORG BLOOD PILGRIM	Slaughter Priest	-	1	Dead		Vomited upon by the Great Unclean One “Flethius”	Erik Niemz

DARK REWARDS

D3	1	2	3
D6	BESTOWED TITLES	REWARDS OF BATTLE	FOLLOWERS
1	Champion of the Bloodpits: The name of this warrior rings out across the gladiatorial bloodpits of Kharkharos as the bloodthirsty crowds revel in the slaughter this warrior delivers.	Emblazoned Axe: Lost since the Age of Chaos, this legendary weapon has been found and gifted to this warrior. Khornate bloodrunes are etched onto its haft and its blade simmers with power.	Crimson Vulture: Circling high above, this bird of prey follows this warrior into battle and together they feast on the spoils.
2	Emissary to Mar’rak Khos: The tribes of Mar’rak Khos inhabit the north-easterly wastelands to Kharkharos. This warrior is tasked to bring the iron-rule of Kharkharos upon these blood thirsty tribesmen.	Bloodstone Ring: Hot to touch, this brass ring is set with rare Aqshian stones and is said to bring the blessings of Khorne to one who wears it.	Enslaved Weaponsmith: Smiths of the Dawi Zharr, captured from Azghor, are put to work in this warrior’s furnaces to craft a powerful weapon.
3	Patron of the Dark Feast: This month the Gore Moon is foretold to rise above Kharkharos. This warrior will sit with the innermost warlords of the city at the bloody feast that night.	Ornate Armour: A suit of blood-red plate armour with lavish brass filigree is gifted to this warrior. A sign of their prowess in battle.	Tamed Flesh Hound: In the aftermath of battle, a daemonic hound comes to this warrior’s side.
4	Tyrant of the First Gate: This warrior is granted dominion over the first gate into Kharkharos, and now all who enter or leave must pay their tithe.	Daemonic Horns: Spikes and horns of bone burst and protrude from this warrior’s flesh, giving them a deadly natural weapon to use in combat.	Bloodsworn Tribesmen: A tribe of Bloodreaver Mortals from the north swear an oath of allegiance to this warrior.
5	Lord of a Brass Spire: This warrior has taken control of one of the Brass Spires of the city. A display of dominance that does not go unnoticed.	Razor-sharp Fangs: The teeth of this warrior have sharpened into a vicious maw of fangs. A dark blessing of the blood god it is told.	Warband of Blood Warriors: Their former master slain in battle, a group of Blood Warriors declare allegiance to this warrior.
6	Gore-Herald of Kharkharos: The title of Gore-Herald is given only to the mightiest champions in Kharkharos.	Throne of Gilded Skulls: A golden throne crafted from the skulls of enemies slain in the last battle is presented to this warrior. A fitting reward.	Retinue of Chaos Knights: Word spreads of this warrior’s deeds. In the aftermath of battle a group of Chaos Knights from the south arrive and pledge their allegiance.

KHORNATE NAME GENERATOR

NAME – FIRST PART (D66)				NAME – SECOND PART (D66)			
11	DAR	41	AZ	11	(NONE)	41	VAX
12	ROG	42	ZHAR	12	(NONE)	42	ZUL
13	LAR	43	KHAEN	13	(NONE)	43	RAS
14	THAX	44	MARREN	14	(NONE)	44	NAR
15	GHAR	45	KHAR	15	(NONE)	45	LOK
16	SAEK	46	RED	16	(NONE)	46	GOR
21	HAG	51	AGGRA	21	AXE	51	TORG
22	XAN	52	TARN	22	STYX	52	OK
23	HEL	53	KHOR	23	RAX	53	REK
24	SKALLA	54	KHA	24	SEN	54	KAL
25	VRAL	55	DEMA	25	SAHK	55	DRAX
26	TARK	56	VORGA	26	GOS	56	LOS
31	FEX	61	KAR	31	RON	61	RAK
32	ASH	62	EK	32	KUS	62	ROTH
33	VRA	63	VEX	33	US	63	XAS
34	GAR	64	FEL	34	HRAX	64	KHOS
35	GRAL	65	KARS	35	GRON	65	THRAX
36	RUL	66	DRAHK	36	XOS	66	KHUL

KHORNATE TITLE GENERATOR

TITLE – FIRST PART (D36)		TITLE – SECOND PART (D66)			
11	BRAZEN	11	IMPALER	41	CHAINED*
12	GORE	12	SCORN	42	BUTCHER
13	THE	13	LORD	43	CHOSEN*
14	THE CRIMSON	14	CLEAVER	44	RIPPER
15	DOOM	15	FANE	45	FIEND
16	CRUEL	16	CRUSHER	46	MAULER
21	THE RED	21	MONGER	51	HOUND
22	MURDER	22	TAKER	52	PILGRIM
23	BONE	23	BRINGER	53	SCARRED*
24	SKAR	24	FLAYER	54	FORESWORN*
25	THE EIGHTH	25	BLESSED*	55	BEAST
26	DARK	26	MARKED*	56	REAPER
31	WRATH	31	HAND	61	BOUND*
32	THE BRASS	32	SKULL	62	SLAYER
33	THE BLACK	33	SEEKER	63	BESERKER
34	DREAD	34	GOUGER	64	FEASTER
35	THE CHARNEL	35	FORGED*	65	SWORN*
36	DEATH	36	BORN	66	HAMMER

**If the first part contains "The..." roll an additional second part (re-rolling further results marked '*'), e.g. "The Eighth Sworn Butcher".*

D36 AND D66
When a table calls for you to roll a D36, roll a D3 for the first column and then a D6 for the second. Likewise, for a D66 roll a D6 for the first column and then another D6 for the second.



THE TOME CELESTIAL

From their volcanic strongholds, the warlike duardin of the Vostarg march to battles uncounted. Their Runefather Bael-Grimnir sits upon the ruby-encrusted Fyrethrone, deciding where his warriors' axes shall fall in pursuit of gold and glory. For the Vostarg, war is life, a sacred calling that brings them closer to their fallen god.



THE VOSTARG LODGE

By Jordan Green and Louis Aguilar

The Vostarg are Fyreslayers, worshippers of the slain warrior-god Grimnir. A mercenary civilisation, Fyreslayers will fight for any cause, provided the price is right. Most of all they desire ur-gold, magical fragments of Grimnir that were scattered following his titanic battle with the godbeast Vulcatrux. The Fyreslayers' Zharrgrim priests enact ancient rites to harness the ur-gold's divine properties, fashioning the material into runes to implant into the flesh of their warriors. These rites both amplify the Fyreslayers' strength and release portions of Grimnir's trapped essence from within the ur-gold. Fyreslayer society is built on patriarchal social units known as 'lodges', collections of family groups that can be thousands of duardin strong. Each lodge is headed by a royal family consisting of a Runefather and his sons.

The Vostarg have accumulated more ur-gold than any other lodge and are feared for their relentless aggression. Their fyrds – armies of berserkers accompanied by mighty heroes and great flame-born beasts known as Magmadroths – surge



across the battlefield at a startling pace. No respite is offered until their foes have been hacked apart. The Vostarg have won prestige by plying their mercenary trade far and wide – they have even fought alongside the followers of the Dark Gods, though only for the most lucrative payments. Yet war alone does not define the Vostarg; to many Fyreslayers, they are known as the ‘All-fathers’. As is typical of duardin, there is a literal aspect to this term. As well as being the largest lodge, many Vostarg Runesons have been dispatched to found their own war-cults across Aqshy and beyond. This network of influence often sees the Vostarg bear the mantle of leadership when several lodges are acting in coalition. As a result, they have become the most famed of the Fyreslayers inhabiting the realms.

Despite this honourable legacy, an ashen pall obscures the lodge’s early history. Though they present an image of unrivalled unity and power, the modern Vostarg’s origins lie in partition and strife. The Vostarg proclaim their strength openly, yet they keep their secrets well.

THE VOSGUARD

Hearthguard Berzerkers are amongst the most formidable of the Fyreslayers. Each is an elite duardin, forged in the deadly Trials of Grimfyre and bound by an oath to protect the royal family of a lodge with their life. So numerous are the Vostarg that many Hearthguard brotherhoods can be found among their number.

The most renowned Hearthguard formation within the lodge is the Vosguard. This is the personal guard of Bael-Grimnir, composed of those lesser sons he considers talented warriors but unsuited to leadership. Though perhaps shaming, this is also a chance for a young and aspirant Runeson to prove himself to the patriarch. Many of Bael’s offspring who demonstrated their skill in the Vosguard have gone on to found lodges of their own.



Though Vostargi Mont is a safe haven of the Fyreslayers, its lowest levels have often been infiltrated by Gloomspite Gitz and other even less desirable creatures.



BORN IN FIRE

Originating in the Age of Myth, the Vostarg was one of the primogenitor lodges known as the 'first-forged'. However, it was the loss of its magmahold, the Vosforge, that shaped the Vostarg's future most drastically.

Nestled within the Salamander's Spine – a vast mountain range that was home to the first Fyreslayers – the Vosforge was the largest of the original magmaholds and the last to fall during the Age of Chaos. Staving off uncounted assaults, it was internal strife that eventually sealed the Vosforge's doom. More ur-gold was gathered under the stewardship of its last Runefather, Thorgar-Grimnir, than any other in recorded history. However, when he succumbed to his wounds after slaying a fearsome Bloodthirster, Thorgar left no named successor.

Each of Thorgar's twelve sons believed himself the rightful heir. As battle lines between supporters were drawn, the armies of Chaos massed for another great assault on the magmahold. Desperate to save his lodge's legacy, the Runemaster split the ur-gold hoard between the sons and bade each go his own way. As the duardin's exodus began, the Vosforge finally fell; the brave few who stayed behind to buy time for their kin to escape were soon slaughtered by the ruinous hordes.

Of Thorgar's sons, only Zhafor retained the Vostarg name. Honoured as the 'father of

ANCIENT POWER

Many Fyreslayer lodges employ different techniques to harness ur-gold. The Vostarg recite sonorous chants taught to the first-forged and passed down through generations. Relics of their ancient heritage, these dirges not only unlock the potential within the ur-gold but also feed the Vostarg Fyreslayers' natural aggression, fuelling their legendary endurance.



victories', Zhafor remains a mysterious figure. Some legends claim he learnt his craft alongside Grimnir, yet the Fyreslayers' god fell long before the Age of Chaos. It is said that for many years he and his lodge wandered Aqshy, giving battle to the daemonic legions and their mortal worshippers while tracking down sparse fragments of ur-gold.

It was uniquely fortunate for the itinerant Vostarg that they discovered the Cynder Peaks. All Fyreslayers have a sense for ur-gold, and the sheer volume of the substance revealed when the peaks' volcanoes vent their fury would bolster the fortunes of even the largest lodge. Through these resources, the Vostarg were raised from ragged wanderers to one of the wealthiest and most formidable forces surviving under the dominion of Chaos. There, Runefather Urgom-Grimnir – a descendant of Zhafor – founded the new magmahold of Furios Peak, a bulwark against those who harried the duardin.

Their new home provided the Vostarg with the strength to strike back at their foes, and they soon forged new alliances in their resurgent war against Chaos; at the Bladewood Gate, the warriors of the Vostarg and the Ironbark Sylvaneth glade united to crush a marauding Khornate warhorde. Such aggressive actions undeniably saved the lodge from ignoble obliteration or life as nomadic wanderers. How they learnt of the Cynder Peaks' riches, and what became of Zhafor, is knowledge the Vostarg do not share.

THE TWELVE SONS OF THORGAR-GRIMNIR

The battlesmith chroniclers of the Vostarg hotly debate the fates of Zhafor's eleven brothers. It is known that the eldest, Bromhulf, stubbornly swore to defend the Vosforge and was cut down during the fall of the magmahold. Many – though the exact number is much contested by those claiming to descend from the Vostarg – founded their own lodges, such as the Baeldrag, and went on to win great renown. Others took the oath of the grimnyn or even the Doomseeker, wandering the realms until new purpose or a worthy death claimed them.

Only one attempted to reclaim the Vosforge. Of the fate of Darz, Thorgar's youngest son, less is known even than that of Zhafor. This silence would imply he did not succeed. Yet those who brave the dangers of the Salamander's Spine in search of the first-forged's treasures occasionally chance upon strange metal obelisks and isolated, leering battleforges. These totems emanate a fell power, glowing with an unwholesome inner light. Upon their flanks are carved duardin runes that offer praise to the 'father of darkness' and his first unnamed prophet.



DOMAINS OF THE VOSTARG

Though they possess dozens of holds across the realms, the primary lands of the Vostarg lie within the Cynder Peaks. One of the most volcanically active regions of Aqshy, the hidden bounty of this mountain range has rendered it of indescribable value to the Fyreslayers.

Deep below the Cynder Peaks can be found troves of ur-gold and Magmadroth eggs. The violent tectonic trauma dredges up these concealed treasures as if the volcanoes themselves offer tribute to the children of Grimnir. The craters left in an eruption's aftermath contain a king's ransom for those who claim them. Many lodges now inhabit the Cynder Peaks, but the Vostarg hold dominion over them owing to their status as first amongst equals. Such is not always respected by their fellow duardin. However, the Vostarg remain ready to answer any challenge with fyresteel.

VASSAL LODGES

The Vostarg have scattered their sons extensively, and many lodges bear relation to them. The Gelvagd and Baeldrag are two famous offshoots, and there are those such as the Austarg who serve as vassals in exchange for alliance and a portion of their ur-gold reserves. Many are the lodges that serve in this fashion, and some – like the Dostev – have even fought to the death for their liege lords.

Upon the tallest mountain stands Furios Peak, magmahold of the Vostarg. A monumental feat of stonework, Furios Peak is a many-levelled structure whose furthestmost bowels reach deep below Aqshy's crust. Furios Peak has been expanded upon by successive generations of Runefathers; under Bael-Grimnir a new series of lava gates and hidden mechanisms have been constructed. With the pull of a lever, the Vostarg can alter the layout of their domain, disorientating their enemies and making themselves masters of the terrain.

Vostargi Mont is another territory ruled by the Vostarg, a vital stronghold that rises from the Flamescar Plateau. Formed from the debris that settled after Grimnir's battle with Vulcatrix, it not only contains rich seams of ur-gold but also priceless Vostargi obsidian. Open to all lodges, it is the Vostarg who administer the region and hear the petitions of the many emissaries that make their way to the mont.



LIVERY OF FLAME AND ASH

The bright orange hair of the Vostarg has, for many, become synonymous with Fyreslayer culture. This dates back to the Age of Myth; the Vostarg honour their ancestors by bearing their colours to war.

The Vostarg's colours – a mixture of orange, red, and black – evoke the magmic cycles found throughout Aqshy: orange to represent the magma churning through the crust below, red as it claws its way to the surface, and grim black as it hardens to rock as unyielding as the Vostarg themselves.

The Vostarg differentiate between fyrds and warbands through various means. Tattoos, crests, and loincloth colours can all mark a duardin's allegiance within the lodge.

RUNIC MIGHT

As Vostarg Fyreslayers fight together, they often choose to have similar ur-gold sigils worked into their flesh. This defines each warband's goal in battle. The Zharrgrim priests awaken those runes that will aid the entire fyrd most – duardin who favour runes of endurance may be sent to hold a key objective, for instance, whilst those branded with sigils of vengeance will be commanded to hunt down and slay enemy champions.



BAEL-GRIMNIR

Bael-Grimnir, Runefather of the Vostarg, is a living legend. He has ruled his lodge for centuries and, in that time, has sired well over fifty sons. He has seen the coming of Sigmar's Tempest and the rise of the free cities of Order. His flesh is scarred and leathery, and notches from hundreds of enemy blows that failed to slay him mark the throne mounted upon his Magmadroth, Flamespitter. Even the most vociferous of Bael's rivals grudgingly acknowledge his proven prowess.

When his father, Brakholf-Grimnir, was – in an echo of the darkly fated Thorgar-Grimnir – slain by a monstrous Bloodthirster, it was Bael who took up the storied grandaxe H Rathling and banished the daemon. Through this act he earned his place as lord of the Vostarg. Bael did not miss the parallel between his father's fate and that of his ancestor Thorgar; in that moment, a defiant fire was lit within him, a burning desire to erase the few shames that still blighted the Vostarg.

His beard now lined with streaks of silver, Bael-Grimnir is both loved and feared by his many Runesons. Each strives endlessly to excel in his

'Hear me, my scions, and I will tell ye the same as I heard from my own forebear. Only one can bear the lodge's grandaxe. I shall name as heir he whose deeds prove best – he who fells the mightiest foes and brings before the proud name of Vostarg the greatest tribute to Grimnir. May the blaze of battle burn bright within you all.'

- Bael-Grimnir

father's eyes and make a name for himself. None have yet impressed the Runefather enough to be pronounced his successor. To Bael, nothing could be worse than picking an unsuitable heir; once before did issues of succession almost doom the Vostarg, and the honour of his lodge is too important to gamble on a rash decision.

Even so, as the days grow darker, the knowledge that he is only the second most successful Runefather in Vostarg history weighs upon the Runefather's mind. Bael knows that there is only one way to surpass the deeds of Thorgar-Grimnir: he must lead an expedition to the Salamander's Spine and reclaim the ancestral halls of the Vosforge. Such a notion would once have been considered madness, for the Spine has long been saturated in the energies of Chaos. Darkling things lurk in the cold and silent halls of the Vosforge, slumbering until foolish interlopers rouse their ire. Yet messengers now travel between the magmaholds of the Vostarg's vassals with increased urgency, and hushed rumours suggest that Bael may be planning just such a campaign. Should he succeed, he shall undoubtedly become the greatest Runefather of all time.

LORDS OF FURIOS PEAK

At Bael-Grimnir's side stand experienced counsellors, warriors, and priests ready to carry out his will. Each a centuries-old veteran of countless battles, it is they along with the Runefather who strive hardest to keep the spoils of victory flowing into the Vostarg's coffers.

Below this inner circle are Bael-Grimnir's many sons. There are several tiers to the hierarchy of Runesons at any one time, and this can swiftly alter based upon merit and recent endeavours. The most favoured ride into battle at their father's side upon Magmadroth mounts, each competing to prove most worthy to lead.

AURIC RUNEMASTER VAEGOR

Though it has won them glory, the Vostarg's bellicose nature often sees them expend vast quantities of ur-gold in battle. Curbing this recklessness is the duty of the lodge's Runemaster. The incumbent, Vaegor, has dedicated his long existence to studying the nature of ur-gold. Vaegor has travelled extensively in search of ancient duardin lore and has collected many curios and artefacts. The Vostarg claim that the scaled cloak hanging from his broad shoulders is fashioned from ur-salamander hide,

perhaps an offspring of Vulcatrix herself. Vaegor is surprisingly gregarious for a Zharrgrim priest and was the first to share a flask of magmalt ale with Bandus Skybound of the Heavenhost chamber. Yet, privately, the venerable Runemaster has grown concerned that Nurgle's geldpox curse still lingers within many untapped deposits of ur-gold, and as the Vostarg accumulate the treasure, they risk not only the dreaded glimmerlust but also infection with the pox.

Deeds of Legend: When the skaven ransacked the Fyreheart forge-temple of Furios Peak, Vaegor marched at the forefront of his kin to seek retribution. He also counselled Bael-Grimnir after encountering the Stormcast Eternals, identifying the ur-gold within their Azyrite coin and helping forge what would become a potent alliance.

ARNGARD THE FEARLESS

The personal champion of Bael-Grimnir, the Grimwrath Berzerker Arngard is known as 'the Fearless' amongst his lodge. When Bael needs a foe crushed without restraint, he sends for Arngard; the Grimwrath has even been entrusted with carrying the legendary Vosaxe on occasion. Arngard is an indomitable fighter, but his actions

The Vostarg are often called upon by the people of Aqshy to fight the fell creatures of the Great Parch, including the debased Flesh-eaters of the Isle of Ghouls.



during the siege of Bloodkeep trouble him still. Infected with Khorne's killing rage, the Grimwrath cut down several Stormcasts before a bolt of celestial lightning summoned by Lord-Relictor Thunos Blackheart recovered his senses. In true duardin fashion, Arngard does not brood overlong on this shame; instead, he violently metes out his anger upon his hapless foes.

Deeds of Legend: Confronted by Skarbrand within Bloodkeep, it seemed certain that Lord-Celestant Sargassus would fall to the daemon's axes. However, Arngard and Bael-Grimnir did not hesitate to fight at the Stormcast's side, despite the odds, and together they held off the Bloodthirster long enough for many of their followers to retreat and fight another day.

AURIC RUNESMITER DHURGAN

Wherever the masters of Furios Peak make war, Runesmiter Dhurgan will be close at hand. A personal favourite of Bael-Grimnir and Vaegor, it is widely expected that he will one day take up the Runemaster's mantle. Like all Vostarg, Dhurgan seeks to honour his lineage, sometimes struggling to balance his own war-hunger with the mindfulness required as heir apparent of the

lodge's priesthood. He often fights alongside the Vosguard, elevating their already formidable skills with runic empowerment. Dhurgan prefers to take to battle atop his surly Magmadroth, Skarung the Glowerwurm; despite the creature's considerable age, together they are capable of keeping pace with the hot-blooded champions of the Vostarg.

Deeds of Legend: When the Vostarg and Heavenhost arrived at Bloodkeep, he spearheaded the delving of magmic tunnels into the ancient dungeons beneath. The mountain upon which Bloodkeep stood was warped by the angry touch of Khorne, yet Dhurgan did not flinch, boring through the rock with relentless vigour and allowing duardin and Stormcasts to catch the Khornate defenders unaware.

FJUL-GRIMNIR AND THE OATH OF SHADESPIRE

Though mercenary by nature, like all duardin the Fyreslayers treat oaths with the utmost seriousness. No lodge adheres to this closer than the Vostarg; they are the last of the first-forged, so they say, and must always strive to exemplify Grimnir's tenets. Since the discovery of the Cynder Peaks and the establishment of a new magmahold, one failure still nags at the lodge.



When the Katophranes of the Shyishan city of Shadespire sought to conquer death, they underestimated the Lord of Death's rage. In his anger, Nagash performed a grand ritual to trap the soul of Shadespire and its people in a mirror reality between Hysh and Ulgu. Those who enter the ruins of Shadespire are drawn through to the twisted Mirrored City, whereupon they are at the mercy of the strange and sinister properties of the sub-realm.

Shadespire lay under the Vostarg's protection through ancient contracts. Its sundering is an unbearable stain on their pride. Though they know that even they could not expect to truly slay Nagash in vengeance, every century the lodge dispatches a new fyrd to the Mirrored City in the hope of undoing the curse.

Fjul-Grimnir is the only Runefather ever to undertake this quest. Unwilling to send others to make right his own bloodline's failure, Fjul set aside Hrathling and forged himself a new grandaxe. Naming his son – Bael-Grimnir's grandfather – master of the Vostarg, Fjul-Grimnir and his followers set off for the city. None have heard from him since. His martyrdom has made him a hero amongst the Vostarg, an exemplar of honour all aspire to emulate.

In Shadespire, Fjul and three of his warband, known as the Chosen Axes, have survived. Amidst perpetual battle, these four heroes fight as a single force, so well accustomed to one another's movements that they strike almost as one. Still they hope to reverse the city's doom and, in so doing, erase their ancient shame.

THE GLIMMERLUST

Ur-gold's power is finite. As it is expended in battle, Fyreslayers must have new runes struck into their bodies to replenish it. Some grow addicted to this divine strength, succumbing to the so-called 'glimmerlust' and going to any lengths to hold onto their runic power if it begins to ebb. Tales abound of rogue Doomseekers, or even entire lodges, slaughtering fellow Fyreslayers to claim their ur-gold. Furthermore, during the Age of Chaos, Nurgle concocted a disease that clung to gold. This geldpox drove those afflicted to greedy distraction; with their vast ur-gold stores and propensity for the glimmerlust, the Fyreslayers proved particularly susceptible.

The Vostarg harness more ur-gold than any other lodge, believing this the only way to properly honour Grimnir. Their primacy amongst lodges has seen them lead coalitions against those who have been overcome by gold-greed – it was just such a campaign against the Fyrdhand lodge that earned them their respected position. Yet as the Soul Wars force the lodge to harness great quantities of ur-gold in desperate conflict, the fires of temptation burn stronger than ever. In recent years, Runemaster Vaegor has focused his efforts on researching and mitigating the glimmerlust's pull, striving to impart wisdom and restraint onto the Vostarg's pugnacious warriors.



Once the Runefather of Vostarg Lodge, Fjul-Grimnir and his Chosen Axes now fight to free the city of Shadespire from the shackles of Nagash's tyranny.





OATHS OF GOLD

The Vostarg have fought the enemies of Grimnir for centuries. Throughout their rise, fall, and rise again, the lodge's duardin have faced each challenge with grim determination and furious energy. Even throughout the dark years of the Age of Chaos, their fearsome reputation preceded them, and many were the hosts of the Ruinous Powers that threw themselves against the defences of Furios Peak in an effort to claim the lodge's treasures. Now each passing day sees Bael-Grimnir dispatch fyrds across the realms in pursuit of ur-gold, the bottomless wellspring of dynamism that fuels the Vostarg showing no sign of running dry.

THE AGE OF MYTH

THE DOOM OF GRIMNIR

Grimnir and Vulcatrix are mutually slain in battle. Fragments of the deity are flung across the Mortal Realms, alloying with the godbeast's remains to form ur-gold and Magmadroth eggs. To Grimnir's duardin followers, it is a time of mourning.

FIRST-FORGED

The lodge communities that revere Grimnir establish themselves in the Salamander's Spine of Aqshy. There they discover the true nature of ur-gold, becoming Fyreslayers proper and embarking on a zealous quest to recover the remnants of their god. The Vostarg are amongst the greatest of these first-forged lodges, collecting a prodigious degree of ur-gold and storing it within the colossal magmahold known as the Vosforge.

SHADESPIRE'S LAMENT

The rulers of Shadespire offend Nagash with their plans to cheat everlasting death. The Great Necromancer imprisons the souls of the city in a sinister mirror-dimension and, in so doing, draws the ire of the Vostarg who have sworn to its protection. Fyrds are sent each century to attempt to recover the city. Other Vostarg take the Doomseeker's oath, burying their shame by hurling themselves into battle with Nagash's servants.

THE AGE OF CHAOS

FALL OF THE VOSFORGE

The legions of Chaos spilling across Aqshy lay siege to the Vosforge. Runefather Thorgar-Grimnir is wounded unto death in felling a Bloodthirster. Unable to resolve the succession crisis, his twelve sons each take a portion of the lodge's ur-gold and go their separate ways before the Vosforge is overwhelmed. Only Zhafor carries forth the Vostarg name.

DISCOVERY OF CYNDER PEAKS

After an unknown time wandering Aqshy, the Vostarg discover the Cynder Peaks. It proves their salvation, for here can be found ur-gold and Magmadroth eggs in abundance. Urgom-Grimnir founds Furios Peak, which henceforth serves as the holdfast of the Vostarg. The practice of dispatching Runesons to found offshoot lodges begins anew.

MADNESS OF THE GLIMMERLUST

The Fyrdhand lodge are the first to succumb en masse to the glimmerlust. Maddened by greed, they launch a series of raids against fellow Fyreslayers, even desecrating forge-temples in their desire for ur-gold. Strengthened by the resources of the Cynder Peaks, the Vostarg lead an alliance of twelve lodges against the Fyrdhand. After a great battle the renegades are defeated, their Runefather buried alive under molten



slag for dishonouring Grimnir. Their leadership in a time of crisis solidifies the Vostarg's growing reputation as the 'All-fathers'.

THE AGE OF SIGMAR

SIEGE OF FURIOS PEAK

Many foes attempt to lay low Furios Peak, but few are as deadly as the warhorde of Agtor Bruul. Forced onto the defensive, Runefather Bael-Grimnir lures the bloodthirsty Khornate warriors into the many chokepoints and hidden traps of his magmahold. Agtor is finally slain when Bael and his chosen sons bait him into an ambush deep within the hold, the Lord of Khorne cut down by elite Hearthguard emerging from all sides.

FIRE IN THE BURROWS

Still reeling from Agtor Bruul's attack, the Vostarg are unprepared when the skaven of Clan Rictus burrow upwards through their fortifications. The ratmen proceed to ransack ancestral tombs and even the Fyreheart forge-temple, abducting the Runefather's favoured son in the process. Thousands of skaven are slaughtered as the Vostarg give chase, but the duardin are unable to recover the captured Runeson.

BLOODKEEP

Further pursuit of the skaven is halted by the arrival of the Hammers of Sigmar. The Heavenhost chamber offer a princely sum in exchange for the Vostarg's aid; they seek to infiltrate Bloodkeep deep within the mountains of the Greatiron Tor and steal the Brass Chain that holds the power to bind the Bloodthirster Skarbrand. Though initially distrustful of the celestial champions, Bael-Grimnir accepts the contract. The journey is treacherous, culminating in a battle against Skarbrand himself and a legion of Khorne's daemons. During the furious fighting that follows, a deep respect is forged between the Vostarg and Stormcasts. Nevertheless, they fail to claim the Brass Chain. Bael-Grimnir refuses payment, stating that the daemon still walks free and thus his oath remains unfulfilled.

TO RECLAIM THE VOSFORGE

The Vostarg fight hundreds of battles during the Realmgate Wars, including the closure of the Brimfire Gate that leads to the Eightpoints. They remain stalwart allies of Order as years pass and Sigmar's cities rise across Aqshy, though the lodge's masters still demand a hefty fee for their services. As the Shyish necroquake shakes the realms, Bael-Grimnir finds his thoughts turn to the lost Vosforge and the glory to be won in its recapture from the clutches of Chaos. The Vostarg begin preparation to avenge their oldest grudge.



WARSCROLLS

This section of The Tome Celestial includes four new warscroll battalions for Vostarg Lodge Fyreslayers and a warscroll for Runefather Bael-Grimnir for use in your games of Warhammer Age of Sigmar. You'll also find a new battleplan – Eruption of War – in which an army of Fyreslayers lays siege to an enemy fortress.

WARSCROLL BATTALION

THE GRAND FYRD OF FURIOS PEAK



When the warriors of the Vostarg gather in great number, the air hums with tectonic fury. Heat crackles against the skin as the Fyreslayers tear through the enemy with shocking fury. From atop a roaring Magmadroth, Runefather Bael-Grimnir exhorts his warriors to greater depths of valour, his sons and counsellors forming the crushing fist of this most-vaunted of lodges.

ORGANISATION

A Grand Fyrd of Furios Peak consists of the following battalions:

- 1 Lords of Vostarg
- 2 Vostarg Warrior Kinbands
- 1 Vostarg Forge Brethren
- 1 Grimwrath Berzerker (Arngard)
- 0-1 Doomseekers

ABILITIES

Ancestral Fury: *The Vostarg strike down their enemies with blazing fury, aspiring to honour the deeds of their ancestors. None are so loathed as the servants of Chaos, who cast the lodge from the Vosforge long ago.*

You can add 1 to hit rolls for attacks made with melee weapons by units from this battalion. In addition, if the target is a **CHAOS** unit, you can re-roll wound rolls of 1 for melee attacks.



WARSCROLL BATTALION LORDS OF VOSTARG

ORGANISATION

A Lords of the Vostarg battalion consists of the following units:

- 1 Bael-Grimnir on Flamespitter
- 1 Vostarg Auric Runemaster (Vaegor)
- 1 Vostarg Battlesmith
- 1 unit of Vostarg Hearthguard Berzerkers

ABILITIES

Strength in Tradition: *The masters of the Vostarg are veterans of countless wars, their fiery demeanours concealing deep wisdom. Each has learned well the lessons of their lodge's history and understands a single opportune moment can assure victory if aggressively seized.*

Once per battle round, a **HERO** from this battalion can use a command ability without a command point being spent.

WARSCROLL BATTALION VOSTARG WARRIOR KINBAND

ORGANISATION

A Vostarg Warrior Kinband consists of the following units:

- 1 Vostarg Auric Runeson
- 3 units of Vulkite Berzerkers

ABILITIES

Mighty Deeds and Blazing Oaths: *Every Vostarg Runeson constantly strives to impress their notoriously stern father. Many will lead a band of warriors that takes heart from the Runeson's daring feats, their fellow Berzerkers inspired to achieve greater glory.*

Add 1 to the Attacks characteristic of melee weapons used by **VULKITE BERSERKERS** units from this battalion while they are wholly within 12" of this battalion's **AURIC RUNESON**.

WARSCROLL BATTALION VOSTARG FORGE BRETHERN

ORGANISATION

A Vostarg Forge Brethren battalion consists of the following units:

- 1 Auric Runesmiter (Dhurgan)
- 3 units of Auric Hearthguard

ABILITIES

Heir of the Fyreheart Temple: *Amongst the Vostarg, Runesmiter Dhurgan is commonly expected to one day claim the Runemaster's mantle. His furious battle-lust resonates in the ur-gold runes of his Hearthguard brethren, unlocking the deepest reserves of their power.*

If a friendly unit of **AURIC HEARTHGUARD** from this battalion is wholly within 12" of Dhurgan when he uses his Magmic Prayer of Runic Empowerment ability, the prayer is answered on a 2+ instead of 3+.

• WARSCROLL •

BAEL-GRIMNIR

ON FLAMESPITTER



Bael-Grimnir is the undisputed lord of the Vostarg, a stern patriarch who has ruled his lodge for centuries. Mounted atop his loyal Magmadroth, Flamespitter, the Runefather's stubborn defiance and battle prowess is an inspiration to those of his kin who fight beside him.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
Roaring Fyrestream	12"	See below		See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Horns	1"	✱	4+	3+	-1	2
Blazing Maw	1"	1	4+	2+	-2	D3
Hrathling	3"	4	3+	3+	-1	3

DAMAGE TABLE			
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-3	12"	D6	6
4-6	10"	D6	5
7-9	8"	2D6	4
10-12	7"	2D6	3
13+	6"	3D6	2

DESCRIPTION

Bael-Grimnir on Flamespitter is a single model armed with Hrathling and Fyresteel Throwing Axes.

MOUNT: Flamespitter attacks with its Claws and Horns, Blazing Maw and a Roaring Fyrestream.

ABILITIES

Furious Endurance: Bael-Grimnir's refusal to submit to injury burns with the same white-hot intensity as the sacred runes that adorn his skin.

Roll a dice each time you allocate a wound or mortal wound to this model. On a 6 that wound or mortal wound is negated.

Roaring Fyrestream: Throwing back its head, a Magmadroth can spew a wave of flaming bile that sears through armour as though it were wax.

Do not use the attack sequence for an attack made with a Roaring Fyrestream. Instead, make the dice roll shown on the damage table above. If the roll is equal to or less than the number of models in the target unit, that unit suffers D3 mortal wounds. If the roll is equal to or less than the number of models in the target unit, and the target unit is within 6" of this model, the target unit suffers D6 mortal wounds instead.

Lashing Tail: Magmadroths can use their muscular spiked tails to pulverise scores of lesser prey with a single swipe.

At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. If the roll is less than the number of models in that unit, it suffers D3 mortal wounds.

Volcanic Blood: Magmadroths pulse with the throbbing heat of the volcanic caverns where they make their fyrenests.

Roll a dice each time a wound is allocated to this model that was inflicted by a melee weapon. On a 4+ the attacking unit suffers 1 mortal wound.

Stare Down: Bael-Grimnir's stern gaze can bring doubt to the mind of the most stalwart warrior.

In your hero phase, pick an enemy unit within 3" of this model. Subtract D3 from that unit's Bravery characteristic until the start of your next hero phase.

Hrathling: The traditional weapon of the Vostarg's master, Hrathling's fearsome sharpness and intricate design sees it sunder enemy weapons with frightful ease.

At the end of the combat phase, pick an enemy **HERO** within 3" of this model and roll a dice. On a 5+, pick one of the melee weapons that model is armed with; the weapon cannot be one used by the model's mount (if it has one). Subtract 1 from hit rolls for attacks made with that weapon for the rest of the battle. You cannot pick the same weapon to be affected by this ability more than once per battle.

Flamespitter's Fury: This legendary Magmadroth can incinerate foes at a distance its brethren cannot hope to rival.

Add 6" to the Range characteristic of this model's Roaring Fyrestream if this model did not move in the movement phase of the same turn.

COMMAND ABILITIES

Runefather's Favour: Champions of the Vostarg who catch Bael-Grimnir's eye fight all the harder, each seeking to excel and lay low the mightiest of foes to earn a nod of approval from the legendary Runefather.

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly **VOSTARG HERO** within 12" of this model, other than this model, and roll a dice. On a 4+ that **HERO** can immediately pile-in and attack with all of the melee weapons it is armed with. You cannot pick the same **HERO** to benefit from this ability more than once per hero phase.

KEYWORDS

ORDER, DUARDIN, MAGMADROTH, FYRESLAYERS, VOSTARG, MONSTER, HERO, AURIC RUNEFATHER



FYRESLAYERS	POINTS
WARSCROLL	
The Grand Fyrd of Furius Peak	90 pts
Lords of Vostarg	120 pts
Vostarg Warrior Kinband	110 pts
Vostarg Forge Brethren	110 pts
Bael-Grimnir on Flamespitter	300 pts



BATTLEPLAN ERUPTION OF WAR

Patience, caution, circumspection - such is not the way of the Vostarg lodge. The lords of Furios Peak are renowned for their hot-blooded temperament, and in battle their massed berzerker warbands surge forth with the speed of a raging pyroclastic flow. Even the most formidable strongholds cannot resist the wrath of the All-fathers. With ur-gold runes shining bright, the lodge's warriors smash through the walls and slaughter those within at a blistering pace.

Whether seeking an ur-gold hoard or fulfilling a mercenary contract, the Vostarg have arrived at an outpost nestled within Aqshy's smouldering wildlands. Their relentless advance has seen the fyrd strike while much of the enemy is still on campaign. Now they must seize their target, before the rest of the defenders can return to relieve the garrison.

REALM OF BATTLE: AQSHY

This battle is fought in Aqshy, the Realm of Fire and uses the Realm of Battle rules in the *Warhammer Age of Sigmar Core Book*.

Do not roll on the Realmscape Feature table for this battle. Instead, use the Clouds of Smoke and Steam rule.

SIEGE WARFARE

Use the Siege Warfare rules from pages 294-295 of the *Warhammer Age of Sigmar Core Book*.

THE ARMIES

Each player picks an army as described in the core rules and the Siege Warfare rules. The Attacker is the Fyreslayers player and their opponent is the Defender.

Each army has a unique command ability, as follows.

ATTACKER'S COMMAND ABILITY

Incinerate these Trespassers!:

The molten fury of the Vostarg is a force to be reckoned with. While the lodge's champions draw breath, your warbands will let nothing stand between them and the fulfilment of their warrior oaths.

You can use this command ability in your hero phase. If you do so, pick 1

friendly unit wholly within 12" of a friendly **HERO**. If the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

DEFENDER'S COMMAND ABILITY

Avenge this Insult!: *These avaricious mercenaries have long been a thorn in your side. That they have managed to steal a march upon you is the final straw - strike down the duardin before they have a chance to respond!*

You can use this command ability after setting up a Riposte unit that is wholly within 12" of a friendly **HERO** (see The Riposte). If you do so, that unit can make a normal move.

SET-UP

The territories for both armies are shown on the map below. The players then set up scenery as described in The Stronghold section of the Siege Warfare rules.

Next, pick four different terrain features in the defender's territory to be the attacker's siege targets.





The attacker picks the first and third terrain features; the defender picks the second and fourth terrain features.

The armies can now be set up. The defender must set up their army first. The defending army is split into two contingents: the Garrison and the Riposte. There must be at least one unit in the Riposte for each unit that is included in the Garrison (the army general can be in either contingent).

The defending player can only set up units from the Garrison at the start of the battle – the Riposte will arrive during the battle as described below. Defending units can be set up anywhere wholly within their territory. The attacking army sets up second. Attacking units must be set up wholly within their territory, more than 6" from the defender's territory.

FIRST TURN

The attacking army must take the first turn in the first battle round.

THE RIPOSTE

Roll a dice at the start of each of the defender's turns to see if the Riposte arrive. On a 4-5, up to three units arrive, on a 6 the entire contingent arrives.

Then roll a dice. On a 1-2 those units arrive on the narrow table edge to the right of the defender's territory; on a 3-4 those units arrive on the table edge to the left of the defender's territory (see map). On a 5-6 the defender can choose which table edge (any) the Riposte arrive on.

Units from the Riposte can enter play in their player's movement phase. All of the models in the unit must be set up wholly within 6" of the table edge they arrive on, and

more than 9" from any enemy units. This counts as their move for that movement phase.

SIEGE TARGETS

The siege targets in the defender's territory are controlled by the last player to have any models within 1" of the terrain feature. If both players have models in or on a siege target, it is controlled by the defender.

GLORIOUS VICTORY

The game ends at the end of fifth battle round. The attacker wins a **major victory** if they have captured all four siege targets, and the defender wins a **major victory** if the attacker has control of one or none of the siege targets. If the attacker controls two or three siege targets, the battle is a draw.

COLOURS OF THE VOSTARG

You've just read the Tome Celestial about the Vostarg Lodge, but how do you go about painting an army of them? We've come up with some tips for getting your Fyreslayers painted and ready for the battlefield using Contrast paints to great effect.



Fyreslayers of the Vostarg Lodge are bold, colourful warriors with flaming orange hair and glowing ur-gold runes stamped into their flesh. An army of them can look very striking, whether they're on display in a cabinet or crushing their foes on the battlefield.

This painting guide is designed to help you get your Vostarg Lodge Fyreslayers painted from bare plastic right up to the final highlight. For those of you who want to get your models painted quickly so they're ready for battle, the stages presented on these two pages will help you do just that – your model

will be ready for war in no time. If you want to spend a little longer on your Vostarg Lodge Fyreslayers so that they look just like the one to the left, simply turn the page and carry on following the additional stages provided!

The recesses of the defined musculature of Fyreslayers' skin lends itself to being painted with Contrast paints. Our resident painter James Perry shows you what some Contrast paints look like over different basecoats – you can see the results below. We also tried out the Contrast paints on a Magmadroth – turn the page to have a look at it.

CHOOSE YOUR BASECOAT

Contrast paints are designed to be applied over a light-coloured basecoat. There are two basecoat sprays designed to be used with Contrast paints: Wraithbone and Grey Seer. The basecoat you choose will give a slightly different tone to the Contrast paints when they're applied over them. Wraithbone will provide quite a warm tone, whereas Grey Seer is a little cooler. To the right, you can see what each of the Contrast paint flesh tones looks like over two different basecoat colours. We even painted the Berzerker's crest with a Contrast paint.

For the Fyreslayer in this article, James chose to use the Guilliman Flesh Contrast Paint over a Wraithbone basecoat.

WRAITHBONE



GREY SEER



BATTLE READY

You've chosen your basecoat and skin tone. Now you've got to get the rest of your Fyreslayer painted. The following four stages and basing tips should help you get your model battle ready in no time.

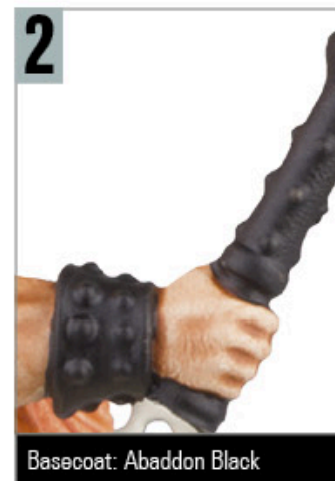
With the skin and hair of your Fyreslayer painted, now's the time to start blocking in the other colours on the model. First, James painted the drake-scale loincloth worn by the Berzerker with Mephiston Red (1). It's easiest to paint this area first and follow with the gold and silver areas around it rather than paint the metals then sneak your brush in between them to paint the red bits.

Next, James painted all the leather and wooden areas with Abaddon Black (2) – in this case the Vulkite Berzerker's vambraces, belt, and the hafts of his axes. The third stage was painting all the functional metal areas with Leadbelcher (3), including the axe heads, the Berzerker's helmet, and the chains hanging from his belt. James then painted all the gold areas with Retributor Armour (4). These areas include the crest of his helm, the trinkets on his belt, and all his ur-gold runes.

Lastly, James washed the silver weapons and chains with Nuln Oil (5) and the gold details with Reikland Fleshshade (6).



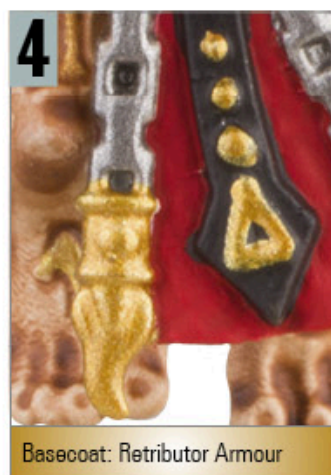
Basecoat: Mephiston Red



Basecoat: Abaddon Black



Basecoat: Leadbelcher



Basecoat: Retributor Armour



Wash: Nuln Oil



Wash: Reikland Fleshshade

BASING YOUR FYRESLAYER



Apply a layer of Troll Slayer Orange.



Cover the base in a layer of PVA glue.



Paint the rock on the base with Abaddon Black.



Apply a thick coat of Mordant Earth.



Let the paint dry thoroughly, and it will crack.



Paint the base rim with Abaddon Black.

Once you've applied all your basecoat colours, you can take a look at basing your model. Like all aspects of painting a miniature, you can put a lot of time and effort into a model's base or just a little – the choice is yours.

While the effect on this lava base may look a little difficult to achieve, it's actually very simple. The Mordant Earth paint cracks as it dries, so if you apply a suitably bright colour to the base first, it will show through between the cracks. We could have used any colour for the lava – pink, blue, green – but orange suits the fiery tone of the rest of the model perfectly.

Top tip: Apply a layer of PVA glue to the base before applying the Mordant Earth – it will make the cracks bigger!

THE NEXT STEP

Once you've applied all your basecoat colours, your Fyreslayers are ready for battle. But surely you don't want to stop painting just yet. Below you'll find the next stages for painting your sons of Grimnir.

With all the base colours and shading applied to the Fyreslayer, James set about applying the highlights. Because James used the Guilliman Flesh Contrast paint, the model's skin tone is actually quite light, so he used pale skin tones for the highlights. Had he used one of the darker Contrast paints, he would have picked darker highlights, too, such as Kislev Flesh. James then painted the next largest area of the model – the bright orange

crest. As we mentioned before with the loincloth, it's much easier to paint the hair before painting the gold helmet details that sit on top of it.

With the skin and hair painted, James highlighted all the little details such as the ur-gold runes, the leather vambraces, and the Vulkite Berzerker's loincloth. The last stage was a quick drybrush of the lava base. Done!

TOP PAINTING TIPS

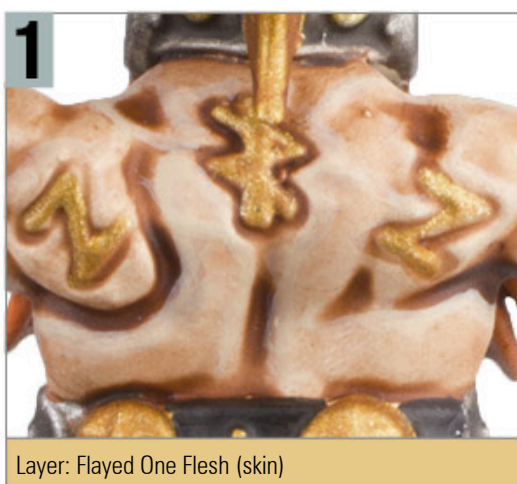
When highlighting the Fyreslayer's skin (1-2), you don't need to go around every muscle with a thick highlight. Try watering your paint down a little and applying the highlights to just the top edges of the muscles. You'll find the water makes the layer paint more translucent, helping it blend better with the skin tone beneath.

While James applied layers of paint to the hair (3-4), you can, if you wish, drybrush it with the Kindleflame Dry paint. The result is just as impressive.

Use an XS Artificer Layer Brush for the small gold and silver details (5-7). Once you've finished using your metallic paints, clean your brush thoroughly and rinse out your water pot. You don't want your metallic paint water tainting your other colours.

Use an XS Artificer Layer brush for the highlights on the leather and loincloth (8-11). If your edge highlights aren't too neat, don't worry – you can always use the previous colour to tidy up if you make a mistake.

When drybrushing the base (12), make sure there is virtually no paint left on your brush. Otherwise you'll leave grey streaks all through the orange lava. Use an S Dry Brush so as not to get paint on the Fyreslayer.



Layer: Flayed One Flesh (skin)



Layer: Pallid Wych Flesh (skin)



Layer: Fire Dragon Bright (hair)



Layer: Screaming Skull (hair)



Layer: Liberator Gold (gold details)



Layer: Stormhost Silver (fyresteel)



Layer: Stormhost Silver (gold details)



Layer: Dark Reaper (leather)



Layer: Thunderhawk Blue (leather)



Layer: Evil Sunz Scarlet (loincloth)



Layer: Fire Dragon Bright (loincloth)



Drybrush: Administratum Grey (base)

USING CONTRAST PAINTS ON A MAGMADROTH

The stages shown on the previous three pages are perfect for painting a Vostarg Lodge Fyreslayer. But how do you go about painting a Magmadroth? We gave it a go using the new Contrast paints.

Contrast paints really shine on details like scales, so we took advantage of these special properties to paint the mighty Magmadroth. Initially we weren't sure what colours to use, but the kit comes with a few spare parts that we were able to practice our colour scheme on first. We wanted the model to look similar to the one on the Magmadroth box cover – deep red with fiery fins and a glowing chest and tongue.

First, we basecoated the model with Wraithbone spray – the same colour we used on the Vulkite Berzerker to the left. Once the basecoat was dry, we painted the lighter-coloured fins and the glowing effect on the model's chest. Because we wanted to achieve a gradient effect, we layered several Contrast paints over each other, applying the lighter colours first then painting progressively darker colours over the top of them.



TOP PAINTING TIPS
Unlike washes, Contrast paints can be applied pretty thickly and they won't run all over the place. We loaded up an M Base Brush to paint the model's chest and scales. We then mixed a second Contrast paint with Contrast Medium to make the paint more translucent. This helps with colour transition, such as on the fins and chest (2-3). We did the same thing with a third colour to paint the tips of the fins red (4).

We wanted a deep, desaturated red for our Magmadroth, so we applied Gore-grunta Fur first (5-6) to darken the scales. We then applied Flesh Tearers Red straight over the top (7-8).

We used Contrast Medium again to thin the consistency of Black Templar for a smooth transition between the horns (9) and fins (10) of the model.

With all the Contrast paints applied, we applied a layer of Stormshield matte varnish to the model to protect the paint before drybrushing. We then drybrushed all the scales and horns with Screaming Skull (11).

With most of the model painted, all we need to do now is paint in the details such as the saddle, the teeth, and all the ur-gold runes (12).

WARHAMMER 40,000

In the grim darkness of the far future, there is only war! And there's plenty of it this month, with Echoes from the Warp, A Tale of Four Warlords, new rules, new fiction, and a Battle Report.





THE WARLORDS OF VIGILUS
Our four warlords return on page 58 to show off their creations, including Reivers, Ork buggies, Genestealer Cultists, and Chaos Terminators.



THE WAR OF SHADOWS
Turn to page 72 for this month's Battle Report, in which a strike force of Ultramarines comes under attack from the Cult of the Four-armed Emperor.



ECHOES FROM THE WARP



ROBIN CRUDDACE

Robin is the lead games developer for Warhammer 40,000, which means his desk is almost invariably surrounded by inconveniently high stacks of rulebooks and codexes. In this episode of Echoes from the Warp, Robin tackles army special rules, using the development of the Cult Ambush ability of the Genestealer Cults as a real-life example.

Many people think that the life of a games developer is a pretty easy one – after all, we just play games all day, right? Well, that's partly right – we certainly spend a lot of time playtesting, but that's only one aspect of the job. Before we even get to the gaming tables, though, we first have to work out what rules we want to write. This is the R&D¹ stage of a project, and for something like a codex, it typically starts with designing the army rules.

From a rules perspective, the most important element of a codex is its datasheets. Along with the core rules, these are the most essential rules you will need in order to fight a battle with your miniatures. If you look at any datasheet in a codex (or in an index book, for that matter) you will quickly come across a unit's abilities. Some of these are bespoke, but almost all of them have one or more abilities that are common to several, if not all, units in that army. It is these abilities that I think of as army rules, and it's not by accident that typically they are the first rules you will come to in a codex. You cannot finish writing a datasheet for a unit without first knowing what its army rules are, so it makes sense to nail these down first.

ARMY RULES

An army rule is an ability that reflects the background of the army using a game mechanic that captures the most iconic aspects of the army's character while also giving that army a distinct fighting style. For example, a Space Marine is always stalwart in the face of the enemy and so always has the 'And They Shall Know No Fear' ability. Lots of people think of the detachment rules in the back of a codex as being army rules as well. I guess in a way they are, as it's possible for them to apply to every unit in a battle-forged army, but I define them differently because they don't underpin the writing of datasheets in the same way. Detachment rules can enhance your units on

the battlefield and even interact with army rules, and while they're awesome, they are not strictly necessary to make, for example, a Space Marines army feel like a Space Marines army.² Army rules, on the other hand, are.

CASE STUDY – GENESTEALER CULTS

Instead of talking about this area of games design theory in general terms, I'd like to use *Codex: Genestealer Cults* as a real-life case study. When we started the R&D phase of this codex, we began by looking at the then current rules in *Index: Xenos 2* – namely Cult Ambush and Unquestioning Loyalty – noting what FAQ and errata there were for these army rules, and generally getting a feel for how the army is currently being played and how its rules are currently perceived. We got in touch with our external playtesting teams as well as Genestealer Cults players we knew in the community to help with this, asking them for their thoughts.

Unquestioning Loyalty seemed pretty good on all counts, representing as it does the fanatical nature of Genestealer Cultists who would do literally anything for their leaders, including take a bullet for them. You can see that this rule has changed little from its previous incarnation, so I won't talk about it further in this article.

The Cult Ambush ability, on the other hand, was in a slightly odd place. Part of this was due to the Tactical Reserves rule. This rule imposes a limit on the number of units that could use the ability in a matched play game – up to half your army – and (depending on the version of the matched play rule that was being used at the time), where or when such units could arrive on the battlefield. That meant the number of units that could make



¹ Research and development.

² Detachment rules help make, for example, a Space Marines army feel more like an Ultramarines army, or an Imperial Fists army, or a White Scars army.

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 describes the design process that goes into creating army special rules.



'I didn't realise they were that close!' Even the most well-organised troops with the best-laid plans can find themselves outmanoeuvred by Genestealer Cultists.

use of their army rule was different depending on what game you were playing (e.g. up to 100% in narrative play vs. 50% in matched play). It's worth remembering Genestealer Cults was one of the last armies to have made the transition from index rules to codex rules, and since the index rules were written, several amendments were made to the Tactical Reserves rule as the 'deep strike'³ ability became more commonplace. None of these prevented Genestealer Cults from using Cult Ambush, but how that rule is used by players changed as a result.

The second issue facing Cult Ambush was its reliability in a game. The index version of Cult Ambush was not simply 'deep strike' – instead, each time a unit arrived on the battlefield you had to make a Cult Ambush roll and consult a table to see exactly how it ambushed. This was inspired by a similar table in the version of *Codex: Genestealer Cults* that was published for the previous edition of Warhammer 40,000. There were some great results, like 'A Deadly Trap' that allowed your unit to shoot when it arrived, or 'They Came From Below', which allowed it to close the gap with the enemy and in doing so, get past that 9" exclusion-zone principle.⁴ However, that was really powerful, so to

try to balance the table the other results were, at best, the same as a regular deep strike ability, if not a little worse. To start with, that was fine, because the deep strike ability was quite rare, so even the ability to deep strike up to 12" away was better than not being able to do so at all. However, as we have published more codexes, the deep strike ability became less rare, meaning that on occasion it felt like the Genestealer Cults were worse at ambushing their foes than their foes were at ambushing them. From a background point if nothing else, that's just wrong – Genestealer Cults have spent literally generations planning their attack. It also meant that increasingly, if you field a Genestealer Cults army and relied on the Cult Ambush ability as a strategy to defeat your foes, you tended to win big or lose big depending on the whims of the dice gods. If you rolled high for your most powerful units you were laughing, but if you only rolled high for your least powerful units it was a much tougher game.

We are very critical with our own rules, and it looked like there was some room for improvement with Cult Ambush. The good news is we knew what we wanted from Cult Ambush: a mechanic that stayed true to the background (that

³ The 'deep strike' ability rule referred to here is a catch-all term sometimes used to refer to any ability that allows a unit to set-up in a location other than the battlefield and arrive from reinforcements later during the battle. Cult Ambush is an example of this.

⁴ This is one of the unwritten rules/principles, but ambushing was the Genestealer Cult's 'thing', and if any army was going to break it, it was this one.

being the idea of an entire planet-wide ambush being sprung), one that could affect every unit in the army (not just a portion of it), one that was more robust in the face of changes to matched play rules, and one that you could build a reliable strategy around in order to compete effectively on the battlefield. So that was the outcome from the research phase. Time to move onto the development phase.

PREPARING THE AMBUSH ...

Development started by seeing if it was possible to edit the existing rule to see if it could reach all of our goals. To begin with, we dispensed with the Cult Ambush table and simply let all Genestealer Cults units deep strike – a simple solution to be sure, but one that felt rather prosaic and dull in practice. So we decided to try again, this time keeping the Cult Ambush roll, but instead of a table, saying that on a certain result, for the sake of this example let's say a 4+, the unit arriving from Cult Ambush could then either move or shoot, or charge. This way we kept the cool ambush aspect of the original rule, but without the results that were worse than normal deep strike. This just exacerbated the original problem that you either won big or lost big. Massaging the existing rule wasn't working, and ultimately all these variants were still subject to the Tactical Reserves rule, meaning that unless we wrote in an exemption,⁵ they would still only affect half your army in matched play games. Time to go back to the drawing board.

We started by sitting down and coming up with half a dozen or so different directions for what

Cult Ambush could be, each with different pros and cons. I won't list every idea in detail here – partly because there just isn't sufficient room, but also because a games developer should never discard a good rule in case it can be used later.

It was near the end of this process that I spied a copy of Space Hulk on our playtesting shelves and inspiration struck. I walked over, opened it up, then came back clutching a handful of blip counters,⁶ saying something along the lines of 'what if we used these as concealed deployment markers for anything that's not underground?'⁷ We set up a game and tried it out, and ... it was really cool. It achieved the goals we had identified by the end of our research stage, but there was a catch – we couldn't realistically expect every Genestealer Cults player to own a copy of Space Hulk and so have spare blip counters lying about. It seemed a shame to discard the idea, though, so we wrote it up as a seventh idea anyway, noting in the margins that we'd need to somehow include some markers to make the rule work. I was sure that the realities of design resource and production schedules would mean that this particular idea was a non-starter, but, as it turns out, I was wrong. Once it had been presented and the merits seen, metaphorical mountains were moved in the design studio so we could produce the sheet of counters included alongside each hardback copy of the Codex.

AMBUSH!

Before I go on, I should probably explain how the rule works, just in case you've never played with or against Genestealer Cults. Any unit that is not

⁵ The problem with exemptions is they tend to be short-term fixes. Matched play rules are, by design, mutable to better suit the current state of the game, meaning that any rule that relies on the exemption is more susceptible to any changes made later on. It is preferable to have a rule that works irrespective of the exact wording of a matched play rule like Tactical Reserves.

⁶ These are used in the game to denote where groups of Genestealers are lurking.

From innocuous-looking manhole covers, piles of rubble, and Munitorum containers, the Cult of the Four-armed Emperor burst forth to annihilate their foes.

underground is instead set up on the battlefield by means of Ambush Counter. This means that your opponent has no idea exactly what unit is where during deployment. The Genestealer Cults player then sets up one unit on each counter at the start of their first turn. The only issue was when the Genestealer Cults player deployed second but had the first turn – they were essentially just placing counters and then immediately replacing them with units. It was an unnecessary step with no real benefit. So we decided that in this case the counters should only be revealed after the opponent has moved. This meant they had to make at least one decision (be it where to deploy or manoeuvre their forces) when they couldn't be sure of the opponent's disposition. We originally tested Ambush Markers with individual numbers, each corresponding to a specific unit, but in practice this turned out to be lots of book-keeping, and it felt more useful to simply enable the Genestealer Cults player to deploy their units after they knew the position of the enemy forces arrayed against them – this is their centuries-long ambush coming to fruition, after all.

After some more development, I noticed that Cult Ambush had created a situation whereby the Genestealer Cult's opponent would sometimes cede taking the first turn – something that was pretty rare for a player to do. From a games design point of view this was really interesting. If opposing players did take the first turn, they could never be sure what units they could be facing until after they had moved. They had to be a little cautious and hold some things back until they knew where they had to commit their forces.

They could mitigate this to a degree by letting the Genestealer Cults player take the first turn – but then, they've just given the Genestealer Cults player the first turn. Either way, it means that Genestealer Cults players typically start any battle with the initiative. If they can take advantage of this and can maintain the momentum, they should fare pretty well. If they allow their opponent to regroup, recover, and retake the initiative, then Genestealer Cults players may find themselves in a spot of bother, as they don't tend to have the resilience to effectively defeat a coordinated foe.⁸

All of this R&D typically happens before you even start to write the rules 'up in neat' into the codex proper, at which point it's still not all 'playing games all day' (well, it's not just playing games all day, at any rate). The best army rules also have a few levers that can be pulled, or hooks upon which to hang supplementary rules. In the case of Cult Ambush, there are several Stratagems, unit abilities, and Cult Creeds detailed within the codex that interact or else enhance the army rule, meaning that players can truly use it as an effective strategy in their games if they so wish.

I hope this article has given you some insight as to how we write army rules, or at least how we wrote the Cult Ambush army rule. I'll leave by giving the following advice to any budding rules writers out there: be really critical of existing rules, be clear about what you want them to do now, and don't discard any idea just because it seems a little left-field. All hail the Four-armed Emperor! The moment of ascension is at hand!

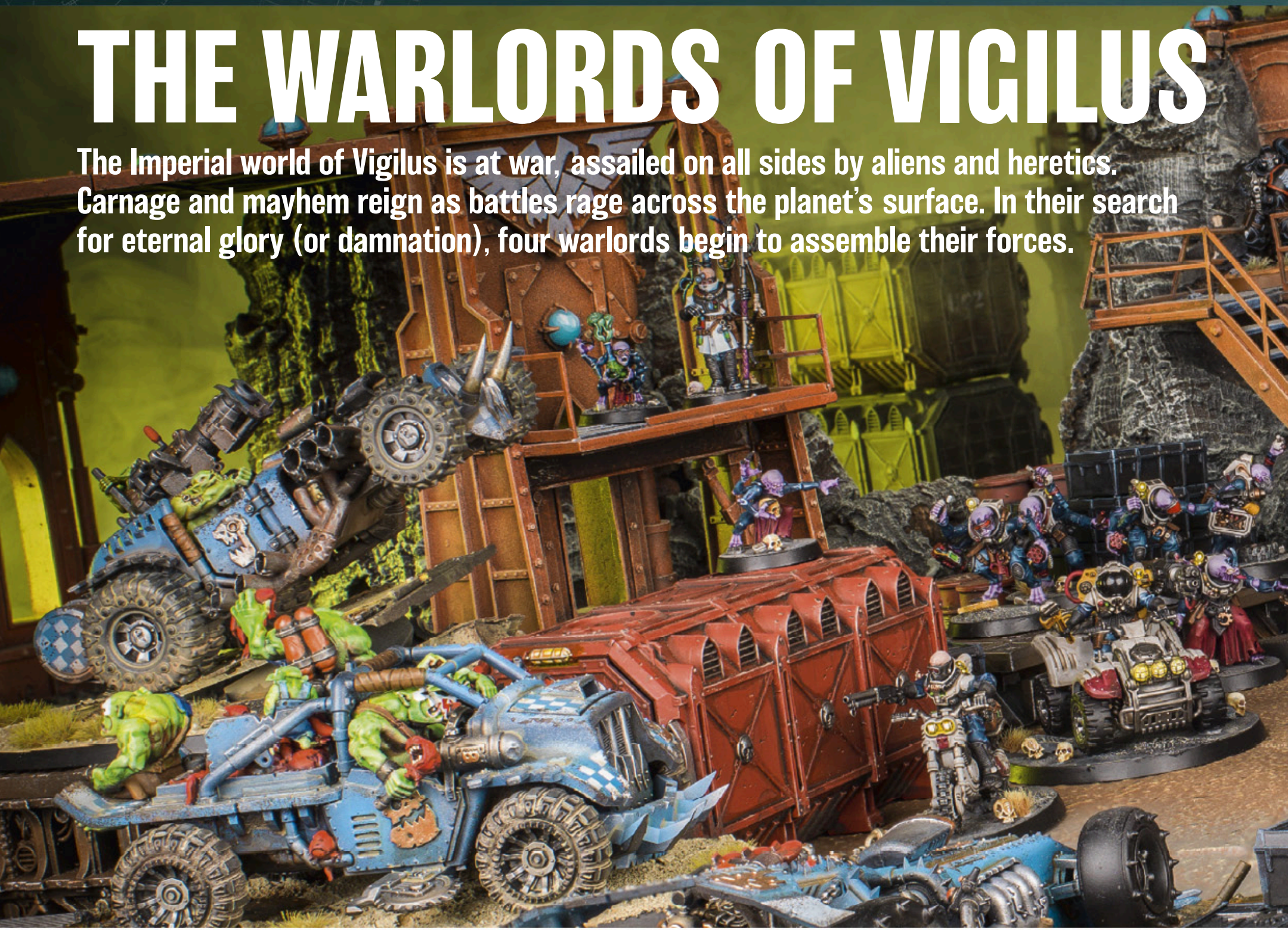
⁷ We didn't want to lose the 'deep strike' mechanic if we could help it - it was still a great way to represent units bursting forth from underground lairs to ambush their foes.

⁸ Your average Genestealer Cultist doesn't tend to fare too well when faced with the business end of a bolter ...



THE WARLORDS OF VIGILUS

The Imperial world of Vigilus is at war, assailed on all sides by aliens and heretics. Carnage and mayhem reign as battles rage across the planet's surface. In their search for eternal glory (or damnation), four warlords begin to assemble their forces.



A Tale of Four Warlords is back this month after a brief hiatus for Christmas (yes, we know this is June's issue, but magazines aren't made overnight!). If you tuned in a few months ago, you'll know that this edition of the series is set around the planet of Vigilus, and that each of our warlords is collecting an army fighting on that beleaguered world.

Upholding the honour of the Imperium are the Raven Guard, commanded by Warhammer World studio manager James Karch, while opposing them are the similarly black-clad (albeit slightly spikier) Black Legion of Warhammer 40,000 games developer James Gallagher. Representing the alien within is Warhammer Age of Sigmar games developer and part-time Genestealer Magus Sam Pearson, while the more overt alien without is miniatures designer Mark Bedford, who's building Ork vehicles like a Mek possessed.

Over the next few pages, you'll get to see what our four warlords have been up to for the last few months and find out why they've taken the approaches they have to collecting their new forces. The fate of Vigilus awaits!



SAM PEARSON

Games developer Sam is collecting a Genestealer Cults army for this challenge. As one of the studio's rules writers, he's a big fan of gaming, and his first challenge to the other warlords was to play a

few games of Kill Team (you can see some of the action to the right). Sam's also a very quick painter, churning through cultists like a Rockgrinder through people. Turn the page to see what he's been working on.



JAMES GALLAGHER

James (also known as Chaos James for the sake of clarity) is another of the studio's rules writers. Having worked on the Vigilus books and the codex supplement for the Black Legion,

James felt it was only fitting to collect a Black Legion army for A Tale of Four Warlords. While James' force is arguably the smallest at the moment, he has big plans for the future. Turn to page 62 if you like heretics.



MARK BEDFORD

As a Forge World miniatures designer and concept artist, Mark Bedford loves coming up with new ideas. Having designed several Ork kits over the years, Mark couldn't wait to get his hands on the new

Ork vehicles and start a Speedwaaagh! of his very own. Having chopped up two of the new kits already (yep, he's merciless with his buzzsaw), Mark is busy planning his next conversions. The Speedwaaagh! begins on page 64.



JAMES KARCH

Warhammer World studio manager and veteran warlord James Karch has set his sights on the Raven Guard this time around. Already a keen painter and modeller, James wants to push his

painting up a level over the course of this series and has even set the other warlords a painting challenge. But will they accept it? Find out what James' challenge is and see the start of his new Raven Guard army on page 66.



KILL TEAM KICK-OFF



The first battles fought in this series of A Tale of Four Warlords were a series of Kill Team games. Sam and James Gallagher battled each other over Sam's newly painted terrain (see over the page), while James Karch took on *White Dwarf* writer Dan in an abandoned outpost (Mark was busy doing a cut-and-shut job on an Ork vehicle at the time).

James' Raven Guard engaged Dan's Astra Militarum force in the Terror Tactics mission. The Raven Guard defended their territory with frightening efficiency, using no more than one bullet (or knife stroke) per Guardsman and swiftly taking Dan's Kill Team out of action. Next to them, Sam and James played the Cut Off the Head mission from *Kill Team: Commanders*, with James' Chaos Terminators hunting down Sam's Genestealer Cult Biophagus. Despite their best efforts, the Terminators were just too slow to catch the wily doctor, and he escaped into the night.



SAM PEARSON | GENESTEALER CULTS

PREPARING FOR THE DAY OF ASCENSION

Sam already has a sizeable Genestealer Cults army, but when he saw the new models that came out earlier this year, he set about adding some reinforcements to his collection. And here they are!

CAN I BE A WARLORD?

Of course you can! Many Warhammer stores, independent stockists, and gaming clubs like to run their own A Tale of Four Warlords challenge alongside the one taking part in the magazine. Why not ask them if they're planning anything this time around? Let us know how you're getting on at team@whitedwarf.co.uk

Sam has been extremely busy over the last couple of months. Not only has he painted a load of new Genestealer Cults models, he's also painted a whole lot of scenery, too, as you can see below. 'I actually found it really tough getting all these models painted on time,' says Sam. 'I took a tournament-style approach to painting them – get all the base colours and washes on and keep adding details until I run out of time! I can always go back and add final edge highlights and little details later. I'm planning to paint a couple of the Achilles Ridgerunners and a Magus next.'

Sam has also been the most proactive gamer of the four warlords, having organised a few games of Kill Team and taking part in the Studio Vigilus campaign. 'I had a really tough game against Imperial Knights recently,' says Sam. 'The Knights squeezed every bit of purple juice out of my poor cultists, but I did manage to take out a Knight Castellan's shins with a Rockgrinder, though, which was great fun.'



THE MAD BIOPHAGUS – DOCTOR ONDERGHAST

'I painted Doctor Onderghast – my mad medic – so that I could have a commander in my Kill Team force,' says Sam. 'He's a really characterful model, and he really stands out from the crowd. He was very lucky to survive the game against James' Kill Team – somehow he only suffered a mild flesh wound despite being punched by a Chaos Terminator!'

Sam's army so far, including (from left to right) a Biophagus and attendant Familiars, an Abominant, a unit of Atalan Jackals and an Atalan Wolfquad, a Jackal Alphus, and five Acolyte Hybrids. Plus all the scenery, too!



SUPPLY DROP

'I sprayed the Munitorum Armoured Containers and the barrels with Mephiston Red spray, then painted the white stripes onto the barrels,' says Sam. 'To shade both the containers and barrels, I applied a wash of Agrax Earthshade, but only to the recesses so as not to overwhelm the red. Once the wash was dry, I drybrushed everything with Karak Stone before picking out all the little details. The transfers are from various Skitarii kits – I wanted the containers to look like they'd been stolen from an Adeptus Mechanicus facility (which also explains why they're red). The black ammo crates were even simpler to paint. After undercoating them, I drybrushed them with Thunderhawk Blue and Fenrisian Grey – quick, easy and effective.'



RED CONTAINERS

Mephiston Red

Agrax Earthshade

Karak Stone

WEATHERING

Rhinox Hide

Evil Sunz Scarlet

Cadian Flestone

Typhus Corrosion

WHITE STRIPES

Celestra Grey

Agrax Earthshade

BLACK CRATES

Chaos Black

Thunderhawk Blue

Fenrisian Grey

Above: The cult's supplies, packed up and ready for the day of ascension. Sam also plans to paint some Galvanic Servohaulers to complete his Kill Team terrain set.



JAMES GALLAGHER | BLACK LEGION

THE BRINGERS OF DESPAIR

Cower in fear, servants of the False Emperor, for your doom is close at hand! Having now truly dedicated himself to the Dark Gods, James Gallagher updates us on the progress of his Black Legion army.

Where Sam's Genestealer Cult has grown considerably over the first few months of this challenge, James Gallagher's Black Legion army has begun rather more slowly. We asked James about painting black, inspiration, and the danger of distractions.

'I originally planned to paint some Chaos Raptors for this month's challenge, but I got distracted by other models,' says James, looking a little guilty. 'I'm a real hobby butterfly, and I'm constantly flitting between projects – I find working on several different things is the best way to keep motivated and excited. One of the main distractions for me this month was the new Chaos Terminators, which immediately caught my eye.'

'My plan (butterflying aside) is to try and build the Bringers of Despair Specialist Detachment from the Vigilus Ablaze book,' continues James. 'This will form the elite heart of my army, with Abaddon leading a load of Chaos Terminators

VIGILUS

The planet of Vigilus guards one of the few stable routes between the Imperium and the Imperium Nihilus. It's defence is crucial to the survival of Imperium Nihilus, which is why it is so hotly contested by so many factions. You can find out more about Vigilus in the Vigilus Defiant and Vigilus Ablaze books.



into battle, supported by Land Raiders and other armoured vehicles. Ideally I would like to paint one of the new hero models for each instalment of the challenge (alongside my units, of course), as I like the idea of Abaddon surrounded by a coterie of loyal(ish) lieutenants.'

But what new Chaos Space Marine heroes will James paint, considering there are so many of them? 'I painted the Master of Executions this month because he's a really cool character with a unique role to fulfil in the army,' says James. 'I think the Lord Discordant might be my next project, though I do like the idea of painting the Dark Apostle as a Word Bearer. But then he would need some followers ... I'm getting distracted again, aren't I? I've also got my eye on the contents of the Shadowspear boxed set – maybe loyalist James would be interested in splitting it with me. I'll take all the awesome Chaos stuff, he can have the Emperor's lackeys, and then I'll show him who's best on the battlefield.'

James' Black Legion force so far includes a unit of Chaos Terminators, the Master of Executions and Haarken Worldclaimer (not pictured). But where are the Raptors that James originally planned to paint?





WORK IN PROGRESS

'I'm slowly working on Abaddon at the moment, too,' says James. 'I actually started painting him a few months ago, but I'm working on him piece by piece when I feel like it, rather than feeling I have to paint him all in one go and rush the paint job. I might even enter him into a painting competition.'



PAINT IT BLACK

THE BLACK LEGION

Both James' are painting black-armoured Space Marines, yet they're taking different approaches on how to paint them. 'I want the armour of my Chaos Space Marines to look quite neutral and monochrome,' says James Gallagher, 'which is why I opted for grey highlights. The gold armour trim also means I can get away with painting fewer highlights than James ...'

BLACK ARMOUR

Abaddon Black

Eshin Grey

Administratum Grey

To make painting his Chaos Space Marines easier, James basecoated his models with Retributor Armour spray, painted the gold trim, then repainted the insides of each armour plate with Abaddon Black.



THE RAVEN GUARD

James Karch, on the other hand, chose a bluer hue for his power armour. 'I wanted it to look colder and more reflective,' says James, 'like moonlight shining off polished armour. I also applied a thin wash of Rhinox Hide in the recesses – the brown contrasts really well with the Fenrisian Grey highlight to add depth to the models.'

BLACK ARMOUR

Abaddon Black

Rhinox Hide

Dark Reaper

Fenrisian Grey

James painted the shoulder trims of his Raven Guard red to match the warm tone of his bases. It also helps the shoulder trims stand out from the overall dark colour scheme.



MARK BEDFORD | ORKS

STEAL IT, BUILD IT, PAINT IT BLUE

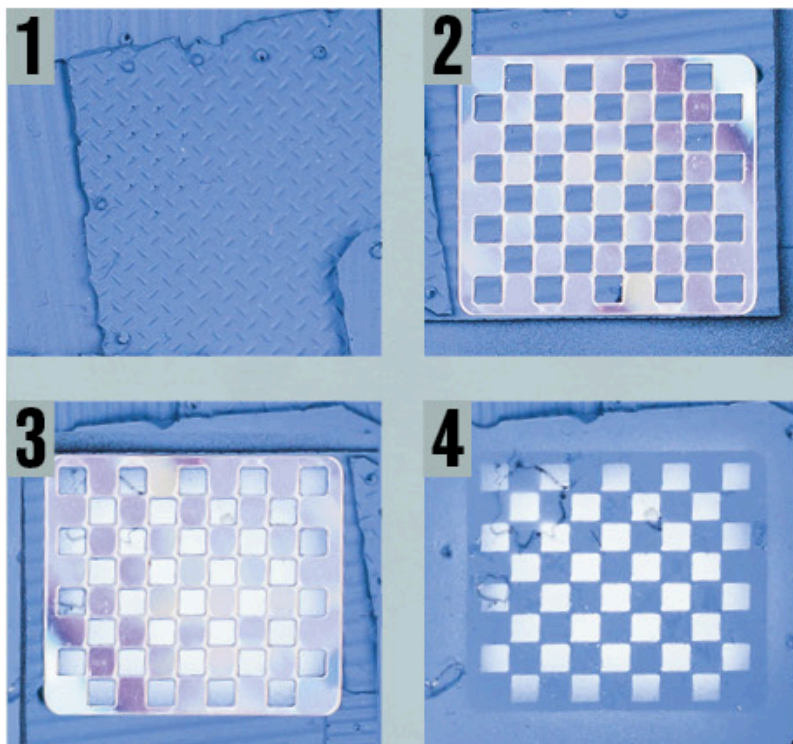
If it ain't fast, it ain't going in the army – that's the mantra that Mark Bedford has stuck to while building his Deathskulls Speedwaaagh! We asked him about vehicles, blue paint, and, weirdly, nails ...

Mark Bedford's Speedwaaagh is off to a great start – he's converted and painted four Ork buggies so far, with plenty more vehicles on the way.

'I've properly caught the bug for painting Orks now,' says Mark. 'The reason I chose to paint them as Deathskulls is because they're lootas and bodgers, giving me plenty of scope for converting my vehicles. You don't often see blue-armoured Orks – I think the colour scheme looks pretty striking. I also had a painting revelation when it came to applying checks (*you can see Mark's tips to the right.* – Ed), which really galvanised me into getting my models done. Sometimes that spark of inspiration is all you need. I've also got my hands on the new contrast paints, which I'm going to try out on some Ork Boyz. I reckon the green paints will look great over a white or grey undercoat and look pretty similar to the Ork vehicle crews I've already painted. So next up: some Boyz, some converted Nobz made from Ironjawz Brutes, and some vehicles for them to drive around in.'

OTHER HOBBYING

In between painting Orks, Mark's been taking part in a Necromunda campaign that's been co-curated by studio concept artist and illustrator John Blanche. 'I'm always flitting between projects,' says Mark. 'So between painting Orks, I converted a Genestealer Cults gang.' You can see Mark's full gang on page 140.



'ARD AS NAILS

Mark used nail art stencils to paint the checks on his Ork vehicles. After undercoating his vehicles with Chaos Black, he used an airbrush to apply the Calgar Blue armour colour (1). He then applied the nail art stencil (2) before airbrushing the area White Scar (3). Once the paint was dry, Mark simply peeled off the stencil, revealing the pattern (4).

Mark's Speedwaaagh! so far includes, from left to right, a Kustom Boosta-Blasta, a Megatrakk Scrapjet, a Rukkatrukk Squigbuggy, and a Shokkjump Dragsta. More vehicles are already incoming.

VRUMM VRUM VRUM VRUM VRUMMMM

Mark's most extensive conversion work was to his Kustom Boosta-Blasta. First, he removed the rear of the cab and the Mek gunner, then rebuilt the gun carriage with the rivet kannon on the side of the buggy. 'I wanted a lower profile to the vehicle,' says Mark. 'I like the idea of it being a low, angry roadster.' Mark also added a fuel barrel to the back of the buggy and painted black liquid pouring out of it, indicating that it's probably full of promethium. For the model's base, Mark built a section of metal roadway out of pieces of resin and plastic sheeting so the Kustom-Boosta Blasta looks like it's roaring up a ramp. He then painted it in dusty sand colours to match the desert-style bases of his other models.



Left: Mark has taken the Grot that normally holds the handbrake and repositioned him firing the Kustom Boosta-Blasta's rivet kannon.



JAMES KARCH | RAVEN GUARD

DEPLOY THE TERROR TROOPS

James Karch is our defender of the Imperium in this series of A Tale of Four Warlords. His chosen army: the Raven Guard. His chosen tactic: death from the shadows. Beware the darkness, foes of the Emperor!



A TALE OF FOUR WARLORDS

Over the last couple of months, James has set his sights on painting as many Raven Guard models as humanly possible. So far he's painted three units of Reivers, plus a Lieutenant in Phobos armour from the Shadowspear boxed set to lead them into battle.

'My plan when we started this challenge was to start off my new force with a Vanguard Detachment of Primaris Reivers,' says James. 'So that's exactly what I've done! Always stick to your plans. After painting a test model to establish my army colour scheme, I painted a load of different bases to get a feel for how I wanted to base my army. I found this really valuable, as, rather than theorising what colours might work well, I actually just stood my test model on each of them in turn to see how it looked. In the end I opted for a warm, sandy base to contrast with the cold, slightly blue armour (as seen earlier).'

James' Reivers are mostly painted straight out of the box, but he has converted a few of them. 'I found a few bird skull icons in the Exalted Sorcerers kit that look great as chest icons,' says James. 'I also filed off some of the Reiver icons and replaced them with Forge World transfers to help break up the black armour a bit.

Like Sam and Chaos James, loyalist James also got a few games of Kill Team in with his new models. 'Because Mark was busy on the day we were all playing, I played against some chump from *White Dwarf* (he means me. – Dan). The Reivers look especially good in games of Kill Team – they've got all the right gear for a special-ops mission. Suffice it to say they thrashed Dan's Kill Team.

So what's next for James? 'The other models in the Shadowspear boxed set,' says James. 'I have a lot of Raven Guard to paint!'

JAMES' CHALLENGE

'This month, I challenged the other warlords to paint a model to enter into Golden Demon,' says James. 'I'm going to enter the three characters from the Shadowspear set, plus a converted Ancient in Phobos armour. Let's see if the others are up for the challenge!'



BACK TO BASICS

As James mentioned above, he painted several test bases for his Raven Guard before settling on the desert-style scheme you can see on his models to the left. 'For my first base (1) I used sand to create the texture, undercoated it with Chaos Black spray, then drybrushed it as normal,' explains James. 'I painted two of them with the Valhallaan Blizzard technical paint (2 and 3) before applying different colours over the

top. The whiteness of Valhallaan Blizzard means that you can apply light washes to it to drastically change the colour with very little effort. For the last three bases (4, 5, and 6), I used multipurpose ready-mixed filler to create the texture. I applied it using a Texture Spreader, then dipped the spreader in water before using it to sculpt the shape of the bases. In the end, it was the sixth base (which shares almost the same colour palette as the third) that I picked for my army.'



1 SCORCHED EARTH

Undercoat: Chaos Black
Drybrush: Mourmfang Brown
Drybrush: Ushabti Bone



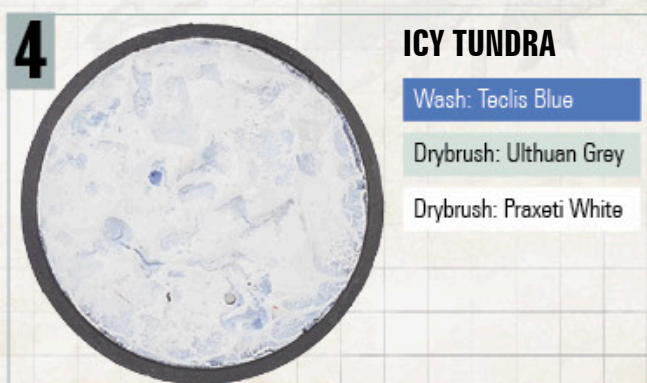
2 SNOW FIELD

Technical: Valhallaan Blizzard
Base: Mechanicus Standard Grey
Drybrush: Praxeti White
Wash: Agrax Earthshade



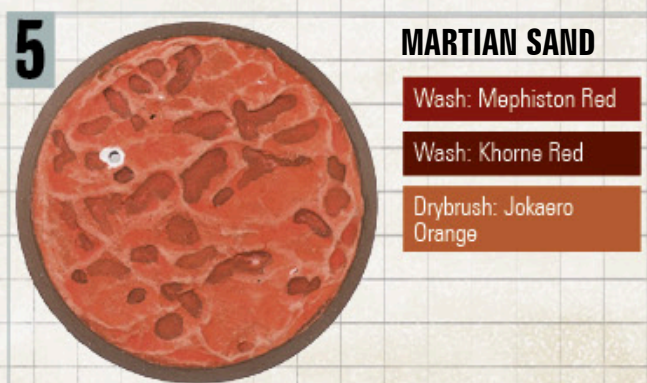
3 DUSTY EARTH

Technical: Valhallaan Blizzard
Wash: Tallarn Sand
Wash: Skrag Brown
Drybrush: Tau Sept Ochre
Drybrush: Tallarn Sand
Drybrush: Ushabti Bone



4 ICY TUNDRA

Wash: Teclis Blue
Drybrush: Ulthuan Grey
Drybrush: Praxeti White



5 MARTIAN SAND

Wash: Mephiston Red
Wash: Khorne Red
Drybrush: Jokaero Orange



6 DESERT SAND

Wash: Tallarn Sand
Wash: Skrag Brown
Wash: Doombull Brown
Drybrush: Tau Sept Ochre
Drybrush: Tallarn Sand
Drybrush: Ushabti Bone



Above: James used his test model (shown last month) to see which base suited his models best. Even though he didn't pick the snow field basing style, we think it still looks pretty cool, giving his Reiver a really cold and sinister appearance.

ARE YOU UP FOR THE CHALLENGE OF A TALE OF FOUR WARLORDS?
WHY NOT SEND US SOME PICTURES OF YOUR FIRST MODELS?
EMAIL US: TEAM@WHITEDWARF.CO.UK

THE TITHE COMES FIRST

Deep within the Imperium Nihilus, Planetary Governor Leopold XVII considers the fate of his planet and its people. Cut off from the light of the Astronomican, Leopold knows that he must do his duty in this short story by Callum Davis.

They are all dead.

He cycled through the words over and over again in his head, as he had done for many moons.

They are all dead.

Leopold was pacing the length of the Hall of Achievement, accompanied by six candle-bearing servo skulls. Every scrap of space on its high walls was devoted to framed certifi-cas of fulfilled tithes going back centuries. The documents appeared to move of their own volition in the flickering candlelight, as if the souls of those who wrote them dwelt within.

Not once had his family failed in their duties as planetary governors. Grain, promethium, soldiers, piscids, fresh water – all had been supplied on time and in the exact volume required. This place, where he could look upon the memory of their achievements, had always been his refuge, his place of calm. The place that reminded him of his purpose and what truly mattered.

The halls stretched further than the eye could see. He stopped to look at one certifica, a document from the Adeptus Astartes Black Templars Chapter confirming that a thousand aspirants had been yielded from their population, the most genetically and spiritually robust of its sons. He still remembered that day, in his grandmother's reign. He was only eleven at the time, but he recalled every detail. The glorious Space Marines clad in perfectly polished ebon and ivory armour plate, their weapons and tabards adorned with the Imperial cross. The smiles on the faces of the boys selected as they waved to a cheering crowd a million in number.

I wonder where those boys are now, he thought. What victories have they won? What enemies have they vanquished? To where have they brought the Emperor's light? 'I wish they would bring it back to us now,' he said, then heaved a sigh. He couldn't help but wonder if any had been slain in the trials and campaigns they would have been inevitably put through. The idea saddened him, but he knew that if they had perished, it would have been for the Imperium. He felt pride that he and his world had been able to play a small part in that.

He walked on before stopping at a portrait. It was of him, painted many years before.

Each governor's picture was painted at the start of their reign. Many generations before, it had been painted towards the end, but his great great grandmother had put an end to that.

She decided that she would look her best for future generations, and she didn't want to die before the work was completed and never be able to see herself on the walls with her ancestors.

'So here I am,' he said. He had been an imposing youth, filled with vigour. His hair remained neatly trimmed to Astra Militarum standards, but now was receding and greyed.

Wrinkles were now stark around tired eyes. He hadn't smiled in months, not since the stars twisted, but he took some small pride in that his muscle had not yet turned to fat, and that the regal blue ceremonial uniform he wore was the same size, though the regimen required to maintain his physique was somewhat more difficult now than it had felt twenty-seven years before. He read the plaque beneath the image:

Leopold XVII
Planetary Governor of Taenara 972M41
IN THE EMPEROR'S NAME

Each line was progressively bigger than the previous, to emphasise what mattered the most.

He looked down the length of the wall at all the tithe certifi-cas of his career. He remembered those times of success with great fondness, though it only made him dread the future. He pictured priests chanting the rites of sealing as produce was put into storage for transport and servitors counted grains to ensure that each Munitorium container held the exact quantity stipulated. He remembered the parades of freshly raised regiments of Astra Militarum – uniforms gleaming – marching in perfect order along the Via Magnifica before his palace, ready to be deployed off-world to protect the Emperor's holy realm. He could still smell the clouds of incense smoke billowing from hundreds of swinging censers borne by the white-clad priests and acolytes who went with the soldiers. He

marvelled at the thought of all of the mouths fed by Taenara's food, all the vehicles and ships powered by the fuel extracted from her soil, and the thirst quenched by her fresh water.

'And now it is all over,' he said to himself.

He began to weep.



The family shrine glowed in candlelight, the gold, silver, and platinum decorating the sanctuary alive with the flame's colours. Here Leopold had prayed every morning and every night for his entire life. Before he knelt, he paused to look at the artefacts arrayed around and on it, family heirlooms left by his ancestors over generations. There was a stained-glass image of a Black Templar warrior incorporated by his grandmother; a pair of artisan laspistols, detailed gold filigree laid into their grips; a naval cutlass, blade engraved with the names of the ships on which its wielder once served; small vessels of grain, piscids, water, and promethium, the planet's chief exports; skulls of deceased children and faithful servants.

All were laid before the image of the throne in offering and thanks. Leopold had one day hoped that his numerous campaign medals would lay here.

They may yet, he thought, taking a knee on the bare stone floor and bowing his head.

He prayed. 'Lord Emperor, with humility I kneel before you. For shelter and sustenance, I thank you. I am pledged to you, heart and soul and sword. And now I beg that you hear my beseechments. I beg that those who do not share my view be persuaded. I beg for the strength to do what must be done should they not be. God-Emperor, we need your light. We need your word.'

Leopold knelt in silence for several minutes, desperately hoping for answer. He heard the creak of the door open and the footsteps of military boots. The servo-skulls rushed to meet the new arrival, digital weapons clicking into action as their machine spirits' anger was roused. The person stopped.

'Lord, I have come as ordered,' the man said.

'Stand down, siblings,' Leopold said. The servo-skulls returned to their brother as they re-shrouded their weapons. The man knelt next to Leopold. He wore a similar rich blue ceremonial uniform to that of the governor, his chest bedecked with campaign medals. Many matched those Leopold wore. His boots were so well polished

they reflected light like an unspoiled mountain stream. He removed a peaked cap, which he delicately placed on the floor next to him, the badge of his rank displayed on it facing towards the shrine in deference.

'Thank you, Hias,' said Leopold. 'I am sorry to say that even decades after our youth, I still need you.'

'After Phigon, Leopold, I vowed my loyalty. What would you have me do?'

Leopold handed him a sealed roll of parchment. Hias read it silently.

'Leopold ... the entire council? Your daughter?'

'Only if they cannot be persuaded. Only then. I know ... Only then. We must maintain order.'

'What you are proposing—'

'Is what is necessary. I have agonised over it since ... You know what happened to the stars ... what happened to the Astropaths. We must manage this ourselves. We will not be able to hear from others outside ... If indeed any are even out there. The people's strength hangs in the balance even now. The slightest push could see it broken.'

'You know that it won't end with this.'

'I know.'

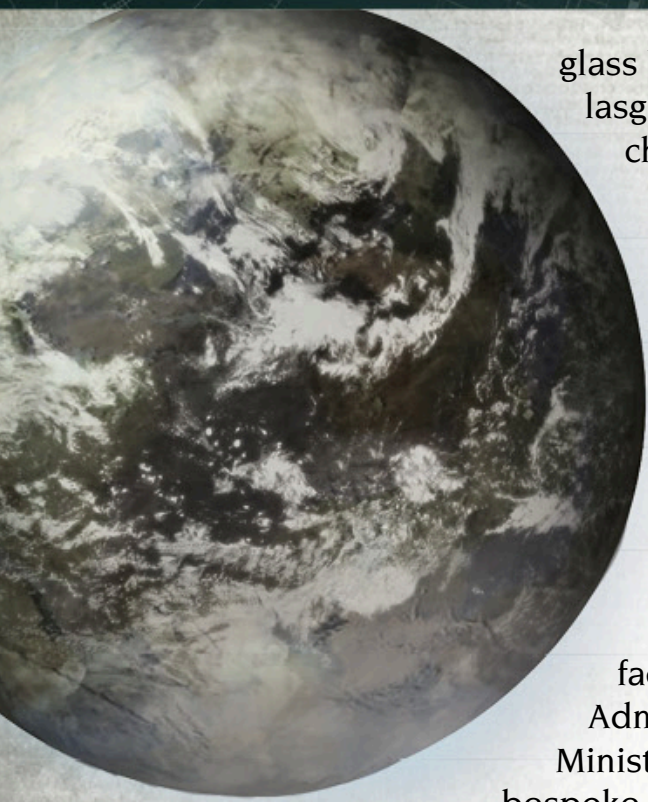
Hias said nothing for several seconds before nodding. 'I have loyal soldiers. We can do what is necessary. But please, Leopold, if my service and loyalty have meant anything to you, do everything to make sure they aren't needed.'

Leopold squeezed his friend's shoulder. 'You have my word, Hias, before my family's personal shrine to the Emperor. Before my ancestors' eyes.'



'Governor. Father. The stars themselves have rotted. How can we pretend otherwise? To even glance at it churns the stomach and loosens the bowels,' said Councillor Anica. As representative for the granaries, she wore delicate flax robes and sat in a throne of wicker before a stained-glass window depicting a wreath made of wheat overlaying an Imperial eagle.

'What will we do if the tithe ships don't come?' asked Councillor Nela. She sat on a throne of bare steel with skulls embedded into arms that faced the rest of the council chamber. Her grey combat fatigues blended in with her seat. The stained



glass behind her depicted a lasgun crossed with a chainsword, this too over an Imperial eagle, indicating she was responsible for planetary defence.

The other councillors nodded in agreement. They represented the promethium refineries, piscid farms, desalination factorums, Astra Militarum, Administratum, and Ministorum. Each had a bespoke throne around the rotunda with a tall window behind them representing the organisation they belonged to and led. The chamber's floor was a single continuous mosaic depicting scenes from Imperial legend suffused with imagery and symbols representing the Imperium, Taenara, and its people. Its walls were lined with braziers shaped into gargoyles and mythical creatures.

'What will we do if they come to collect?' added Councillor Sphaerio of the Administratum in his croaky voice. His long grey beard touched the floor between his feet, and his face was so heavily wrinkled that his eyes were practically obscured. 'Should my colleagues and masters change the tithe, we shall have no way of knowing what the new requirements are.'

Leopold rose. His servo-skulls were not with him. The council's strict rules forbade weapons or aides in the chamber.

'Points well made, all,' he said. 'The star-rot presents us with challenges unprecedented. The people are afraid, and with no Astropaths we have no means of ascertaining what has happened to the wider Imperium. We risk failing the tithe. We cannot assume that this has affected any other world. Life must continue as normal. Honoured councillors, we know where our tithes go from here. We have many hundreds of transport ships in orbit. Even without communication from the Administratum and Munitorum we can continue to fulfil what we currently understand to be our requirements. We will have achieved stability for our people and done our duty to the best of our knowledge given the circumstances.' He sat down.

Sphaerio spoke again. 'I sympathise with your reasoning, governor. But I fear what you ask is impossible. The captains' council tell me that their navigators are badly shaken, those that have survived. They babble warnings of strife and death. Few countenance travelling at all.'

'These are bad omens, councillors,' said Tranio of the Astra Militarum. 'Should any of this be truth, sending armed men away from this world would be an exercise in poor judgement, and one that could place this world and her people at immense risk.'

'This world has not come under attack in centuries,' said Leopold. 'Taenaran Grenadiers have fought with distinction across the Imperium. If the portents are bad, the Emperor will need them abroad more than ever.'

'They are of even less use if there is no more Taenara, lord,' said Tranio.

'If they do not arrive, we will be seen as traitors,' said Leopold. 'Aloysius, what says the Ministorum?' Leopold hoped that a man of the faith would see things from his point of view.

The priest did not speak for several seconds, apparently gathering his thoughts as his eyes darted around, taking in the details of the floor mosaic. *Speak, man,* thought Leopold. *You've seen that floor a thousand times.*

'These are dark times indeed, lord,' said the soft-spoken priest, each word carefully pronounced as if a lifetime of prayer had rendered normal human conversation a consciously difficult task. 'I find the Emperor's desires almost impossible to determine, though I pray daily to hear his voice. Any course of action requires great risk on all our parts. I can certainly say that our people, while strong in faith as always, grow more concerned with each passing hour. I daresay stability and a return to normalcy is what many seek.'

'We are in agreement, then, we mus—'

'But I must say also,' continued the priest, as if the governor had not spoken, 'that sending ships full of their sons and resources into the sky-befouled will not offer them that either.'

You fool, thought Leopold. *Why is it so hard to see we must continue?*

Councillor Arianitah represented the promethium refineries. A hatchet-faced woman, her robes of office were a modified version of the overalls worn by refinery workers, made to fit, with silver and bronze thread woven in among its fibres. She rose from her throne, which was made entirely from refinery piping. 'It seems we are all in agreement, governor. Consolidation of resources at this time is most prudent. We can stockpile our tithes and provide them en masse to the Imperium on demand when it is able to contact and reach us.'

Leopold stood now, aghast. 'If the Imperium returns finding us stockpiling resources and raising

Militarum regiments that aren't sent off-world, its representatives will think we have rebelled. That. Is not. Acceptable.' He remembered again the Black Templars he had seen in his youth, but now he thought of them with fear rather than awe.

The discussion went on for many hours. For all his efforts, all his keen mind, learning, and dedication to his purpose, Leopold could not sway the council. Nothing could persuade them that they should be doing everything they could to maintain the tithe despite the circumstances. The closest thing to compromise that could be achieved was to send ships out to find other worlds and explain what had happened to their Astropaths and many of their Navigators.

But that was not enough for Leopold. He knew such efforts would not be deemed sufficient by the wider Imperium upon their inevitable return. The Administratum was not known for its mercy. Not even his daughter would be swayed. With a modicum of support, he might have been able to persuade one or two others and shift the balance of opinion. But that had not happened. Whilst his powers gave him the authority to overrule them, realistically he could not expect them to follow his plans to the letter without fuss. There would be resistance at every turn. The tithe would still not be met. That could not be allowed.

He loathed himself for being too lenient with them over the years, for not reminding them that the authority was his and his alone. He had been weak, and now, when it mattered most, they lacked the faith and willingness to sacrifice what was necessary – and it was all his fault.

Leopold thought about his plan. What it would mean. What it would cost. He spent some time in silence, listening to them bicker over minutiae. They had served well for many years, all of them. But they did not see the broader tapestry in all this. They were wilfully blind to the damage it would do to their people and the risks it entailed. They all knew the stories of how the previous governorship dynasty failed and how his family had taken over a millennium ago. The Imperium did not forgive failure.

The councillors also would not feel the shame that he would. They did not have the ghosts of their ancestors watching as intently from beyond the veil of history. He watched his daughter, arguing about long-term grain storage. He was ashamed that he could not sway her, that his failure to do so would result in so terrible a fate. He had failed in teaching her how the sin of disloyalty could seed from what was believed to be good counsel. But he was proud of her eloquence, intelligence, and skilfully made arguments. She would have made a superb governor. The thought was nearly enough

to break him, but he knew that the Imperium's punishments would be far worse should the council's ideas be implemented than what would have to happen now.

Agreement is impossible.

For the sake of the planet.

For the sake of the family.

I have no choice.

Leopold rose from his seat. The intense discussion ceased almost immediately.

'Councillors, I must take my leave for a short break. Continue without me, I shall not be long.' Striding across the mosaicked floor with all the dignity he could muster, he deliberately did not look his daughter in the eye, but he was intercepted by his daughter shortly before he reached the chamber's mahogany doors.

'Father, I am sorry to argue against you like this in the council. But I just cannot agree with your plans. I have no desire to undermine you, but I must be honest in my arguments and discussions. It is the way you always taught me to be.'

Please, daughter, do not make this any harder!

Leopold felt a lump rise in his throat. He took a deep breath.

'Do not apologise. I know you only do your best for our world, and I love you for it.'

He paused and forced a weak smile. 'I am also sorry.' Without another word, he pulled open the heavy doors that led into the chamber and stepped out, closing them behind him. He could barely hold back his tears.

He initiated a miniature vox device on his wrist. 'Hias. It is time. I did my best. I am sorry. They would see us fail ... They would see us destroyed ... That cannot be allowed.'

There was no response for a short while, but Leopold knew that Hias could be trusted. 'Yes lord,' he said finally. Within minutes, he heard the chamber's other entrance open. Desperate regret filled him, but it was too late. He heard the crash of booted feet on the mosaicked floor – the councillors' shouts of outrage, disbelief, and fear, his daughter's among them, followed by the harsh crack of lasgun fire. Then there was silence. He slumped against the wall outside, head in his hands and tears streaming out of his eyes.

God-Emperor forgive me.

THE WAR OF SHADOWS



DAN & LYLE

Dan has played in many Battle Reports and lost most of them. This is Lyle's first Battle Report for *White Dwarf*. We have no idea what's going to happen ...

Inspired by the stories in the *Vigilus* campaign books, this month's Battle Report is set on the besieged world of the same name, where the forces of the Imperium wage war against the legions of Chaos, xenos uprisings, and, on occasion, each other. This time, however, the Ultramarines are pitted against the Genestealer Cults – insidious alien hybrids with more tricks up their sleeves than they have actual sleeves (which is saying something, considering how many arms they have).

Our setting – the Dontoria Hivesprawl on *Vigilus* – is a warren of tumbledown hab blocks, abandoned Administratum districts, and ruined manufactorums, making it the perfect place for a Genestealer Cult to spring an ambush on an unsuspecting enemy. However, when that enemy is the tactical genius Marneus Calgar, even the best-laid plans can unravel pretty quickly.

Having just joined the *White Dwarf* team, our new editor Lyle jumped at the chance to take part in a Battle Report. As a loyal supporter of the Imperium, he chose to play as the Ultramarines, constructing an infantry-heavy strike force around the contents of the *Shadowspear* boxed set. Meanwhile, known xenos-sympathiser Dan took command of the Genestealer Cults – an army he's considered collecting for a while now, and which he's looked forward to fielding.

And that's the story for our Battle Report – a meticulously planned cult ambush that's come face to face with a far deadlier foe than they originally anticipated. To represent this tricky battlefield situation, over the page you will find some new Tactical Objectives rules that we used in this game. Feel free to use them in your own battles and let us know how you got on. In the meantime, let battle commence!

In the depths of the Dontoria Hivesprawl, the Cult of the Four-armed Emperor have set a trap for an Ultramarines advance guard. Yet the intervention of Marneus Calgar and a force of Primaris Astartes has turned an ambush into an all-out battle for survival.



Cult Primus Nasser Xyben passed his magnoculars to a nearby Neophyte and steepled his fingers in silent contemplation. His brood had been watching the Ultramarines scouting force for several days now, keeping a close eye on their movements and force disposition but avoiding direct contact with them. Obvious traps had been laid, bridges had been sabotaged, and routes were barred, ensuring that the Adeptus Astartes followed the path of least resistance through the northern reaches of the Dontoria Hivesprawl. Everything had been going to plan.

That was, until reinforcements began arriving. Xyben and the cult hierarchy had been meticulous in the planning of their ambush, yet these Space Marines had been almost suspiciously compliant, having walked right into the heart of the cult's territory. Some of the cult luminaries had said it was a blessing – that the

Hive Mind had delivered their prey. Xyben was less certain, and the new arrivals supported his nagging doubts. The force marching down the road towards them was significant, and a mighty warrior marched at their head. Xyben had received information on Lord Calgar, none of it reassuring. His doubts intensified.

A sudden pain stabbed at the back of his eyes, and Xyben gripped the parapet of the ruined basilicanum with all three of his arms. Visions of greatness and glory flooded his mind – of the Emperor's warriors lying dead in the dust, members of the cult holding their battered blue helms aloft in triumph. The visions stripped away Xyben's doubts in an instant, replacing them with a pathological desire to enact the will of his unseen lord and master.

'Begin the attack,' said Xyben into his vox unit.

SCHEMES OF WAR

When playing a Maelstrom of War mission, if the players each have access to a deck of Tactical Objective cards and the mission supports it, they may use the rules described in this section for Tactical Objectives, instead of those from the 'Using Tactical Objectives' section in the *Warhammer 40,000* rulebook.

CONSTRUCTING YOUR OBJECTIVE DECK

When choosing an army for a Maelstrom of War mission that uses these rules, you must also construct an Objective deck, made up of 18 Tactical Objective cards, chosen from the pool available to your army. No more than one copy of each uniquely named Tactical Objective may be included in the deck.

USING TACTICAL OBJECTIVES

After the battlefield has been created and terrain set up, the players roll off, and, starting with the winner, alternate setting up objective markers until 6 objective markers have been placed on the battlefield. Each objective marker must be placed at least 12" from any other objective marker and at least 6" from the battlefield edge.

Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

DRAWING A TACTICAL OBJECTIVE CARD

When instructed to draw a Tactical Objective card, take the top card from your Objective deck and add it to your hand. A player's hand is kept hidden from their opponent for the duration of the battle. If there are no cards left in the Objective deck when instructed to draw a Tactical Objective card, do nothing instead.

USING YOUR OBJECTIVE DECK

At the start of the first battle round, each player shuffles their Objective deck and draws 5 Tactical Objective cards. If either player is not happy with the initial cards that they have drawn, they can choose to place them on the bottom of their Objective deck, in any order, and draw 4 new Tactical Objective cards.

At the start of your turn, place Tactical Objective cards from your hand in play until you have 3 in-play Tactical Objectives or there are no more cards left in your hand. A Tactical Objective card is considered to be generated when it is put in play.

When putting a Tactical Objective card in play, it is placed either face up for both players to see, or face down – its details kept hidden from your opponent until such point as it is either achieved or discarded. No player may have more than one face-down in-play Tactical Objective at any point.

You can only achieve in-play Tactical Objectives.

After you have finished putting any Tactical Objectives in play, draw Tactical Objective cards until you have a hand of 5 cards.

DISCARDING A TACTICAL OBJECTIVE CARD

When instructed to discard a Tactical Objective card, place it face up on your discard pile. Tactical Objective cards in a discard pile are not considered to be in play. A discard pile is not a part of a player's Objective deck.

PRIORITY ORDERS RECEIVED

For the purpose of generating a bonus Tactical Objective for the Priority Orders Received Tactical Objective, select one Tactical Objective card from your hand and put it in play. If you do not have a card to put in play, discard Priority Orders Received instead. Priority Orders Received and that Tactical Objective card count as one combined Tactical Objective card when determining how many you have in play.

ACHIEVING TACTICAL OBJECTIVES

At the end of every turn (yours and your opponent's), you must check to see if you have achieved any of your in-play Tactical Objectives – the descriptions will tell you how and when they are achieved and how many victory points are scored for achieving them. If you can achieve a Tactical Objective at the end of a turn, you must reveal it, if necessary, and immediately score the victory points for it – you cannot choose not to do so. Players can achieve any number of their Tactical Objectives in the same turn.

After a Tactical Objective has been achieved, that card is discarded.

DISCARDING IN-PLAY TACTICAL OBJECTIVES

At the end of the Morale phase, you can discard any of your in-play Tactical Objectives.

UNACHIEVABLE OBJECTIVES

At the end of the Morale phase, if the text on a Tactical Objective card in your hand refers to one or more units with a specific keyword from your opponent's army, and there are none of those units from your opponent's army on the battlefield, or, if it refers to one or more units with a specific keyword from your army, and there are none of those units from your army on the battlefield, you can discard it.

In addition, at the end of the Morale phase, if the Big Game Hunter Tactical Objective card is in your hand and there are no enemy units on the battlefield with a Wounds characteristic of 10 or more, you can discard it.

And if, at the end of the Morale phase, the Priority Orders Received Tactical Objective card is in your hand and your Warlord has been destroyed, you can discard it.

STRATAGEMS

When using the rules for Tactical Objectives in this section, a player can make use of the following Stratagems:

2CP

RE-PRIORITISE

Stratagem

Use this Stratagem at the start of your turn. Discard up to two Tactical Objective cards from your hand and draw a Tactical Objective card for each card that was discarded.

1CP

TACTICAL FORESIGHT

Stratagem

Use this Stratagem at any point during the turn. You can look at the top three cards of your Objective deck and choose to put each back on either the top or bottom of the deck in any order. You can only use this Stratagem once per turn.

1CP

DETERMINED PUSH

Stratagem

Use this Stratagem at any point during the turn. Select up to three Tactical Objective cards from your discard pile and shuffle them back into your Objective deck. You can only use this Stratagem once per turn.

THEY CAME FROM BELOW

Dan: Nothing says 'cult uprising' to me like hordes of cultists, which is exactly what I picked as the core of my army. Man for man (well, hybrid for super-soldier), they can't possibly go toe to toe with a Space Marine, but en masse they have a pretty good chance. My army is faster than Lyle's and benefits from some excellent deployment options. I have more units to take and hold objectives. My plan, if I can pull it off, is to corner the Space Marines early on and deny them the opportunity to move out and claim the battlefield. The Neophyte Cultists, I'm sorry to say (I'm not really sorry at all), are entirely expendable distractions, while the Genestealers, Aberrants, and characters race forwards and get stuck into glorious close combat.



THE TIP OF THE SPEAR

Lyle: I wanted to represent an elite strike force that required the reinforcement of the core battle group. And if I'm honest, I really wanted to play with all those cool Vanguard Primaris Space Marines. Army construction was pretty straightforward – I started with all the models from the Shadowspear boxed set. Since we're battling on Vigilus, I also added in Marneus Calgar and the Victrix Honour Guard. Then I added Primaris Astartes to fill out the rest of the army. I was almost able to field a full brigade, but I ended up going with a battalion appropriately supported by vanguard and spearhead detachments for a decent haul of Command Points. I spent many of those Command Points to make my Intercessors veterans of the Indomitus Crusade.





THE CULT OF THE FOUR-ARMED EMPEROR

Battalion Detachment 1

1. Patriarch (+ 2 Familiars)	8 power
2. Valka – Magus	4 power
3. Nasser Xyben – Primus	4 power
4. 10 Acolyte Hybrids	6 power
5. 5 Acolyte Hybrids	3 power
6. 10 Neophyte Hybrids	4 power
7. 10 Neophyte Hybrids	4 power
8. Farzik – Clamavus	3 power
9. Ongier – Locus	2 power
10. Achilles Ridgerunner	4 power
11. 4 Atalan Jackals and Wolfquad	5 power
12. Goliath Rockgrinder	6 power
13. Goliath Truck	4 power

Battalion Detachment 2

14. Dhraz – Acolyte Iconward	3 power
15. Thrace – Jackal Alphus	4 power
16. 10 Neophyte Hybrids	4 power
17. 10 Neophyte Hybrids	4 power
18. 10 Neophyte Hybrids	4 power
19. Goliath Rockgrinder	6 power
20. Goliath Rockgrinder	6 power
21. Goliath Truck	4 power

Vanguard Detachment

22. Kreel – Abominant	6 power
23. 5 Aberrants	7 power
24. 5 Hybrid Metamorphs	3 power
25. 10 Purestrain Genestealers	8 power
26. Venner – Sanctus	3 power
27. The Kelermorph	3 power
28. Groust – Biophagus (+ Familiar)	3 power

Fortification Network

Tectonic Fragdrill	4 power
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Total: 129 power
Command Points: 17



THE VIGILUS VANGUARD

Battalion Detachment

1. Marneus Calgar	11 power
2. Victrix Honour Guard	3 power
3. Acheran – Captain in Phobos Armour	6 power
4. 5 Intercessors	5 power
5. 5 Intercessors	5 power
6. 5 Intercessors	5 power
7. 5 Intercessors	5 power
8. 3 Inceptors	10 power

Vanguard Detachment

9. Ulleus – Lieutenant in Phobos Armour	5 power
10. 10 Infiltrators	11 power
11. 10 Reivers	10 power
12. Redemptor Dreadnought	10 power
13. 3 Aggressors	6 power
14. 3 Suppressors	5 power

Spearhead Detachment

15. Maltis – Librarian in Phobos Armour	6 power
16. 3 Eliminators	3 power
17. 10 Hellblasters	16 power
18. 5 Hellblasters	8 power

Total: 130 power
Command Points: 12



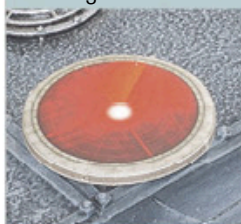
DEPLOYMENT: KNIVES IN THE SHADOWS

Chapter Master Marneus Calgar knew his forces were marching into a trap, yet he also knew the only way to pin down a Genestealer Cult was to let its ruling elite think they had the upper hand.

Calgar sent his Infiltrators ranging ahead, Codicier Maltis moving with them to scope out the enemy positions. He positioned the rest of the Ultramarines along the main road, ordering his Hellblasters and Intercessors to keep a close eye on the sewer entrance in the corner of a ruined building – auspex reports suggested that it was a prime egress point for an underground lair. While his line troops formed up, Calgar ordered his Reivers to hang back, ensuring his forces couldn't be surrounded by the ever-cunning aliens.

BLIP!

The Cult Ambush rule enables Genestealer Cults players to deploy their entire army in hiding. Of his twenty-eight units, Dan only places Ambush markers for nine of them, the rest of his units either deployed in hidden vehicles or waiting in reserve.



Primus Xyben ordered all his mounted troops forwards, the Goliath Rockgrinders moving slowly down the main road, their auspex scramblers sending false messages and decoy readings to the Space Marines' scanners. Neophyte Cultists moved up alongside them, their mining lasers charged, ready to take down the Dreadnought that Xyben could see looming in the distance.

To the west, another Rockgrinder and Goliath Truck moved into position, ready to outflank the Space Marines that Xyben could see lurking in one of the Manufactorums. Xyben quickly checked his comms unit, ensuring that Thrace – the Jackal Alphus – was in position near the Tectonic Fragdrill, ready to cover the advance of the main force. The trap was ready to be sprung.

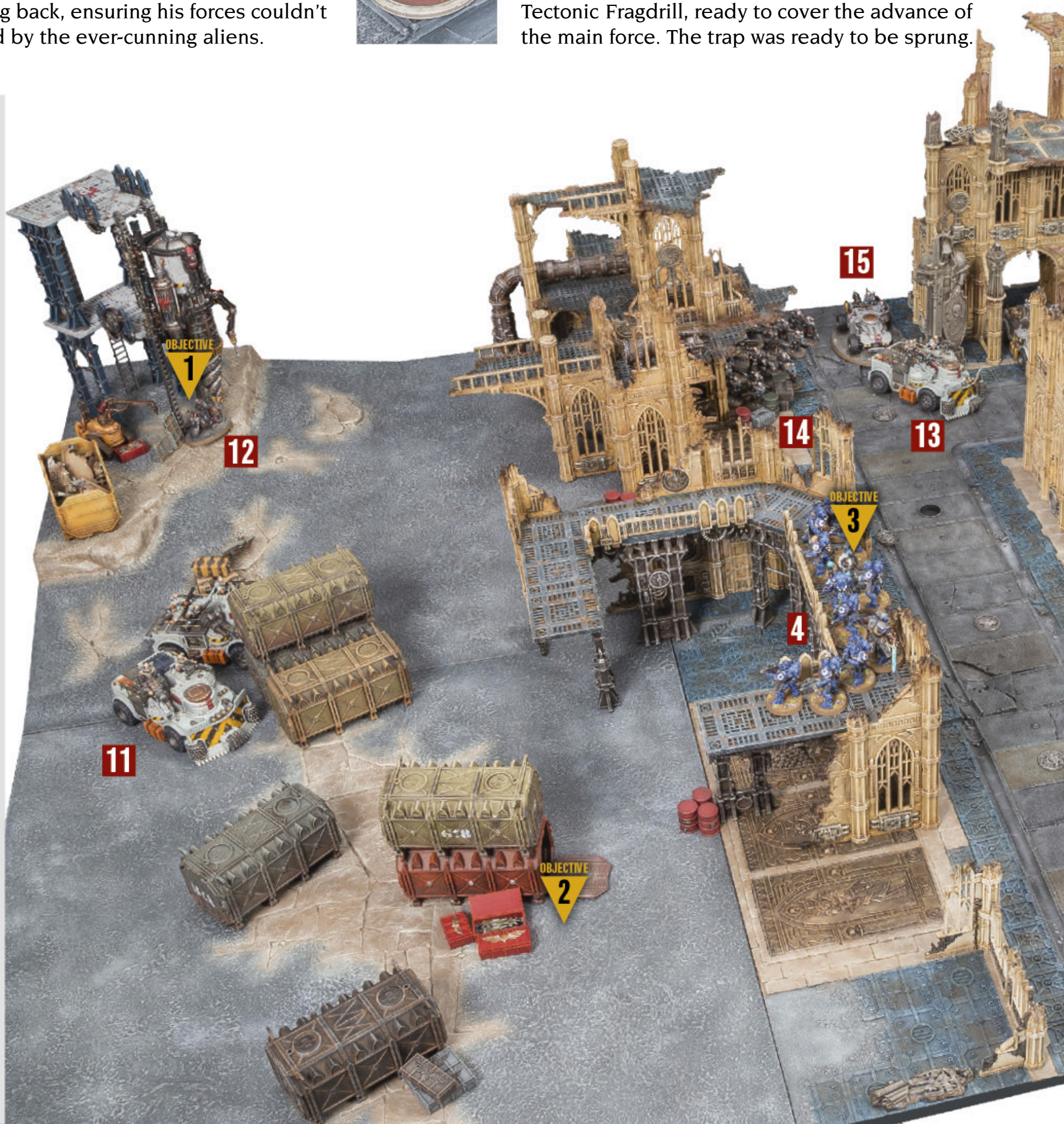
PRE-BATTLE ACTIONS

Lyle spends a Command Point on the Indomitus Crusaders Stratagem for his Battalion Detachment. He also upgrades his Intercessor Squads to be Veteran Intercessors. Dan uses a Command Point on the Broodcoven Stratagem, enabling both his Magus and Primus to take Warlord Traits. Dan gives them Preternatural Speed and Shadow Stalker respectively.

DEPLOYMENT

Lyle deploys the Ultramarines first. He sets up the Redeptor Dreadnought **(1)** as close to the centre of the battlefield as possible, with the Eliminators in the building behind it **(2)** to cover the main road. He then deploys Marneus Calgar behind the Redeptor **(3)**, along with his Honour Guard.

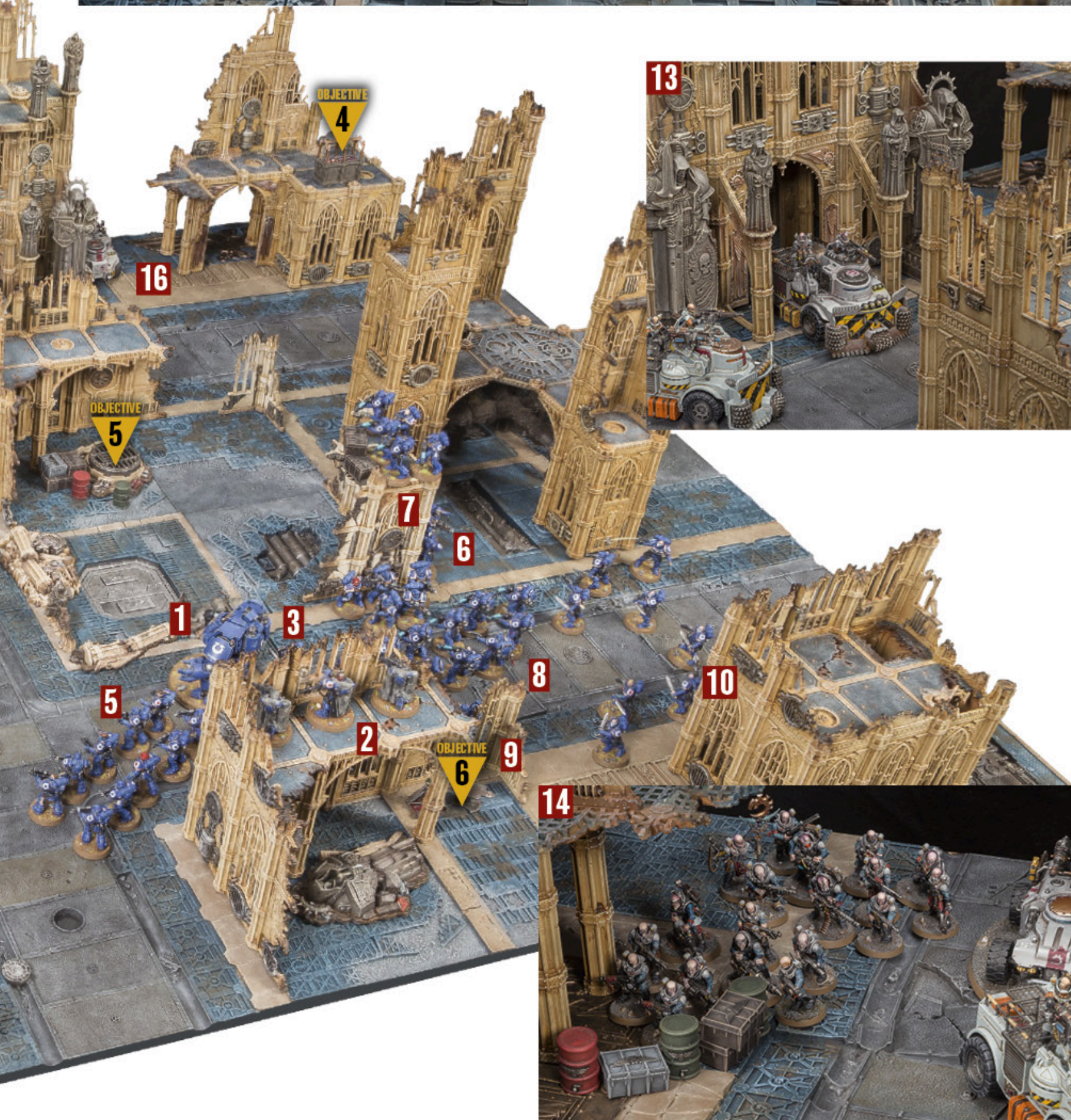
Taking advantage of their Concealed Positions rule, Lyle sets up the Infiltrators and Librarian in a ruin on the edge of the city **(4)**.





Lyle deploys two units of Intercessors on the main road (5), and the other two around the ruins near the sewer entrance (6). The smaller unit of Hellblasters joins them (7), while the larger is deployed to the east of the Dreadnought (8). The Aggressors are deployed behind them (9).

Finally, Lyle deploys the Reivers to watch the rear of his deployment zone (10) and places the Captain and Lieutenant amongst his troops to ensure their special rules affect the most units possible.



Following the Space Marines' deployment, Dan places nine Ambush markers around the battlefield. Lyle chooses for Dan to take the first turn, so we've shown what units Dan deploys to the battlefield here. A Rockgrinder and Goliath set up to the west (11), along with the Jackal Alpha (12).

Two more Rockgrinders set up around the cathedra to the north (13), along with twenty Neophytes (14) and the Achilles Ridgerunner (15). The last Goliath is set up to the east of the cathedra (16). Dan places all his other units in reserve.

BATTLE ROUND ONE: THE FURY OF MACRACCE

Auspex blips turned to confirmed sightings as Genestealer Cultists broke from cover. Rockgrinders and Goliaths roared forwards, blasting Intercessors and Infiltrators apart with their mining lasers, heavy stubbers and small arms fire wounding several more. Primus Xyben joined the other members of the cult hierarchy as they left the cover of the cathedra, watching in delight as a nearby Rockgrinder immolated a couple of Hellblasters that were guarding the sewer entrance. His plan was working perfectly, the Atalan Jackals circling to the east, while the Rockgrinder containing the A aberrants moved around to the west. Despite their coordinated attack, however, few Space Marines fell to the guns of the cultists.

CURRENT TACTICAL OBJECTIVES

Dan:
Secure Objective 4,
Secure Objective 6,
and Supremacy
(hidden).

Lyle:
Secure Objective 6,
Overwhelming
Firepower and
Witch Hunter
(hidden).



The Space Marines fought back, firing upon the Rockgrinders that had emerged into the open. One was blown to pieces by the Dreadnought, a second by massed fire from the Space Marines in the street. Calgar watched as the Hellblasters turned their guns on the Ridgerunner, the small buggy turned to molten slag by incandescent plasma. He allowed himself the barest hint of a smile as a report came in – the Inceptors had landed atop the cathedra and had already slain one of the cult leaders. Victory would be swift, thought Calgar.

Objectives scored (Dan): Secure Objective 4, Supremacy (scoring three victory points)

Objectives scored (Lyle): Secure Objective 6, Overwhelming Firepower, First Blood

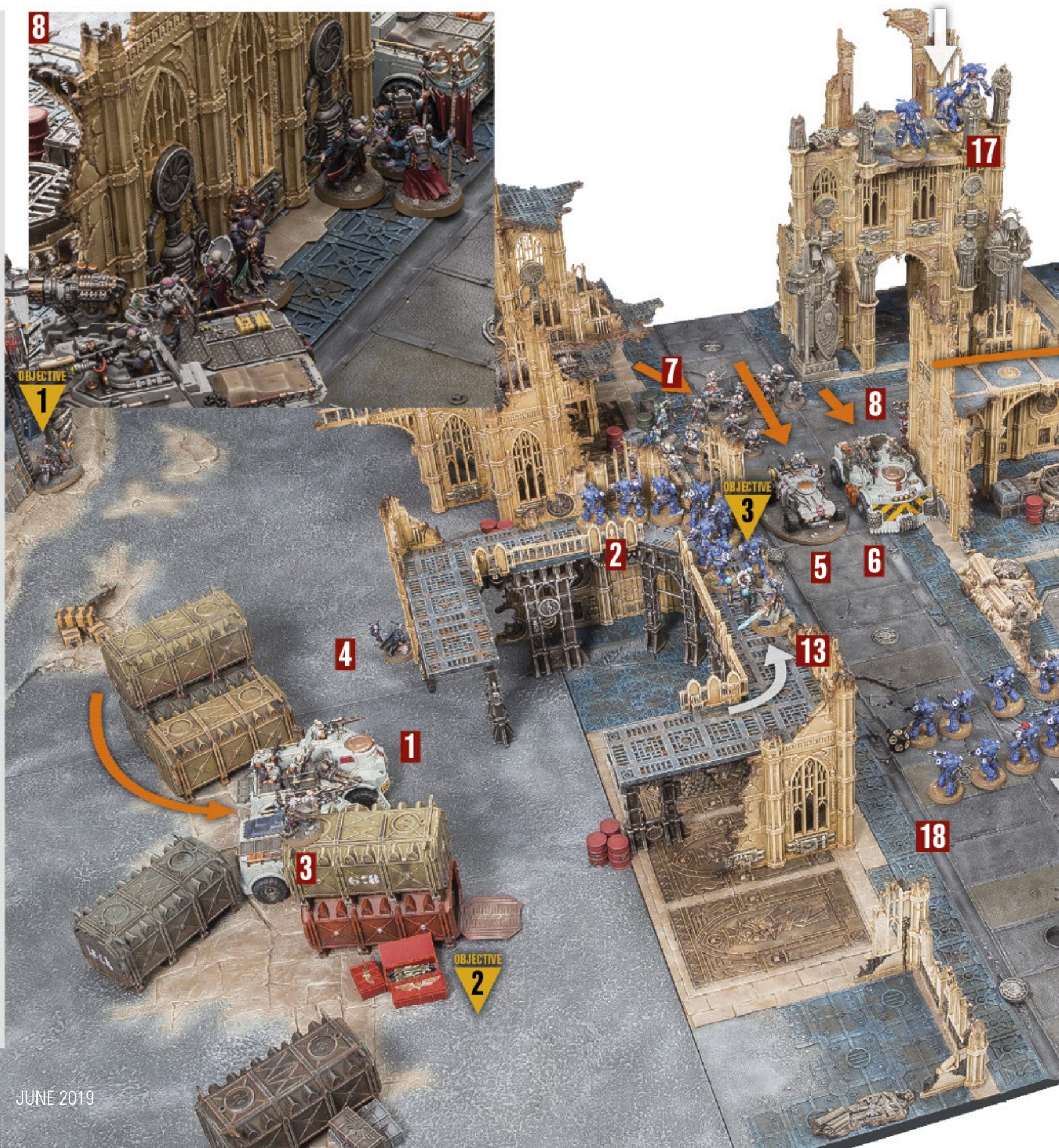
The Rockgrinder and Goliath Truck to the west (1) engage the Infiltrators (2), killing two of them.

The Kelermorph (3) and the Sanctus (4) arrive from reserve nearby. The Infiltrators use their Omni-scramblers to prevent them from deploying closer than 12". The Sanctus performs a Perfect Ambush, but only succeeds in running 1" closer to the Infiltrators.

The Ridgerunner (5) and the Rockgrinder (6) race down the main road followed by the Neophytes and the newly arrived Biophagus (7). The cult vehicles kill one of the Intercessors and strip three wounds off the Dreadnought with a heavy mining laser.

The Cult heroes appear from their lairs (8), while the Rockgrinder with clearance incinerator (9) incinerates two Hellblasters (10).

Neophytes arrive to claim Objective 4 (11), while below them, the Atalan Jackals arrive from reserves (12) and kill a nearby Intercessor.



AMBUSH!

Dan: Having drawn Secure Objective 6, I decided to bring a unit of Neophytes in right on top of it, using the Lying in Wait Stratagem so they could arrive just 3" away from the Space Marines. Capturing the objective was their main goal – any carnage they caused would be a bonus. Sadly, Lyle used the Auspex Scan Stratagem to shoot them with his Aggressors as they arrived. Not a single Neophyte survived the torrent of bullets.



The Space Marines quickly engage the cult troops. The Librarian (13) uses his Mind Raid psychic power to wound the Kelermorph and gain a Command Point.

The Redeptor Dreadnought (14) obliterates the Rockgrinder with the incinerator. The Aggressors (15) advance and fire upon the Acolytes that evacuated the Rockgrinder, killing all of them, while the nearby Intercessors (16) kill off a couple of Atalan Jackals.



VICTORY POINTS
4-3



A unit of Inceptors arrives from orbit (17), assassinating the Cult Iconward and wounding the Magus.

The Intercessors on the road (18), the Infiltrators, and the Eliminators (19) destroy the Rockgrinder. A Metamorph dies in the wreckage.

The Hellblasters, watched over by Calgar (20), fire on the Ridgerunner, blasting it apart with plasma energy.



BATTLE ROUND TWO: THE TRAP IS SPRUNG

With a bestial roar, the cult Patriarch exploded from a sewer grating, debris raining down around him as tiny familiars scuttled around his feet. To the east, a brood of Purestrain Genestealers answered his psychic summons and raced into battle, several of their number blasted apart by the Space Marines as they raced into combat.

The Patriarch could feel his broodkin around him. Some were already dead, other dying, but many more were racing forwards to engage the enemy. The Primus Xyben was already leading a charge down the main road, followed by a brood of Metamorphs. Their blessed claws shredded their foes with ease as vehicles with cult markings slammed into the Space Marines from behind,

CURRENT OBJECTIVES

Dan:
Spring the Trap, Secure Objective 5, and Area Denial (hidden).

(Dan couldn't have asked for better Tactical Objectives this turn. By deploying the Patriarch on Objective 5 (the sewer grate), he scored two of them straight away!)

churning their armoured bodies to mulch beneath whirring rock drills. Further to the west, the Abominant Kreeled led his Aberrants against the Ultramarines vanguard, the mutants swarming up the gantries to tear the Infiltrators limb from limb.

The Patriarch turned his hypnotic gaze on the nearby Intercessors, but his concentration was fouled by a psychic presence that jolted his carefully attuned mind. Recoiling, the cult figurehead retreated into the shadows, letting his Acolytes fight the Space Marines instead. Blades flashed and saws rended, and the Patriarch relished in the violence inflicted by his children.

Objectives scored (Dan): Secure Objective 5, Spring the Trap, Area Denial

Dan plays Hyper-Metabolism on the Magus, restoring her to full health (1).

The Aberrants and Abominant leap out of the Rockgrinder (2), which races off to shoot the Dreadnought (which it misses). It does, however, run over two Intercessors.

The Neophytes leap out of the Goliath (3) and kill two Infiltrators with their mining lasers. The Kelermorph tries to assassinate Maltis, and would have succeeded had the Librarian not been wearing a camo cloak.

The Abominant fails his charge against the Infiltrators (4), but the Aberrants (5) easily reach them along with the Sanctus (6). Between them, they wipe out the covert operatives.

The Patriarch emerges from the sewer (7) but fails to cast a psychic power because of Captain Acheran's relic – the Reliquary of Gathalamor. Even worse, he fails his charge against the Intercessors (8).





Despite their numbers, the attacking Neophytes (9) manage only a single wound on an Inceptor (10).

The Purestrain Genestealers arrive from reserves on the eastern edge of the battlefield. They are immediately shot by the Aggressors using the Auspex Scan Stratagem. Four Genestealers die, but the survivors charge the nearby Intercessors (11). They kill just one Space Marine.

The Acolyte Hybrids disembark from the Goliath (12) and charge the Intercessors in the central ruins. Lyle plays the Counter-Offensive Stratagem, enabling the Intercessors to fight before the Acolytes. They kill five of them and lose two of their number in return.

The Metamorphs and the Primus race down the road and charge into the Intercessors (13). The Metamorphs kill two, while the Primus finishes off the rest of the unit. He consolidates into the other Intercessors.



VICTORY POINTS

7-3

Using their Codex Discipline, the Intercessors fall back from the Rockgrinder (1) and turn their bolt rifles on the Metamorphs (2), killing all four of them.

Marneus Calgar and his Honour Guard (3) move towards the Primus (4). Because the Intercessors killed all the nearby Metamorphs first, the Primus is unable to use the Unquestioning Loyalty ability to ignore incoming wounds. He's blasted apart by a krak grenade and Calgar's gauntlets.

The Reivers race back towards the Atalan Jackals that had snuck around behind them (5). They shoot the bikers, then destroy the Wolfquad in combat.

Librarian Maltis leaps down from the manufactorum (6) and manifests Mind Raid on the Kelermorph (7), stealing another Command Point.

The Intercessors fall back from the Genestealers (8), who are then wiped out by the Aggressors (9).



BATTLE ROUND TWO CONTINUED: RETRIBUTION

As his forces were slowly surrounded, Marneus Calgar took stock of the battlefield situation. The loss of the Infiltrators had been a bitter blow, but the sudden appearance of the Genestealer Patriarch focused his attention immediately – the alien warlord must be eliminated.

Calgar ordered the Reivers – his rearguard – to deal with the Atalan Jackals circling behind his force, while the Aggressors fired shot after shot into the Genestealers until their gun barrels glowed. When the smoke cleared, the alien menace was no more.

The Intercessors to either side of the Chapter Master fell back with impeccable discipline, firing

CURRENT OBJECTIVES

Lyle:
Blood and Guts, No Mercy, No Respite, and Witch Hunter (hidden) in play.

(Because Blood and Guts and No Mercy, No Respite both require the Space Marines to destroy enemy units, Lyle could score quite a few victory points in this battle round.)

their bolt rifles at point blank range into the Acolytes in the central building and the Hybrid Metamorphs, wiping out both units in a storm of well-placed shots. With the immediate alien threat eradicated, Calgar directed the fire of his Hellblasters at the Patriarch lurking near the sewer entrance. Despite supercharging their heavy plasma incinerators, the hellblasters failed to kill the alien menace. Even the precision shots of Archeran, Ulleus and the Eliminators barely wounded the beast.

Marneus Calgar faced the alien warlord and flexed the Gauntlets of Ultramar ...

Objectives scored (Lyle): Blood and Guts, No Mercy, No Respite (scoring 3 victory points), Witch Hunter



The Inceptors leap down from the cathedra and blast the Locus to pieces with their assault bolters. They then charge the Magus, crushing her beneath their armoured feet **(10)**.

The Suppressors arrive on the cathedra **(11)** and start blasting apart the Goliath Truck to the east **(12)**. They cause six wounds on it.

The Intercessors in the central ruin fall back and shoot the last few Acolyte Hybrids at point blank range **(13)**, wiping them out.



With the Acolytes now dead, the Hellblasters **(14)** target the next closest enemy unit – the Patriarch **(15)**. They kill both its Familiars and cause four wounds on it. Both Captain Acheran **(16)** and Lieutenant Ulleus **(17)** fail to wound the Patriarch, and the Eliminators **(18)** only cause one of the two wounds required to kill it.

The Redeptor Dreadnought **(19)** turns its macro plasma incinerator on the Rockgrinder, reducing it to six wounds. It then charges the Rockgrinder, along with the Librarian. The Dreadnought easily destroys the cult vehicle, which automatically explodes thanks to the Rigged to Blow Stratagem. The Dreadnought, Librarian, Intercessors, and Victrix Honour Guard all take mortal wounds from the explosion, but none are killed, much to Dan's disappointment.



VICTORY POINTS

7-8

BATTLE ROUND THREE: EXPLOSIVE RESULTS

Seeing his brood children torn apart, the Patriarch sent out a telepathic summons, drawing more of his followers into the battle. Acolytes swarmed in from the south as the Abominant Kreel slammed into the hulking mass of the Dreadnought. Urging a unit of nearby Neophytes into the fight, the Patriarch raced past the Space Marine Lieutenant that was trying to intercept him and leapt for his target – the one known as Lord Macragge. With viciously sharp claws, the Patriarch tore apart the Chapter Master's bodyguards and descended on his prey. Then his world exploded ...

Calgar's armour protected him from the worst of the blast as the Redeptor Dreadnought exploded. The same could not be said for the

CURRENT OBJECTIVES

Dan:
Martyrs to the Cause, Secure Objective 3, and Overwhelming Firepower (hidden).

Lyle:
For the Emperor, Emperor's Retribution, and Honour Your Chapter (hidden).



Genestealer Patriarch, who was atomised before the Chapter Master's eyes. Calgar fell back from the enemies threatening to surround him, his Intercessors moving to protect him. To his right, Ulleus directed the fight against the Neophytes in the ruins, while to his left, Acheran ordered the Hellblasters to fire on the Goliath Truck, which also detonated, killing yet more cultists and Space Marines. Calgar grimaced at the death toll, but the enemy commander was dead, and the cultist attack was beginning to falter.

Objectives scored (Dan): Secure Objective 3, Overwhelming Firepower

Objectives scored (Lyle): For the Emperor, Honour Your Chapter (scoring two victory points), Slay the Warlord

The Patriarch recovers three wounds thanks to the Hyper-Metabolism Stratagem. Dan also plays Telepathic Summons, bringing fifteen Acolyte Hybrids onto the southern edge of the battlefield (1).

Four Neophytes also return to the cultist unit on the main road thanks to the Cult Reinforcements Stratagem (2).

The Jackal Alphus races down the hill into the city and fires at Calgar (3), but the shot is blocked by his Victrix Guard (4).

The Neophytes on the main road fair better, causing three wounds on the Redeptor Dreadnought.

The Goliath Truck (5) fires on the Librarian, killing him, then rams the Dreadnought.

Nearby, the newly arrived Acolytes fail their charge on the Intercessors. The Sanctus and Aberrants also fail their charges on the Dreadnought, but the Abominant does reach the war machine (6).





At the same time, the Patriarch charges Marneus Calgar, while the Neophytes in the centre (7) take on Lieutenant Ulleus.

The Patriarch fights first, slaying both Victrix Guard and badly wounding the Chapter Master. Before Calgar can fight back, however, the Aberrant destroys the Redeptor Dreadnought, causing it to detonate. The Abominant, Goliath, Intercessors, Captain Acheran, and Calgar are all wounded in the explosion. The Eliminators and the Patriarch are obliterated.

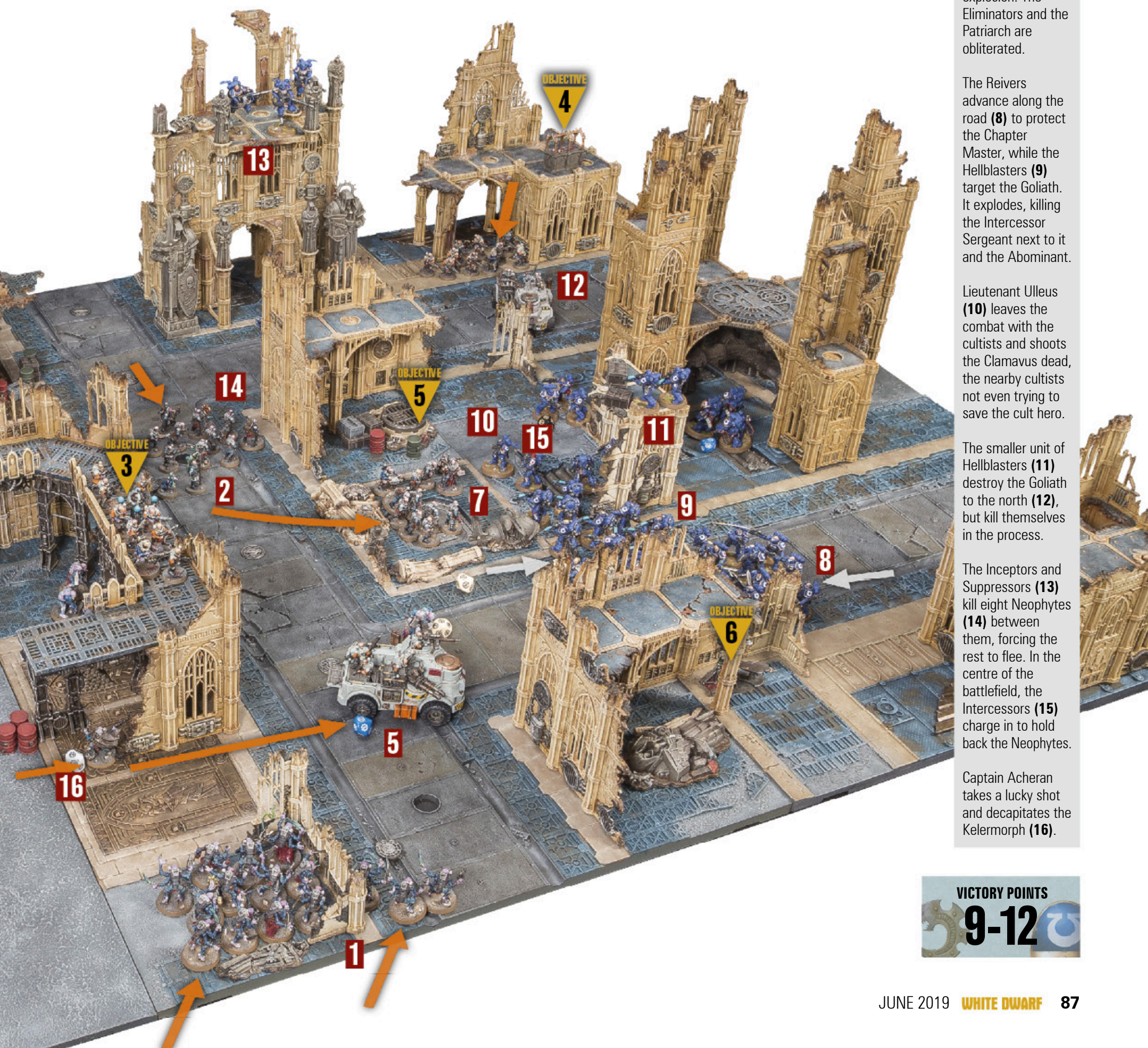
The Reivers advance along the road (8) to protect the Chapter Master, while the Hellblasters (9) target the Goliath. It explodes, killing the Intercessor Sergeant next to it and the Abominant.

Lieutenant Ulleus (10) leaves the combat with the cultists and shoots the Clamavus dead, the nearby cultists not even trying to save the cult hero.

The smaller unit of Hellblasters (11) destroy the Goliath to the north (12), but kill themselves in the process.

The Inceptors and Suppressors (13) kill eight Neophytes (14) between them, forcing the rest to flee. In the centre of the battlefield, the Intercessors (15) charge in to hold back the Neophytes.

Captain Acheran takes a lucky shot and decapitates the Kelermorph (16).



VICTORY POINTS

9-12

BATTLE ROUND FOUR: DESPERATE MEASURES

With all the high-ranking members of the cult slain, the Biophagus Sayben Groust knew that it fell to him to complete his broodsire's mission. He raced into combat with the nearby Ultramarines Intercessors, followed by a loyal brood of Neophytes. Despite his frantic assault, Groust barely scratched the Space Marines' armour, and his followers fared little better.

To the south, the Acolyte Hybrids shied away from combat, but the Aberrants showed no such timidity, launching themselves into the Space Marines with reckless abandon. Groust saw the enemy Captain fall beneath their attacks, along with several other heavily armed Space Marines. 'But would it be enough?' thought Groust.

CURRENT OBJECTIVES

Dan:
Martyrs to the Cause, Blood and Guts, and No Prisoners (hidden).

Lyle:
Emperor's Retribution, Kingslayer, and No Prisoners (hidden).



Battered but unbroken, Marneus Calgar strode into combat once more, his Hellblasters joining him to smash aside the Aberrants. Around him, his battle-brothers advanced, weapons blazing as they gunned down the xenos creatures that surrounded them. Blips winked out on his tactical readout as cultist units were eliminated. To the north, the Aggressors and Intercessors secured their positions. To the south, the Reivers moved to intercept the brood of Acolytes moving up the road. The cultists were on the verge of breaking.

Objectives scored (Dan): Martyrs to the Cause, No Prisoners, Blood and Guts

Objectives scored (Lyle): No Prisoners, Kingslayer (scoring three victory points)

To the north, the Neophyte Hybrids (1) run towards the closest Intercessors, killing two of them with their autoguns. They charge the sergeant in combat, dragging him down with weight of numbers.

The Jackal Alphus once again tries to snipe Marneus Calgar, but misses twice (even a Command Re-roll couldn't improve Dan's dice rolls).

The Neophytes on top of the manufactorum (2) kill an Inceptor with their mining laser.

The Biophagus (3) charges into the Intercessors along with the nearby Neophytes. Lieutenant Ulleus makes a heroic intervention against the Biophagus, but his attacks are intercepted by cultists.

The Acolyte Hybrids (4) the Sanctus (5), and the Aberrants race along the road towards Captain Acheran. The Acolytes and the Sanctus both fail relatively easy charges ...





... but the Acherans make a successful 11" charge on both the Captain and the Hellblasters (6). The Acherans smash Acheran to the ground, while the Hypermorph kills three Hellblasters. Calgar joins the fight but struggles to kill the Acherans due to their Bestial Vigour. The Hellblasters, however, manage to kill three of them, forcing the Hypermorph to flee.

The Reivers (7) run past Calgar and fire at the Sanctus and the Acolytes, wounding the cult hero and killing five of the hybrids. The Suppressors (8) fire across the battlefield and kill another three, while Calgar shoots two more of them.

The Hellblasters kill seven Neophytes lurking on the manufactory. The rest flee.

The Intercessors once again move out of combat with the Neophytes in the centre of the battlefield (9) and gun them down. Behind them, the Aggressors (10) annihilate the other unit of Neophytes.

VICTORY POINTS

12-16

BATTLE ROUND FIVE: DOMINANCE

Thrace leapt onto her bike and raced back up the hill. The ambush had failed, and dismally so – the enemy commander was still alive, as were a fair number of his warriors. Perhaps if she could activate the Tectonic Fragdrill, she could destabilise the ruined hivespawl and send some of them plummeting to their deaths. In the distance she could hear bolter rounds exploding over the screams of her broodkin as they were executed.

Reaching the Fragdrill, Thrace powered up the machine and plunged the drill head into the ground, creating a seismic quake that tore across the cityscape. Walls crumbled and roadways buckled as the drill ripped into the sewers and tunnels beneath the city, causing several of the

CURRENT OBJECTIVES

Dan:
Claim Dominion,
Secure Objective 1,
Secure Objective 6
(hidden).

Lyle:
Advance, Emperor's
Retribution, Behind
Enemy Lines
(hidden).



Space Marines to fall into the widening crevices. Yet despite knocking the Space Marine leader to the ground, he remained stubbornly alive.

Marneus Calgar rose to his feet and ordered his strike force to wipe out the last remaining cultists. Most were hunted down with ruthless efficiency, the Reivers dispatching the last few Acolytes and Ulleus slaying the twisted Biophagus. Only one cultist evaded death. In the distance, the Jackal Alphus revved her engine and raced off. Despite her escape, Calgar's victory was assured.

Objectives scored (Dan): Secure Objective 1

Objectives scored (Lyle): Advance, Behind Enemy Lines, Linebreaker

The Jackal Alphus races back to the Tectonic Fragdrill, firstly to secure the objective, secondly to activate the drill itself (1). The drill sets off a seismic quake that rips through Intercessors, Hellblasters and Marneus Calgar. A Hellblaster dies to the seismic attack and Calgar is wounded once again. The Jackal Alphus then sets her sights on the encroaching Inceptor but, true to form, her shot misses.

Biophagus Groust and Lieutenant Ulleus continue their duel (2), the Biophagus unable to penetrate the Space Marine's armour with his injector goad. In the end, Ulleus steps back from combat and executes the Biophagus with his bolt carbine.

The Acolytes throw a demolition charge at the Reivers, but miss. They then charge the Reivers, along with the Sanctus (3). The Space Marines wipe out the Acolytes, then the Sanctus, with Overwatch fire.



FINAL VICTORY POINTS

13-19

THE UPRISING PUT DOWN

‘It felt like a proper ambush, the Neophyte Hybrids picking off individual Space Marines from afar, wearing down your forces ...’



‘Now that game was a lot of fun ... I think the Ultramarines demonstrated why they consider themselves the greatest warriors in the galaxy.’

Lyle: Now that game was a lot of fun – you were a great opponent for my first Battle Report! I think the Ultramarines demonstrated why they consider themselves the greatest warriors in the galaxy.

Dan: Yeah, it was a really cinematic battle, which is what I aim to achieve with every game I play. It felt like a proper ambush, the Neophyte Hybrids picking off individual Space Marines from afar, wearing down your forces, before the hard-hitters raced in to give the Space Marines a clobbering. Obviously my ambush didn’t succeed (I blame Calgar), but I really enjoyed sending in wave after wave of cultists, hammering your units and slowly forcing them to retreat until they were fighting shoulder to shoulder.

Lyle: It was a bit overwhelming at times – cultists just kept appearing out of nowhere, and I always felt hard-pressed to deal with them all. I think my favourite moment was bringing the Inceptors and Suppressors down behind your lines to take out the cult command. It felt like a proper Adeptus Astartes intervention. Sadly, I don’t think my Eliminators or Infiltrators fared quite as well.

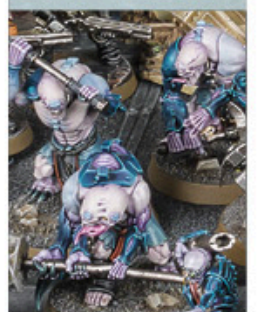
Dan: The Eliminators had a bad time with all the exploding vehicles. I deliberately upgraded my vehicles with caches of demolition charges with the intention of making them explode in combat. The Dreadnought exploding was a lovely bonus!

Lyle: And the Infiltrators got caught by the Aberrants and the Sanctus – I underestimated both those units. We know Genestealers are deadly, we’ve fought against them for years, but I really didn’t expect the other cultists to churn out so much damage. And the Kelermorph, too – my Librarian really feared for his life with him around.

Dan: Saying that, though, the Infiltrators and Librarian were the perfect foils for a cult ambush – the Infiltrators pretty much ensure I can’t charge you in my first turn, while the Librarian’s Mind Raid psychic power is pretty handy for recovering Command Points. And that blasted Reliquary of Gathalamor – I didn’t cast a single psychic power because of it. My learning points for next time: keep the Magus safe so she can use Telepathic Summons more effectively, and invest in more Aberrants and exploding trucks.

CULTIST OF THE MATCH

Dan: A few units really shined in this battle – the Patriarch, Primus, and Sanctus all did really well, but my vote goes to the Aberrants. I was genuinely shocked (perhaps not as shocked as Lyle was!) at how much damage they can inflict in close combat.



SPACE MARINE OF THE MATCH

Lyle: Marneus Calgar is definitely a contender – his re-rolls were invaluable in this battle, though he actually didn’t kill that much. As such, my vote is for the Aggressors – they killed off two units of Neophytes, the Genestealers, and plenty of other cultists besides.



DAEMONS OF SLAANESH

Exemplars of excess and debauchers beyond compare, the Daemon-lords of Slaanesh are beautiful and deadly in equal measure. Steel your hearts, pitiful mortals, for just glancing at the next few pages could taint your soul for all eternity.

Slaanesh is the Chaos God of excess and lust, greed and pleasure. An insidious deity, he (or she, for Slaanesh takes many forms) worms his way into the minds of those who revel in hedonistic pleasures and taints the souls of those who seek perfection in their endeavours. He rewards the avaricious and the self-indulgent, and he looks on with pride as his followers engage themselves in ever-greater acts of depravity. His Daemonic children are the physical manifestations of these actions and emotions – the energy of the warp given hideous, yet alluring form. And now there are even more followers of the Lord of Pleasure on the prowl ...

THE LORDS OF SLAANESH

Below, you can see the new Daemon heroes of Slaanesh. In the foreground stand The Masque and Syll'Eske. Behind them on the left looms the special character known as Shalaxi Helbane and, on the right, the Contorted Epitome. In the back stands a Keeper of Secrets.

A few weeks ago, several new Slaanesh Daemon kits were released. These models have rules for Warhammer Age of Sigmar in *Chaos Battletome: Hedonites of Slaanesh*, but the only way to get their rules for Warhammer 40,000 for now is from the box they come in. Until now, that is! Over the next five pages, you will find datasheets for four new Slaanesh Daemon units – Shalaxi Helbane, The Masque, Syll'Eske, and the Contorted Epitome – plus updated rules for the Keeper of Secrets that replace those presented in *Codex: Chaos Daemons*. These new units can be fielded as part of a Chaos Daemons army – their points values are presented on page 97, along with their Warlord Traits.





KEEPER OF SECRETS

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	A	SNAPPING CLAWS
Keeper of Secrets	★	2+	2+	6	7	16	★	10	6+	9-16+	14"	6	4
A Keeper of Secrets is a single model equipped with: snapping claws; witstealer sword. It has a ritual knife.										5-8	11"	5	3
										1-4	7"	4	2
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Living whip	6"	Assault 6		6	-2	2	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.						
Snapping claws	Melee	Melee		User	-3	3	When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4.						
Witstealer sword	Melee	Melee		+2	-3	3	When resolving an attack made by a model that has lost any wounds as a result of an attack made with this weapon, subtract 1 from the hit roll.						
WARGEAR OPTIONS	• Instead of having a ritual knife this model can have a sinistrous hand or a shining aegis, or it can be equipped with 1 living whip.												
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see Codex: Chaos Daemons)						Ritual Knife: If this model has a ritual knife, then when it finishes a consolidation move, select one enemy unit within 1" of it and roll one D6. On a 1, nothing happens; on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds. Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1. Sinistrous Hand: If this model has a sinistrous hand, if it has lost any wounds, at the end of a Fight phase in which any enemy model that is not a VEHICLE was destroyed as a result of an attack made by this model, it regains D3 lost wounds.						
Greater Daemon: Friendly SLAANESH DAEMON units can use this model's Leadership instead of their own whilst they are within 6" of this model.													
Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.													
Shining Aegis: If this model has a shining aegis, when it would lose a wound, roll one D6; on a 6+ that wound is not lost. If, instead, this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.													
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Slaanesh discipline (see Codex: Chaos Daemons).												
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON												
KEYWORDS	CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS												





14
POWER

SHALAXI HELBANE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shalaxi Helbane	*	2+	2+	6	7	16	*	10	6+

Shalaxi Helbane is a single model equipped with: living whip; snapping claws; Soulpiercer. You can only include one of this model in your army.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	A	SNAPPING CLAWS
9-16+	14"	6	4
5-8	11"	5	3
1-4	7"	4	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Living whip	6"	Assault 6	6	-2	2	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Snapping claws	Melee	Melee	User	-3	3	When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4.
Soulpiercer	Melee	Melee	x2	-4	D6	When resolving an attack made with this weapon against a CHARACTER unit, on a wound roll of 6+ this weapon has a Damage characteristic of 6.

WARGEAR OPTIONS • This model can have a shining aegis instead of being equipped with 1 living whip.

ABILITIES	Daemonic, Quicksilver Swiftess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Greater Daemon: Friendly SLAANESH DAEMON units can use this model's Leadership instead of their own whilst they are within 6" of this model. Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll. Cloak of Constriction: When resolving an attack made with a melee weapon against this model, subtract 1 from the wound roll.	Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1. Shining Aegis: If this model has a shining aegis, when it would lose a wound, roll one D6; on a 6+ that wound is not lost. If, instead, this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. Monarch of the Hunt: When this model makes a pile-in move or performs a Heroic Intervention, it can move up to 6" rather than 3", but if it does, it must end that move within 1" of the nearest enemy CHARACTER model.
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PSYKER This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Slaanesh discipline (see *Codex: Chaos Daemons*).

FACTION KEYWORDS CHAOS, SLAANESH, DAEMON

KEYWORDS CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS, SHALAXI HELBANE

11
POWER

SYLL'ESKE THE VENGEFUL ALLEGIANCE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Syll'Esske	9"	2+	2+	4	6	8	8	9	4+
Syll'Esske is a single model equipped with: Axe of Dominion; scourging whip. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Scourging whip (shooting)	6"	Assault D6		User	-2	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.		
Axe of Dominion	Melee	Melee		+3	-3	3	When resolving an attack made by a model that has lost any wounds as a result of an attack made with this weapon, subtract 1 from the hit roll.		
Scourging whip (melee)	Melee	Melee		User	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.		
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see Codex: Chaos Daemons)						Deadly Symbiosis: The first time this model fights in each Fight phase, it can only make attacks with either its scourging whip or its Axe of Dominion. The first time this model finishes a consolidation move in each Fight phase, it can then choose a new target and resolve its close combat attacks again, but when it does so all of its attacks must be made with the other weapon (if this model charged this turn, these attacks can still only target units that it declared a charge against in the previous phase).		
	Prince of Slaanesh: Re-roll hit rolls of 1 for attacks made by models in friendly SLAANESH DAEMON units whilst their unit is within 6" of this model.								
	Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability.								
	Regal Authority: You can re-roll Morale tests taken for friendly SLAANESH DAEMON units whilst they are within 6" of this model.								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Slaanesh discipline (see Codex: Chaos Daemons).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, MONSTER, PSYKER, DAEMONETTE, HERALD OF SLAANESH, DAEMON PRINCE, SYLL'ESKE								



10
POWER

CONTORTED EPITOME

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contorted Epitome	12"	2+	2+	5	5	8	2	8	6+
A Contorted Epitome is a single model equipped with: coiled tentacles; ravaging claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Coiled tentacles	Melee	Melee		User	-2	3	-		
Ravaging claws	Melee	Melee		User	-1	2	When the bearer fights, it makes 8 additional attacks with this weapon. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4.		
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)						Swallow Energy: When this model would lose a wound as a result of a mortal wound, roll one D6; on a 2+ that wound is not lost.		
	Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability.						Horrible Fascination: If an enemy unit within 6" of any models from your army with this ability is chosen to Fall Back, your opponent rolls 3D6; if the result is equal to or greater than the highest Leadership characteristic in that unit, that unit cannot Fall Back.		
	Gift of Power: When a Psychic test is taken for this model, add 1 to the total. When a Deny the Witch test is taken for this model, add 1 to the total.								
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, CAVALRY, DAEMONETTE, HERALD OF SLAANESH, CONTORTED EPITOME								



4
POWER

THE MASQUE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Masque	8"	2+	2+	4	3	4	5	8	6+
The Masque is a single model equipped with: serrated claws. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Serrated claws	Melee	Melee		User	-2	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4.		
ABILITIES	Daemonic, Quicksilver Swiftness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)								
	The Eternal Dance: At the beginning of the Fight phase, select one enemy unit within 1" of this model. Until the end of that phase, when resolving an attack made against that unit, add 1 to the hit roll.								
	Locus of Beguilement: Subtract 1 from hit rolls for attacks made with melee weapons against friendly DAEMONETTE units whilst they are within 6" of this model.								
	Dazzling Acrobatics: This model can be chosen to charge with even if they Advanced and/or Fell Back this turn.								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, INFANTRY, DAEMONETTE, HERALD OF SLAANESH, THE MASQUE								

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following list and the lists found in *Codex: Chaos Daemons* to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

POINTS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Contorted Epitome	1	195
Keeper of Secrets with:		
- Ritual knife	1	240
- Shining aegis	1	250
- Sinistrous hand	1	240
- Living whip	1	240
The Masque	1	65
Shalaxi Helbane with:		
- Living whip	1	260
- Shining aegis	1	270
Syll'Esske, the Vengeful Allegiance	1	210

WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait (as found in *Codex: Chaos Daemons*) shown below:

NAMED CHARACTER	WARLORD TRAIT
Shalaxi Helbane	Quicksilver Duellist
Syll'Esske, the Vengeful Allegiance	Bewitching Aura
The Masque	The Murderdance



HUNT FOR THE LOST RING

The Dark Lord Sauron has sent word to his followers to locate and return a lost Ring of Power that once belonged to the Dwarven lords. In this issue, we present the first two Scenarios in a new campaign for the Middle-earth™ Strategy Battle Game: Battle Companies.



The Journey to the Blue Mountains campaign found within the new *Battle Companies* supplement sees your company venture northwards from the Prancing Pony in Bree, through the realm of Arnor, and all the way to the northernmost peak of the Blue Mountains – where they will fight Orcs, spirits, Wargs, and other Evil beings along the way. The campaign definitely makes more narrative sense if you are playing with a Good faction, but what about all those players that long to play as the servants of the Dark Lord?

Well, never fear, followers of Sauron! This month, we present the first part in a two-part Battle Companies campaign – The Lost Dwarven Ring – which focuses on the Evil factions in Middle-earth. This campaign follows the same structure as the Journey to the Blue Mountains campaign found on page 92 of the *Battle Companies* supplement –



JAY CLARE

When it comes to *The Lord of the Rings* and *The Hobbit*, Jay Clare certainly knows his stuff. It's rumoured he can tell the difference between Baggins, Bolgers, Bracegirdles and Proudfoots (or should that be Proudfeet?) from a distance of forty-five feet.

simply play the Scenarios listed in this article in place of the ones presented in the main book. You can still play these Scenarios with a Good Battle Company if you wish – there is even a 'What if I'm using a Good Battle Company?' section at the end of each Scenario to help you.

If you are playing a Battle Companies campaign with a group of friends, it works well if the Good players play Journey to the Blue Mountains and the Evil players play The Lost Dwarven Ring, using the relevant Scenarios when they come up. This doesn't change the campaign, but will help it make a bit more sense narratively. This issue presents the background and the first two Scenarios in the campaign – the remaining three Scenarios will be presented in next month's issue. Hopefully, your companies will have better luck than my poor Corsair company – they didn't even make it out of Fangorn!

THE LOST DWARVEN RING

Within the tower fortress of Barad-dûr, the Dark Lord Sauron lingers, rebuilding his former strength so he can once more unleash his power across Middle-earth. To rebuild the dominion he once held over the free lands, Sauron desires the items of great power that he used to conquer Middle-earth centuries before, yet in his weakened and spirit-like form he is unable to retrieve them himself.

The Dark Lord seeks one of the Rings of Power gifted to the Dwarf lords in order to tempt Dáin Ironfoot to join his cause in seeking the One Ring. However, legends of the Dwarven ring claim that it, along with its bearer, were consumed by a Dragon long ago, though whether these legends hold any truth is unknown. Regardless, Sauron desires this ring, for it is vital to his plans, and so sends word to his puppet Saruman to gather together small bands of loyal followers to send out on this secret mission and ensure that his plans are not uncovered.

Your company is summoned by Saruman to the foot of the tower of Orthanc, where the fallen Wizard dictates the command of the Dark Lord. The company is tasked with retrieving the Dwarven ring that Sauron desires. The Dragon that was said to have consumed it once roamed the northern peaks of the Grey Mountains, though it has not been seen or heard from for centuries and has likely perished – if it existed at all.

Spurred on by the thought of earning the favour of the Dark Lord, and the rewards that would go with it should they succeed, your Battle Company's warriors ready themselves for the journeys ahead. They will need to be swift and ruthless as they travel northwards to the Grey Mountains. None that they come across can uncover the truth behind the Dark Lord's mission, or they shall surely send word and rally forces to prevent its completion.



SCENARIO 1 THE GAP OF ROHAN

The company makes haste from Isengard and sets out across the Riddermark as it begins its journey northwards. The company is confident as it crosses Rohan, yet its raucous behaviour has not gone unnoticed across the Mark.

As the company continues through the land of Rohan, it ventures towards a small village and is faced with a number of Rohirrim Warriors blocking its path. Assuming malice from your company, and the likelihood that it might attack their homes, the men of

Rohan raise the alarm and take up arms, ready to fend off their would-be attackers.

Seeing this as a chance to hone their skills in preparation for what lies ahead, your company decides to fight through the Rohirrim in its way. Should it fight off these men of Rohan, the company will be able to raid the village and take anything useful it finds that may aid in its quest to fulfill the Dark Lord's desires.

LAYOUT

This scenario is played on a 4'x4' board. The board represents the plains of Rohan on the outskirts of a small village, and as such will be relatively barren with a few trees, hedges, and bushes dotted around. There should also be a few houses towards the northern board edge.

STARTING POSITIONS

The Rohan are placed within 12" of the northern board edge. Your Battle Company then deploys anywhere within 12" of the southern board edge.

OBJECTIVES

Your Battle Company sees the Rohirrim as an easy target, one it can slay without too much trouble.

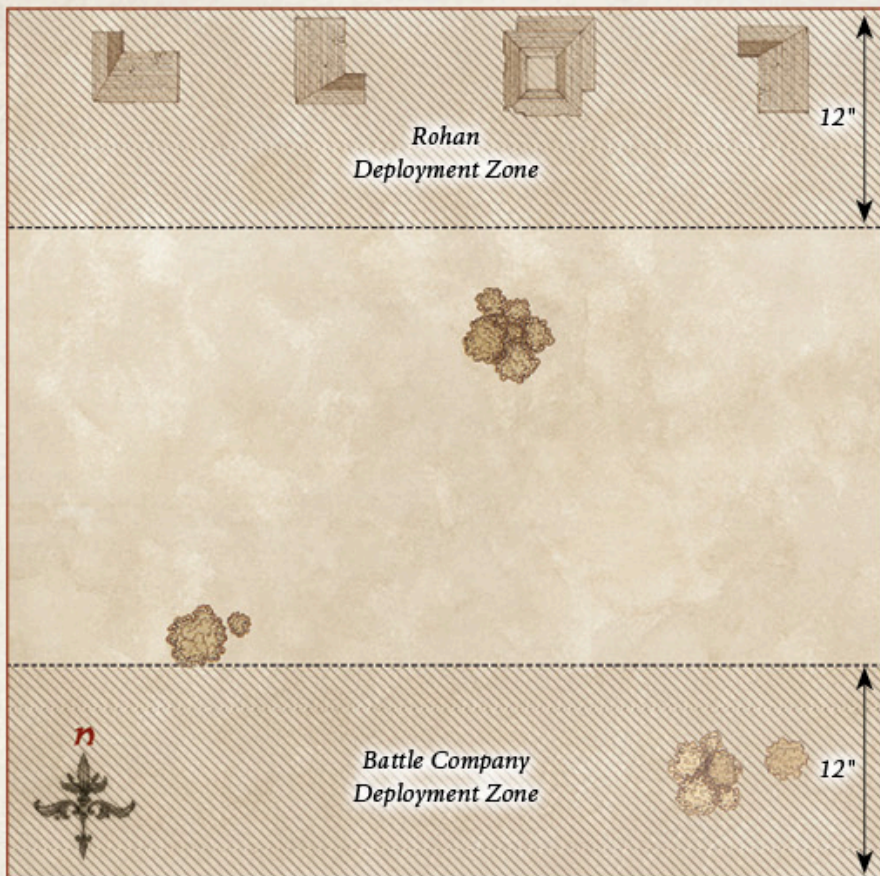
The game lasts until one side is wiped out.

Victory – Your Battle Company has slain all of the Rohirrim and has remained unbroken.

Defeat – Your Battle Company has been wiped out.

Draw – Any other result.





SPECIAL RULES

Inexperienced Fighters – The Men of Rohan who have come out to fight are lowly militia and are unlikely to cause any lasting damage to your company.

Do not make any Injury rolls for any models from your Battle Company that are removed as a casualty: they automatically count as having made a Full Recovery.



PARTICIPANTS

Your Battle Company.

7 Warriors of Rohan: 3 with shield, 2 with throwing spear & shield, 2 with bow.

REWARDS

If you were victorious in the Scenario, roll a D6 and consult the chart that follows to see what reward your Battle Company receives.

D6	Result
1	Following the skirmish, your company takes what it can from the village, though there is not much of worth within the houses. Your Battle Company gains an additional 1 Influence point.
2	Upon exploring the village, your company discovers an elegant horn with gold gilt upon it. One Hero model in your company may add a Rallying Horn to their equipment.
3	Following the battle, your company causes mayhem within the village. One villager offers their services to your company in exchange for sparing the lives of his fellows and claims to have great knowledge of the surrounding areas. Permanently add a Local Scout to your Battle Company.
4	Within one of the Rohan houses is a large store of weapons of all types, allowing your company to take its pick of the weaponry. Each member of your Battle Company may exchange their weapon for any other type without spending Influence points to do so.
5	One of the houses contains an exquisite and expertly crafted bow. One Hero model in your company may add a longbow to their wargear, discarding any other type of bow they currently possess.
6	The company loots the village for everything they can find, taking riches and anything else that would fetch a good price. Your Battle Company immediately gains an additional D3+3 Influence points.

WHAT IF I'M USING A GOOD BATTLE COMPANY?

There is no real difference in this Scenario, though it is better to imagine the settlement as one of Dunlendings rather than of Rohirrim. The participants for the Scenario will remain unchanged.

SCENARIO 2 THE DEPTHS OF FANGORN

Word of your company's actions in the small Rohan village has reached Edoras. The king has sent out riders to avenge the crimes committed against his people and hunt down those who are responsible. With the riders tracking them and the sound of their horns closing in, the company decides to throw them off its scent by changing course and making its way through the forest of Fangorn.

With the company venturing further into Fangorn, the sound of Rohan horns grows fainter until they can no longer be heard through the trees. Yet the company is far from safe. There are many legends surrounding the mysterious forest, with many saying that

the forest itself is alive and will lash out at any who pass without permission through its trees.

As the company continues deeper into the forest, some members swear they can hear noises – the faint creaking of boughs and the snapping of twigs from in the distance. As panic and doubt begin to seep into the company members, their fears are realised as some of the more restless trees within the forest can be seen moving ahead. Knowing they cannot go back or they will be slaughtered by the Rohirrim, the company members must push on through the forest quickly or be at the mercy of Fangorn itself.

LAYOUT

This scenario is played on a 4'x4' board. The board represents the forest of Fangorn, and as such should be densely covered with trees, bushes, and other undergrowth.

STARTING POSITIONS

Your Battle Company does not deploy on the board. Instead, its members will enter as the game progresses.

OBJECTIVES

Your Battle Company must escape from the forest quickly and without suffering any heavy casualties.

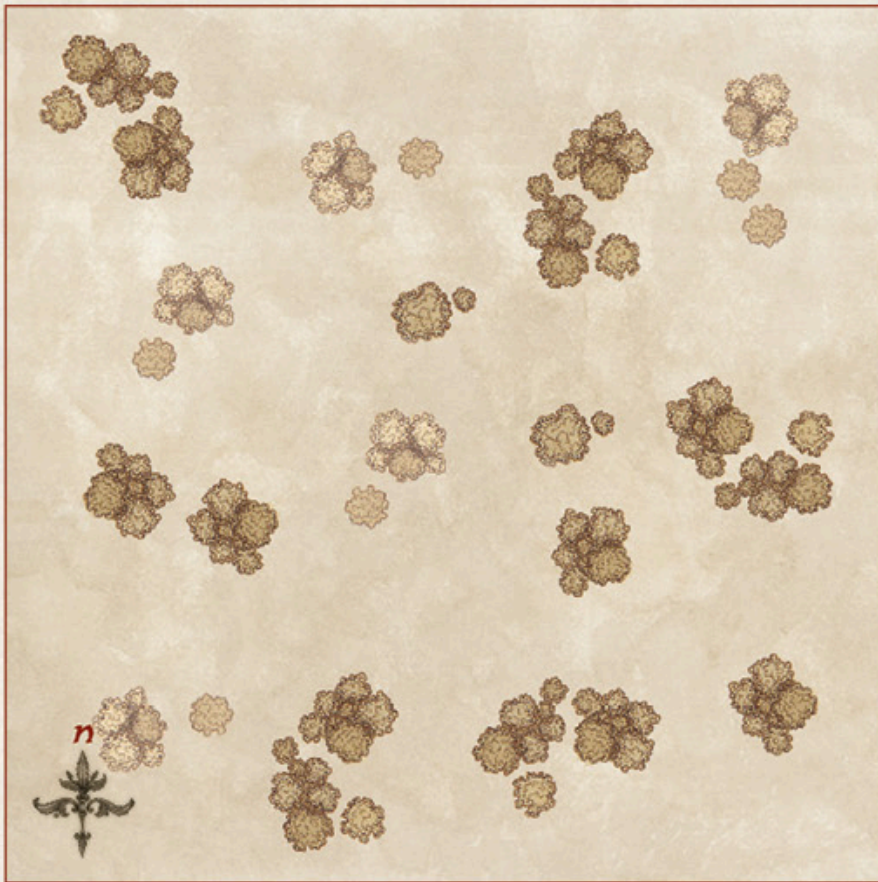
The game lasts until there are no models from your Battle Company left on the board.

Victory – At least half of your company has escaped the board via the northern board edge.

Defeat – Less than half of your company has escaped the board via the northern board edge.

Draw – Any other result.





SPECIAL RULES

Escape the Forest – The company must make haste through Fangorn if it is to survive, and it must continually move northwards to escape its branches.

At the end of each of the company's Move phases, the company's controlling player rolls a D6 for each member of their company that has not yet arrived. On a 3+, that model may enter the board from any point on the southern board edge. On a 1–2, they must wait until the next turn to roll again. Models that have not yet arrived count as being on the board for the purposes of breaking and seeing if the game ends.

The Trees are Alive! – It has long been said that the trees in Fangorn Forest could come alive, something that your company is about to discover.

At the start of each turn, the Good player rolls a D6 to see how many of the trees are moving this turn. During the Good player's turn, they may move a number of trees up to the number rolled at the start of the turn. Trees move D6" per turn, have a Control Zone, and use the following profile:

Mv	F	S	D	A	W	C
D6"	4/6+	3	6	1	-	8

Trees that lose a fight can still be struck, but will not be slain if they suffer any Wounds. Instead, for each Wound a Tree suffers, it will back away 1" from its attackers (if able).

PARTICIPANTS

Your Battle Company.

No enemies (no, really!)

REWARDS

If you were victorious in the Scenario, roll a D6 and consult the chart that follows to see what reward your Battle Company receives.

D6	Result
1	Having escaped the forest, your company stumbles upon a trinket of limited worth that may fetch a small price. Your Battle Company gains an additional 1 Influence point.
2	Escaping Fangorn has taken its toll upon the company members, and they decide to rest up before continuing on their journey. Do not make any Injury rolls for members of your company – they all count as making a Full Recovery.
3	On the edge of Fangorn, your company comes across a mysterious being who claims to be able to manipulate dark magics; they offer to join your company in exchange for a share of the favour of the Dark Lord. Permanently add a Shaman to your Battle Company.
4	Upon exiting the forest, your leader sends word to Saruman requesting reinforcements, a request which is swiftly answered. You may make an additional free roll on your company's Reinforcement chart.
5	Within the trunk of one of the trees in Fangorn, the members of your company find a rare toxic sap, enough to coat their weapons to make them even more deadly. Each member of your company gains the Blade Poison equipment without having to pay any Influence points.
6	As your company makes haste through the forest, your leader stumbles across a pool of strange liquid. Stopping to briefly quench their thirst, your leader finds that they can now move quicker and swifter than before. Whilst they have the Infantry keyword, your leader increases their Move value by 3".

WHAT IF I'M USING A GOOD BATTLE COMPANY?

If you roll a 3 on the Rewards chart, you do not gain a Shaman for your company. Instead, you may add a Sage to your Battle Company.

WARHAMMER CHAOSBANE™

The year is 2304 IC and the Great War Against Chaos is finally over. Or is it? The Legions of the Dark Gods have returned to the Chaos Wastes, but foul creatures still lurk in the dark corners of the Empire, and evil plots are afoot. Sounds like a job for the White Dwarf team!



Set in the Warhammer Old World, Chaosbane is a hack-and-slash video game that includes great multiplayer features like four-player couch co-op. Put simply, this means that you and your gaming buddies can all sit together on one big sofa (or meet up online) and fight until you run out of enemies. Or your fingers stop working, whichever comes first. Developed by EKO Software and published by Bigben Games, Chaosbane pits a group of heroes against the forces of Chaos – from the plague-infested sewers of Nuln to the blood-drenched streets of Praag. We asked if we could have a look at a game of Chaosbane in progress, but the creators did one better – they actually let us play it! After a little squabbling, Lyle, Dan, Matt, and Shaun took up the controllers and prepared themselves for battle.

INTO THE SEWERS OF NULN

We find ourselves in the sewers of Nuln, and things already look pretty grim. The walls are covered in mould and decay, and bricks have fallen away to reveal earth and skulls beneath. Sewage runs between the cracks in the cobbled floors, and guttering candles illuminate patches of Nurgle's Rot and badly scrawled pentagrams. 'We worked very closely with Mike Lee (the author of the game's story) and Games Workshop to make sure we created the perfect environments for Chaosbane,' says the game's creative director Eric Chantreau. 'We found loads of sources – both text and imagery – to help us get the right look. The sewers of Nuln, for example, were built by the Dwarfs, so they feature lots of Dwarfen imagery.'

We take a moment to let the setting sink in before we work out who is playing which character. 'I think I'm the Waywatcher,' says Shaun, loosing a volley of arrows. Dan accidentally fires a lightning bolt with the High Elf Arch Mage, while Matt and Lyle race forwards as the Dwarf Slayer and Empire Captain, respectively. We enter the sewer.

Within fifteen seconds, we come face to face with what can only be described as a tidal wave of Nurglings. Lyle and Matt get stuck in, their fingers mashing the buttons on their controllers. A warhammer rises and falls, axes lash out, and damage points fly up into the air as Nurglings are wounded. 'Press A a lot,' says Matt enthusiastically. 'Sometimes B.' Meanwhile, at the back ...

'I'm the one with the fireballs ... I think,' says Dan, his Mage incinerating a gaggle of Nurglings.

'I keep growing plants,' says Shaun, whose Waywatcher is surrounded by a thicket of small shrubs that impede the progress of the Nurglings. 'What happened to all my arrows? Oh, wait, here they are.' A hail of arcane bodkins join the lightning bolts, hammer strikes, and axe blows. Nurgle's Daemon children don't stand a chance.

They are only the first wave, as Chaos Cultists and Plaguebearers advance towards the four heroes. 'We included worshippers and Daemons of all four of the Chaos Gods in the game,' says Jean-Georges Levieux, the game director at EKO. 'Players will face Bloodletters, Blue Horrors, Nurglings – everything you've seen on the

WHERE TO FIND
Chaosbane is out now and available to play on Xbox One, PlayStation 4, and PC. There is also a Digital Deluxe Edition available, and the awesome Magnus edition, both of which feature exclusive content.



Below: From left to right, Matt, Shaun, Lyle, and Dan journey into the sewers of Nuln. At the back, Ben watches intently, studying the tactics (well, button mashing) of his co-workers.



'If we struggle this much with Nurglings, what chance have we got at killing a Mutalith Vortex Beast?' - Ben



‘Press X, Matt. No, X. The Blue one ... Yeah, that’s the lightning delivery button.’ – Dan

Above: The team plays musical chairs, swapping places to play as different characters. Later, they realised they could have just passed the controllers around ...

Below: The four heroes get stuck into a pack of Flesh Hounds. ‘You know, you’re not actually shooting anything,’ says Jonathan to Shaun as the Waywatcher fires into the wall. The other characters happily chop apart Khorne’s daemonic hounds.

tabletop. As the game progresses, you will face tougher foes such as the Great Unclean One. It’s always lovely to meet him.’

We seriously doubt that when we find ourselves face to face with a Beast of Nurgle. ‘I’m dead!’ says Shaun, as his Waywatcher is dragged down by a Plaguebearer. ‘Can we resurrect? Someone stand on my body or something.’ Before we can resurrect him, the Beast of Nurgle soon takes down both the Elven Mage and the Dwarf, leaving only the Empire Captain alone in the dungeon. Alone, that is, apart from all the bad guys.

‘Guess it’s all up to me,’ says Lyle, as he charges the Captain back into the fight. Thirty seconds later and we’re back at the start, ready to try again.

INTO THE SEWERS OF NULN – AGAIN

Before setting off this time, we investigate our skills and what each button does. Jonathan has taken over as the Waywatcher and Ben as the Mage, and they discover that some of their abilities reduce their energy bar until their heroes are worn out. For Matt and Lyle, the process is reversed – they need to hit things for their energy level to increase.

‘We kept two things in mind when we designed the character skills for the game,’ says Eric. ‘The first was the sentiment of fun when playing, and the second was how to link it to Warhammer lore. There are three main skills categories: Basic, Bloodlust, and God skills. The basic skills are the ones you will use most often – hammer strikes, lighting bolts, shooting attacks – while Bloodlust skills require a certain amount of energy to use. The God skills are the most powerful – each playable character worships a different god, and these abilities reflect that. For instance, the Empire Captain has a skill named Sigmar’s Wrath, where divine light radiates from him and comets of fire swirl around the character.’ After a little button mashing, we figure out our God skills. Then we’re off, once again, to hunt a Mutalith Vortex Beast – the target of this mission.

‘Are there more enemies if there are more people playing?’ asks Lyle. Luckily for us, no, but they do become tougher if there are more players. Fortunately your characters can level up, too. ‘As you progress in the game, and as you level up, you unlock new skills that your character will be able to use,’ explains Jean-Georges. ‘We’ve also





created a Collector's Guild – these are guys you can trade with in the game. And by increasing your reputation with them, you can also unlock new stuff for your characters.'

'Who grabbed all the treasure?' says Matt, looking suspiciously at Jonathan, whose Waywatcher was dashing around smashing up barrels looking for loot. Curiously, the people of Nuln often keep their valuable items in the sewers. Jonathan finds a studded loincloth that he leaves for the Slayer.

As we continue through the sewers, we notice that the Beast of Nurgle – our previous nemesis – isn't around this time. Part of the charm of Chaosbane is that you never know what might be lurking around the next corner – every time you play, the game is different. Unfortunately for us, the end-of-level boss is scripted, which means the Mutalith Vortex Beast isn't going to wander off for a nap any time soon. It takes around five minutes of frantic battling, several resurrections, and no small amount of effort trying to stay alive as our abilities recharge before we finally slay the monster. There is much relief and waggling of tired thumbs.

A RETURN TO CIVILISATION

'Right, we're back in the town,' says Matt, gleefully. 'Where's the pub?' By town, Matt means Nuln, the capital city of the Empire at this time in Imperial history. There are lots of rooms and places to peek into and explore, all wonderfully realised and designed. We promenade around the battlements for a bit, then head off on a new mission to Praag in the far north. But first, Dan has a question ...

Above: Spells and area effect skills play a big part in the game, but because they're more powerful you have to think carefully about when you're going to use them. Or just keep hitting the button until the skill recharges like we did. The controllers may never recover.

FINAL THOUGHTS

Lyle: I could see getting lost in this. It's immediately engaging.

Matt: I like that there are roles defined for each character.

Shaun: If you like retro dungeon-bash games, it's perfect. There is always so much happening.

Jonathan: I love the visual effects – the Waywatcher's abilities are brilliant.

Dan: The audio is great, too – the Mage has some great quotes.

Ben: The spells are really varied – I like how the Mage can breath fire as one of his special skills.

MULTI-CHARACTER MADNESS IN PRAAG

'Can we play as the same character?' asks Dan. The answer is yes – anyone can play as any of the four characters. So, as we enter Praag, both Dan and Lyle pick the Slayer. While this proves immensely entertaining, it can lead to some hilarious moments. 'I'm stuck at the top of the screen in a pile of dudes!' says Lyle, who suddenly realises he isn't playing as the Slayer he's looking at.

Praag is very different from the sewers of Nuln. There's a red tinge to everything and the ground appears to be soaked in blood. We're surrounded by charred houses, carts lay overturned, and there are skulls everywhere. Oh, and the place is swarming with Bloodletters. It's incredible how many enemies can fit on the screen at the same time. 'The Waywatcher is getting all the aggro now,' says Jonathan, who was used to hiding behind the Empire Captain for protection. With the two Slayers off blending the enemy into a pulp, there is now no one left to protect the Elven heroes, who quickly draw the attention of blood-mad Daemons.

After some embarrassing deaths, we restart the level, but with two Waywatchers this time, which turns Praag into something akin to a light and laser show as magical arrows bisect the screen. The servants of Khorne are banished from the city and told never to come back. 'Pub?' says Matt as we journey back to Nuln to check out our loot and new skills. We still haven't found the pub in Nuln, but we will no doubt be playing plenty more of Chaosbane in the future. Perhaps four Dwarf Slayers would make for an interesting combo ...

THE DEADLIEST MISSION

Across the galaxy, kill teams are sent into some of the most dangerous environments imaginable, tasked with disrupting enemy communications, sabotaging supply lines, and assassinating enemy leaders. But what if their battleground was a Blackstone Fortress ...?



JAMES GALLAGHER

James is one of the Warhammer 40,000 games developers, which means when he's not writing rules for guns and tanks, he's thinking about writing rules for them. This month, however, James has come up with some exciting new Kill Team rules for you all to enjoy.

The missions that kill teams find themselves sent on can vary dramatically. Some are relatively straightforward missions (albeit extremely dangerous), while others will test that kill team's skills and strategies by dropping them into an unknown situation or taking them to an unfamiliar location. It is not beyond the realm of possibility that some missions might even take place aboard a space station, alien starship, or even in the dark depths of a Blackstone Fortress. In such claustrophobic confines, new strategies must be employed, and tactics devised, to outsmart and outmanoeuvre the enemy.

The rules we have presented here allow for just such an eventuality, enabling players to take their kill teams on missions deep within the twisted hallways of a Blackstone Fortress. As you might expect, this kind of environment is very different

to the killzones traditionally used for Kill Team games (the board's not even rectangular for a start!), and as such will require a little flexibility on the part of the players.

Over the next few pages, you'll find a series of rules for set-up and deployment to help you play a game of Kill Team using your Blackstone Fortress tiles, as well as an adapted version of the ultra-close confines rules normally found in *Kill Team: Rogue Trader* and *Kill Team: Arena*. Also included is the Point-blank Overwatch tactic – very handy when the enemy comes charging around a blind corner at one of your fighters.

In addition, you will also find two new missions – Territorial Imperative and Archeotech Hunt – which players can use alongside these rules to play their games. Alternatively, why not feel free to come up with a mission of your own devising?

KILL TEAM: INTO THE FORTRESS

If you wish to play a game of Kill Team set in the twisting labyrinthine tunnels of a Blackstone Fortress, you will need to make a number of adaptations in order to use these unusual environments.

SETTING UP A MISSION

In order to play a game of Kill Team set in a Blackstone Fortress, you will need the chamber, portal, and overlay tiles from your Blackstone Fortress game. You will also need the combat cards from the exploration deck.

In order to set up your battlefield, you can either select one of the combat cards to use as the layout for your battlefield or alternatively shuffle this deck and draw one at random. Once you have selected your battlefield, set up the layout as shown on that card with the following alterations.

Replace any discovery markers with objective markers, placed as close as possible to the centre of the hex they would normally be set up in.

If the layout includes a maglev transport chamber, replace this with a portal.

Note that the hex spaces marked on the Blackstone Fortress chamber tiles are not used. All measurements are carried out as described in the *Kill Team Core Manual* as well as the Blackstone Fortress ultra-close confines rules described here.

Once your battlefield is set up, you can either agree what the victory conditions for this mission will be with your opponent, or if you wish, use one of the Kill Team: Blackstone Fortress missions described later.

DEPLOYMENT

Players should roll off, re-rolling ties. The winner picks one of the portals attached to the battlefield to be their Deployment portal. Their opponent then uses the portal which is furthest away from this portal as their Deployment portal. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within 3" of their Deployment portal. If a player runs out of models to set up, skip them. Any models that cannot be set up on the battlefield are said to be set up inside the portal and will enter play once the battle has begun as described later. Once the players have set up their models, deployment ends and the first battle round begins.

MODELS IN THE PORTAL

Models that have been set up inside the portal can be moved onto the battlefield during the movement phase. To do so, place that model on the portal tile so that any part of its base is touching the adjacent chamber. That model then moves as normal. At the start of battle round 3, the portal closes and any models which have not moved onto the battlefield are treated as having been taken out of action.





ULTRA-CLOSE CONFINES IN THE BLACKSTONE FORTRESS

If your battle is taking place in a Blackstone Fortress, you should use all the normal Kill Team rules with the following additions.

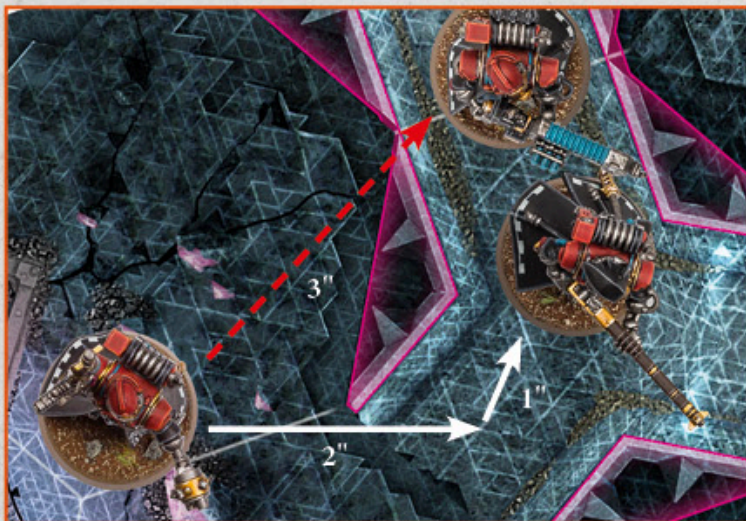
Walls

Once you have created your battlefield, you should imagine that there is a wall around the outside of each chamber, except where it is adjacent to another chamber. Some of the chamber or overlay tiles included in Blackstone Fortress have walls marked on them, represented by thin purple lines. Walls are a special type of terrain feature that models cannot move, draw visibility, or attack through. They use the following rules.

Measuring

Distances cannot be measured through these walls. Instead, players must measure around walls, using the shortest possible path.

In the example below, the Skitarii Vanguard with an omnispex has an ability that can affect a friendly Skitarii model within 3" of it. Although the Vanguard with a plasma



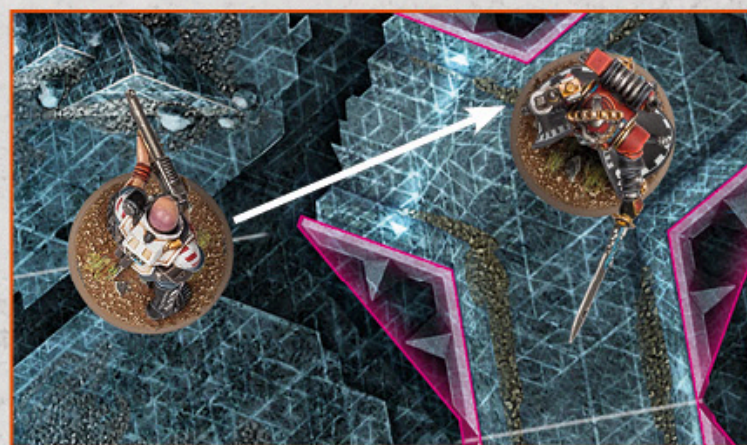
caliver is physically less than 3" away from the model with the omnispex, there is a wall between them that prevents it from being in range of the ability. The Skitarii Ranger with a galvanic rifle, however, is in range – it is 1" from the Ranger to the corner of the wall, and a further 2" to the Vanguard with the omnispex, totalling 3". Note that the distance is measured to the part of the Ranger's base that is closest to the corner around which the measurement is being made, as opposed to the part of the base that is closest to the Vanguard with the omnispex.

Movement

Models cannot move through walls. This includes models that can Fly and so normally ignore terrain for the purposes of moving, and models with abilities that allow them to ignore terrain when they move.

Visibility

In addition to the usual rules for determining if one model is visible to another, models cannot draw visibility through walls, even if they are represented by a terrain feature a model would normally be able to draw visibility through. This means that a model can only draw visibility to another model if it is possible to draw an imaginary straight line, 1mm in width, from any part of the first model's base to any part of the other model's base, without the line crossing a wall. In the example below, the Skitarii





Vanguard is visible to the Neophyte Hybrid, as a line can be drawn from part of the Neophyte Hybrid's base to the edge of the Skitarii Vanguard's base.

Fighting

Models cannot attack through walls.

Obscured

In addition to the usual rules for determining if a target is obscured (for which you may need to get a model's eye view to look for intervening models and terrain), it is necessary to determine if any intervening walls may help to obscure the target. To do so, draw a straight line from any part of the attacking model's base to the target. If the line can be

drawn to all parts of the target's base without crossing a wall, they are not being obscured by any walls (model A in the example below). Otherwise they are obscured (model B in the example below).

In addition, a model is also said to be obscured if the straight line drawn between the attacking model and the target passes over a thicker white line (model C in the example below).

Tactics

When you are playing a mission using the ultra-close confines rules, you can use the following Tactic.



POINT-BLANK OVERWATCH

Ultra-close Confines Tactic

Use this Tactic when a model from your kill team is declared as a target of a charge and is chosen to fire Overwatch. Do not resolve Overwatch with that model as soon as the enemy model declares its charge (other targets of the charge can make Reactions as normal). Instead, the charging model's controlling player makes a charge roll as normal.

If this is insufficient for the charging model to end its move within 1" of the target, no Overwatch attack is made. Otherwise, the charging model's controlling player moves it along a path during which you can interrupt it once, at any point. When you do so, your model fires Overwatch as normal, using the charging model's current location. If the charging model is not taken out of action by this, continue moving the charging model.

1 COMMAND POINT

KILL TEAM BLACKSTONE FORTRESS MISSION

TERRITORIAL IMPERATIVE

The first step in controlling any territory is to hold the key points and drive out any opposing forces. Whilst this is never a simple task aboard a Blackstone Fortress, it certainly isn't impossible.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield as described in the Kill Team: Into the Fortress rules.

SCOUTING PHASE

Do not resolve the Scouting Phase in this mission.

DEPLOYMENT

Players deploy their kill teams as described in the Kill Team: Into the Fortress rules.

BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the battle, each player scores 2 victory points for each objective marker that they control.

Players can also score additional victory points for fulfilling the following conditions:

Score 1 victory point if the enemy kill team is broken at the end of the battle.

Score 2 victory points if the enemy kill team's Leader is out of action at the end of the battle.

Score 1 victory point for each Specialist from the enemy kill team that is out of action at the end of the battle.

The player with the most victory points is the winner. If both players have the same score, the game is a draw.

RESOURCES

In a campaign game, the player who loses this mission loses 1 Materiel.



KILL TEAM BLACKSTONE FORTRESS MISSION

ARCHEOTECH HUNT

Valuable archeotech litters the Blackstone Fortress – relics of an ancient age, priceless unknown technology, or simply lost from previous owners slain by the inhabitants of this dark and unknowable realm.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield as described in the Kill Team: Into the Fortress rules.

SCOUTING PHASE

Do not resolve the Scouting Phase in this mission.

DEPLOYMENT

Players deploy their kill teams as described in the Kill Team: Into the Fortress rules.

THE ARCHEOTECH

At the end of each battle round, starting with the player with the initiative, players can alternate picking one objective marker that is within 3" of any models from their kill team and rolling one D6. On a 5+, the archeotech has been found. Remove all of the other objective markers from the battlefield. Each objective marker can only be rolled for once per battle round. If the archeotech has not been found after all eligible objective markers have been rolled for at the end of battle round 4, continue alternating until the archeotech is found.

BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the battle, the player who controls the archeotech objective marker is the winner. If neither player controls the archeotech, the game is a draw.

RESOURCES

In a campaign game, the player who loses this mission loses 1 Materiel.



A DEADLY LURE

Behind a locked door lies a treasure of incalculable value, and your team of explorers has been hired to reclaim it. Yet there's a catch: only a creature of immense strength could possibly breach the defences of this hidden vault. You're going to need an Ambull.



JOHN BRACKEN

Games developer John was last seen wandering around in a Blackstone Fortress looking for an Ambull egg. He didn't explain why, but apparently it has something to do with the new expedition he's been writing for the game. Check it out here!

The explorers are approached on Precipice by Ianis Pupai, an agent who claims to be the proxy of an anonymous yet powerful denizen of the space station. Ianis' mysterious benefactor is in need of an experienced team to retrieve a priceless relic known as the Grayl from deep within the Blackstone Fortress. After agreeing to hear her out, the explorers are told that the device is trapped in a sealed chamber, along with the bodies of the first group sent to retrieve it. Though there are means to get smaller objects inside, such as sensors and probes, entering physically appears to be impossible due to powerful force fields and the resistant quality of blackstone itself.

Ianis explains that their sponsor has sent multiple forays to retrieve the Grayl, but all have ended badly – either ambushed by the forces of Chaos or lost to the fortress' many hazards. The powerful

intelligence that guides Ianis has determined that only an Ambull has any hope of gaining access to the sealed chamber. Imperial histories are littered with tales of woe about any and all who attempt to control a dreaded Ambull. Despite this, greed, glory, and the promise of rich rewards convinces the explorers to make the attempt. With all in agreement, Ianis lays out the plan concocted by her master which, while risky, will guarantee results if successfully pulled off.

This expedition comes in two instalments. The first part can be found over the next few pages, setting the scene for the explorers as they attempt to hunt down an Ambull and lure it towards the sealed chamber by stealing its eggs (we didn't say it would be a safe mission). The second instalment of this expedition (and its climactic outcome) can be found in next month's issue of *White Dwarf*. Happy adventuring!

THE QUEST FOR THE SEALED CHAMBER

The quest for the sealed chamber is a standalone quest that can be attempted if the explorers have completed the quest for the Ambull's lair and are not currently on another quest, such as the quest for the hidden vault. Before starting the expedition, the explorers can choose to undertake the quest for the sealed chamber. If they do so, follow the rules presented here to set up an expedition for this quest. Once the explorers have started this quest, they may not start another until it has been completed. The quest for the sealed chamber uses some new rules and some existing rules from those presented for the quest for the hidden vault on pages 12–13 of the *Blackstone Fortress: Rules* booklet. Use the existing rules for New Expeditions, along with the following new rules. You will also need a copy of The Dreaded Ambull expansion for Blackstone Fortress to be able to play this quest.

STARTING THE QUEST FOR THE SEALED CHAMBER

This quest is a single expedition made up of challenges and combats unique to this quest. Both the challenges and combats are labelled as stages, each being a set piece in the clever plan of the shadowy mastermind directing the explorers on their quest. To begin the quest, follow the rules below. Set up the expedition as described in the *Blackstone Fortress: Rules* booklet, but with the following changes.

Setting up the expedition for the quest to the Sealed Chamber

During step 3, do not create a deck of exploration cards as normal. Instead, the explorers are trying to pull off a set plan of action with multiple stages. If each stage is successful, the plan goes off without a hitch and their mission will be a success. However, the natural unpredictability and destructiveness of the Ambull means that this is by no means certain. If they fail any stages, their quest will become more difficult, or worse, they will fail the quest outright and have to start again.

Each stage is resolved in the same way as an exploration round, following the rules on page 11 of the *Blackstone Fortress: Rules* booklet with the following additions.

- In the exploration step, the leader reads aloud the text in italics at the start of that stage, and then the players resolve the challenge or combat map as appropriate following the rules on page 11 of the *Blackstone Fortress: Rules* booklet.
- In the leader step, the explorers can exchange with each other (or give away) discovery cards, resource cards, Ambull eggs and/or stronghold artefact cards.

THE AMBULL EGGS

For each Ambull egg an explorer is carrying, place an Ambull egg counter on their character card so that it covers one of their activation dice spaces. This prevents that activation dice being rolled in the initiative phase in

the same manner as a wound or grievous wound counter. At the start of the initiative phase, before rolling activation dice, an explorer can drop 1 or more Ambull eggs they are carrying. If an explorer is taken out of action, or if they have a total of 4 wound or grievous wound counters on their character card, they immediately drop any Ambull eggs they are carrying. If a wound or grievous wound counter is placed on the same activation dice space as an Ambull egg counter, that Ambull egg is dropped. An Ambull egg counter cannot be placed in the same activation dice space as a wound or grievous wound counter. If an egg is dropped it is destroyed – place the egg counter back in the game box.

During their activation, an explorer that is carrying an Ambull egg can take the Pass (4+) action.

Pass (4+): Choose a visible explorer within 3 hexes that has no hostiles in any adjacent hex. Remove one Ambull egg counter from this character card and place it on that explorer's character card so that it covers one of their activation dice spaces as described above (remember that an Ambull egg counter cannot be placed in the same activation dice space as a wound or grievous wound counter).

During step 4 do not create an encounter deck. Each stage has specific hostiles in the same manner as a stronghold.

During step 12 the leader should read the following aloud to the other explorers.

The explorers have delved deep into the lair of an Ambull and located its eggs. They have managed to avoid the creature until now, as its attentions were occupied by a Spindle Drone infestation. This will not last long much longer, however, as the Ambull has nearly dealt with the first incursion. The explorers must make haste and escape the lair before the Ambull can extricate itself from its attackers and deal with them.

Then resolve the first stage – Escape!



STAGE 1: ESCAPE – COMBAT

Deploy the explorers in any of the 4 hexes marked with the letter E. Deploy the Ambull in the hex marked with the letter A. Deploy one Spindle Drone in each hex marked with the letter S. Deploy one Borewyrms Infestation in each hex marked with the letter B. Each explorer starts this combat carrying one Ambull egg [see page 115].

HOSTILE GROUPS

1

1 The Ambull (use the Ambull Enraged hostile reference card for the Ambull in this combat)

2

2 Borewyrms Infestations

3

4 Spindle Drones

Get Ready to Run: The rules for Summon actions are not used in this combat.

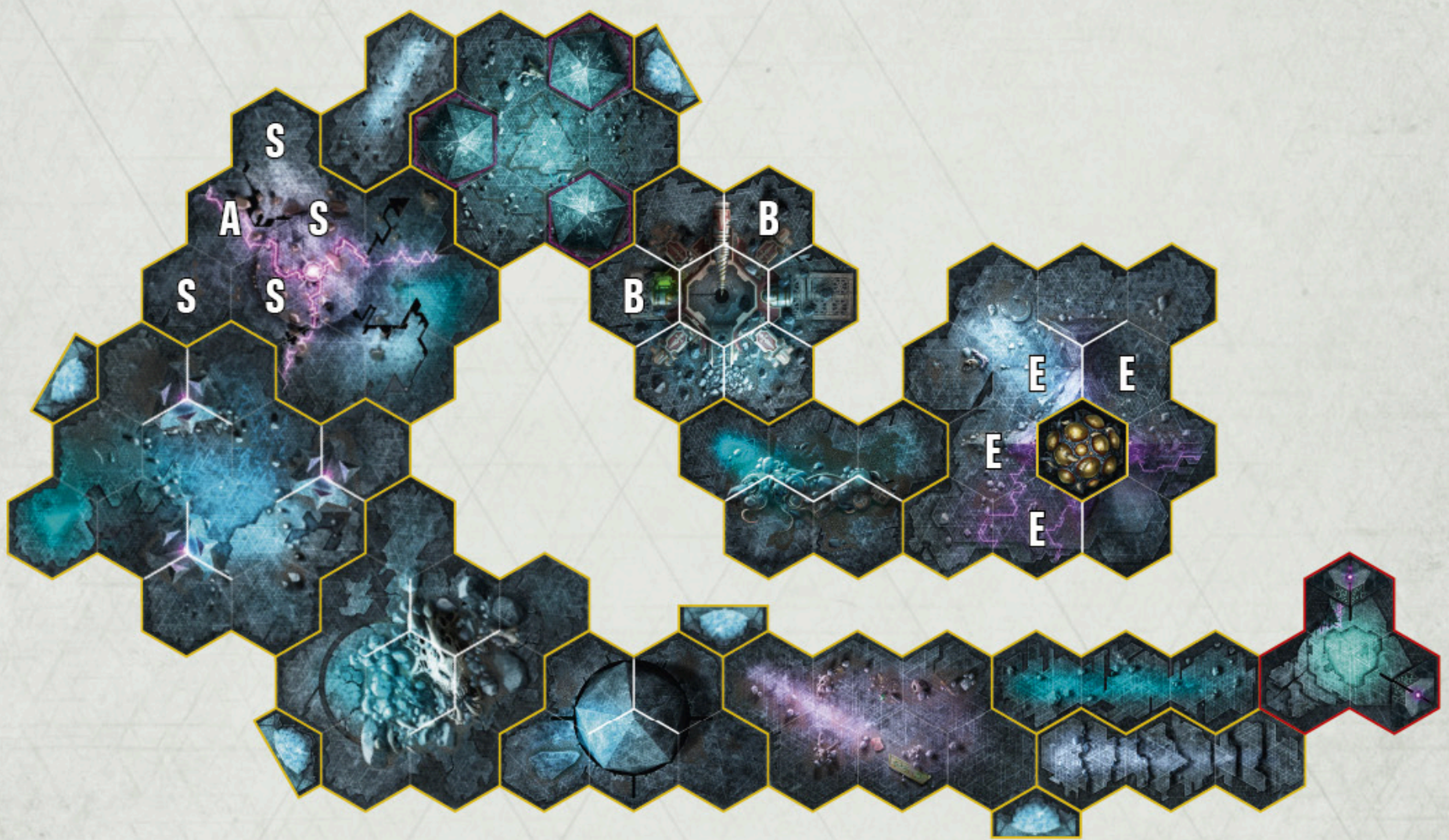
Apex Hunter: If the Ambull is to be deployed on the battlefield (by a reinforcement roll, for example) the hostile player must deploy the Ambull on an empty hex within 4 hexes of an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull.

During this combat, replace the 'All is Dust', 'Changing Conditions', and 'Escape Chamber' results on the event table with the following result:

RRRAAAAHHRRR!: If the Ambull is not on the battlefield, the hostile player must deploy the Ambull in an empty hex adjacent to an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull. If this is not possible, place the Ambull as close as possible to an explorer carrying an Ambull egg. If the Ambull is already on the battlefield and is adjacent to a hostile or an explorer, it takes the Swipe action. If the Ambull is already on the battlefield and is not adjacent to a hostile or an explorer, it takes the Charge action.

VICTORY: To pull off this stage of the plan, at least one explorer that is carrying an Ambull egg must be on the maglev escape transport when the combat ends. Any other result is treated as a failure. Additionally, if there are no explorers carrying Ambull eggs after an explorer has finished their activation, then the explorers immediately fail this stage of the plan. If the explorers fail this stage of the plan, they must restart the quest or start another quest. If the explorers succeed, resolve Stage 2. Note that, in order to succeed at this stage of the plan, sacrifices may need to be made ...!





STAGE 2: NEAR MISS – CHALLENGE

As the explorers escape from the Ambull's lair, a terrible screeching sound announces the creature's pursuit, and giant claws tear into the maglev. The explorers must dislodge the Ambull before it kills them or wrecks the speeding transport chamber.

In leader order, each explorer must take a weapon action as if they were attacking an adjacent hostile. Use wound and grievous wound counters to keep track of the total damage inflicted by all weapon actions during this challenge. If the total damage inflicted is 7 or less, apply one wound to each explorer. If the total damage inflicted is 8 or more, the explorers are unharmed (for now), but the Ambull continues to tear at the maglev transport chamber. Repeat this process, but this time the explorers will have a wound applied to them if the total damage from their weapon actions is less than 16. Once this is done, consult the Victory section below.

VICTORY: If the total damage inflicted by all weapon actions taken during this challenge is 16 or more, the Ambull is dislodged and the explorers escape. If at least one explorer is carrying an Ambull egg, turn to page 121 and resolve Stage 4: Securing the Perimeter. If no explorers are carrying Ambull eggs at this point, then the explorers immediately fail this stage of the plan – they must restart the quest or start another quest.

If the total damage inflicted by all weapon actions taken during this challenge is less than 16, the Ambull tears into the maglev and it crashes. Each explorer suffers 1 grievous wound. If at least one explorer is carrying an Ambull egg, turn to page 119 and resolve Stage 3: The Long Walk. If no explorers are carrying Ambull eggs at this point, then the explorers immediately fail this stage of the plan – they must restart the quest or start another quest.



STAGE 3: THE LONG WALK – COMBAT

The explorers clamber from the wreckage of the maglev and view their surroundings. They have been significantly thrown from their path, and their destination is now a greater distance to travel than they are comfortable with – especially considering the Ambull that now hunts them. They must begin a long trek through hostile territory if they are to reach their goal.

The explorers start in the maglev transport chamber. Deploy one Rogue Psyker in the hex marked with the letter P. Deploy one Spindle Drone in each hex marked with the letter S. Deploy one Negavolt Cultist in each hex marked with the letter N. Deploy one Chaos Beastman in each hex marked with the letter B. Deploy three Traitor Guardsmen in the hex marked with the letter T.

HOSTILE GROUPS

- 1 Negavolt Cultists and Rogue Psykers
- 2 Chaos Beastmen and Traitor Guardsmen
- 3 Spindle Drones
- 4 The Ambull (use the Ambull hostile reference card for the Ambull in this combat)

Precious Prize: First, each explorer can choose to protect one Ambull egg they were carrying during the crash. Then roll the Blackstone dice for each egg an explorer is carrying that they are not protecting; if the result is 8 or less, that

egg is destroyed. If an explorer chose to protect an egg, they suffer 1 wound instead, and that egg is unharmed.

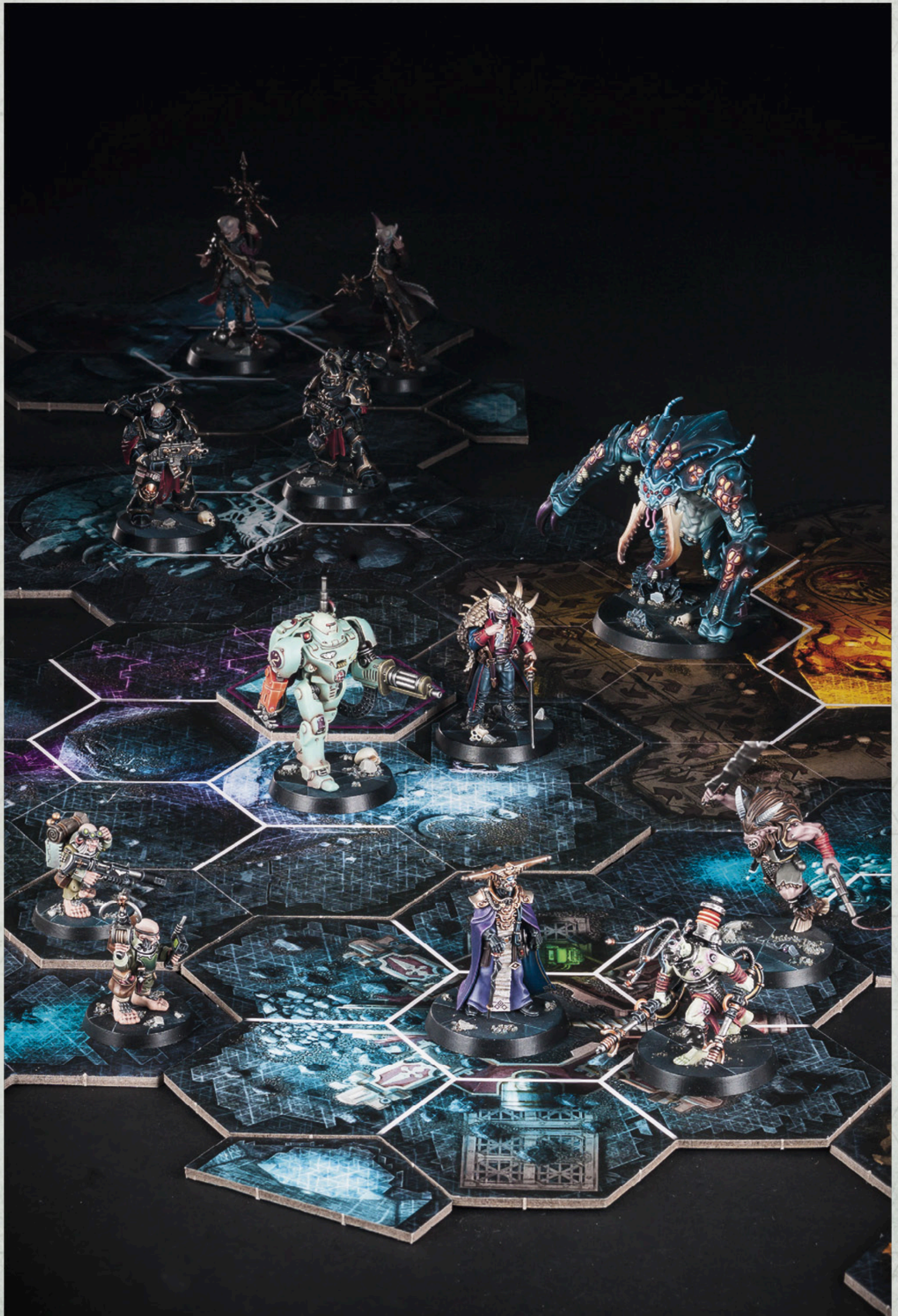
Apex Hunter: If the Ambull is to be deployed on the battlefield (by a reinforcement roll, for example) the hostile player must deploy the Ambull on an empty hex within 4 hexes of an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull.

During this combat, replace the 'All is Dust', 'Changing Conditions', and 'Escape Chamber' results on the event table with the following result:

RRRAAAAHHRRR!: If the Ambull is not on the battlefield, the hostile player must deploy the Ambull in an empty hex adjacent to an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull. If this is not possible, place the Ambull as close as possible to an explorer carrying an Ambull egg. If the Ambull is already on the battlefield and is adjacent to a hostile or an explorer, it takes the Swipe action. If the Ambull is already on the battlefield and is not adjacent to a hostile or an explorer, it takes the Charge action.

VICTORY: To pull off this stage of the plan, at least one explorer that is carrying an Ambull egg must be on the maglev escape chamber when the combat ends. Any other result is treated as a failure. Additionally, if there are no explorers carrying Ambull eggs after an explorer has finished their activation, then the explorers immediately fail this stage of the plan. If the explorers fail this stage of the plan, they must restart the quest or start another quest. If the explorers succeed, resolve Stage 4: Securing the Perimeter.





STAGE 4: SECURING THE PERIMETER – COMBAT

The explorers have arrived at the area they suspect the sealed chamber to be in. Though the Blackstone Fortress' halls and corridors are constantly reordered, the sealed chamber seems remarkably stable – perhaps some effect of the Grayl Intulia that lies within. Such concerns are quickly put aside, as the explorers must first deal with the massed Chaos forces swarming in the area.

The explorers start in the maglev transport chamber. Deploy one Chaos Space Marine in each hex marked with the letter C. Deploy one Rogue Psyker in each hex marked with the letter P. Deploy two Negavolt Cultists in each hex marked with the letter N. Deploy four Chaos Beastmen in the hexes marked with the letter B. Deploy three Traitor Guardsmen in each hex marked with the letter T.

HOSTILE GROUPS

- 1** Chaos Space Marines and Rogue Psykers
- 2** Chaos Beastmen and Negavolt Cultists
- 3** Traitor Guardsmen
- 4** The Ambull (use the Ambull hostile reference card for the Ambull in this combat)

On Patrol: Do not make behaviour rolls for hostiles until the first hostile is slain.

Too Far to Go Back Now: The rules for Summon actions are not used in this combat.

During this combat, replace the 'All is Dust', 'Changing Conditions', and 'Escape Chamber' results on the event table with the following result:

RRRAAAAHHRRR!: If the Ambull is not on the battlefield, the hostile player must deploy the Ambull in an empty hex adjacent to an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull. If this is not possible, place the Ambull as close as possible to an explorer carrying an Ambull egg. If the Ambull is already on the battlefield and is adjacent to a hostile or an explorer, it takes the Swipe action. If the Ambull is already on the battlefield and is not adjacent to a hostile or an explorer, it takes the Charge action.

VICTORY: If, before the event roll, all hostiles on the map are slain, the explorers have pulled off this stage of the plan and combat ends. If no explorers are carrying an Ambull egg, then this stage is failed – they must restart the quest or start another quest. If at least one explorer is carrying an Ambull egg, resolve Stage 5: The Lure (*Next issue. -Ed.*).



GLORY POINTS



DAVE SANDERS

Dave Sanders has been writing rules for Games Workshop for three years. He is the lead rules writer for Warhammer Underworlds and Warhammer 40,000: Kill Team, though, like most games developers, he dabbles in many game systems. He was last seen in the playtesting room manhandling an Ambull down a narrow corridor.

This month in Glory Points, I want to talk about combos – surely one of my favourite aspects of playing games of Warhammer Underworlds.

WHAT IS A COMBO?

In Warhammer Underworlds, a combo is a combination of cards that, together, make something great happen. Each card in a combo is likely to have an effect by itself, but when you use the two (or more) cards together, they add up to more than the sum of their parts. For example, Potion of Rage (1) is a great upgrade for making an Attack action more likely to succeed when you really need it to (more dice means a greater chance of success). If you give the same fighter Concealed Weapon (2) as well, then you have the potential to make an Attack action that is not only almost certain to succeed, but that will deal an extra 2 points of damage into the bargain (more dice also means more chances of rolling that crucial critical success). Even a troggoth is going to have to watch out for that!

Of course, combos have an obvious downside if the cards involved don't have a use in your deck

individually – they're filling up space in your deck that could be better used by cards that work by themselves. It can be easy to get carried away when considering how different cards work together, to the point where you end up designing the majority of a deck around a single card. Not that I'd ever do something like that ...

However, there are lots of combos that are absolutely worth including in your deck, even at the expense of some individually useful cards, and I'm hoping that by the end of this article you'll be as excited to find these combos as I am.

TWO CARDS ARE BETTER THAN THREE

A combo can consist of any number of cards greater than one, but the more cards are involved, the less likely it is that you'll get a chance to use it. First you need to have all of the relevant cards in your hand or in play, and then you need the opportunity to use your combo, which might also require you to have some glory points. The more hurdles you have to cross before your combo can



Definitely a combo ... but is it worth the space in your deck?



1



2



3



4

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 time around, Dave talks about devastating combos.



work, the harder you should think about whether or not it is worth it. My advice is if you're thinking about including a three-card combo in your deck, you should be absolutely sure it's worth the space it's taking up in your deck, and the cards involved should be able to stand on their own merits as well. With that disclaimer out of the way, let's have a look at some great two-card combos.

VERSATILE COMBOS

Versatile combos are the easiest to fit into a deck. A versatile combo is usually one card that works well with a number of other cards (for example, Ready for Action (3) with any upgrade) or a few cards any pair of which work well together (for example, Shattering Terrain (4); Trap (5) and Pit

Trap (6), or Unparalleled Strike (7); Concealed Weapon (2); Lethal Strike (8) and Potion of Rage (1)). Even though some of these examples use more than two cards, they're still considered two-card combos as any two of the cards can be used together to great effect. As long as these combos support your strategy, they are strong inclusions in your deck, as you are likely to be able to get good use out of them in most games you play. Sometimes you'll draw them all together and have the option to make a truly devastating play!

IMPACT COMBOS

There are some combos that are worth including in your decks, even if they are not as versatile, because they have an immediate impact and are

Above: Tefk Flamebearer and Vol Orrukbane of the Chosen Axes are formidable fighters to begin with, but upgrade one of them with a Potion of Rage and a Concealed Weapon, and suddenly they can take down a Stormcast Eternal in a single hit.





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Any fighter can become a terrifying prospect with these upgrades, but with so many hoops to jump through, this is a big gamble, and you might not get to use it in many games!

difficult to counter. I've already mentioned Ready for Action, above, which has been a popular card since its release for its potential to get in an extra, surprise Attack action (so long as you have a way to get an upgrade on a fighter). This is the sort of thing that can change a game's outcome in an instant. Another example of an impact combo is Centre of Attention (9) (a great card all by itself) and Piling On (10). With this combo, you can punish an overzealous attacker by surrounding them and hitting them for far more damage than they were expecting. Shardgale (11) and

Lifesurge (12) might look like they cancel out at first glance, but if you use these two cards at the right time (when enemy fighters are damaged and yours are not), you may be able to take multiple enemy fighters out of action wherever they are on the battlefield and then heal your fighters back up. It's a risky strategy, but one that can create a huge swing in your favour in the right situation.

UTILITY COMBOS

A third category of combos you might consider when building your deck are utility combos. These are combos that directly relate to your strategy and make it more likely to work, rather than necessarily being particularly versatile or having a huge immediate impact. A good example of this kind of combo is Shardcaller (13) and any of the 'keys' set – The Dazzling Key, The Shadowed Key (14) and so on. The keys are great ways to score glory points without needing to score an objective, and Shardcaller can ensure that you have control of the objective you need. For strategies based on casting spells, the combination of Aetherflux (15) and Blessing of Vytrix (16) can make a more challenging Focus spell easy to cast at a crucial moment. Finally, if your strategy requires certain cards in your hand, you can use a utility combo like Daemonic



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Weapon (17) and Quick Learner (18) to draw cards while making devastating Attack actions. Turning the downside of a card like Daemonic Weapon into a bonus in this way is absolutely the essence of creating a good combo.

GAME CHANGERS

The final category of combos I want to mention are those that are intended to disrupt your opponent's strategy. A great example of these is the combination of Faneway Crystal (19) (another great card all by itself) and Earthing Stone (20). If your opponent is focussing on holding objectives, this combo allows one of your fighters to leap into enemy territory and prevent any objectives from being held in that territory, potentially denying them a ton of glory from cards like Supremacy (21). A combo that can be similarly devastating to a warband attempting to cast spells to gain glory is Amnesiac Backlash (22) supported with Spirit Sacrifice (23) and/or Well of Power (24) to increase its chance of success. With this one spell, you have the chance to fatally disrupt your opponent's strategy.

These game-changer combos do have limitations, as you can't build a deck to counter every strategy – that wouldn't leave any room for

cards to support your own strategy. This means that you need to decide which strategy or strategies you want to be able to counter, and you must do your best to ensure that the combos you include in your deck have use as individual cards supporting your strategy as well. For example, Spirit Sacrifice and Well of Power have their own strengths for a warband that wants to cast a lot of spells, at which point including Amnesiac Backlash in their deck as well may seem worthwhile.

These game-changer combos do have limitations, as you can't build a deck to counter every strategy.

END PHASE

That brings this month's column to a close. I've deliberately only included combos using universal cards in this article, but each warband has access to cards and combos unique to them. I hope this article has inspired you to have another look at your collection to see what combos you can come up with and that it's given you some ideas for your next deck.

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

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.



21



22



23



24

MUCH ADO ABOUT HALFLINGS

‘The Grasshuggers are really putting up a solid defence today, Bob, and no mistake. I reckon it must be all those pies they ate before the second half weighing them down. I did think there would be a turnover by now, but apparently dessert isn’t until later ...’



JONATHAN TAYLOR-YORKE

Jonathan is one of the rules writers for the specialist games range. He’s a huge fan of Blood Bowl and has coached many teams over the years, his favourites being Dwarfs and Orcs. And Halflings now, of course!

After too long an absence from the great game of fantasy football, the diminutive heroes of the Halfling Moot make their much anticipated return to the Blood Bowl pitch this month! This release, possibly more than any other, has everyone here at Games Workshop filled with excitement and enthusiasm. And it’s not just us – Halflings are one of the most enduringly popular teams in the game.

But why is this?

It’s no secret that not all Blood Bowl teams are created equal – some are definitely better than others. In fact, it’s a deliberate design choice that this be the case, because when dealing with teams of equal numbers of players playing a full-contact form of football, it is only to be expected that some races will perform better than others. Blood Bowl teams fall into three broad tiers. Tier one contains those teams that are the most forgiving to coach, such as the Wood Elves and Dark Elves that have a lot of skill and ability even as rookies. Tier two contains the teams that require a bit more finesse – those like Humans or Nurgle. These teams can get stronger over the course of a season and can, with careful coaching, become true terrors of the gridiron, but they initially require a bit more experience from their coach to perform to the fullest of their ability.

And then there’s tier three.

Tier three, or the ‘Stunty tier’, as it is often affectionately known by coaches, is home to those teams that, to be blunt, don’t win many matches. Stunty teams are the ones that require the most from their coaches and even then will struggle to win often, if at all.

Tier three is home to the Goblin, Ogre, and Halfling teams. Goblins are small and weak, relying heavily on secret weapons and cheating to compete with the game’s more naturally talented athletes. Ogre teams bring strength in droves but are let down by the ‘average’ intelligence of the Ogres themselves – who often forget why they’re even on the pitch – and by the weakness of the Gnoblers they play alongside.

And then there’s the Halflings. Of all the races to play Blood Bowl, Halflings are the least well suited to the game. Short, fat, and indolent, Halflings are more at home in the kitchen than on the football pitch. And yet it remains true that, of all the teams to play Blood Bowl, coaches the world over hold a special love for Halflings.

To find out why this is, we approached four of our Blood Bowl-playing friends: Dave Foxall, Rich Dansie, Liam Johnson, and Steve Cross. They’re



all well-known Blood Bowl coaches and all long-time Halfling coaches, and, with the promise of free food, we were able to gather them together to answer some questions ...

Jonathan Taylor-Yorke: So guys, tell me, what is it you like about Halflings? What draws you to them as a team, even though you know that winning with them is going to be a struggle?

Of all the races to play Blood Bowl, Halflings are the least well suited to the game.

Steve Cross: I love those films about the underdog. You know the ones – where the worst team you can imagine, the one with all the financial woes, the misfit players, and so forth, comes back to take the title in the third act – classic cheesy nonsense! Halflings are the same. They offer that same chance to achieve glory in the face of low expectations!

The joy of playing any Stunty team is that it's always a challenge. Playing a team like this is the best way to improve certain aspects of your game. Positioning becomes utterly vital, and you become far more mindful about protecting your

Above: Elf teams rely on their speed to win matches. With a few assists, a Halfling may be able to hamper their movements long enough to snatch the ball. Maybe.



SPIKE! JOURNAL

Spike! Journal issue 5 (available now from all good Blood Bowl stadiums) contains all the rules you'll need for fielding a Halfling team. It also includes tactical advice (hah!), rules commentaries, Star Player stats, and plenty of Blood Bowl banter.



key players when you don't have high armour to save them. They aren't a fast team, so you become more adept at thinking a couple of turns in advance to achieve your aims.

Liam Johnson: Indeed. I like that the odds are always against you, but when you get that sweet touchdown after dodging a player that a Treeman has just flung across the pitch in and out of numerous tackle zones, there is no feeling like it.

It's great to play other teams that have the skills and can easily win, but a win using a team your opponent thinks shouldn't win feels so much better. It really makes you think about your decisions on the pitch and forces you to roll dice that should not be rolled. It really puts the pressure on you as a coach, but it also makes you a stronger coach. There is no better win than a Halfling win. The many losses you will suffer will be sweetened by the victories you gain.

'There's nothing more relaxing than breaking out a Stunt team - the pressure is totally off.'

Rich Dansie: It's true that they are the quintessential underdogs, yet they are bristling with character. Having played with one of the higher-tier teams for over ten years, the trauma of consistently needing a 2+ to do simple actions only to roll a 1 followed by a 1 on the re-roll was starting to wear me down. A shift to Halflings breathed new life into the game for me. Knowing that you're a rank outsider means that even the most simple of successful plays becomes celebration-worthy, not to mention the possibility of some gloriously sneaky one-turn touchdowns! When you achieve a draw with Halflings, you feel like you've really achieved something great. You don't get that same feeling when you win with other teams.

Dave Foxall: What's not to like about Halflings? They honestly have a lot going for them, even if at first glance they look worse than your local tavern team. Aside from their plucky nature and loveable tenacity, they have some fantastic and often-overlooked benefits. Their chef is an ever-present member of the team who never steps onto the pitch, and the fact he turns up for a fraction of the price to the Halfling games is a bonus no other team gets. Halflings have access to a fantastic range of affordable stars and are one of the teams who really get to enjoy the help those stars provide! The Treemen provide some much-needed anchor points to both defence and offence, not to mention helping the Halflings get anywhere on the field with ease and grace.

Everyone loves a challenge, and while we all know there are 'stronger' teams available to coach, getting any kind of result with these plucky chaps feels like a win. Sometimes you fancy a change of pace in Blood Bowl, and there's nothing more relaxing than breaking out a Stunt team – the pressure is totally off. Really, it's a win-win with these guys. Either someone beats you soundly, and you can silence their gloating by reminding them your players are on a par with schoolchildren, or you manage to overcome the odds and draw or win a game, and you are treated like some kind of coaching guru!

JTY: You've all played a lot of games with Halflings down the years. What would be your fondest memory of fielding them?

LJ: For me, it was a game against Wood Elves. The first half was brutal, and my team was beaten down – I had nine Halflings in the Knocked Out Players box and was losing 3-0. In the second half, with nothing left to lose and after my Master Chef had stolen all of the opposition's team re-rolls, I went all out to create some crazy plays my opponent would not expect. Receiving, I scored a one-turn touchdown in turn nine with ease and

THE GREENFIELD GRASSHUGGERS



Tork Smallbones
Halfling Hopeful



Hanshaw Whitecake
Halfling Hopeful



Jingo Merrychap
Halfling Hefty



'Lefty' Boggit
Halfling Catcher



Ernald Spiritburner
Halfling Catcher



Bartweed Crumbleberry
Halfling Hopeful

Against strong, heavily armoured foes like Orcs, a dodge roll and a short run may be a safer option for a Halfling than a risky block. But only marginally so.



even killed two opposing players! In the next turn, I then started an onslaught of two-dice uphill blocks and managed to kill two more players! Come the third turn, I had managed to knock out the Wardancer carrying the ball, retrieve the ball, and score another touchdown.

By the fourth turn, with my adrenaline pumping, I kicked off and rolled a 10 on the Kick-off table. A Blitz! I couldn't believe my luck! A Treeman threw Puggy Baconbreath to the square the ball would land in, and he not only landed and caught it but managed to stand his ground for a turn before I scored again.

By turn sixteen it was 3-3, and the ball was loose on the ground after an Elf had failed a Go For It! (GFI) roll. I had to do the impossible. I moved a Treeman four squares with two successful GFIs so

that he could throw a Halfling towards the ball. The Halfling landed, picked up the ball, and then scurried to make a hand-off to a teammate. With the ball caught, that Halfling then had to GFI twice to score the fourth. Somehow it all paid off, and I won 4-3.

It was not only my favourite Halfling memory but my favourite game of all time.

SC: I've had some amazing games both playing with and against Halflings. I fondly recall my Ogres pitch-clearing my mate Davis Mason's Halflings on more than one occasion. Most of the time if you win with Halflings, it's a memorable tale – it's very rare that you'll get a 2-1 grind with them. It's always the last-ditch thrown teammate or Halfling fouling everything off the pitch. I do fondly recall crowd-surfing a Chaos Renegades

GET YER PIE 'N' MASH!

For just 100,000 gold pieces, a Halfling team can hire a Master Chef to feed the team pre-game, post-game, and mid-game, inspiring your players and disheartening the enemy. Other teams can hire a Halfling chef, too, but it will cost them three times the price!



Fergus Harbuckle
Halfling Hopeful

Mippin Snood
Halfling Hopeful

Hogstone Bluejelly
Halfling Hefty

Lumpin Hoop
Halfling Hopeful

'Stumpy' Stubfoot
Halfling Hopeful

Ordo Stoutwine
Halfling Hopeful

Ogre who was heading towards the end zone in a sideline cage, only for my plucky little guy to dodge through the cage to make a last-gasp, three-dice blitz and drop a triple (☘)! All I needed was a (☘) to get him off the pitch, but if I'd rolled a single (☘), my opponent would have taken it, and my player would be dead! I knocked the Ogre off the field (and injured it) before screening off the scattered ball to secure a hard-earned draw. He was a hell of a guy and earned himself the captainship of the team as well as a new paint job!

DF: Funnily enough, it was a game in which I was playing Norse against a friend called Peter Hopkinson who was fielding Halflings at a tournament several years ago. The reason I enjoyed it so much was I was on the receiving end of one of the most perfect games for a Halfling team I've ever seen! On paper, before the game it looked great for the Norse – all that Block to take care of the little guys. The Norse received the opening kick-off, and that was the last thing that went right ...

A Pitch Invasion knocked down eight of the eleven Norse players and conveniently left three on the line of scrimmage marking Treemen. They were all killed before a thrown Halfling ran in a turn-one score. From there, nothing went wrong for the Halflings, and a 3-0 final score could have been far higher! It was hilarious (not so much at the time), and proof that Halflings are capable of anything!

RD: For me it's a three-way tie for that accolade:

- Winning the first Full Beard Stunty Cup at Warhammer World a few years ago, shortly after the re-release of Blood Bowl.
- A Treeman throwing a Halfling towards an Elven Union ball carrier to knock them down and shake the ball free before running up the wing to score. The little guy was practically laser guided – he landed neatly on the Elf Blitzter to pop the ball free and take him out!
- Playing a Forge World league match against Andy Hoare's Chaos Renegades, in which we ended with seven touchdowns between us, all of which were scored by a thrown Stunty!

JTY: I remember being a spectator for that game! I couldn't believe what I was seeing, and it would have been eight touchdowns but for Andy's Troll eating his Goblin in the final turn!

Finally, guys, what advice would you give to anyone interested in coaching Blood Bowl's bravest team to glory? Any tactical advice or tips on Inducements for the readers?

STAR PLAYERS

Your regular Halfling team will often lack the strength, skill, or agility (or other valuable attributes) to convincingly win a Blood Bowl match. Fortunately, there are plenty of Star Players willing to join a Halfling team for the right financial incentives (and a slap-up meal after the match).



DEEPROOT STRONGBRANCH

He's unlikely to score any touchdowns, but Strongbranch will pretty much guarantee an injury every time he makes a block (or blitz!) move. Fear the big tree!



KARLA VON KILL

Fast, armoured, and twice as strong as your average Halfling, Karla von Kill makes for an excellent blitzer in a Halfling team. She also has the Jump Up skill, so if she gets knocked down, it won't be for long.



PUGGY BACONBREATH

Slightly tubby and with a porky odour, Puggy Baconbreath has both the Block and Dodge skills, making him very handy on the line of scrimmage. When he's not snacking, of course.

DF: Keep the ball moving. Every turn, when you're playing offence, the ball needs to be moving so your opponent always has to take risks before they can shake it loose. And have a back-up plan. Things will change mid-drive for any team, and for Halflings, things can go spectacularly awry. You'll always lose players and fail crucial dodges. Just remember you'll have plenty more in the Dugout ready to take their places!

For Inducements, because a Halfling team will always be in a position to hire Inducements, always include the Master Chef! It can't be stressed enough. For Star Players, Deeproot is great to bring the pain, and Karla Von Kill is a versatile and resilient ball carrier. Both are worth including when you have the funds.

Above all, remember the pressure is off, so just relax and enjoy the ride!

RD: As Dave says, always take a Master Chef, obviously. The possibility of gaining up to three re-rolls per half, coupled with the chance to deny your opponent the same amount, is unmissable!

'Things will change mid-drive for any team, and for Halflings, things can go spectacularly awry.'

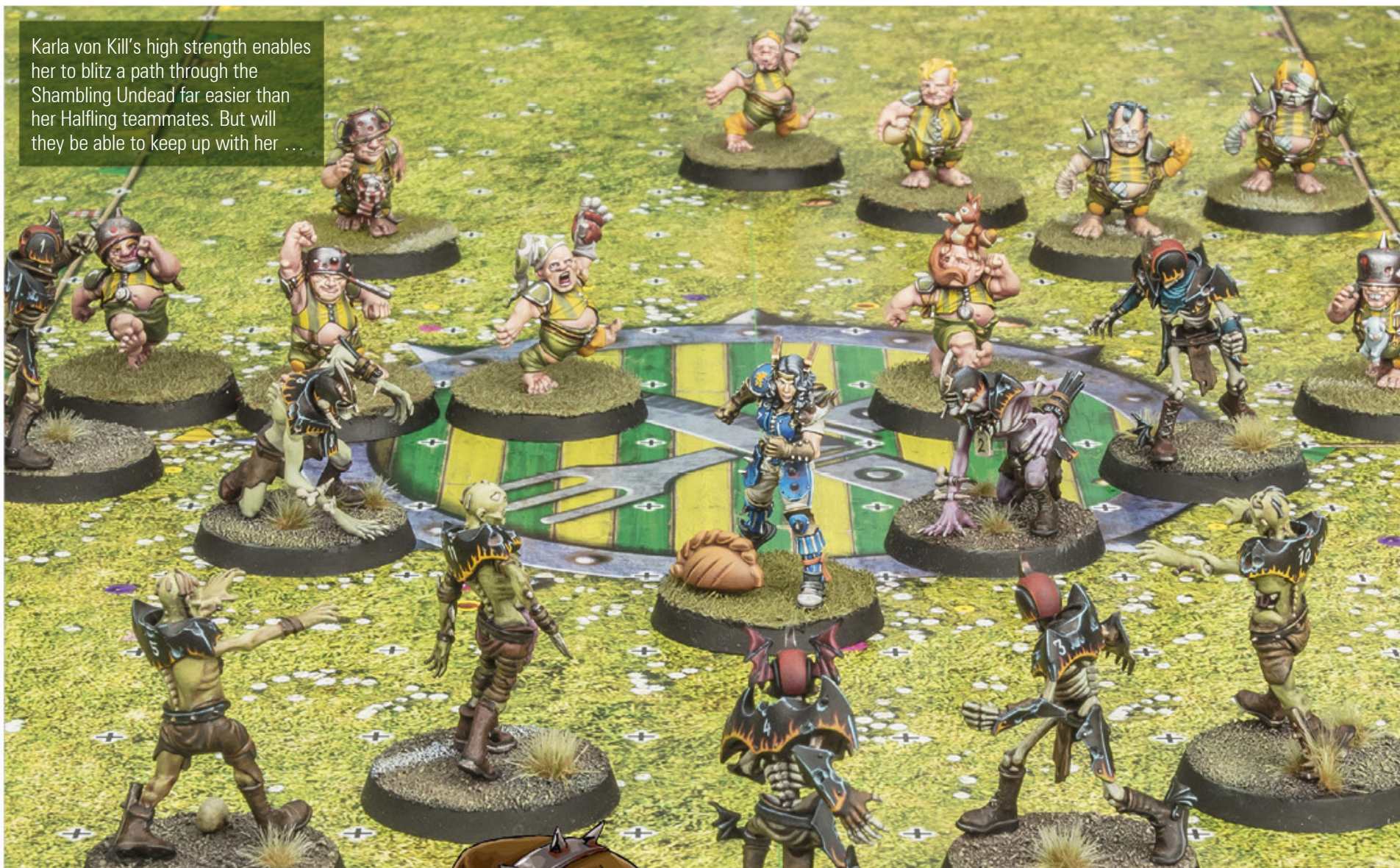
On the pitch, I'll usually try to find funds for Karla Von Kill. Her ST 4 Block and Dodge combo is just the help the little guys need! If funds are low, then Puggy Baconbreath is a close second. A ST 3 Block and Dodge Halfling is surprisingly good! Oh, and don't leave home without your two Treemen!

Finally, do it. Play for the fun of the great game, and you might even win a couple!

SC: As the others have said, the Chef is an absolute must in my book, but I'd also add Deeproot. Indeed, most of my league play is centred around getting those guys each game. If I can get the magic number of inducements (620,000 gold pieces), then Karla joins the duo and gives the little guys some much-needed speed and punching ability. She can also carry the ball safely. It's a very different proposition to get it from her than from a Halfling. Puggy Baconbreath gets a nod, but if I've got enough for Deeproot and Karla, then he's unlikely to get a look in, I'm afraid!

Bribes are always a nice little top up and allow you to use the numerical advantage in terms of players in the Reserves box. A Halfling team will often have to foul with abandon at the start of the

Karla von Kill's high strength enables her to blitz a path through the Shambling Undead far easier than her Halfling teammates. But will they be able to keep up with her ...



'A Halfling team will often have to foul with abandon at the start of the game ...'



game. I'd take Bloodweiser Kegs over a Wandering Apothecary, as your Knocked Out box always seems to be the most crowded!

When playing Halflings, adjust your expectations – you're unlikely to win with any level of consistency, but you will enjoy the ride. The lows are pretty low, but the highs are amazing! Don't get attached to any player. They never seem to last that long, but if you get a Halfling with an Agility increase in your league team, protect him!

LJ: There is a saying among Halfling coaches: 'In chef we trust!'. The Master Chef is a must for all Halfling teams. You should never, ever enter the stadium without him. Position your Halflings so that you are forcing your opponents to roll more dice. This will help if your chef has stolen their re-rolls. Trust in your decisions, because you will get to a point where you have to roll crazy dice, and you cannot be afraid to do this! Sure it's a risk, but when things aren't going well, you can afford to take the risk. And remember that Nuffle is a god of luck – he will occasionally bless your bold choices!

Most of all, have fun, learn from your mistakes, and don't be scared to throw your Halflings. It's important to always enjoy your games. Don't take to heart that your Halflings will take a beating – you have plenty more in your Reserves!

JTY: Thanks guys, very informative. I'll let you get to the buffet now!

OF HEROES AND VILLAINS

Night Lords, Black Legion, Space Wolves, Grey Knights, the Emperor of Mankind – Aaron Dembski-Bowden has written about them all. In this short interview, we ask him what's it's like writing about Space Marines, and how he brought the Emperor's Spears Chapter to life.



AARON DEMBSKI-BOWDEN

Author, hobbyist, and all-round nice chap, Aaron Dembski-Bowden has fast become one of the big names in Black Library. It's claimed there's a dark secret lurking under his ever-present hat. We think it might be a Chaos star.

So, Aaron, when did you get into writing? I used to write stories even as a kid. Back when I was five or six I'd write stories for my classmates, usually simple little scenes about robots going to school with us or pirates racing each other to get to some hidden treasure. In my early teens, I used to write pages and pages about my (totally unpainted) Blood Angels army – usually stories of what the characters did before or after a battle.

I always wanted to be a novelist, but I first got into professional wordsmithing through RPG work, just as I was graduating university with a writing degree. I bounced around between video games and tabletop RPGs, before I swallowed my nerves for long enough to approach Black Library and ask if they'd give me a shot at a Warhammer 40,000 novel. This was in the days when they liked you to do an Imperial Guard novel as a test run, and so *Cadian Blood* – my first novel – was born.

When did you first find out about Warhammer? I'm 38, so like almost everyone in their mid-30s to early-40s, I came into the hobby through Space Crusade and HeroQuest. The comic in the Space Crusade rulebook was insanely compelling, and that first look at Space Marines performing a boarding action had me absolutely hooked. Of course, they all died in it, cut down by enemy guns. For a beginners' game, it didn't hold back on the tone at all. I loved that about it.

From those games, it was a short hop into my first issue of *White Dwarf*, and then on into Warhammer

40,000 and Space Fleet, the latter of which I consistently lost at to the point that I once threw a Dominator-class Battleship out of a window. I was on a canal boat holiday with my dad at the time, so the Dominator plopped into the river and was lost to the Imperium forevermore. My dad, totally deadpan, said, 'Well, no more nova cannon in the next game, then.'

There's a relatively well-known (and totally true) story doing the rounds that I used to play with 4,000 points of High Elves back in the days of Warhammer Fantasy Battles, which is shameful for two reasons. Firstly, they were unpainted except for a single Phoenix Guard. Secondly, in my heart of hearts, Dwarfs are my favourite fantasy race by a million miles, so I was betraying my bearded soul by affiliating with the treacherous long-ears.

What do you enjoy most about writing Warhammer 40,000 and Horus Heresy fiction?

On a meta note, it's exactly what I wanted to do with my career, so ... it's pretty much all great. I love getting to contribute to the universe I've loved ever since I was a kid. Picking a path through the lore while making sure my stuff gels with what other authors and designers have created takes a lot of time and dedication. I still can't talk about my upcoming Siege of Terra novel, but I'm not even a little embarrassed to admit I teared up a little when we were discussing the name for it. It's going to be about something I've wanted to write about practically all my adult life, so nailing that one will be a dream come true.



WHAT IS YOUR FAVOURITE BLACK LIBRARY NOVEL YOU'VE WRITTEN AND WHY?

Aaron: It's almost always the novel I finished last, since there's the relief factor of a huge project finally completed. I'm happy with *Night Lords: The Omnibus* for showing the disorganised, self-interested, impoverished (and occasionally almost cowardly) side of Chaos. *The First Heretic* was interesting for showing the very first steps on the path to damnation – how the road to hell really is paved with good (or at least understandable) intentions. *The Master of Mankind* and *The Talon of Horus* were both so much fun because of their deep dives into the guts of the setting. *Talon* especially explains what the warp is, how it works, and how it's manipulated, along with the many delusions that Heretic Astartes suffer on their dubious quest for the truth.

So, getting back to the question – it may seem like a boring answer, but an honest one: it's probably *Spear of the Emperor*. It's the story I'm proudest of, in terms of tone and ambition. The culture of a Chapter seen through different characters' eyes and experiences. The machinations of various Imperial institutions. The sheer weight of pressure in the Imperium fighting a grinding war of attrition, trying to hold back the night because they're the last ones standing – the only ones left to do it. I'm really proud of this novel.



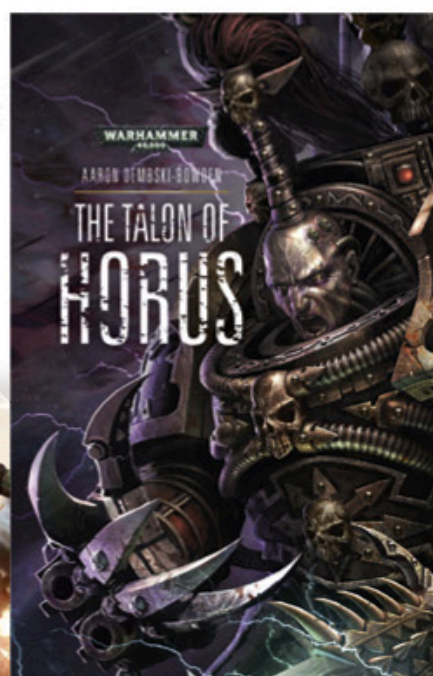
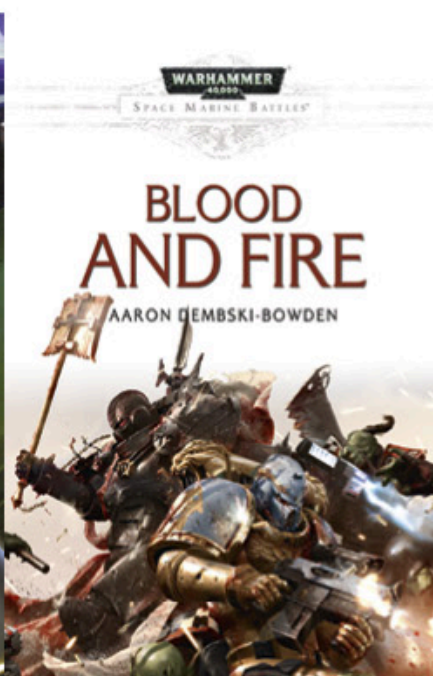
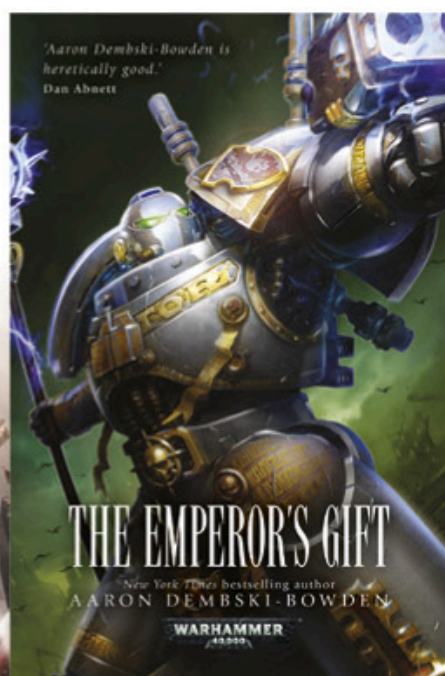
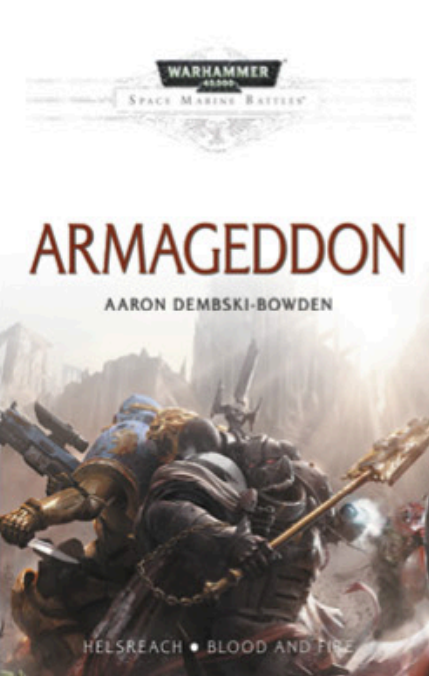
In terms of narrative high points, I'm a big fan of putting Space Marines in grounded, credible context, seeing them through the eyes of people that live in the universe. As cool as Space Marines are, the fact they carry bolt weapons and are armoured up like walking tanks is sort of the least interesting thing about them.

I'm more taken with the presence and physicality of them. What is it like to be near one? How different are they from humans? How do they interact with Imperial civilians? And what's it like to be one? How do their minds work, when they were taken as children and genetically remade, psychologically reshaped, and hypno-indoctrinated into absolute belief in these almost-inhuman codes of honour, faith, and conduct? What does that do to a sense of pride? Or arrogance? Or resolve? What does their

wargear feel like and sound like when you see it in action? Power armour has a 3+ save, sure, and you can write about autogun bullets ricocheting off ceramite, but what's it like to stand next to a towering post-human warrior whose every movement comes with a snarl of armour joints, whose backpack hums with archaic and barely understood power technology – a man who is only barely subject to Imperial law? I like that stuff – the interactions and consequences of how the various factions in Warhammer 40,000 play off each other, on the institutional and personal level.

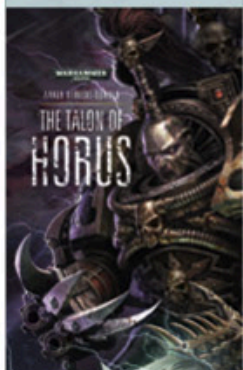
The Emperor's Spears were originally just a colour scheme. How did you go about establishing them as a Chapter?

Two thirds of all Space Marine Chapters are descended from Ultramarines gene-stock, and the central conceit of the novel was actually to



If you could pick just one of your novels to recommend to hobbyists, which one would it be?

I'm going to cheat and give you two. If you're looking to understand Chaos, the warp, and the chaotic (no pun intended) madness of Heretic Astartes life, then read *The Talon of Horus*. If you want a look at what it's like to live among Space Marines, or an examination of a Space Marine Chapter in its existence of endless war, then *Spear of the Emperor*.



highlight that Codex Chapters aren't just clones of the Ultramarines. There can be this perception that any Successor Chapter is mistakenly believed to be completely similar to its parent Chapter, and I feel that's always drastically undersold the scale of the setting. Arguably most Chapters would be significantly different in terms of planetary culture, traditions built over thousands of years, fighting styles via various interpretations of the Codex Astartes, and so on.

The Emperor's Spears have their own hooks, in the way all Chapters would. They have shifts in organisation and command structure, as well as martial traditions that set them apart. As part of the Adeptus Vaelarii – the Sentinels of the Veil – they're one of three Chapters assigned to protect a huge reach of space around the Elara's Veil nebula. The Celestial Lions are in bad shape due to the Inquisition's scheming retribution. The Star Scorpions (who you may remember from Rogue Trader lore) suffered catastrophic gene-seed failure and were lost from Imperial records. That leaves the Emperor's Spears, the youngest of the three Chapters, holding the line against the darkness that spills out from the Cicatrix Maledictum.

The Spears organise into semi-independent Warhosts in order to cover as much territory as possible. They maintain extremely close ties with the forge-moon Bellona, and they fight alongside its Skitarii Legions. They even “acquire” warships from the mauled forces of Battlefleet Elara and

mark them with their Chapter's heraldry, which is a flagrant violation of the Codex Astartes. Since they're isolated from the Imperium and desperate for any resources they can get hold of ... well, there are some sins you just have to commit when times are dire.

It's probably their culture that sets them apart most. The Ultramarines tried to force civilisation onto Nemeton, the Spears' home world, but the barbarians there rejected it over the generations. They have a Dark Ages vibe, very Celtic in a lot of ways, with touchstones to the Irish, Scottish, and pre-Saxon British culture after Rome abandoned the British Isles. They're barbarians, but not in the usual Viking or rad-desert-dweller ways we might be used to.

Another notable element that will show up more as the series goes on is the way the Emperor's Spears' First Company functions. They're called the Paragons, and they mark their faceplates with inverted red tridents. They're forbidden to hold rank over their brothers, and they operate outside the Chapter's command structure. When a unit of Paragons joins a Warhost, they've been sent by the Chapter Master (who is also High King of Nemeton), Arucatas the Swordbearer, and tasked to achieve a set of directives that may not have anything immediately obvious to do with the overall battle plan. Strangely, Paragons seem to work exceptionally well together, with almost no speech between them, but they have trouble relating as well to their own brothers in other Warhosts. They're removed from usual, daily Spear life. A similar comparison might be, say, the Dark Angels and the Deathwing.

Did you establish all this before you started writing *Spear of the Emperor*, or did it come to you as you were writing?

It took me a year and a half to write the book. A lot of that was spent making notes on crazy long walks or sitting up at 4 a.m. to reach for a notebook and scribble something down. I don't tend to plan very much; I rely more on getting my brain going and adding in the detail as I go. It's a bit like painting a model. You have a rough idea of the colour scheme, but you don't know how it'll really look until it's done, and you might change the way you shade or highlight along the way.

What advice would you give to hobbyists who want to create their own Space Marine Chapter?

The best advice I can give is in terms of realism. A Chapter's traits and quirks should make them different, but not better than other Chapters. For every way a Chapter excels in a certain aspect of war, it sacrifices expertise somewhere else. For every cultural touchstone that it carries from its planet's culture, it loses its links to humanity in another way.

WARRIORS OF NEMETON

The original colour scheme for the Emperor's Spears appeared in the 2004 book *How to Paint Space Marines*, though no other information was given about them. Aaron spent a great deal of time working out the Chapter's background and iconography, such as the Nemetese Ogham text engraved on their armour and the Manticora Bestia Fidelitas symbol worn on their right knee pad (which represents the Chapters of the Adeptus Vaelarii). He even chose what colours the Chapter's officers would wear on their helmet crests to show their rank.



WHAT ARE YOU PAINTING AT THE MOMENT?

As I mentioned earlier, I'm more a fan of Dwarfs than Elves. So, much to my eternal shame, I'm currently painting Idoneth Deepkin – I just couldn't resist them. I actually started painting my army for A Tale of Four Wordlords on the Warhammer Community site – a riff on the classic *White Dwarf* article. My army, the Ghosts of Gol Rathir, are from a sprawling, coastal marshland



in Ghur, hence their swampy, vine-strewn bases and the grime-encrusted Gloomtide Shipwreck that I've just painted for them (I love painting scenery). The first models I painted are also my favourites – the Namarti Reavers – and I picked a viridian and green colour scheme that lets them blend in with the kelp forests from whence my soul-thieving aelf raiders hail. I've got four painted so far – more (plus eels) are on the way.



And don't tie too much to who its gene-stock predecessor was. It can be awesome to have a Successor Chapter follow in its parent Chapter's footsteps – and many do! But it's not the default, or the only way to do it. The Black Templars and Executioners aren't just Imperial Fists. The Emperor's Spears and the Mortifactors aren't the Ultramarines. Remember, the galaxy is a big place. Planetary cultures and circumstances of war mean a lot more than just where your gene-seed came from.

Lastly, when it comes to colour schemes, make sure you choose a scheme you like, because you're going to be painting it a lot!

You originally based *Spear of the Emperor* around a Space Marine, then changed the perspective to Anuradha. Why did you feel that approach would work better for this story?

It evolved naturally after I'd already written a chunk of the novel. I realised the parts that interested me more weren't just another Space Marine story: it was what it felt like to be a normal (although highly trained) human among these not-quite-human Angels of Death. What's it like to live in a Chapter's fortress-monastery? To grow up there and to be trained there? What does that do to you, as a person, and what do the Space Marines expect from you? Ultimately, it was about seeing the Space Marine way of war, their whole culture, and the Dark Imperium itself through a human lens.

So I started it all over again with that focus in mind – exploring a Chapter and the new Dark

You've written quite a few short stories for Black Library – which is your favourite?

I tend to answer this question with either 'One Hate' or 'At Gaius Point', depending on what mood I'm in. 'One Hate' is a Crimson Fists story showing how intimidating the Crimson Fists appear to the Guardsmen they're fighting alongside. 'At Gaius Point' deals with the Flesh Tearers trying to hide the secrets of their flawed gene-seed from other Imperial forces after something goes badly, badly wrong.

So, if it's got to be just one story, I'm going to cheat again and say 'one of those two'.



Imperium through human eyes. The Dark Imperium is so new, and such an absolutely terrible place to be, that I wanted access to the range of human emotion and perception in order to show it properly. What's it like if your Gellar Field fails on the wrong side of the Great Rift, for example? Anuradha and her Chapter thrall allies have a very different experience with that than, say, a normal Space Marine would. We still get the Space Marine aspects because these characters are slaves to the Adeptus Astartes and constantly around them. But we also get the human layer beneath it, too.

There's also a (hopefully haunting) sense of unfamiliarity. The main characters are from the Mentor Legion, another Chapter, sent across the Cicatrix Maledictum to investigate the Emperor's Spears and see how the war is going in Elara's Veil. When they join up with the Spears, the forces of the Adeptus Vaelarii aren't thrilled to learn the Imperium has sent almost no reinforcements at all. There's an interesting element there, as you have a human perspective on seeing how even different Chapters of the Adeptus Astartes deal with each other. These are labyrinthine, ancient orders of warriors with their own impenetrable traditions at times. That's what makes them interesting. You can get a world of flavour and theme from learning it all, bit by bit, instead of through the eyes of characters that already know everything.

Spear of the Emperor is available now from Games Workshop and Warhammer stores, many trade stockists and book shops, and blacklibrary.com.

SON OF THE STORM WORLD



Even amongst the Astartes, the Emperor's Spears are brutal warriors, steeped in barbaric tradition and bound to their code. In this short story by Aaron Dembski-Bowden, one Spear's fight is to die with honour.

‘What are you doing?’
I was expecting my master's voice, but it isn't him. It's Morcant.

‘Greetings, Morcant of the Arakanii.’

‘Hello, little slave.’ The Spear grins his carnivore smile, showing the filed teeth of the Arakanii clan. ‘I asked you a question.’

As ever in Morcant's presence, I can't help but wonder if he's come to kill me. He'd enjoy that. I can see it in his eyes.

‘I'm parsing my master's archived reports,’ I tell him, which is the truth.

He grunts a reply: ‘Tedious work.’ Which is also the truth.

I pointedly look around the preparation chamber with its racked weapons and monastic sparsity. The only instruments currently active are my bank of monitors and the hololithic console that controls them. ‘Is there something I can help you with, Battleguard Morcant?’

I don't call him Lord. A slave I may be, but I'm not *his* slave. I'm not, technically, even of his Chapter. I was born in the fortress-monastery of the Mentor Legion and raised to serve those warriors of consummate discipline. The barbarians of the Emperor's Spears couldn't be more different from the soldiers I was trained to serve.

Morcant gives another smile, a flash of knife-teeth from a clan of coastal cannibals. ‘I'm looking for Guilliman's favourite son.’

I don't react to his sarcasm. He enjoys it too much when I do.

‘My master is ...’ I hesitate, taking a moment to uplink my concentration through the sensorium-web that binds me to my master. Three seconds pass. Five. Eight. A distorted and flickering feed overlays the vision of my left eye. I see through my master's sight: blades flashing and sparking. He faces a warrior in the azure of the Emperor's Spears, with a crested helm denoting the rank of Force Commander. ‘... He's in the practice cages, with Breac of the Vargantes.’

Morcant's facial tattoos twist as he chuckles. ‘Who's winning?’

I don't need to check for more than a moment, nor do I really need to answer. Of course Breac is winning. My master, Amadeus Kaias Incarius of the most noble Mentor Legion, is a bladesman of no small talent, but Breac is Lord of the Third Warhost and a warrior without peer.

Morcant moves closer with a snarling chorus of armour joints. Close enough now that I can see the nicks and scratch-scars on his azure ceramite, which his thralls have done their best to burnish back to perfection. Close enough that I can smell the alkali reek of his skin and hair. The storybooks and faerie tales that speak of Space Marines tell

much of their legendary immortality and prowess as the God-Emperor's Angels of Death. They neglect to mention how an active suit of ceramite hums loud enough up close to make your eyes ache in their sockets, or the fact that even the cleanest Space Marine on extended deployment reeks of unwashed skin and old sweat. The bitter tang of consecrated weapon oils can only mask so many sins.

Morcant indicates one of my eleven screens – one with images flicking across its face instead of coded data-spillage. He gestures to the hazy pict-footage of a Spear warrior, alone in the dust of a dying city. The warrior holds a chainblade in one hand, a bolt rifle in the other.

'That's Connall.' The battleguard's baiting smile fades. 'You have footage of his death?'

I nod, watching the warrior leaning over me, not the warrior dying on screen. 'This is footage from my tertiary servo-skull during the Battle of Akamakar.'

Morcant – every inch the barbarian – murmurs a curse, something obscene and not at all biologically possible. I scarcely speak the language of Nemeton, the Emperor's Spears' homeworld, but I believe he's calling my parentage into question and suggesting there was an animal involved in my conception.

'Amadeus,' he says, speaking my master's name with narrowed eyes, 'still keeps all of these records? Does he intend to hand them over to the Mentor Legion one day, when he's finished spying on us?'

I err on the side of caution. Honesty, but cautious honesty. 'My master hasn't yet ordered me to purge this data-spool, no.'

I expect Morcant to order me to do it now. I expect him to sneer and bare his cannibal clansman teeth and demand I purge the footage from the archives.

But he doesn't.

'Show me,' he says, still watching the monitor. 'Show me how Connall of the Kavalei died.'

And so I show him.

The dust was thick that day. Connall of the Kavalei was already dying, his armour cracked and shattered, his wounds scabbed but grievous – dooming him whether they continued to bleed or not. A human soldier would already be dead three times over. Connall kept moving, his weapons in his hands, stalking through the dust behind enemy lines. His ceramite, once the colour of summer Terran skies from an era long since consigned to



myth, was painted with dust and wretched with burn scarring. His helmet was gone, torn from his head in the savage fighting that was ripping the city apart.

With the city falling, rockrete dust turned the air almost too thick to breathe. Connall moved on regardless. Chalk-dust surely coated his three lungs. It bleached his tongue grey-white.

Then he saw my servo-skull.

'Helot,' he said into the cloudy dust. Blood flecked his lips, giving him a splash of colour in the ghastly paleness. He had to force the words through his split lips and broken teeth. 'I see your probe. Drifting there. Which slave. Are you?'

'Anuradha.' It was my voice on the recording, crackling with interference and distorted by time.

The Emperor's Spear repeated my name in one of Nemeton's many guttural accents. 'Move ahead. Tell me. What you see.'

The view shifted as my servo-skull drifted away. Dust. Dust. Dust. The thunder of distant artillery. The crackle of equally distant lasfire. And then ... Silhouettes. Shapes, human shapes, in the dying city's gloom.

'No.' This from Morcant by my side, not Connall dying in the past. 'Show me the very end,' the battleguard says. 'Show me how he fell.'

I obey. My fingers ghost across the hololithic keys that are beamed flickering into the air before me. The image on my monitor degrades to a blur of quickened motion. I slow it back down after almost a minute, and the image resolves once more, as much as the dust allows.



Connall has his combat blade in hand, and nothing more. His bolt rifle is gone. His armour is gouged by fresh lasfire, burned with new holes and glancing scorch marks. Before, his helmet had been missing. Now half of his face is gone, ripped away down to the bone by a fragmentation grenade. The heavy, percussive rattle of an autocannon is barking thunder somewhere out of sight.

The Spear runs. Teeth clenched, dagger in a reversed grip, he scrambles up an avalanche of tumbled masonry. The picter footage keeps crackling into an indistinct haze as the servo-skull tries to keep pace with him. Even wounded, even over terrain blasted by artillery, he runs as fast as a Cargo-8 truck in second gear.

Shrapnel clatters against his fouled war plate. Lasfire flashes around him, taking him in the chest, in the shoulders, in the thighs and calves. He keeps running. Slower, slowing with every lance of painful light that tears through him, but still moving, never stopping.

Almost at the crest of the ruined scree, he hurls the combat blade. It sings through the dusty air too fast to follow, appearing in the chest of an Exilarchy gunner manning a sandbagged autocannon nest. The rattling thunder falls silent.

At my side in the here and now, Morcant chuckles again.

Connall reaches the squad of ragged soldiers. He can't run now. They try to flee, and he can't chase them down. Only three of them are close enough to reach, and they die in the time it takes for me to write the final words of this sentence. The first dies to his fists. The second to an elbow. The third is gripped in both hands, struggling, broken-backed, and hurled from the rampart to the street below.

The picter view doesn't pan to watch the body burst. It stays on Connall.

The Spear sinks to his knees now. The choice to stand is taken from him by his failing body. When he can no longer stand, he crawls. His ravaged features lift to my probe once more.

Throat-shot, he no longer has a voice with which to speak, but I recognise the words he mouths in choked silence.

Skovakarah uhl zarûn. The battlecry of the Emperor's Spears. *Redden the Earth.*

I thought then, at the time, he was crawling towards the stilled autocannon, in order to die with his back against that final trophy of victory. But he makes it instead to the first slain Exilarchy soldier. The Spear's final act in life is to pull the combat blade from his foe's flesh.

And then, he's still. Motionless in the dust. A dagger in his hand.

At my side, Morcant gives a grunt of appreciation. Or recognition. I can't tell which.

'He died well,' the battleguard says. It seems a strange thing to say. To my eyes, he died as all Space Marines die: he died hard, betrayed by a body carved apart in war.

'Why did he do that?' I ask.

'Why did he do what? Die? Because he'd been shot to pieces over several hours, Anuradha. Are you blind?'

Of all the Spears my master and I have encountered since reaching Elara's Veil, Morcant's temper is the foulest. He also has the bluntest sense of humour, but I answer mockery with patience and hope for the best.

'No, at the end, why did he reach for his blade?'

Morcant senses my sincerity and, for once, doesn't mock me for my ignorance.

'Because he was a son of the storm world, little slave. Each one of us took an oath to defend Elara's Veil. Part of that oath means what you just saw. Every one of us is sworn to die with a weapon in our hands.'

'A matter of superstition, then.'

He shows me his cannibal smile one last time. 'A matter of tradition. Now purge that data-spool. It's none of your Mentor Legion master's business how my brother died.'



INSIDE THE STUDIO

Join us on our monthly hobby tour of the Studio as we check out what everyone's been up to over the last few weeks. As you'd expect, there's been plenty of gaming and painting going on, especially with the release of so many new Citadel paints, which have certainly given us some food for thought. You can see Lyle's first experiments with the new Contrast paints over the page, plus some of his other models over to the right (*he's the new editor, we've got to appease him by showing off his stuff.* – Dan). Meanwhile, Forge World miniatures designer Mark Bedford has been playing Necromunda, Dan and Matt have been playing Warhammer Underworlds, and there's a giant yellow moon on page 143. Beware the moon!



WAR IN THE UNDERHIVE

In *A Tale of Four Warlords*, Mark Bedford mentioned how he'd been playing in a Necromunda campaign with illustrator John Blanche and a few other people from around the Studio. 'My gang is the Cult of the Crimson Claw,' says Mark. 'I love the new Genestealer Cult models and wondered how compatible they were with other kits. As it turns out: very! I mixed them with Cawdor (the people no one will notice go missing) and Orlock models, plus bits from the Adeptus Mechanicus range. They're painted in dark, gloomy colours as befits the Necromunda underhive.' We'll hopefully show off some more gangs in the near future.



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: a Necromunda gang, realm wanderers, Contrast paints, and a Loonshrine!

SEPULCHRAL GUARD FROM ACROSS THE SEA

As the newest member of our team, we thought it only fair to show off some of Lyle's models. 'I like to use zenithal highlights on my models, spraying them black first, then white from above,' explains Lyle. 'After that, I used thinned-down Altdorf Guard Blue to paint the cloth, the black and white undercoats doing all the shading for me. I picked out the metal areas, then washed the models with Seraphim Sepia and Agrax Earthshade to finish them off.'



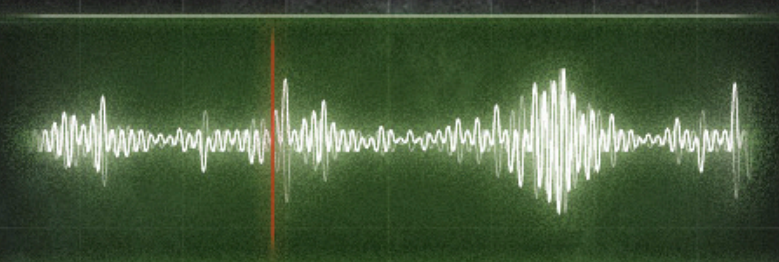
MORE ACTION IN THE MIRRORED CITY

Matt and Dan have been playing a lot of Warhammer Underworlds recently, trying out their latest warbands against each other. Dan normally uses the Sepulchral Guard but started using Spiteclaw's Swarm instead. Matt has been getting in some games with The Eyes of the Nine. Dan won the initial engagement with a deck designed to outmanoeuvre the enemy, but after getting the hang of casting spells, Matt has won every game since. Both of them are already looking at painting more warbands. Watch this space.



VOX CHATTER

Feeling in a literary kind of mood, the Dwarfers discuss their favourite Black Library novels.



Matt: *Know No Fear* is brilliant. The start of the book features a countdown, but it doesn't explain what the countdown is for, really building up the suspense before the Word Bearers turn on their former battle-brothers. It's a really tense, brutal story.

Lyle: *Ruinstorm* is one of my favourites. It's got Guilliman, Sanguinius, and the Lion in it, so there is plenty of Primarch intrigue. I loved reading how Sanguinius kept seeing his own death in myriad possible futures. It let me imagine that perhaps he could have chosen a path of survival.

Shaun: I'm reading *Attack of the Necron* with my daughter at the moment. She loves the main character, Zelia. I think she might want to be a space adventurer one day.

Martyn: *The Gates of Azyr*, as it was our first look into the world of Warhammer Age of Sigmar. As a long-time Warhammer player, I loved reading about the Stormcast Eternals for the first time, how they interact with each other, and how they fight.

Dan: Anything with Nagash in it. *The Rise of Nagash* is an excellent trilogy, telling the story of how a mortal man became a god. *Soul Wars* by Josh Reynolds is also well worth a read – the prologue is especially haunting.

Jonathan: I collect T'au, so when *Farsight: Crisis of Faith* came out, I was all over it. Any book that has battlesuits flying all over the place smashing up the Imperium must be cool. It's also interesting reading how Farsight begins to doubt the Ethereals.

THE CARAVAN OF THE HUNDRED MOONS

Earlier in the issue, we mentioned that Maxime Pastourel has been playing Warhammer Age of Sigmar: Skirmish. Well, one of Maxime’s friends – Matteo Gallo – has also painted a skirmish warband. The Caravan of the Hundred Moons is a group of wanderers who can trace their ancestry back to the Katophranes of Shadespire – some of Matteo’s models are even inspired by the artwork in the original Warhammer Underworlds:

Shadespire book. Most of the models are converted from Namarti Reavers with Dark Rider heads, with hoods made from Green Stuff. For the yellow cloth, Matteo applied a basecoat of Averland Sunset, shaded with Casandora Yellow, and highlighted with Yriel Yellow and Ceramite White. The purple sashes are basecoated with Screamer Pink, washed with a mix of Druchii Violet and Lahmian Medium, and highlighted with Screamer Pink mixed with White Scar.

Members of the caravan include Baba Raghul (1), who Matteo converted from Lotann the Soulwarden, with the head of an acolyte from the Luminark of Hysh.

Narr’Havas (2) – one of the guardians of the caravan.



The Queen of Crescents (3) is converted from the Mistweaver Saih.

Saloth (4) and Mathos (5) are guardians of the caravan. Mathos is also accompanied by Tevildo, the Prince of Cats – a gyrex model.

TESTING, TESTING

If you’ve read this magazine from cover to cover, then you may have noticed that we’ve been using the new Contrast paints for some of our painting guides. Lyle was the first member of our team to try them out and, as you can see here, the results are impressive.

‘Since I just moved to the UK and most of my models are still being shipped, I thought I’d paint some of the hostiles in the team’s copy of Blackstone Fortress,’ says Lyle. ‘The Contrast paints are designed to give great results quickly, which is just what I was looking for. The Ur-Ghul was the first model I worked on. I sprayed him Chaos Black, then again with Corax White from above. I then applied a layer of Akhelian Green to the model’s flesh, using the Contrast Medium to thin out the colour towards the wrists. I then did the same thing with Magos Purple for the hands. He looks fantastic, and for only fifteen minutes’ work (maybe not even that!). I’m testing out the Contrast paints on the Traitor Guardsmen now – you can see the colours I used to the right.’

ARMOUR PLATES	SKIN	CAPES AND CLOTH
Militarum Green	Guilliman Flesh	Basilicum Grey
FATIGUES	BOOTS	Blood Angels Red
Aggaros Dunes	Black Templar	

THE FACE OF THE MOON RETURNS

Many moons (or should that be loons?) ago, studio photographer Erik Niemz used to work with us in *White Dwarf*. In those days, he collected grots for Warhammer Age of Sigmar, but following the release of *Battletome: Gloomspite Gitz*, he decided to revisit his army. One of the first models he painted was the Loonshrine, which he sprayed with Averland Sunset spray to make it 'nice an' yella'. He then painted all the rocks Mechanicus Standard Grey and stippled them with Death Guard Green and Moot Green to make them look mossy. To the right you can also see Erik's Loonboss, Snazzgat Gloomcap.



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