THE ULTIMATE WARHAMMER MAGAZINE

JULY 2019

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EXCLUSIVE NEW WARHAMMER UNDERWORLDS GAME RULES: ARENA MORTIS

TWO WARHAMMER Age of Sigmar Battle Reports

PAINTING AND MODELLING GUIDES

> 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 comes courtesy of Relic Games.

If you would like to subscribe to White Dwarf, turn to the end of the magazine 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 has been taking part in the studio's Warhammer Underworlds campaign. He's had mixed success with the Eyes of the Nine, but he's almost got the hang of them. He's also painted Ylthari's Guardians, which you can see on page 141.

BEN HUMBER Designer

Ben has spent the last few weeks reading *Imperium Nihilus: Vigilus Ablaze*. 'I love reading about the background of Warhammer 40,000,' says Ben. 'I think immersing myself in the worlds is my favourite bit of the hobby.'

JONATHAN STAPLETON Photographer

Jonathan has been painting Thundrik's Profiteers ready for some Warhammer Underworlds gaming. He also got to photograph Rik Turner's huge Blood Ravens army, which you can see on page 34 of the magazine.





Dan has also been taking part in the Warhammer Underworlds campaign, with only slightly better success than Matt. In his spare time he's been painting T'au drones for an upcoming doubles event at Warhammer World.

SHAUN PRITCHARD Reprographics

Shaun dusted off his Sepulchral Warden to play a few games of Arena Mortis this month. (Or should that be rigor mortis? You know, because the Warden is dead. No? Tough crowd.) He's already planning how to optimise his deck.

MARTYN LYON Photographer

Last month we mentioned that Martyn was working on Ultramarines. Well, he's just bought the Shadowspear box, ready to add the contents to his growing force. His desk is currently splattered in several shades of blue.



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THIS MONTH'S CONTRIBUTORS

Louis Aguilar, Nyle Ajina, Emma Ayres, Ben Bailey, Owen Barnes, Mark Bedford, Jes Bickham, Yves Bordeleau, John Bracken, Jay Clare, Andy Clark, Robin Cruddace, Callum Davis, Thomas Elliott, Guy England, James Gallagher, Ben Johnson, Jervis Johnson, Phil Kelly, Graham McNeill, Bruno Parenteau, Maxime Pastourel, Sam Pearson, Alex Puszczynska, Jamie Robson, Dave Sanders, Rik Turner, Steve Wren.



The home of Warhammer on the web, the Warhammer Community website brings you the latest news on Warhammer 40,000, Warhammer Age of Sigmar, the Horus Heresy, Forge World, Black Library, and more!

www.warhammer-community.com

JULY 2019 ENJOY THE LITTLE THINGS



love seeing giant, beautifully painted armies waging massive battles across tabletops replete with scenery and terrain evocative of the worlds we see in our mind's eye. But there's something to be said for game formats that celebrate the small forces. Our armies all start somewhere, and we don't always want to wait until the entire brigade is battleready to play our first games with them. And then there's the times when we want to play a game during lunch or over a free hour or two. Thankfully, we have many great options for games that cater to small armies and faster playing times. We've been spoiled for options lately -Kill Team, Underworlds, and the upcoming Warcry are some of the choices at our disposal for smaller, faster games, and that's without even mentioning variants for Warhammer 40,000 and Age of Sigmar such as skirmish rules and slow-grow leagues.

Even more exciting for me is the introduction of Arena Mortis for Underworlds. It's a new way to play Underworlds exclusive to *White Dwarf*, and it doesn't so much feel like a variant as an entirely new way to play. You play with only one hero in an arena against several other players, and I thoroughly enjoyed rampaging through my opponents using Gurzag Ironskull as my blunt instrument of

destruction. I think you'll like it, too. So go on, enjoy the little things!



The General's Handbook 2019 introduced Meeting Engagements, the newest way to play Age of Sigmar in small scale. We took it for a spin in two Battle Reports, and I was happy to see that despite the smaller armies, the battlefield still fills with exciting engagements and there are lots of opportunities for pivotal moments.





Lyle has many projects in progress that are all in the 'starting out small' phase of their existence. He recently started building Space Marines, and his Nighthaunt are slowly growing into a force to be reckoned with in the studio's league!



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ARENA MORTIS

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WARHAMMER 40,000

ECHOES FROM THE WARP

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RAVEN'S BLOOD

The Blood Ravens receive an unexpected gift in this short story by Callum Davis.

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Blood Ravens commander Rik Turner takes to the pages of White Dwarf once more to show us the latest additions to his army.

PAINT SPLATTER

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What, exactly, is the Indomitus Crusade, and how many crusade fleets are there?

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Not one but two Battle Reports, both using new rules from the General's Handbook 2019.







Where we feature your thoughts, questions, and painted miniatures. Send us your letters and pictures, and we'll print the best ones we get!



WHAT IS A COMMUNITY?

I read a letter from a fellow fan of Games Workshop in January's edition of White Dwarf. He (Charlie Chittle) talked about how his disability affects him and his hobby, which was very touching.

That got me thinking about my own struggles with the hobby. Having Crohn's disease has stopped me from being able to leave the house for long periods (weeks at a time in some cases), and having to tell my friends I can't go for a game of Warhammer is upsetting at times. However, even though I cannot commit to the hobby as much as I would like, I still feel that I am a part of it. But why is that?

I believe that an integral part of our hobby is the community that we have. There are so many aspects to it, whether it be all the fantastic painters on Instagram, the joker at the store who's a joy to play games with, theorists on YouTube who come up with enjoyable stories, or you guys over at White Dwarf that supply us with awesome content every month.

So even though I cannot always go to my local Games Workshop store, I know that I'm always able to enjoy the hobby that I love so much, wherever I am and however I'm feeling. It's expansive, it's immersive, and I'm a part of it.

Thank you, White Dwarf, and all my fellow hobbyists.

Michael Cruise Liverpool, UK

Thanks for the kind words! Sounds like you've got a great attitude towards our hobby and life in general, Michael – good on you! We think you're right about our community – we're an eclectic and varied bunch, but for the most part we're caring, supportive people who all love the same things: building and painting Citadel Miniatures, playing games, and reading fantastical stories set in the Mortal Realms and the far future.

For any readers out there who want to delve deeper into our community, make sure you check out the Warhammer Community website, which includes links to the Warhammer TV YouTube channel, the Warhammer Live Twitch channel, and podcasts for both Warhammer 40,000 and Warhammer Age of Sigmar. Here's the link:

warhammer-community.com

PAINTING QUESTION: A TWISTED PATH?

I am about to start a large project in which I will be painting a whole army of Harlequins from the Masque of the Twisted Path. Unfortunately, I cannot find a painting guide for this particular masque. Would you be able to help?

> Ford May Barton Stacey, UK

Well, you've come to the right place, Ford. Our lead designer, Matt, has painted quite a few Harlequins from the Masque of the Twisted Path – you can see some of them to the right. After assembling his Harlequins, Matt undercoated them Chaos Black, then carefully painted a diamond shaped grid of Wild Rider Red onto their holo-suits to create the pattern. He then painted the rest of the colours

onto the models as shown below. Hope that helps!







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ASK GROMBRINDAL

Greetings, great and mighty Ancestor. Now that the Black Templars have been reinforced by Primaris Marines, have Librarians returned to the Chapter?



Mike Evans Caerphilly, UK

Sigh, another space question. When are we going to get questions about duardin again? Or even duardin in space if there is such a thing. That would be nice ...

The simple answer to your question is no, there are still no Librarians in the Black Templars Chapter. Why, however, is a mystery. Some believe the Black Templars took the Emperor's Edict of Nikaea as law and shunned the use of all but the most necessary of psykers (such as Astropaths and Navigators). Others suggest a deficiency in the Chapter's gene-seed, though this is unlikely, given that Primaris battle-brothers can trace their gene stock directly back to Rogal Dorn. Some believe the Chapter's last remaining Librarians were slain during the Catelexis Heresy of M34 and never replaced. Perhaps even the Black Templars don't know the truth!

Grombrindal

TOP PHOTO TIPS

In Contact, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so we came up with a useful guide to help you out:

www.warhammercommunity.com/ the-model-photo

If you follow all the advice in that article, you really can't go far wrong. Our top tips are:

Always use a white background.

BRINGING HEROES TO THE BATTLEFIELD Dear White Dwarf,

We are really enjoying Warhammer Adventures: Attack of the Necron – daddy is reading to us. We love the characters Zelia, Mekki, and Talen could you please make models of them so we can paint them and use them in our games and adventures? Thank you.







Edgar (7) and Wilbur (5) Marsh London, UK

BACK IN THE GAME

After taking a break from Citadel Miniatures for a while, I came back to the hobby thanks to the new, less heavy, and more fluid playing systems offered by Games Workshop. My first brushstroke was for the models in Warhammer Underworlds – the game reminds me of more carefree times. Thank you for the work you have done, and I'm happy to see you again for a new adventure. Also, here is a picture of my latest figurine. It is not the most beautiful, but I like it.

> **Benjamin Durchon** Nohic, France



First, glad to have you back in the hobby, Benjamin. Second, we think your rendition of Rastus the Charmed is awesome, especially the glowing rocks on the base – you'll have to let us know how you painted them!

WHITE DWARF IN THE WILD

Every now and again, we get sent a picture of White Dwarf out and about in the real world. This month, however, it managed to travel all the way across the Sundering Seas to Middleearth, where it was delivered to one of our favourite adventurers. Sadly, our diminutive friend was out when it arrived ...

Okay, okay, you saw through our clever ruse. This picture was actually taken by Heike and Christian Krause on a recent trip to the Hobbiton movie set in New Zealand. Where will White Dwarf be seen next, we wonder?



Make sure you've got good lighting.

Ensure the whole model is in focus.

Find the model's golden angle. If you're ever in doubt, take a look at the same model on the Games Workshop website.

Good to hear from you, Edgar and Wilbur. We're glad you like the Warhammer Adventures stories - we bet your dad likes them, too, right? Make sure you read the City of Lifestone series when you get the chance - it's also packed with loads of fun action scenes. As for making models of the main characters, who knows?! We've made miniatures of other Black Library characters, so perhaps these three will make an appearance on the battlefield one day, too!

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CONTACT

MODEL OF THE MONTH

Daniel Jackson has been a regular contributor to the pages of *White Dwarf* over the years – we even featured his Word Bearers army in issue 24 of *Warhammer Visions* back in 2016. Since then, Daniel has been working on his Thousand Sons army, including the mightiest psyker of them all – Magnus the Red. As befits the Daemon Primarch's name, Daniel has painted Magnus with blood red skin, blending it into purple around his mutated hands and feet, and up to blue and black around the feathers on his wings. An extra little touch is the scenic base that Daniel has made for Magnus, which features a boiling lava pit and a capering Brimstone Horror. We particularly like the glowing lava effect on the base and the shimmering magical flame around the ball of magic on his staff.





WARHAMMER WORLDS OF WARHAMMER



PHIL KELLY

For the second month in a row, our senior background writer has pored over the gods of Warhammer Age of Sigmar with intense attention. Perhaps it is because he sees himself as part of that pantheon. After all, while the gods he writes about shape the Mortal Realms, he shapes the gods. All that power just might be going to his head!

¹ Grimnir managed this almost immediately, but at least he went out in a spectacular blaze of glory. Slaanesh's fall was a far stranger tale ...

² A weapon that is such a big deal the game itself is named after it, as well as its space-borne cousin and hundreds of shops across the world.

³Well, kind of.

elcome back! This month is part two of a closer look at the divine beings of the Warhammer Age of Sigmar universe and those who worship them. In June's issue we covered those gods who were never truly alive but instead coalesced from elemental forces and emotions – first amongst them the Chaos Gods, but also including Gorkamorka, the greenskinned god of destruction. This time around we're looking at those deities who have risen to godhood through a series of epic events. The posh term for this is apotheosis, which is too



juicy a word not to use at least once in an article about ascended gods.

Though these are latter-day deities in the cosmic scheme of things, one in particular is key to the Warhammer story – a certain storm god who has a habit of naming things after himself.

ASCENDED GODS

An ascended god is one that was once a mortal soul. These deities are usually lesser gods in comparison to their elemental equivalents, but that doesn't mean they aren't major players in that constantly shifting tapestry of cause and effect that changes the fates of the Mortal Realms. One of the cool things about Warhammer Age of Sigmar is that new powers can rise, just as old gods can fall,¹ whether through the actions of unlikely heroes, obsessive priests, rival powers, or warlike champions. As a result the following is not an exhaustive list, and it may well change as the story of the Mortal Realms continues to evolve.

SIGMAR, THE GOD-KING

First and foremost is the big man himself. The pre-eminent god of nations old and new in the Mortal Realms, Sigmar is a fearsome force of order and justice. He was once a mortal tribesman in the prehistory of the Empire, barbaric but noble in his own way. He united twelve great warrior tribes back in the World Before Time, but he was always touched by destiny. His birth was heralded by the coming of the Twin-Tailed Comet, and he has taken it as his symbol ever since, along with that legendary weapon the Skull Splitter, the Great Leveller, the hammer Ghal Maraz.²

Though Sigmar was originally a warrior god, he learned that though he could win the battles against his Chaos nemeses in person, he could not win the war. Not even a storm god can be everywhere when fighting across the length and breadth of eight Mortal Realms. Sigmar's darkest moment since his coming to these new realities was the point where Archaon tricked him into hurling the hammer Ghal Maraz into a magical portal, an act that led to the God-King abandoning the fight altogether and retreating to the Celestial Realm. There he forged a new method with which to take the fight to the Dark Gods – not a weapon, but an army of warriors with the energies of Sigmar's Tempest crackling in their veins. And the rest, as they say, is history.³



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 second instalment on deities, Phil discusses the ascended gods of the Age of Sigmar.

Worshippers: The Stormcast Eternals are foremost amongst the Sigmarite faith's warriors. They are often bolstered by the Devoted of Sigmar, faithful zealots ranging from bare-footed flagellants to stern war-priests that spill their blood in order to reconsecrate the lands from the taint of Chaos. Sigmar is worshipped to a greater or lesser extent by many millions of humans – and no few of their aelf and duardin allies, from High Azyr to the deepest reaches of Shyish.

Favoured Realm: Azyr, Realm of Heavens, is Sigmar's sovereign domain. He has waged many wars to cleanse it of Chaos taint – though the Dark Gods are tenuous opponents, and the realm may not be quite as pure as he would like.

ALARIELLE, THE EVERQUEEN

Queen of the Radiant Wood, All-mother and rightful ruler of Ghyran, Alarielle too hails from the World Before Time. She was once a mortal aelf of the mystical island continent Ulthuan, though over the course of the End Times she became one with the Ghyranite wind of magic, and in doing so, transcended mortality entirely. It was that connection with the raw power of life that saw her survive the cataclysm that consumed the World Before Time.

Alarielle was reborn anew in the Mortal Realms, and she gravitated to the Everspring Swathe, where she fell in love with the natural beauty of Ghyran. However, though she was at first a strong and vibrant presence in the Pantheon of Order, over time she tired of the wars and politics of her fellow gods. She looked to her own holdings, but in doing so lost the strength of unity – over the course of the Age of Chaos she dwindled to almost nothing as her realm was slowly infected by the minions of Nurgle. During the Realmgate Wars, the actions of the Hallowed Knights roused her to fight once more

– at first through calamity, then through valour. Just as it seemed all was lost, the winter of her misfortune passed, and she rose again, a surging and vital goddess who has since hurled back the scourge of Chaos across many of the Jade Kingdoms.

MALERION, MASTER OF SHADOWS

Malerion, born as Malekith in his former life in the World Before Time, long ago ascended to become a god of shadows, vengeance, and illusion. As the cataclysm that ended his birthworld unfolded, he bonded with the power of Ulgu, proving his right to rule over the bitterly divided aelven race after centuries of rejection and spite. He is the child of the legendary Aenarion, most cursed of aelven kings, and Morathi, the Oracle of Khaine. To say he has a complex relationship with his mother would be a massive understatement – the two have manipulated one another time and time again over the aeons, and they are still inextricably bound in a web of love and hatred that tightens to the point of mutual suffocation.

Malerion is a master manipulator and player of games – even his godly gift to Sigmar, the Gladitorium, has a dark secret to it. The strange illusions of that place allow the Stormcast to die in fierce battle and yet re-emerge unharmed at day's end. It is a great boon to the Stormhosts, allowing them to refine their military tactics over and over again. Yet unbeknownst to Sigmar, it is also a scrying device – Malerion watches the Stormcast Eternals' every military movement with great interest, planning for the day when his fragile alliance with the powers of Azyr must come to an end.

Worshippers: The aelves of the Thirteen Kingdoms, they who strike from shadow. Malerion is also worshipped by many of the Darkling Covens of the free cities of Sigmar.

Favoured Realm: Ulgu, Realm of Shadow. There he watches and waits, spinning his plans and expending his strength only when absolutely necessary.

MORATHI, ORACLE OF KHAINE

Morathi is not truly a goddess, but she is so close to apotheosis she gets an honourable mention. A devious survivor and manipulator above all else, Morathi was swallowed by Slaanesh at the dissolution of the world-thatwas, yet through cunning and sheer resolve she has managed to get free. Working alongside her son, as well as Tyrion and Teclis, she used her magic to bind Slaanesh within a prison of paradox in the sub-realm of Uhl-Gysh – a fitting revenge that has seen a great many aelven souls rescued ever since.

Worshippers: The Sylvaneth, a highly spiritual race of strange forest people that defend the arboreal regions of the realms with a deadly fury.

Favoured Realm: Ghyran, the Realm of Life, where she rules supreme.



The great sorceress's incarceration within the god of excess changed her markedly. Though she appears at first to be a beautiful aelf maiden, when her passions rise high she transforms into her true, monstrous form – a serpentine demigoddess massive enough to crush a Stonehorn in her coils as a snake might kill a rat. The cruel irony of her existence is that her true form echoes aspects of her nemesis Slaanesh, and that though she is a supreme sorceress, she cannot change it. Still, as a soul who loves power and respect above all, she is not above using the raw might of her Shadow Queen form to destroy her enemies in times of war.

Morathi's rise through Ulgu's history has been driven by her role as the prophet of Khaine, the murderous god of the old aelven race. Though she claims to speak with the voice of Khaine in all things, in truth that ancient god is dead and all but eradicated – only his iron heart remains. Much like his name, that too is drawn upon to bolster Morathi's power and further her deadly ambition.

Worshippers: The Daughters of Khaine, a bloodsoaked order of maniacally devoted aelves who are at Morathi's every command. Those she has rescued from Slaanesh during his imprisonment in Uhl-Gysh are the Scáthborn.

Favoured Realm: Ulgu, Realm of Shadow. Morathi has fought her way from exile to become the high priestess and empress of a warlike kingdom.



GRIMNIR THE FURIOUS

Grimnir, the Burning Berserker, the Fury of Aqshy, and Bane of Vulcatrix, is the fierce warrior god of the duardin. He was found by Sigmar atop the greatest peak of the Iron Mountains at the dawn of the Age of Myth, bound there by mystical forces alongside his brother god Grungni. With mighty blows from Ghal Maraz, Sigmar freed them both. Grungni honoured the debt through his craftsmanship and a solemn alliance as part of the Pantheon of Order, in part founding the free cities and masterminding the creation of the Stormcast Eternals. Grimnir, by contrast, could not stand to be held in debt to any soul, be it mortal or divine. He asked Sigmar to name a being he would see slain, and upon hearing the name of the tyrannical godbeast Vulcatrix, attacked the Mother of Salamanders at the first opportunity. The duel shook Aqshy to its core. It saw both god and monster destroyed, their essences spread across the realms -Vulcatrix's as fiery embers that became volcanoes and monstrous creatures of magma, and Grimnir's as the scattered and highly magical metal known as ur-gold.

Worshippers: The Fyreslayers. Since Grimnir's explosive demise the Fyreslayers have sought out his godly remains across the realms, drawing upon their ur-gold runes to lend them strength whilst ultimately hoping to restore their warrior god to his former glory.

Favoured Realm: Aqshy, the Realm of Fire. A land of searing rage and burning passion, it suits Grimnir's temperament down to the ground (and quite frequently below it).

GRUNGNI, THE GREAT MAKER

Grungni is the duardin creator-god. He is the master of the forge, the lord of smiths, the forger of miracles, and shaper of the realms. By his divine art was the heart of Chamon wrought in precious metal. Like his fellows in the duardin pantheon, he is an ancestor god who once walked the lands as a mortal and who sired offspring whose lineages have endured across time to thrive anew in the Mortal Realms.

Grungni cares deeply for his duardin kin, though during the Age of Myth he deliberately forsook them, for he knew that they would never truly grow strong if they were not tested in the fires of adversity. The duardin nations suffered greatly as the scourge of Chaos rose up to consume them, ultimately abandoning their beloved mountain strongholds to seek shelter in Azyr or take to the skies as the forefathers of the Kharadron Overlords. They have never truly forgiven Grungni for what they see as a cruel abandonment at a critical time, though in becoming tempered by a new era of war, they

WORLDS OF WARHAMMER

have become more ingenious and cannier than ever. It was Grungni's art that taught mankind metalcraft and, during the Age of Chaos, helped Sigmar create the Stormcast Eternals. His Six Smiths – the demigod retainers of the forge-god – still toil at that same labour every night and day, especially since the dawn of the Soul Wars.

Worshippers: The Dispossessed, those duardin of the elder traditions, still pay respect to Grungni even in his absence. The Kharadron Overlords do not worship him as such, but he is still a presence in their legends and even in their vernacular. Some human smiths ask Grungni to bless their hammers whilst making weapons and armour.

Favoured Realm: Chamon, Realm of Metal. Long ago, Grungni forged the domain now known as the Spiral Crux – it was once a gleaming utopia of order and technological progress, though through Tzeentch's influence, it became twisted beyond recognition.

TYRION AND TECLIS, THE LORDS OF LUMINATION

Teclis and Tyrion are twins, and hence the two aelven gods are getting rolled into one entry.⁴ Even as mortals they were regal aelves of high sophistication and talent, so much so they defined the fate of their race as the tragedy of their homeland Ulthuan played out. Where Tyrion was an athlete, warrior, and general beyond compare, Teclis was physically frail but incredibly gifted in the arcane arts. It was Teclis that harnessed the vortex of Ulthuan at the end of the world-that-was and divided the Winds of Magic to bond with eight different individuals, in doing so conferring the beginnings of godhood upon the resultant 'incarnates' that they might throw back the scourge of Chaos. It was not enough, though, and Tyrion and Teclis could only watch the world burn around them.

After the dissolution of that ancient world, the two found themselves in the Realm of Light. They have since drunk so deeply of Hysh's enlightenment that they are both wiser and more far-seeing than ever before. Tyrion and Teclis allied with Sigmar for a time in his Pantheon of Order, but soon enough looked to their own interests, working together with Malerion and Morathi to entrap Slaanesh in the Age of Myth and drifting away from Sigmar's side in the process. They have been rescuing aelven souls from Slaanesh's gluttonous essence ever since – with varying degrees of success. Just ask the Idoneth Deepkin ... **Favoured Realm:** Both Tyrion and Teclis are active presences in the Ten Paradises of Hysh, teaching their people and leading them in the arts of war.

NAGASH, THE SUPREME NECROMANCER

You knew he was waiting in the wings somewhere, as patient as a spider.⁵ Over the aeons, everyone's favourite life-hating tyrant has risen, fallen, and risen again so many times he's become one with death – after all, you just can't keep a good undead megalomaniac down. Sigmar once slew Nagash in their former lives, and they have had a deadly rivalry ever since, betraying and thwarting one another time and time again. Yet during the Age of Myth they worked together, for they both had vested interests in ensuring civilisation took root, and both believe that for reality to survive the scourge of Chaos, order and law must prevail. The problem is that Nagash wants it to be his law, so much so that every living (or unliving) thing in every realm does his bidding at all times.

Taken to the extreme, utmost law can be just as chilling as utmost Chaos – something that the Sigmarite creed is only beginning to understand. Nagash embraces that cold truth, however, and without hesitation. For without free will, without anarchy and passion, how can his enemies the Dark Gods of Chaos possibly continue to exist?

Worshippers: Those deathly types still capable of independent thought – the Flesh-eater Courts amongst them, but also morbid cults and superstitious peoples who recognise Nagash's power over mortality itself. He's big in Shyish, as you might imagine.

Favoured Realm: The Realm of Death, which he considers his sole province. He has designs on the others, too ...

THE PANTHEON COMPLETE

At one point or another, Sigmar has called all of these gods his allies, and may do so again.⁶ That's a part of the beauty of the Warhammer story – it evolves and develops with every new battletome and boxed set, the story unfolding as elements weave together to form a tapestry of battles. ⁴ Having shared a womb, I'm sure they will be OK with sharing a paragraph.

⁵ Or as patient as the grave. Or a grave filled with spiders. I think he'd be on board with either.

⁶ If he can find common cause with Gorkamorka and Nagash, despite having had a twelve-day punch up with one and killing the other, anything could happen.

⁷ My current favourite is Gorkamorka. A god that manifests as an ugly great foot to stomp his enemies flat has a certain straightforward appeal.

Worshippers: The illuminated and refined aelves of the Realm of Light, who learn the lessons of the cosmos from the twin aelf gods.

I'm sure you have your own favourite Warhammer god, and perhaps an army of worshippers to conquer the battlefield in their name.⁷ If not, then in reading this, I hope you have found some inspiration for your own armies and the alliances and enmities that define it. Let's hope they bless your dice the next time you take to the battlefield!



WARHAMMER 40,000

A True

In the grim darkness of the far future there is only war! This issue, we're proud to present our first Galactic War Zones article, plus we take a closer look at the Blood Ravens in Index Astartes.





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NONE SHALL FIND US WANTING! This issue features a Blood Ravens extravaganza, including a short story on page 18, Index Astartes on page 24, and an army showcase on page 34.



GALACTIC WAR ZONES You loved Fantastical Realms. You asked for a Warhammer 40,000 version. Turn to page 46 for your ticket into Death World Jungles.

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ECHOES FROM THE WARP



ROBIN CRUDDACE

This month, Robin Cruddace puts down his dice and tape measure for long enough to outline Warhammer 40,000's playtesting process. He also introduces some of the members of Warhammer 40,000's dedicated external playtest teams to talk about their experiences of working alongside the Design Studios' games developers.

laytesting is one of the most important aspects of writing rules. There is no substitute for getting some models on the tabletop and rolling some dice to see whether or not a particular mechanic, unit, or rule actually works the way you intended it to. Playtesting for a codex actually happens in several different stages, each with a slightly different focus. The initial stages of playtesting are all about the general shape and feel of the rules, making sure they evoke the themes and flavours of that particular army, as well as checking that they work mechanically. Several stages follow, each looking in greater depth at one particular aspect of the rules, such as making sure certain units' abilities function in



combination as intended, or that the new Stratagems or psychic powers are working right. It's an iterative process; you start with a rule, you test it on the tabletop, and you then adjust the rule based on the feedback from that game. You then repeat that process until the rule is working as you want. Once the mechanics are nailed down, the final stages of playtesting focus on balancing the rules, both from an internal and external point of view. Internal balance in this context means that the rules within a book are balanced against each other – that basically means that there aren't any units, relics, psychic powers and so on in a codex that are 'always includes' (i.e. they are too good) or 'never includes' (i.e. they are too poor). External balance is concerned with how the rules from one codex or army compare with those from another. All of this happens within the Warhammer 40,000 design studio to produce a first draft of a codex's rules. The next step in our playtesting process is external playtesting.

From the start of this edition of Warhammer 40,000, we enlisted the help of a group of external playtesters from across the globe who have a proven record and passion for helping us make Warhammer 40,000 the best it can possibly be. Some of these playtesters are event organisers, some host Warhammer 40,000 podcasts or websites, others are just passionate hobbyists or regular attendees at tournaments. If you look in the front of any of our recent publications, you will probably have noticed we give thanks in particular to two groups – the Mournival and the Infinity Circuit. In very broad terms, the Mournival are our matched play playtest team and the Infinity Circuit are our narrative playtest team. Between them, they provide us with a wealth of playtesting feedback and recommendations that help us polish our rules to a high shine.

I'm often asked what being a playtester entails. To answer, I've asked a small handful of our

expert playtesters to talk a little about what it's like being part of the Mournival or The Infinity Circuit. After all, these are the folk who are actually doing it. I'll sign off now and let the guys introduce themselves and describe what playtesting is like in their own words, but before I do I'd quickly just like to thank them all for their hard work – their dedication has helped to shape Warhammer 40,000 in a very real way, and without their insights and long hours, navigating the tides of the warp would be infinitely more perilous.



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's column features some background and insights from several Warhammer 40,000 playtesters.





MIKE BRANDT Mike runs the NOVA Open Tabletop Wargaming Convention in Washington, DC. He's also an elite tournament player who is a regular on the American GT circuit and a winner of the London GT. He primarily plays Imperium and Tyranid armies.

Hi, Mike Brandt here. My favourite part of the hobby is the people. I'm a huge extrovert, and this hobby has introduced me to best friends, hundreds of acquaintances, and my amazing wife via a party hosted by fellow gamers. The Warhammer community is so vibrant and positive that it's been one of the great joys of my life to be involved. Besides the social aspect, I'm an avid Black Library fan, I love hobbying, and I enjoy hard-fought games against brilliant tacticians. Mournival, and I was quick to jump on it (and call dibs on being Hastur Sejanus). Fortunately, the false Imperium hasn't killed me during a diplomatic mission yet, so we're at least years away from a Playtester Heresy.

My favourite part of playtesting has been the collaboration. Games Workshop takes playtesting seriously, and we've built close friendships with the various designers. They take our input to heart, and it's exciting to see how

I was amazed when Games Workshop asked me to be part of the original Mournival alongside members of LVO, AdeptiCon, and LGT. It was a crazy whirlwind, as the first meeting in Nottingham was the weekend before NOVA Open #8. I had to take the red-eye back to set up, and I couldn't tell anyone where I'd been!

The Mournival name was conceived early in the process among the original playtesters. AdeptiCon's Greg Sparks suggested the amazing this version of Warhammer 40,000 continues to become.

My favourite project was Tyranids. I've collected them for over twenty years, and I'm a former animal worker with a background in marine biology. Robin welcomed feedback on the nature of Synapse and Tyranid behaviour from both a rules and background perspective, and we made huge progress from the original Index Synapse rule.



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REECE ROBBINS

Reece (also known as Reecius on the internet) is a lifelong Warhammer 40,000 fanatic, having played since second edition. He loves all aspects of the hobby, from reading Black Library novels to painting models and playing games, but community organizing is his strongest passion. Hey everyone, Reece Robbins here to share my input on being a playtester for Warhammer 40,000. I picked up my first Dark Angels Captain well over twenty-five years ago, and I have about fifteen armies now (and over the years have had many more), so you could say I am slightly invested in the game! I gain a great sense of satisfaction in helping Games Workshop enthusiasts from around the world come together and enjoy the hobby.

I remember very well the day I was invited to become a playtester for the new edition of Warhammer 40,000 because I literally jumped out of my chair with excitement. I couldn't believe it, and was absolutely thrilled that Games Workshop considered my insights into the game worthy of consideration. As my team and I organise many Games Workshop events including the Las Vegas Open and the global ITC tournament circuit, they felt we had a valuable skillset to add to the conversation. All the hard work over the years really paid off, and it was a moment I will never forget as it really came out of the blue from our perspective.

Being a playtester is first and foremost a serious responsibility that comes with a LOT of hours invested. It honestly is not what most people think, and it's not what I imagined it would be prior to coming on board. It's a considerable workload and you must be willing to make sacrifices to fit it in to your very busy life. It's not just taking a close look at the faction you may love most, but all of them and doing your best to deliver a great product time after time within the confines of deadlines. While challenging, it is very satisfying and the pride that comes from working hard to try and make the best game possible is worth it, particularly when you see the joy a rule or unit you personally worked on brings to a fellow hobbyist.

My favourite project to date is one I can't quite talk about yet, but if you enjoy [REDACTED BY ORDER OF THE INQUISITION], you will probably share my enthusiasm for it when it arrives!





CARL TUTTLE

Carl runs The Independent Characters Warhammer 40,000 podcast, a program dedicated to covering the different ways to play the game with a particular focus on narrative play.

My name is Carl Tuttle, and I am a podcaster as well as a playtester for Warhammer 40,000. I run a podcast that revolves around different ways to play Warhammer 40,000 with a focus on narrative play. Without a doubt my favourite aspect of the hobby is the multitude of ways in which you can play. I am most certainly not a tournament player, but instead choose to focus on narrative and casual play. I suppose it is only natural that after so many years of talking about the game and this style of play that it would attract the attention of the folks at Games Workshop. A little over a year ago, they contacted me to discuss playtesting the game from a narrative perspective. What that means is focusing on the way the various units and armies play and ensuring that they feel and play how they are described thematically.

Having been a playtester on many video games, I immediately recognised that this is more than just getting early access to materials; it involved real work. It takes a significant amount of time and commitment to thoroughly read, play, and provide constructive feedback on each of these products. I gathered players from our group who represented a large number of the various factions, and we formed 'The Infinity Circuit'. We work together to play, discuss, argue, and finally submit our feedback directly to the design team.

One of the great things about working closely with the developers at Games Workshop is having back and forth discussions about various rules and lore. I think everyone in The Infinity Circuit has developed a tremendous appreciation for the way the rules are developed and the pace at which that development is occurring.



BEN Cash

Ben has been part of the Games Workshop hobby since the early nineties. He started with Space Orks for Epic and has had at least one force for just about every Games Workshop game released since then. I'm Ben. My first foray into 'running' an event was actually back in the 2003 Eye of Terror global campaign. I was one-third of the Triad that helped direct the overall Chaos effort. But my main army for many years now has been Tyranids, although I've also been slowly amassing Genestealer Cultists for Kill Team and to reinforce my beloved bugs when the new codex drops.

Nowadays, I'm a member of the Kill Team Mournival and the Kill Team lead for the NOVA Open, one of the largest wargaming conventions in the world. Kill Team was released slightly before NOVA 2018, giving us the opportunity to run the first-ever major event for the system. That was both exciting and a bit nerve-wracking, particularly with Pete Foley and Robin Cruddace both on hand and keenly interested in the event! Fortunately, our players were all tremendously enthusiastic and wonderful to work with, and the event was a great success as a result. That first event had over 130 individual players; the events actually sold out shortly before the game was officially released!

Of the parts of Kill Team that I've helped test, I think I've enjoyed working on the mission design the most, partly because I think that this is often an underappreciated element. You will see some players endlessly debating the relative merits of different units based on stats and points and how they should or should not be changed, but not as much focus on the various missions. As a playtester, that has always struck me as a bit odd, since missions are literally what determines how you win the game!



BRIAN HARVEY Brian is the painter for Evil Space Elves Studio and the cohost of Splintermind: The Dark Eldar Podcast along with fellow Aeldari enthusiasts Thor Trammel and Alex Athanas. He primarily plays Drukhari and World Eaters. I am Brian Harvey, and I was introduced to Warhammer 40,000 in 1989. I was immediately captivated by the grim, dark universe that Rick Priestley had created. When Games Workshop invited me to join the playtesting group, I jumped at the chance to help work on the game that I have loved for three decades.

The playtesting process is a highly rewarding labour of love. We are given a copy of a codex and asked to look for rules that help the army and units best translate their lore to the tabletop. The lore of the 41st Millennium is rich and vast, and the rules writers of the game obviously have a strong passion for ensuring that units and armies are not only balanced, but play

Though the hobby portion is the biggest draw for me, the lore of the game has always had a major influence on informing my hobby and army composition. Our playtesting group is filled with fellow gamers who have a deep love of the background of the universe while appreciating the balance that narrative gaming brings. In fact, our playtesting group name – The Infinity Circuit – comes from the collective knowledge of Warhammer lore that informs our input and feedback during playtesting.

While reviewing and playtesting are a painstaking process, the most rewarding part of the process is seeing your suggestions for bringing the lore of a particular unit into the game translated by the rules team into a playable rule (such as with the rule for Tormentors!). My love for the Drukhari made playtesting and providing feedback on their codex the most rewarding experience yet!

true to their background.



RAVERS' BLOOD Cantain Atanaxis and the battle-weary Blood Bayers have been cut off from

Captain Atanaxis and the battle-weary Blood Ravens have been cut off from the Imperium since the Great Rift tore through the galaxy. Renewed contact with the Imperium brings unexpected gifts in this short story by Callum Davis.

tanaxis hurried to the bridge. Chapter serfs making repairs moved aside for him, issuing salutes as he strode past. He did not return them. His boots clanged loudly on the deck – he had yet to remove his armour from the fighting on Gatera. His plates and crimson colours were chipped and worn, the indignium on his right knee to the point that it was gone entirely.

> 'Contact from Tyrant-class cruiser, designated Argent, under Adeptus Custodes command,' the ship's communications officer had said. He went over the words again and again in his head. In the long darkness since the

Astronomican had failed, this was the first word the Blood Ravens had received from the wider Imperium. They had attempted multiple times to reach out to allies with no success. Many ships had been lost with all hands. Now the Imperium had reached out to them. What did the Custodes want? Thanks to their thirst for knowledge and their large Librarius, the Blood Ravens had not been completely ignorant of the Adeptus Custodes ranging on missions of great import beyond the Imperial Palace over time. But so far as their research and scryings could tell them, most of these efforts were to deliver the Emperor's judgement, swiftly and mercilessly. To be directly engaged by them was incredibly suspect.



FICTION

The Blood Ravens strike cruiser Glory of Calderis was floundering with its battlegroup of escorts near the Storm of the Emperor's Wrath. Containing the horrors that tried to spill from that dread region was a near-impossible task that had cost Atanaxis' forces dear. The Sword-class frigate Raven's Spear was leaking atmosphere and coolant into the void and was totally incapable of warp travel. The other escorts fared little better. All were low on munitions, and most of the crews had been ordered to take stimms in order to keep manning their posts. Many of the Blood Ravens themselves were dead or grievously wounded, and there was little chance of reinforcement.

When Atanaxis arrived, Valestis was already there, as to be expected. Nothing escaped the Epistolary, who was armoured in the blue ceramite of his order, his left arm painted in the crimson of their Chapter. He was carrying his badge of office, a long force staff, the end of which he rested on the steel decking.

The bridge was alive with activity. Serfs and servitors were hard at work repairing broken screens and panels. Bright orange sparks fell like rain. Officers shouted orders, passing on data and readouts to colleagues, charges, and officers on every other ship in the battlegroup. Atanaxis listened to the voices. As the crew of an Adeptus Astartes vessel, they were polished and professional. But they were also tense. They were aware of the Chapter's visitors and the uncertainty they brought. Noticing their captain's presence, the dozens of crew fell silent, came to attention, and made the sign of the Aquila. Only the buzz of datastreams and babbling of servitors remained.

'Captain,' the Librarian said. 'I believe these are good tidings.' He wore a thin smile.

'I pray to the Emperor that they are,' Atanaxis said. 'All non-essential personnel. Out.'

Without hesitation, every applicable member of the crew filed out of the bridge. Only when the last left and the bulkhead doors were sealed did Atanaxis approach the ship's command throne. As he sat down and ran his gauntlets over the buttons and switches on the throne's arms, he felt the gravity of the moment. *Contact at last*, he thought.



He almost hesitated as he opened up the communications feed. Isolation from the Imperium had had its advantages, but this was something he could not ignore.

'Argent, this is Captain Atanaxis of the Adeptus Astartes Blood Ravens Seventh Company, commanding Glory of Calderis. With whom do I speak?'

'Shield Captain Apollus Pertinax of the Emissaries Imperatus of His Imperial Majesty's Adeptus



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Custodes. I bring word from the Lord Commander of the Imperium Roboute Guilliman from beyond the Great Rift. Where is Chapter Master Angelos?'

Roboute Guilliman? Alive? What of the Tear? Impossible, surely, Atanaxis thought. He took a split second to process his thoughts. He looked to Valestis, who shook his head.

'Where is Chapter Master Angelos?' repeated Pertinax.

Atanaxis furrowed his brow. 'The Chapter Master has duties across many systems and brings war to the Emperor's foes. I, as a captain of the Blood Ravens, have authority to speak on behalf of the Chapter.' Atanaxis steeled himself before continuing. 'I must ask you, how were you able to cross the Tear? All of our attempts have failed.'

'You will grant boarding rights to my warriors and I, and hear the Primarch Reborn's statements and declarations.'

+Captain, you would be wise to agree,+ Valestis said, speaking into Atanaxis' mind. +There are many questions, none of which will be answered should we not acquiesce.+

They speak as if I am some kind of Chapter menial. We are Adeptus Astartes, Atanaxis replied without speaking.

+That they do. They are the Adeptus Custodes, it is to be expected.+

'You will respond, Captain,' said Pertinax.

+We have no choice, brother,+ said the Epistolary.

Atanaxis gritted his teeth. 'The rights are given, Shield Captain.'



The Custodians arrived via Orion gunship. Atanaxis had never seen one before and could not help but admire the beauty of its golden armour plating and the unblemished crimson of its panelling. He noted its strange weaponry and wondered what devastation they could inflict on the Emperor's enemies. He and Valestis stood in the hangar bay ready to greet them at the end of a Guard of Honour with twenty of their brothers and forty Chapter menials presenting arms. There had been little time to prepare, and all of those present stood in chipped and damaged armour. Atanaxis noted with pride how they stood tall, each knowing they were a veteran with nothing to prove.

'Let them seem us in our true condition,' Atanaxis rebutted. 'Let them see us as the warriors we are, and know the sacrifices we have made.'

Five Custodians descended their gunship's ramp, resplendent in perfectly polished gold armour and all wielding the guardian spears of their order. Their helmet plumage and left shoulder insert were the colour of freshly spilt blood, their robes as white as old Cyrene's polar ice. At their head was a warrior whom Atanaxis took to be Pertinax. He carried a strangely decorated box that did not appear to be a part of his traditional wargear. Atanaxis observed the Custodes eyeing their surroundings, taking in every detail of the hangar.

'They assess this place as if they expect to be clearing it for the Emperor's presence,' Atanaxis said over the internal vox. 'Our warriors are many spear-lengths apart, as they have requested - that should be obvious."

'It is their life's purpose,' said Valestis. 'They will already know how they would kill us if they deemed it necessary.'

'They say they bring word from the "Primarch Reborn", and they expect we might fight them? I can't say I hold much confidence that what we will hear will be good.'

Valestis laughed. 'Have faith, brother. We will get our answers. It is what the leader carries in that box that intrigues me.'

The Custodians walked past the Guard of Honour without acknowledgement and approached Atanaxis and Valestis. They kept their distance from the Blood Ravens officers. The box the Custodian leader carried was wrapped in chains and adorned with wards, sigils, and other strange and esoteric symbols Atanaxis did not recognise. His Chapter's insignia, however, was plain to see.

'Captain Atanaxis,' the Custodian said.

Atanaxis bowed his head a fraction. 'Welcome to the Glory of Calderis.'

'You will take us to a secure room to discuss the Primarch's words.'

'A poor state indeed, for such an occasion,' Valestis said.

Atanaxis stared into the eye slits of the Custodian's helm, pausing for a few seconds. He was not impressed by the Custodian's terseness.

'Follow me.' The Captain turned on his heel, leading the party out of the hangar. Valestis remained at Atanaxis' side.

+Now I really want to know what they have brought, + said Valestis as they walked.



FICTION



The briefing room selected by Atanaxis was big enough to hold a demi-company of Space Marines. The Custodians maintained their distance from the Blood Ravens throughout, waiting for the Space Marines to cross half the chamber before entering.

Neither party sat. Atanaxis doubted the Custodes could have sat in the seating available, even had they wanted to. Honour demanded that he not sit while they stood. Pertinax placed the box on the round table that dominated much of the space.

'The Lord Commander of the Imperium Roboute Guilliman bids you his greetings,' said the Custodian. 'He has charged me with passing his message and tidings. He has returned to the Imperial fold after ten thousand years in stasis. Much has changed in that time, but one thing has not. He will fight for mankind with every fibre of his being, and he will help those who would do the same. Ten thousand years ago, the Primarch Roboute Guilliman developed a way to improve on the Adeptus Astartes with Archmagos Belisarius Cawl of the Adeptus Mechanicus. Now, these plans come into fruition. 'Primaris Space Marines', in their tens of thousands, now fight for the Imperium. Lord Guilliman extends to you the means to recruit your own. To aid you in doing this, he provides Chapter gene-seed taken from Mars itself."

Pertinax gestured to the box. 'In order to aid the transition, a dozen magi of the Adeptus Mechanicus, along with two hundred medicae and tech thralls and servitors, will be incorporated into the Blood Ravens structure. They have with them all of the necessary equipment. All of these are on the *Argent*. They will be transferred to the *Glory* once this meeting has concluded.'

Atanaxis and Valestis stood in silence.

Gene-seed from Mars?, thought Atanaxis.

+This could tell us everything,+ said Valestis, his excitement palpable.

'If the Primarch has returned, knows of us here, and



can dispatch warriors across the Tear, why does he not send fleets and armies?' implored Atanaxis. 'Our forces are at breaking point. World after world is sundered by xenos and the Archenemy. What few allies we have made contact with report identical disasters. A few hundred thralls will not tip the balance in our favour.'

'Compliance is all that is required,' Pertinax answered. 'You will accept the magi, thralls, and all of their equipment and tools.'



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'Shield Captain,' said Valestis. 'We would be most grateful if you could share with us what you mean by "Primaris" Space Marines. We are ignorant – as you are no doubt aware we have been isolated beyond the Tear – what you call the Great Rift – since it blighted the galaxy with its emergence.'

'They are Space Marines. Of the second generation. Argent carries the means to make your own.' Pertinax almost sounded angry about the concept as he spoke.

'Impossible,' said Atanaxis. He almost laughed.

'We know how to make Blood Ravens,' said Valestis. 'We have thralls and magi. While the gift of gene-seed is most welcome, it will take years to raise aspirants.'

'I care not. This is no debate. No discussion. It is no negotiation. The Lord Commander decrees. By extension, so does the Emperor Himself. Be of no doubt, rejection will not be looked upon with forgiveness. And you are in no position to resist. You have said as much yourself.'

'The Blood Ravens have stood steadfast with the Imperium for thousands of years. We will not tolerate being spoken to in such a manner. I have sixty warriors to your five. Five ships to your one. And you are on the wrong side of the Tear. You never did say how you crossed it,' said Atanaxis.

+Do not push them, brother. We need the geneseed. Think of what answers it might give us,+ said Valestis.

'I am not threatened by your petulant grandstanding. We are the Emperor's chosen guardians.' Pertinax gestured to one of his warriors, who stepped forward with a hololith. He pushed it across the table to the two Blood Ravens. 'Watch, Blood Raven. This will be your last indulgence.'

Atanaxis picked up the hololith. It depicted warriors clad in grey armour that sported the instantly recognisable features of Space Marine power armour, armed with weapons that resembled boltguns but certainly were not.

These cannot be Space Marines, thought Atanaxis.

aiming and reloading technique, grenade-throwing stance – they analysed it all, assessing for the most minute weaknesses.

+If these are not Space Marines, the likeness is staggering,+ said Valestis.

The patterns are perfectly Codex-adherent, down to the last detail, replied Atanaxis without speaking. They move like Space Marines, fight like Space Marines. If I knew no better, I would say they were. After a short while, the grey warriors finished their final drill and were lined in a neat rank. Five warriors, perfectly still, their not-boltguns held tightly to their chest. The Blood Ravens looked at each other when they saw a Space Marine captain approach the rank.

The officer was clad in Mk VIII armour bearing the quartered blue and white of the Novamarines. They all saluted him as he approached. He was more than a head shorter, and narrower at the waist and shoulders. Neither Atanaxis nor Valestis could believe what they were seeing.

What kind of sick mutation is this? Some kind of Chaos trickery? thought Atanaxis.

+I do not think these are mutations, brother, nor lies of the immaterium. The Novamarines are as loyal as any,+ said Valestis.

Some failed result of a Mechanicus experiment gone awry? For all we know they have been as far from the Emperor's light as we have – what secrets must they be hiding, ready to be revealed once the eyes of the Imperium are turned?

+I cannot say they resemble a failure to me, Captain. Were these warriors any of these things, the Custodes would never bring such information to us. I have no reason to believe what we're seeing is not real or legitimate. But there are more questions now than when all this started. We should take what the Custodians offer us. I see little choice regardless.+

'Blood Ravens,' said Pertinax, stamping the butt of his spear on the decking to break the discussion.

'These are "Primaris" Space Marines?' Atanaxis asked.

'Yes.'

Valestis just watched.

The grey-armoured figures were running training drills: fire and manoeuvre, boarding actions, urban combat, static defence – impeccably. One of the warriors smashed through several thick ferrocrete walls in quick succession to reach an objective.

Atanaxis and Valestis watched, taking in every detail. Foot placement, movement patterns,

'We will receive the Primarch's gift,' said Atanaxis. If these were the weapons that would be arrayed against them if they at all resisted, even should they defeat the Custodes, they had no hope.

You still consider these good tidings, Librarian? Atanaxis asked.

There was no reply.



FICTION



The magi, draped in heavy red cloaks marked with the sigils of Mars, chanted in dull binharic tones as they escorted esoteric vats, containers, and labatorium equipment through the Glory of Calderis to the ship's Apothecarion. Servo skulls flew among them and around their technological charges, jabbering senseless monologues and technical data. The thralls, also wearing Martian red, walked behind them. Each was a unique fusion of human and machine. Some walked on sets of bionic legs that clanked on the decking with every awkward step. Others had bionic eyes that constantly whirred and buzzed as their owners took in their surroundings. More had hands replaced with complex medical equipment or engineering tools. Each was marked with tattoos of a skull set inside a twelve-toothed cog.

Atanaxis, standing with Valestis observing the bizarre procession, eyed them carefully.

'The gene-seed is safe in the Apothecarion?' he asked.

'Yes, Captain, thrice sealed,' replied Valestis. There is enough for over a hundred aspirants. This will aid our Chapter's fortunes immensely.'

'Good. You, Apothecary Sergius, and Chaplain Grumion will examine it closely. Yield all you can from it. I will not have any secret left undiscovered. Nor will I allow any impurity to enter our gene-stock.'

'It shall be done, Captain. We may yet learn the secrets of our origins from this.'

'That I hope. I would also have all of our new guests questioned. Nothing heavy-handed – they should not be given reason to report to their masters anything that would put the Blood Ravens in poor light. But they are to hide nothing from us. I trust your skills will be sufficient to unpick what information they hold in their minds.'

'They will be, Captain. There will be much for us to glean here.'



'I have one other order.'

'Yes, Captain?'

'Angelos is not to know. Not until we have something to report.'





The origins of the secretive Blood Ravens are as much a mystery to themselves as to the Imperium at large. Yet none can dispute their devotion to the Emperor nor the glory of their battle record. The Chapter's Librarians hold a high status amongst the Blood Ravens, and they lead them to crushing victories with almost impossible efficiency. heir origins shrouded in mystery, the Blood Ravens Chapter are ever drawn to the pursuit of knowledge and the acquisition of ancient lore. Guided by their powerful Librarians, they fight with precision and calculated fury, able to predict an enemy's plans and thwart them before they come to fruition. These powers have led to great speculation about the Chapter, not all of it favourable.

ORIGINS

Though the Blood Ravens have a long and glorious history fighting in the name of the Emperor, their exact origins and earliest days are clouded and ambiguous. Not even the mightiest Chapter Masters or revered Librarians can say with any certainty where the origin of their Chapter lies. They are a proud and secretive order, obsessed with ritual, history, and the acquisition of knowledge – especially for the truth of their beginnings. The majority of the records on the Chapter date back no further than early M37, though references to their service in the litanies of other Chapters and Imperial organisations prove that they existed and fought the enemies of the Emperor for centuries before this. This gap in the Blood Ravens' history has led to endless speculation as to their origin and what could have happened to expunge such a large and important portion of their history from the Chapter's records.







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Rumours persist that details of the Blood Ravens' origins were discovered and later destroyed by Captain Davian Thule on Kronus, though with his apparent loss during the Third Aurelian Crusade, this is now impossible to substantiate. As a result, the Blood Ravens do not know from which Primarch or Chapter they are descended, and so revere no one as much as the Immortal Emperor, Master of Mankind.

The current organisation of the Blood Ravens owes much to a Space Marine named Azariah Vidya, known to the members of the Chapter through an ancient legend as the Father Librarian, or Great Father. The Legend of the Great Father tells that Vidya was the master of the Blood Ravens' Chapter Librarius at a time when the Chapter was still in its infancy. It states that the Blood Ravens suffered terrible losses in campaigns fought against a series of warp-spawned rebellions said to have taken place in the Gothic Sector – though no corroborating records exist to confirm this.

It is told that in the early days of the campaigns, the foul servants of Chaos were widespread and disorganised, with no hope of standing before the Blood Ravens' might. But the machinations of Chaos are manifold, and this impression proved to be horrifyingly false. The cult forces were far more organised than they at first appeared, and Battle-brother Paschar, Blood Ravens Intercessor



Blood Ravens squad markings largely adhere to the Codex Astartes.



After being cut off from the Imperium at large by the Great Rift, the Blood Ravens were delivered the gene-seed to make their own Primaris Space Marines by Shield Captain Apollus Pertinax of the Adeptus Custodes. The decimation that the Blood Ravens endured while being cut off necessitated a rapid induction of these new progeny.

The Chapter's Apothecaries and Librarians have researched their Primaris gene-seed extensively for any clues as to the Blood Ravens' unknown origins. What they have discovered is unknown to outsiders.





CHAPTER MASTER ANGELOS

Chapter Master Gabriel Angelos hails from the planet of Cyrene in Sub-sector Aurelia. Cyrene was once a verdant world with an eclectic mixture of technologies and hydrofoil systems nestled alongside corrals for Sharaqs and dray animals used for drawing carts and hauling wagons. It had long been the tradition for the youth of Cyrene to enter the local Planetary Defence Force and earn their place in society through armed service. Angelos excelled in this, becoming a wellrespected leader even before reaching his teenage years and eventually being selected for initiation into the Blood Ravens after completing the Blood Trials set by the Chapter Chaplains.

Some considered the Blood Ravens' practice for selecting youths from Cyrene unusual due to the markedly higher proportion of mutant births amongst the populace. Though such abominations were swiftly cleansed and burned, it was soon suspected that these incidences of mutation were linked to a significant, and increasing, number of nascent psykers. Such a vast number of unprotected psykers could only lead to trouble, and such was to prove the case on an occasion when the Blood Ravens returned to Cyrene to sweep for new recruits. Now a respected and courageous captain in the Chapter, Gabriel Angelos descended to the planet's surface and began the selection process. The Blood Trials were cut short, however, when Angelos returned to his strike cruiser and transmitted a secure Astropathic communiqué to an unknown location.

The substance of this message will, in all likelihood, remain unknown, but within months of its sending, fleets of Naval and Inquisitorial vessels were anchored in high orbit. Almost immediately, the orbiting ships began pounding the surface of the planet to destruction with lance strikes, mass drivers, and cyclonic torpedoes. The constant barrage continued for over a week until the entire planet had been reduced to a smouldering wasteland with nothing left alive. Inquisitorial records remain sealed on this incident, and only the Inquisition and Gabriel Angelos will truly know what occurred on the planet to bring about such a violent action.





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the centres of cult activity attacked by the Blood Ravens were discovered to be fiendishly cunning traps. Many Blood Ravens were lost in these elaborate ambushes, and in a blow that could have proven fatal to the young Chapter, the Chapter Master and the Master of Sanctity both fell defending the retreat of the remnants of the First Company. With their ranks depleted, the Blood Ravens turned to Vidya for guidance.

A highly intelligent warrior, Vidya knew much of history and bore the burden of terrible knowledge of the Ruinous Powers. He was also blessed, although some might say cursed, with tremendously powerful psychic powers. He spent months studying the enemy's movements, tactics, and even their histories in an attempt to discern how they might be defeated. While keeping up the facade that the Blood Ravens were reeling from the previous attacks, he utilised his warriors and those of the Astra Militarum to probe the enemy to see how they reacted, gauging their response. To some of the Blood Ravens as well as Imperial High Command it appeared that he wasted his time, that retreating to books rather than steel and courage was no way to fight the enemies of the Emperor.

Eventually, Vidya completed his divinations and studies, declaring that he possessed the knowledge to defeat the enemy utterly. The Blood Ravens launched a sweeping counteroffensive that at first seemed to be organised in a confusing and uninformed way, striking areas that were virtually devoid of enemy activity. Each move proved to foreshadow the forces of Chaos' movements however, denying them strategic ground, sources of resupply, and later routes of retreat.

When the Blood Ravens launched their primary assaults, they hit the Chaos forces at their weakest points with a supernatural prescience, smashing their resistance aside with ease. Feted with honours, Vidya insisted that the key lay in researching and dissecting the enemy's movements, but some Blood Ravens, and indeed some of those outsiders aware of the story, believe that the powerful psyker was reading the enemy's minds and gleaning the necessary information he needed to defeat them in that way. After the crushing blow of the first offensive, the rest of the campaign was short and extremely bloody, with the enemy forces melting before the Blood Ravens' relentless assaults. At the conclusion of the rebellion, Inquisitorial Purgatus teams discovered dark writings and abominable idols that pointed to the involvement of the traitorous Alpha Legion, a fact that the Inquisition noted did not surprise Vidya when he was informed.

THE BLOOD RAVENS FIFTH COMPANY

The Blood Ravens Fifth Company is known as the 'Fated', and though the reasons for this are unclear, it may hark back to an incident recorded in the annals of the Chapter's Librarius but never spoken of openly. During M38, the Fifth Company was recorded as having been lost in the warp, but the truth of the matter is far darker. It is whispered that one of the detachment's Librarians was seduced by the lure of the Ruinous Powers and corrupted his brethren, though of course the Chapter dismisses this notion. No records exist as to the ultimate fate of this company or whether such a traitor, if indeed there ever was one, was brought to justice. The Blood Ravens have an especial hatred for those who turn from the Emperor's light, and to this day, the Space Marines of the Fifth Company wear badges of shame and penitence upon their armour, though none will reveal the reasons for this.

After the resounding victory in the Gothic Sector, legends tell of how Vidya took the Chapter away to heal its wounds, mourn its dead, and reflect on the battles it had just fought. At the insistence of his battle-brothers and the Secret Masters noteworthy and well-regarded warriors within the Chapter – Vidya took on the dual mantle of Chapter Master and Chief Librarian, an uncommon but not totally unknown occurrence within the Blood Ravens, and one that was frowned upon by other Space Marine Chapters who believed in a strict adherence to the Codex Astartes. Vidya served in this dual role for several centuries, and his heroic deeds are told in great prayers committed to the hearts and minds of every single Blood Raven from the time they join the Chapter as aspirants.

While the Blood Ravens follow the Codex Astartes in spirit, if not letter, their passion for knowledge was instilled into the Chapter through the Great Father's example. As a result, the Blood Ravens maintain one of the most extensive, wellorganised, and detailed archives ever seen in a Space Marine Chapter, rivalling even the ancient records of many of the First Founding Chapters. Librarians carefully studying the Chapter's records in an attempt to find hints as to the Chapter's deeper origins have found anomalous data, and even strange gaps, on occasion. Those brave or foolhardy enough to do so whisper that perhaps Vidya himself may have had a hand in removing the relevant records, though none have the evidence to demonstrate such an allegation.

GOD-SPLITTER

Chapter Master Angelos has wielded this deadly Daemonhammer ever since Inquisitor Mordecai Toth gifted it to him during the Tartarus Campaign when he was captain of the Third Company. He used it to combat the Daemon that escaped from the Maledictum - an Aeldari artefact that had imprisoned the Daemon for millennia. It is said that embedded within God-Splitter is a fragment of the Wailing Doom - the weapon wielded by the Aeldari Avatar of Craftworld Biel-Tan - who fought and defeated the Daemon three thousand years previously. Angelos has never confirmed this, though those who know of the Tartarus campaign speculate that without the power of that fragment, the Daemon could never have been defeated.

HOMEWORLD

The Blood Ravens once called Aurelia, of Subsector Aurelia in the Korianis Sector, their home, and their fortress monastery of Selenon was their permanent base of operations. A hive world that served as the sub-sector's capital, Aurelia was advanced and prosperous. In later years of M40, however, it was engulfed by a warp storm that was summoned by the Great Unclean One Ulkair. Despite the efforts of the Blood Ravens' then-



Chapter Master Moriah and Chief Librarian Azariah Kyras – who succeeded in imprisoning Ulkair – their victory was too late and the damage could not be undone. Aurelia was totally consumed by the warp, taking Kyras with it. Its surface was turned into a mad frozen hellscape where Daemons cavorted and cackled with impunity. Henceforth the Blood Ravens became fleet-based, nominating the mighty battle barge **Omnis Arcanum** as their flagship and fortress monastery. The Librarius Sanctorum is aboard this great vessel, and it is here that the Blood Ravens maintain their records of heroic deeds, lore on vanquished enemies, and various captured heretical information. It is to the immense credit of the Blood Ravens' high command that despite their homeworld's terrible loss, the vast bulk of the Chapter's records and relics were secured and evacuated successfully, though every Blood Raven mourned the artefacts and lore that were destroyed.

Aurelia made an ominous return to realspace in the late 41st Millennium, a thousand years after it was lost. This re-emergence was orchestrated by the Black Legion, and it was only by the heroics of the Third and Fifth Companies that their plans to devastate Sub-sector Aurelia were thwarted. What was left of Aurelia remains in realspace to this day and is heavily monitored by both the Blood Ravens and the Inquisition and is garrisoned by regiments of the Astra Militarum.

While the Blood Ravens have no fixed base of operations, the other worlds of the Aurelia subsector continue to provide the majority of the Chapter's recruits and much of its wargear. There are a number of worlds in particular that the Blood Ravens favour over others. Why this should be the case is not fully understood, but it is speculated by some that these worlds have a higher incidence of psykers than normal. Though such speculation is not fully substantiated, the Chapter's prevalence of Librarians lends such ideas credence.

COMBAT DOCTRINE

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The Blood Ravens' belief in studying the enemy and predicting their movements before launching any attacks, rather than using rampaging charges or spur-of-the-moment lightning assaults, has led to some friction with other more headstrong Chapters. Those who prefer a more straightforward approach to battle have branded the Blood Ravens cowards for their precise, methodical way of waging war, but this would be an unfair judgement. Once the Blood Ravens take to the field of battle, they fight with a fury and zeal the equal of any other Chapter of the Adeptus Astartes. ruthlessly. Such is the depth of planning and thoroughness that every eventuality is planned for, thanks to their Librarians' uncanny ability to predict. As a result, they have in the past warned or responded to enemy attacks or invasions well before most Imperial forces have even been aware of them. This has led some puritanical figures to make dark mention of the tale of the fallen Primarch Magnus and his ultimate fate – claiming that his path to damnation began with such warnings.

ORGANISATION

The organisation of the Blood Ravens follows the standard practices laid down in the Codex Astartes, with ten companies, each of ten squads. The Chapter consists of the prescribed mix of Veteran, Battle, Reserve, and Scout Companies and their components of battleline, close support, fire support, and vanguard squads, and makes best use of the tactical flexibility offered by this structure.

One of the most remarkable aspects of the Blood Ravens is their large number of Librarians. The Librarians of the Blood Ravens are exceptionally powerful, but whether this is due to the Great Father's influence or a result of the reverence the Blood Ravens hold him in is unknown. However, neither explanation fully reveals how the Blood Ravens manage to cultivate such a high number of psykers within their ranks, or how they develop their powers to such distinguished levels.

Due to the higher proportion of Librarians, almost all Blood Ravens strike forces are accompanied by one or more of them. It is not unusual for Librarians to take command of such forces, otherwise always serving as senior advisors to the commanding officer. The Blood Ravens' higher echelons reflect the high proportion of psykers, too, and many of the Secret Masters of the Chapter are themselves psykers, leading powerful units of warriors chosen from the Librarius itself. These warriors obsessively study the ways of the Ruinous Powers to better fight them and are steeped in all manner of forbidden lore. Because of this, though, they are extensively monitored by the Chapter's Librarius and Reclusiam for signs of corruption, as even the mightiest of psykers are not immune to the insidious lure of Chaos. Chief Librarian Jonah Orion increased this scrutiny even before the emergence of the Great Rift, though the reasons why have not been divulged.

Their battle plan almost never varies from initial concept to final execution, and it is executed

The Chapter's Librarius Sanatorium is grim testament to the dangers of their studies, filled with the mad souls who have proven too weak to complete the final transformation into a Librarian. Here, these unfortunates are put to final use by the Chapter before being ritually executed as a

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danger to themselves and others. It is a place of great solemnity, with those who have made the ultimate sacrifice honoured before their deaths with a personal shriving from the Chapter's Master of Sanctity himself.

BELIEFS

Like many Codex Chapters, the Blood Ravens do not venerate the Emperor as a god, but as the mightiest of men. As they do not know the identity of their Primarch, however, they give praise to the Emperor with a fervour greater than many other Chapters are noted to. As their quest for knowledge echoes many tenets of the Adeptus Mechanicus, the Chapter maintains close ties with the Priests of the Machine God, often joining forces with their fleets of Explorators in their conquest of the unknown quarters of the galaxy.

The Blood Ravens are often known to seek out sites of lost artefacts, fabled writings, and ancient relics to deny them and the secrets they hold to the Archenemy. To achieve this, they rely heavily on their Librarians both to lead the continuing search for new additions to their holdings and to keep the secret archives in order and compile new records. The Blood Ravens believe that information is the greatest weapon available to them in the fight against the Emperor's enemies.

It is not uncommon for groups of Librarians to be dispatched with an army of servitors and a number of Space Marine squads to uncover a lost artefact whose location has been recently unearthed or revealed through ritual divination. This has brought the Blood Ravens into direct conflict with the Inquisition on several occasions, as many of the items they seek are touched by the Ruinous Powers. The Blood Ravens insist that it is their duty to hunt down and oppose the forces of Chaos wherever they may be and that by recovering and destroying the tools of Chaos they deny the Archenemy their use. However, the Blood Ravens have been less than forthcoming regarding any proof of the destruction of any of the hundreds of artefacts they are said to have procured. Such actions do nothing to allay their critics. When dark rumours about the Blood

THE PATH OF THE BLOOD RAVENS LIBRARIANS

The path to becoming a Space Marine is long, arduous, and fraught with peril, but it is a more straightforward path to tread when compared to the hardships an aspirant must endure to become a Space Marine Librarian. Deadly trials and terrifying ordeals that test an aspirant's strength of will, character, and psychic resilience are necessarily harsh to ensure that the potential Librarian has the power to resist the predations of warp creatures and aetheric entities that inhabit the haunted depths of the empyrean.

Those who fail in such endeavours usually either die in agony during the testing or are swiftly executed as potential conduits for warp creatures. But there are others who fail in their testing but are so ravaged by it that they are no longer sane or, in some cases, even humanoid anymore. These poor, unfortunate individuals are taken in pentagrammically warded chains to a shuttered, lonely place on the Omnis Arcanum known simply as 'the Tower', where they are studied by the Chapter's Librarians to better understand what makes an aspirant fail and how they might hone the minds of others who take the trials. It is a horrifying place, echoing to the sounds of lunatic screams and shunned by all save those who must brave the soul-destroying terror of those condemned to this place. What happens behind the locked and warded doors of the Tower is never spoken of, but there are dark tales of beasts conjured from beyond the veil and briefly allowed to manifest in the flesh of those incarcerated within the Tower, before being banished back to the warp. The veracity of such tales is suspect – to say the least – but were they proven true, they could potentially be the Chapter's undoing.





Ravens began to circulate in the aftermath of the Third Aurelian Crusade, Inquisitors from both the Ordo Malleus and Ordo Hereticus headed for Sub-sector Aurelia determined to discover the truth. Alas for them, their expeditions coincided with the emergence of the Great Rift. They have not been heard of since and are presumed dead, lost in the deadly tangle of warp storms that has cut the galaxy in two.

GENE-SEED

The Blood Raven gene-seed is relatively stable, though the high proportion of psykers has resulted in their gene-seed tithe being tested on a more regular basis than most.

Thus far, there has been little evidence of mutation and little that points to the gene-seed as the source of the Blood Ravens' disproportionate number of psykers or the power they exhibit.

There has been much speculation regarding which of the Founding Chapters the Blood Raven's gene-seed is derived from. Both the Blood Angels and Raven Guard have been suggested, but these are likely to be based simply on the similarity in names between the Chapters. Rumour has also persisted that the Blood Ravens may be derived from the Dark Angels gene-seed, but no facts have ever been presented to establish a definitive single source of the genetic material that makes up the Chapter. The truth of the Blood Ravens' origin is the one piece of information they seek above all else.

CAPTAIN DAVIAN THULE A veteran of

decades, if not centuries, of service, Davian Thule participated in some of the most significant **Blood Ravens** campaigns of the 41st Millennium. After leading a large strike force to victory on the planet Kronus, Thule led the defence of Calderis against the Tyranids in the First Aurelian Crusade. There he suffered a grievous wound, made near-fatal by a festering toxin. Incapable of commanding and on the verge of death, he was interred within a Dreadnought's armoured sarcophagus. He later fought during the Third Aurelian Crusade, though his ultimate fate in that terrible conflict remains unknown.

BATTLECRY

Through much of their known history, the axiom 'Knowledge is power, guard it well' has been associated with the Blood Ravens, though following the Third Aurelian Crusade and Gabriel Angelos' rise to the rank of Chapter Master, 'None shall find us wanting' has become increasingly common as Angelos' example is followed. Additionally, it has been noted that, following their victory in the Kronus campaign over the Necron menace there, the Second Company has adopted the maxim 'Victory over death'.

THE DARK IMPERIUM

Before the Imperium was torn asunder by the Great Rift and wracked by the Noctis Aeterna, the Blood Ravens were still reeling from the horrendous casualties and internal strife suffered during the Acheron Campaign, the three Aurelian Crusades and the Kaurava Campaign. With the Chapter barely at half strength, Gabriel Angelos ordered a regrouping and rearming in Sub-sector Aurelia, and the bulk of the Blood Ravens were able to return. The Chapter Master decreed that this consolidation was to be conducted alongside

large-scale recruitment. Blood Trials to find



aspirants were carried out on every world from which the Blood Ravens recruited, and they were held more frequently. Production of arms, ships, and other war materiel increased. Angelos declared that, once enough of the Chapter had been rebuilt, the Blood Ravens would strike out into the galaxy anew and bring bolter and blade to the Emperor's foes with renewed vigour.

But this grand rebuilding was not to be. Scant weeks after initiating his plans, madness erupted in the sky as the Cicatrix Maledictum emerged and the Astronomican dimmed and flickered out. Contact between the Blood Ravens detachments conducting Blood Trials and the Omnis Arcanum became next to impossible. Ships full of aspirants were lost to the warp. All over Sub-sector Aurelia, outbreaks of mutation and other psychic phenomena were endemic. Some Blood Ravens, psychically sensitive as many are, perished or were driven to madness by the surge in empyric energy. Those Librarians able to make some sense of the distortion reported terrible visions and nightmares, some even of the Great Unclean One Ulkair stirring in his prison in the core of old Aurelia. Entire Astropathic choirs died horrendous deaths as uncontrollable forces built up inside them to the point that their heads exploded under the expanding pressure.

Despite all of this, enough psychic infrastructure remained intact for scores of desperate messages to reach the core of the Blood Ravens fleet, each



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begging for the Chapter's aid as worlds across the length, breadth, and depth of Sub-sector Aurelia found themselves beset by Daemonic onslaught, mass outbursts of mutation, and rising heretical cults. Gabriel Angelos, ever a warrior of honour, nobility, and an uncompromising stubbornness in the face of the enemy, ordered his Blood Ravens to respond to as many worlds as possible. Due to the loss of the Astronomican, carrying out such commands was much easier said than done. But the Blood Ravens persevered, rushing as quickly as they could to their allies' aid using short, arduous warp jumps. Throughout this time, Angelos had his Astropaths endeavour to send messages across the Rift - what the Blood Ravens called the 'Tear' – to what they would later know to be the Imperium Sanctus. Several ships were also dispatched across the Rift. No attempts were successful and countless brave lives were lost.

It was only when elements of the Adeptus Custodes Emissaries Imperatus located the Blood Ravens Seventh Company – under command of Captain Atanaxis – that the Chapter had any contact with the wider Imperium. In a tense meeting, the Custodes stated that Roboute Guilliman had returned and that what they called Primaris Space Marines were fighting for the Imperium in the tens of thousands. Bringing with them supplies of the Blood Ravens' own gene-seed sourced from the vaults of Mars themselves, the Custodes presented Atanaxis with a gift from the Emperor – the

THE DAUNTLESS

The battle barge Dauntless had served the Blood Ravens for millennia when Chapter Master Angelos and a strike force took it to war in what would later be known as the Acheron Campaign. Whilst much of the fighting took place on the ground, the Dauntless' brawn enabled it to run blockades and be in position for its finest hour. When an Inquisitorial bombardment opened Acheron's core to the void in an attempt to destroy a Daemonic infestation, Angelos ordered the Dauntless to fly into the fissure created by the bombardment to destroy the planet - an act that inevitably resulted in the ancient battle barge's loss. Though this sacrifice cost many lives, countless more were doubtless saved.

means to develop Primaris Space Marines of their own. Eager to learn what this might mean and what knowledge of the Chapter's origins they could yield from this, Captain Atanaxis accepted, though what real choice he had in the matter is debatable.

Many years later, with the Indomitus Crusade in full swing and its fleets rushing to the aid of beleaguered systems across the galaxy, hundreds of Primaris Space Marines clad in Blood Ravens colours now wage war in the Emperor's name. Armed with all the panoply of war created by Archmagos Cawl, they bring death to their enemies across Sub-sector Aurelia and beyond, their forces combatting the malignant hordes of the Archenemy wherever they find them, be they clawing their way out of the Storm of the Emperor's Wrath, or laying siege to the Somnium Stars.

Using their talents for research, the Blood Ravens Apothecaries and Librarians applied every kind of scrutiny known to them to the gene-seed and Primaris technology provided for them. What they might have discovered is naught but suspicion and conjecture to any outside the Chapter who know of the Blood Ravens' deep desire to seek out knowledge of their origins, and the Secret Masters in particular have made a point of ensuring that the knowledge they have gleaned remains secret, going to great lengths to secure it against any eyes that might pry where they are not welcome.



CODEX SUPPLEMENT: BLOOD RAVENS

Codex: Space Marines contains a number of rules that apply to Space Marines Detachments. Amongst these is the Chapter Tactics ability, which offers rules for the First Founding Chapters and their successor Chapters. The Blood Ravens are unusual in that they do not know who their primogenitor Chapter is, so we have presented here an alternative Chapter Tactic to allow you to better represent these mysterious warriors on the battlefield. In addition to this Chapter Tactic, you will find a Stratagem that allows you to field a Chief Librarian in your Blood Ravens army and an extra Chapter Relic that the Blood Ravens have access to. These rules have been designed to be used in all types of games, including matched play.

CHAPTER TACTICS

If your army includes any **BLOOD RAVENS** Detachments – that is, a Detachment that only includes units with the **BLOOD RAVENS** keyword – then when determining which Chapter Tactic units in a Blood Ravens Detachment gain, you can either choose the Chapter Tactic that you feel best represents Blood Ravens on the battlefield (as described in *Codex: Space Marines*) or you can choose the Blood Ravens: Relentless Seekers Chapter Tactic presented here. All Blood Ravens Detachments in your army must use the same Chapter Tactic; make it clear to your opponent before the battle begins which Chapter Tactic they are using.

BLOOD RAVENS: RELENTLESS SEEKERS

The Blood Ravens unwaveringly seek out knowledge at all opportunities, and even the most punishing assaults cannot hold them at bay. Their Chapter Librarians are meticulous in this collection, for hopefully this may lead them to some secret about their Chapter's mysterious past.

When resolving an attack made against a unit with this tactic, an unmodified wound roll of 1 or 2 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

In addition, when a Psychic test or Deny the Witch test is taken for a **PSYKER** model with this tactic, re-roll any or all dice rolls of 1.

STRATAGEMS

1CP

If your army is Battle-forged and includes any Blood Ravens Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagem shown below and can spend Command Points to activate it.

CHIEF LIBRARIAN

Blood Ravens Stratagem As masters of the psychic arts, the Chief Librarians of the Blood Ravens can direct the energies of the immaterium with incredible precision and power. Use this Stratagem before the battle. Select one BLOOD RAVENS LIBRARIAN model from your army. That model gains the CHIEF LIBRARIAN keyword and the following ability: 'Chief Librarian: This model knows one additional psychic power from their chosen discipline and can attempt to deny one additional psychic power in your opponent's Psychic phase.' You can only use this Stratagem once per battle.

RELICS

A **BLOOD RAVENS CHARACTER** from your army can be given the following Chapter Relic instead of one of those presented in *Codex: Space Marines*.

Purgatorus

This bolt pistol is a true work of the artificer's art. Since its forging in M35, the battle-brothers of many Chapters have used the pistol to purge traitors, tyrants and heretics from the Emperor's realm. The weapon's machine spirit is wrathful, its aim inescapable; in many ways, Purgatorus epitomises the very warriors who wield it.

Model equipped with a bolt pistol or heavy bolt pistol only. This Relic replaces a bolt pistol or heavy bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Purgatorus	12"	Pistol 2	5	-3	2

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

CHARACTER Gabriel Angelos

WARLORD TRAIT

Rites of War

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Includes wargear)
Gabriel Angelos	1	185





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NEW RULES

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Gabriel Angelos	6"	2+	2+	4	4	6	5	9	2+
Gabriel Angelos is a sir	ngle model equ	uipped v	with: Go	d-Splitte	er. You c	an only	include	one of t	this model in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
God-Splitter		When the bearer is chosen to fight with, select one of the profiles below. That profile is used for this weapon until the start of the next Fight phase.							
- Mighty Strikes	Melee	Mel	ee		×2	-3	3	When resolving an attack made with this profile subtract 1 from the hit roll, and a wound roll of inflicts 1 mortal wound on the target in addition other damage.	
- Sweeping Blows	Melee	Mel	ee		+2	-1	1		en this profile is selected, add 3 to the bearer's cks characteristic until the end of the phase.
ABILITIES		And They Shall Know No Fear Iron Halo: This model has a 4+ invulnerable save.						move and 1	b into the Fray: After this model finishes a charge e, you can select one enemy unit within 1" of it roll one D6; on a 4+ that enemy unit suffers D3 tal wounds.
	made by	pter Master: You can re-roll hit rolls for attacks le by models in friendly BLOOD RAVENS units lst their unit is within 6" of this model.						mode up or Move on th	port Strike: During deployment, you can set up thi el in a teleportarium chamber instead of setting hin n the battlefield. If you do, at the end of one of your ement phases you can set up this model anywhere ne battlefield that is more than 9" away from any ny models.







WARHAMMER

Long cut off from the wider Imperium by the Great Rift, the Blood Ravens have only just begun to receive Primaris reinforcements. Likewise, Rik Turner has now started inducting Primaris Space Marines into his massive Blood Ravens army.


ARMY SHOWCASE







RAPID REINFORCEMENTS

To reinforce his collection of Blood Ravens with Primaris Space Marines, Rik painted up the contents of the Dark Imperium boxed set. To tackle such a large project, Rik did some experimenting to find a quick way to paint his models.

'I eventually settled on a Chaos Black undercoat, followed by a Mephiston Red spray basecoat,' Rik said. 'I picked out the metal areas with Leadbelcher, the leather bits with Dryad Bark, and the chest eagles with Zandri Dust. The purity seal parchments were painted Rakarth Flesh and the wax seals in Screamer Pink. Then I shaded the entire model with Agrax Earthshade. When dry, I gave the model a liberal drybrush with Evil Sunz Scarlet then a little Wild Rider Red. The bone plates were layered with Ushabti Bone then Screaming Skull. I used Seraphim Sepia as an edge shade along the trim.'





We think the results are fantastic!

ARMY SHOWCASE





GABRIEL ANGELOS

One of the centrepieces of Rik's army is his converted Gabriel Angelos model (bottom). Rik converted Angelos to wear Mk X armour.

'I started with the Forge World miniature and used a fret saw to cut away his shoulders, Iron Halo, and face in one piece,' Rik said. 'I then grafted his face onto a plastic Space Marine head from my bits box to form a full head. The torso, backpack, The torso, backpack, and legs are all from the Easy To Build Primaris Aggressors kit. The most time-consuming part was sculpting the cape – the basic form was made from car was made from car mesh bent and folded into shape. I layered both sides with Green Stuff and, once that was cured, I used knives, files, and knives, files, and power tools to smooth out the surface and create a clean, sharp look. Then I glued it into place before I painted him.'

Gabriel Angelos looks ready to lead a new generation of Space Marines into battle!





PAINTING BLOOD RAVENS

After reading about the origins and history of the Blood Ravens, you may want to paint your own force of this secretive Space Marines Chapter. Having painted several Chapters over the years, our own Matt Hutson decided to give them a go. Here's how he did it.

att assembled the model and undercoated it with Chaos Black Spray. The Blood Ravens' distinctive dark-red power armour is by far the largest area of the Intercessor to paint, so Matt started with this before moving onto the next largest area.

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'My approach to painting Space Marines is the same no matter what Chapter I'm painting,' says Matt. 'My Imperial

Fists are painted using the same techniques, just with different colours, obviously. I usually paint in batches of five. It helps me paint quickly while giving each model the attention it deserves. I paint each of the stages on all of the models before moving onto the next stage. After finishing the power armour, I moved onto the next largest area – the bone-coloured shoulder pads. At this point you get a real feel for how the model will look when finished.'





Layer: Ushabti Bone





Layer: Gorthor Brown

WARHAMMER **TV PAINTING** GUIDES

Before starting any new painting project, it's worth checking out Warhammer TV. The channel includes a painting guide for Blood Ravens power



armour, so we used it as the foundation for this Paint Splatter.







Layer: Screaming Skull

S Layer









S Layer

S Base

S Layer

S Laye

M Layer

PAINT SPLATTER

MATT'S TOP TIPS

'To get a smooth, clean finish on your Blood Raven, it pays to thin the Khorne Red paint down with a little water and apply several thin coats to the power armour. I find that the easiest way to edge highlight the armour is to use the edge of the brush, rather than the tip, and to run it carefully along the edges of the armour panels. This should help you get a more even, consistent line.'

PAINTING THE BASE

The base was painted using Armageddon Dust, then washed with Seraphim Sepia before being drybrushed with Ushabti Bone. The grass came from the Middenland Tufts set.



GOLD DETAILS





S Layer

_ayer: Yriel Yellow

S Layer

EYE LENSES



PURITY SEAL

M Base















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PAINTING THE BLOOD RAVENS CHAPTER ICON

The Blood Ravens Chapter symbol can be daunting to paint. Luckily, Duncan Rhodes at Warhammer TV has come to the rescue with a detailed stage-bystage guide on how to paint it. You can find the guide on Warhammer TV's YouTube channel by visiting www.youtube.com and searching for 'Blood Ravens Chapter Symbol'.

S Layer







INDOMITUS CRUSADE FLEETS

As warp storms rip into realspace and sunder the galaxy, the fractured Imperium of Man has never been closer to annihilation. Ever indomitable, the Primarch Roboute Guilliman assembled the mightiest fleets Humanity has ever known to retake the stars.

n the later years of the 41st Millennium, a devastating cascade of warp storms ripped their way across the stars. It was as though the Dark Gods had dragged a ragged blade across the throat of the galaxy; the taut skin of realspace split again and again, and from the ineffable spaces beyond, the malevolent energies of the warp spilled forth. As the unnatural storm fronts spread, they multiplied and crashed together like ectoplasmic tidal waves. Countless worlds were engulfed in raging tempests of insanity. Armies were swallowed up by the darkness while ships in transit were smashed to haunted wreckage or hurled millions of light years off course.

Many heroic tales are told of the Terran Crusade. Legends claim that its warriors forged on despite the machinations of heretics and xenos alike, that they defeated the cruel snares of Daemons and despots to finally come by strange roads to the surface of Luna, Holy Terra's only moon.

GUIT

On Luna the crusade army was forced to fight one last savage battle against Magnus the Red and his traitorous Thousand Sons. The Daemon Primarch sought to prevent his loyalist brother from reaching the throne world. It was only by leading the combined strength of the crusade's survivors - reinforced in their hour of need by military forces dispatched from the defences around Terra itself that Guilliman was able to prevail.

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Amidst the death and mayhem, one band of heroes forged on against the odds. This was the Terran Crusade, a combined force of Space Marines from dozens of Chapters allied to Adepta Sororitas, Astra Militarum, Inquisitorial, and Adeptus Mechanicus forces. Their ships were engaged in a desperate bid to reach Terra before the billowing storm fronts could consume them. At their head fought Roboute Guilliman, the awakened Primarch of the noble Ultramarines, the warrior demi-god who had called this desperate crusade and would accept no end to it but victory.

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Many believe it was the Battle of Luna more than any other single engagement that inspired the nature of the Indomitus Crusade. Others cite the conflict that Guilliman was forced to lead only days later, he and Captain General Trajann Valoris leading a mighty Imperial army in the Emperor's defence as the bow wave of the Noctis Aeterna drove a Khornate Daemon army against the very gates of the Imperial palace. Either conflict might have impressed

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INDOMITUS CRUSADE FLEETS

upon Roboute Guilliman the true efficacy of the Imperium's combined armies. Others suggest the Primarch was already well aware of the might of the Imperial war machine after his battles in Ultramar and upon the road of the Terran Crusade. Most likely all played their part, providing raw strategic data for Guilliman to process, enhancing his understanding of the capabilities of the Imperial war machine in the 41st Millennium and planting the seeds of his plan for a combined-arms counteroffensive against the forces of the Dark Gods.

There are those amongst the High Lords who suggest none-too-subtly that Roboute Guilliman may already have harboured the plans for his own self-aggrandizing Great Crusade. They imply that the Primarch only made the journey to Terra so that he could launch his own galactic conquest from the throne world as his father did before him, hoping in this way to garner legitimacy for the undertaking. Such notions are based on ten-thousandyear-old legends and Ecclesiarchal apocrypha, of course, and likely motivated by jealousy and politicking. For all that, there were those who believed they held a ring of truth, and who resented the Primarch for what they perceived as an attempt to suborn the mantles of the High Lords, perhaps even the Emperor himself.

Then there are those who claim the Indomitus Crusade was not a plan of Roboute Guilliman's devising at all. It is certainly true that the Avenging Son visited his father's throne room upon reaching Terra, though what if anything passed between them behind those gilded doors, none but Guilliman may ever know. It is also true that it was not until Guilliman departed the Emperor's throne room that he set his plans in motion. Perhaps the Indomitus Crusade was indeed the manifest will of the Master of Mankind, a mighty undertaking to rival his own deeds ten thousand years earlier. If so, it was set against darkness and evils that rivalled those of Old Night, prosecuted not in the name of the Imperial Truth but instead undertaken with full and terrible knowledge of the enemies that Humanity must overcome if it was to survive this darkest hour.

Whatever the case, one thing is certain. Even as the darkness of the Noctis Aeterna began to fade from the Sol System and the light of the Astronomican stretched forth to illuminate a much-changed galaxy, Roboute Guilliman had already begun to muster the greatest crusade fleets Humanity had seen since the Imperium's dawning days.

A GRAND UNDERTAKING

Not since Warmaster Horus' fleet darkened the heavens

the Imperium were scattered, besieged, and outnumbered. Untold trillions of Imperial citizens died with every day that passed. Worlds winked out like snuffed candle flames from the far reaches of Segmentum Pacificus to the storm-wracked tumult of the Charadon Sector. Time was desperately of the essence.

Despite his newfound appointment as Lord Commander of the Imperium, Roboute Guilliman knew that he could not respond immediately. Inquisitorial vox-thief logs of the Primarch's private conversations during those dark days reveal that Guilliman wrestled with the impulse to draw his blade, rally what warriors were available to him, and take ship for the nearest war zone. In his place many of his lost brothers would perhaps have done just that. But it was both Roboute Guilliman's blessing and curse to see always in terms of the bigger picture. He understood better than any that Humanity faced a war not for territory but for survival, that every weapon in the Imperial arsenal must be wielded in concert and with a degree of skill that only he could achieve, and that losing perspective even for a moment might see him win a handful of battles only to lose the wider war for his father's realm.

'I hear them, all of them, every time I close my eyes. The distress calls that went unanswered. The appeals for aid that we might have offered had necessity been less cruel. Every world, every army, every fleet and colony and platform and outpost from which their voices echoed in a chorus of the dying and the damned – I know that to save them would have been to lose the Imperium entire, and yet I hear their voices still. I always will, carrying them with me like some ghastly reliquary until the day I meet my end. Perhaps that is only right. Perhaps that is my punishment.'

- Primarch Roboute Guilliman to Cato Sicarius before the Tri-fleet Address

Thus Guilliman took all his rage, all of his hatred of the traitor foe and his dismay at what had been done to the Imperium, and he channelled it into the mustering of the Indomitus Crusade. He would forge not mere armies, nor even crusades in the traditional Imperial sense, but rather immense fleets of vengeance and reconquest that dwarfed all that had come before them. With these tools at his disposal, Guilliman would fight back against the lackeys of the Dark Gods.

He set out his plans to the High Lords with what could best be described as forceful determination, having set a dozen schemes and more in motion before he even secured their agreement. The moment astropathic communication could be re-established with the wider Sol System, the Primarch sent missives winging out to Mars, Titan, Jupiter, and dozens of other worlds and deep-space fortifications besides. He spoke to Archmagos Cawl, impressing upon his ancient ally the importance of speed in the undertaking of the Ultima Founding. He secured every space-faring asset he could lay his hands on and began the process of gathering one flotilla after another in

above Terra had the Imperium known such a time of crisis as it did in the days following the opening of the Great Rift. Half of the Emperor's realm was gone, vanished behind a veil of nightmares and – for all those on the throneworld knew – annihilated at a stroke. Those worlds in the newly designated Imperium Sanctus fared little better. Distress calls, desperate screams, and grim last transmissions all but drowned the minds of Terra's astropaths and drove many mad. There was not a world, it seemed, that was not beset by war. Everywhere the High Lords of Terra turned their gaze the armies and fleets of



WARHAMMER

deep space beyond Neptune. Guilliman went in person to beseech the Abbess Sanctorum of the Adepta Sororitas and the Fabricator General of Mars for aid in his undertaking; few know what promises or assurances Guilliman made to these two influential figures, but for whatever unknown price he secured their cooperation.

If Terra was to be his fortress and Sol his mustering ground, the Primarch could not afford to risk instability or insurrection endangering his efforts. He made overtures to the Inquisition, the Adeptus Custodes, the Adeptus Arbites, the Ecclesiarchy, and even the Assassinorum to aid him. So began a time of brutal purges throughout Terra's sprawling macro hives that saw hundreds of petty cults uprooted and millions of alleged heretics, mutants, and recidivists burned alive in the streets. Few were safe from this campaign of terror, which soon became known as The Primarch's Scourge and saw a shocking number of corrupt officials, dilettante cult-magisters, and selfinterested high acolytes culled from Terran high society. Horron Sch'est, the notoriously arrogant and conservative Consul Pre-eminus of the Navigator Houses, was publicly flogged to the widespread shock of all. He had attempted to hold the crusade muster to ransom by withholding the aid of the guilds pending promises of richly preferential treatment from the High Lords, but he soon found that Guilliman's patience for such manoeuvring was nil. Within weeks of the ratification of Guilliman's plans by the High Lords, several all-out wars were raging through the Terran underhives as xenofile cults and Chaos worshippers

TEMPUS INDOMITUS

Warp travel has always had a deleterious effect upon the linear flow of time as Humans perceive it. Even a single jump through the warp has the potential to put those who make it out of synch with Terran sidereal time by a measure of days, months, or even years. Tales abound of more extreme phenomena being experienced by craft caught amidst the lashing energies of a warp storm, with Imperial ships being hurled centuries backward or forward in time. An entire Ordo of the Inquisition exists, known as the Ordo Chronus, whose duty is to track and swiftly neutralise such dangerous temporal heresies lest they bring undue alarm or disruption to the wider operation of the Imperium.

Knowing that they would be venturing far across the galaxy, campaigning for many years, and performing warp jump after warp jump through an immaterium whipped to fury by the Cicatrix Maledictum, the Indomitus Crusade Fleets attempted to mitigate this effect by each establishing their own Tempus Indomitus. Each crusade fleet set its own self-contained chronology, fixed upon the temporal coordinates of its fleetmaster's command ship. Even should a battlegroup or task force discover that they had slipped years out of reckoning with their command ship, upon learning where their fleet's Tempus Indomitus stood they would adjust their records and chrons accordingly, stoically shrugging off the sanity-stretching implications of such arbitrary adjustments and soldiering on regardless. fought desperately for their survival. Collateral damage spiralled. Voices of dissent murmured wherever they did not believe they could be heard. Yet as a result of the scourge the Primarch's muster went uninterrupted by sabotage, sedition, or politicking – at least in the main.

For Guilliman himself, the most troubling aspect of the muster was the process of triage he was required to enact throughout the Segmentum Solar. The entire principle of the Indomitus Crusade required the amassing of immense military forces in and around the Sol System and its neighbouring star clusters; by this point, the Primarch had expressed a desire to gather as many as ten such almighty assemblages. These fleets would muster one by one as sufficient forces became available before striking out on predetermined routes across the Emperor's realm. A great part of the materiel and manpower required for the Indomitus Crusade was slated to come from Mars in the form of both the Ultima Founding Primaris Space Marines and the red planet's own vast strength of Skitarii, Knight and Titan Maniples, Ordinatus war engines, and the like. More would be drawn from the Order of the Ebon Chalice and, to a lesser extent, the Order of Our Martyred Lady, from the ranks of the Adeptus Custodes and the Inquisition, and from the mighty warships of the magnificent Battlefleet Solar. However, substantial martial strength was also to be drawn from the systems within Terra's wider orbit, and it was these embattled realms that Guilliman was forced to assess with a cold and logical eye.

Some worlds, it was clear, stood a fighting chance of survival on their own account; where reports spoke of determined warriors and blade-swift warships holding the line, of xenos and heretic foes being pushed back and held at bay, there the Primarch allowed the armies of the Imperium to fight on. For every system that was fighting back against the encroaching darkness, however, there were many more whose defenders were on the verge of being overwhelmed and would never hold out without aid. It was these forces that Guilliman ordered to retreat, often leaving just enough of a rearguard behind to ensure that their withdrawal could be achieved without substantial further losses. Thousands of regiments of Astra Militarum and battle-damaged navy warships fled from war zones that they had bled and suffered to protect.

Some refused their orders, fighting to the last against the terrors that beset their worlds. Guilliman could speak no word of censure against them. Yet equally he did not relent, for he understood as they could not how vital these recalled forces would be to the Indomitus Crusade as a whole. Worlds could be retaken. Territory could be reclaimed and repopulated as the crusade fleets drove outward into the stars, but to squander the Imperium's armies in the hopeless defence of too many battlefronts at once would achieve little but to see the Emperor's realm bled to death. So Guilliman asserted. So he told himself time and again as wounded and resentful armies wended their way back to Sol and outlying systems were overrun in their wake. It was a tragedy, but a necessary one. All would be paid back in blood when the Indomitus Crusade began. And it must begin soon.

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INDOMITUS CRUSADE FLEETS

BLACK CROWS

The Black Ships were known and feared throughout the Imperium as harbingers of doom and deliverance both. To these ominous craft and the Sisters of Silence who garrisoned them fell the duty of visiting the worlds of the Imperium each in turn and weeding out those with the dangerous potential to become psykers. Harvesting such dangerous mutants without mercy, the Black Ships abducted ever more potential psychic humans until their null-shielded holds were packed with miserable human cargo. They then turned their prows for home, returning their bounty to Terra where the assembled psykers would feed the Emperor's rapacious appetite or undergo the agonising soul binding ritual that allowed them to join the choir of the Astronomican or serve the Imperium in some fashion as a sanctioned psyker.

With the opening of the Great Rift it had become nigh-impossible for the Black Ships to continue operating as they once had. To say nothing of those that had been lost beyond the rift, the remaining craft

THE CRUSADE FLEETS

Through all the tragedy, the suffering and the strife, the Indomitus Crusade took shape. Guilliman's logistical genius and unfaltering focus were turned to the codification and rapid assignment of viable warp corridors and mustering points, and to absorbing, processing, and resolving a flood of challenges – from resupply and ship repair to morale and provision of medicae personnel. Despite the continued churning of the warp that delayed or devoured some incoming warships, the crusade's forces gathered far faster than any but the Primarch himself would have believed possible. Mandeville points around the perimeter of the Sol System, the Gehenna System, and several others flashed with eldritch light again and again as flotillas of craft tore their way from warp space to join the muster – indeed, so great did the empyric disturbance of such constant translation become that the Ordo Malleus raised urgent concerns of empyric destabilisation and possible warp breaches aboard the watch-stations that guarded Sol's deep space border. Out-system staging areas were established in the void. Squads of Grey Knights were deployed to the watch stations and naval anchorages. However, the pace of the muster was not permitted to slow.

Roboute Guilliman's genius showed again as manpower and materiel continued to flood into the Sol system and found themselves forced to dare roiling war zones wherever they travelled, delving into planet-wide battles in order to extract their tithe. The Sisters of Silence were formidable warriors, but they recognised that this situation could not continue forever.

The solution came in the form of the Indomitus Crusade Fleets. While some Black Ships continued to ply the space lanes they always had, and to harvest in the conventional fashion, many more were deployed as so-called Flights of Crows that followed in the wake of the Indomitus battlegroups. Like carrion birds picking over the trail of a campaigning army, the Black Ships fell upon recently reconquered Imperial systems and reaped a rich bounty from populations already battered into absolute compliance and so terrified that they would obey the Silent Sisters without question. So did the Black Ships continue to function, throughout the reconquered systems of the Imperium Sanctus at least, and so did they keep the Golden Throne and the Astronomican from faltering in this desperate hour.

and still it was barely equal to the task. Perhaps the Logisticarum would have failed, were it not for the ironclad guidelines Guilliman had laid down for the disposition of the crusade fleets.

The Indomitus Crusade would not be one vast fleet ploughing across the stars like some crude battering ram. Rather, the Primarch's vision called for an initial mustering of ten mighty fleets. These would be known as Fleet Primus, Fleet Secundus, Fleet Tertius, and so on, and each would be ruled over by a supreme officer bestowed the almighty rank of fleetmaster. Each fleet was a unique mixed force, comprising elements of the various Imperial military factions in a balance dictated by Guilliman and intended to operate in a different fashion and to different grand strategic ends. The fleets varied tremendously in size and composition. Still, even the smallest numbered hundreds of sleek warships and twice that number of logistical supply craft, all gathered to facilitate the deployment of countless billions of fighting men and women.

Expecting fleets of such size to operate as singular and coherent forces was impractical, Guilliman knew, and wasteful. What sense was there in attempting to hold such vast agglomerations of martial might together through the vagaries of warp space only to strike each fresh system with preposterous overkill? Even should the assembled Imperial forces not simply get in one another's way, they would undoubtedly crush a single enemy utterly in each instance only for myriad other threats to go unanswered. Rather than risk such heavy-handed foolishness, Guilliman commanded that each fleet be further broken down into a number of battlegroups that would be codified with High Gothic alphanumerics such as Battlegroup Alphus, Battlegroup Betaris, Battlegroup Cerastus, and so on. Each battlegroup would be a wholly self-sufficient formation with its own command ships and designated groupmaster to direct its course and actions.

its surrounds. For every warship that reached the muster, Guilliman had commanded multiple supply barges, fuelling tenders, agri-haulers, and Mechanicus fabricatorbarges to do likewise. Bypassing the established bureaucracy entirely, Guilliman created his own elite cadre of facilitators whose role was to ensure proper supply and marshalling of every single crusade ship and soldier. Named as the Officio Logisticarum, known throughout the fleets as Guilliman's Hand, this body was millions of souls strong, its members drawn from the best that Terra's Administratum and Munitorum had to offer,

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ENDURING THE VOID

Each Indomitus Crusade Fleet was initially organised right down to a regimental level by Roboute Guilliman. However, the Primarch had to accept that his painstaking organisational work would not long survive contact with the war-torn galaxy. He thus provided fleetmasters and groupmasters alike with powers of requisition to rival those of even the most domineering Lord Inquisitor. Though attrition and the steady fragmentation of the crusade battlegroups took their toll, forces drawn from those worlds and systems they had rescued sporadically reinforced the Imperial ranks. It was to the credit of some fleet officers that they requisitioned only what they needed to keep their battlegroups moving forward. Others strayed into despotic territory and risked leaving the worlds they

The groupmasters of each fleet would answer only to their fleetmaster, and of course to Roboute Guilliman and the High Lords of Terra.

Battlegroups would each pursue their own course within the wider movement of their fleet, investing their own war zones and fighting their own campaigns. Their grand strategic movements would be dictated by their fleetmaster, and they would be able to request or supply reinforcement from and to the other battlegroups within their fleet; in most other respects each battlegroup would function as its own self-contained force, and most would still possess the prodigious martial might to conquer entire star-clusters, annihilate xenos empires, and make war across multiple star systems at once. Thus, an Indomitus Crusade Fleet pushing into a sector of Imperial space would resemble not the thrust of some huge lance but rather the multiple blades of a legion of swordsmen, driven point first into the shroud of shadows that veiled the Emperor's realm.

A third, still-more-granular level of organisation was built into each battlegroup, that of the task force. These were not existing sub-formations in their own right, but rather specialised military groupings that could be assembled at the order of a groupmaster. Task forces would be formed for the prosecution of a single task, after which their constituent

THE SILENT SEVENTH

Of all the Indomitus Crusade Fleets, Fleet Septimus alone was commanded to gather far from the Sol System. The exact location of its mustering point was kept a heavily guarded secret, known only to Roboute Guilliman himself and to the senior command officers assigned to its battlegroups. How large or small those battlegroups were, what forces were assigned to them, and what Fleet Septimus' veiled purpose might be, none could be sure. Those assigned to the seventh fleet simply vanished, leaving nothing behind them but dark speculation and persistent rumours of onyx-chased servo skulls that drifted through the shadows clutching vermillion-clearance data scrolls in their metallic claws.

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had 'saved' in a more depleted and desperate state than when they had arrived.

In either case, this steady blending of the crusade ranks ensured that each battlegroup soon took on cultural quirks from the worlds it had rescued, while as many bonds of brotherhood as fierce rivalries grew up between the disparate martial elements that comprised each fleet. Campaign badges, battlehonours, shared heraldry, tattoos and scarification; these and countless other unique flourishes spread through the ranks of each battlegroup and even task force as the Indomitus Crusade continued. Here could be seen the language of Human solidarity in the face of a hostile galaxy, scribed in painted metal, coloured cloth, and bloodied flesh.

elements would return to their battlegroup and fragment again. They were intended to achieve the conquest of specific worlds or defence platforms, the couriering of vital messages through the vastness of space, the destruction of specific enemies who had been marked for death, and whatever other important tasks had to be achieved in order to ensure the wider battlegroup's success. No two task forces need ever be entirely the same in composition, for their purpose was to concentrate precisely the right balance of intermingled Imperial assets into a single force to complete a single task. But in practice, as the crusade fleets pushed out into the Imperium, it quickly became the norm for especially successful task forces to remain together for the duration of extended campaigns, and for them to build ties of loyalty to one another that lasted lifetimes.

There was another duty that Guilliman had in mind for his task forces, and it was a crucial one. Even as the grand muster continued, he had the fleetmasters select elite task forces from amongst the gathering ranks of their assigned warriors. Each of these task forces was joined by a complement of Sisters of Silence, at least one squad of Adeptus Custodes, and a conclave of Magos Biologis who brought with them sealed and warded canisters and many strange, arcane-looking machines. The Sisters of Silence were there to drive back the warp storms that plagued realspace and aid the ships of their task forces in traversing the Imperium swiftly and comparatively safely. The Adeptus Custodes were envoys of Guilliman himself, speaking with the authority of both Primarch and Emperor to ensure the task forces met with no resistance from any Imperial body. Finally, the Adeptus Mechanicus priests were there to deliver that which they brought with them, the gene-seed and technologies required for their assigned Space Marine Chapters to embrace Archmagos Cawl's Primaris miracle. Often accompanied by awakened battle-brothers of the Ultima Founding destined to join the ranks of their target Chapters, these task forces sped out into the darkness even as the crusade fleets continued to muster in their wake. They would be known as Torchbearers to the beleaguered Imperium, and they would bring the blessings of the Primaris Space Marines to the most far-flung, the most embattled, and – in a few rare cases - the most recalcitrant or dangerous Chapters.

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INDOMITUS CRUSADE FLEETS

FOR VENGEANCE AND RECONQUEST

For all the efforts of Primarch Guilliman and his Officio Logisticarum, the first fully fledged Indomitus Crusade Fleet departures took time to achieve. In the end it was Fleet Tertius that was first to rumble into action, its departure occurring several days premature due to the onset of a Khornate Crusade of Slaughter that was detected reaving its way through embattled Imperial space towards the Sol System. Fleetmaster Cassandra VanLeskus sought and acquired Roboute Guilliman's express permission to mobilise at once against this fresh threat; VanLeskus vowed that the servants of the Dark Gods would be given an immediate and spectacular demonstration of the Imperial vengeance that was coming for them.

The details of the battle of Machorta Sound are recorded elsewhere; it is enough to say that they served as a proof of concept of everything that Guilliman had intended his crusade fleets to be. Battlegroups Alphus, Betaris, Delphi, Haephestus, and Lambdax of Fleet Tertius drove headlong into a heretic invasion that spanned several systems. Despite initial differences and difficulties between several of the more disparate arms of the Imperial war machine, Lady VanLeskus led a crushing victory over the servants of the Blood God.

So it was that Fleet Tertius launched from its voidmoorings and straight into the annals of Imperial glory. Following Guilliman's grand strategic plan, the battlegroups of Fleet Tertius pushed on into the darkness, aiming to drive first into the Segmentum Pacificus and then to arc around into the vast reaches of the Segmentum Tempestus. Fleet Secundus set out next, its ranks spearheaded by the Battle Sisters of the Ebon Chalice and Our Martyred Lady alike, the prows of its warships aimed squarely towards the Eye of Terror. It would be the duty of Fleet Secundus to drive like a fist into the maw of the Segmentum Obscurus, its battlegroups aiming to

retain a tight dispersal and a determined heading, and to allow nothing to slow the impetus of their counter-punch. It was a dangerous assignment, swiftly gaining the moniker The Road of Martyrs, but it was just the sort of daring and aggressive offensive that Humanity had to launch if it was to buy time to stabilise the Imperium Sanctus and ensure it was not overrun entirely.

Only once Roboute Guilliman was sure that the machinations of muster and departure had gained their own unstoppable momentum, that the Officio Logisticarum were able to operate without his direct supervision, and that localised resistance to his plans had been utterly crushed, did he finally allow himself to take to the field in person. So did Fleet Primus leave the Sol muster third, taking with it the single largest complement of Ultima Founding warriors and so-called Greyshields as well as Archmagos Cawl himself aboard his mighty macro-barge, the Zar Quaesitor. Fleet Primus comprised the most individual battlegroups of any Indomitus Crusade Fleet, and it set out not upon a single heading but instead diverged into several spearheads that further fractured as they spread out from Terra. Wherever the battlegroups of Fleet Primus surged into the fight they drove back the hordes of heretics and xenos that threatened to overrun Mankind, relighting the beacons of the Imperium and leaving trails of space-born debris and mountains of enemy dead in their wake.

So it went on, fresh fleets mustering according to Roboute Guilliman's orders before departing into the darkness of the embattled Imperium. The Indomitus Crusade was not a force to conquer the galaxy as had been the Great Crusade before it. Rather this was a desperate and determined endeavour that, if successful, might just ensure the survival of the Imperium beyond the dark days of the Great Rift. So began the Era Indomitus, and with it Humanity's final furious attempt to outlast the hatred of the Dark Gods of Chaos.

BATTLEGROUP HAEPHESTUS

The following is the estimated disposition of Fleet Tertius Battlegroup Haephestus** at the time of the Drennox Cleansing, as recorded by Officio Logisticarum Metascrivener 2nd Class Phodellica Unctin in the name of the Almighty Emperor, the Primarch Reborn, and Fleetmaster VanLeskus.

SENIOR BATTLEGROUP COMMAND STAFF • Groupmaster General Maastren Gnoxx, 8th Vusillian Praetors •Ordo Hereticus Inquisitor Lady Brennika Lymsis^ Baron Gottrich of House Hawkshroud* •Hordemistress Tyrene Skath of the Gattakar Rampagers Lord Commissar Lukas Uhln • Canoness Preceptor Persphone Sheng of the Order of the Ebon Chalice*

- •Captain Jorn Tanna, Black Dragons 4th Company*
- BATTLEGROUP MILITARY ASSETS •9 Regiments of Vusillian Praetors
- (armoured/artillery)
- •14 Regiments of Gattakar Rampagers
- (10 infantry/4 airborne)^
- 3 Lances of House Hawkshroud Knights
- •1 full Precep tory of the Order of the Ebon Chalice
- •4 additional Commanderies of the Ebon Chalice*
- •10 Maniples of Metalican Skitarii and attached combat support Maniples

Librarian Bael Vordhane, Exorcists 2nd Company[^]

BATTLEGROUP NAVAL ASSETS • Command Ship: Retribution Class Battleship Intolerant

- 4 Imperial Navy Battleships*
 12 Imperial Navy Cruisers*^
 9 Squadrons of Imperial Navy Frigates^
 2 Adeptus Astartes Strike Cruisers: the Argent Blade* and the Wraith of Threnna^
- •26 Imperial Navy Troop Transportation Macro-Landers[^]
 •1 Adeptus Mechanicus War Barge: the Veracitus
- •1 Adeptus Mechanicus Macrotransporter bearing 6 Drop Keeps*

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- 3 Adepta Sororitas Invasion Cathedrums*
 1 Inquisitorial Warship of [[REDACTED]] Class: the [[REDACTED]]^
- •1 Strike Force of Black Dragons Adeptus Astartes* •1 Strike Force of Exorcists Adeptus Astartes* Assorted strength of Greyshield Adeptus Astartes^
- * entries marked with this symbol currently contributing elements to Fleet Tertius Battlegroup Haephestus Task Force IV
- ^ entries marked with this symbol currently contributing elements to Fleet Tertius Battlegroup Haephestus Task Force II
- ** logistical support units recorded on secondary dataslate, please beseech choristic dataspirit for further information inload.



DEATH WORLD JUNGLES

Galactic War Zones is the first in a new series of articles showing you how to build and paint your Warhammer 40,000 armies based around the planets on which they live and fight. In this inaugural feature, we take a closer look at death world jungles.

D eath world jungles are some of the most hostile planets in the galaxy, their continents covered in stifling jungles that are home to some of the deadliest flora and fauna known to man. Stranglevines ensnare and crush their prey, brainleaves burrow into spines and brainstems, grappleweed douses its target with corrosive chemicals before digesting the slurried remains, while Venus mantraps simply devour them whole. On the infamous death world of Catachan, insects known as Catachan Devils can grow to over thirty metres in length, while the Catachan barking toad simply detonates if a foe comes too close, liquefying everything nearby.

WARHAMMER

THE CATACHAN KNIFE

No weapon on Catachan is as symbolic as the Catachan Knife, and every infantryman is expected to craft their own Catachan Fang – a razorsharp steel blade around twenty inches long. Tattoos featuring knifes and swords are common among Catachan Jungle Fighters.

zones is impossible. Cretacia – the home world of the Flesh Tearers Chapter of Space Marines – is covered in steaming swamps full of man-eating reptiles. On Jemdal, the atmosphere of its slimy jungles is so full of moisture an unprotected Human can drown in a matter of minutes. On Eireius, the Imperium fought the Tyranids of Hive Fleet Leviathan over floating islands of semisentient flora, while the bloodswamps of I'Ycklahl are considered to be amongst the most treacherous terrain in the galaxy.

WELCOME TO THE JUNGLE

But Catachan is not the only jungle world in the galaxy. On Galmor, the stinking mud marshes are so deep and treacherous that establishing drop For these reasons, and many more besides, the inhabitant of jungle worlds – and the armies that end up fighting over them – have an almost blasé attitude towards death and danger. They are extremely resilient and resourceful, particularly when it comes to jungle warfare and survival. They use guile and superior bushcraft to outwit their foes and brute strength to finish them off.



GALACTIC WAR ZONES

THE JUNGLE ARMY

So what would an army from a jungle death world look like? Maybe Humans would wear camouflage clothing and warpaint to blend in with the terrain, using the local flora to disguise themselves. But would an arrogant race like the Drukhari hide behind camouflage? Perhaps they would wear vibrant colours instead to help them stand out. Would the Adeptus Astartes, so proud of their Chapter colours, cover them with more suitable shades, or would they march to war in their full regalia and trust in their battle gear? Adaptive races such as Tyranids and Kroot may even change the tone and texture of their skin to match their surroundings, allow poisonous lichen to grow on their chitinous armour plates, or exude toxic slime and mucous of their own to ward off equally monstrous jungle predators. There's a lot to consider when creating a jungle death world army.

As we all know, 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 a jungle death world. 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.

DEATH WORLD DENIZENS

The artwork presented in many Warhammer 40,000 books can be great inspiration for an army. This guardsman from the Tanith First and Only regiment (page 27 of Codex: Astra Militarum) is a great example of what an **Imperial Guard trooper from** a forest world might look like. He wears light equipment and armour to make trekking through dense terrain easier, while his regimental colours are covered by a camouflage cape that matches the colours of his surroundings and helps break up his outline. While this trooper wears what we would call traditional jungle camouflage, remember that not all jungles and forests have to be green.







PAINTING YOUR ARMIES

Arboreal greens and earthy browns are the traditional colours of death world forests and jungles, but splashes of colourful details and insignia can really help bring your models to life.

How you paint your models is a great way to show the planet they are from or the war zone in which they are fighting. The application of a few choice colours, a splash of camo paint, or an overgrown base can add a lot of character to your army. The logical colour choices when it comes to death world jungles are browns and greens, but as we mentioned earlier, alien jungles come in many colours. As long as your miniatures match your terrain, it doesn't matter what colour they are. It could be that you're working on an army such as Chaos Daemons that doesn't come from a jungle world at all, and that you only paint their bases to show where they're fighting. Alternatively, you may be painting an army of Catachans who are fighting in an urban environment, and that most of their regular gear has been replaced except for a few choice motifs, insignia, tattoos, or the occasional leaf.

NEW WARGEAR, PLEASE!

The T'au Pathfinder on the left hails from the sept world of T'olku, and has changed the colour of his armour and fatigues to blend in with the jungles of Heym's World. The Pathfinder on the right is from Bork'an – though he has changed the colours of his armour, you can still see his blue sept markings.



WOT'S CAMOUFLAGE?

This Snakebite Ork Nob is fighting on a jungle world where the plants are a vibrant red. While Orks don't really care for camo, it's still worth thinking about how you can link your models to their environment to create a unified colour scheme. In this case, several panels of the Nob's armour have also been painted red.



ADAPTIVE CAMOUFLAGE The Tyranids of Hive **Fleet Gorgon were first** encountered on the forest world of Sha'draig, their green skin and bone-coloured carapace matching the local flora they were devouring. Tyranids are a great example of how you can paint your models to match a particular environment such as a death world forest or jungle.



THE RIGHT COLOURS FOR THE JOB

Catachan Jungle Fighters are the masters of camouflage and can blend in seamlessly with the environment they're fighting in, be it forest, urban, desert, or any other form of terrain. Of course, their specialism is in overgrown jungle worlds, and these models have been painted wearing a variety of camo patterns in arboreal colours to represent their traditional battlegrounds. Their spot detail is a bright red bandana – a mark of the blood oath sworn by every Catachan trooper.





GALACTIC WAR ZONES

BATTLEFIELD MODIFICATIONS

Space Marines don't traditionally change the colours of their armour, but desperate times can call for desperate measures, and there have been occasions when units (sometimes entire Chapters in the case of the Raptors) repaint their armour to suit their environment. Jamie Robson painted this squad of Ultramarines Reivers in jungle camo after seeing the Librarian's cloak in the Shadowspear boxed set. They still retain one blue shoulder pad to show their Chapter iconography.



PAINTING JUNGLE CAMOUFLAGE

Camouflage is a key feature of death world jungle colour schemes, and a great way to push your painting skills to a new level. We were so impressed with Jamie's Ultramarines Reivers that we asked if he would share how he painted them with us – you can see the results below. The important thing to remember is that a camouflage pattern is already pretty small in the real world, so it needs to be proportionally tiny to go on a miniature. Of course, this would be virtually impossible to achieve and could run the risk of making the model look confusing, so there has to be some level of abstraction when applying it. A simple colour scheme with bold shapes is the best approach. We have also used the same colours to apply a more high-tech digital camo scheme to a T'au Devilfish.

FOREST CAMOUFLAGE









First, Jamie basecoated the armour with Castellan Green (1). He then applied large patches of Dryad Bark to break up the panel lines (2).

Y-shaped patches of Zandri Dust give the impression of twigs (3), while short lines of Abaddon Black simulate shadows and patches of darker foliage (4).

Camo pattern finished, Jamie



applied a wash of Agrax Earthshade to the recesses of the armour panels (5), and a highlight of Elysian Green to their edges (6).

We then used the same colours on a T'au Devilfish (7-12), but used rectangular shapes for the camouflage pattern.



CONVERTING YOUR MODELS

WARHAMMER

Painting your models to show they're fighting in a particular environment is one thing, but why not try converting them, too? Here, we show you how to add a touch of the jungle to your miniatures.

BIT OF THE Month

The Venus mantrap that comes in the Catachan Heavy Weapon Squad box is a lovely piece of flora that looks great on the base of a large model. Just watch your fingers!



This month's conversion section is packed full of jungle-inspired miniatures, all of which have been modelled and painted to look like they're fighting in a death world jungle or forest. All the hobbyists involved made great use of basing materials such as Barbed Bracken and Creeping Vines to really get across the look and feel of a death world jungle on their models. Curiously, most of them painted the plant life red, too, which was entirely unexpected. It seems like they took our mantra of 'not all jungles in the far future are green' mantra to heart.

Mark Bedford, who converted and painted a Genestealer Cults Achilles Ridgerunner, really went to town on the basing and weathering to show how the vehicle has interacted with its environment (*that's a fancy way of saying it's covered in mud.* – Ed). Thomas Elliott took a similar approach with his Hive Tyrant, showing how it has started to change colour to match the terrain around it. Thomas also included some truly impressive freehand patterns on his model – a form of extra-galactic alien camouflage, perhaps?

But that's not all. Over the page, we have something really special for you – a warband of devoted Imperial servants converted by miniatures designer Maxime Pastourel for last year's Golden Demon: Europe. Maxime won a gold award in the open competition with his impressive warband, which, as you'll soon see, is very jungly indeed!

CALLIDUS ASSASSIN BY BEN BAILEY

Ben swapped the base on his Callidus Assassin for a piece of half-sunken masonry, the buttress slowly being pulled into the overgrown murk of a death world swamp by Creeping Vines. This is also the first time Ben has painted object source lighting, creating glow effects around parts of the model that would emit light.



ACHILLES RIDGERUNNER BY MARK BEDFORD Mark converted the crew member on his Ridgerunner with a new arm and head, but most of the jungle work has been applied to the model's base, which includes clumps of Barbed Bracken, pieces of actual trees, and patches of clump foliage. To get the gloopy mud effect on the tyres, Mark combined Forge World weathering powders with Rhinox Hide paint and static grass, using 'Ardcoat to give the wheels and the terrain a wet and marshy appearance. The **Riderunner also features patches of** rust and corrosion (particularly on the tread plate beneath the mortar), showing where the moist atmosphere of the jungle death world has begun to eat away at the exposed areas of metalwork.





GALACTIC WAR ZONES

DARK ANGELS ELIMINATOR BY LYLE LOWERY

Lyle made great use of the Barbed Bracken set to give this Eliminator a ghillie suit (basically a type of camouflage). He clipped the Barbed Bracken pieces to size and glued them to the model's camo cloak with Super Glue, then painted both them and the cape red to match the foliage on the model's base.



HORTICULOUS SLIMUX BY EMMA AYRES

Emma wanted to show Horticulous sliming his way through a jungle, spreading corruption and decay in his wake. She used Nurgle's Rot to create pools of liquefied vegetation on the base, then glued in pieces of Barbed Bracken to represent the warp-tainted plant life that Horticulous has sown.



SANCTUS BY DAN HARDEN

Most of the conversion work that Dan did to his Sanctus was to the base. He used tree bark to build the rotten tree stump and surrounded it with **Barbed Bracken to make it**



HIVE TYRANT BY THOMAS ELLIOTT

Thomas wanted to give his Hive Tyrant a really sinister appearance, so he replaced its head with that of a Zoanthrope. He painted it in cool purple tones and contrasted that with warm greens on the base to help the Hive Tyrant stand out. He used red and yellow as spot colours to show how the Hive Tyrant is starting to mimic some of the colours of its surroundings.





WARHAMMER

ORDER OF THE TWISTED TREE BY MAXIME PASTOUREL

'The Order of the Twisted Tree are a group of warriors stationed on a jungle-covered shrine world close to the Eye of Terror,' says Maxime. 'I imagine the light there becomes very green as it filters through the trees, which is why I used such a limited palette. I wanted the greens on the models to have a pastel quality to them – to look really washed out – while those on the bases are really vibrant and intense. I also applied a lot of different textures to represent algae and lichen growing on their armour.'



The order's leader is a pskyer that Maxime converted from a Skaven Plague Priest with the arms and headgear of an Adeptus Mechanicus Electro-Priest. You



can see how his left hand is drawing power from the earth beneath him.

The warband's henchmen are mostly converted from Genestealer Cultists with Skitarii or Tempestus Scion weapons, and heads taken from Kharadron Overlords.



GALACTIC WAR ZONES

DEATH WORLD FORESTS ON ALIEN WORLDS

As we mentioned earlier, not every jungle or forest in the far future is green - some of them look entirely alien, like this one. Below, we explain how to paint your very own alien forest.

Anything goes with alien forests, which is why we gave this copse of Barbed Venomgorse a bright pink basecoat and lurid yellow foliage. Even with several brown and ochre drybrushes over the tree's bark, the pink still shows through, giving this tree an unsettling fleshy tone. Other bright colours on the fungi, vines, and leafage help to give it a really alien appearance. To paint the Venomgorse, we undercoated it with Chaos Black Spray, then followed the stages shown below. The foliage was painted separately from the tree trunks using the instructions from stages **2** and **3**, followed by stages **9** through to **12**. The vines were painted with Kabalite Green, washed with Agrax Earthshade, and highlighted with Sybarite Green and Gauss Blaster Green.







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From the maelstrom of a sundered world, the Eight Realms were born - and with their birth began a war to claim them. This month's Battle Reports explore features of the new General's Handbook.





THE WARLORDS MUSTER The forces of our warlords grow in this second instalment of A Tale of Four Warlords. See what they've added to their armies on page 60.



ENGAGE THE ENEMY!

The General's Handbook 2019 introduces Meeting Engagements, a new way to play. We check it out in not one but two Battle Reports starting on page 70!



RULES OF ENGAGEMENT



JERVIS JOHNSON

As the lead rules writer for Warhammer Age of Sigmar, Jervis probably sees dancing warscrolls in his sleep. In fact, he was once seen creating warscrolls to represent the various staff members of the Design Studio. Who knows what powers he would assign himself – and whether he would wield them for good or for awesome.

n this month's Rules of Engagement, I'm going to write a bit about the process we go through when we make a Warhammer Age of Sigmar warscroll for a new Citadel Miniature. This is one of the most exciting jobs we rules writers get to do, as well as one of the most important. After all, the Citadel Miniatures and their corresponding warscrolls are the foundation upon which all of Warhammer Age of Sigmar rests. On the face of it, it might seem quite easy to write a warscroll. But as with everything worthwhile, the devil is in the details, and it's these details that I'd like to explore in this month's column.

Creating a new warscroll is a six-stage process. First, you look at the miniature(s) that the warscroll will represent. Next, you discuss the background story for the miniature and the army it will be a part of with the background writing team, as well as what the rules could be for the miniature with the rest of the rules writing team. Then, you write the first draft of the warscroll. After that, you take a look at the allegiance abilities and other units in the army that the warscroll is part of and adjust the rules if necessary. Then, you send the warscroll out for review and playtesting and make any adjustments based on the feedback you receive. Finally, the warscroll is sent to our technical editors and translators, who will often spot things which require fine-tuning of the wording used for the rules on the warscroll. Or, to put that another way, the process goes: Look, Discuss, Write, Compare, Review, Edit. I'll go through each of these stages one by one, using the warscroll for an Isharann Soulrender as an example.

The first and arguably most important part of writing a warscroll is to look at the Citadel Miniature it will represent. One of the truisms at

ISHARANN SOULRENDER

The most combative of the Isharann are the Soulrenders. They are the takers of souls, reapers who claim the life-spirits of the dead. Eerie figures, Soulrenders bear scythe-like talúnhooks and are bathed in the fey glow of their helm-mounted lurelight. In battle their mystic powers allow them to use their collected souls in order to revive Namarti fallen.

	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damag
l+ š)-	Talúnhook	2"	2	3+	3+	-1	2
	Rakerdart's Serrated Bill	3"	D3	3+	3+	-1	1

An Isharann Soulrender is a single model. They wield a fell Talúnhook that rips flesh from the bones of its target. Every Isharann Soulrender is accompanied by a Rakerdart – an ethereal manifestation of one of the hunting creatures from their undersea domain – which strikes at the Soulrender's enemies with its Serrated Bill. Lurelight: Isharann Soulrenders possess a mystical lure that is used to draw the souls of slain opponents to the Soulrender so that they can be captured and imprisoned. The captive souls can be used to resurrect the bodies of fallen Namarti, allowing them to do battle once more.

At the end of your battleshock phase, pick a friendly **NAMARTI** unit wholly within 12" of this model and roll a D3. Return a number of slain models to the unit you picked up to the value of the roll. Add 1 to the D3 roll for each enemy model that was slain by damage caused by this model's Talúnhook in the combat phase of the same turn.

Hangman's Knot: The rope-catch on a Talúnhook can be used to ensnare a victim, ensuring that neither they nor their soul can escape.

At the start of the combat phase, pick an enemy HERO that is within 3" of this model and roll a dice. Subtract 2 from the dice roll if the enemy HERO is a MONSTER. On a 4+, you can re-roll failed hit rolls for this model's Talúnhook for attacks that target that enemy HERO in that combat phase.

ORDER, AELF, IDONETH DEEPKIN, ISHARANN, HERO, SOULRENDER

ABILITIES



KEYWORDS

DESCRIPTION

Rules of Engagement - penned by veteran games developer Jervis Johnson - focuses on the creation, design, and evolution of the rules for Warhammer Age of Sigmar. This month's article is all about the creation process for warscrolls.



Games Workshop is that the miniatures always come first. This is quite literally true; the Citadel Miniatures designers work about a year ahead of the writers, so when we're working on something that will come out in 2019, they are working on miniatures that won't be released until 2020. But the truism runs a bit deeper than that, because it also means that the rules must be designed to reflect the appearance, size, and intention of the miniature, too. For example, the Soulrender is armed with an impressive double-hand weapon and accompanied by a fearsome looking sea creature with a serrated bill, both of which should probably have rules to represent them on its warscroll. The size of the model helps determine how many wounds it has in relation to other models and whether it needs a monster table. The Soulrender is a typical hero-sized model, and not especially large or powerfully built, so this means it should start with around 5 wounds to keep it aligned with other miniatures of a similar size. The intention of a miniature is a bit harder to define, but it basically boils down to finding out how the miniature designer imagined their miniature would fit into the background of the Mortal Realms. For example, the intention for an Idoneth Deepkin Soulrender is that they steal the life force from their enemies and use it to heal Namarti warriors, while the noose hanging from the double-handed weapon was intended to ensnare a victim. Whatever the intention for a model may be, it needs to be reflected by the rules that appear on its warscroll.

about the overall shape and structure of the army the miniature is a part of, and the name we will be using for the equipment carried by the miniature. So they came up with the name for the Talúnhook, Rakerdart, Hangman's Knot, and so on. The background writers can also help fill in some of the detail of how the intention of the miniature will be reflected in its background, like the way the Soulrender possesses a mystical lurelight that captures the souls of slain opponents. It's also important to discuss a new warscroll with the rest of the rules writing team in order to gather as many different ideas for the kinds of rules a new miniature could have. Many heads are better than one, as they say.

By this stage, it is time to actually sit down and write the warscroll. This is done using a piece of writing and editing software that allows us to see exactly what the printed version of the warscroll will look like. We also have a large database called the Standard Wording Document, which has dozens and dozens of examples of rules that we use to ensure that any new rules we write are in the same format as any that have come before. The first step in creating a warscroll is to fill in the Move, Wounds, Save, and Bravery characteristics for the miniature. These are based very much on the appearance of the model, with the exception of Bravery, which is based on the typical Bravery of the race that the miniature belongs to and whether the model is a Hero or not. The Idoneth Soulrender is a Hero but not an especially large



Armed with this information, the next step is to discuss the miniature with the rest of the rules team, as well as with the writers that will be creating the background for the miniature. The background writers provide the rules writers with vital information about how any new miniatures will fit into the background of the Mortal Realms,

Next, we fill in the description for the model. The description lists all of the weapons the model is armed with, which allows you to fill in the weapon profiles. The Soulrender is armed with a Talúnhook and accompanied by a Rakerdart, both of which go into its description. The characteristics of the weapons are based on their appearance, and also on typical values for the race in question. For example, aelves like the Idoneth usually have To Hit rolls of 3+, which reflects their traits of agility, speed, and martial expertise. For the Soulrender, the Talúnhook has a Rend of -1 and Damage of 2 to reflect that it is a fearsome and very large weapon, while the Rakerdart has a randomly generated Attacks characteristic to represent the fact that it is a type of wild creature that is difficult to fully control.

Once the weapon profiles have been filled in, you can write the abilities for the warscroll and note down if the model has a mount or companions, if it can fly, and if it is a unit that can include any command models. Writing abilities is one of the most enjoyable parts of the design process, because it allows us to reflect the intention of the model as well as its appearance, and also because it allows us to be really creative with the rules we write. Abilities can be used to represent anything from being able to breathe fire or being ethereal, through to being a Wizard or being able to issue special commands. In the case of the Soulrender, the abilities section was used to reflect the way that the Soulrender captures souls and uses the Hangman's Knot on its victims. (The Soulrender can't fly and doesn't have a mount or command models, so these could be ignored.)

It might at first appear that by now the warscroll is ready for playtesting, but in fact there is one more very important stage to carry out. We must see how the warscroll fits in alongside the allegiance abilities and other warscrolls for the army. Warscrolls are very rarely written on their own and are almost always done alongside all of the other warscrolls that will be in the same battletome. Because of this it is very important to consider how the warscroll will fit in alongside all of those other warscrolls and allegiance abilities. If we don't, it may either overlap with some of the other allegiance and warscroll abilities, or you may find that the role it is meant to carry out (its intention, in other words) has already been covered better elsewhere. Abilities that overlap are fairly easy to spot. For example, you might find that the army has lots of things that allow you to re-roll hit rolls of 1, making some of them redundant, or you might find that it has many things that allow you to add 1 to your Save rolls, that can be stacked up and would make units very hard to kill, and so on. However, it is the second point that is probably the most important of the two, because what makes a miniature really interesting is it having a unique role to fill within the army it is a part of. By way of yet another example, if it turned out that there were allegiance abilities and other units in an Idoneth army that can be used to resurrect slain Namarti warriors, then the intention that the Soulrender do these things could be undermined.

Having done due diligence to make sure the warscroll doesn't clash with other warscrolls or the army's allegiance abilities, the first draft is finally complete and ready for review and playtesting. The review usually takes place first. It involves the rest of the rules team, Ben Johnson (the project developer for Age of Sigmar), and the Studio's management team all reading the warscroll and giving feedback on

RULES OF ENGAGEMENT



what they think of it. This is an important stage, and it will often iron out any kinks in the rules before playtesting proper begins.

Once the reviews are complete, a points value for the warscroll can be generated (see March's Rules of Engagement column for more on that) and the warscroll can be playtested. Playtesting is carried out both by the rules team, referred to as internal playtesting, and by our out-of-house playtesters, which is called external playtesting. Internal playtesting is mainly focussed on whether the warscroll has the right feel and properly reflects the appearance and intention of the miniature, while the external playtesting focuses much more on the balance and how easy the warscroll is to use. For example, internal playtesting might show that the Lurelight ability didn't really reflect that souls were being stolen to heal Namarti, while external playtesting might show that the points value of the warscroll needed adjustment and that the Hangman's Knot rule could do with a bit of modification to make it easier to use. All of this feedback is carefully considered, and the warscroll is updated and adjusted and then tested some more after any modifications have been made. This process of testing, modification, and then more testing carries on continuously right until the warscroll is sent off to the printers in order to ensure that it is as good as it possibly can be.

are done, too, with the help of the Standard Wording Document). It is, as its name implies, more technical than that. It focuses on the fine details of how a rule is written, both to ensure a consistency of approach and also to make sure the rules are as loophole free as we can make them. After the technical edit is complete, it will be sent for translation into other languages, and this process will sometimes raise new questions about the way a rule is worded that would not have occurred to someone who has English as their first language. These questions are sent to the rules writers, and we will sometimes make 'translators amends' based on things the translators have spotted.

And with that, the warscroll can finally be sent off for publication to appear on the shelves of your local games store a few months later. As you can see, the process is a long one. It takes several months from start to finish, and it involves a large amount of effort carried out by a whole team of people before it finally arrives in your hands. I'll leave you to imagine just how much work is involved in creating a whole battletome, filled not just with warscrolls but also allegiance abilities, warscroll battalions, battleplans, and Path to Glory rules!

Before the warscroll can be printed, there is one last stage to carry out, which is getting the warscroll edited and translated. Editing, or more precisely technical editing, is much more than just a spelling and grammar check (though those And with that, I will leave you until next month. As ever, if you have any feedback on this article, or on how the warscroll-writing process works, you can email **AoSFAQ@gwplc.com**. I can't reply to the emails I receive (I wouldn't have the time to write next month's column if I did!), but I do read each and every one.



THE STORMVAULT WARLORDS

his month's A Tale of Four Warlords takes us to the Mortal Realms, where four intrepid generals are building and painting new armies in a bid to conquer Sigmar's Stormvaults. Stormcast Eternals, Maggotkin of Nurgle, Idoneth Deepkin and Gloomspite Gitz vie for supremacy, both on the battlefield and on the painting table. So, what have our four warlords been working on over the last few months?

Both Matt and Alex have been working on the core units of their armies, getting themselves ready for some smaller games of Warhammer Age of Sigmar. Steve has put his time into painting some seriously impressive eels (see page 66), while Ben has gone squig mad and covered his desk in the bouncy red monsters.





MATT HUTSON

Matt is our champion of Order (well, one of them) in this series, as he's collecting Stormcast Eternals - the first time they've appeared as a full army in A Tale of Four Warlords. Excited by the

ALEX PUSZCZYNSKA

Alex has gone painting crazy over the last few months. Not only has she completed her Start Collecting! Daemons of Nurgle box, she's ploughed straight on with some more Nurglings to

STEVE WREN

wizards, Matt decided to collect a scheme nailed down, his painting projects planned out, and he's

bolster her putrid force. We're also pleased to announce that Alex has joined the magazines department (that's us and the *Conquest* team) as a scheduler. Finally we'll have someone to help us get all our pesky little ducks in a row.

at the time of writing - by now it's in the distant past). Steve's also got a new job at Games Workshop as part of our events team, which means that some of you will no doubt see him at the School League events later in the year.



There's been an interesting development, too. Both Alex and Steve joined the challenge as real-world hobbyists rather than head office staff. Then both applied for, and successfully got, jobs at Games Workshop! Clearly their involvement in A Tale of Four Warlords must have given them an edge. Well, that's what we think, anyway ...





Steve's had a busy few months since we last saw him. When he hasn't been working on his Idoneth Deepkin army, he's been painting Skaven for an upcoming tournament (well, it was upcoming

BEN JOHNSON

There is currently a shortage of red paint in the studio because Ben's snaffled it all up to paint the many, many squigs that he's got in his Gloomspite Gitz army. A keen gamer, Ben has already tested his

fledgling army out on a few unsuspecting victims - they'll never underestimate squigs again. Having already painted around 1,000 points of models, Ben's preparing himself for the next stage of the challenge.



A TALE OF FOUR WARLORDS

In the wake of the Shyish necroquake, many of Sigmar's ancient Stormvaults have been revealed. Powerful warlords raise mighty armies in a bid to claim the contents of the Stormvaults for their own, but which of them will prove victorious?



LET BATTLE COMMENCE!

It didn't take long before the four warlords started getting some games in. Matt and Alex played their first game this month, while Ben took on resident writer Dan. Don't worry, Steve will catch up soon.



With their armies now at around 650 points, Matt and Alex played their first game – appropriately, they played First Blood to get used to their new armies. Alex's attack began strong, but Matt's Stormcasts showed their true strength in defence

and gave the forces of Nurgle a good beating. 1-0 to Order.

Meanwhile, Ben took on Dan – Gloomspite Gitz versus Skaven. The squigs made mincemeat of the Skaven army, but Ben also learned a valuable lesson – watch out for weapon teams and Warlock Bombardiers.



MATT HUTSON | STORMCAST ETERNALS UNLEASH SIGMAR'S STORM!

Matt is painting an army of Stormcast Eternals from a Stormhost of his own creation - the Umbral Spectres. Over the last couple of months, he's been painting a lot of wizards.

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 month into the challenge, Matt had still only painted the Knight-Incantor that you saw in April's issue. Then suddenly, bam! – a small army of Stormcast Eternals appeared on his desk. 'I've been working on the core of my army,' says Matt. 'Two fivemodel units of Sequitors and a five-strong unit of Evocators. I batch painted the Sequitors, but I decided to paint the Evocators individually as they're more like character models than regular infantry. While it takes a bit longer this way, you do see results sooner because you can get a model done in a couple of nights.

'My original plan was to paint my models just black and red, but actually I found that I really needed a spot colour – in this case a grey-blue – to help differentiate between armour, cloth, and leather on the models. This extra colour also enabled me to paint the pteruges on my Sequitors in different colours so I can more easily identify them on the battlefield. Next up, a Lord-Arcanum and a Celestar Ballista.'



ENDLESS SPELLS

'The Sacrosanct Chamber are all about casting spells, so I'm going to paint loads of Endless Spells for them to cast,' says Matt. 'I painted the Celestian Vortex for the Realm of Shadows article a few months ago, and I've just completed the Everblaze Comet and the Dais Arcanum. Now my Knight-Incantor can whizz around the battlefield on it.'



A TALE OF FOUR WARLORDS

THE WIZARDING WING OF THE STORMHOST

'I played my first game against Alex this month, and I was really impressed with the Evocators,' says Matt. 'They withstood a charge from a unit of Plague Drones, then tore them apart in return. They can churn out a serious number of attacks, and their re-rolls when they're empowered make them absolutely deadly. Their Celestial Lightning Arc ability is also really powerful – anything that can dish out mortal wounds in Warhammer Age of Sigmar is a good thing, and my unit can potentially inflict ten of them every time they fight a round of combat! I already have some more Evocators ready to paint, including a trio of them riding Celestial Dracolines.'



LAYING DOWN A Challenge

Matt's challenge to the other warlords this month was to play a game with their new forces. Steve was busy applying for a new job, so he was a little preoccupied, but Matt, Alex, and Ben all managed to get a game or two in with their collections so far.

If you're taking part in A Tale of Four Warlords at home or at your local gaming club, then Matt's challenge to you is to play a game with your army so far. It doesn't matter how many points you have, either, because you can always play a narrative scenario, an open play game, or even team up with someone else to play a matched play game.



ALEX PUSZCZYNSKA | MAGGOTKIN OF NURGLE THE PLACUE SPREADS

Alex has spent the last month painting all the models in her Start Collecting! set and reading up on the rules for her army. She's already played a few practice games with them, too.

lex – our resident follower of the Plague God – has spent the last few months experimenting with painting and gaming. As a relative newcomer to the hobby, this deep dive into the world of collecting and playing Warhammer has been an exciting challenge for her.

'This is awesome!' says Alex. 'I'm loving every second of it. I completed the models in my Start Collecting! box pretty quickly using simple wash and drybrush techniques, using loads of different colours to represent Nurgle's many diseases. Painting miniatures is a really interesting process. I feel that the first few colours are the easiest to apply but the least rewarding – I often look at my models at the basecoat, wash, drybrush stage and feel a bit downhearted, but once all the other colours go on I'm really pleased with what I've achieved. Moral of the story: don't give up! I've also played a few games with them, getting used to my army rules and what aura abilities work best where. I've found the Witherstave to be a particularly nasty Daemonic Boon.'



A BIT OF A CONTRAST

'My first Nurglings I painted using regular Shade paints, but I decided to try out the new Contrast paints on my second batch,' says Alex. 'I sprayed them with Wraithbone, then played around with all the different Contrast paints to get a feel for how they worked. I used Aggaros Dunes, Guilliman Flesh, Plaguebearer Flesh, Skeleton Horde, and Militarum Green, with one Nurgling painted in Warp Lightning (he's the boss of this mob). I then drybrushed them Screaming Skull to finish them off.'

Alex's Maggotkin of Nurgle in all their rancid glory. Alex painted her Poxbringer in darker tones than the rest of her Plaguebearers and Nurglings to make him stand out from them on the battlefield.



A TALE OF FOUR WARLORDS

PAINTING ON THE FLY

'I'm especially proud of how my Plague Drones came out,' says Alex. 'Initially I was planning to paint the wings on the Rot Flies like the ones on the box, but my painting isn't quite at that level - I haven't progressed to blending yet! Then I thought: how about if I paint them like fly wings, so they're all iridescent and shiny? I gave them a basecoat of Incubi Darkness, then applied progressively lighter highlights of green until I had the tone I was looking for. Then I drybrushed them with Stormhost Silver, followed by a full layer of Waystone Green. The glossiness of the gemstone paint gave me just the effect I was looking for.'



KEEPING TRACK OF PROGRESS

While looking at each others' miniatures, Matt noticed that Alex's models had dates under their bases. 'lt's so I can see when I finished them and keep track of my painting progress,' says Alex. 'That way I can look back at them in a few years' time and see how far I've come."



STEVE WREN | IDONETH DEEPKIN THEY CAME FROM THE DEEP

Steve's plan for this challenge is to build a combined army of Sylvaneth and Idoneth Deepkin. He already has the Sylvaneth part painted, and now he's working on their ocean-dwelling kin.

ike our other warlords, Steve has been working on getting his army ready for battle, having painted two units of eel-riding Akhelian Guard, a unit of Namarti Reavers, and a Tidecaster.

'Honestly, I'm a little disappointed with my progress this month,' says Steve. 'I was busy painting a Verminlord for a tournament I was going to, and it took longer than I expected. I think it's because I was still trying out new colour schemes, too, so the models are taking a little longer than normal. I'll be up to speed soon enough, I'm sure. Probably the biggest colour scheme development is my Fangmora Eels, which I painted a really bright, vibrant orange to contrast with the blue-green tone of the aelves' skin and armour. That's one of the things I love about the Idoneth - you can go really crazy with the colours and create something truly fantastical. My next project, I reckon, will be the Gloomtide Shipwreck. In fact, I'm even going to challenge the others to paint a piece of scenery, too.'



CHILDREN OF THE OCEAN

Steve wanted to give his Idoneth Deepkin a really oceanic feel, which is why blue and green feature so heavily in their colour scheme. Steve made good use of Coelia Greenshade (a blue-green Shade paint) to add depth to a lot of the areas on his models, including their clothing, skin, and even their gold armour, which gives it the appearance of corroded brass that has been immersed in salt water for too long.

 The Idoneth Deepkin part of Steve's army so is aelves with loads of rocks and foliage to match the bases of the Stylearth force that the alies to the stylearth force that the stylearth stylearth force that the stylearth force that the



A TALE OF FOUR WARLORDS

FIERY FISHIES EEL SKIN "I really like the effect Basecoat: Wild Rider Red and Troll Slayer that I achieved on the Orange Allopex a few months Wash: Carroburg ago, so I tried out the Crimson & Lahmian Medium same technique on the Layer: Fire Dragon **Akhelian Morrsarr** Bright Guard,' says Steve. 'I sprayed them Corax Layer: Pallid Wych Flesh White, then painted the **BONE SHIELDS** upper half of their bodies with a mix of Wild Rider Red and Wash: Reikland **Troll Slayer Orange. I** Fleshshade stippled on the colours Wash: Agrax in between to create a Earthshade texture on the eels' skin. Layer: Pallid Wych Flesh The mottling acts like a highlight, meaning you **TEAL FINS** have to paint relatively Basecoat: Sotek Green few actual highlights Wash: Coelia onto the model. It's kind Greenshade of a trick of the eye. I Layer: Temple Guard also decided to paint Blue the crew's shields and weapons to look like seashells. I might even paint a Leviadon the same way eventually.'

ANOTHER CHALLENGE!

'I think we should all paint a piece of scenery to go with our armies,' says Steve. 'They're a great way to ground an army in a world. I know Ben has painted a Loonshrine and Alex is thinking of adding a Feculent Gnarlmaw to her force. I wonder what terrain Matt will paint?'



BEN JOHNSON | GLOOMSPITE GITZ

GE OF

Squigs, so many squigs! Ben's mission over the next few months is to paint as many squigs as he can get his hands on. He's already off to a good start, but he's got more on the way!

Ben's plan is to have every one of his grots ride into battle on the back of a squig. He's currently converting some Squig Herders riding squigs, and he's contemplating how to mount a Shaman on one, too.



A TALE OF FOUR WARLORDS

ver the last few month's, Ben's desk has been slowly taken over by squiggly beasts. At first it was just a couple of units, now the entire back corner of his desk is covered in angry red spheres ridden by terrified looking grots.

'I've now got two units of ten Boingrot Bounderz, five Squig Hoppers, two Mangler Squigs, and two Loonbosses on Mangler Squigs,' says Ben. 'Oh, and a Bad Moon Loonshrine. I think that's pretty good going for two months' work. What's really helped my productivity is the way I'm painting my models – Steve suggested the technique of spraying them one colour all over, then a second colour from above to get a gradient (in this case, Chaos Black first, then Mephiston Red from above). The effect is really quick and effective.

'I've also made a Bad Moon icon from the Malevolent Moon endless spell. I just used half the moon, cut off the flames and stuck it to a base that matches the rest of my models. On that note, I thought I'd share the colours I used for my bases, as I've already had quite a few people ask about them. You can see the colours I used on them and the foliage below.'

Ben has also played his first game this month, taking on Dan's Skaven in a 1,000-point game. 'The Mangler Squigs excelled,' says Ben. 'They obliterated Dan's Stormvermin and Clanrats with ease, while my Boingrot Bounderz took out his Doomwheel. I really underestimated the firepower of Clan Skryre, though – the Warpfire Thrower grilled six Bounderz, while the Arch-Warlock killed almost a whole unit of them on his own. I finished them off in the end, though."

DA UVVER LOONBOSS

To help him differentiate between his two Loonbosses on Mangler Squigs, Ben converted one of them. He swapped the normal Loonboss for a Boingrot Bounder and gave him a spare armoured head from the Squig Herders kit. Ben also attached a couple of Fanatics to the Mangler Squigs to make it look as if they are frantically bouncing around all over the place. Ben gives his general the Fight Another Day command trait to ensure he never gets in a fight he can't escape from.



COLOURFUL FLORA

What better way to complement colourful squigs than with colourful bases? Here's how Ben painted the bases for his army.









A CLASH OF ANCIENT FOES

To celebrate the release of the General's Handbook 2019, the forces of Chaos clash with the forces of Order in not one but two mighty Battle Reports. And who better to fight these battles than the talented chaps who wrote the new book?



he General's Handbook is one of the most hotly anticipated publications for Warhammer Age of Sigmar every year, featuring new rules, battleplans, points values, and other fun gaming stuff for hobbyists to enjoy. To celebrate its release, we thought it would be cool to play two very different Battle Reports this month – one based around the new Open War rules for open play games, and a second using the Meeting Engagement rules for matched play games. For this month's dual Battle Reports, we're bringing out the big guns – the entire Warhammer Age of Sigmar games development team! Considering they wrote the new rules, we should be in safe hands.



BATTLE ONE: BLOOD AND SIGMARITE

In our first battle, lead games developer and renowned Warhammer general Jervis Johnson takes on games developer and Carnage Battle Report winner Sam Pearson. They are fighting an open play battle using the new Open War closequarters rules presented in the General's Handbook 2019 (page 16), which means their forces are generated (and will turn up) randomly throughout the game – Sam's from his own Blades of Khorne army, Jervis' from the studio Hammers of Sigmar collection of Stormcast Eternals. As such, they don't know what units they'll be facing, or even what units they'll be using themselves until the dice decide their fate.

following pages are fought on a 40" by 30" battlefield - the ideal size for a smaller game of Warhammer Age of Sigmar. The General's Handbook 2019 contains full rules for fighting smaller games like this – you should give them a go next time you play!




BATTLE TWO: TAINTED SOULS

In our second Battle Report, Warhammer Age of Sigmar product developer and regular tournament gamer Ben Johnson (*no*, Ben's not related to Jervis. – Ed) plays new games developer Louis 'Lord-Aquilor' Aguilar. Their game is a matched play game using the new Meeting Engagement rules (page 72 of the General's Handbook), which are designed with smallersized tournament games in mind.

Louis and Ben's game has a strict 1,000-point limit, with Ben picking his army from Battletome: Hedonites of Slaanesh, and Louis choosing his from Battletome: Sylvaneth. Before the game, both players must split their armies into contingents – a spearhead, a main body, and a rearguard – which will turn up during the game at regular intervals. As such, they have to think carefully about what units to add to their force, when they will turn up, and how much of an impact they will have on the later stages of the game. Like Jervis and Sam, Ben and Louis will be fighting their game on a battlefield 40" wide and 30" across as per the Meeting Engagement rules.

THE GENERAL'S HANDBOOK 2019

This year's edition of the General's Handbook includes loads of new options for playing games of Warhammer Age of Sigmar, including the Meeting Engagement rules that Ben and Louis will be playing with, and the Open War rules that Jervis and Sam will be using. The Handbook includes eighteen matched play battleplans and a cornucopia of ruses, objectives, twists, sudden deaths, deployment maps, and hidden agendas for open play games. Add to this new allegiance abilities, name generators and updated points values and you've got quite a book!





THE FIRST BATTLE: BLOOD AND SIGMARITE

In our first battle, Jervis and his Stormcast Eternals take on Sam and his Khorne Bloodbound. Their starting forces may look small, but as the battle intensifies more warriors will be drawn into the fray.

pening up the General's Handbook 2019, Jervis and Sam set about creating their game. Jervis sets up the terrain and Sam picks the deployment map (see right). The objective they generate is Occupation, which means the player who controls the most objectives by the end of the fifth battle round is the winner. Next they roll to see what twist the game will have, and they get Additional Forces, meaning they can field up to fifteen force points of models instead of the regular ten for a close-quarters battle.

Jervis and Sam then generate their starting armies, which you can see opposite. Jervis' force comes to a hefty six force points, while Sam's is only five, meaning that Sam also gets to roll for a ruse to even things up. He gets Quartermaster General, enabling him to re-roll future army generator rolls. With the board set up and the armies generated, the two players deploy their forces (see below) and prepare for battle.

DEPLOYMENT AND TERRAIN

For this battle, Jervis set up all the terrain. Sam then rolled on the deployment map table and generated the map shown below. Because Jervis set up the terrain, Sam got to pick each player's deployment zone.





Sam and Jervis take it in turns to place four objectives around the board next to the four major terrain pieces. Jervis places his two objectives (A and B) far apart, while Sam tries to keep his (C and D) close to each

other so that he can capture them more easily with one determined offensive. Having worked out deployment zones, Sam deploys his army first. He places his Bloodreavers on the western flank of his army **(1)** ready to flank Jervis' forces. Then he places a unit of Bloodletters next to them **(2)** ready to storm into the centre of the battlefield. Sam deploys three Mighty Skullcrushers as close to the centre line of the battlefield as possible **(3)** ready to plough into the enemy, with a Slaughterpriest nearby for backup **(4)**. Jervis then deploys his army. He places the Vanguard-Raptorsbaron the western end ofthehis battle line (5),soready to shoot downFurany Bloodreavers andDeBloodletters that getLootoo close. Next toGrythem stands thetheLord-Celestant onEveStardrake (6), whoseDra

base is too large for the deployment zone, so must overhang it. Further east are the Decimators (7), the Lord-Castellant and Gryph-hound (8), and the fast-moving Evocators on Celestial Dracolines (9).



THE HAMMERS OF SIGMAR

Jervis: The studio has what can only be described as a gargantuan collection of Hammers of Sigmar, which is exactly why I chose them for this Battle Report – there are plenty of options available when it comes to choosing what units arrive each turn, which can only be beneficial.

As we learned in playtesting, even though the battlefield is smaller in a close-quarters game, you really need some fast-moving units on the table if you're playing a game like we are that involves capturing objectives. Fortunately I've generated a unit of Evocators on Celestial Dracolines in my starting army, which means I can nip out and claim more distant objectives quite quickly. I've also generated a Lord-Celestant on Stardrake, which surprised me and shocked Sam! I have a feeling Sam won't be able to resist the temptation of slaying it, so I'm going to aim it for the middle of the battlefield and see how long it can hold up his army.



JERVIS Johnson

As one of the principal architects of the Warhammer Age of Sigmar game system, Jervis knows what he's doing when it comes to tactics. He believes that players shouldn't bemoan the luck of the dice, which is why he gave his a pep talk before the game.

Jervis' starting army includes a Lord-Castellant and Gryphhound (1), three Vanguard-Raptors (2), five Decimators (3), three Evocators on Celestial Dracolines (4), and a Lord-Celestant on Stardrake (5). Gulp!



SAM Pearson

As a Bloodbound servant of Khorne, Sam loves nothing more than a gory melee. He's hoping that Ashkal Darksworn – his battle-hungry Slaughterpriest – can reap his eighth skull for Khorne during the course of this battle. If he turns up, of course!



ASHKAL DARKSWORN'S GOREHOST

Sam: Another Battle Report means another opportunity for Ashkal Darksworn to gain glory for Khorne! While this isn't a narrative battle, I keep a record of all my heroes' kills and villainous deeds for my own entertainment (*see last month*'s *Rules of Engagement.* – Ed). Let's see what Ashkal can achieve this time around!

My plan in this battle is simple: get right up in Jervis' face with all my units, cause a massacre and then race for the objectives in the last couple of battle rounds. If I can tie up the Stormcast Eternals in their own corner of the battlefield, I can dominate the rest of it. For my starting army I've rolled up a good selection of units, though sadly I don't have enough one-wound models in my army to fulfil all the regular unit requirements. I need more Bloodletters in my life! The Mighty Skullcrushers are going to be aimed right at Jervis' Stardrake, and the Slaughterpriest will probably boil its blood for good measure, too.



Sam's starting army includes a Slaughterpriest (1), three Mighty Skullcrushers (2), ten Bloodletters (3), and ten Bloodreavers (4). At this point, Sam ran out of horde or regular units to field!



he Stormcast Eternals advanced quickly, racing forwards to claim the objectives. The Vanguard-Raptors moved west to cover the south-west objective, while the Lord-Celestant on Stardrake flew over the building in the south-east to claim the objective there. The Decimators lurked nearby, ready to take on anything that threatened the Stardrake.

To the east, the Evocators on Celestial Dracolines Empowered themselves and ran towards the north-east objective to try and claim it before the Blades of Khorne got there. 'I'm really not sure how you're going to deal with both the Evocators and the Stardrake,' said Jervis.

'I like playing on hard mode,' replied Sam, coolly.

Jervis takes the first turn and races most of his units forwards (1). The Lord-Celestant on Stardrake moves in front of one of the treasure chests, essentially denying it to Sam's units. The Stardrake attempts to engulf the Mighty Skullcrushers in a Roiling Thunderhead, but fails to hurt them.

Meanwhile, the Decimators advance through the building to stand side by side with the celestial monster.

The Lord-Castellant moves around the building and shines his warding lantern on the Stardrake, increasing its armour save by one.

In the distance, the Evocators make for the objective in the north-eastern corner of the battlefield. Jervis

REINFORCEMENTS

At the end of a player's turn, they get to roll for reinforcements using the Open War army generator on page 8 of the General's Handbook 2019. With thirty-six results on the chart, virtually anything can appear, but if a player doesn't like the result, they can always make a substitution. But will one new unit be enough to deal with the enemy?

As is expected of the Blades of Khorne, all of them race towards the enemy. The Bloodreavers run towards the south-west objective, having already claimed the one in their own territory.

Meanwhile, in the centre of the battlefield, the Mighty Skullcrushers slam into the Stardrake, cause very little damage to the huge beast, and suffer an embarrassing defeat in return – one of them is smashed asunder by a celestine hammer and a second is eaten whole, leaving only the Skullhunter left alive. The Slaughterpriest and Bloodletters – too far away to reach the combat – can only look on in disapproval.

Objectives held by Jervis: 1 Objectives held by Sam: 1





Jervis: Because it would take the Bloodreavers at least two turns to reach the objective on my side of the battlefield, I fired the Vanguard-Raptors at the Skullcrushers instead. I was hoping their Headshot ability would kick in (they cause two mortal wounds if they roll a 6 to hit), but sadly they weren't that accurate.

gets them to cast Empower on themselves so that they can re-roll failed wound rolls. Jervis doesn't think they will end up in combat, but its always best to be safe rather than sorry, as he may lose the roll-off to go first in the next battle round.



At the end of Jervis' turn, he rolls for reinforcements and gets an Endless Spell. He decides to make a substitution and brings in a unit of Prosecutors instead.

In response, Sam races everything forwards **(2)**. The Mighty Skullcrushers charge into the Stardrake (see below), while the Bloodletters and Slaughterpriest race up behind them. At the end of his turn, Sam's army is bolstered by five Skullreapers, ten Wrathmongers, two Bloodcrushers, and a Bloodsecrator **(3)**.

RAAAARGH!

Sam: I absolutely had to charge the Stardrake - I mean, it has the biggest skull so it must be worth more to Khorne, right? The Mighty Skullcrushers' murderous charge caused no mortal wounds (Jervis described it as a trepidatious charge) and they only inflicted two wounds with their blades. Not good. In return, the Lord-Celestant killed the unit's Hornblower, while the Stardrake ate the Standard Bearer! I had to use **Inspiring Presence to ensure** the Skullhunter stayed alive to tie up the Stardrake.









OBJECTIVES

In the Warhammer Age of Sigmar Core Book, it states that you gain control of an objective when you have more models within 6" of it than your opponent. Once it's under your control, it remains so until they take control of it. This means that Jervis and Sam can take control of objectives, then move their units away to take on new threats elsewhere.

he Hammers of Sigmar continued their offensive, the fast-moving elements sweeping around the eastern flank of the battlefield while the Stardrake and Decimators took on the last (original) Mighty Skullcrusher. Having failed to kill anything with its Roiling Thunderhead, the Stardrake instead unleashed a Rain of Stars, wounding Skullreapers, Bloodreavers, and Wrathmongers alike. The Vanguard-Raptors ensured the last few Bloodreavers were either fatally skewered or running away.

The Decimators and Stardrake easily killed (but sadly didn't devour) the last Skullcrusher, then consolidated their already strong position in the centre of the battlefield. Incensed by the loss of their brethren, the servants of the Blood God raced forwards once more. Ashkal Darksworn unleashed Blood Boil on the Stardrake, causing four mortal wounds, while the Wrathmongers and Bloodletters smashed into the Decimators. 'Are you not charging the Stardrake, too?' said Jervis, noticing that Sam had kept his Bloodletters more than 3" away from it.

'We're pacing our meals,' said Sam sagely. His gamble paid off – his units killed off the Decimators with ease and three Bloodletters even rejoined the fight because of their goredrenched icon. The battle was heating up!

Objectives held by Jervis: 2 Objectives held by Sam: 1



The Decimators charge into the Mighty Skullcrusher alongside the Stardrake **(1)**. Behind them, the Lord-Castellant uses his warding lantern to shield the Vanguard-Raptors from harm. The Stardrake calls down a Rain of Stars, causing mortal wounds to the newly arrived Skullcrushers. the Skullreapers, Wrathmongers, and the Bloodreavers. To make matters worse for Sam's bloodcrazed cannibals, the Vanguard-Raptors fire their longstrike crossbows at them, killing another four (3). The remaining Bloodreavers flee.



To the east, the Evocators on Celestial Dracolines Empower themselves once more and claim the north-east objective (2). The Prosecutors join them in their flanking move.

Jervis rolls poorly on the reinforcements chart, gaining only a unit of Protectors.







UNSUBTLE USE OF FORCE

Jervis: You never can quite tell what's going to happen in a game of Warhammer – the slightest bad luck can leave your plans (or your heroes) in tatters. Having failed to kill the Skullcrusher with the Stardrake's Rain of Stars ability, I thought I'd err on the side of caution

and charge the Decimators into combat alongside the Stardrake. I didn't need to worry – the Lord-Celestant killed the Skullcrusher easily enough, but because the Decimators had charged, I was able to pile in with them towards the Bloodletters, screening the Stardrake from future charges.







Sam charges the Bloodletters and Wrathmongers into the Decimators **(4)**. Sam chooses to fight with the Bloodletters first – with the Bloodsecrator and Wrathmongers nearby, they get three attacks each, causing seven damage in total on the Decimators.

The Decimators strike back, killing a Wrathmonger and five Bloodletters, but they are then wiped out by the Wrathmongers. Sam rolls for reinforcements, receiving two more Slaughterpriests, another Skullcrusher, five Flesh Hounds, and five Blood Warriors **(5)**. This is enough to push him over his force points limit for the game.



ith meticulous planning, the Stormcast Eternals launched their assault on the forces of Chaos. The Evocators smashed into the rear of the Wrathmongers and Bloodletters as the Stardrake charged into the front of them supported by the Prosecutors and Lord-Castellant. The Evocators laid into the Wrathmongers, eager to slav as many of them as possible before they could fight back. But the servants of Khorne weren't going down without a fight, injuring Evocators, Prosecutors, and the Stardrake in their death throes. The Bloodletters grievously wounded the Stardrake before they were either torn limb from limb by the huge beast or messily devoured. 'It's definitely full now,' commented Jervis when the Stardrake failed to eat anything during the following round of combat.

The forces of Khorne, now severely depleted, continued on the offensive, slaying the Evocators with prayers and blades and almost wiping out the Prosecutors. Meanwhile, unseen amongst the carnage, the Flesh Hounds prowled away to try and take control of the north-east objective while a lone Skullcrusher took the south-west one.

Objectives held by Jervis: 2 Objectives held by Sam: 2

THE STATE OF PLAY

Sam: The Stardrake was causing me terrible grief in the middle of the battlefield, but at least it was contained and my units were slowly whittling it down. The Evocators, on the other hand, were running free, and I really didn't have any units to deal with them or take the objective they'd captured earlier. On the opposite flank, I was struggling to get near the south-east objective due to the Vanguard-Raptors. I guess, if in doubt, do what Khorne would do and go for the skulls!





THUNDEROUS POUNCE

Jervis: | like Evocators on Celestial Dracolines. I like them a lot! Their charge caused a total of seventeen unsaved wounds on the Wrathmongers, Slaughterpriest (who they killed) and the Bloodsecrator (who wasn't even in the fight, but near enough to get hit by lightning). Like I said,







With enemies all around, Jervis Stardrake into both the Wrathmongers Bloodletters (1). The Prosecutors, Evocators, and Lord-Castellant also join the fight. By the end of the general is dead, as Wrathmongers, two Prosecutors, the Gryph-hound, an Evocator, and six Bloodletters. The Stardrake also takes a few wounds.

Jervis rolls sixty-six for reinforcements, generating a Lord-Celestant on Dracoth, a Knight-Venator, five more Decimators, a Lord-Arcanum on Gryph-charger, and three Vanguard-Palladors (2).

Sam continues his bloody assault **(3)**! He kills an Evocator with Blood Boil before the Bloodsecrator hacks the last one apart in combat. The last surviving





Bloodletters and Wrathmongers attack the Stardrake, but they barely hurt it. The Stardrake kills all of them in return, though it doesn't eat any of them. The last Prosecutor is almost killed as the Wrathmongers flail about in their death throes.



Despite their speed, the Flesh Hounds arrive at the north-east objective to find the Lord-Arcanum and Vanguard-Palladors already there (1), having flown across the battlefield using their Ride the Winds Aetheric ability. Nearby, the Slaughterpriests try to boil the Stardrake's blood, but cause only a single wound. By this point it has only six wounds remaining.

The Skullreapers, having given up running towards the south-west objective, charge 11" into the Stardrake and cause seven mortal wounds on it with their daemonforged weapons (2), killing it outright. Sam doesn't pile the Skullreapers into the Protectors, thereby denying Jervis the chance to fight with them.

aving fought their way through a sea of Khorne's followers, the Stormcasts made their bid to defend the objectives they'd claimed and reclaim one from the forces of Chaos. The Vanguard-Raptors failed to kill the Skullcrusher on the south-west objective, who then charged into the newly-arrived Decimators to ensure they couldn't move forward and claim the treasure chest for themselves. Meanwhile, the Vanguard-Palladors used the Winds Aetheric to fly across the plains, claiming the north-east objective before the Flesh Hounds could reach it.

Yet the true carnage happened in the centre of the battlefield. Racing across the parched earth, the Skullreapers ploughed into the Stardrake, hacking the majestic beast and its rider apart in a frenzy of blades. The nearby Protectors were still holding the south-east objective, but the forces of Khorne were now dangerously close to it.

Objectives held by Jervis: 2 Objectives held by Sam: 2





In the north-east corner of the battlefield, the Flesh Hounds charge into the Vanguard-Palladors while the Slaughterpriests take on the Lord-Arcanum (**3**). Because Sam chose to fight first with the Skullreapers in the centre of the battlefield (and wisely so), the Vanguard-Palladors strike the Flesh Hounds first, killing three of them. The hounds cause a measly two wounds on the Stormcasts in return. The Slaughterpriests fared even worse against the Lord-Arcanum. The first failed to wound the Stormcast hero, and the second was slain by him before he could even raise his hackblade. A poor result for Sam.



BATTLE ROUND FIVE: TAKE AND HOLD

heir bloodlust up, the Skullreapers continued their gory advance, smashing into the Protectors. They slaughtered their gold-armoured foes with brutal efficiency, then turned their attention on the Lord-Celestant, who managed to kill two of them before being severely wounded in return. Despite their ferocity, the Skullreapers just couldn't claim the south-east objective as the Vanguard-Palladors raced to secure it.

Further west, the Skullcrusher defending the south-west objective was finally slain by the Decimators, though they were not close enough to recapture the treasure. It looked like all was lost until the Lord-Arcanum rode the Winds Aetheric to race across the battlefield and reclaim it for Sigmar. The Blades of Khorne had been defeated at the last moment, but much blood and many skulls had still been reaped for Khorne.

Objectives held by Jervis: 3 Objectives held by Sam: 1



With Sam taking priority for the first time in the game, the Skullreapers charge into the Protectors (1). They kill all five, the Skullseeker's vicious mutation decapitating the last of them.

The Lord-Celestant charges in to fight the Skullreapers (2), though the Knight-Venator and Vanguard-Palladors are not close enough to reach them. Still, the Lord-Celestant kills just enough for the Stormcasts to reclaim the objective. Meanwhile, the Lord-Arcanum Rides the Winds Aetheric to reclaim the south-west objective.



THE SECOND BATTLE: TAINTED SOULS

In our second battle, Ben takes command of the Hedonites of Slaanesh, while Louis will be leading the Sylvaneth. Both armies are fast, magical, and resourceful - this could be a tough battle.

here our first battle was an open play game, this one is a matched play game using the new Meeting Engagement rules presented in the General's Handbook 2019 (page 72). As per the rules, Ben and Louis had to split their armies into three contingents before the game – the spearhead would start the game on the battlefield, the main body would arrive at the end of the first battle round, and the rearguard would arrive at the end of the second battle round – all three contingents must contain at least one unit. They rolled for the battleplan and generated Changing Priorities (see opposite), placed the objectives accordingly, and set up the scenery using the terrain features chart in the Meeting Engagements rules. Lastly, Louis set up an Awakened Wyldwood and Ben placed a Fane of Slaanesh. Then they were ready for battle.



HUNTING FOR SOULS

Ben: This is the first time the Hedonites of Slaanesh have featured in a White Dwarf Battle report, so I'm determined to show them off to their full potential. Meeting Engagements are fought at 1,000 points, so I've had to think very carefully about what units I'm taking.

The first must-have unit is the Infernal Enrapturess. Not only is it a brilliant model, it has a good shooting attack and can effectively shut down enemy wizards by making them re-roll their casting rolls. I'm pretty sure Louis will take some wizards, so this will be very useful. I picked the Contorted Epitome for my general, as it's both an excellent spellcaster and a very powerful manipulator. As it has both the Locus of Diversion and Horrible Fascination abilities, it can potentially stop several enemy units every turn from fighting in the usual combat order. If I can get some Daemonettes or Fiends in at the right moment, that could be devastating.

On that note, I included a trio of Fiends in my army as they are very fast and a really nasty combat unit. They should be able to deal with units such as Treelords and Kurnoth Hunters pretty well, I reckon.



scene. But how will he fare in a Meeting Engagement?

Product developer

competent general

and a familiar face on the tournament

Ben is a highly

BEN Johnson

THE GODSEEKER HOST

Spearhead

1. The Contorted Epitome

– 200 points General Command Trait: Into the Fray Artefact of Power: Cameo of the Dark Prince Additional Spell: Hysterical Frenzy

2. 10 Daemonettes – 110 points

Main body

3. Infernal Enrapturess – 140 points

4. 5 Hellstriders

with Hellscourges – 100 points

5. 10 Daemonettes - 110 points

6. 3 Fiends – 210 points

Rearguard

7. 5 Seekers - 120 points

Total: 990 points





CHANGING PRIORITIES

Ben and Louis will be playing the Changing Priorities battleplan from page 81 of the General's handbook 2019. As you can see from the map to the left, the players have three zones from which their models will deploy over the course of the battle. In this battle there are three objectives – at the start of every battle round a dice is rolled to determine which is the primary objective. 3 victory points are awarded each round for its capture. Players can also score a bonus two victory points each round for causing the most wounds on the enemy army.

THE FURY OF THE FOREST

Louis: Ben is a notoriously good player when it comes to Warhammer Age of Sigmar, so I'm going to have to use all my cunning to find a way to beat him. I've concentrated quite heavily on regenerating my army and keeping it alive – Ben can bring new units to the battlefield using depravity points, so I'm going to need to also bring in new units, or heal my existing ones, to deal with a potentially larger force.

I picked a Treelord Ancient as my general. It's a bit of an extravagance at 300 points, but a Treelord Ancient is a good spellcaster and pretty nasty in combat. I'm hoping his Groundshaking Stomp may be able to counter Ben's Locuses of Diversion, too. I picked a Branchwraith as his second in command as she can summon Dryads right from the start of the game, hopefully giving me the edge early on.

The rest of my army is made up of fast moving units that I've increased in size to give them a bit more of a punch in combat, plus a little extra survivability. I'm hoping I can deploy a convenient terrain piece as a Place of Power, get the Tree- and Spite-Revenants around it, and make them really hard to get rid of.



LOUIS AGUILAR

The newest member of the Warhammer Age of Sigmar games development team, this is Louis' first Battle Report. He's certainly in for a treat playing Ben!

THE OAKENBROW WARGROVE

Spearhead

1. Branchwraith

– 80 points Spell: Verdurous Harmony

2. 10 Dryads 100 points

Main Body

3. Treelord Ancient – 300 points General Command Trait: **Gnarled Warrior** Artefact of Power: Winnowstaff Spell: Regrowth

4. 10 Tree-Revenants – 160 points









BATTLE ROUND ONE: SEVERAL SWIFT DEATHS

ith their spearhead forces deployed, Louis rolled to see which of the three objectives would be the primary objective for the first battle round. It was the central objective, meaning that both players would have an even chance of claiming it.

'I picked the Ophidian Archway as my Place of Power as I'd positioned it right between two of the objectives when we were setting up the battlefield,' explained Louis. 'That way, I won't have to take battleshock tests for any of my units that are wholly within 6" of it.' Accordingly, Louis raced the Dryads out of their hidden enclave in the Wyldwood and straight onto the objective next to the Archway. He attempted to summon another unit of Dryads using the Branchwraith's Rouse to Wrath spell, but his attempt was unbound by the Contorted Epitome.

In response, Ben began to concoct his master plan. He started by using his general's artefact – the Cameo of the Dark Prince – to gain a command point and make all units within 18" of the Epitome immune to battleshock until his next hero phase. He then sacrificed the cameo (now that it had run out of power) to the Fane of Slaanesh, giving the Contorted Epitome re-rolls to hit for the rest of the battle.

After zapping the approaching Dryads with a couple of spells (see opposite), Ben charged the Epitome into them and wiped them out, claiming the objective. 'She is a beast!' commented Ben, pleased that he's found a deadly new combination of command traits and abilities. 'She can dish out the damage well enough, but I really hope she can take it.'

DEPLOYMENT

The deployment for this battle was particularly sparse. Louis placed his Branchwraith in the furthest corner of the battlefield (1) and deployed his Dryads in a hidden enclave. Ben set up the Contorted Epitome (2) and a unit of Daemonettes (3) behind the Fane of Slaanesh (4). Louis picked the Ophidian Archway (5) as his Place of Power for this game.







The Dryads emerge from the Awakened Wyldwood **(1)**, enabling them to get within 6" of the primary objective. They are now also close enough to the Ophidian Archway to become immune to battleshock

tests. Louis' reserves arrive on the eastern edge of the battlefield **(2)**, among them a ten-strong unit of Spite-Revenants, the Treelord Ancient (Louis' army general) and ten Tree-

Revenants.









The Daemonettes move towards the westernmost of the three objectives (3) - if neither player controls the primary objective (or if it moves in the next battle round) then taking control of the other objectives could prove critical.

The Contorted Epitome races forwards on its metal tentacles to contest the primary objective (4). Having failed to cast Overwhelming Acquiescence on the Dryads, the Epitome casts Hysterical Frenzy on them instead. The Dryads claw frantically at each other, killing five of their own number.

Next, the Contorted Epitome charges the Dryads, gains a depravity point for doing so, and promptly slices them all into kindling. The coiled tentacles alone boosted by the Into the Fray command trait and the Euphoric Killers thrilling compulsion – are enough to kill the Dryads without the help of the two Daemonette attendants. This leaves the Contorted Epitome in sole control of the primary objective.



BATTLE ROUND TWO: DEPRAVED DIVERSIONS

TRIUMPH!



ouis kept priority for the second battle round and rolled to see which objective would be the primary one – it was the one in the centre again.

With the Contorted Epitome so close to his army, Louis failed to cast Rouse to Wrath again, denying him the chance of gaining a free unit. He moved the Treelord Ancient into the Wyldwood to get as close to the Epitome as possible, but was unable to shoot it with the Treelord's Doom Tendril Staff due to the trees being in the way (oh, the irony!).

The Tree-Revenants used their waypipes to disappear from the battlefield and reappear on the southern board edge, while the SpiteRevenants charged into the Contorted Epitome. 'I'll be using a Locus of Diversion on them so they fight last in the combat phase,' explained Ben. The Epitome then proceeded to slice up seven of the tree spirits before they could strike back.

In Ben's turn, the Hedonites of Slaanesh raced forwards in an attempt to keep the Sylvaneth away from the objectives. While the Fiends failed to charge the newly arrived Kurnoth Hunters, a unit of Daemonettes did reach the Tree-Revenants next to them and killed most of the Sylvaneth before being almost wiped out in return. The Epitome also finished off the Spite-Revenants, meaning that Ben controlled the primary objective for a second turn.

The state of play in round two, with the Contorted Epitome holding court in the centre of the battlefield **(1)**.

Louis summons the Vengeful Skullroot (2) with the Treelord Ancient.





The Spite-Revenants charge the Contorted Epitome **(3)** and are forced to fight last due to the mirror's Horrible Fascination. The Epitome kills seven of them, taking one wound in return.





At the end of his turn, Louis' rearguard contingent arrives. He places the Kurnoth Hunters on the southern board edge close to the Realmgate (4) and next to the Tree-Revenants, ready for a concerted charge in the next battle round.

Ben races all his Hedonites forwards (5) – the unit of

Daemonettes that started on the battlefield race towards the newly arrived Kurnoth Hunters, while everything else runs to keep up with them. Because Daemonettes can run and charge in the same turn, Ben moves them as quickly as he can towards Louis' units in the hope of pulling off a charge.



5

Ben: Don't you hate it when a plan doesn't come together? The Daemonettes easily reached the Tree-Revenants as I hoped they would, but the Fiends failed to reach the Kurnoth Hunters even with a re-roll! The Daemonettes did kill seven of the Tree-Revenants, but then nine of them died to the Kurnoth Hunters in return. I used my Triumph to try and protect them, but only saved two.







Victory points

BATTLE ROUND THREE: A FRANTIC SCRABBLE

n the third battle round, Louis took priority once again, but would the primary objective move? The answer was no – it stayed right in the middle for a third consecutive turn, much to Louis' consternation. 'The Contorted Epitome is a nightmare to fight,' said Louis. 'I reckon I can kill her, but I only have two models that can reach her, which means that Ben will almost certainly charge some units in during his turn and recapture it. Even if he loses the combats, he'll have more models within 6" of the objective.'

Before anything else happened, though, Ben moved the Vengeful Skullroot around the back of the Wyldwood to keep it way from his units.





A high casting roll from the Branchwraith ensures that a new unit of Dryads are finally summoned to the battlefield **(1)**. The Treelord Ancient and the Branchwraith both charge the Contorted Epitome (2). The Chaos daemon uses a Locus of Diversion to make the Treelord Ancient fight last, but fails to slow down the Branchwraith with Horrible Fascination. The Treelord then makes a Groundshaking Stomp, forcing the Epitome to also fight last! He crushes the Epitome to death beneath his big wooden feet.

3





By Ben's third turn, the battlefield has become a fullblown melee (3). The Sylvaneth are standing on the primary objective, but Ben has just enough models nearby to steal it from them. To ensure he loses as few models as possible in this round, Ben uses the Infernal Enrapturess' Locus of Diversion to make the Kurnoth Hunters fight last in combat but they still wipe out a unit of Daemonettes!

Further to the west, Ben's rearguard unit of Seekers charges into the newly arrived Dryads (4). Ben fights with the Seekers first as 'they can pack a punch, but they're really fragile.' They kill seven Dryads, but still lose two of their number in return. Fortunately for Ben, the last three Dryads flee.



Louis finally managed to cast Rouse to Wrath, summoning a unit of Dryads to the fight. Despite being close to the Contorted Epitome, they failed their charge (twice!), leaving the two Sylvaneth heroes to deal with Ben's general. They did so easily. Nearby, the Kurnoth Hunters and Tree-Revenants retreated from the Daemonettes in a bid to consolidate towards the centre of the battlefield. But would there be enough Sylvaneth to hold the objective?

Seeing Louis' plan, Ben raced as many of his units towards the centre of the battlefield as he could. He also summoned a new unit of Daemonettes to guard the western objective. The Fiends charged into the Kurnoth Hunters along with another unit of Daemonettes, while the surviving Daemonettes from the other unit charged the Tree-Revenants (see left). Though the Fiends managed to drag down a Kurnoth Hunter, the other two were protected by their Tanglethorn Thicket. The Kurnoth Hunters then wiped out the Daemonettes before they could attack. Curiously, Ben didn't charge the Hellstriders into the Treelord Ancient. 'That's because he'll kill them!' said Ben. 'If I leave them 3" away from him, but within 6" of the objective, I can claim it without losing any models.' So while Louis caused more wounds this round, Ben claimed the objective.

THERE WILL BE NO ESCAPE!

Ben: Every single casualty mattered now. Louis controlled the objective, but if I could just kill one or two of his models I would be able to snatch it back. Unfortunately, the Tree-Revenants killed the Daemonettes rather than the other way around ...



BATTLE ROUND FOUR: THE FINAL MOVES

DEPRAVITY!

Hedonites of Slaanesh can summon new units using depravity points, an ability unique to them. Points are gained by wounding (but not killing) enemy models and when your heroes are wounded (but not slain) in return. The **Godseekers Host** can also gain depravity points by charging into enemy units – something Ben does a lot during this battle.



ouis took priority once again in the fourth battle round – he and Ben rolled the same result on the dice every round, meaning that Louis always won it. This round, however, the objective moved to the east, right underneath Ben's unit of Seekers.

Louis started by rousing yet another unit of Dryads to wakefulness. Unfortunately, the Branchwraith was wounded in the process – the proximity of the Infernal Enrapturess triggered her Discordant Disruption ability, causing three mortal wounds on the Sylvaneth spirit. This didn't stop Louis from charging both of his heroes and the last surviving Tree-Revenants into the Seekers, though. As both players expected, the Seekers died horribly.

Ben responded by racing as many of his units as possible over to the eastern objective. The Fiends were still caught up fighting the Kurnoth Hunters, but a freshly summoned unit of Seekers and the Hellstriders managed to get into combat with the Treelord Ancient and the Branchwraith. It was now a pure war of attrition. The Treelord Ancient used Groundshaking Stomp to make the Seekers fight last, but the Hellstriders nipped in and killed the Branchwraith before she could fight. Though the Treelord and Tree-Revenants killed a few of the Seekers, it was not enough to take control of the objective. Ben had secured the primary objective for the fourth round running, and with it, victory!

Because Louis won the roll-off to take the first turn, Ben moved the Vengeful Skullroot into the south-east corner of the battlefield - well away from his own units.

With the primary objective now the

easternmost of the three objectives, Louis moves as many of his units towards it as possible (1). He manages to summon another unit of Dryads, but can only place six of them down due to the proximity of the nearby Seekers.

Neither the Branchwraith's or the Treelord's spellcasting is able to Awaken the Wyldwood, meaning that they have to charge the Seekers in combat (2). They kill all three of them easily enough, but the Dryads fail to make the charge,

meaning that they aren't close enough to help contest the objective if Ben manages to get his units to it.

Further to the west, the Kurnoth Hunters continue to hold back the Fiends of Slaanesh.







Ben uses his accumulated depravity points to summon another unit of Seekers to the battlefield **(3)**, placing them next to the Fane of Slaanesh to ensure that he gets D3 depravity points back (not that it matters as this is the last battle round, but it's always wise to get into good habits when using your armies).

The nearby Daemonettes, despite their lithe and swift ability, their Thundering Cavalcade rule, and a command point re-roll, fail to charge the Treelord Ancient, much to Ben's frustration.

Ben then tries to charge the Infernal Enrapturess into the Treelord Ancient, but fails her charge roll as well. Twice!





However, the Infernal Enrapturess is in range to charge the Kurnoth Hunters **(4)**. She confuses it with a Locus of Diversion, allowing the Fiends to finally kill it off.

The fight for the final objective begins in earnest (5). The Treelord Ancient forces the Seekers to fight last, but the Hellstriders are able to kill off the Branchwraith before she can attack, drastically reducing the

number of wounds that Louis can inflict on the Hedonites. Unable to kill enough of the enemy around the objective, Louis loses control of it. To add insult to injury, he also inflicts one fewer wounds than Ben over the course of the battle round.



BLOOD AND SIGMARITE: GORY CONCLUSIONS

Following their battle, Jervis and Sam sat down with us to talk through their game - how it had all played out, their units of the match, and their favourite moments.

VICTORY IN SIGMAR'S NAME!

Jervis: Phew, that got a little bit too close for comfort. I thought the game was in the bag at the end of the third battle round, but it got very tough at the end and in a very exciting way, too. Sam looked like he was up against it from the start, but he persevered and almost won – just goes to show that a game is never over until the last dice roll.

What I really enjoyed about this game was generating my army from such a huge collection, almost whimsically picking things that I wanted to try out. I can see this being great for people who have large collections, but who often don't use some of their units because they don't quite fit into their regular tactics. As it turned out, I picked just the right units for the occasion - the Lord-Arcanum and Vanguard-Palladors made controlling objectives a lot easier, while the Stardrake made taking the objective it was standing over virtually impossible for Sam. My unit of the match has to be the Evocators on Celestial Dracolines, though – they are devastating shock troops and really caused Sam some grief. Apparently I'm in his Book of Grudges now for killing his heroes.

MORE SKULLS FOR KHORNE, I GUESS

Sam: What a brilliant game! I absolutely love the Open War close quarters battle generator because everything is laid out for you waiting – all you do is roll the dice and let fate decide what battlefield you'll be playing on, what the objectives are and even what army you're using. It means that every battle you fight will be a unique challenge – sometimes you'll have the upper hand, sometimes you'll be the underdog like I was at the start of this game. But that's all part of the fun of wargaming – trying to figure out how to get yourself out of the scrape you're in! In all honesty, though, it's probably for the best that I didn't win because I would never have shut up about it if I had!



MOMENT OF THE MATCH

Jervis: I guess it's not the most action-packed moment, but it was the game winning move and it was suitably heroic - it has to be the moment when the Lord-Arcanum rode the Winds Aetheric to snatch an objective from Sam's grasp. It's that cinematic, last dice roll of the game move that I really love to see happen in every battle I fight.



My unit of the match has to be the Skullreapers. They came into the game a bit late, but they more than made up for it by butchering the Stardrake and killing off a whole unit of Protectors in one sitting (and nearly killing the Lord-Celestant). Sadly, because I was using my own army, several of my heroes died permanent deaths (see last month's Rules of Engagement if you want to know what I'm on about). Guess it's time for a new leader to step up!

MOMENT OF THE MATCH

Sam: How can it not be the massive melee in the centre of the battlefield? That was like one of Khorne's own dreams come true! The Wrathmongers had an awesome time flailing about themselves, killing things when they attacked and killing even more things when they died. Remember, kids, always keep a Bloodsecrator nearby for those extra attacks.



TAINTED SOULS: THE AFTERMATH

In the wake of such a terrible beating, it took us a while to find Louis for the Battle Report debrief. When we did, though, he and Ben were more than happy to tell us their thoughts on the game.



MOMENT OF THE MATCH

Ben: I think it was that moment in the third battle round when Louis had clearly gone for the objective, but I had just enough models nearby to steal it from him. Again, it could have been a turning point of the battle, and he would have held onto it if I'd charged the Hellstriders into combat with the Treelord Ancient. Things could have ended very differently.



TIME FOR A PARTY

Ben: That was a real education for me – the army I picked did pretty much exactly what I'd hoped it would do, with plenty of moving parts to take the objectives, hold up Louis' units, and for things not to get bogged down. Swift and deadly was the key. What I didn't expect, though, was how good the Contorted Epitome is - she is proper boss! I reckon being able to stop the Spite-Revenants from fighting first against her might have been the decisive action that won me the game. If they had fought first, I reckon they would have killed the Epitome, taken the objective, and awarded Louis the bonus two victory points for causing the most wounds in a round. He would then have had more models on the objective in the following round, too, and would probably have been able to summon more Dryads without the Epitome unbinding his spells.

I would say the unit of the match was Louis' Kurnoth Hunters (though if I have to pick one of my own it's obviously the Epitome). They are so hard to kill thanks to their Tanglethorn Thicket and they can inflict so much carnage. They can churn out a potential eight damage each, then they get to stomp on you afterwards. Ouch!

PLEASE LEAF US ALONE!

Louis: Well, that could have gone better for my first Battle Report. I'll have to come back another day and show you all what I'm really made of!

Honestly, though, it was a great battle. I love the smaller sized battlefield, with units appearing at intervals throughout the game – it felt really concentrated and never petered out. You have to think really carefully about what units you take in games of this size and when they will turn up - you need to maximise the efficiency of absolutely everything and I think, perhaps, I didn't quite get that balance right. Maybe I should have chosen Kurnoth Hunters with greatbows, for example, and pelted the enemy to death from afar. Then again, Ben's units were right up in their faces straight away, so maybe it wouldn't have made a difference. I think taking spellcasters with the ability to summon new units is a good option, and the Branchwraith did pretty well when the Contorted Epitome wasn't messing with her spells. Fast units, too, are crucial. I'm lucky that Tree-Revenants can redeploy (as can other units if you have enough Awakened Wyldwoods), but I think Ben outmanoeuvred me in this match. Slaanesh armies are very fast!

MOMENT OF THE MATCH

Louis: Surely it's the Kurnoth Hunters chopping up two units of Daemonettes, then holding up the Fiends for the rest of the battle. It looked awesome seeing two units of monsters tearing into each other. Sure, the Tanglethorn Thicket ability does slow them down a bit when it comes to pile in moves, but when you're surrounded by enemies anyway, who cares?



REALIZED BUT AULT BUT



DAVE SANDERS

Dave is the lead rules writer for Warhammer Underworlds, though he's also had a hand in many other games such as Warhammer 40,000: Kill Team and Warhammer Quest: Blackstone Fortress. Dave is currently keeping a close eye on the studio's Warhammer Underworlds campaign, ever-watchful for interesting tactics and deck builds.

ay back in January, in my first Glory Points column, I asked what you'd like to read about. Because of the delay between my writing words and you

getting to read them, I've just started to get your replies, so this article is dedicated to the readers who asked for an article about choosing complementary objective cards. This develops on themes I touched on in the April issue's deck-building article.

ALL FOR GLORY

In Warhammer Underworlds, you win the game by being the player with the most glory points, even if your whole warband has been wiped out. This means that the most important thing for you to do is score glory points.

There are four ways to score glory points in Warhammer Underworlds:

- From taking enemy fighters out of action
- From certain upgrade cards
- From some gambit cards
- From meeting the conditions on objective cards



KHORNE'S

CHAMPION

and only the mighty luch is the will of Khu



The first three of these ways to score glory points are important (and in many cases very straightforward), but it is very unlikely that you'll win a game if you just focus on these – each fighter taken out of action is worth one glory point, for example, so even if you wipe out your opponent's warband you might only score three glory points for doing so.

ALWAYS HAVE A PLAN

Your objective cards are the best way for you to score glory, as long as you can meet the conditions on those cards. As you know which cards you are including in your deck, you know what conditions you are going to need to meet during a game to score glory points. This means that you can go into a game knowing what your plan is ... as long as you have one.

When most objectives are worth one glory point, an objective deck made entirely of cards that score three or more glory points might seem like a good way to earn tons more glory than your opponent. However, those objectives are likely to be hard to score and will probably require you to do very different – and possibly even contradictory – things during the game.

STACKING OBJECTIVES

I refer to some objectives as 'stacking'. **Stacking objectives** require you to do the same thing to score them, meaning that you can rack up a lot of glory points with a relatively small amount of effort. Some stacking objectives have exactly the same requirement, like Supremacy and Bind the City, making satisfying that requirement extremely rewarding! Other stacking objectives have a more staggered effect; each of them requires you to do the same thing but to a different degree, like Magical Storm and Magical Mastery. If you have either of these cards in your objective deck, then you're probably planning to cast a lot of spells, so why not include both and potentially score both objectives in the same round?





You could score both of these in the same game ... but it's very unlikely, and you'd be setting yourself a very difficult task. A far more rewarding way to score glory points is with your objective cards. Each player has a deck made of twelve objective cards, and when a player meets the condition on one of their objective cards, they score the amount of glory points printed on that card. Easy objectives will only score you one glory point, but harder objectives can score three, five, or even more glory points.



Clory 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 is all about the glory.



It's better to have an idea of the sort of thing you want to do (for example, do you want to wipe out the opposing warband, or hold objectives, or cast lots of spells) and then build a deck full of objectives that require you to do that sort of thing. I call these complementary objectives, and this is where we get to the meat of the article.

COMPLEMENTARY OBJECTIVES

Think about how you can score several objectives with a single activation. For example, one of your fighters could begin their activation on Guard, make a Charge action (scoring Change of Tactics (1)), move through a lethal hex as they do so (scoring Calculated Risk (2)), and then hopefully dispatch an enemy fighter (scoring you Strike Swiftly (3) and another glory point for taking an enemy fighter out of action). When you only get twelve activations in a game, scoring four glory points in one is getting great bang for your buck! As these objectives are also scored immediately, you draw new objectives to replace them, giving you even more opportunities to score glory.

These objectives work well together, and they all require you to make aggressive moves around the battlefield. If you find more objectives that reward you for doing the same sort of thing, you'll build an objective deck that supports an

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aggressive strategy. Some other cards you might consider including are additional objectives that reward you for taking enemy fighters out of action, like Dashed Hopes (4), Strong Start (5), and, depending on how you plan to take enemy fighters out of action, Death from Afar (6), Sorcerous Scouring (7), and Finish Them (8). You might also consider Annihilation (9), if you're confident that you can pull it off.

When you build a deck this way, you should find that when you draw an objective card, chances are good that you'll have a way to achieve it, and you'll be able to do so without it costing you the opportunity to score your other objectives.

This idea of 'opportunity cost' is another way to look at which objectives are complementary and which are not. If you can work towards one objective and in doing so not hinder your chance to score another objective, you're not losing the opportunity to score either of those objectives, and they can still be considered complementary. For example, you can include some objectives that require you to hold objectives in an otherwise very aggressive deck, as long as they are not too restrictive and generally support a strategy of getting in your opponent's face – Plant a Standard (**10**) is a good example.



DEATH FROM

AFAR

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JULY 2019 WHITE DWARF 95

WARHAMMER NIGHTVAULT

COMPLEMENTS OF THE HOUSE

I thought it would be nice to include some examples of complementary objectives to give you a starting point for choosing your objectives this way. I've categorised them into aggressive, flex, objectives, and control.











GLORY POINTS



PIT TRAPS

It's only when you have two objectives that require you to do contradictory things that you have an issue. I gave an example earlier in the article, but there are many others. Some objectives require you to hold objective tokens or areas of the battlefield, and it can be difficult to do that if you're busy trying to take out all the enemy fighters to score Annihilation.

If we imagine that you're playing with an aggressive strategy like the one I've described above and then draw Supremacy (11), you might not even have three surviving fighters to hold objectives. Even if you do, you're then put into the position of trying to choose between moving your fighters to hold objectives or continuing with your plan of wiping out your opponent's fighters. Whichever you choose, you've lost the opportunity to score the other, and that card is hampering you rather than helping you.

Some objectives are obviously contradictory, like Aggressive Commander (12) and Patient Commander (13). You'll never be able to score both of these objectives in the same game, so unless your plan is to play mind games with your opponent over a best-of-three match, you're probably better off just taking one of these cards. Other objectives are not obviously contradictory, but they can be very difficult to score in the same game. Objectives like Keep Chopping (14) are very difficult to achieve alongside any objective that requires your fighters to be in a certain place on the battlefield (though warbands with a lot of ranged attacks, like Thundrik's Profiteers, can still make them work together). Get Thee Hence (15) is an objective that relies on you making an Attack action, so you might think it fits well into an aggressive strategy, but for you to score it, the Attack action can't take the enemy fighter out of action, which runs contrary to an aggressive strategy. It actually works better in a strategy that wants to control the battlefield, alongside cards like Denial (16) and Stake a Claim (17).

END PHASE

And with that, this article about choosing complementary objectives comes to an end. The examples I've provided are just a few of the myriad combinations out there (notably, I've mostly talked about universal cards rather than the great options available to each warband) so have a root around in your collection and on https://deckbuilder. warhammerunderworlds.com to see what you can find. The better you can get your objectives to complement each other, the more likely it is that your games will end with you covered in glory!

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, 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









ARENA MORTIS

White Dwarf invites you to a new way to play games of Underworlds. It's a fast-paced multiplayer variant for three to six players that pits lone warriors in a free-for-all melee in the midst of the phenomenon known as the Arena Mortis. Fear not death; seek glory!





ames of Warhammer Underworlds can be highly competitive affairs that challenge the wits of the sharpest players. After an intense tournament filled with crucial tactical decisions and gut-wrenching or ecstasyinducing dice rolls, why not wind down with a fast and furious free-for-all with your other tournament-goers? This Underworlds variant pits your single hero against up to five others in a close-quarters brawl for glory amidst the death-defying phenomenon known as the Arena Mortis. When dark magic renders warriors nigh immortal, caution goes to the wind and the pursuit of glory in martial combat is all that matters!

JOHN Bracken

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John has been busy this month, having also contributed the second part of his Blackstone Fortress quest. Is it all work and no play, or all play and no work for him?

WHITE DWARF JULY 2019

Or perhaps it's the beginning or the end of your game night. What better way to kick it off – or wrap it up – than with the clash of swords in a frantic fight for glory? Warhammer Underworlds: Arena Mortis is designed for quick, actionpacked games that require only a small space and a single model per player, with support for up to six players. Here you'll find the rules for Warhammer Underworlds: Arena Mortis. You'll need a deck of up to six initiative cards to play (one per player). While you can make do with just a standard deck of playing cards, we've also included a sheet of cards that you can photocopy to make your own.

ARENA MORTIS

INTRODUCTION TO ARENA MORTIS

In the shattered city of Shadespire, the curse of Nagash, the supreme deity of the dead, lies heavy. With the advent of the Necroquake, the curse has taken an even stronger hold. It occasionally becomes especially potent in areas where there has been an abundance of slaughter – chambers where many warbands have fought each other over precious shadeglass. Often there remains but a handful of fighters, flushed from the recent battle and eager to claim final victory over their foes. So does the phenomenon known as the Arena Mortis take hold. Fighters slain mere seconds before return to life with a soundless scream and immediately rush to battle once more, hungry for vengeance. The magical occurrence does not last for long, but while it does the killing is even more vicious than normal.

Worse still, the unholy magical effects of the Arena Mortis are magnified and reflected by splinters of shadeglass, appearing as luminescent beams of Shyishan energy. If these ever intersect, the confluence of death magic manifests as a twist in reality where fighters see fractured reflections of themselves, spiralling into eternity. Though maddening, this is a site of potent energies that fighters can use to empower themselves and better survive the contorting madness that is the Arena Mortis.

Warhammer Underworlds: Arena Mortis is a fast-paced variant of Warhammer Underworlds: Nightvault for 3 to 6 players. Each player takes their favourite fighter from any Warhammer Underworlds warband and fights to the death to be the last one standing! However, sheer brute force will not see any one fighter to victory – a blend of tactical acumen, low cunning, and well-timed gambits will be needed if you are to be the champion of the Arena Mortis.

Quick to play and even quicker to set up, Arena Mortis is perfect for relaxing after a Grand Clash, or to finish off a night of gaming at your local store or gaming club. It needs even less space than a regular game of Warhammer Underworlds, too – so no matter how little space is available, it's good to go anytime, any place.

WHY PLAY ARENA MORTIS?

There are plenty of good reasons for you to play Arena Mortis. To begin with, your fighter will have a lot of upgrades (and we mean a lot). Have you ever seen Fjul-Grimnir with 12 upgrades, dealing 10 damage to his unfortunate target every time he swings his Latchkey Axe? We have. Not to mention your chosen fighter is all but invincible, returning to the battlefield time and again to reap you monumentally huge amounts of glory (and gaining even more upgrades each time it happens). So there it is – your fighter becomes outrageously tough, you don't have to worry overly about them dying a lot, and you can score more glory in a game than two warbands combined! So what are you waiting for?

Victory

After the third end phase, the player that has the most glory points (both spent and unspent) and whose fighter is still on the battlefield is declared the winner. If there is still a tie, the tied player whose fighter is in the hex that contains the Mortis Hex is the winner. If no fighters are on the battlefield, then the player with the most glory points (both spent and unspent) is the winner. On any other result, the game is a draw.

Game Rules

A game of Warhammer Underworlds: Arena Mortis uses the same rules as a multiplayer game of Warhammer Underworlds: Nightvault. When a rule from Warhammer Underworlds: Arena Mortis contradicts a rule from Warhammer Underworlds: Nightvault, the rule in Warhammer Underworlds: Arena Mortis takes precedence.

Initiative Order: Some rules call for a series of events to occur in initiative order. Each time this happens, shuffle the initiative cards and deal one face down in front of each player. The player with the First Place card reveals their card by flipping it over and acts first, then each player takes their turn in ascending order, revealing their card when it is their turn to act. Don't reveal which number you have until it's your turn – keep the other players guessing!

Territories: There is only one game board in Arena Mortis, and it counts as no one's territory, your territory, and enemy territory.





GETTING READY TO PLAY

Each player needs a one-fighter warband and two decks of cards. The rules on how to build these decks and choose that fighter are as follows.

An Army of One

Each player needs to pick a single fighter from any warband they own and place that fighter (and only that fighter) in front of them. This fighter is considered to be the only model in your warband and has no other friendly fighters (either out of action or otherwise). This means that Vortemis cannot use his action to summon the Blue Horror. In addition, you cannot pick the Brimstone Horrors (see 'The Blue Horror' below for how these fighters work in games of Arena Mortis).

Build a Deck

Once the player has picked their fighter, they will need their own set of two decks – a gambit deck and an upgrade deck (there are no objective decks in Arena Mortis games). The gambit deck contains at least 10 gambit cards. The upgrade deck contains at least 10 upgrade cards. When choosing cards for these decks, follow the rules in the Nightvault rulebook with the following change. If a player wishes to include more than 10 cards in their decks, they can do so, but your upgrade deck can never have more cards than your gambit deck.

These decks are shuffled separately and placed face down in front of the owning player as two separate decks.

APEX PREDATOR(S)

'Don't worry boss, they'll be back when they get hungry, which will be real soon.' - Drizgit

Some fighters require the presence of another fighter to be used. In games of Arena Mortis, ignore any ability printed on a card that prevents a fighter from being used if another fighter is not present – you can pick that fighter following the rules above. For example, despite the printed rule on Gobbaluk and Bonekrakka's fighter cards, either one can be chosen to be used in games of Arena Mortis. In addition, the Blue Horror, despite usually being summoned to the battlefield by Vortemis the All-seeing, could also be chosen as your fighter.



THE BLUE HORROR

If you pick the Blue Horror for your fighter, take the Brimstone Horrors model too – this fighter uses the rules printed on its fighter card as normal. If the Brimstone Horrors are taken out of action, the next time that player takes an activation, they return the Blue Horror to the battlefield, not the Brimstone Horrors.



The following cards are banned to improve the experience of playing Warhammer Underworlds: Arena Mortis. They cannot be included in any deck used in games of Warhammer Underworlds: Arena Mortis.

Quick Thinker Infinite Riches Time Trap

There are no restricted cards.

MY DECKS LOOK THE SAME TO ME!

As you will have two decks with the same colour backs, it is worth placing one deck at a different angle to the other, so that you don't forget which deck is which in the heat of battle. You could also sleeve them separately, especially if you plan to build specific decks for games of Arena Mortis.









ARENA MORTIS



SET UP

Place The Board

To set up a game of Warhammer Underworlds: Arena Mortis, you will need to set up the initiative deck. Take the 'First Place' and 'Last Place' initiative card and then add extra cards based on how many players are taking part in the game. If you have three players, you'll need the Second Place card, if you have 4 players you'll need the Third Place card as well, and so on. Now deal each player one card, face down. The player who was dealt the First Place card chooses one game board they own and decides which side will be used. This board is the battlefield.

The player who drew the First Place card places Objective 1 on the battlefield to represent the Mortis Hex. If the Objective 1 hex is unavailable, you could use the Katophrane Relic token from Shadespire, or a scatter token in a pinch. They must place it in any one of the four centre-most hexes on the battlefield, which cannot be a blocked, lethal, or starting hex. If this is impossible, place it in any empty hex that is not a lethal hex. The Mortis Hex has the following rules:

- If you have a fighter in the hex containing the Mortis Hex token in an end phase, you score glory points equal to the round number.
- If your fighter takes an enemy fighter on the Mortis Hex out of action, you score 1 additional glory point.
- The Mortis Hex is an objective token. Regardless of the token used to represent it, it is treated as Objective 1. It cannot be removed from the battlefield.

Draw Cards

Once the Mortis Hex token has been placed, each player draws three cards from their gambit deck. These cards are the player's hand. Note that your hand will not contain any upgrades – these remain in the upgrade deck. Once each player has their hand, it is time to place your fighters.

Place the Fighters

• Using the initiative order from when the board was chosen and placed, each player takes their fighter and places them on any starting hex on the board. Each fighter must be set up in this way, even if there is a rule that says otherwise (the Stalagsquig or the Blue Horror, for example).

- With the exception of the Blue Horror, which has no Inspired side, each player's chosen fighter start the game Inspired.
- After your fighter is placed, draw a number of cards from your upgrade deck according to the chart below, based on the wounds characteristic of your fighter. Give your fighter those upgrades.

Wounds	Number of Starting Upgrade Cards Drawn
2 or less	3
3 or 4	2
5	
6+	0



ARENA MORTIS

PLAYING THE GAME

ACTION PHASE SEQUENCE

- Determine new Initiative Order
- Players Activate
- Repeat this sequence three more times

PLAYERS' ACTIVATIONS

- Reveal Initiative Card
- Power Step
- Activate Fighter
- Power Step

FIRST AND SECOND END PHASE SEQUENCE

- Place Fighters
- Discard and Draw Cards
- Spend Glory
- Clear Tokens

Determine New Initiative Order Deal each player one Initiative card, face down. Two of these initiative cards (first and last) have rules on them.

First Place: Rolls of are successes in this fighter's attack and defence rolls until the next time the First Place card is revealed. Reaction: After this fighter's activation, if this fighter is the only fighter on the battlefield, score 1 glory point.

Last Place: After this fighter's

Reveal Initiative Card: The player whose initiative card is next in the order, starting with First Place, then Second Place, all the way to Last Place (determined by the Initiative Order) reveals their card by placing it face up. That player now takes a Power Step, Activates their Fighter, then takes a second Power Step.

Power Step: There are two separate power steps, one before and one after each fighter's activation. Only the player whose activation is taking place can play gambit cards (apart from Reactions – see right). They can choose to play one gambit card in either power step – they cannot play a card in both.

Activate Fighter: If that player's fighter is out of action, the player places that fighter on the board on an empty starting hex, gives them an upgrade, and then removes any tokens or counters from their fighter card and any tokens or counters from any upgrade cards they have been given. Any persistent effect (from cards like 'Eadbutt, Total Offence, Cruel Taunt or Maddening Cackle) no longer have an effect, and the fighter will always return to the battlefield Inspired (unless it is the Blue Horror, which has no Inspired side). The player then activates their fighter following the rules from Warhammer Underworlds: Nightvault. In addition, they can make the Recover action instead of one of the actions listed in the Warhammer Underworlds: Nightvault rulebook.

Recover: Remove one charge or move token from this fighter (this is an exception to the rule that a fighter with a charge token cannot be activated).

LETHAL HEXES

If your fighter is taken out of action by a lethal hex, you must discard any one of your glory points.

REACTIONS

Reactions can be played by any player at any time. Each Reaction ability describes when it can be used. If multiple players wish to react to the same window of opportunity, the player to the left of the player who was the last to reveal an initiative card has an opportunity to play a reaction - if they do not wish to play a reaction, the next player clockwise from them has an opportunity to play a reaction, and so on until a reaction is played or all players have indicated that they do not wish to play a reaction.

PLAYING UPGRADE CARDS

If a card instructs you to play or apply an upgrade card, draw the top card from your upgrade deck and give that upgrade to your fighter. If your fighter cannot be given that upgrade, it is discarded. If a rule interacts specifically with power cards or the power deck, treat that rule as affecting the gambit deck or gambit cards from the gambit deck instead.



activation, if they are on the battlefield, they are dealt 2 damage. If this would take this fighter out of action, they are dealt 1 damage instead. If this would still take this fighter out of action, this card has no effect.

Player Activations

Once the player with the Last Place Initiative card takes their fourth activation, the Action Phase ends and the End Phase begins.



First and Second End Phase Sequence

Place Fighters: Using the most recent initiative order from the action phase, place any fighters that are out of action on the board on an empty starting hex, give them an upgrade, and then remove any tokens or counters from their fighter card and any tokens or counters from any upgrade cards they have been given. Any persistent effect (from cards like 'Eadbutt, Total Offence, Cruel Taunt or Maddening Cackle) no longer have an effect and the fighter will always return to the battlefield inspired (unless it is the Blue Horror, which has no Inspired side).

Discard and draw cards: Each player can then discard any cards from their hand and then draw cards from their gambit deck until they have 3 cards in their hand.

Spend Glory: If a player has any unspent glory points, that player turns all their unspent glory points to their spent sides and gives their fighter one upgrade.

Clear Tokens: Clear any remaining Charge, Move and Guard tokens from the battlefield.

Third End Phase Sequence Score Glory: Add glory from upgrades to the fighter's total (if applicable).

Determine Winner: Use the victory conditions laid out at the start of the article to determine the winner of the game.

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INITIATIVE CARDS

You need a set of initiative cards to play Arena Mortis. You can use standard playing cards, or you can photocopy these pages to make your own. Sandwich the two halves around thin card for a nice finish.









ARENA MORTIS





FIRST PLACE: ROLLS OF (③) ARE SUCCESSES IN THIS FIGHTER'S ATTACK AND DEFENCE ROLLS UNTIL THE NEXT TIME THE FIRST PLACE CARD IS REVEALED. REACTION: AFTER THIS FIGHTER'S ACTIVATION, IF THIS RIGHTER IS THE ONLY FIGHTER ON THE BATTLERELD, SCORE 1 GLORY POINT.





CRUSADE TITAN LEGIONS

Ignatum, Invictus, Mortis, and Gryphonicus - just some of the more famous Titan Legions to take up arms during the Great Crusade and the Horus Heresy. But what of the countless other Legios that fought during these great conflicts? Owen Barnes tells all.





OWEN BARNES Owen Barnes is one of the games developers in the **Specialist Games** studio, which means he gets to spend all day playing games. Well, that's the dream – in reality he's chained to a desk where a hungry Sumpkroc keeps a close eye on him.

uring the Horus Heresy, numerous Titan Legions fought on both sides of the conflict, many with their own distinctive combat doctrines and fighting styles. For years, these Legios fought at the leading edge of the Great Crusade, casting down alien empires and recalcitrant human worlds that refused to bend the knee to the Imperium. It was only with the onset of the Horus Heresy that they would be truly tested, tragically, by entering battle against their own kind.

a bonus in the form of extra Stratagem points when facing an opponent using Legio rules while not using any themselves, players may want to represent a Titan Legion not yet covered in the official rules, or even one of their own invention. To help players do so, we present rules for creating Crusade Titan Legions.

The following rules allow players to pick and choose from a collection of Legio Traits, Legio Specific Stratagems, and Legio Specific Wargear that best represents the Titan Legion they wish to field. Once these choices have been made, for all intents and purposes a Crusade Titan Legion counts as a specific Legio. This means a battlegroup could contain maniples and Titans from different Crusade Titan Legions with each different Crusade Titan Legion included granting your opponent additional Stratagem points (see page 89 of the Adeptus Titanicus Rulebook).

To date, the Adeptus Titanicus Rulebook and the Titandeath and Doom of Molech supplements have presented rules for the most well known 'canonical' Legios. Of course, there are scores of named Titan Legions in the lore of Adeptus Titanicus, plus the potential to add or invent many more given the sweeping scale of the Horus Heresy. While the rulebook grants players


CREATING A CRUSADE TITAN LEGION

To create your own Crusade Titan Legion, choose four special rules from those presented below. These are divided into Legio Traits, Legio Specific Stratagems, and Legio Specific Wargear. Any combination of Traits, Stratagems, and Wargear may be chosen. However, players may make no more than two selections from each category (i.e. no more than two Traits, two Stratagems, or two Wargear may be chosen).

Crusade Titan Legions generate their Princeps Seniores' personal trait from the table on page 55 of the *Adeptus Titanicus Rulebook*.

LEGIO TRAITS

Traits represent overall doctrines and tactics of the Titan Legion but may also represent things such as the unique effects of their home world or history.

Legio Trait: Dark Reputation

The Titan Legion has a reputation for relentless savagery and is widely feared by its enemies. Enemy Princeps are steeled against such tales by the strength of their god engines, though Knight Banners are not so fortunate.

At the end of the Movement phase, any enemy Knight Banners within 3" of one of the Legio's Titans immediately become Shaken (see page 47 of the *Adeptus Titanicus Rulebook*).

Legio Trait: Deep War Vaults

For centuries the Titan Legion's Forge World has been amassing war materiel. Losses in battle are swiftly replaced and the Legio's Princeps mourn the loss of their Titans only for as long as it takes their Forge World to furnish them with a replacement.

If one of the Titan Legion's Titans is destroyed without having scored any hits on an enemy unit, it is worth no Victory Points to your opponent.

Legio Trait: Elite Magos

The Titan Legion is well known for the skill of its Tech-Priests and Magi. Even in the heat of battle these individuals can call upon the favour of the Omnissiah to keep a Titan in the fight, though its machine spirit might be ready to rebel.

The Legio's Titans can roll an extra repair dice during the Damage Control phase in addition to those indicated by their servitor clades. In addition, Titans fielded as part of this Legio may add 2 to their command checks when attempting to go onto Emergency Repairs orders.

Legio Trait: Engines of War

The Legio's Forge World is known for its manufacture of a particular Titan class. An abundance of components and Princeps skilled in the use of these Titans means they have a greater representation within the Titan Legion.

Choose a class of Titan (e.g. Warlord, Reaver). The Titan Legion may always substitute one of the mandatory Titans in a maniple with a Titan of this type.

Legio Trait: Fury of the Fallen

The thirst for revenge runs deep within the Legio, and its Princeps will gladly give up their lives and even their Titans if it means causing harm to the enemy. This is especially true when the Princeps is facing their death.

When one of the Legio's Titans is activated in the Combat phase, it can fire each of its active weapons twice. After the Titan has completed its shooting, immediately roll on the Catastrophic Damage table and apply the results to the Titan.

Legio Trait: Gunnery Command

Battlefield experience and countless hours of practice on ordinatus ranges have given the Princeps and Moderati of the Titan Legion a keen sense of the capabilities of their Titans' weapons.

Titans fielded as part of this Legio add 2 to the result of any Command checks made when issuing a First Fire or Split Fire order.

Legio Trait: Loci of the Cause

Whether it is as heroes of the Imperium or favoured soldiers in the Warmaster's armies, the Titan Legion has become an icon for their master's cause and an inspiration to all who fight in their name.

During the Strategy phase, allied Knight Banners add 2 to the result of any Command check when issuing an order that has already been successfully issued to one or more of the Legio's Titans.

Legio Trait: Motive Mastery

The Princeps of the Legio have learnt to wear their Titans like a second skin and can coax bursts of speed and devastating charges out of their god engines via the constant connection of their MIU.

Titans fielded as part of this Legio add 2 to the result of any Command checks when issuing a Charge or Full Stride order.

Legio Trait: Splinter Legio

As sides were drawn between Loyalists and Traitors, the Horus Heresy divided countless Titan Legions. Some Traitor Legios included loyalist elements, while some Loyalist Titan Legions had Princeps who turned traitor. These Titans and their crews formed splinter legions, never fully trusted by their allies but consumed by hatred for the betrayal of their former brothers.

Choose a Legio Trait from any Titan Legion. If the Trait was chosen from a Traitor Titan Legion, then the Crusade Titan Legion must be Loyalist If the Trait was chosen from a Loyalist Titan Legion, then the Crusade Titan Legion must be Traitor.

Legio Trait: Survivors

By betrayal or misfortune, the Titan Legion has been broken by its enemies. Those few Princeps who remain must cling to the traditions of their forebears and attempt to fight on as best they can before they are permanently committed to the annals of history.

From the start of the fourth game round, the Titan Legion may choose to end the game earlier than normal in the Strategy phase. Before any Stratagems are played, the Legio player declares that this will be the final round of the game. If they do, the game will conclude at the end of the current round without any additional rounds being played.

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Note that the substitute Titan only benefits from maniple rules that reference Titans, and not those that reference a specific class of Titan.

For example if the Reaver from a Venator Light Maniple was replaced with a Warlord Titan, the Warlord would not benefit from the Opportunistic Strike rule – this specifically references a Reaver Titan. However, if a Reaver from an Axiom Battleline Maniple was replaced by a Warlord, the Warlord would benefit from the Might of the Omnissiah rule since that refers to Titans in the maniple.



LEGIO SPECIFIC STRATAGEMS

Stratagems represent the Legio's specific battlefield resources and rules of engagement, ranging from massed artillery support to the use of skilled saboteurs.

Legio Specific Stratagem: War Doctrine (Varies)

War Doctrine represents a favoured Stratagem of the Titan Legion. To determine the effects of the Legio's War Doctrine, choose any Stratagem, including Stratagems normally limited to other Titan Legions. If the Stratagem can be used by any Legio, then the Crusade Titan Legion can purchase it for 1 Stratagem point less than normal to a minimum of 1 point. If the Stratagem is specific to another Titan Legion, then it can be purchased at the cost listed in its entry.

Note that War Doctrine may be chosen more than once, provided each instance of this rule applies to a different Stratagem.

LEGIO SPECIFIC WARGEAR

Wargear represents those weapons and ordnance favoured by the Titan Legion or perhaps produced in substantial numbers by their Forge World.

Legio Specific Wargear: Ablative Ceramite Plating

Advanced layered armour has been added to one of the Titan's critical locations. These plates are usually only good for a single battle, but this is often enough to protect the Titan from destruction or critical damage.

Any of the Legio's Titans can be upgraded to have Ablative Ceramite Plating for 30 points. At the start of the battle, a Titan equipped with Ablative Ceramite Plating can choose either its Body, Legs, or Head. The Titan ignores the bonus to the attacker's armour roll as a result of damage already inflicted on the chosen location, as indicated by the Command Terminal (see page 34 of the *Adeptus Titanicus Rulebook*).

Additionally, if the Head is chosen, in a Campaign the Titan's crew will always survive the destruction of their Titan on a 2+ (see page 87 of *Titandeath*).

Legio Specific Wargear: Armour Spikes

Some Forge Worlds fashion baroque blades and spikes of prodigious size to the armour of their Titans. These massive spear and sword tips are more than ornamentation and can be used by aggressive Princeps to gut enemy war engines.

Any of the Legio's Titans can be upgraded to have Armour Spikes for 20 points. A Titan with Armour Spikes increases the number of Dice it generates when making a Smash attack from D3 to D6 (see page 36 of the *Adeptus Titanicus Rulebook*).

Legio Specific Wargear: Auxiliary Shield Capacitors

Redundant energy coils are built into the Titan's void shield array, allowing it to reroute power from the reactor to the shields with maximum efficiency. The fragility of these coils limits their use, however, and once used they cannot be replaced until after the battle.

Any of the Legio's Titans can be upgraded to have Auxiliary Shield Capacitors for 30 points. The Titan can declare Voids to Full! (see page 34 of the *Adeptus Titanicus Rulebook*) without having to push the reactor. As soon as the Titan's shields collapse, the benefits from this piece of Wargear are lost for the remainder of the battle, even if the Titan's shields are later reignited.

Legio Specific Wargear: Blind Missiles

Blind missiles explode over the battlefield to create a curtain of electromagnetically laced fog, foiling both advanced sensors and the naked eye. The only drawback of these barrages is their effects are notoriously short lived.

Any of the Legio's Titans armed with either Apocalypse Missile Launchers or an Apocalypse Missile Launcher can be upgraded to have Blind Missiles for 20 points. Once per game, a Titan armed with Blind Missiles may fire a blind salvo with its Apocalypse Missile Launcher or Apocalypse Missile Launchers rather than firing them normally. Place the 5" Blast marker anywhere within range and firing arc of the missile launchers. This marker remains in place until the end of the round and counts as line of sight blocking terrain.



Legio Specific Wargear: Crusade Banners

The Legio's Titans bear banners of their deeds and the glorious triumphs of the Great Crusade. Supporting troops draw great inspiration from these reminders of victory and the knowledge that their titanic allies have never been defeated.

Any of the Legio's Titans can be upgraded to have Crusade Banners for 15 points. Friendly Knight Banners within 12" of a Titan with Crusade Banners ignore the effects of being Shaken.

Legio Specific Wargear: Macro Magazines

Additional ammo hoppers have been built into the Titan, allowing for longer bursts of sustained fire. Though well shielded against attack, this extra ordnance can prove catastrophic should the Titan meet with a destructive end.

Any of the Legio's Titans can be upgraded to have Macro Magazines for 30 points. Increase the dice value of any Rapid weapon the Titan is armed with by 2. Add 2 to the result when rolling on the Catastrophic Damage table for a Titan with Macro Magazines.

Legio Specific Wargear: Multiple Warhead Launchers

Some Titan Legions employed multiple warheads on their missiles, the ordnance fragmenting in flight to saturate the target in hundreds of explosive rounds. Such missiles are practically useless against Titans but can be effective at clearing areas of supporting units.

Any of the Legio's Titans armed with Apocalypse Missile Launchers or an Apocalypse Missile Launcher can be upgraded to have Multiple Warhead Launchers for 20 points. Instead of using the normal profile of its missile launchers, the Titan can fire multiple warheads. Use the range, firing arc, and to hit modifiers of the missile launchers, but reduce the STR to 3 and triple the Dice.

Legio Specific Wargear: Plasma Rifling

Gas channels allow for excess plasma from the Titan's reactor to be funnelled into the firing chambers of its energy weapons, extending their range and increasing their lethality. These mechanisms are not without their dangers, however, and can put extra strain on the Titan's reactor. Any of the Legio's Titans can be upgraded to have Plasma Rifling for 20 points per Titan. When firing a weapon with the word Plasma or Laser in its name (e.g. Plasma Blastgun, Paired Laser Blasters) the Titan can push its reactor to increase both the short and long range of the weapon by 6".

Legio Specific Wargear: Ranging Auspexes

Focusing lens arrays stud the Titan's command canopy, allowing its Princeps an unequalled view of the battlefield. Through these telescopic eyes the distance to enemies can be swiftly determined, allowing for the most effective weapon volleys.

Any of the Legio's Titans can be upgraded to have Ranging Auspexes for 10 points per Titan. In the Combat phase, a Titan equipped with Ranging Auspexes can measure the range between itself and potential targets before firing its weapons.

Legio Specific Wargear: Reactor Fetters

Additional vents and heat sinks are built into the Titan's reactor, protecting it from overloads or excessive plasma build up. While this makes the Titan safer to command, it also limits the output of the reactor should the Princeps need to call upon it in a hurry.

Any of the Legio's Titans can be upgraded to have Reactor Fetters for 25 points. A Titan with Reactor Fetters may vent plasma in the Damage Control phase on a repair dice roll of 3+ rather than 4+. However, it may not voluntarily push its reactor more than once in each phase.

Legio Specific Wargear: Warchest

The Titan Legion has amassed vast stockpiles of munitions during the Great Crusade. In these deep vaults are weapons, battle systems, and special ammunitions from other Titan Legions either gifted to them through alliance or confiscated during the first betrayals.

The Titan Legion can choose a single piece of Legio Specific Wargear belonging to another Legio. This wargear can now be purchased for the Titan Legion's Titans, though it must still adhere to all of the rules presented in the wargear's description (i.e. an upgrade only usable by Warlord Titans can only be bought for the Legio's Warlord Titans).





CREATING LEGIO NAESSIAS: AN EXAMPLE CRUSADE TITAN LEGION

Anuj Malhotra: My name is Anuj Malhotra, one of the Horus Heresy: Age of Darkness game designers here at Games Workshop and an enthusiastic collector of Adeptus Titanicus. Having painted a couple of Titans, I was inspired to create my own Titan Legion, and with the new Legio customisation rules, I felt it was the perfect opportunity to develop my Legio for the tabletop.

The Legio Naessias (also known as the Deep Dwellers) hail from the oceanic Forge World of Daxxos, where they defend their stackforges from deep-sea megafauna such as vast predatory whales and fanged megadectapods. Indeed it is from one of these beasts, the dread Krakynekin, that the Titan Legion derives its heraldic icon, the hooked tentacle of Daxxos. Though relatively small, the Deep Dwellers are a proud Legio, equally capable of waging war in the briny depths of their home world as on the battle-ravaged city streets of a hundred worlds. During the years of the Horus Heresy they remained fiercely loyal to Terra, taking part in the battles of Drussen, Tallarn, and the Solar War, though it would cost the Legio dearly.

Pragmatic and relentless hunters of the deep-ocean floor, the Legio Naessias has adapted to war under circumstances alien to many other Titan Legions. Training and operating under almost perpetual Zone Abyssia conditions, the Deep Dwellers earned their cognomen in a lightless world defined by its crushing pressure and unseen, constant threat. To survive in such an environment requires a specific regimen of training, strategy, wargear, and culture amongst the scions of the Legio. Taking into account the background I've developed for my Legio, I was excited to see the new 'build your own Legio' sandbox-style rules and apply them to how I think my Titans could be represented in game. The **Elite Magos** Legio Trait, for example, would serve the Deep Dwellers well, as each engine is all but isolated in the darkness from its brethren. A damaged Titan has little hope of survival if ranging far along the seafloor, for even a small hull breach can result in a torturous, drowning death. In aid of these ranging missions, the Legio Naessias also pays great heed to the risk of creating firing solutions against friendly engines when they are occluded behind swirling eddies of silt. To ensure this does not happen, each engine is coated in a unique pattern of bioluminescent paint and equipped with the **Ranging Auspexes** Wargear upgrade.

Reputed to strike with the remorselessness of the sea in storm, the Legio Naessias favours the use of energy weaponry, particularly lasers, as the short, sharp release of power boils the ocean with each strike and is not diminished by pressure and water resistance in the same manner as more conventional projectile-based weaponry. For this reason, the Legio ensures that each of its Titans is equipped with the Plasma Rifling Wargear upgrade. Advancing relentlessly whilst unleashing eye-searing bursts of energy, the Deep Dwellers are also notorious for abandoning ranks when the enemy closes to instead stride into the jaws of death with their magna-harpoons raised. They score their kills in the fashion of their home world, spearing enemies in place while pumping fire into them to ensure they cannot break free to scatter and harm the stackforges. To make this sudden rush forwards, the engines of the Legio Naessias make use of Legio Trait: Motive Mastery, using it in hope of winning renown, honour, and additional kill-stripes.







WAR IN THE UNDERHIVE Reload your autogun, rally your gang, and descend with us into the depths of the

Necromunda underhive for an exclusive look at the upcoming Necromunda: Underhive Wars video game from Rogue Factor.

ROGUE FACTOR

If you're into video games, especially Warhammer-based ones, then it's likely you've already heard of Rogue Factor. They are the talented team that created the award-winning Mordheim: City of the Damned. With one acclaimed tabletop-to-digital world skirmish game under their belt already, who better than they to tackle the Necromundan underhive?

n the hive world of Necromunda, rival gangs battle for supremacy amidst the ruins of thousands of years of industry. Some fight for territory, wealth, or up-hive contracts, others for mere survival in an unforgiving environment that is just as likely to kill them as the enemy is. Now, for the very first time, the claustrophobic confines of Necromunda and its many violent inhabitants have made the transition from the tabletop to the digital world in Necromunda: Underhive Wars.

Designed by renowned game developers Rogue Factor, and published by Focus Home Interactive, Necromunda: Underhive Wars puts you in command of a gang of hard-as-nails warriors in what can only be described as one of the most spectacular-looking tactical combat games around. And when we use the word spectacular, we certainly don't use it lightly. Having experienced some of the early gameplay, how the characters interact with each other, the stunning terrain they fight over, and the character customisation, we thought it only right to share our thoughts with you in this preview of Necromunda: Underhive Wars.

SO WHAT'S IT ALL ABOUT?

Put simply, it's Necromunda – the game we all know and love – on a computer or game console. But wait – there's more! 'Necromunda: Underhive Wars is a turn-based tactical combat game with RPG elements,' says Yves Bordeleau, the studio manager at Rogue Factor. 'It combines highly interactive gameplay set in awe-inspiring environments with deep character customisation,



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enabling you to really immerse yourself in the creation of your gang, right down to the last armour panel, equipment belt, or tattoo.' We can see the instant appeal with all of this. If you're a fan of RPG computer games, creating and gearing up a hero is as much a part of the game as hitting the enemy. In Necromunda: Underhive Wars you get to create a whole gang! For fans of the tabletop game, you can build your computerised gangers to look just like the models you've painted for the tabletop.

JOIN THE GANG

The gang management area is one of the first parts of the game you interact with, and it's quite honestly incredible. First you pick your gang – Houses Goliath and Escher will be available upon release, with the possibility of other gangs appearing later in the game's development.

'The character customisation in this game is insane,' says Bruno Parenteau, the game's design director. 'In Mordheim, players had quite a lot of options when it came to making their characters, but they still wanted more. So we're giving them more! Everything is customisable – hair, jackets, tattoos, scars, body shape. There are two types of flak armour, mesh armour and carapace armour for each gang, plus bracers, shoulder pads, belts, trousers, boots – all of them can be changed. There are different skin tones, body shapes, and genders. We've even created female Goliaths based on the concept art that Mark Bedford illustrated for the miniatures game.' The customisation doesn't stop there, though.

'Your gangers can also have specialist careers,' continues Yves. 'This is a bit of an adaptation of the tabletop game, but character classes are a pretty essential component for a tactical RPG. There are five character classes - brawler, deadeye, saboteur, heavy, and lay mechanic. The brawler is your killy close combat dude, while the deadeye is more of a scout-sniper character. They have access to grapnels and deadly accurate firearms - things like that. The saboteur is all about demolition, burning stuff, and blowing things up, while the heavy is your classic Necromunda heavy – they get the big guns and backpacks full of ammo. The lay mechanic is probably the most different – they can have a servo arm that they can plug equipment into and they can repair things, which can be important in some missions. Your gangers also have different physical, martial, and mental characteristics that affect how they interact with enemies, each other, and the environment.'





CONCEPTUAL CHARACTERS

Guy England: As one of the artists working on the game, I got to talk to Mark Bedford a lot about the design of the characters and the gangs. Mark had created loads of concept drawings for the tabletop version of the game, and we used those as the basis for our character creation process. We took a lot of the smaller elements Mark had created – tattoos, trinkets, icons, patterns on clothing – and included them in the character designs. You'll definitely see some pretty strong links between the miniatures and their computerised counterparts.





IT'S NOT ALL PIXELS

Guy: We've been playing the tabletop version of Necromunda quite a lot recently in the office. I started a massive project to paint a load of Sector Mechanicus terrain, making everything modular so that we could customise every battlefield and make each game we played unique. While that was great fun for gaming, it also gave us some useful ideas for creating the video game adaptation. Rather than making each terrain element a single entity, every piece is made up of lots of smaller pieces all joined together, just like a model kit. That gave us considerably more variety when it came to designing the levels of the game and making every area unique.



A DEADLY ENVIRONMENT

Below: The story mode of the game features several cut scenes that help you to immerse yourself in the world of Necromunda. In this particular part of the narrative, two Escher gangers are caught by a falling piece of industrial detritus, leaving one of them stranded many levels below her gang mate. The cut scenes, like the gameplay, are epic in their vastness.

The environments are a key component of this game. Our first reaction upon seeing them is one of awe – the sheer scale of the setting is huge. Giant fans rotate lazily in air ducts you could drive a truck through, towers and gantries soar towards a ceiling barely visible through the smog, colossal cranes loom in the distance. 'That's what makes the game unique,' says Guy. 'The environments are absolutely gigantic and they make you feel quite puny by comparison. You know you're inside a hive, that there's a ceiling above you, but the immensity of it all is meant to be overwhelming.' There are objects that are more familiarly sized, too, though – Munitorum Containers and oil drums are stacked up everywhere, and there are computer terminals and bulkhead access panels that gangers can interact with. 'Just like the tabletop game, the scenery is a crucial component to Necromunda: Underhive Wars,' says Bruno. 'The Games Workshop scenery sets played a big part in defining the look of the game, but we considerably scaled up the size of the buildings and technology to help get across the size of the areas that players fight over. One of the levels features an ammunition factory where the local populace make



Image: set of the set of

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THE DANGERS OF UNDERHIVE LIFE

Rogue Factor's artists put a great deal of work into getting the imagery right for the gangs, right down to the tiniest details such as gang markings, tattoos, and even battle damage. This character concept piece is indicative of the level of detail you'll see in both the narrative cut scenes and the gameplay itself.

LICENSED GAMES



munitions for battleships. Each shell is around forty metres in length!'

GET ON WITH IT AND HIT SOMETHING!

So what about the gameplay? Well, there are several ways to play Necromunda: Underhive Wars. 'We have a full story mode that will enable players to experience an exciting and cinematic adventure,' says Yves. 'Our core game mode is Conquest, a ferocious battle for dominance of different Sectors within Necromunda, which are made up of domes and tunnels. You will compete against AI gangs in a battle for territory, earning loot and XP along the way. Injuries and deaths here are permanent, meaning once you lose a fighter, they are gone forever! If you want to just dive straight into battle, we also have Contest matches, where the permanent risks to your fighters also apply, and Skirmish mode with no consequences. Both of these modes are also available for multiplayer.'

will normally be quite cagey – using grapnels to get your deadeyes into good vantage points, positioning your heavies to guard the main access routes, and so on. As we soon witnessed, though, it isn't long before gangers are taking pot-shots at each other across rusty walkways, the sounds of autogun fire barking over the game's industrial cyber-rock background music.

Combat is very dynamic, and successful tactics will account for vertical attack vectors as well as horizontal ones. If enemy fighters aren't leaping over gangways, they're flying down zip wires or up grapnel ropes to assault your gangers.

Once combat is done, survivors can claim their spoils from the dead, and the injured can tend to their wounds. 'In conquest mode, you can loot bodies for weapons and equipment,' explains Bruno. 'As you progress through the game, the injuries start to become more grievous, too. There's a complete injury system with accompanying visuals – your gangers can lose arms and legs. If they're lucky, they'll get a bionic limb. If they're unlucky, maybe just a metal pipe.'

WOULD YOU LIKE TO KNOW More?

To find out more about Necromunda: Underhive Wars, head over to:

necromundaunderhivewars. com.

There you'll find all the latest news and updates on the game, including several awesome screenshots of the Escher and Goliath gangs, links to social media, and a teaser trailer showing you the

The game itself – when you're in the combat arena playing against someone – is turn based, much like Mordheim: City of the Damned. Each player (or AI) takes it in turn to activate a fighter; the fighters compare their initiatives, and the fastest fighter takes their actions first. The impressive verticality of the game and the scale of the levels means that your first few activations

All in all, we think that Necromunda: Underhive Wars sounds like a blast. We're already looking forward to getting our hands on it.





HUNT FOR THE LOST RING

Last month we presented the start of a brand-new Battle Companies campaign. Your company was tasked by the Dark Lord to venture north and unearth a lost ring of power. This month we provide the final three Scenarios you need to see the journey to its finale!



RATEGY BATTLE GAME

JAY CLARE He may seem like a Good guy, but Jay secretly relishes in leading Evil Battle Companies in service of the Dark Lord Sauron. What better reason to write an entirely new campaign narrative for the bad guys of Middle-earth? Hobbits beware!

ne of the most exciting things about Battle Companies is taking your own fledgling band of warriors on an adventure and watching them fight and develop as they progress on their journey. The Battle Companies supplement contains a narrative campaign for your company, Journey to the Blue Mountains, which takes your company from the village of Bree to the peaks of the Blue Mountains. It is a campaign written very much with Good companies in mind, but what if you collect one of the many forces of Darkness?

In the previous issue, Middle-earth rules writer Jay Clare started a brand new Battle Companies campaign, one specifically developed for all of the Evil Battle Companies in Middle-earth, and this month it reaches its epic conclusion. The campaign found within the Battle Companies supplement – Journey to the Blue Mountains – was written from the point of view of a Good Battle Company. Whilst you could still use your Evil companies in this campaign, we wanted to present an additional one that focused on the point of view of the servants of Sauron.

Last month, we presented the background and the first two Scenarios in The Lost Dwarven Ring campaign, a journey that would see your company head out from Isengard in search of a lost ring of power and venture through Rohan before being forced to traverse the dangerous paths of Fangorn Forest. This month we provide the final three Scenarios for the campaign, allowing your company to finish their journey northwards in search of the Dark Lord's prize.









SCENARIO 3 THE BANKS OF THE ANDUIN

Aving escaped the forest of Fangorn with minimal losses, the company continues its trek northwards towards the Grey Mountains, using the river Anduin as a guide. However, the company has perhaps followed the river a bit too closely and now finds itself having strayed into the edges of the realm of Lothlórien, where it will not be welcome!

Deciding to continue on quietly rather than turning back, the company's progress seems to go unnoticed. Yet members of the company begin to swear

they have seen shapes moving in the trees to their side, hear whistles in the near-distance or the breaking of twigs underfoot. Soon, the company members are convinced they are being hunted – a theory that is confirmed when an Elven arrow flies dangerously close to their heads!

The company's unsavory appearance has drawn the attention of a patrolling band of Elves, who are now intent on driving the company from their lands. If the company is to stay its course to reclaim the Dark Lord's prize, it must either rapidly leave the forest, or kill any Elf that stands in its way.

LAYOUT

The board represents the banks of the Anduin and the edges of the forest of Lothlórien. The area within 6" of the eastern board edge is the river Anduin; this is deep water. The area within 6" of the western board edge should be densely covered with trees.

STARTING POSITIONS

TRATEGY BATTLE GAME

Your Battle Company is deployed anywhere within 6" of the centre of the southern board edge. The Elves are deployed within 6" of the western board edge; half of the Elves on the southern board half, and half of the Elves on the northern board half.

OBJECTIVES

Your Battle Company must fight its way past the Elven patrol in order to continue its journey.

The game lasts until there are no models from the Battle Company on the board, or until the Elves have been wiped out.

Victory – At least half of your models have escaped the board via the northern board edge, or the Elves have been wiped out.
Defeat – Less than half of your company has escaped the board, and there are still Elves left alive.
Draw – Any other result.







SPECIAL RULES

Make Haste! – The company knows it must leave the forest quickly, or it will have to fight through the Elves to survive.

The leader of your Battle Company adds Heroic March to their list of Heroic Actions for this Scenario.



PARTICIPANTS

Your Battle Company.

Wood Elf Captain with Elf bow; 12 Wood Elf Warriors: 4 with Wood Elf spear, 4 with Elf bow, 4 with throwing daggers.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- 1 One of the Elves carried a pouch containing a number of coins. Your company immediately gains an additional 1 Influence point.
- The Elven leader wore a cloak that helped them blend into their surroundings, which would be a great asset to your company.
 One Hero in your Battle Company may be given a Concealing Cloak.
- 3 The bows wielded by the Elves are of exquisite craftsmanship, and there is still one that is intact following the battle. One Hero in your Battle Company may be given an Elf bow, exchanging any other type of bow they already have.
- 4 The company's leader has shown exceptional leadership and cunning in the fight, preparing them for the hardships ahead. Your Battle Company's leader (or another **Hero** if your leader did not participate in the game) gains one point of Might, Will or Fate, up to the maximum for their chosen path.
- 5 At the side of one of the fallen Elves lies a strange and ancient sword, forged centuries ago to fight a fearsome foe. One **Hero** in your Battle Company may swap their hand weapon for the ancient sword. This is a sword with the **Dragon**bane special rule.
- 6 Whilst resting, your company is attacked by a lone Warg, which is quickly fended off and bent to your leader's will. Your leader may immediately gain a Warg as a mount if they wish, even if they would not normally be able to do so. If you choose not to take the Warg as a mount, or if your leader has the **Warg** or **Spider** keyword, roll again on this chart.

WHAT IF I'M USING A GOOD BATTLE COMPANY?

If you roll a 6 on the rewards chart, your leader will instead gain a horse rather than a Warg as their mount.



ontinuing northwards, the company must choose to either pass through the Carrock or venture through the forest paths of Mirkwood. It is decided that the Carrock poses less of a threat to the company – should the members become lost within the forest and the Elves of Mirkwood capture them, they will no doubt learn of the Dark Lord's plans and seek to prevent them.

It is said that the Carrock is protected by groups of Men, and that a wild beast roams the lands in search of Orcs, Goblins, or other Evil creatures in order to cleanse the lands around the Carrock of their kind. The company

LAYOUT

The board represents a clearing upon the edges of Mirkwood. There should be trees densely spread around the edges of the board, with the area within 18" of the centre of the board being clear.

STARTING POSITIONS

STRATEGY BATTLE GAME

The Woodsmen deploy within 6" of the centre of the board. Your company then deploys anywhere at least 18" away from the centre of the board. dismisses such talk as mere stories designed to keep unwanted beings away from these lands, and it pushes on heedless of the tall tales of such a monster.

As it continues onwards, the company notices a faint light coming from the trees ahead and the sound of laughter and singing. Within a clearing in the trees is a group of tall and burly-looking woodsmen camped around a fire, merrily enjoying many a tale and song. Sensing an easy kill, the company members leap forth from the trees towards the woodsmen, yet as they do so, they can hear the sounds of growls in the distance. If they cannot dispatch the woodsmen quickly, whatever made such a noise will be upon them.

OBJECTIVES

Your Battle Company must fend off the Woodsmen before any other threats can reach them.

The game lasts for 10 turns, at the end of which the game immediately ends.

Victory – The Company has killed all of the Woodsmen, preventing Beorn from locating the company and giving them time to escape.

Defeat – At least 33% of the Woodsmen are still alive, allowing
Beorn to arrive and wreak havoc upon the company.
Draw – Any other result.







SPECIAL RULES

The Wrath of Beorn – Should Beorn locate the company, he will execute a devastating assault upon them for entering his lands.

If the Battle Company loses this Scenario, then every model will roll on the Injury charts, regardless of whether they were removed as a casualty.

Woodsmen – The Men that live in the Carrock are strong and skilled, though they lack any real armour or protection.

Woodsmen have the **Man**, **Infantry**, and **Warrior** keywords; are armed with hand-and-a-half axes; and use the following profile:

Mv	F	S	D	A	W	С
D6"	4/4+	4	5	1	1	5

PARTICIPANTS

Your Battle Company.

12 Woodsmen.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- 1 The company loots the bodies of the Woodsmen and find a few coins and trinkets. Your company immediately gains an additional 1 Influence point.
- 2 The Woodsmen know the plants of their lands, and one of them has a bundle of herbs that seem to have medicinal properties. One Hero in your Battle Company gains some Healing Herbs.
- 3 The Woodsmen are also great craftsmen, able to make huge bows that can fire arrows with incredible force. One **Hero** in your Battle Company may be given a great bow, exchanging any other type of bow they already have.
- 4 Following the battle, the company is able to leave the clearing quickly and find a place to rest and recover its strength. Do not make any Injury rolls for the members of your Battle Company – they all count as making a Full Recovery.
- 5 *The leader has shown exceptional skill and leadership.* Your leader gains an additional free progression roll on their chosen path.
- 6 The huge axes used by the Woodsmen are finely balanced, allowing a skilled fighter to wield them with ease. One Hero in your Battle Company may be given a Master-forged two-handed axe.

WHAT IF I'M USING A GOOD BATTLE COMPANY?

There is no difference in this Scenario, though it would be better to imagine that the company is fighting Orcs rather than Woodsmen.





SCENARIO 5 THE DRAGON'S HOLD

t has been weeks since the company set out from Isengard in search of the Dwarven Ring, and its members have had to endure great hardship, rough terrain, and the loss of their companions. Yet they have not been deterred, and now their journey nears its end. Ahead of them lies the peaks of the Grey Mountains, and amongst them they will find the lair of the Dragon that claimed the prize they seek and can take it from what is left of the fallen beast.

Having searched the mountains for days, the company finally spies what

seems to be the entrance to a large cavern high up one of the tallest peaks and immediately sets off towards it, its members fighting off the biting cold as they climb higher. Finally reaching the cavern, they make their way inside to find what lies within.

As they continue further into the cave, warmth begins to reach them, and the sound of something huge stirring comes from ahead. The company reaches the main halls of the cave, and ahead lies piles of gold, silver, jewels, and one mighty Dragon – very much alive and furious to have had its slumber disturbed. As a jet of flame leaps towards them, the company realise that its only way out is to fell the beast once and for all ...

LAYOUT

The board represents the Dragon's vast lair, and so it should be littered with rocks, boulders, and piles of treasure.

STARTING POSITIONS

TRATEGY BATTLE GAME

The Dragon is placed within 12" of the centre of the northern board edge as shown on the map. The company is then placed anywhere within 6" of the centre of the southern board edge.

OBJECTIVES

Your Battle Company must slay the Dragon to claim its treasure – it's do or die!

The game lasts until there are no models from your Battle Company left on the board, or the Dragon is slain.

Victory – The Dragon is slain.
Defeat – Your Battle Company is wiped out.
Draw – There is no way to draw this Scenario.







SPECIAL RULES

Flames of Evil - The Dragon's fiery breath will sear the flesh off any who are caught in it.

Any model removed as a casualty as a result of the Dragon's Breathe Fire special rule will automatically count as Dead on the Injury chart – they have perished.

PARTICIPANTS

Your Battle Company.

Dragon with Breathe Fire and Wyrmtongue.

REWARDS

If you were victorious in the Scenario, roll on the chart below to see what reward your Battle Company receives.

D6 Result

- 1 The company scours the Dragon's hoard, though aside from vast wealth finds nothing of immediate usefulness. Yet the journey has strengthened the company greatly. Every **Hero** in your Battle Company gains one point of either Might, Will, or Fate – this can even be used to take them above their normal limit.
- Helm of Rhûn Detailed with a golden serpent, this helm is said to strike fear into the enemies of whoever wears it.
 One Hero in your company may be given the Helm of Rhûn. Whilst wearing it, the bearer gains the Terror and Harbinger of Evil special rules.
- 3 Amulet of Angmar A stone that appears to swirl in the light of the cave, giving the impression it might be imbued with great power. One **Hero** in your company may be given the Amulet of Angmar. Once per game, the bearer may cast the Channelled version of Transfix on an enemy model. This is automatically cast and cannot be resisted.
- 4 Dragon's Blood As the final blow fells the beast, its blood seems to entwine with the blade that slew it, giving the weapon great potency. One Hero in your company gains the Bane of Kings special rule.
- Dragonscale Armour The scales of a Dragon are tough and can be fashioned into exceptional armour. One Hero in your company may be given the Dragonscale Armour, replacing any armour they already have. Dragonscale Armour provides a bonus of +3 to the wearer's Defence value.
- 6 Blade of Lindon *This Elven blade is one of a kind, granting the bearer with exceptional swiftness.* One **Hero** in your company may be given the Blade of Lindon. This is an Elven-made sword, and whilst wielding it the bearer may re-roll a single D6 to win a Duel roll and a single D6 when rolling To Wound when making Strikes.

WHAT IF I'M USING A GOOD BATTLE COMPANY? There is no difference in this Scenario.



A DEADLY LURE PART 2

Last month, our heroes embarked upon a mission to catch an Ambull. Now that they've found the Ambull, they'll have to outwit and survive it in this thrilling conclusion.





JOHN BRACKEN When games developer John isn't unleashing

ur group of heroes have made it this far, and this alone is testament to their resourcefulness and ingenuity in the face of extreme adversity.

Against all odds, the plan laid out by the mysterious sponsor back on Precipice appears to be working. The Grayl Intulia, a priceless relic that the shadowy instigator of this mad venture wishes to procure, is currently locked away in a sealed chamber – an unfortunate consequence of the previous attempt to reclaim it. Though smaller devices such as mobile auspexes and lighter pieces of equipment can gain limited access to the chamber, all attempts to reclaim the Grayl thus far have failed. In a final gambit to gain entrance to this vault, an Ambull has been lured here by a party of capable and inventive explorers who have stolen its eggs and placed them in the chamber, forcing the creature to burrow through the walls of the chamber to retrieve them.

Having pulled off this monumentally difficult task, all that remains is to let the Ambull finish tearing apart the chamber walls, stay out of its way as it retrieves its eggs, grab the Grayl, and then beat a hasty retreat. The fact that they are deep in enemy territory, that the Ambull is hardly an ally, and that the howls of approaching Chaos forces are growing louder indicate that this is easier said than done. We rejoin the action just as Mallex's minions launch an attack on not only the explorers, but the Ambull itself!

wild Ambull adventures on unsuspecting Blackstone Fortress explorers, you can find him around the Studio organising the Underworlds ladder campaign. We guess he likes the games with hex grids!

This expedition continues to follow the exploits of a group of explorers in the middle of a dangerous mission that began in last month's White Dwarf. That mission concludes here, where we find our heroes caught in the crossfire of enemy forces desperate to slay the Ambull they have lured here. If the explorers are to be successful, they must not only survive the onslaught of enemy forces that are arriving en masse, they must also protect their investment – the Ambull itself.



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.





STAGE 5: THE LURE – COMBAT

The explorers have succeeded thus far; against all odds, they have lured an Ambull into position and survived both the creature's attentions and the attacks of roaming heretic troops. After depositing the eggs in the sealed chamber through a series of chutes and grav-lifters, all that remains is to wait for the Ambull to bore through into the chamber. This will be easier said than done, as the presence of such a mighty creature has driven the forces of Chaos into a frenzy. After all, slaying such a beast is an act that may well earn the notice of Mallex, or, for the more fortunate amongst the heretics, the eyes of the Dark Gods themselves.

Deploy the explorers in the hexes marked with the letter E. Deploy the Ambull in the hex marked with the letter A. 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 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 each hex marked with the letter T.

HOSTILE GROUPS



Don't Quit On Me Now: The rules for Summon actions are not used in this combat.

Wave after Wave: Re-roll reinforcement rolls if hostile reinforcements fail to arrive.

Reach the Eggs: When the Ambull activates, roll once on the behaviour table opposite instead of the behaviour table on the Ambull hostile reference card. Because of its single-minded determination to retrieve its eggs, the Ambull only takes one action each turn in this combat, rather than two – do not use the Hulking Creature rule on its hostile reference card. Similarly, ignore the Driven Off rule on that card – the Ambull will not abandon its eggs.

Finally, don't forget that the Ambull treats all other hostiles as explorers (following the rules on page 9 of *The Dreaded Ambull* booklet).

B



ROLL	HIDDEN No visible explorers or hostiles.	ENGAGED Adjacent to a visible explorer or hostile.	CLOSE Range to the closest visible explorer is within 2 or 3 hexes.	OTHER Any other situation.
1-3	Burrow	Burrow	Burrow	Burrow
4-6	Burrow	Onslaught	Burrow	Burrow
7-9	Burrow	Onslaught	Burrow	Burrow
10-12	Burrow	Onslaught	Advance	Burrow
13-15	Burrow	Onslaught	Charge	Charge
16-19	Burrow	Swipe	Charge	Charge
20	Burrow	Berserk Smash	Rush	Charge

Burrow: If it is not already in the hex in which it was deployed, place the Ambull in that hex. Place 1 grievous wound token on the tunnel hex.

Swipe: Take the Swipe action from the Ambull hostile reference card.

Berserk Smash: Take the Swipe action from the Ambull hostile reference card. Re-roll failed attack actions for that action.

Rush: Move towards the closest explorer or hostile. Then take a Charge action.

The Eyes of the Gods are Upon Us!: Hostiles re-roll failed attack rolls that target the Ambull. If the Ambull is visible to a hostile, that hostile treats it as the nearest, only visible explorer until it is slain or an explorer is in an adjacent hex (and the Ambull is not also in an adjacent hex). In addition, if the Ambull is on the battlefield, hostile reinforcements must always be placed on the battlefield as close as possible to the Ambull. If the Ambull is not on the battlefield, deploy hostiles following the rules on page 13 of the Combat booklet.

During this combat, replace the event table with the following event table.

EVENT TABLE

1 - **Out of Luck:** Do not make a destiny roll at the start of the next turn.

2-3 - Blood-crazed Attack: The Ambull takes a Charge action. Once the Ambull has taken this action, if it has

7-10 - Nightmare Behemoth: The Ambull takes an Enormous Mandibles and Claws weapon action against each hostile and explorer adjacent to it. If there are no explorers or hostiles adjacent to it, it takes a Charge action (treat hostiles as explorers when making this action).

11-14 - Cometh the Hour: The leader picks an explorer. That explorer can take one weapon action available to them.

15-17 - Inspiration: The leader picks an explorer. That explorer receives 1 inspiration point.

18-19 - I'll Bleed Later: The leader picks an explorer. Remove 1 wound counter from that explorer's character card.

20 - **Mindless with Fury:** The Ambull takes a Move action, which must take it closer to the nearest hostile or explorer, followed by a Charge action (treat explorers as hostiles when making this action). Once the Ambull has taken the Charge action, if there are no hostiles or explorers visible to it, place it in the hex in which it was deployed.

VICTORY: To pull off this stage of the plan, the Ambull must breach the sealed chamber. The sealed chamber is breached when six grievous wound counters have been placed on the tunnel hex. Once the sealed chamber has been breached, remove the Ambull from the battlefield do not make reinforcement rolls for it. Then each explorer can also enter the chamber. To do this, they must end a Move action in the same hex the Ambull was deployed in if they do, remove them from the battlefield (they are not out of action). Once each explorer that is not out of action has entered the sealed chamber in this way, the explorers have pulled off this stage of the plan and combat ends immediately. Now resolve Stage 6: The Ambull at Bay. If the Ambull is slain, or every explorer is taken out of action, then this stage is failed - they must restart the quest or start another quest.

taken less than 8 points of damage, or there are no hostiles or explorers visible to it, place it in the hex in which it was deployed.

4-6 - Savage Mauling: The Ambull takes an Enormous Mandibles and Claws weapon action against each hostile and explorer adjacent to it. If there are no explorers or hostiles adjacent to it, place 1 grievous wound counter on the tunnel hex.



STAGE 6: THE AMBULL AT BAY – COMBAT

The explorers have achieved the nigh-impossible – they have manipulated the Ambull to enter the sealed chamber, and now their reward awaits. However, the Ambull will not stand any interruption as it gathers its eggs. It must be slain before the explorers can safely retrieve the Grayl Intulia and make their escape.

Deploy the explorers in the hexes marked E. Deploy the Ambull in the hex marked A.



HOSTILE GROUPS



The Ambull (use the Ambull Enraged hostile reference card for the Ambull in this combat)

IMPOSSIBLE FOE:

When the Ambull activates, use the behaviour table below instead of the behaviour table on the Ambull Enraged hostile reference card.

AMBULL BEHAVIOUR TABLE

ROLL	ENGAGED	CLOSE	OTHER
	Adjacent to a visible explorer.	Range to the closest visible explorer is within 2 or 3 hexes.	
1-10	Onslaught	Advance	Charge
11-18	Swipe	Charge	Rush
19-20	Berserk Smash	Rush	Rush

Swipe: As per the Swipe action on the Ambull Enraged hostile reference card.

Berserk Smash: Take the Swipe action. Re-roll failed attack actions for that action.

Rush: Move towards the closest explorer or hostile. Then take a Charge action.

VICTORY: To pull off this stage of the plan, the explorers must slay the Ambull – nothing else matters! If they do so, all that remains is for the explorers to fight past the Chaos forces in the area - resolve Stage 7: The Final Rush. If every explorer is taken out of action, then this stage is failed – they must restart the quest or start another quest.

EVENT TABLE

1 - **Out of Luck:** Do not make a destiny roll at the start of the next turn.

2-3 - Out of Time: The Ambull takes a Charge action.

4-6 - Hurled Rubble: The explorer furthest from the Ambull suffers 1 grievous wound.

7-10 - Unstoppable Behemoth: If the Ambull has any wound counters next to it, remove 1 wound counter that is next to it. If it has no wound counters, but it does have a grievous wound counter next to it, instead remove 1 grievous wound counter.

11-14 - Cometh the Hour: The leader chooses one explorer. That explorer can take one weapon action available to them.

15-17 - Inspiration: The leader picks an explorer. That explorer receives 1 inspiration point.

18-19 - I'll Bleed Later: The leader picks an explorer. Remove 1 wound counter from that explorer's character card.

20 - Insensate with Rage: The Ambull cannot be stunned for the remainder of this combat.



STAGE 7: THE FINAL RUSH – COMBAT

The explorers scavenge a remarkable hoard of valuables from the bodies of the fallen explorers whose corpses litter the chamber. Amongst a large amount of usable items is the fabled Grayl Intulia. With the precious cargo safe in hand, the explorers must only deal with the thronging servants of Chaos before they can escape.

Kill Them All: Deploy the explorers in the hexes marked E. 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 two Chaos Beastmen in each hex marked with the letter B. Deploy three Traitor Guardsmen in each hex marked with the letter T.

Only One Way Out: The rules for Summon actions are not used in this combat.

In order to determine what valuables were recovered from the sealed chamber, draw four random resource cards and give one to each explorer, in leader order.

HOSTILE GROUPS



VICTORY: To pull off this stage of the plan, all explorers that are not out of action must be in the maglev escape chamber. Upon completion of this quest, the explorers are given a reward by their mysterious sponsor – each explorer has three additional trading points to spend at the next spacecraft they visit.



BLACK LIBRARY

THE MIDNIGHT SCRIBE

Studio background writer by day, Black Library author by night - it's rumoured that Andy Clark just can't get enough of Warhammer literature. We caught up with Andy to chat about writing styles, Gloomspite Gitz, Saint Celestine, and his two different hats.





ANDY CLARKE Andy Clark is one

ow did you get into the hobby, Andy? I think I was about ten – my mum bought me a pack of Citadel Combat Cards that featured a load of Chaos characters. The pack came with a leaflet about W*hite Dwarf*, so I visited a newsstand in Minehead and picked up a copy. It had a Chaos Dwarf riding a Lammasu exploding out of the front cover, like it was leaping off the plains of Zharr Naggrund right into the reader's face (*issue* 161 from May 1993. – Ed).

Epic, then Warhammer 40,000 second edition, Blood Bowl, and pretty much every other game we've ever done.

When did you join the studio team?

Just over seven years ago, though I did a few tours in retail before that. I joined as an assistant games developer at the same time as Si Grant. We were more like project coordinators in those days, working on both the background and the rules, running all the playtesting sessions, working out what photography was required – just about everything, really. Then, a few years ago, we specialised what we were doing a little more, and I went into background writing full time.

of the studio background writers in the Warhammer 40,000 team. When he's not creating new stories for the worlds we know and love, he can be found painting Orks and running studio campaigns that feature maps and little flags.

That issue also featured an article about the background of the Deathwing and a fairly lengthy piece about the Siege of the Emperor's Palace during the Horus Heresy by William King. That story blew my mind – I'd read a lot of fantasy novels by that point already, but this was so dark and gothic and ... hopeless! It had a much more adult tone to it than anything I'd read before. I was hooked. I properly got into the hobby with

Why background and not rules?

I love writing rules, both for work and for fun, but storytelling is where my true love lies. *Codex*: Astra Militarum was my first project, and it was great fun



INTERVIEW

BRINGING IT ALL TO LIFE

'I was blown away when I saw the cover of Gloomspite,' says Andy excitedly. 'I love the creepy cartoon style of the illustration - it appeals to the fun side of the Gloomspite Gitz – but it's also really dark and haunting, especially the glowing eyes of the grots and the Bad Moon in the background that appears to be cackling. The limited edition cover for Celestine is gorgeous, too. It's been made to look like a tapestry to give it this sacred relic feel. You've got to love Ecclesiarchy propaganda.'



writing new background for the Imperial Guard. I also wrote a lot of the background for Warhammer Quest: Silver Tower, which was kind of my gateway into writing for Black Library. As a business we'd just started writing novels to tie in with releases, and I was asked if I would like to write a book to sit alongside the game. I had two key things on my bucket list when I was younger – work for Games Workshop and write a novel. I wasn't going to pass up an opportunity to tick that one off!

Is it pretty similar writing for both Black Library and the design studio?

Not entirely, no. Writing for the studio is like a series of 5k runs. Writing for Black Library is more like a marathon – it's a test of endurance. While the two are obviously related, they have to be kept separate, too. I wear two hats – a studio hat and a Black Library hat. Phil Kelly and Nick Horth are the same – like me they work as studio background writers by day and Black Library vigilante authors by night.

When working on a studio project, a team of us will work together to create a battletome or codex. It's our job to showcase and contextualise the miniatures. Rules give you the hard numbers that communicate what the models do on the battlefield. Art provides you with vivid depictions of what they would look like in action. Photography showcases what they look like on the tabletop. The background is there to explain the models, offer insights into how they fight and what they believe in, and bring to light aspects of them that aren't obvious from the miniatures. As background writers, we're there to put them in context. I kind of see it like creating the hooks upon which other background, campaigns, short stories, and possibly even novels are hung from in the future.

Writing a novel is very different from that – there's more of an individual responsibility. You get to explore the weirder corners of our worlds and go off into darker, stranger territories. You can delve far deeper into a character's motivations, personas, and their individual foibles, than you ever could in a codex or battletome.

You've written quite a few stories for Black Library now, right?

Yeah, more than I ever imagined! I've written a few short stories such as 'Whiteout', some novellas, and a few full-length novels. *Kingsblade* was my first full novel, followed by *Shroud of Night*. Recently, I've just completed *Gloomspite* and *Celestine*.

New stories, eh? Tell us more.

Celestine was one of those stories that was meant to be a novella, but I got so into it that it became more of a short novel! The story was originally an idea I had for a studio campaign book, but there wasn't really a place for it. So when Black Library

WHITEOUT

'Whiteout' was the first story I wrote for Black Library back in 2015 for the Summer of Reading,' explains Andy. 'A short story like this was a great way of getting into writing fiction, and it really whetted my appetite for more novel writing.'



BLACKTALON: FIRST MARK

'Neave has been a really interesting character to write about,' says Andy. 'I love delving into a character's mind and really exploring their motivations and deep inner thoughts. What makes them tick? I think Neave is a complicated hero who has many more stores to tell.'



'Whiteout' is still available to download from the Black Library website, either on its own or as part of Deathwatch: The Omnibus.



BLACK LIBRARY

KNIGHTS OF ADRASTAPOL

'Kingsblade was my first Black Library novel, and Knightsblade was my first sequel,' says Andy. 'It was fun revisiting Luk Kar Chimaeros and moving his story along a few years to show how he's grown and how his fortunes have changed since you last read about him. That's a major appeal of writing novels - seeing your heroes develop, sometimes in unexpected ways. I have a third story in mind to finish off the trilogy, but I'm not giving away anything here. My editor loved the idea though, so watch this space!'







SHROUD OF NIGHT

'Everyone loves a good villain. Or, in this case, a group of villains,' says Andy. 'Shroud of Night is about a group of Alpha Legion veterans that have fought for so long they've gone beyond the regular definition of the word elite. Each is a specialist in their own field - there's a sniper, a combat guy, the hard-as-nails leader and so on. They're basically a kill team that's been unleashed on the Imperium Nihilus. It was fun exploring the characters and delving into their psyches – they're definitely bad guys, but they've managed to survive in the warp for millennia without descending into Chaos. Just think what willpower that must take!'

said they'd like a book about Celestine, I had the perfect pitch. There are two stories in this book – the first is set on a world in the Imperium Nihilus that has already fallen to Chaos. There's a group of Cadians and Battle Sisters that are absolutely not giving up, though, and they plan to fight to the bitter end. They know they're going to die, and the two Imperial commanders are at their wit's end – the Sister Superior is having a horrendous crisis of faith while the Cadian colonel is one lho stick away from ordering a last charge. The only thing keeping him going is sarcasm. He's easily one of my favourite characters. Then Celestine appears and explains that their only hope of success is a charge right into the heart of the enemy ranks. There's no rational thinking to her actions, but there is faith – blind faith – and a Living Saint who can keep the fire burning long enough to carry them to victory.

The second story is kind of a metaphysical one – a Dante's Inferno nightmare scenario in which Celestine wakes up dead somewhere very unpleasant and has to fight her way out. We've never really explored why she keeps coming back or what that involves or means for her, so this was my opportunity. The stories are intertwined throughout the novel and mirror each other pretty well, I think. of Sigmar's armies of reconquest. There's Hendrick, the grieving leader of the warband; a Warrior Priest who's the last survivor of her army; a pair of brothers who were kicked out of the freeguild because one of them can't control his temper; a Kharadron who's very mercenary; and an engineer from the Ironweld Arsenal, among others. Actually, she was a particularly interesting character to write for me – I wanted to explore different character traits a bit more and look into ways of including characters who struggle to interact with their fellow travellers. Not everyone is confident and outgoing – heroes come in many shapes and forms.

So anyway, this ragtag warband turns up in the city of Draconium with a dire prophecy that danger is approaching and something terrible is about to happen, they just don't know what. Then suddenly the Bad Moon is in the sky, and horrendous creatures are coming up from below. It all gets pretty horrible very quickly and becomes a true test of survival. This is my tribute to all those survival horror films I watched when I was younger!

Sounds like you should be writing Warhammer Horror novels instead.

You know, I would love to give one a go. Maybe write an audio drama one day, too. But I have a lot of other things planned first. With my Black Library hat on (which I imagine is some sort of cowl with a candle sticking out of it), I'm looking at finishing off the *Kingsblade* trilogy first. When I put my studio hat on (a tricorn with a feather in it – a proper admiral boss hat), I'm looking for new ways to make the background of the 41st Millennium even deeper and more immersive. We're already working on some special stuff for the Indomitus Crusade (see page 40), and I'd love to delve into narrative gaming a bit more.

Sounds awesome! What about *Gloomspite***?** *Gloomspite* might well be my favourite novel to date. I wrote the Gloomspite Gitz battletome, and I got so into the crazy critters that I knew I had to find a way to explore them further (what I mentioned earlier about creating a hook to hang a story from). It's a dark horror fairy tale in which the Gloomspite Gitz are the monsters lurking in the darkness. The story follows a bunch of misfit anti-hero mercenaries – the hard-bitten survivors





INQUISITOR EISENHORN

Few Black Library characters are as celebrated as Inquisitor Gregor Eisenhorn. Here we present rules to use Inquisitor Eisenhorn in Warhammer 40,000: Kill Team.



Iternately considered a stalwart of the Imperium and a rogue agent, the legendary Inquisitor Gregor Eisenhorn is regardless a formidable warrior. Armed with finely crafted weapons, powerful psychic abilities, and charismatic leadership, he commands his retinue on Inquisitorial missions as easily as he dispatches the enemies of Mankind by his own hand. He is unrelenting in his mission to root out heresy wherever he should find it, no matter where, no matter the means.

Use these rules to represent Inquisitor Eisenhorn in games of Warhammer 40,000: Kill Team.

			IN	QUIS	SITC	DR E	SEN	IHOF	RN	
NAME	М	WS	BS	S	T	W	A	I.d	Sv	Max
Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+	1
This model is armed with	an artifice	er bolt pi	stol, Bar	barisate	r and a	runestaf	f.			
ABILITIES	AELDA Unque within	RI, NEC estionab 6" of thi	RON, OI le Wisdo is model	RK, TAU om: Frie can use	EMPIR endly AI this mo	E or TYI DEPTUS odel's Lea	RANIDS ASTART adership	keyword ES, ASTI charact	d or fac RA MILI eristic i	tacks that target enemy models with the tion keyword. ITARUM or ADEPTUS MECHANICUS models instead of their own. n a 6+ that wound is not lost.
PSYKER	phase. Enfor e of this	He know ce Will: model a odel was	ws the Ps Enforce ` nd visibl	wbolt an Will has e to hin	nd Enfor s a warp n. You c	rce Will charge v an imme	psychic value of ediately	powers. 8. If mar shoot wi	nifested ith that	deny one psychic power in each Psychic , pick an enemy model that is within 12" model as if it was the Shooting phase and he Fight phase and that model was in your
SPECIALISTS	Strate	gist			1					
FACTION KEYWORD	ADE	PTUS A	START	ES, AS	STRA 1	MILITA	RUM,	ADEP	TUS M	AECHANICUS, DEATHWATCH
KEYWORDS	IMPE	RIUM,	ORDO) XEN	OS, CC	OMMA	NDER,	INFAN	NTRY,	INQUISITOR, EISENHORN

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	and the second
Barbarisater	Melee	Melee	User	-3	D3	Add 1 to hit rolls for attacks made with this weapon
Runestaff	Melee	Melee	+3	-1	D3	

MODEL	POINTS PER MODEL
Inquisitor Eisenhorn (Level 1)	70
Inquisitor Eisenhorn (Level 2)	80
Inquisitor Eisenhorn (Level 3)	90
Inquisitor Eisenhorn (Level 4)	105





FACE YOUR DAEMONS

The Gods of Chaos are fickle deities, and they often require their daemonic servants to carry out esoteric missions, both within the warp and in the material realm. Occasionally, they even work together! Here we present rules to field kill teams of Chaos Daemons.



hrough dark rituals and horrific sacrifices the Daemons of the warp are summoned to the material realm to do the bidding of the Chaos Gods. Driven by the will of their fell patrons, they can only survive outside their daemonic realm when the power of the warp waxes strong – slaughtering, tainting, corrupting, and beguiling their foes before blinking out of existence, their unknowable mission complete

BUILDING YOUR KILL TEAM

There are quite a few ways to start a Chaos Daemons kill team. The easiest way is to pick up one of the plastic boxed sets -Bloodletters, Plaguebearers, Daemonettes, or Pink Horrors. These will give you more than enough fighters to start your kill team. You could even splash out on a herald model such as a Bloodmaster or a Poxbringer and convert the Leader of your kill team out of them.

USING CHAOS DAEMONS IN KILL TEAM

Over the next few pages you'll find official rules for using Chaos Daemons in your games of Warhammer 40,000: Kill Team. The minions of all four of the Chaos Gods are represented, so you can build a kill team solely around the followers of one god, or a diverse kill team that embraces the pantheon as a whole.

Chaos Daemons manifest in many forms, but each of the Dark Gods has a favoured foot soldier to do their bidding. When the assassination of an enemy commander is required, Khorne's wrathful Bloodletters are ideally suited to the task. If a supply drop needs to be contaminated, Nurgle's foul Plaguebearers will get the job done. Tzeentch's Horrors make light work of demolition, while Slaanesh's Daemonettes are ideally suited to reconnaissance and close-quarter engagements. To the right you can see Tactics for Chaos Daemons kill teams, while over the following pages you'll find datasheets and weapon profiles for Bloodletters, Horrors, Plaguebearers, and Daemonettes, plus a list of demeanours, schemes, and even a name generator so you can create a story for each member of your team. The only problem you've got now is figuring out which of your Daemons will be your leader – you don't want to go angering the other gods, do you?



CHAOS DAEMONS KILL TEAMS

If every model in your kill team has the CHAOS DAEMONS Faction keyword, you can use Chaos Daemons Tactics.

REALITY BLINKS

Chaos Daemons Tactic

Use this Tactic when a CHAOS DAEMONS model that is not a HORROR from your kill team is taken out of action. Roll one D6. On a 4+, that injury roll is ignored and the model is restored to 1 wound.

3 COMMAND POINTS

PESTILENTIAL AURA

Chaos Daemons Tactic

Use this Tactic at the start of any battle round. Pick one **PLAGUEBEARER** model from your kill team. If this model is obscured, attacks that target this model suffer an additional -1 modifier to their hit rolls until the end of the battle round.

1 COMMAND POINT

MUTATING FIRE

Chaos Daemons Tactic

Use this Tactic when you pick a HORROR model from your kill team to attack in the Shooting phase. Until the end of the phase, change the Armour Piercing characteristic of this model's Coruscating Flames to -3.

1 COMMAND POINT

WARP-SPAWNED TERROR

Chaos Daemons Tactic

Use this Tactic at the start of the Morale phase. Add 1 to Nerve tests for enemy models that are within 3" of any CHAOS DAEMONS models from your kill team.

2 COMMAND POINTS

CLEAVING BLOW

Chaos Daemons Tactic

Use this Tactic when you pick a **BLOODLETTER** model from your kill team to attack in the Fight phase. Add 1 to the Damage characteristic of that model's Hellblade until the end of the phase.

1 COMMAND POINT

DEADLY DANCE

Chaos Daemons Tactic

Use this Tactic before making a Charge roll for a **DAEMONETTE** model from your kill team. You can roll 3D6 and pick which two rolls to use when determining this model's charge distance in this battle round.

1 COMMAND POINT





				B	LOO	DLE	TTE	R			
NAME	М	WS	BS	S	T	W	A	I.d	Sv	Max	
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-	
Bloodletter Icon Bearer	6"	3+	3+	4	3	1	1	7	6+	1	
Bloodletter Hornblower	6"	3+	3+	4	3	1	1	7	6+	1	
Bloodreaper	6"	3+	3+	4	3	1	2	7	6+	1	
One Bloodletter in your kill	team ca	in be a Bl	loodlette loodreap	er Hornl ber.	olower.	A Blood	letter H				d with a Icon of Khorne. ed with an Instrument of Khorne.
One Bloodletter in your kill One Bloodletter in your kill ABILITIES	team ca Daem	in be a Bl onic: Thi	loodlette loodreap is model	er Hornl ber. has a 5-	blower. + invulr	A Blood	letter He	ornblow	er is als	o equipp	ed with an Instrument of Khorne.
One Bloodletter in your kill	team ca Daemo Unstoj battle r	in be a Bl onic: Thi ppable F round in	loodlette loodreap is model erocity: which t	er Hornl ber. has a 5- You car hey char	+ invulr + add 1 rged.	A Blood herable s to the At	letter He ave. tacks ar	ornblow nd Streng	er is also gth char	acteristi	ed with an Instrument of Khorne.
One Bloodletter in your kill	team ca Daema Unstop battle n Icon o	in be a Bl onic: Thi ppable F round in	loodlette loodreap is model erocity: which ti e: You ca	er Hornl ber. has a 5- You car hey char	+ invulr + add 1 rged.	A Blood herable s to the At	letter He ave. tacks ar	ornblow nd Streng	er is also gth char	acteristi	ed with an Instrument of Khorne.
One Bloodletter in your kill	team ca Daema Unstop battle n Icon o an Icon Instru	in be a Bl onic: Thi ppable F round in f Khorno n of Kho	loodlette loodreap is model erocity: which ti e: You ca rne. Khorne	er Hornl ber. has a 5- You car hey char an re-rol : Add 1	+ invulr + invulr n add 1 rged. Il charge to Adva	A Blood nerable s to the At e rolls for nce and	letter Ha ave. tacks ar r BLOO I charge	ornblow nd Streng DLETTE	er is also gth char RS withi	acteristi n 6" of a	ed with an Instrument of Khorne.
One Bloodletter in your kill	team ca Daema Unstop battle n Icon o an Icon Instru model	n be a B onic: Thi ppable F round in f Khorn n of Kho ment of s equippo	loodlette loodreap is model erocity: which the e: You ca rne. Khorne ed with a	er Hornl ber. has a 5- You can hey chan an re-rol : Add 1 an Instru	+ invulr + invulr n add 1 rged. Il charge to Adva ument o	A Blood nerable s to the At e rolls for nce and of Khorn	letter H ave. tacks ar r BLOOI charge e.	ornblow nd Stren; DLETTE rolls ma	er is also gth char RS withi de for B	acteristi n 6" of a	ed with an Instrument of Khorne. cs of a model with this ability in a ny friendly models equipped with
One Bloodletter in your kill ABILITIES	team ca Daema Unstop battle n Icon o an Icon Instru model Leade	n be a B onic: Thi ppable F round in f Khorn n of Kho ment of s equippo	loodlette loodreap is model erocity: which the e: You ca rne. Khorne ed with a lreaper of	er Hornl ber. has a 5- You can hey chan an re-rol : Add 1 an Instru- only), C	+ invulr + invulr n add 1 rged. Il charge to Adva ument o	A Blood nerable s to the At e rolls for nce and of Khorn	letter H ave. tacks ar r BLOOI charge e.	ornblow nd Stren; DLETTE rolls ma	er is also gth char RS withi de for B	acteristi n 6" of a	ed with an Instrument of Khorne. cs of a model with this ability in a ny friendly models equipped with CTTERS within 6" of any friendly

				D	DAEN	/ION	ETT	E			
NAME	М	WS	BS	S	T	W	A	I.d	Sv	Max	
Daemonette	7"	3+	3+	3	3	1	2	7	6+	-	
Daemonette Icon Bearer	7"	3+	3+	3	3	1	2	7	6+	1	
Daemonette Hornblower	7"	3+	3+	3	3	1	2	7	6+	1	
Alluress	7"	3+	3+	3	3	1	3	7	6+	1	

This model is armed with Piercing Claws. One Daemonette in your kill team can be a Daemonette Icon Bearer. A Daemonette Icon Bearer is also equipped with an Icon of Slaanesh. One Daemonette in your kill team can be a Daemonette Hornblower. A Daemonette Hornblower is also equipped with an Instrument of Slaanesh.

One Daemonette in your kill team can be an Alluress.

One Duemonette in you	r kin team of an Andress.
ABILITIES	Daemonic: This model has a 5+ invulnerable save.
1000	Quicksilver Swiftness: A model with this ability can be chosen to fight in the Hammer of Wrath section of the Fight phase even if they have not charged in that battle round.
GRAN	Icon of Slaanesh: If you make a wound roll of 6+ for an attack made by a DAEMONETTE whilst they are within 6" of any friendly models equipped with an Icon of Slaanesh, that attack inflicts 1 mortal wound in addition to its normal damage.
	Instrument of Slaanesh: Add 1 to Advance and charge rolls made for DAEMONETTES within 6" of any friendly models equipped with an Instrument of Slaanesh.
SPECIALISTS	Leader (Alluress only), Comms (Hornblower or Icon Bearer only), Combat, Veteran, Scout
FACTION KEYWORD	CHAOS DAEMONS
KEYWORDS	CHAOS, SLAANESH, INFANTRY, DAEMON, DAEMONETTE



					HOF	ROI	RS			
NAME	М	WS	BS	S	ī	W	A	Ld	Sv	Max
Pink Horror	6"	4+	4+	3	3	1	1	7	6+	-
Pink Horror Icon Bearer	6"	4+	4+	3	3	1	1	7	6+	1
Pink Horror Hornblower	6"	4+	4+	3	3	1	1	7	6+	1
Iridescent Horror	6"	4+	4+	3	3	1	2	7	6+	1
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-

This model is armed with Coruscating Flames.

One Pink Horror in your kill team can be a Pink Horror Icon Bearer. A Pink Horror Icon Bearer is also equipped with an Icon of Tzeentch. One Pink Horror in your kill team can be a Pink Horror Hornblower. A Pink Horror Hornblower is also equipped with an Instrument of Tzeentch.

One Pink Horror in your kill team can be an Iridescent Horror.

ABILITIES	Ephemeral Daemons: This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+.
	Icon of Tzeentch: At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Tzeentch. On a 6 inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for.
	Instrument of Tzeentch: Add 1 to Advance and charge rolls made for HORRORS within 6" of any friendly models equipped with an Instrument of Tzeentch.
	Split: Do not make any injury rolls for a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimstone Horrors model. This model is instead automatically taken out of action when reduced to 0 wounds. The following rules apply when one of these models is taken out of action:
	When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action you can set up 2 Blue Horrors within ½" of the slain model before it is removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment.
	When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment.
	If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is a Specialist is taken out of action, any Blue Horrors that are set up are not Specialists.
	Blue Horrors and Pairs of Brimstone Horrors are never considered to have charged in the battle round in which they are set up.
	Blue Horrors and Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve tests.
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the Psybolt psychic power.
SPECIALISTS	Leader (Iridescent Horror only), Comms (Hornblower or Icon Bearer only), Demolitions, Veteran
FACTION KEYWORD	CHAOS DAEMONS
KEYWORDS	CHAOS, TZEENTCH, INFANTRY, DAEMON, HORROR





				PL	AGU	EBE	ARE	RS			
NAME	М	WS	BS	S	ī	W	A	L.d	Sv	Max	
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+	-	
Plaguebearer Icon Bearer	5"	4+	4+	4	4	1	1	7	6+	1	
Plaguebearer Hornblower	5"	4+	4+	4	4	1	1	7	6+	1	
Plagueridden	5"	4+	4+	4	4	1	2	7	6+	1	
One Plaguebearer in your ki of Nurgle. One Plaguebearer in your ki	ll team o ll team o	can be a can be a	Plagueb Plagueri	earer He	ornblow	ver. A Pla	aguebea			1 11	h an Icon of Nurgle. ith an Instrument
One Plaguebearer in your ki of Nurgle. One Plaguebearer in your ki	ll team o ll team o Daemo	can be a can be a onic: Thi	Plagueb Plagueri is model	earer He Idden. has a 5	ornblow + invulr	rer. A Pla	aguebea	rer Hori	ıblower	is also equipped w	ith an Instrument
One Plaguebearer in your ki of Nurgle. One Plaguebearer in your ki	ll team of ll team of Daemo Disgus lose tha	can be a can be a onic: Thi stingly R at wound	Plagueb Plagueri s model cesilient d.	earer Ha Idden. has a 5 : Each t	ornblow + invulr ime a m	rer. A Pla nerable s odel wit	aguebea ave. h this al	rer Horr	nblower	nd, roll a D6; on a	e
e ,	ll team of ll team of Daemo Disgus lose that Icon of	can be a can be a onic: Thi stingly R at wound	Plagueb Plagueri s model cesilient d. : Subtrac	earer Ha Idden. has a 5 : Each t	ornblow + invulr ime a m	rer. A Pla nerable s odel wit	aguebea ave. h this al	rer Horr	nblower	nd, roll a D6; on a	ith an Instrument 5+ the model does not
One Plaguebearer in your ki of Nurgle. One Plaguebearer in your ki	ll team of Daemo Disgus lose tha Icon of with ar Instrue	can be a can be a onic: Thi stingly R at wound f Nurgle n Icon of	Plagueb Plagueri s model cesilient d. : Subtrac 'Nurgle. Nurgle:	earer Ha idden. has a 5 : Each t ct 1 fror Add 1 t	+ invulr ime a m n the Le to Advan	rer. A Pla nerable s odel wit cadership	aguebea ave. h this al o charac charge r	pility los teristic o	nblower es a wou of enemy	nd, roll a D6; on a models within 6"	ith an Instrument 5+ the model does not
One Plaguebearer in your ki of Nurgle. One Plaguebearer in your ki	ll team of Daemo Disgus lose tha icon of with ar Instrum models	can be a can be a onic: Thi stingly R at wound f Nurgle n Icon of ment of s equippo	Plagueb Plagueri s model cesilient d. Subtrac Nurgle. Nurgle: ed with a	earer Ha idden. has a 5 : Each ti ct 1 fron Add 1 t an Instr	+ invulr ime a m n the Le to Advar ument c	rer. A Pla nerable so odel wit eadership nce and o of Nurgle	aguebea ave. h this al o charac charge r	pility los teristic o olls mac	nblower es a wou of enemy le for PI	nd, roll a D6; on a models within 6"	ith an Instrument 5+ the model does not of any models equipped thin 6" of any friendly
One Plaguebearer in your ki of Nurgle. One Plaguebearer in your ki ABILITIES	ll team of Daemo Disgus lose that icon of with ar instrum models Leade	can be a can be a onic: Thi stingly R at wound f Nurgle n Icon of ment of s equippo	Plagueb Plagueri s model eesilient d. Subtrac Nurgle. Nurgle. Nurgle: ed with a eridden	earer Ha dden. has a 5 : Each t ct 1 fron Add 1 t an Instr only),	+ invulr ime a m n the Le to Advar ument c	rer. A Pla nerable so odel wit eadership nce and o of Nurgle	aguebea ave. h this al o charac charge r	pility los teristic o olls mac	nblower es a wou of enemy le for PI	is also equipped w nd, roll a D6; on a models within 6" AGUEBEARERS wi	ith an Instrument 5+ the model does not of any models equipped thin 6" of any friendly

RANGED WEAPONS				1			
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES	and the second
Coruscating Flames	18"	Assault 2	User	0	1		

MELEE WEAPONS									
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES			
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.			
Piercing Claws	Melee	Melee	User	-1	1	Each time you make a wound roll of $6+$ for this weapon, that hit is resolved with an AP of -4 instead of -1 .			
Plaguesword	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.			

KILL TEAM	
MODEL	POINTS PER MODEL (Does not include wargear)
Bloodletter	7
Bloodletter Hornblower	8
Bloodletter Icon Bearer	8
Bloodreaper	8
Daemonette	7
Daemonette Hornblower	8
Daemonette Icon Bearer	8
Alluress	8
Horror	12
Horror Hornblower	13
Horror Icon Bearer	13
Iridescent Horror	13
Plaguebearer	7
Plaguebearer Hornblower	8
Plaguebearer Icon Bearer	8
Plagueridden	8

MELEE WEAPONS								
WEAPON	POINTS PER WEAPON							
Hellblade	0							
Piercing Claws	0							
Plaguesword	0							

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Coruscating Flames	0

OTHER WARGEAR						
WARGEAR	POINTS PER ITEM					
Icon of Khorne	3					
Icon of Nurgle	1					
Icon of Slaanesh	5					
Icon of Tzeentch	3					
Instrument of Khorne	2					
Instrument of Nurgle	2					
Instrument of Slaanesh	2					
Instrument of Tzeentch	2					



D10	SCHEMES OF THE DARK GODS
1	Assassination: The warband must slay a foe for their patrons' malevolent ends.
2	Weaken Reality: For the full might of the Ruinous Powers to be unleashed upon this world, the fabric of reality must be made weaker.
3	Sow Terror: Terrorising the local populace serves the Dark Gods' desires to control the galaxy well, making them ripe for conquest and enslavement.
4	Coerce the Weak: The local population must be cowed into submitting to the warband's Dark masters.
5	Despoil: The warband must desecrate a holy site, casting it into irreparable tainted ruin.
6	Break the Faithful: The Ruinous Powers take great satisfaction in the turning of those most staunchly against them into their slaves.
7	Liberate the Weapon: The warband must liberate a fellow servant trapped in an ancient blade, so that it may once again fulfit the wishes of the Dark Gods.
8	Unleash Their Potential: The Daemon's presence will inspire the followers of the Chaos Gods, who will be filled with murderous joy at the sight of the Gods' offspring.
9	Slaughter: Kill them all! The Daemons' task is simple - kill as many as they can.
10	Taint, Befoul, Corrupt: Wherever they tread, these Daemons must spread the taint of Chaos, leaving no path or building uncorrupted.

D10	SPECIALIST DEMEANOURS
1	Insane: Constantly gibbering, muttering and screaming, there is no sanity in this Daemon.
2	Sadistic Torturer: This Daemon feels a sick sense of pleasure with every ounce of pain they inflict.
3	Soul-eater: The souls of slain mortals are a particularly exquisite delicacy to this Daemon.
4	Warp-twisted humour: With every swing of its sword, every disembowelled corpse it sees and every terror-induced tear it causes, this Daemon cackles and guffaws.
5	Faith-twister: Nothing amuses this Daemon more than converting those most ardently against them into followers of the Dark Gods
6	Dismemberer: One at a time, this Daemon delights in hacking off the limbs of its living enemies.
7	Skull Collector: Little satisfies this Daemon more than a collection of prized skulls, taken from recently fallen foes.
8	Favour-seeker: This Daemon's every action is designed to yield as much favour from their patron deity as possible.
9	Immaterial Form: This Daemon's body seems to flicker in and out of reality, making its terrifying form all the more ghost-like
10	Suffused With Power: Eldritch energies radiate intensely from within this Daemon, baleful light breaking out through tears in its skir

DAEMONIC USE-NAMES

D10	1	2	3	4	5	6	7	8	9	10
1	blue	dangle	dreg	fondle	grind	grunt	mad	pox	quiver	slash
2	suck	thigh	bane	carnal	fiddle	hot	mucus	sate	vex	bubo
3	chew	dog	gibber	gnaw	grope	maul	offal	pus	spasm	spittle
4	sword	wrack	cackle	fang	hammer	mildew	rot	toad	bile	blister
5	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend
6	rut	skull	spike	tremble	vomit	wind	brute	dung	glop	gut
7	mark	red	spider	thrash	bag	blade	cold	death	face	fist
8	grab	gristle	helm	loon	pest	puke	rip	sharp	spume	sweat
9	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint
10	worm	belch	bog	buttock	crush	fire	froth	gobble	grim	liver

SURNAME (GENERATE TWO RESULTS AND COMBINE)

D10	1	2	3	4	5	6	7	8	9	10
1	maim	moulder	pinch	scratch	slobber	spew	stare	wort	wobble	blood
2	doom	foul	grin	loose	putrid	slob	string	wither	axe	black
3	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake
4	rheum	scum	smut	tear	twist	water	blast	cut	foam	green
5	lewd	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool
6	fiend	gnash	grasp	hack	lick	nibble	pierce	reap	scab	spite
7	spurt	throb	war	beetle	craze	flesh	gore	lip	pile	sin
8	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob
9	howl	lust	man	ooze	rotten	sinew	slug	spoor	venom	wight
10	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble



INSIDE THE STUDIO

oin us on our monthly hobby tour of the studio as we check out what everyone's been up to over the last few weeks. This month, us dwarfers have been playing a lot of Warhammer Underworlds, due in part to a Clash of Champions tournament that's taking place in the studio at the moment and the Arena Mortis rules presented in this issue. You can see how we got on playing it over the page, while opposite you can see some of the new warbands that members of the team have been working on. People have also been painting a lot of heroes recently (a few of which you can see below), while the back page of the magazine is dedicated to former avatar of Grombrindal Jes Bickham's Genestealer Cultists. Enjoy!

AS SEEN IN WHITE DWARF

You may recall that in April's issue we interviewed some of the chaps at Steve Jackson Games about Munchkin: Warhammer 40,000. We even gave away a bookmark to celebrate the godlike merging of our two incredible games. Well, to celebrate even more, this issue includes an exclusive card that you can also use in your games of Munchkin – ... As Seen in White Dwarf. Use it wisely!



HOLDING OUT FOR A HERO

Robin Cruddace has continued working on his Hallowed Knights this month, painting the Knight Questor **(1)** to add to his fledgling force. He says Leadbelcher Spray and Nuln Oil Gloss are the secrets to his quick painting.

Dan Harden converted a commander for his Astra Militarum kill team **(2)**. He used a Tempestus Scion as the base of the model with a Skitarii Vanguard head and a spare macrostubber from a Tech-Priest Dominus.

Conquest editor Nyle Ajina converted two heroes for his Nurgle armies – a Poxbringer (3) and a Malignant Plaguecaster (4). Nyle chopped off the Poxbringer's arms and head and replaced them with spare limbs (and a new head) from the Putrid Blightkings kit to give his herald a unique appearance. For the Malignant Plaguecaster, Nyle took the standard model and swapped its head and backpack for Plague Marine parts. The hand holding the severed head is from the Glottkin kit.









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 studio over the past month. This issue: Arena Mortis, Warhammer Underworlds warbands, cultists, and a few heroes.

WHITE DWARF JOURNEYS INTO THE NIGHTVAULT

YLTHARI'S GUARDIANS

Matt: | painted Ylthari's Guardians to match my Sylvaneth army from the Gnarlroot Wargrove. I painted the wooden bits first, using Rhinox Hide, Mournfang Brown, Bugman's Glow, then Cadian Fleshtone. Their skin is painted Straken Green, washed with Athonian Camoshade, then highlighted with Straken Green, Nurgling Green, and Ogryn Camo.

THUNDRIK'S Profiteers

Jonathan: | started by spraying all the models with Leadbelcher Spray, then giving them a wash of Nuln Oil Gloss. Next I picked out a few details in Brass Scorpion before drybrushing all the metalwork with Necron Compound. I also tried out the new **Blood Angels Red** Contrast paint, which I applied straight over the silver to get a metallic red effect.

IRONSKULL'S Boyz

Lyle: I painted Ironskull's Boyz following the stages for 'yellow' on the Citadel Paint app. I started with a







basecoat of Averland Sunset, followed by a wash of Casandora Yellow, then highlighted it with Yriel Yellow, Flash Gitz Yellow, and a drybrush of Hexos Palesun. Their skin is painted with Waaagh! Flesh, Nuln Oil, Warboss Green, Skarsnik Green, and Screaming Skull.



ARENA MORTIS!

Having written the rules for Arena Mortis, the games developers asked us if we would like to playtest it with them. Of course, we gladly accepted, and the rules you see printed in this issue of White Dwarf (page 98) are the results of all our hard work. But we didn't want to stop there. With the rules finalised, we decided to play our own game of Arena Mortis. Matt, Ben, Jonathan, Dan, and Lyle each picked a hero from their collection and constructed their deck ready for battle. Within just three minutes, Dan's Sepulchral Warden was already dead. A couple of minutes later, the Warden returned and killed Matt's Sylvaneth character Gallanghann. And so it continued. Many upgrade cards and twenty-four deaths later (two self-inflicted by walking into lethal hexes) and a winner was decided – Lyle and Gurzag took the Arena Mortis crown!



'The thing is, I'm Unkillable,' says Lyle, checking out Gurzag's upgrades (1). After rolling the defence dice, he finds out that Gurzag is – much to his disappointment – actually quite killable. The orruk returns with another upgrade that improves his defence, but not his killing power.

'If you could all just stand in a line for me?' Skritch Spiteclaw refuses to join the Warhammer Underworlds conga party **(2)**. Meanwhile, the Sepulchral Warden, caught between Gurzag and Galllanghann, is quickly taken out of action by the next player to roll the dice – in this case, Matt.

'Well that was mean!' Dan plays Shattershard to destroy Ben's Deathly Fortitude upgrade (3), then charges in to kill the Skaven leader. Meanwhile, Matt









plots his next attack.

'I don't want to shoot him, I want to stab him.' Jonathan floats Khazgan Drakkskewer towards Gurzag (4), rolls three critical hits for his attacks, and inflicts a colossal six damage on the orruk thanks to all the upgrades he's managed to put on the Endrinrigger.



3

INSIDE THE STUDIO

'You're really going to do it aren't you?' Lyle brings Gurzag back from the dead, uses Deafening Bellow to push the Sepulchral Warden into the lethal hex next to the orruk, and then clubs him to death with his axe (5). Dan brings the Warden back in the next round, now upgraded with two more wounds thanks to Deathly Fortitude. Sadly, the skeleton now only has a movement of 1.

Gallanghann and Gurzag battle each other for control of the objective (6), which is worth three glory points in the last round. Despite Confusion being played to swap them around, then a few successful charges, neither fighter can dish out enough damage to kill the other (by this point in the game, Gallanghan has eight wounds!). In the end, Gurzag takes and holds the objective.

Gurzag stands victorious on a podium made from convenient objective markers (7). Lyle wins the game with nine glory points. Dan and Jonathan come in second with six each, Matt in third with five and Ben ... well, Ben comes last with a paltry two. As a punishment, Skritch is forced to stand at the back on his own.







VOX CHATTER

In the wake of their Battle Report, Jervis and Sam discuss what Open War can offer both new and existing gamers.



Jervis: The Open War close-quarters battle generator is something we've been working on for a while now, and it was great to play a casual game using those rules rather than the playtest games we usually play. I'm really happy to see that it worked how we intended.

Sam: Our main objective with it was for people to be able to have fun without any preparation. I love the scenery deployment rules – it means your mate can set up a board before you arrive at their house, then you choose the deployment zones. It encourages players to be considerate of each other and to play for fun.

Jervis: Exactly. We actually didn't use any allegiance abilities in our game – just the core rules, the Open War rules, and the warscrolls for our units. It makes this style of play ideal for complete novices, people learning how to use their army, and existing gamers who are up for a new challenge.

Sam: While these games are designed to be played on quite a small battlefield, the twist we generated meant that quite a lot of units ended up arriving. I reckon you must have placed around 2,000 points of Stormcast Eternals on the table by the end of the game. I probably had around 1,500 points.

Jervis: And actually the game still worked perfectly at that scale – everything joined in and had something to do because they could all get into the action quite quickly. It's not a small skirmish game at all, but more of a really concentrated battle.

Sam: I can actually see myself adding to my army because of this game – it made me realise that actually I do have some gaps in my collection, and there are loads of great miniatures that can fill them. I reckon the Open War army generator could be a new way to collect an army.



JES BICKHAM'S GENESTEALER CULT

Jes has been working on his Genestealer Cults army since they first appeared back in 2016 with the release of Deathwatch: Overkill, and he's recently returned to the army to paint all the latest releases. 'My army's an offshoot of the Cult of the Four-armed Emperor, and they're involved in some pretty heavy industrial work,' says Jes. 'That's why I painted them with grimy yellow armour – it's a colour that's often associated with mining and digging. My favourite models for this new part of my force are the Jackal Alphus, the Sanctus, and the Kelermorph. I call them my asset management team – basically, they hunt down and assassinate enemy warlords.'







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