



WHITE DWARF

ISSUE
450

**GALACTIC WAR
ZONES: URBAN
BATTLEFIELDS**

**NEW RULES FOR
KILL TEAM**

**OSSIARCH
BONEREAPERS
VERSUS OGOR
MAWTRIBES
BATTLE REPORT**

**NEW YEAR,
NEW ARMY!**

**THE
STORMVAULT
WARLORDS**

**AND MUCH
MORE FOR**



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EXCLUSIVE SUBSCRIBER COVERS!
If you subscribe to *White Dwarf*, you may have noticed that you have a different cover on your magazine compared to the ones found in shops. Subscriber copies feature a piece of artwork without the contents listing down the side, allowing you to appreciate the art in all its glory. This month's cover features the Kharadron Overlords fighting a Bloodthirster by Jaime Martinez.

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 Warhammer Studio, the White Dwarf team works tirelessly to craft everyone's favourite Warhammer hobby magazine each month.



LYLE LOWERY
Managing Editor

Lyle has mostly been working on his Ork planes for Aeronautica Imperialis, though he's mooted the idea of starting a Warcry campaign. The rest of the team are now pondering what warbands to paint so they can join in.



MATTHEW HUTSON
Senior Designer

Matt has been working on several projects this month, including Imperial Fists, Marauder Bombers and Destroyers for Aeronautica Imperialis, a secret Titan (ooh!), and, of course, Stormcast Eternals.



JONATHAN STAPLETON
Photographer

After several months painting T'au, Jonathan has turned his hand to some other kits. He's got an Unmade warband on his desk now, and he's been testing out colour schemes for both Necrons and Space Marines. But which will he choose?



DAN HARDEN
Staff Writer

Dan has painted another Leman Russ this month (for a total of eight now), plus a Blood Angels Lieutenant. His Cypher Lords warband is coming along, nicely, too, though he has been distracted by Orks again.



SHAUN PRITCHARD
Reprographics

A miniature abomination has mysteriously appeared on Shaun's desk. It looks kind of like a Chaos Spawn mashed together with a burning brazier, and it has way more limbs than is strictly necessary. Shaun's called it Steve.



SOPHIE BOSTOCK
Designer

Sophie has been painting the Space Marines from the Dark Imperium set, having created her own Chapter known as the Moon Eaters. She's currently working on Inceptors, Intercessors, and some Thunderwolf Cavalry.

THIS MONTH'S CONTRIBUTORS

Rob Alderman, Edd Barfield, Andy Barlow, Jes Bickham, John Bracken, Paul Claridge, Thomas Clarke, Lewis Collins, Adam Cooper, Colin Cubbon, Jon Flindall, Paul Foulkes, James Gallagher, Jordan Green, Dan Hyams, Ben Johnson, Jervis Johnson, James Karch, Phil Kelly, Andrew King, Martyn Lyon, Calum McPherson, Andrew Palies, Alex Puszczyńska, Neil Roberts, Keith Robertson, Anthony Saliba, Mikhail Savier, Harvey Snape, Nathan Trolley, Duncan Waugh, 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!

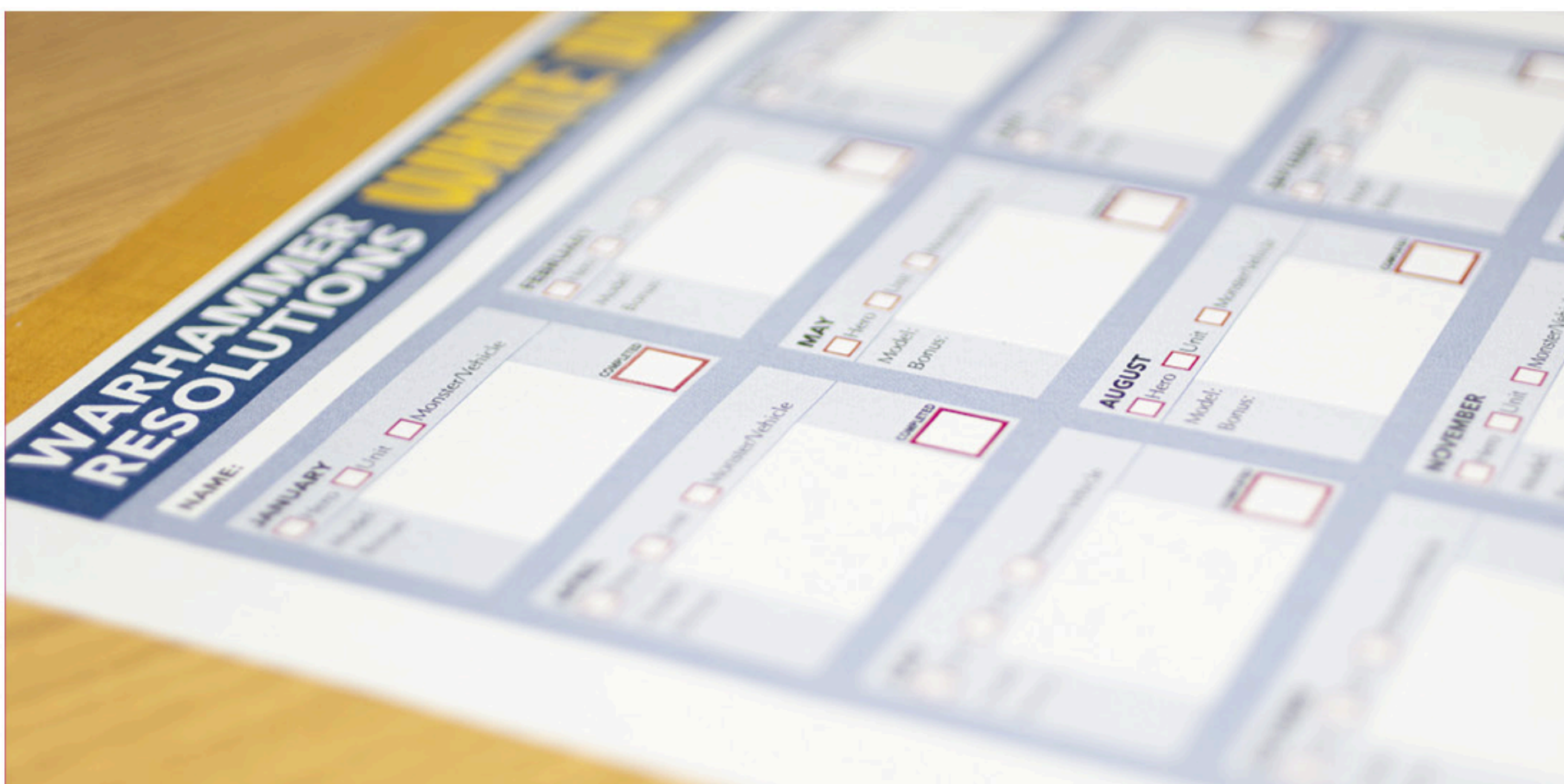
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WHITE DWARF

ISSUE 450

NEW RESOLUTIONS



From all your friends at *White Dwarf*, happy new year! January is a fun time of year for hobbyists. It's a time of new hobby projects and new resolutions. You might have new models as a boon from the holiday season, or perhaps as a gift to yourself (the most thoughtful gift-giver of all, really). And I know you've got models, units or even whole armies waiting to be completed. So whether you've got new or old projects waiting for you, there's no better time to make a resolution to make that army Battle (or Parade) Ready.

Resolve to build and paint that backlog of models. Get that army on the table. And play more games! Challenge yourself to greater hobby heights. Think of it – if you had resolved to paint just one unit each month last January, you'd have an army twelve units strong right now! Make that resolution now, and you could have a mighty force before you know it. Think of your hobby resolution, commit to it, and get cracking! Share your hobby resolutions with your friends on your favourite

social media platforms. In fact, give me one second. (Here our fearless editor turns to Matt and Sophie and says, 'I need a page. Let's put a hobby resolution challenge in the back of the magazine. Can we rearrange *Inside the Studio*? After some nods of assent, Sophie works her magic on a challenge checklist, and a new page 144 is born.)

White Dwarf has a challenge for you. Turn to the last page for *White Dwarf's* Warhammer Resolutions Challenge. The premise is simple. Paint one hero, unit or monster/vehicle each month. Can you do even more? We've put in a points system to measure your efforts. How many points can you score? Throw down the gauntlet to your friends, and be sure to let us know how your challenge is going at team@whitedwarf.co.uk!

We can't wait to see how you do. I'm sure many of you will aspire to impressive heights, bragging rights and proudly painted armies. But most of all, have fun with it!

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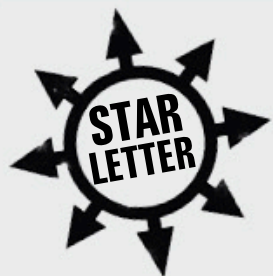
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Phil Kelly and his Ogor Mawtribe take on Jes Bickham and his Ossiarch Bonereapers in a desperate mission to destroy a Bone-tithe Nexus. Much blood is spilled and many bones crunched.

CONTACT

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



A DADDY AND SON PROJECT

Hello, *White Dwarf* Team! This is my first time writing in after picking up my very first issue (#221) way back in 1998, in my early teen years.

The catalyst for this letter is a recent project I completed with my five-year-old son, Tyler. We had a handful of Primaris Space Marines from the Warhammer 40,000: Conquest subscription, which coincided with the release of the Contrast paint range. When I saw how quick and easy it is to achieve some decent results with these new paints, the immediate idea was to try them out with Tyler. All I did was basecoat the models, then let him loose with a kids' paintbrush and a pot of Iyanden Yellow! I then showed him how to drybrush, which he very happily applied to the models. While I had to do a little tidying up and finish off the finer details, we've both thoroughly enjoyed painting together as a team!

Attached are photos of the end result, along with a picture of Tyler slapping on that one thick coat of Iyanden Yellow. Not only has it been a great daddy-and-son collaboration, it also brought me out of a very long painting hiatus. Win-win! We're also travelling to Europe this October for the first time, so I've made sure that Warhammer World is on our itinerary. It'll be a dream come true for me, and I'm sure that Tyler will appreciate the experience. Hope to see some of you there!

Wen qing Du
Sydney, Australia



Hey, Wen, thanks for writing in. It's great to see you and your son working together on a project, especially when the results are that good! Your Imperial Fists have come out really well, and we reckon there are probably a lot of jealous hobbyists out there right now looking at your models and wishing theirs were painted as nicely. It just goes to show what you can achieve with Contrast paints, a bit of drybrushing, and some well-chosen transfers. Keep up the good work, and we hope you enjoy your trip to Warhammer World!

PAINTING QUESTION: COLOUR DESIGNATIONS REQUIRED

BLACK ROBES

Basecoat: Abaddon Black

Layer: Eshin Grey

Layer: Dawnstone

RED ROBES

Basecoat: Khorne Red

Wash: Agrax Earthshade

Layer: Evil Sunz Scarlet

TROUSERS

Basecoat: Ogryn Camo

Layer: Krieg Khaki

Layer: Pallid Wych Flesh

ARMOUR

Basecoat: Leadbelcher

Wash: Agrax Earthshade

Layer: Stormhost Silver

Hello. I'm starting a new Adeptus Mechanicus army, and I've decided (from looking at the codex) that I would like to paint them in the scheme of Triplex Phall. So, I'm writing to you today to ask if you could show us a painting guide on how to paint the grey-and-yellow scheme of Forge World Triplex Phall, as there does not seem to be any guide on how to paint their awesome colour scheme.

Callum Dunscombe
Cardiff, Wales

We can definitely help you out, Callum. Or rather, Harvey Snape from the studio army painting team can!

Harvey says, 'I recommend painting all the metalwork first, then the inner and outer robes, as they are the main colours on the model. The Skitarii's trousers are actually a little green in tone, which is why I recommend a basecoat of Ogryn Camo. You can use Yriel Yellow for the cog pattern on his robes.'





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Ultramarines Intercessor
by Michael Kurz



Black Legion Chaos Space Marines
by Tomasz Ciesielski



Blood Angels Primaris Librarian
by Damien Tomasina



Gandalf the White
by Benjamin Morey



Stormcast Eternals Judicators
by Adam Calver



ASK GROMBRINDAL

Hello. I was curious about the marking system for the Exalted Court for the Imperial Knights House Cadmus. I own most if not all of the materials Games Workshop has released, but I can't seem to find any pictures of a House Cadmus Baron. Is there Anyone over at GW who might have an answer to this? Maybe Duncan in the Warhammer TV team? Thank you in advance.



Joseph LaMattina
Raisa, Segmentum Tempestus

I mean, you could ask me, you little scamp! I know plenty of things about the far future. Power Axes. Mining Drills. Squats. See, lots of things. You don't need that no-beard Duncan for a question like this! While there may not be any artwork or miniatures featuring baronial iconography for House Cadmus, all the heraldry information you need is on pages 18 and 19 of *Codex: Imperial Knights*. There you can find Baron and High Monarch markings, plus four unique designs for tilting plates so you can identify the members of your Exalted Court. See, easy!

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.warhammer-community.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.

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.

THE BEST MAN'S SPEECH

Salutations, revered and wise one. I have a request rather than a question, if I may be so bold. A giant of the hobby, Jim Jennings, got married in August. Jim is a stalwart of the staff at my local Warhammer shop. He's extremely knowledgeable and experienced in all things hobby, painting, converting, gaming and lore. Not only is he a powerhouse with a paintbrush, but he is always striving to push the skills of the painting community that has sprung up around our store. To top it all off, he has a beard to rival even the most hirsute of Fyreslayers. My request is this: please can you offer your congratulations to Jim and Christy on their nuptials? I would be eternally grateful if you could.

Ben Gledhill-Wallace
Basingstoke, UK

Well, after such an eloquent request, how could we possibly refuse? We asked Grombrindal to step out of his usual corner to say a few words.

Congratulations on your wedding, manlings! I wish you all the very best in your future married life together. May your tankards always be full, your hearth well-tended, and your Book of Grudges never quite complete. I also heartily recommend Ol' Kariksson's Beard Wax™ for the very best in personal grooming. – Grombrindal

A REALM OF MONSTERS

Now that I'm a father and hobby time is short, I'm extremely thankful for games like Kill Team and Warcry, which allow more hobby in less time, if you know what I mean. Warcry especially got me really hyped, because the setting reminds me very much of the classic Realm of Chaos.

Now I have a question concerning Warcry. I was wondering if there will be rules for already-existing Chaos beasts like the Chaos Warhounds, Dragon Ogors, the Cockatrice and so on? I think a lot of Chaos players with existing collections would be very thankful for this, myself included.

Marco Müller
Schorndorf, Germany

Hey, Marco, good to hear from you. We're glad you've managed to find some hobby time for yourself in your busy parenting schedule and that you're enjoying Kill Team and Warcry. In answer to your question, Warcry: Monsters & Mercenaries includes loads of Chaos beasties and creatures to use in your games of Warcry. You should check it out!

ALOHA!

Hey, folks. I'm on vacation in Hawaii, and I brought along my favourite magazine to read by the pool. Did you know that Hawaii has feral goat colonies? They've given me some great ideas for a tropical-themed army of Ghurish Beastmen. Cheers, and hi to Lyle!

Dan Albright
Mauna Lani, Hawaii (normally Seattle, US)



What's this, eh? Just because you know the editor doesn't mean you're automatically going to get your picture in the magaz ...

Well, maybe this time. We like that you've taken the Fyreslayers issue on holiday with you, too (those fiery duardin probably appreciate that nice, hot weather), and we look forward to seeing your totally tropical Beasts of Chaos army. Just don't go overboard on the pineapples and coconuts, yeah?

MODEL OF THE MONTH

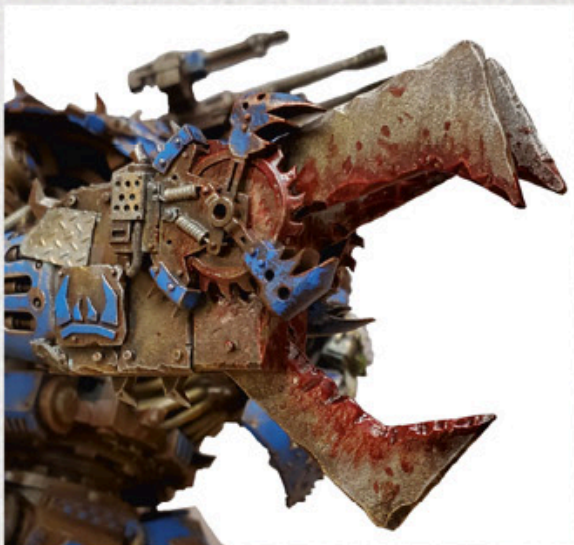
Our Readers' Model of the Month is this impressive Orky creation by Andrew Corcoran. He explains what it's all about.

'Conversions and kitbashing have always been my favourite parts of the hobby, and the current range of plastics makes them a joy to pursue,' says Andrew. 'To that end, I've begun a Dread-Waaagh! for my local escalation league, and this is my latest creation, a looted Imperial Knight that I'll be using as a Morkanaut.' (A Morkaknight? – Ed)

Andrew used the Imperial Knight Warden kit as the basis for his conversion, with the addition of a head and weapons from a Deff Dread to give it that Orky look. An inspired piece of conversion work is the missile pods above the Morkanaut's head, taken from a Stormtalon Interceptor. Andrew painted his creation blue to show that it has been looted by Deathskulls.



Above: The big shoota array is made from the Knight kit's Icarus autocannons, two big shootas, and a Deff Dread arm. You can just see the Morkanaut's kustom force field generator on the right of the picture.



Above: Andrew made the claw out of plastic sheet with the addition of a couple of buzz saws taken from the Deff Dread kit. The Orky glyph plates are from all manner of Ork kits and are perfect for covering up holes that spring up during the conversion process.

WORLDS OF WARHAMMER



PHIL KELLY

As the Warhammer Studio's senior background writer, Phil is almost permanently (some might say eternally) immersed in the lore of the Mortal Realms and the 41st Millennium. Yet Phil is also a consummate hobbyist, having painted many armies over the years, and he knows that a great-looking base can really bring a miniature to life.

The base makes the model, as the saying goes. It's a notion I've always struggled to accept. How can the base be as important as the model itself? In fact – confession time – when I joined the ranks of this august publication in 1999, even though I spent ages painting the miniatures themselves, I didn't put so much as a lick of paint on my models' bases. Not even an undercoat. So, this column's coming from the perspective of a Philistine who completely missed the point for some time.

The first week I brought in my models, the other members of the *White Dwarf* team were appalled at me claiming an empty shelf and putting upon it a bunch of colourful metal Eldar models they saw as woefully incomplete. Their bases were still black plastic, unadorned and plain. They were even more aghast at my attitude that I had no intention of painting them. Jaws were dropped, beliefs beggared, and gasts flabbered. I argued my case;

why would I want to spend time painting a flat, featureless disc of plastic when I could be spending that time painting another toy soldier? My new colleagues turned away in horror and disgust, shaking their heads at the tragedy of it all.

Looking back, they were right, of course. Since then, I've come around to the idea that bases are an important part of the model's narrative. By that I mean the story it tells you as you 'read' what all the details mean when you look at it. This narrative aspect is so important that it's a major touchstone of the miniatures designers themselves; they will even add elements of the base to the actual model in some cases in order to better enshrine the backdrop it provides. Is the model standing on some shattered statuary? Likely it hails from a fallen empire, or perhaps is in the process of conquering one. Is the model vaulting across some masonry or a toppled tree? The warrior must be agile and fast. Standing atop the last remnant of a rockcrete-and-rebar bastion? That planet has likely been shelled back into the Dark Ages (that's just a regular Tuesday in Warhammer 40,000, to be fair).

Sometimes, the model's story tells you what it has been up to in the universes of Age of Sigmar, Warhammer 40,000 or even further afield. Sometimes, it tells you something about the person that painted it. When I got into the hobby a long time ago, in a far-off land known as Essex, it was during the era of Games Workshop's history



Some miniatures – usually characters or heroes – come with their own scenic base to set them apart from their underlings. Big rocks (or alien equivalents) are a common motif and are often nicknamed Hero Rocks as a result.

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. This month, Phil has decided to talk about bases and how they can bring your armies to life.

when everything had near-luminous bases that were based with sand, painted Goblin Green and highlighted with Sunburst Yellow for a jaunty, vibrant look.¹ It was very popular at the time, and a simple technique, but not one that I embraced. I had painted the bases of my Advanced Heroquest models with flagstone designs to fit in with the boards, but it never quite looked right, and so more often than not I just didn't paint them at all, let alone make them into mini dioramas. I remember joking with a friend about the technique of sticking rocks onto the bases and 'painting them to look more like rocks.' Again, I think I was completely missing the point. Over the years, I have grudgingly admitted that giving the model a sense of place is a good thing, and as a result I have experimented with many basing techniques. Some of these have been pretty odd. My Ogre Kingdoms collection, for example, I based with food.²

THE AMAZING SELF-COLOURING BASE

Let me explain. When I wrote the background for the original Ogre Kingdoms book, we had them hail from a very mountainous region to the east of civilised lands known as the Mountains of Mourn. To get across the fact they came from the high peaks, I wanted a snow effect for the bases; I'd seen that done on other people's models, and I thought it looked ace. This is in the days well before the miraculous Technical paint that is Valhallan Blizzard, so I had to improvise.

There were many recipes for snow bases going around at the time, but I decided to try something off the wall; I used caster sugar for fine, powdery snow, and I used the chunkier sugar you get in sugar sachets for hard-packed ice crystals. And do you know what? It worked. I only ever played one game on a table that was painted as a snowscape – the rest of the time it looked a bit like my ogres had brought patches of snow with them wherever they went – but on that day, they stained the arctic wilderness red in the blood of their foes.

My Ogre Kingdoms army had a great summer of battle in my friend Dylan's garage-based campaign.³ When it got too cold for our al fresco/garage-based Warhammer days, they wintered in that same garage. Being hardy types, I was pretty sure they'd see it through with only the occasional cobweb to show for it.⁴ Over the course of the winter, the sugar on their bases got wet, sticky and liquefied. By the time I came back

to them in the spring, they had grown interesting blooms of algae and mould, essentially turning green of their own volition, perhaps to better fit in with the green-painted gaming boards that made up ninety-nine out of a hundred boards back then. And this is how I found out that using food for bases was a bad idea (who knew?).

Since then, I've re-based that army not once but twice, once to de-mould them and once for Age of Sigmar. This is an unusual journey for a hobbyist, re-basing, but one that we've likely all been through, or at least considered. It's an irrefutable fact that these models look better on round bases, with a bit of breathing room to wave their swords around and generally look fierce. I don't regret a single moment spent doing that, and I may even re-base some of them over again, just because the right size base makes a big difference. It doesn't take long, if you're careful with the clippers when you take them off the bases, and it can really frame a model nicely if you get it right. Even the position of the model on the base can tell you something; if it's near the front it's bellicose and eager for the fight, if it's further back it might be more contemplative or arcane.

CURSE OF THE MUMMY'S TOMB

The next great experiment was related to the same gaming group. Campaign Supremo Dylan was going to Egypt for a holiday and asked me if I wanted anything brought back. I blithely said, 'I don't know, sand,' thinking no more about it.

Well, he brought me back sand all right. A couple of weeks later he showed up with little boxes, tubs, and petri dishes, each of which was labelled with the source that he got them from – the varied and famous historic sites that he had visited over the course of the holiday. Presumably he had emptied it out of his shoe at the end of each hard day's hiking, but I was overjoyed at such an inventive and yet literal interpretation of my facetious request.

I used that prime Egyptian goodness to base my Tomb Kings army, picking the most appropriate sand for each unit. My Tomb Princes were based with sand from the Valley of the Kings, Queen Khalida with sand from the Valley of the Queens, and King Phat the Indefatigable himself with sand from the inner tomb of the Great Pyramid of Giza. The idea that my models could have bits of actual real life pharaoh on them to better power their deathly magic was too cool to pass up.⁵

¹ Citadel miniatures were painted in a very vivid style back then; judging by the little staff photos in the magazine, you sometimes even had to wear sunglasses to look at them.

² I suppose it's only fitting for the big lads. Don't worry, I didn't use slabs of meat or anything.

³ The sort of amazing, super-narrative campaign that involved hex maps, character traits, injuries, prophecies, free mercenaries and even tarot cards. I fondly remember each of the players building a 'weapon of magical destruction' for the finale. Mine was an avalanche, which I simulated by tipping ice cream tubs full of the contents of a beanbag onto the wargaming table. Anyone hit by a bead took a Strength 1 hit. I took out a full third of my own army, unfortunately.

⁴ Our sepulchre-and-tomb-themed terrain set was webbed up nicely by real-life spiders that year. We left them in there as a feature and made rules for the spiders' rare appearances.

⁵ My friend Laura, on hearing this story, turned the conversation to her Skitarii. We decided that buying a rock from a meteorite that hailed from Mars and then breaking it up (sacrilege!) to use it as basing material would be pretty epic. Basing those models with dust that is actually from the Red Planet itself is a hobby coup of epic proportions.

The Tomb Scorpions and Scarab Swarms were based with sand from the Catacombs, and the sand from between the paws of the actual, real-life Sphinx statue I used for the really big war constructs. For a while I was in hobbyist heaven, and that army wreaked carnage across the garage battlefields for many months. Then came the fateful day when I placed my tray of models, resplendent in bleached bone and gold, and converted and painted to the best of my ability, on a wargaming table with six separate sections that were slightly larger than the trestle table on which they were set. I turned back to get some terrain, and I heard what I have always referred to as The Noise as my prized collection hit the concrete floor and broke into hundreds of pieces.

To this day, I swear it was the revenge of those same pharaohs that had been co-opted into my all-conquering horde. This was not, however, enough to dissuade me from using that same sand (and even some pieces of that old Tomb Kings army) to decorate the bases of the shiny new Ossiarch Bonereapers collection I started with the release of Feast of Bones.

TURF WARS

I've always been a fan of using sand for bases; quick-and-easy painting solutions are much in evidence across my collections. In fact, a good half of my models have bases that are simply sand glued with PVA over a coat of XV88 or Steel Legion Drab, then decorated with the excellent and time-saving Middenland Tufts and Mordheim

Turf scenery packs. Seriously, if you haven't used these yet, you're missing out – each set has 200 little grass tufts that can be stuck straight on to give an instant sense of realism to a base. A quick drybrush of Wraithbone or a similar light colour on the upper parts and bingo, your model is striding across an arid wasteland or sand dune.

It was the advent of the Citadel Texture paints that took my basing to the next level, however. Agrellan Earth, Emperor bless its name, is a phenomenon in a tiny plastic pot. Slap it on thick and the drying process does the rest; it dries up to leave an excellent arid earth or dried mud effect, and with a simple drybrush of a lighter colour and a few tufts as detailed above, the base looks excellent. No green and pleasant land here; the base suggests a hard-packed, unforgiving landscape where only the wiriest and most stubborn plant life can survive. A perfect way to represent dried savannah or parched wastelands.

More recently, Martian Ironearth joined the party – much like Agrellan Earth, but red, and therefore perfect for alien planets, or Mars if you don't want to stump up the cash for some rock from outer space. With the release of Contrast paints, we also saw Mordant Earth added to this excellent suite of basing tools; black in colouration, when applied over an orange-and-yellow painted base it cracks to leave what look like red hot veins of lava beneath. It's really easy to get a dramatic narrative for your base with these tools; after all, they and the other Technical paints have been

Sand, Technical paints and scavenged meteorites are all well and good, but have you seen the Sector Imperialis, Shattered Dominion and Hero basing kits? They can turn an average base into something truly superb.





developed with just this in mind. Is your army from the Realm of Fire, or a mercenary band of Fyreslayers whose anger runs so hot they scorch the earth wherever they go? Lava bases are a great way of showing that. If you haven't tried these amazing paints, you really should give them a go. You won't regret it.⁶

Bases are also a great way to tie two armies from the same grand alliance into one mega-collection. If you base them the same, then no matter how different their colour schemes, they will look cohesive when you field them all in one giant warhost for that Apocalypse game or massive Age of Sigmar bash. You could even collaborate with a friend to base two armies the same if you are attending a doubles tournament as partners, giving the two forces a sense of unity so they can stand side-by-side without fear of contradicting one another. They are clearly trusted allies hailing from the same place.

STAIRWAY TO (BASING) HEAVEN

Recently, I've tentatively become even more experimental with my bases and begun to build upon the scenery elements taken from the Hero Bases sets to make my hero models stand out a little better. I tend to do this if I want two of the same model in my collection to stand out from

one another; it drastically changes the silhouette of the model, and with a few cosmetic changes on the model itself, it can make for very different iterations of the same archetype. I have even gone to some lengths to make the model blend with the base. In the case of the Necromancer ally from my Bloodgheists army, I spent a while fitting the cloak that flows down the Mortis Engine's stairs so it looks like it is draping over the stone of the steps (and drenching them with blood, because this army hails from an underworld entirely composed of lakes of gore from which the ghosts rise, all sticky and hideous). In the case of my Warchanter, I bent his toes over the top step and green-stuffed his knuckles to make it seem like his feet are gripping the stone.

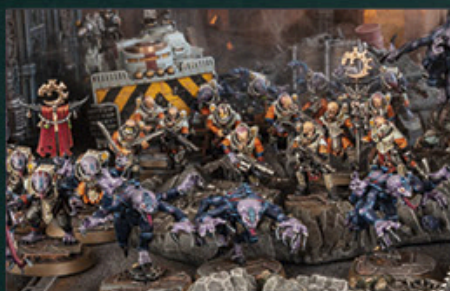
I fully intend to do more of this sort of thing – not for the rank and file, who get the Agrellan Earth treatment more often than not, but for the character models and centrepieces. In fact, I'm really getting into painting scenery in general, and the techniques I'm learning from that (and from *Fantastical Realms*) will bleed back into my basing techniques so I can tell even better narratives with the landscapes that the models traverse. Who knows, perhaps after twenty years of the *White Dwarf* team literally showing me how it's done, there's hope for me yet.

⁶ If you need more suggestions on how to use bases to make it look like your collection is from one Mortal Realm or another, look no further than *Fantastical Realms* and *Galactic War Zones* – articles the *White Dwarf* team have put together on just that subject.

WARHAMMER 40,000

In the grim darkness of the far future, there is only war! And this month's warfare takes the form of urban battlegrounds, new Kill Team demeanours, and a very ancient threat ...





URBAN WARFARE

Join us in the cities of the 41st Millennium for this month's Galactic War Zones, which is all about urban warfare. Turn to page 34 to read more.



LAST OF THE SILENT KINGS

The Silent Kings reigned over the Necrontyr for ages. But only one, the First and Last, ruled the Necrons. Head to page 28 to find out more.



KILL TEAM DISPOSITIONS

Some kill teams earn fame (or infamy) for waging a particular style of skirmish warfare. Experts in their field, they have become notorious for fighting on their own terms, be they daring guerrilla fighters, fanatical zealots or vicious headhunters.



When a kill team is deployed, it is invariably tasked with an important mission. It may need to destroy a key target such as a bunker or an enemy-held bridge. Perhaps the team has been ordered to disrupt a supply line or eliminate an enemy commander. Whatever their objective, a kill team should always have the right specialists for the job, be they demolition experts, snipers, comms operatives or just vicious close-quarters killers.

Some kill teams fight together for so long that they gain a reputation for their style of warfare, both amongst their own army and that of their foes. Many are naturally ferocious, making them perfectly suited to missions where bloodshed and terror are required. Some revel in spreading panic and confusion among the enemy ranks, while others prefer never to be seen at all, waging their battles from the shadows.

KILL TEAM ANNUAL 2019

Looking for more great gaming content for Kill Team? Then look no further than the Kill Team Annual 2019, which includes all the rules articles featured in *White Dwarf* last year, plus plenty of additional new content.



WHAT'S YOUR DISPOSITION?

The rules presented over the next few pages offer new ways to build narrative-focused kill teams that specialise in a particular style of war. Each model in your kill team gains that Disposition's keyword and access to a selection of new tactics that represent their style of fighting. Perhaps you've got an elite team of headhunting Drukhari raiders. Maybe you're fielding Orks with a penchant for stealth. It could be that your T'au are experts in guerrilla warfare. There are loads of options for creating your kill team's disposition.

There are also six new missions to play through. The first five are associated with their respective dispositions (though you can use any kill teams in these missions), while the sixth, Regroup, is set in the aftermath of a disaster where your warriors must fight through the enemy to regroup with their fellows. Skirmish battles await!

DISPOSITIONS

In narrative play games, you can select a Disposition for your kill team. Once you have determined the narrative of your kill team, select the Disposition that you feel is most appropriate to their way of waging war. If you have a command roster, record which Disposition you have selected. Every model in your kill team gains that Disposition's keyword and access to unique Tactics. Note that no kill team can have more than one Disposition, and models from your

kill team that are shaken or out of action cannot be selected as the target of Disposition Tactics. The Dispositions available for your kill team are as follows:

- **FEROCIOUS**
- **GUERRILLA**
- **HEADHUNTER**
- **DREAD**
- **COVERT**

FEROCIOUS

Some bands of warriors are borne into battle upon a flood tide of their own aggression and fury. Not for these reaving berserkers the cautious advance or subtle manoeuvre; they hurl themselves headlong towards the foe, their battle cries ringing across the battlefield, their blades brandished ready for the slaughter.

Though the missions undertaken by kill teams are often subtle or delicate in nature, the strategies and tactics employed by those undertaking them are not always thus. There are many warring factions in the 41st Millennium who – whether through warrior bravado, natural instinct or unholy fervour – think and fight in violently straight lines. Their attack is furious and unrelenting, their drive to charge into close quarters with the foe overwhelming. Against such a berserk onslaught, it is all the enemy can do to stand their ground without fleeing in terror. Once blades start to flash in the half-light, once blood sprays high and dismembered bodies thud to the ground all around, even that sliver of resistance quickly crumbles.

Amongst the Imperial ranks, such names as the Flesh Tearers, the Space Wolves or the Black Templars are redolent with inherent bloodlust. They are not alone, of course – Astra Militarum regiments such as the Karnak Skull-Takers and Orders such as the Bloody Rose are equally known for their zealous brutality in battle. Amongst the ranks of their heretic foes it is the worshippers of the Blood God who best embody these savage doctrines. World Eaters, Khorne Berzerkers and the daemons of that warlike god all fight with naked ferocity that leaves the battlefield a bloody abattoir in their wake. Many are the xenos races, also, that exhibit such savagery; Drukhari Wyches, ravaging Tyranid bio-beasts and belligerently aggressive Orks all fight best when they have their victims within range of blade, fang and mailed fist.

BLOODLUST

Ferocious Tactic

Use this Tactic when consolidating with a **FEROCIOUS** model from your kill team. Until the end of the phase, when that model consolidates, you can move it up to 6" instead of up to 3".

1 COMMAND POINT

HEAVY BLOW

Ferocious Tactic

Use this Tactic when you pick a **FEROCIOUS** model from your kill team to fight in the Fight phase. Until the end of the phase, improve the Armour Penetration characteristic of melee weapons that model is armed with by 1 (e.g. AP -1 becomes AP -2).

1 COMMAND POINT

MANIA

Ferocious Tactic

Use this Tactic at the end of a Fight sequence in which a **FEROCIOUS** model from your kill team takes an enemy model out of action. So long as that model is within 1" of an enemy model, it can immediately fight again.

1 COMMAND POINT

GUERRILLA

Sudden and violent attacks synchronised for maximum disruption can shatter the most prepared of defences. Convoys of precious resources or evacuees are especially vulnerable as they traverse the loneliest of routes, hoping to avoid detection. Striking fast, withdrawing and striking again, fluid and mobile warriors can dissect and bleed such positions dry.

The wise commander never underestimates the demoralising effect of unforeseen destruction from multiple angles, followed by a swift extraction. Those kill teams versed in such coordinated tactics work as a well-oiled entity. They anticipate each other's moves several steps ahead, ensuring the enemy never fully regain their balance after the initial shocking attack. Gunfire erupts from one quarter, grenade explosions from another, the enemy stumbling from cover to cover as crossfire from several sources shatter their cohesion. Piecemeal destruction hides their true strength, and misinformation is yet another weapon in these kill teams' arsenals. Where the enemy manage to muster a determined counter-attack, these fighters fall back in pre-arranged patterns, luring their pursuing foes into deadly ambushes.

The seamless coordination required by these tactics means that bonded kill teams of the T'au Empire excel in these roles. The instinctive predatory intelligence of the Tyranids and the stratagems perfected by the Adeptus Astartes of the Raven Guard Chapter also make them masters of this hit-and-run style of warfare, striking from the shadows before feigning retreat. Yet many factions have specialist corps who embody these kinds of attacks; raiders of the Adeptus Mechanicus converge on enemy positions along divine parabola beyond the flesh-bound minds of their foes, while the Thousand Sons and Asuryani weave complex tapestries of attacks that confuse and isolate the weak.

FEIGNED RETREAT

Guerrilla Tactic

Use this Tactic when you Fall Back with a **GUERRILLA** model from your kill team in the Movement phase. That model can shoot later in that battle round.

1 COMMAND POINT

COORDINATED ATTACK

Guerrilla Tactic

Use this Tactic after a **GUERRILLA** model from your kill team has resolved all of its attacks against one enemy model in the Shooting phase. Until the end of the phase, re-roll hit rolls of 1 for attacks made with ranged weapons by other **GUERRILLA** models in your kill team that target that enemy model.

1 COMMAND POINT

RAIDER

Guerrilla Tactic

Use this Tactic when you pick a **GUERRILLA** model from your kill team to fight with. For that fight sequence, that model can pile in and consolidate in any direction, rather than having to end the move closer to the nearest enemy model.

1 COMMAND POINT

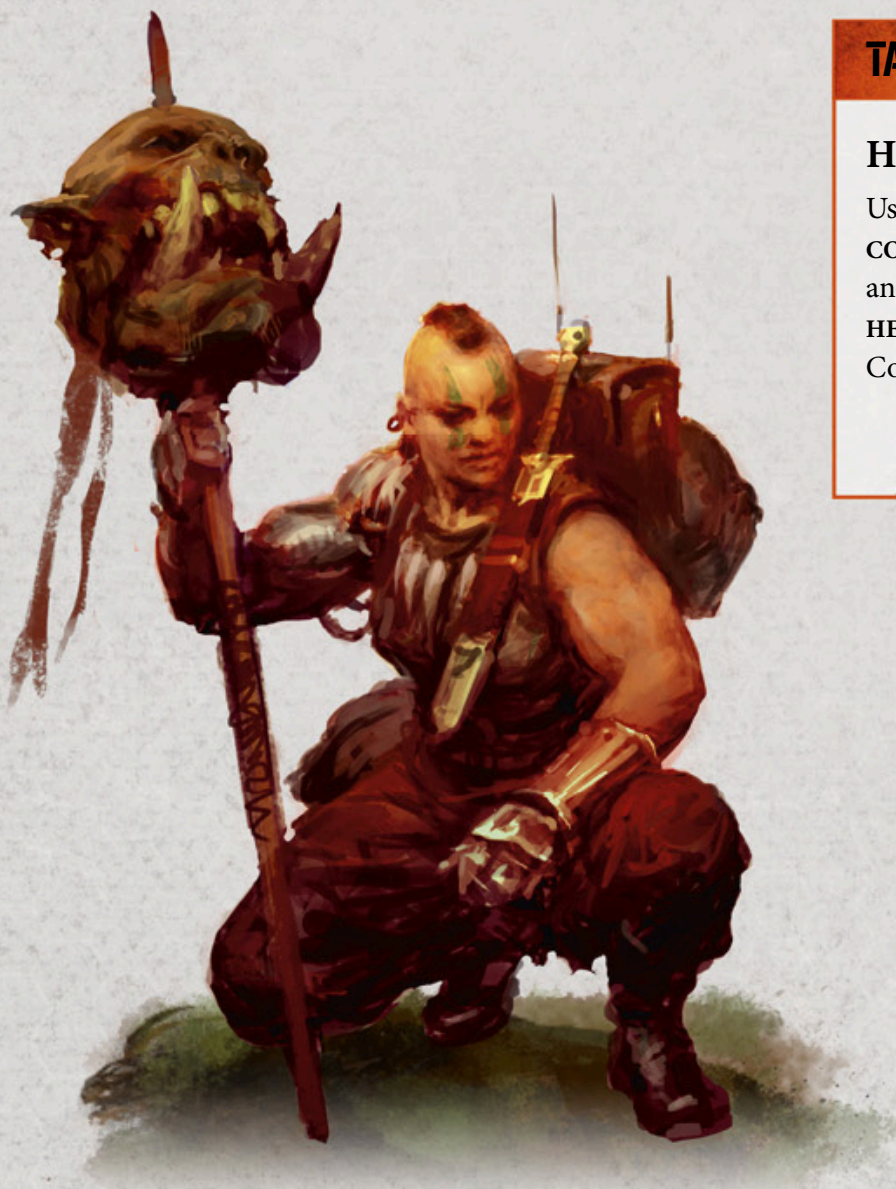


HEADHUNTERS

Victory in battle does not always stem from main force of arms. The brutal and direct route is often the most costly, while a single act of carefully directed murder can – in the right circumstances – unleash devastation more spectacular and devastating than an army's worth of firepower. Warriors skilled in such subtle arts are deadly indeed.

A common assignment for kill teams of almost every race is the elimination of some key enemy figure. Perhaps a charismatic demagogue forms the focus of the enemy's unshakeable faith, and that religious conviction is allowing them to hold firm long after their defences should surely have collapsed. Perhaps an enemy spy has seized vital secrets, secrets that – should they be allowed to return with them to their masters – could spell catastrophe on a system-wide scale. Perhaps it is as simple as eliminating the foe's most gifted general, so that their strategies might come undone and their armies be outmanoeuvred. In such scenarios, the crack of a sniper round punching through flesh and bone, or the spatter of gore as an assassin's knife drags a ragged wound across the target's throat, can lead to victory across entire war fronts.

Almost every warring faction in the galaxy employs warriors best suited to assassination and subterfuge. Even the belligerently unsubtle Orks can send mobs of slinking Kommandos to hunt down such valuable prey in their own sanctums; specialist combatants such as the terrifying Drukhari Mandrakes, the Eliminators of the Adeptus Astartes and the cloaked Stealth Suit Teams of the T'au Empire are renowned for their abilities to sow mayhem and murder behind enemy lines.



CRITICAL HIT

Headhunter Tactic

Use this Tactic after a saving throw is failed as a result of an attack made by a **HEADHUNTER** model from your kill team. Increase the damage inflicted as a result of that attack by 1.

1 COMMAND POINT

THE HIDDEN BLADE

Headhunter Tactic

Use this Tactic when you pick a **HEADHUNTER** model from your kill team to fight with in the Fight phase. Until the end of the phase, that model can only make a single attack with one weapon, but on an unmodified wound roll of 4+, that attack inflicts one mortal wound in addition to any normal damage.

1 COMMAND POINT

TARGET ELIMINATED

Headhunter Tactic

Use this Tactic after an enemy **Leader** or **COMMANDER** is taken out of action as a result of an attack made or psychic power manifested by a **HEADHUNTER** model from your kill team. Gain D3 Command Points.

1 COMMAND POINT

DREAD

Even the most stalwart warriors are not above a little wartime superstition. Battlefields breed tales of horror and atrocity, and those who perpetrate such deeds take on an almost supernatural aura of terror as gruesome tales of them are told and retold in frightened whispers. For such predatory killers, such fear becomes their deadliest weapon.

Monsters stalk the smoke and shadow of the battlefield, monsters in the guise of soldiers. Roaming the killing fields of no-man's land or slipping through the alleys and crumbling ruins of bombed-out cities, these kill teams single out their victims with merciless cruelty. They prey upon the weak and fearful, or else make examples of those who are strong so that the terror of their downfall spreads like a plague through those who are not. More than simply killing their enemies, they ruin them, gut them, spear their victims' severed heads upon spikes and drape their entrails from their own battlements. It is the aim of these merciless killers to cause such despair amongst the enemy that when their killing strike comes, none possess the courage to prevent it.

Many amongst the ranks of the Heretic Astartes excel in such tactics, the Night Lords chief amongst them. The

Drukhari, the Tyranids and the Necrons all have their own masters of fear and torment that they can unleash upon the foe. Yet it does not require a monstrous appearance to spread dread amongst the enemy, only a sufficiently terrible will to do that which the foe will not. Even amongst the Astra Militarum and T'au Empire there are those soldiers feared almost as much by their comrades as by their enemies, those whose deeds go down in infamy and whose campaigns of terror change the fates of worlds.

FEAR

Dread Tactic

Use this Tactic at the start of the take Nerve tests step of the Morale phase. Pick one **DREAD** model from your kill team. Until the end of the phase, opponents must roll one additional D6 and select the highest when taking Nerve tests for their models whilst they are within 6" of that model.

1 COMMAND POINT

NO ESCAPE

Dread Tactic

Use this Tactic when an opponent picks an enemy model within 1" of a **DREAD** model from your kill team to Fall Back. Until the end of the phase, that enemy model, and all other enemy models within 1" of your model, can only Fall Back on a D6 roll of 5+.

1 COMMAND POINT

REAPER

Dread Tactic

Use this Tactic when an enemy model that is shaken or has one or more flesh wounds is reduced to 0 wounds as a result of an attack made or psychic power manifested by a **DREAD** model from your kill team. That enemy model is taken out of action (do not make an Injury roll).

1 COMMAND POINT



COVERT

The deadliest blade is the one whose victim never sees it coming. A single well-placed shot can end an enemy's advance more swiftly than a lance of Imperial Knights. The best way to ensure the success of a given mission is to remain unseen until the time to strike is at hand. It is by these principles that many kill teams operate, stalking the shadows to outmanoeuvre and encircle their foes.

Even when no foes are in sight, it is only the foolhardy who lower their defences. Concealed kill teams prowl along the fringes of enemy encampments or follow silently in the footsteps of roving patrols, biding their time, waiting for their foe to expose a weakness. The twisted scrap of millennia-old battlefields and the tangled growth of death-world jungles provide ample cover in which these hunters can hide as they patiently observe their prey. When at last they do attack, the violence they unleash is swift and precise. Such a kill team is capable of eliminating its designated targets before any degree of resistance can be mustered, and as they fade back into their surroundings will often take

the bloody corpses of those they have slain with them, leaving no trace of their presence.

The Tempestus Scions of the 54th Psian Jakals are rightly feared for their covert elimination operations, and they are the presumed cause of countless Aeldari disappearing without trace. Without warning, broods of Tyranid Raveners burst up from blood-soaked soil and launch themselves at their prey before dragging the mangled and lifeless biomatter back underground. Similarly, Necron Flayed Ones emerge from their interstitial sub-dimension to slake their thirst for death and vanish without a trace once the slaughter is over.

HIDDEN HUNTER

Covert Tactic

Use this Tactic when you pick a COVERT model from your kill team to shoot with in the Shooting phase. Until the end of the phase, if the firing model is obscured from the target, ignore all negative modifiers to hit rolls and Injury rolls for attacks made by that model against that target.

1 COMMAND POINT

CONCEAL

Covert Tactic

Use this Tactic at the start of the Shooting phase. Pick one COVERT model from your kill team that is more than 8" from any enemy models. Until the end of the phase, that model cannot be chosen to shoot, but counts as obscured; if it would already count as being obscured, it counts as being at long range as well.

1 COMMAND POINT

AMBUSH

Covert Tactic

Use this Tactic when you pick an enemy model as the target of a charge for a COVERT model from your kill team. If the charging model is obscured from that enemy model, that enemy model cannot React to that charge.

1 COMMAND POINT



NARRATIVE PLAY MISSION

BLOODBATH

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster.

THE BATTLEFIELD

Create the battlefield and set up terrain.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

The players roll off, and the winner chooses their deployment zone. Their opponent uses the other deployment zone. The players then alternate setting up models from their kill team, starting with the player that lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends immediately if all the models from one player's kill team are out of action. Otherwise at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

BLOOD FRENZY

Each time you pick a model from your kill team to move in the Movement phase, roll one D6. On a 6, that model succumbs to a blood frenzy. Whilst that model is

within 12" of enemy models, it must attempt to charge. In addition, you can re-roll charge rolls made for that model. If you could already re-roll charge rolls made for that model, instead you can re-roll charge rolls for that model and add 1 to charge rolls for that model. These effects last until the end of the battle round.

VICTORY CONDITIONS

If the battle ends because all the models from one player's kill team are out of action, their opponent wins. Otherwise, the player with the most victory points is the winner. If the players have the same number of victory points, the players draw. At the end of each battle round, each player scores 1 victory point for each of the following:

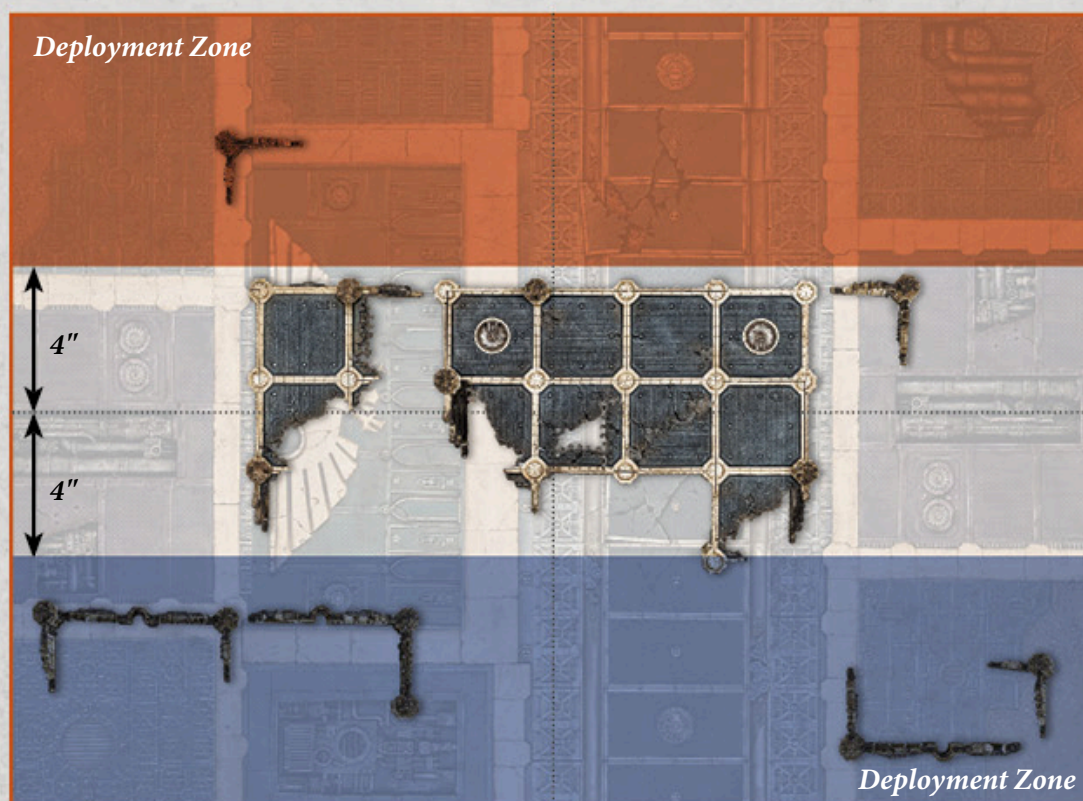
- An enemy model was taken out of action as a result of an attack made with a melee weapon by a model from your kill team
- Two or more enemy models were taken out of action as a result of an attack made with a melee weapon by a model from your kill team
- One or more models from your kill team are wholly within the enemy deployment zone
- You declared a charge with one or more models from your kill team and no models from your kill team Fell Back during this battle round

UNCONTROLLABLE BATTLE LUST

Tactic

Use this Tactic after a model from your kill team has charged. That model is subject to the Blood Frenzy rule for the rest of the battle (you do not need to roll).

1 COMMAND POINT



NARRATIVE PLAY MISSION

RAID

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster. If only one player has a GUERRILLA kill team, they are automatically the attacker. Otherwise, choose which player will be the attacker and which will be the defender. If players can't agree, roll off and the winner decides.

THE BATTLEFIELD

Create the battlefield and set up terrain. Set up one objective marker as shown in the deployment map.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up all of their models wholly within their deployment zone. They cannot set up any models in reserve and cannot use any rules that allow them to set up differently (e.g. Concealed Position). The attacker then sets up all of their models wholly within their deployment zone.

BATTLE LENGTH

At the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

SHADES IN THE DISTANCE

Whilst an attacker's model is within the attacker's deployment zone, subtract 1 from Injury rolls made for that model as a result of shooting attacks if the shooting model is more than 8" away.

VICTORY CONDITIONS

The player with the most victory points is the winner. If the players have the same number of victory points, the players draw. If the objective marker has been removed from the battlefield (see Sabotage, below), the attacker scores 2 victory points. Otherwise, the defender scores 2 victory points. In addition, at the end of the battle, each player scores 1 victory point for each of the following:

- 1 or more enemy models out of action
- A quarter or more (rounding up) of the enemy kill team's models are out of action
- Half or more (rounding up) of the enemy kill team's models are out of action
- Three quarters or more (rounding up) of the enemy kill team's models are out of action

SABOTAGE

Attacker Tactic

Use this Tactic at the end of the battle round. If the attacker controls the objective marker, remove that objective marker from the battlefield.

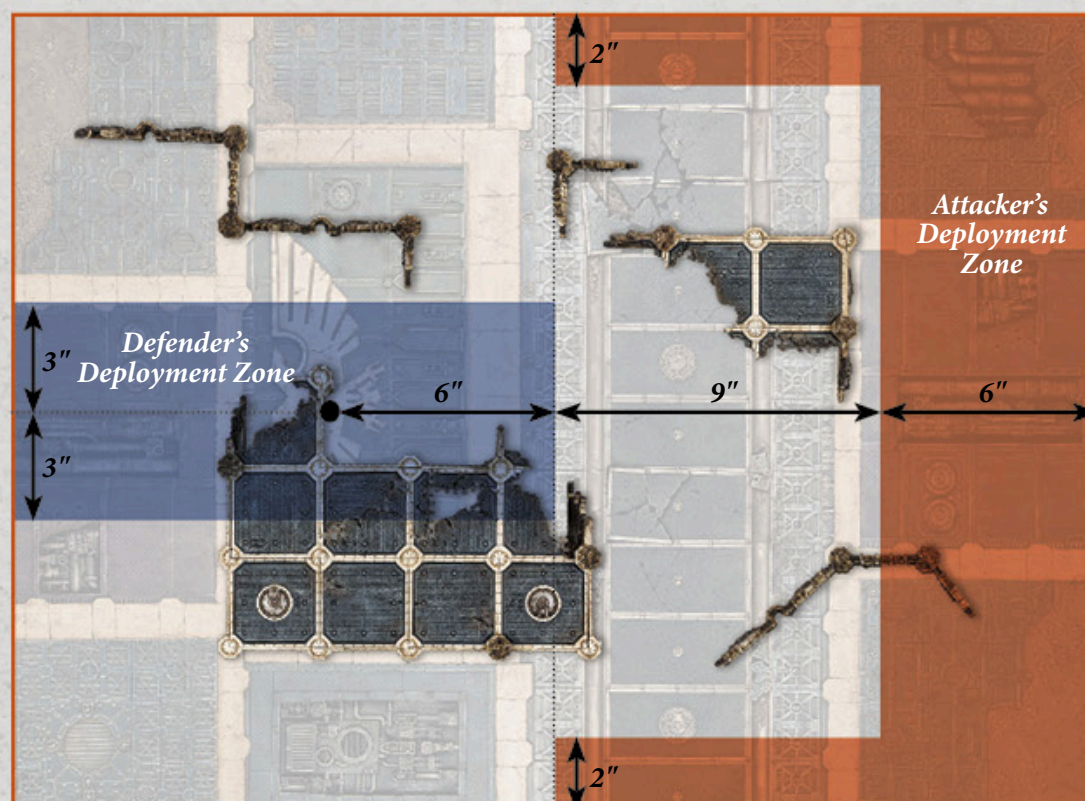
1 COMMAND POINT

RALLY

Defender Tactic

Use this Tactic at the end of the Morale phase. Select one model from your kill team. That model is no longer shaken.

1 COMMAND POINT



NARRATIVE PLAY MISSION ELIMINATION

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster. If only one player has a HEADHUNTER kill team, they are automatically the attacker. Otherwise, choose which player will be the attacker and which will be the defender. If players can't agree, roll off and the winner decides.

THE BATTLEFIELD

Create the battlefield and set up terrain. There should be a concentration of terrain in the defender's deployment zone to represent a defensible position set up in such a way that it would block line of sight to some areas of the battlefield. There should then be terrain spread across the battlefield for the attacker to launch their offense from.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up all of their models wholly within their deployment zone. They cannot set up any models in reserve and cannot use any rules that allow them to set up differently (e.g. Concealed Position). After they have set up their models, they must nominate one model from their kill team to be the Mark. The attacker then sets up all of their models wholly within their deployment zone.

BATTLE LENGTH

The battle ends automatically if the Mark is taken out of action. Otherwise at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the

battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

TAKE COVER

At the start of the Shooting phase, the defender can declare that the Mark will Take Cover. The Mark cannot shoot during this Shooting phase, but subtract 1 from hit rolls for attacks made with ranged weapons that target the Mark if it is obscured.

VICTORY CONDITIONS

If the Mark is taken out of action during the battle, the attacker is the winner. Otherwise, the defender is the winner.

DISTRACTION

Attacker Tactic

Use this Tactic at the start of the Shooting phase. Pick one model from your kill team. That model cannot be chosen as the target for attacks until it has been chosen to shoot with or you have chosen to pass.

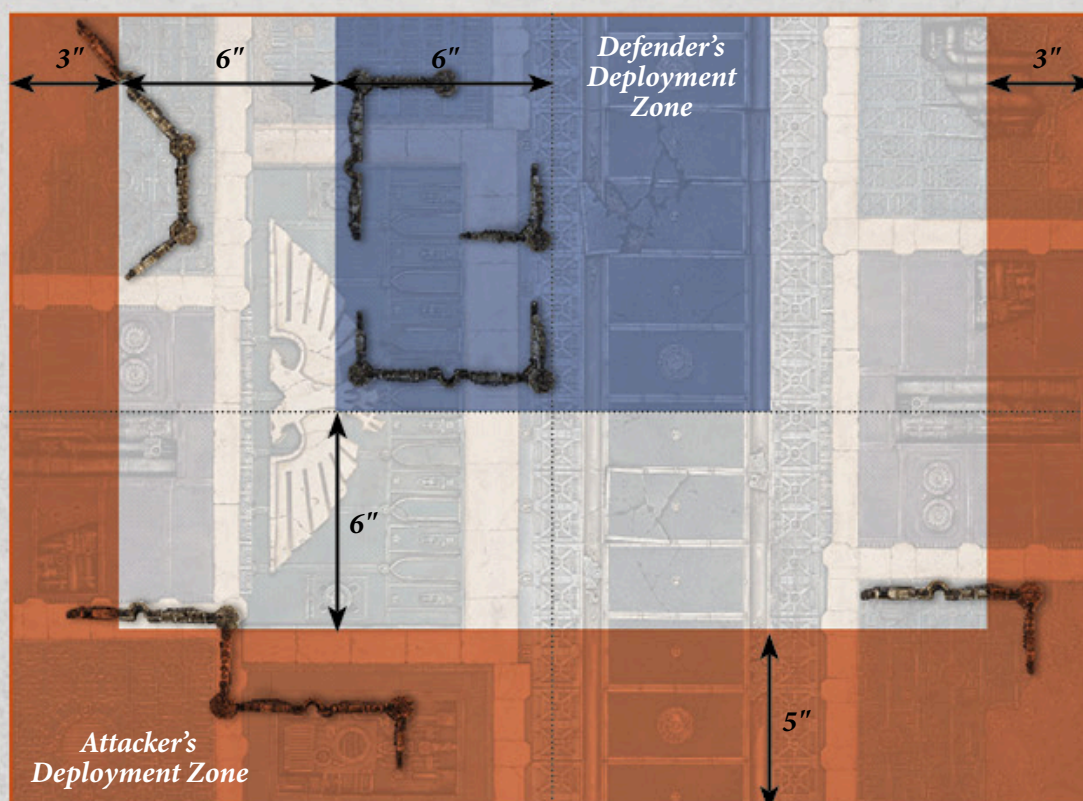
1 COMMAND POINT

STAYING LOW

Defender Tactic

Use this Tactic at the start of the Shooting phase. For the rest of the phase, enemy models cannot target the Mark unless it is the closest visible enemy model.

2 COMMAND POINTS



NARRATIVE PLAY MISSION

RAZE THEIR IDOLS

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster. If only one player has a DREAD kill team, they are automatically the attacker. Otherwise, choose which player will be the attacker and which will be the defender. If players can't agree, roll off and the winner decides.

THE BATTLEFIELD

Create the battlefield and set up three objective markers as shown on the map below. Then set up terrain across the battlefield, ensuring a fairly even spread.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

The defender sets up all of their models wholly within their deployment zone. The defender cannot set up any models in reserve, and cannot use any rules that allow them to set up differently (e.g. Concealed Position). The attacker then sets up all of their models wholly within their deployment zone.

BATTLE LENGTH

The battle ends immediately if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

DESTROY THE IDOL

At the end of each battle round, for each objective

marker the attacker controls that does not have any enemy models that are not shaken within 1" of it, roll a D6. On a 2+, that objective marker is destroyed; remove it from the battlefield.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, at the end of the battle, if the attacker has destroyed two or more objective markers, the attacker wins. Otherwise, the defender wins.

OUT OF THE DARKNESS

Attacker Tactic

Use this Tactic when a model from your kill team finishes a charge move within 1" of an enemy model and that had started that charge move obscured from that enemy model. Until the end of the turn, re-roll hit and wound rolls of 1 in the Fight phase for attacks made by that model that target that enemy model.

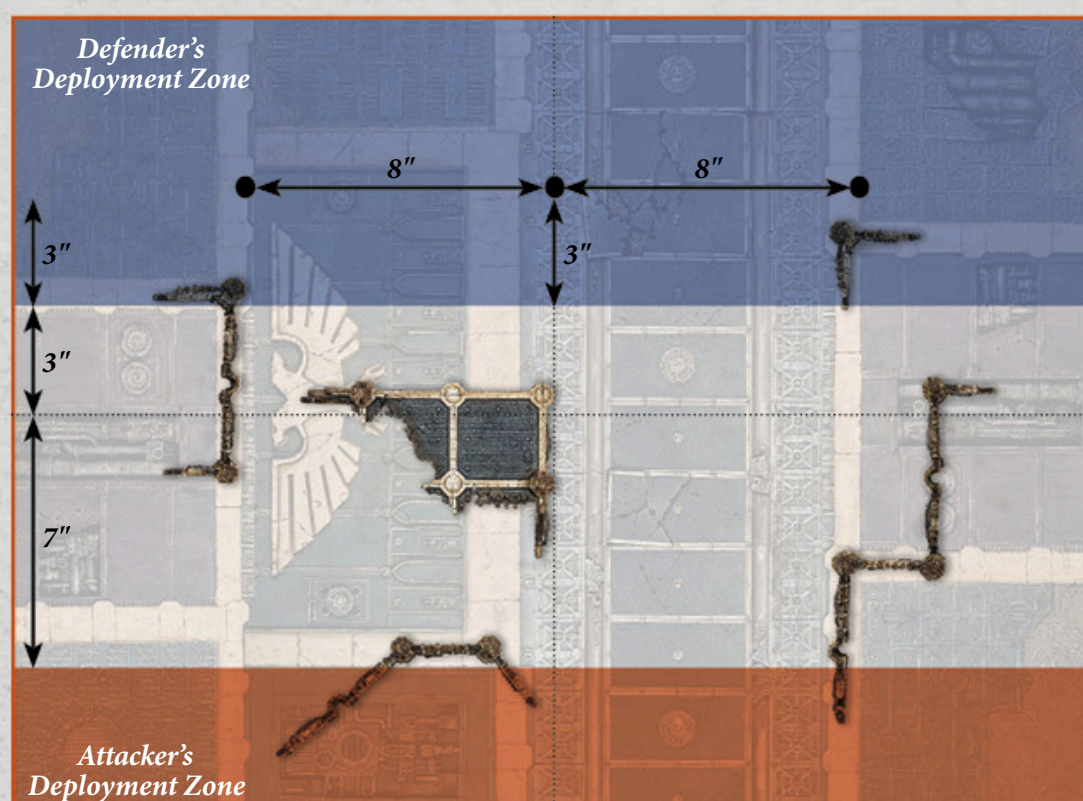
1 COMMAND POINT

SPIRITED DEFENCE

Defender Tactic

Use this Tactic at the end of the Morale phase. Select one shaken model from your kill team within 3" of an objective marker. That model is no longer shaken.

2 COMMAND POINTS



NARRATIVE PLAY MISSION

INFILTRATE

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster. If only one player has a COVERT kill team, they are automatically the attacker. Otherwise, choose which player will be the attacker and which will be the defender. If players can't agree, roll off and the winner decides.

THE BATTLEFIELD

Create the battlefield and set up one objective marker as shown on the map below. Then set up terrain across the battlefield, ensuring it is set up in such a way that the attacker's models can be obscured as they approach the objective marker.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up half their models (rounding down) wholly within their deployment zone and more than 6" from any other models (including each other). They cannot use any rules that allow them to set up differently (e.g. Concealed Position). The rest of their models, and any models that cannot be set up on the battlefield, are set up in reserve (see *Kill Team: Elites*). The attacker then sets up all of their models wholly within their deployment zone.

BATTLE LENGTH

The battle ends immediately if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player

with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

ALL IS QUIET

At the start of the first battle round, All is Quiet. The defender's models cannot do anything except make normal moves whilst All is Quiet, and cannot set up any models from reserve. All is Quiet ends under the following circumstances:

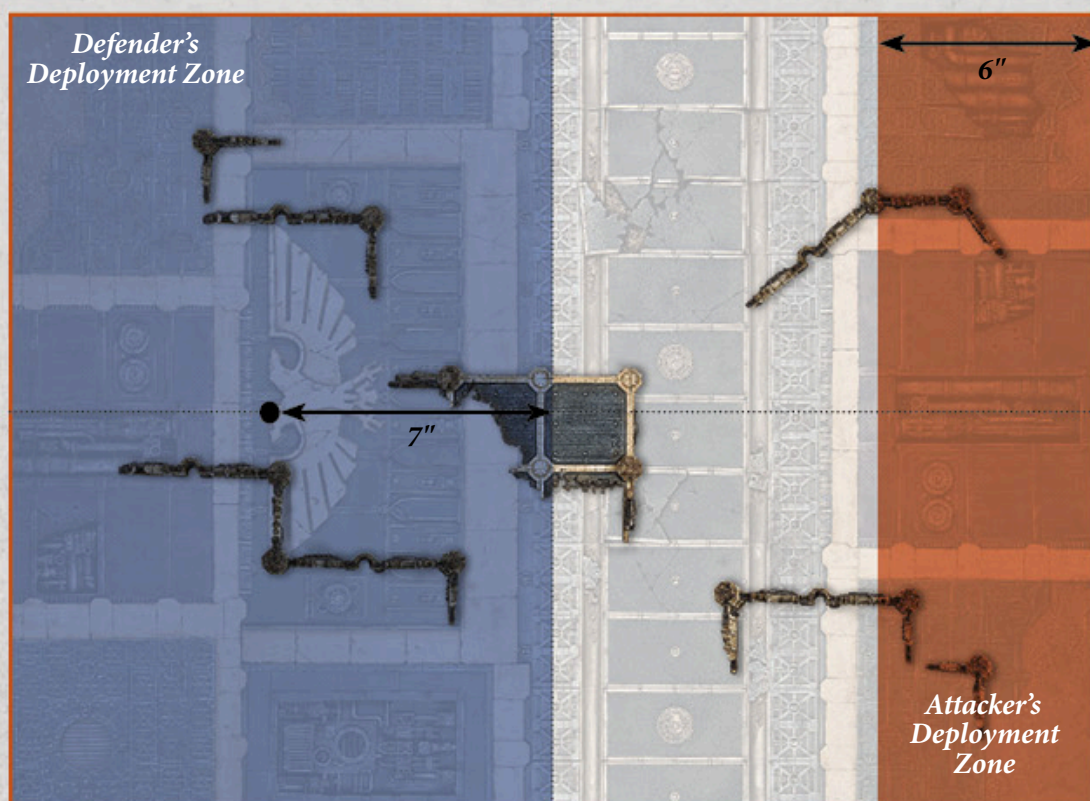
- A model from the defender's kill team is ever within 6" of a model from the attacker's kill team
- A model from the defender's kill team is ever within 9" of a model from the attacker's kill team, and the attacker's model is not obscured from the point of view of that model
- A model from the attacker's kill team attacks with a ranged weapon or manifests a psychic power
- At the end of battle round 2

ON WATCH

At the start of each Initiative phase, if All is Quiet, the defender is always the player with initiative. Whilst All is Quiet, the defender's models can only make a normal move on a D6 roll of 5+, and if they do, they can only move D6". Finally, the defender cannot use the Outflank Tactic in this battle.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, at the end of the battle, if the attacker's kill team controls the objective marker, the attacker wins. Otherwise, the defender wins.



LURK**Attacker Tactic**

Use this Tactic after an enemy model finishes any kind of move within 9" of a model from your kill team. If that model from your kill team is more than 1" from any enemy models, it can make a normal move up to 3", even if it has already moved this phase, or you can Ready it.

1 COMMAND POINT**FULL ALERT****Defender Tactic**

Use this Tactic when you set up a model from reserve. That model is Readied.

1 COMMAND POINT

NARRATIVE PLAY MISSION

REGROUP

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster.

THE BATTLEFIELD

Create the battlefield and set up terrain.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players divide the battlefield into six equal sections, as shown on the map below. The players roll off, then alternate setting up models starting with the player who lost the roll-off. To set up a model, randomly determine one battlefield section by rolling one D6. That model must be set up wholly within that section, more than 3" from any other models. If this is not possible, randomly determine another battlefield section to set up that model within. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

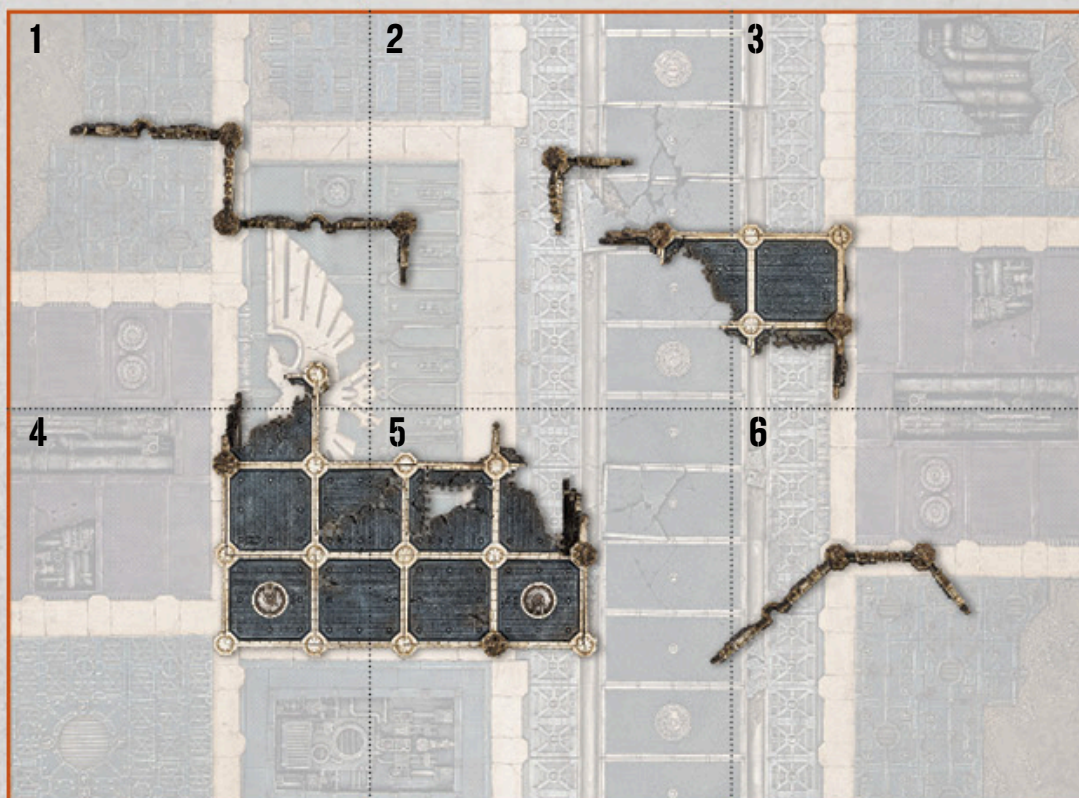
The battle ends immediately if all the models from one player's kill team are out of action. Otherwise, at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

REGROUP

To establish how many models make up a group, pick one model from your kill team more than 6" from enemy models. Then, add the number of other friendly models within 6" of that model and more than 1" from enemy models.

VICTORY CONDITIONS

If the battle ends because all the models from one player's kill team are out of action, their opponent wins. Otherwise, the player with the most victory points is the winner. If the players have the same number of victory points, the players draw. At the end of each battle round, the player with the largest group of models (see Regroup, above) scores 1 victory point. In addition, at the end of the battle, if a player's kill team is broken, their opponent scores 3 victory points.



BREAKTHROUGH**Tactic**

Use this Tactic when you pick a model from your kill team to move. Until the end of the phase, add 2" to the Move characteristic of that model, and it can move through other models and their bases.

1 COMMAND POINT**STAND TOGETHER****Tactic**

Use this Tactic when a model from your kill team is chosen as the target of a charge. Pick up to two other models from your kill team within 3" of that model. Those models Stand Together. Until the end of the phase, whenever a model that Stands Together is chosen as the target of a charge, other friendly models that Stand Together can React as if they were the target of that charge.

1 COMMAND POINT

LAST OF THE SILENT KINGS

Steeped in mystery is the saga of the Silent King. He is both the first and the last ruler of the Necron race, and he has not been seen for close to sixty million years. Now the Necron Tomb Worlds are awakening, and rumours abound of the Silent King's return ...



The android xenos race of the deathly Necrons is ruled by a rigid hierarchy. Within each dynasty is a complex web of nobility led by a phaeron. Thus has it been for millions of years, ever since they were a race of flesh and blood called the Necrontyr. Though some phaerons are subservient to another noble through conquest or treaty, most are fiercely independent, proud and autocratic. Confident in their unassailable authority, each phaeron pursues their own goals, though all share the hard-wired aim of reinstating their dynasty's power. This was not always the case, however. There was a time when the Necrons were unified under a singular will: billions of ever-living warriors, their strength spread across the entire galaxy and each unfailingly loyal to one noble – Szarekh, the Last Silent King.

THE WAR IN HEAVEN

Long before the rise of Szarekh, the Necrontyr ruled a burgeoning galactic empire. The expansion of their race saw the dynasties of the Necrontyr disperse and fracture until the Triarch could no longer fully enforce its will. Internecine conflicts escalated, and the First War of Secession began. Desperate to unify their people, the

THE TRIARCH AND THE SILENT KING

The Necrontyr's dynastic lords were themselves ruled by a council whose edicts bound the entire race. Called the Triarch, this council was made up of three phaerons, each a lord of their own dynasty, and the greatest of these was titled the Silent King. This ruler's command was law, against which disobedience meant death. By long-established tradition, the Silent King never spoke, and instead his pronouncements were made by one or both of the other two phaerons. Meanwhile, a Royal Court of lesser nobles and advisors, astrologers and physicians surrounded the Triarch. All three ruling positions were nominally hereditary – though the uncertain life spans of the Necrontyr ensured that the title of Silent King had passed from one dynasty to another many times – and by the time of Szarekh's ascension to the throne he was merely the most recent in a long line of Silent Kings drawn from his own Szarekhan Dynasty. Little could Szarekh have known that he was to be the Necrontyr's final ruler, as well as the First and Last Silent King of the Necrons.

Triarch declared war against the Old Ones: a race of nigh-immortal beings who had refused to share their secrets of longevity. So began the cataclysmic aeon-long strife known as the War in Heaven. Amnesties were offered to errant dynasties, forgiving their transgressions if they took up arms against the Old Ones. The Silent Kings of this era saw a resurgence in Necrontyr unity, but their desperation had blinded them to the Old Ones' power. The War in Heaven sprawled across the galaxy and consumed dozens of sentient races, yet in the end the Old Ones' superiority left the Necrontyr as little more than an irritant, clinging on to power in isolated haunts. This was the age in which Phaeron Szarekh became Silent King, presiding over a failing empire.

Faced with a Second War of Secession after an age of gruelling war, it fell to Szarekh and those of his generation to discover a means of strengthening their people, and find it they did – or perhaps it found them. How contact was made with the god-like C'tan may never be known, yet in them the Necrontyr found allies with which to secure victory in the War in Heaven. Approached by one of the C'tan, Szarekh granted the divine being an audience. The C'tan offered the immortality the Necrontyr had long hungered for, as well as the power to lay low the Old Ones, given freely, as from one ally to another. Szarekh, the rest of the Triarch and their court debated the being's offer for a year, during which the court astrologer, Orikan the Diviner, was the only dissenting voice. Szarekh was eventually won over by the honeyed words of the C'tan, dismissing Orikan's caution in his eagerness to heal the divisions tearing his race apart and to throw off the age-old curse of their flesh that cut short their lives. It may have been the Triarch that pronounced the Necrontyr's acceptance of the alliance, but as Silent King the decision was ultimately Szarekh's.

'They came to us as gods, and we, like fools, took them at their word. Mephet'ran the Deceiver, Aza'gorod the Nightbringer, lash'uddra the Endless Swarm; I curse their names, and the names of all their malevolent brethren.'

- from the Chronicle of Szarekh, Last of the Silent Kings

BIOTRANSFERENCE

The immortality offered by the C'tan was unveiled, and so began the process of biotransference. Colossal bio-furnaces roared day and night throughout the Necrontyr Empire. Szarekh's command was law; all Necrontyr were compelled to submit to the great boon, willingly or not. Their bodies were consumed and replaced with enduring forms of living metal. Szarekh's own metal body was far stronger than his mortal one, his thoughts swifter. Yet there was an emptiness in his new mind, a spiritual hollowness within his living metal form. He saw the C'tan clustered greedily around the bio-furnaces, watched them feast on the cast-off intangible energies and realised the monstrous betrayal he had committed against his people. Though they appeared beyond death's reach now, it was

at the cost of their souls, a price none but Szarekh had imposed on them.

Biotransference embedded further power in Szarekh's hands. A series of command protocols within the matrices that were now his mind granted the Silent King the unquestioning obedience of his people. At first, such unity felt like a blessing, though as time passed it became a heavy burden to him, the thought of governance souring into tyranny. It did, at least, allow Szarekh to seamlessly gather his plans against those he blamed most for this terrible curse: the C'tan. The Silent King bided his time, and together the C'tan and the Necrons drove the Old Ones back from one fastness to another until their power was utterly broken and the War in Heaven ended. Exhausted by their victorious efforts, the C'tan were at their weakest when Szarekh struck at them with the dynasties' cosmic hyper-technology, focusing the energies of the universe into weapons too powerful for even the C'tan to endure. Even so, millions more died – among them the other members of the Triarch – and the Necrons failed to conclusively destroy the C'tan, only shattering the star-spawn into shards and imprisoning their essences.

Though the Old Ones were defeated and the C'tan broken, Szarekh saw that the time of the Necrons was over, for now. Allies of the Old Ones had survived the War in Heaven, among them the young and vengeful Aeldari. Weakened by the fight against the C'tan, Szarekh knew the Necrons could not yet stand against them. Time was no longer his race's enemy, however, and so he commanded the establishment of vast tomb complexes. He ordered most of his race to enter a Great Sleep, to remain dormant for sixty million years while their enemies fell to dust. When the time came, they were to awaken and restore the power of the dynasties. Szarekh's last act before entering a self-imposed exile was to sever the embedded command protocols. The Necrons were bound to follow his final command, but would achieve galactic dominion as masters of their own destiny.



‘I have heard the rumours of the Silent King’s return. They are risible and unworthy of a real ruler. Creeping through the darkness, playing shadow games through puppets - no true king acts this way. And if the tales are true, then he will learn his time is long since over.’

- Imotekh the Stormlord, Phaeron of the Sautekh Dynasty

The advanced architectures of Szarekh’s artificial mind allowed him to feel every emotion of the truly living. They tormented him. He had consigned his race to an eternity of static existence, and the guilt and horror of such an act would have driven a flesh-mind mad. The Praetorians of the Triarch, their loyalty undimmed with his severance of the command protocols, bore their own shame, for their responsibility had been to ensure that the dynasties never fell. With the other members of the Triarch dead, the Silent King alone remained for them to obey. As a means of restoring their honour, Szarekh instructed them to remain vigilant over the sleeping tomb worlds, to ease their awakening and aid their defence.

The Silent King took his ship, a vast sepulchral engine, black as night and as massive as a planetoid, and set out into the depths of the intergalactic void. Perhaps out there, a measure of solace or penance could be found. With him went legions of his own Szarekhan Dynasty, entombed in stasis-crypts like their kin. Whatever he accused himself of, he was still the Silent King, a noble of peerless heritage, and it would not be fitting to go towards eternity without an entourage.

THE RETURN OF THE SILENT KING

Millions of years passed and the galaxy spun on. In the cold and tomb-dark void, Szarekh encountered the Tyranids and saw the potential of their hunger. Szarekh had harboured a hope that the Necrons could return to bodies of flesh and blood, but if the Tyranids consumed the galaxy’s biomass, that apotheosis might never happen. His duty was clear. Szarekh had no interest in preserving other civilisations. Their armies and cultures he would happily see swept aside, but he would protect their biological integrity and do everything he could to ensure the Necrons harvested it for their own ascension. They deserved no less from their king.

Szarekh returned to the galaxy to find the Tyranid threat was just one amongst many facing the awakening tomb worlds. Alien races swarmed over the Necrons’ former empire as the dynasties awakened in fitful stutters, or else had already fallen to instability. Worse, the warp seeped into the galaxy in a hundred places, the bonds that had resolutely kept it at bay for so long being loosened. In secret, the Silent King made pilgrimage from tomb world to tomb world, shielding his identity, working through unknowing Overlords and Crypteks to cultivate a new belief in their ascendancy. The Triarch Praetorians responded to his return, ready and willing to spread his influence even further. With the legions of his own dynasty at his call, Szarekh had the means to conduct large-scale campaigns, though he only fought where absolutely necessary and where complete annihilation of the foe assured his continued concealment. Perceiving the destabilisation of the galactic theatre and the manifold perils to his scattered people, Szarekh applied himself to cyclopean schemes beyond the younger races’ comprehension, intended to crush the threat they posed and allow his race to unite against the Tyranids as one. The younger races will come to understand that the fabric of cosmic reality is the Necrons’ to manipulate, and that ancient horror stalks the stars in watchful silence.

THE ANKH OF THE TRIARCH

All Necrons bear the mark of the Triarch, a brand upon their living metal skin that binds them to their race. In the 41st Millennium, the absence of the Silent King and the long years of the Great Sleep have transformed the Ankh of the Triarch into a reminder of faded glory. Some nobles still see it as the foundation of the Necron Empire, others merely as an echo of a long-dead age. However, the Ankh remains a symbol of the Necrons, and even those who have lost faith in its power still bear it on a cartouche adorning their torso. Despite cosmetic alterations, the shape of the Ankh remains unchanged, each exacting curve and line perfectly reproduced. Each dynasty also has its own glyphs, variations on the Ankh that identify its soldiers as part of a particular phaeron’s armies. These symbols are sometimes worn alongside the Ankh of the Triarch, but are usually secondary in size and placement, mirroring the ancient relationship between the phaeron and the Triarch.



PRIVATELY FUNDED DIG-SITE Z.II2, OVERSEEN BY NYATAL VERRON [OF MARGINAL CONSEQUENCE ALONGSIDE PRIMARY XENOS ARCHEOTECH SITE, INVESTIGATION TOLERATED VIA GUBERNATORIAL INFLUENCE], NORTHERN HEMISPHERE, KEVALLAX PRIME.

OVERSEER'S LOG RESUMES>>

Item 3xx.1>b[pict]: Pre-Imperial parietal art, grid R3.112/d. 'The quality of the figures, both human and giant, is surprisingly inferior. There is inconsistent limb scale between both groups, the humans with theirs raised in supplication and the giants with one raised to the sky. Consider: potential mortis cult, the giants appear to wear skeletal garments with a circular (ocular?) design on the forehead, cf. Gods' Watchers. Through poor execution or moisture degradation, it is impossible to make out whether the giants are raising fists in conquest or pointing.'

Item 3/L.3>f[pict]: Pre-Imperial parietal art, grid R3.115/t. 'Apparent depiction of execution of societal aberrants. Pouloa suggests what appears to be cranial mutation among its overseers may be an attempt at representing masks or headdresses. She points out there are none of the giants here, so are the humans perpetuating their existence? Consider: a codified legal system attributed to those mythical giants.'

Item 3x.9>Gar[pict]: Pre-Imperial parietal art, grid R3.247/a. 'A large starscape, crudely composed. Standing on planets, stars or strange polygons, two of the giants flanking a larger individual bearing the suggestion of a coronet but whose face has been erased. It's not clear if each group of three is meant to be the same trio, indicating movement from one place to another, but each iteration of the larger figure holds a different item or shape between its hands.'

Item 8xx.8>L[pict]: Pre-Imperial parietal art, grid R4-1.030/d. 'Pouloa reports significant find in the deepest grid-section. An image of the larger of the giants, the crowned one, but executed with stunning precision upon a material she can't identify. Emperor save us from students who can't analyse basic phenocrysts! Recording suspended.'

DEPARTMENTO CULPATOR
Clearance Code: *****//****
Audio Verification: CONFIRMED
++ Logged in - 12:11.01 UTC ++



[sub-ref: Logistical_Support 331.98/Kevallax. Vid capture: Triarch Praetorian. Sautekh Dynasty? Confirm?

THIS IS THE LAST RECORDING MADE BY MISTRESS VERRON ON HER EXPEDITION WE DISCREETLY FUNDED TO KEVALLAX. WE HOLD HER SHIP'S CREW, BUT ALL TRACE OF THOSE ON THE SURFACE IS GONE, MY LORD. THEIR EQUIPMENT REMAINS IN SITU AND IS NOW BEING ANALYSED FOR TRACE EVIDENCE.

YOUR SERVANT, ACOLYTE RHENAF

++ THOUGHT FOR THE DAY: THERE IS NO MERCY AMONGST THE STARS, ONLY AN ETERNITY OF WAR ++

On the Translation of Xenos 'Necron' Glyphs upon the Gorembant III Petrarch

'This passage, at its heart, is a presage, yet one I have found most vexing to parse to my own satisfaction. There are so many positive connotations: hope, restoration, prosperity, cleansing. However, they are couched in such cold and analytical linguistic constructions that my spirit is left aghast. An unnamed 'highest noble' recurs — cast variously as embittered harbinger, mournful saviour and guilty criminal — though his exact identity remains obscure. There are complications, discussed at length in Addendum IV; I fear some aspect of the technology behind the glyphs has affected me. I have had to remove my ocular implant, though some irritant remains in the bio-neural interface. Ghost images of the glyphs in new configurations blight my sleeping and waking vision. I will continue to attempt to record each iteration, for a string of causality appears to be revealing itself, and I feel sure I am on the threshold of revelation. May the God-Emperor protect me and bless these endeavours.'

DEPARTAMENTO CULPATOR
Clearance Code: *****//****
Audio Verification: CONFIRMED

++ Logged in - 18:45.02 UTC ++

I HAVE EXPRESSED MY THANKS TO THE ORDER OF THE LEXICON FOR SISTER NICA'S TRANSLATION — SUMMARY INTRODUCTION ABOVE — AND ADDED MY LAMENTATIONS FOR THE CURRENT STATE OF HER COHERENCY. I BELIEVE THE DIALOGUS WAS ON THE BRINK OF EXTRACTING SOMETHING TRULY NOTEWORTHY ABOUT THIS NOBLE'S IDENTITY FROM THE GLYPHS, YET SADLY HER INCREASINGLY IRRATIONAL SPECULATIONS DESCENDED INTO NONSENSE. THE POSSIBILITY OF THE GLYPHS ENACTING SOME CRYPTOGRAPHIC DEFENSIVE MECHANISM INTRIGUES ME.

DRAXUS

[sub-ref: Logistical_Support 341.98/Kevallax. Screen cap, ref. Sister Nica. Clearance required.]

<< Information suppressed by order of the Arch-Cryptolox >>
<< Clearance Level: Crimson >>
<< Further investigation pending >>

Information on Necron hierarchy grows by the month, and the goal of disabling their segmentum-wide cohesion grows closer. Many details support the theory of a single leader at some point in Necron history, though we can easily discount a great many rumours as deleterious to Imperial interests. Frustratingly, my recent Aeldari contact vacillates between aiding and hindering my efforts, also referring to this Necron commander in both the past and present tense. Though my psychic abilities continue to strangely strengthen, it is difficult to 'feel' these Aeldari, though as this one talks of Necrons I sometimes catch not only hatred, but an undirected dread as well, as if not even they could pinpoint its source. Perhaps they understand as I do the true threat the Necrons represent.

Draxus



THOUGHT FOR THE DAY: A MIND WITHOUT PURPOSE WILL WANDER IN DARK PLACES

Analysis of assignation between her Imperial grace, Lord Inquisitor Draxus and Xenos Contact Upsilon [663a.220v sidereal, warded cell CC.1.a].

DEPARTMENTO CULPATOR

Clearance Code: *****//*****

Audio Verification: CONFIRMED

++ Logged in - 02:24.18 UTC ++



As on previous occasions, Contact Upsilon's incarnation manifests upon the surface of the Pulach'a Salver after keeping my Lord waiting beyond the appointed hour. Psychospectral analysis commencing on rhomboid echo-patterning haloing the Aeldari prophet-witch. My Lord sullies her tongue with an Aeldari greeting to smooth the way. The usual disgust flashes over Upsilon's faceless mask.

Contact 'Cease these pointless overtures,
Upsilon: Kyria. Your mangled grunting is insulting.'

Lord 'Then let us begin. What have you
Draxus: got for me?'

Contact Upsilon appears to scan the cell's psychic wards, which frustratingly provide no impediment, and briefly looks directly into the hidden vid-recorder. Every twitch scatters the xeno's misted outline.

Draxus: 'I'm waiting.'

Upsilon: 'I have ... a story. A dream about a
 lord of the soulless ones, let us say
 <the> lord.'

Draxus: 'He was a figment of my imagination
 last time.'

Upsilon: 'Yes, and look where my answer led
 you. Your translator paid a price for
 your boldness.'

My Lord had picked up a faint warp echo as we entered the system with Sister Nica. Now we know what it was, or rather who. Keeping tabs on us, it seems.

Upsilon: 'Regardless, behold ... there was once a
 lord harbouring such lust for power
 that evil itself coalesced around him,
 into fell beings that were mirror-
 shades of his ambition. His timeless
 hate was driven into everything he
 encountered, even his own people. Yet
 it was in life's light that his enmity
 truly blossomed. Not content with

driving it from his own kingdom, he sought to excise life from the wider world. In secret, he moved beyond the horizons of the world for an age, and there he bred horrors of infinite hunger. Finally pleased with their form, he showed them the shining light of the world and unleashed them upon it, where they moved from kingdom to kingdom, devouring everything. Bereft of life, his own kingdom is safe, and he laughs while all others weep in grief.'

Draxus: 'What do you expect me to do with this
 penumbral mummer's tale?'

Contact Upsilon's features are fading, the mist dissipating.

Upsilon: 'We consider you will be able to judge
 correctly for yourself. Your people
 will mourn bitterly should you fail ...'



++ THOUGHT FOR THE DAY: THERE IS NO COWARDICE IN FAITH ++

URBAN BATTLEFIELDS

Galactic War Zones is an ongoing 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. Prepare yourself for ferocious street fighting, because we're heading for the big city.



There are billions of worlds in the Imperium, from death worlds and feral worlds to forge worlds and hive worlds. Yet arguably the most common are civilised worlds, where humans thrive and prosper, creating industrial complexes, agricultural regions and huge sprawling cities. These worlds are the ideal within the Imperium, for they are often self-sufficient and highly productive, providing raw materials and manpower to neighbouring planets and systems. Unfortunately for the Imperium, they are also prime candidates for invasion, whether for the acquisition of natural resources, the conquest of a key tactical position or some other esoteric reason. When war comes to these worlds, it's invariably the cities that bear the brunt of the fighting, the once great metropolises transformed into urban hellscape ravaged by invading armies and lit night and day by the fires of war.

VIGILUS

The war-torn world of Vigilus is one of the most hotly contested planets in the galaxy. Its many hive cities, manufacturums, and sprawling hab zones have become deadly urban battlefields where warriors from a multitude of races fight desperate close-quarters engagements amidst the ruins.



CITIES OF DEATH

Imperial cities are invariably colossal in scale. Habitation blocks stretch for miles in every direction, extending high into the sky and deep below the earth. Manufacturums are so vast they have their own weather systems, while Administratum adepts have been known to disappear in the labyrinthine corridors of their own seemingly endless departments. Ecclesiarchy chapels dominate the skyline, their towers and turrets disappearing into the smog above. When these cities are ravaged by war, they become even more unnavigable – a tangled, fire-blackened nightmare of ferrocrete rubble, twisted adamantium and pulverised bodies. Across the Imperium, hundreds of thousands of these cities come under attack every day. Some are embroiled in battles that have lasted months, years, even decades. For some, the wars will not end until the city is reduced to dust.

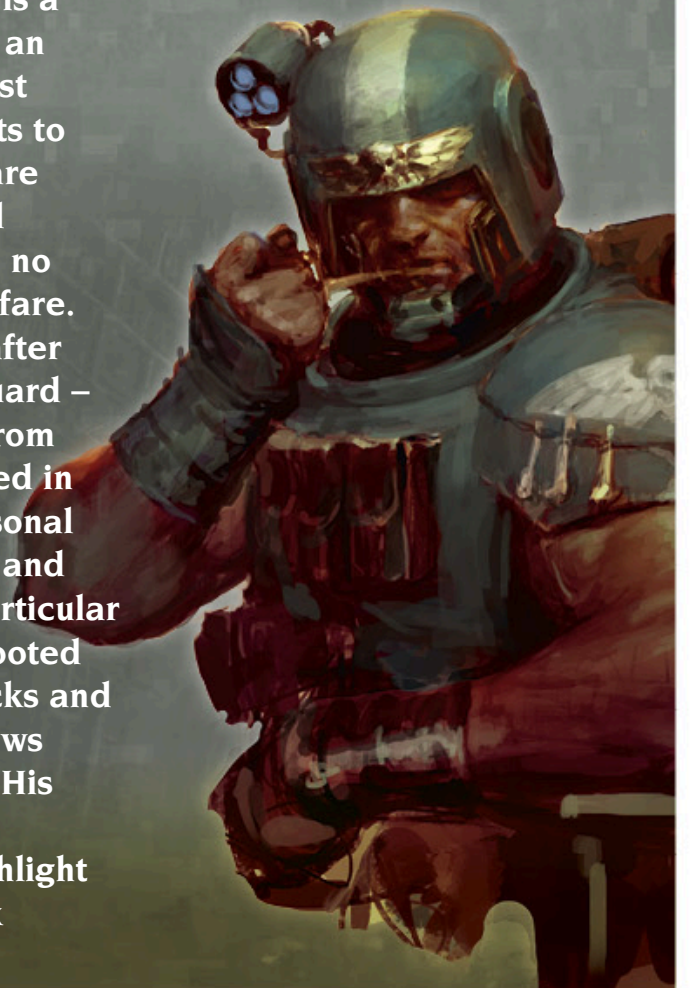
THE URBAN ELITE

So what would an army fighting in a city look like? Pragmatic races such as the T'au may re-equip their troopers for close-quarters firefights, arming their battlesuits with flamers and their Fire Warriors with Breacher equipment. Astra Militarum troopers and Genestealer Cultists are likely to scavenge off the land, upgrading their armour, vehicles and weapons with whatever they can find amidst the city's rubble. Space Marines and their heretical counterparts will no doubt be battle-scarred and bloodied, their power armour gouged and scored by close encounters in the cramped city confines. The Drukhari may change the appearance of their wargear to blend in with their surroundings, enabling them to ambush their foes. On the other hand, they may drape themselves in the flayed skin of their foes to terrify them instead.

As we all know, there are infinite ways to build and paint your models. We hope this article will provide you with some useful inspiration for how to create an urban-themed army. 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

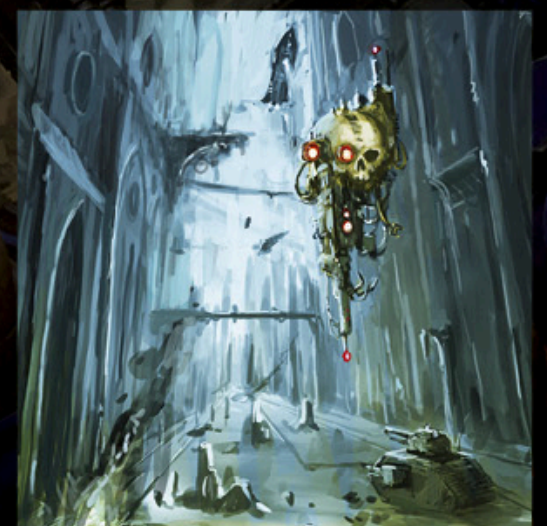
STREET-FIGHTING SPECIALISTS

This Guardsman from the Vresh Grenadiers (page 29 of *Codex: Astra Militarum*) is a great example of what an urban-warfare specialist could look like. Recruits to the Vresh Grenadiers are drawn from gang-ruled tech-slums, so they are no strangers to urban warfare. Their wargear – even after joining the Imperial Guard – is typically fashioned from scrap metal and covered in gang symbols and personal fetishes such as bones and Imperial icons. This particular trooper carries extra looted gear in the form of packs and pouches, and he eschews standard-issue gloves. His helmet has also been upgraded with a searchlight for working in the dark confines of a city.



SHADES OF CIVILISATION

Imperial cities are typically quite grey affairs, but their buildings could feasibly be any colour you like. How about sandstone walls, golden buttresses and marble floors? Opulence certainly isn't dead in the 41st Millennium. These colours could then also be used for the camouflage on your infantry and tanks, tying your miniatures to the war zone in which they are fighting.



PAINTING YOUR ARMIES

Urban camouflage can be achieved in many different ways, not to mention many different colours. Here we provide you with a few painting options for your city-fighting soldiers.

When people think of urban war zones, they typically conjure up images of big, grey Imperial cities. After all, that's how many of us paint our scenery! Remember, though, you can paint the Sector Imperialis buildings (and other kits such as the T'au Tidewall Shieldline and Aeldari Webway Gate) in any colours you like, then match your models to them. Imagine a city where the buildings are all dark blue like the battlesuit at the bottom of the page.

An important thing to consider is that you probably still want your models to stand out from the battlefield they're fighting over. Otherwise, how would you ever see them? You could try using a colour with a similar value to the terrain. A dark red, for example, could have a similar colour value (when viewed monochromatically) to grey despite the hue being different. You'd be surprised how effective this form of camouflage can be!

ULTRAMARINES LIBRARIAN

While Space Marines rarely change their heraldry, warriors of Vanguard strike forces are known to wear camouflage capes to ensure they can get into position without alerting the enemy of their whereabouts. Three similar grey tones were used on this Librarian's robes, with a blocky camouflage pattern to help break up his outline.



VASH'YA SEPT PATHFINDER

This T'au Pathfinder has adopted a dark colour scheme, which suits his role as a scout perfectly. His black-and-grey armour and fatigues match the terrain he is standing on, while his purple sept markings are almost invisible against his wargear. At night, he would be almost impossible to see.



BLOOD AXE KOMMANDO

Blood Axes are the sneakiest of all the Orks. This Nob has adorned his clothing and armour with blue-and-grey camo, using jagged lines to break up his silhouette. The cool blue tones are carried over onto other parts of the model such as the Nob's fingernails and around his eyes and complemented by his entirely unsubtle red topknot and glyph.



SA'CEA SEPT CRISIS BATTLESUIT

The T'au often change the colours of their battlesuits to match the environment in which they are fighting. The traditional colours of Sa'cea are a pale blue-grey, but this Crisis suit pilot has adopted a much darker blue-and-grey scheme to suit their urban environment. The dark, cool colour scheme is complemented by the warm orange sept markings, which act as an eye-catching spot colour on the model.



HORMAGAUNT OF HIVE FLEET HYDRA

While each Tyranid Hive Fleet has its own defining colours, they often adapt them to their surroundings. This Hormagaunt's blue-and-black carapace would suit an urban environment perfectly, while its pale, purple flesh clearly helps to identify the creature as an alien warrior.



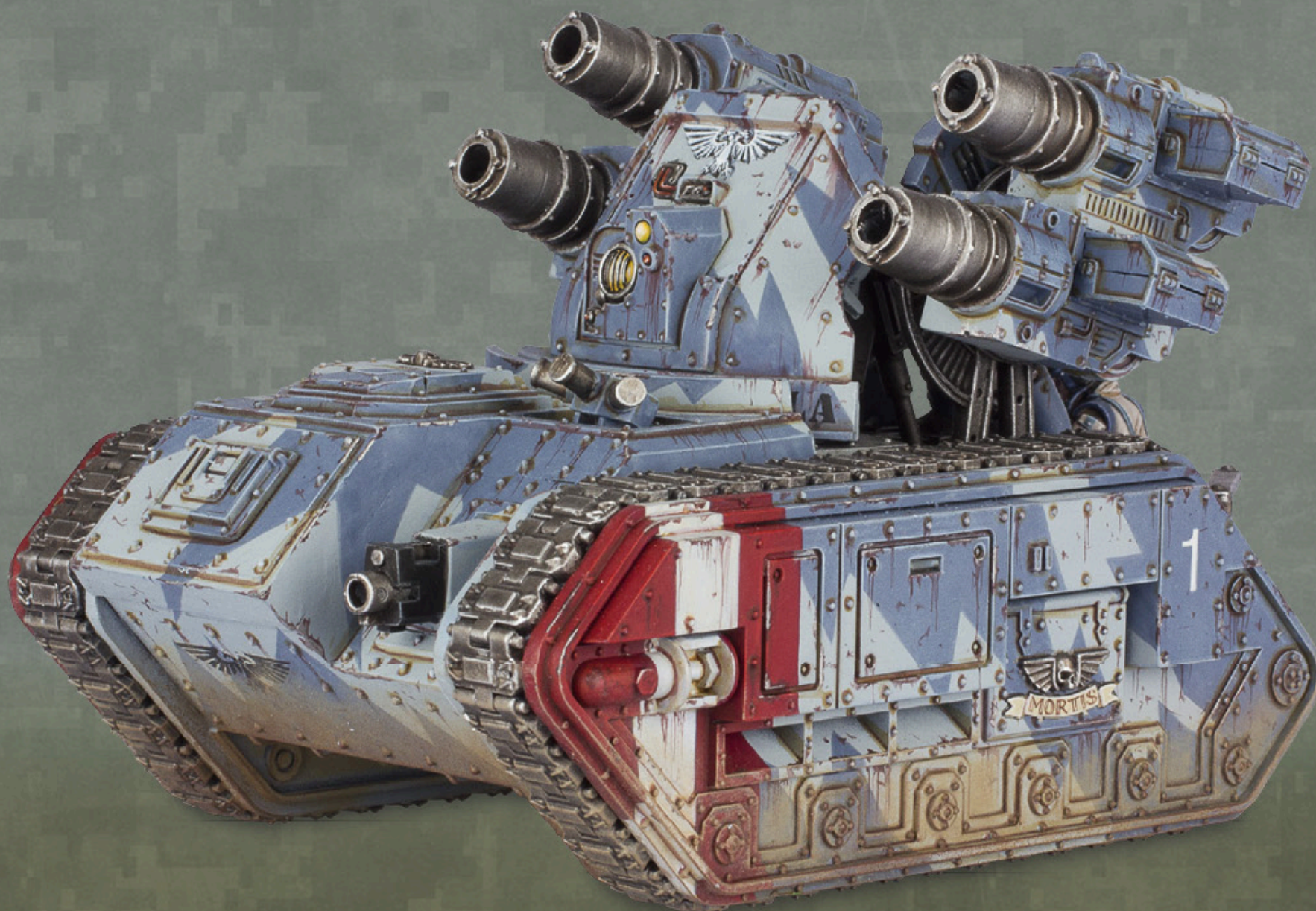
COMPANY COMMAND OF THE CADIAN 122ND – THE KASR KRAF JACKALS

Cadia was a Fortress World of the Imperium, its surface covered in vast cities each defended by a fortress-citadel known as a Kasr. These Cadians have been painted in the urban combat uniform of the Kasrs, their regiment signified by their single red shoulder pad. They have also been based on Sector imperialis bases.



WYVERN OF THE VALHALLAN 8TH ARMoured REGIMENT

While Valhallans are most commonly deployed to treacherous ice worlds, their tenaciousness and stubborn nature make them ideal combatants in urban theatres of war. This Wyvern has been painted in dazzle pattern camouflage (look it up online for more inspiration) which is designed to break up and confuse the outline of the vehicle. The squadron markings have been left in red and white for easy vehicle identification in battle.



CONVERTING YOUR MODELS

Urban war zones are the perfect inspiration for conversions, particularly when it comes to basing your miniatures. Here are some great examples of a few urban warriors from around the studio.

A good colour scheme and a few choice conversions can really help ground your army in a particular war zone. Urban warfare specialists tend to carry a lot of equipment with them, be it extra ammo, entrenching tools or demolition equipment. Andrew King's Blood Axe Kommandos are an excellent example of that, as is Paul Foulkes's crazy Battlewagon conversion over the page. It seems the Orks are geared up for urban warfare!

A well-made base is also a great way to set a model in an urban environment. Andrew Palies created a fitting base for his Techmarine, while Ant Saliba really went to town (yep, we went there) with the ruined building on his Ghostkeel's base. Over the page there are several more great examples of basing, including some White Scars Eliminators by Jon Flindall and a collection of Mechanicum war machines by Neil Roberts.

TECHMARINE BY ANDREW PALIES

Andrew Palies converted Iron Father Feirros into a Techmarine for his Emperor's Havoc Space Marines, who specialise in urban warfare. Andrew cut the Iron Hands symbol from Feirros's shoulder pad and gave the model a new head taken from a Repulsor Executioner. The model's base uses parts from the original kit, plus small off-cuts from spare scenery kits. Andrew used Forge World's Medium Earth and Dark Sand weathering powders on the model's feet.



SANCTUS BY CALUM MCPHERSON

Calum used three complementary colours on his Sanctus. The skin tone of the Sanctus is similar to the sandstone statue head, while his cape matches the grey base. His blue worker uniform is the same colour as the Soulsight Familiar.



EMPEROR'S HAVOC INFILTRATORS BY ANDREW PALIES

The Emperor's Havoc are an Imperial Fists successor Chapter created by Andrew. They are pragmatic, no-nonsense warriors who don't care for glory, only getting the job done. Because he wanted them to be urban-warfare specialists, he chose grey as the main

armour colour, with black and white for squad and company markings. Andrew then added in splashes of red to their chests, shoulder pads and knees for contrast, though as mentioned on the previous page, the red and grey are tonally quite similar, making them excellent complementary camouflage.

BLOOD AXE KOMMANDOS BY ANDREW KING

Andrew King went kitbash crazy when making his Blood Axe urban infiltrators. He combined Ork Nobs and Flash Gitz to get their bodies and arms, then added backpacks and heads from the Ork Kommando Conversion Set from Forge World. The backpacks give the Orks a properly tooled-up feel as if they're on a demolition mission, while the gas masks give them a really sinister vibe, like they're mimicking their human adversaries. Andrew painted his Orks with muted blue armour and patches of grey camouflage.



VIOR'LA SEPT GHOSTKEEL BY ANT SALIBA

Ant was inspired to paint this Ghostkeel after watching a video for tank camouflage on Warhammer TV. He built up the base using parts from the Sector Imperialis kits and painted it in similar tones to the Ghostkeel – close enough that it blends in, but different enough that the model doesn't become confusing. He used chunks of slate for the rubble.



WHITE SCARS ELIMINATORS BY JON FLINDALL

Jon used Hero Bases for his Eliminators to make them look like they are in dug-in positions. Would you believe he painted them almost entirely with Contrast paints, too?



BLOOD AXE BATTLEWAGON BY PAUL FOULKES

If you've read the last few Galactic War Zones articles, you'll know that Paul has been converting Tauroxes to have wheels. Well, now you know where the tracks have gone! This Battlewagon, known as Da Building Busta, has been modified by Blood Axe Kommandos for demolishing and scaling buildings. First there's the

wrecking ball, which Paul made from Green Stuff before wedging in all manner of detritus (including a rokkit) to make it extra killy (and explosive). The scaling ladder at the back was taken from a Sector Mechanicus building kit, with a regular Trukk ladder welded to the end. It should enable the embarked Boyz to get into a building in no time.



MECHANICUM ROBOTS BY NEIL ROBERTS

Forge World miniatures designer Neil Roberts loves constructing elaborate bases for his miniatures, including for his Horus Heresy Mechanicum force. We asked him how he went about making them.

Neil: Bases are a really important factor for me when it comes to making and painting miniatures. I like to make them into little dioramas, really setting the models in the worlds they're fighting in, with bits of ruined building, dead enemies, barrels, girders and skulls all over them. My rule of thumb is that their complexity should be proportional to the value of the miniatures. So an army commander or something large like a Knight could have a

really elaborate base, whereas a regular Guardsman may just get a little bit of rubble. I start by constructing the largest elements of the base such as ruined buildings or dead enemies, then gradually build them up with detritus and rubble. The rubble is actually made from a smashed-up red brick stuck down with plenty of PVA glue. I also use plenty of weathering powders to help blend the models into their surroundings.





From the maelstrom of a sundered world the Eight Realms were born. And with their birth began a war to claim them. This issue: skyborne battles, mighty warlords and a bone-crunching Battle Report.





LOOK TO THE SKIES!

Turn to page 48 for the second part of Skies of Slaughter – an aerial combat game set in the Age of Sigmar. Plus, a short story on page 44!



DESTROY THE NEXUS

Starting on page 76, Jes Bickham's Ossiararch Bonereapers take on Phil Kelly's Ogor Mawtribe in a Battle Report. But will bone or brawn prevail?



RED PROSPECTS

Captain Gronki Klarruz of the Kharadron Ironclad, Skythane, has found a skyvessel to salvage. Unfortunately for Gronki, the mystery of its demise becomes only too apparent in this short story by Jordan Green. To the victor, the spoils!

The second ship hung above the first's grave. Great endrin-turbines droned, the dull auric gleam of a Chamonic morning glinting from the ancestral figurehead mounted to the vessel's prow. Searchlights panned through cloud banks thick enough to obscure the surrounding mountain peaks, tracked in turn by gatling repeaters, aetheric blast-carbines and a great barbed skyhook. Amidst the mountainous peaks the vessel was a veritable floating fortress. It was a testament in iron to the skill of its makers.

And even then, it still might not be enough.

Those thoughts were not merely a skyfarer's superstitions at play, mused Captain Gronki Klarruz. They weren't even the result of commendable duardin caution. No, these doubts were made manifest as he peered over the railing mounted to the *Skythane's* decking and observed the wreckage below. That vessel, the *Valayathrund* of Barak-Thryng, had been a worthy ship in its own right – for all the good that had done it. The Ironclad's carcass was torn open across the mountainside like the aftermath of a Vulcharc's feeding frenzy, the sundered metal already vanishing under the iron-flecked snow. The few corpses that the crew of the *Skythane* had recovered from the wreck were barely identifiable as duardin. Or, indeed, as anything that had once lived.

As he watched Skyrigger teams pick through the wreckage, occasionally hauling out dented containers or kegs of duardin-brewed ale, Gronki reflected that the *Skythane* was hardly a flawless jewel of the heavens, either. The colours of Barak-Zilfin still daubed its flanks proudly, but time had wrought its scars on the Ironclad. Hastily repaired rents and bullet holes vied for space upon the vessel's hull alongside the aftermath of gouging claw strikes and blasts of warped lightning.

It wasn't as if he himself was in much better shape, thought the captain with a grim chuckle. One of his legs ended just beneath the knee, replaced with a steel prosthetic that constantly set the surrounding flesh itching. His Arkanaut plate was covered in shrapnel scars and burn marks. A rattling wheeze that periodically escaped his respirator mask was the last gift from a trilling beastman's lucky spear thrust.

Better the mask than the flesh, though. After all, such was what the sky war demanded. It was not one conflict, but a

constant struggle against all who would challenge the Kharadron's continued dominance of the air. Scars were a small price to pay for triumph. *To the victor, the spoils*, as the old saying went.

'*Grotkaz*,' was how Baradum greeted the captain. Gronki heard the Navigator approach before seeing him; the report of his zephyrscope's pommel striking the decking was a steady, bass thumping sound. With a curt nod of greeting, Baradum drew up alongside the captain. One of his helm's cold blue lenses erratically flickered and sparked – another of the sky war's legacies.

'Grot work,' the Navigator repeated as he studied the wreck of the *Valayathrund*. 'That's what I'd say from a glance, Cap'n. This looks like the Scuttlers. There's a malice to this. They've got the spite for it.'

'The *groti* wouldn't leave such a haul behind,' said Gronki with a shake of the head. 'Neither would the *thagorakki*, before you pin this on them. Besides ... I'd like to think that our brothers would have shot down at least one of their number.'

The two duardin shared a chuckle as the wind whistled around them, slipping like frosty claws over their battered armour. It wasn't so much that Gronki's joke was particularly funny. But the two were veteran Arkanauts, and they'd sailed alongside one another for a long time. It had given the pair an appreciation for each other's quirks.

'The sky-cults, then,' Baradum said. 'Those damnable sorcerers are cunning enough for it. And their pet beasts would thrill in getting to carve one of our vessels apart.'

'It's possible,' Gronki conceded as he drummed a finger upon the railing. In the distance a pair of Gunhaulers drifted, covering the *Skythane's* flanks. It was easier to track the smaller vessels through the motion of their lights than their outlines, so thick was the fog. 'But I doubt it. There's no obvious magical residue. And look, that cut across the prow. That was done in one strike. A beastkin couldn't have done that.'

'Harkraken shoal?'

'Again, it's possible. No blood splatter, through, and it doesn't look like there's been any consumption of the remains. I don't know, Baradum.'

There was an alternative explanation, of course. Gronki didn't bring it up if only to avoid an argument. Baradum was fiercely logical, concerned primarily with the scientific and the tangible, a product of Barak-Zilfin's renowned Nav-League academies. He might have been brought to believe that something was amiss. All knew that the old foes – the daemons, the *Bogavarf* that had driven the ancient duardin from their karaks – were real enough. That did not mean that the Navigator would not search for more immediately rational solutions where he could, preferring to direct his suspicion towards grots and ratmen and aetherstorms.

That did not mean that Gronki would not keep a more open mind.

'Mister Ranagsson,' the captain called out, turning his gaze to the heavily armoured duardin standing a short way down the *Skythane's* deck. 'Have you any opinion to offer on our situation?'

Unlike the rest of the *Skythane's* crew, the armour of Kragi Ranagsson and his Grundstok contractors was a deep obsidian. Gronki knew little of the so-called 'black marines'. They were a relatively recent innovation, a cross-skyport corps established to combat the more insubstantial foes that now plagued the high airs. Ranagsson's wargear was outfitted with all manner of esoteric modifications, runes of unknown provenance glowing amongst the dials and crackling power sources mounted to the firearms.

'There be a fell wind blowing, Cap'n Klarruz,' the Gunnery Sergeant reported, eyes scanning the upper altitudes. Ranagsson's armour was criss-crossed with paraphernalia intended to ward off ill fortune; Gronki had permitted it on account of the Thunderers technically constituting a separate entity to his own crew. That, and he wasn't sure he disagreed with the precautions. 'We shouldn't linger.'

Amongst the fog, Gronki thought he saw something move. It was vast and dark, a shadow amongst shadows. Yet no sooner did the captain try to focus on it that it was gone. His eyes searched the gloom but found nothing. Perhaps it really had been nothing – just a simple manifestation of his unease.

Baradum seemed to have missed it altogether. His attention remained on Ranagsson. 'Artycle 7, Point 4, Subsection B,' the Navigator said with a sudden vehemence that surprised Gronki. "In the case of shipwrecks, a ship, its cargo, or other property can be claimed. The recoverer of another's ship or cargo after peril or loss upon the high airs is entitled to a reward commensurate with the value of the property so saved." Not to mention Point 5; "Any untended barrel of ale or strong liquor may be considered salvage."

'Oh, so you're a code-wright now?' The Gunnery Sergeant snapped, curling a fist. 'Then consider Artycle 2, Point 1. "An act that does not make profit or lead to eventual profit is not worth doing." It'll be difficult for us to collect our earnings should we share the *Valayathrund's* fate.'

Gronki was about to remind them of Artycle 4, Point 1 – "Every ship-hand is to obey orders without question." – when a thought gave him pause. He couldn't speak to Ranagsson's temperament, but it was unlike Baradum to let his emotions slip their leash. A sudden sharp pain in his right hand saw the captain retract it from the rail with a gasp; the metal palisade glowed white hot, in some places even beginning to soften under the heat. Across the deck of the *Skythane*, other Arkanauts were finding the same, recoiling in surprise. The air was growing thick and hot, far hotter than the weather conditions would suggest. Their every breath was laced with the charcoal-smoke tang of cinder and wrath. The captain looked up sharply to his two companions. They each stared back at him in equal, alarmed bemusement.

Their questions were forestalled as a bellow of primal fury rocked the skies.



From out of the fog, a colossal whip lashed at one of the Gunhaulers. It wrapped around the sky-ship, wicked barbs tearing through the hull with ease. Then, the whip tightened. The Gunhailer cracked down the middle with a sickening crunch, one of the aether-turbines detonating in a blast of light and noise. Two stocky corpses tumbled away from the wreck as the whip retracted with an air-splitting crack, and the rest of the monster emerged.

It was huge. Its flesh was a thickly muscled crimson, the membrane of its wings as underworld-dark as the armour it wore. In one hand it bore the whip, in the other an axe that glowed with jagged runes. It was that weapon, Gronki knew, that had sundered the *Valayathrund*. It was difficult to look at the creature directly. A caustic heat-haze rippled around it, and whenever the duardin attempted to focus on the roaring daemon-king, a hot rush of anger flooded to his temples and filled his mind with violent urges.

The second Gunhailer fared better than the first. Despite the perverse wrongness of the foe, it at least provided a fine target to aim at. The nimble skyvessel banked hard and manoeuvred behind the creature, aether-turbines burning hot. A skycannon's distinctive boom echoed, drawing the daemon after it with a bellow of fury.

The Gunhailer had sacrificed itself to give the Ironclad and Skyriggers still below time to evacuate. Gronki wished he could have honoured that sacrifice, but other problems presented themselves. The clouds bubbled and parted,



revealing mountains that now – to Gronki's horror – could be seen to resemble some great rune of the dark gods writ large. From around those peaks swarmed more daemons. These were smaller than their infernal master, a nightmare parade of leering gargoyles, oscillating sky-rays and floating chunks of amorphous flesh. The daemons struck the deck of the *Skythane* with mindless fury. They surged forth, overwhelming the nearest crew members through sheer speed and ferocity, whooping and cackling as they targeted the Ironclad for mindless-yet-thorough ruination.

'Up and at 'em, you wazzoks!' Ranagsson roared, unlimbering his aethershot rifle. More of the black marines were forming up, their weapons glowing witchfire-green as they unleashed disciplined bursts of fire. The effect on the daemons was satisfyingly horrific; with over-exaggerated wails and tuneless warbling they came apart, their connection to the material violently broken. 'Time to earn your keep!'

The elite Thunderers' firepower did not turn the daemons back alone, but it gave the crew the chance to set about the foe with cutlass and pistol. Gronki's weapon barked as he fought alongside Baradum. Behind his mask, the captain grinned as a well-placed shot pierced a gargoyle right between the eyes. A roar from amongst the cloud-banks stole his attention. The blood-daemon was returning. Jagged metal shards were still tumbling from the blade of its axe, the remnants of the heroic Gunhauer.

'Hard a-starboard!' Gronki shouted, his voice carrying over the screaming winds. 'Hard a-starboard!' There was a *thunk* as the *Skythane* attempted to turn with as much speed and grace as it could muster. The craft's fore banked right sharply; more than one duardin was pitched over the now-railless side by the sudden motion, though Gronki noted with pride that they dragged down as many daemons with them as they could.

But the captain's plan worked, at least in part. The daemon's axe, previously set to tear straight through the ship, instead caught its flank. There was a terrible screeching as the edge of the weapon scraped across the Ironclad's hull. The *Skythane* shuddered but held firm.

'Broadside!' Gronki said, backhanding another gargoyle. 'Fire at will!' The Kharadron did not waste their chance for vengeance. Aethershock blast-charges, rattling carbines and pistol-fire from those crew close enough struck the daemon as a ceaseless glowing hail. It barely flinched. The daemon shrugged off the barrage, eyes glowing furnace-bright with the urge for violence. As he watched, even Gronki's natural duardin stubbornness began to waver when weighed against an Arkanaut's pragmatism.

'Back! Back!' Gronki yelled. Even as the Ironclad reversed, however, a grim truth occurred to the veteran skyfarer. It took Baradum nearby to vocalise it.

'We can't win, Cap'n,' the Navigator said. He was panting hard, half his helm torn away, a thick well of blood bubbling from his side. 'It's faster than us. It knows these

airs. And it won't stop.' Fatalistic silence descended between the two even as the clamour of battle raged.

From the corner of an eye, Gronki watched as scarlet-tinged light refracted from the tip of the Ironclad's skyhook. With it came a flash of daring inspiration.

'Ready the skyhook,' he bellowed to the nearest Arkanauts, ignoring Baradum's questions. 'Prime the aethershock torpedoes! Full stop! Let's give this *kruti* what it wants.'

In his heart, Gronki knew that the strategy was not entirely his own. Fury choked the air, and his mind screamed at him to close with the foe. But perhaps in that was a victory – something the daemon-king wouldn't expect. The *Skythane* came to a sharp halt. A clanking sound echoed as the skyhook was primed. One of the crew nearby looked back down the deck and waved.

'On your mark, Cap'n Klarruz!'

From out of the dark the daemon rose in front of the ship. Perhaps it did so with a predator's arrogance. Perhaps it honoured the foe in its own, malicious way. Its eyes glowed like Aqshian flame-coal, and from its maw dribbled thick ropes of viscera. Gronki forced himself to hold the beast's gaze. It had turned the mountains into its hunting grounds. It had developed an unquenchable taste for Kharadron gore. And it hated him, instinctively hated him, so very much.

The skies are ours, you old monster, the captain thought, setting his face hard. *They always have been. If we must cast all of you pretenders back to the ground to prove it, then so be it.*

'Fire!'

As the daemon raised its axe to strike, the skyhook launched. The creature bellowed in hateful surprise as the barbed projectile punched through its armour and embedded itself deep in the beast's chest. Then, the chain began to retract. With the aether-endrins providing little opposing force, there was nothing to stop the Ironclad from being pulled towards the daemon. Such was the point.

'Torpedoes, fire!'

Twin streaks of light erupted from the *Skythane's* fore. With the vessel closing on its prey, they could not miss. With titanic force the munitions exploded, battering the daemon in a conflagration of aetheric energy. In their wake came the raw momentum of the *Skythane* itself, angled right at the daemon's heart.

As he magnetically locked his boots to the *Skythane's* decking, Gronki looked up into the face of the howling daemon. Even as the ship threatened to buckle beneath him, the old duardin skyfarer grinned.

To the victor, the spoils.

SKIES OF SLAUGHTER

High above the fantastical landscapes of the Mortal Realms, wars are being waged in the aetherspheres. Last month, we presented part one of the rules for aerial battles in the Age of Sigmar. This month, we take to the skies once more to bring you the second part.



Across the Mortal Realms, wars are waged on a daily basis, huge armies clashing over vast, fantastical landscapes. Yet high above those armies, wreathed in the fog of war and magic-laden storm clouds, flying monsters are engaged in duels of their own. Bloodthirsters thunder through the skies on war-ravaged wings, their axes dripping with blood. Maw-krushas lumber along in search of prey, their massive bulk held impossibly aloft by their leathery pinions. Black Dragons battle Frostheart Phoenixes above storm-wracked vistas, their dark masters spurring them on to greater acts of savagery and violence. Kharadron ships ply the aethersphere, their crews ever-watchful for Manticores and Chimerae. And all the while, far below, the denizens of the Mortal Realms watch on in wonder as these mighty beasts whirl and swoop, clash and dive. And, eventually, fall ...

LORDS OF THE SKIES

Did you know there are close to thirty flying monsters in Warhammer Age of Sigmar that can be used in Skies of Slaughter? These include Arknaut Ironclads, Idoneth Leviadons, Lords of Change, Phoenixes, Maw-krushas, and many more besides.



A WHOLE NEW GAME (PART II)

Last month's issue of *White Dwarf* featured new rules for fighting aerial battles in Warhammer Age of Sigmar, plus two warscrolls to get you started – the Kharadron Ironclad and the Bloodthirster of Unfettered Fury. We hope you had fun playing it!

This issue features a whole host of additional rules for Skies of Slaughter, including five skybattle missions, twenty-seven new warscrolls, and exclusive campaign rules. The skybattles come in three varieties: there are two duels that pit individual combatants against each other, two encounters that enable you to play with whole wings of flying monsters, and a narrative scenario based on a historic aerial battle. These can all be linked together using the campaign system, enabling you to fight an entire aerial war should you wish to. Let us know how you get on and which flying monster is your favourite to use!

SKYBATTLES

The flying monsters taking part in a game of Skies of Slaughter are taking part in a **skybattle**.

We've included 5 skybattles in this issue. Two of the skybattles are called Duels – as their name implies, they pit 2 flying monsters against each other. Duels are ideal for quick one-on-one games and can easily be completed by experienced players in less than an hour.

There are also 2 skybattles called Encounters, which are designed for larger games with 3 or more flying monsters. Encounters can either be played by 2 players, with each player controlling a wing of 2 or more flying monsters, or between teams of players, where each player either controls a single flying monster or a wing.

For example, three players are new to Skies of Slaughter and each have a single flying monster, while the fourth player is a veteran with a wing of 3 flying monsters. They decide to fight an Encounter with the three players' flying monsters on one side and the fourth player's wing of 3 flying monsters on the other.

Finally, the skybattle 'Above the Gryphspine' is based on the Red Prospects story in this issue. This skybattle is a little bit different to the Duels and Encounters, in that it requires the players to be able to field certain types of flying monster in order to recreate the story from the background (Duels and Encounters can be played with any flying monsters that are available).

That said, you can always use 'substitute' flying monsters to fill in for models you don't have in your collection or to allow more players to join the skybattle.

CHOOSING A SKYBATTLE

The players taking part in a game of Skies of Slaughter can choose to use any of the skybattles included here or in other issues of *White Dwarf* – just decide among yourselves which skybattle you most want to play. Alternatively, you can let the dice decide by rolling on one of the following tables to determine which Duel or Encounter to play.

**DUEL TABLE
(2 FLYING MONSTERS)**

D6	Result
1-3	Chance Encounter
4-6	Death in the Skies

**ENCOUNTER TABLE
(3 OR MORE FLYING MONSTERS)**

D6	Result
1-3	Air War
4-6	Dawn Patrol



SKYBATTLE SPECIAL RULES

The following special rules cover unique situations not directly addressed by the Skies of Slaughter rules in the previous issue. They are only used if you have chosen a battleplan that specifically states that they are needed or in games of your own devising where you feel that it would be appropriate to include them.

GROUND ATTACK

Sometimes a skybattle will include ground targets that can be attacked by flying monsters. This will be stated in the skybattle instructions, along with the information needed to set up the ground targets at the start of the skybattle.

All ground targets have a **robustness value** and a **damage tolerance**, which tell you how tough they are and how much damage they can take. The robustness values and damage tolerances for the ground targets included in a skybattle will be stated in the skybattle instructions.

A flying monster can attack a ground target if the target is within its Forward 90° weapon arc at a range of up to 5". Attacking a ground target is very straightforward: roll 2D6 and add the Strafe values for each of the flying monster's weapons to the roll. Many weapons have a Strafe value of 0, but some will have a value of +1 or more. If a flying monster has several weapons with a value greater than 0, add all of them to the roll. For example, a Battlemage on Griffon has two weapons with a Strafe value of 0,

one with a value of +1 and one with a value of +2, so the controlling player would roll 2D6 and add 3 to the roll.

If the total roll, after any modifiers have been added, is equal to or greater than the ground target's robustness value, its damage tolerance is reduced by 1. Once its damage tolerance is reduced to 0, it is destroyed. Record the damage suffered by a ground target on a dice.

GROUND FIRE

Sometimes a ground target will have weapons it can use against enemy flying monsters. Each of these weapons will have a set of weapon characteristics like those found on the flying monsters' warscrolls.

Ground targets attack at the end of each impulse, after all the flying monsters have carried out their actions. Ground targets always attack the closest enemy flying monster that is within the range and weapon arc of at least 1 of their weapons. The attack is made as normal (see pg 49 of December's issue) – unless otherwise specified,

the player whose flying monster is not under attack is the controlling player (if there is more than 1 such player, roll off to decide). Ground targets cannot 'Press the Attack' and must re-roll this result on the Damage Table. Flying monsters are not allowed to retaliate if they are attacked by ground fire.

LOW-LEVEL SKYBATTLES

Sometimes a skybattle will take place very close to the ground – these are known as 'low-level skybattles'. The terrain over which such a skybattle is taking place can be represented by scenery from your collection.

A flying monster cannot finish a manoeuvre touching a piece of scenery and must avoid it as if it were another flying monster. In the event of a collision (see pg 48 of December's issue), make a collision roll just as you would with another flying monster, except that scenery hit by a flying monster does not suffer any damage.

FLOATING TERRAIN

Sometimes a skybattle will include areas of floating terrain; the skybattle instructions will say how the floating terrain must be set up. Floating terrain blocks both attacks and movement.

Attacks cannot be made if a line drawn from the centre of the attacker's base to the centre of the target's base passes across any floating terrain.

A flying monster cannot finish a manoeuvre touching an area of floating terrain and must avoid it as if it were another flying monster. In the event of a collision (see pg 48 of December's issue), make a collision roll just as you would with another flying monster, except that floating terrain hit by a flying monster does not suffer any damage.



SKYBATTLE

DUEL: CHANCE ENCOUNTER

Two rivals are patrolling the skies, searching for their next kill. As fate would have it, they soon chance upon one another...

COMBATANTS

This skybattle is fought between 2 flying monsters.

SET-UP

Place the flying monsters in opposite corners of the battlefield, facing each other.

Both flying monsters start the battle with a velocity of 3.

VICTORY CONDITIONS

The flying monster that slays their opponent wins the battle. The battle is a draw if either flying monster leaves the battle and does not return.



SKYBATTLE

DUEL: DEATH IN THE SKIES

A cunning attacker can strike at an unwary opponent from any angle. Sometimes, however, the hunter will become the hunted.

COMBATANTS

This skybattle is fought between 2 flying monsters. Roll off to decide which flying monster will be the Hunter and which will be the Quarry.

SET-UP

Place the Quarry at the centre of the battlefield, facing one edge. Roll a dice for the Hunter and set them up touching the edge of the battlefield, facing towards the Quarry, in the relevant position on the map. The Quarry starts with a velocity of 3. The Hunter can start with any velocity.

VICTORY CONDITIONS

If the Hunter slays the Quarry, the Hunter wins the battle. If the Quarry slays the Hunter or the Hunter leaves the battle and does not return, the Quarry wins the battle. The battle is a draw if the Quarry leaves the battle and does not return.



SKYBATTLE ENCOUNTER: AIR WAR

Two rival wings approach each other high amongst the clouds. Victory will be claimed by whichever side fights the hardest.

COMBATANTS

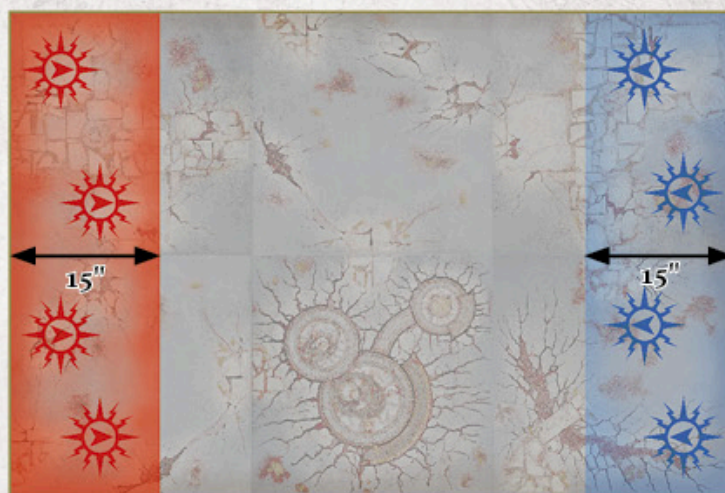
This skybattle is fought between 3 or more flying monsters. The players are split into 2 teams that are as evenly matched as possible.

SET-UP

The teams roll off, and the winning team sets up all of their flying monsters first. The teams must set up their flying monsters wholly within their own territory at opposite ends of the battlefield, facing each other, as shown on the map. Choose the starting velocity for each flying monster as it is set up.

VICTORY CONDITIONS

The battle ends when only one team's flying monsters are left on the battlefield. That team wins the battle.



SKYBATTLE ENCOUNTER: DAWN PATROL

A pack of flying monsters invades enemy territory intent on battle, drawing skybound patrols towards them like moths to the flame.

COMBATANTS

This skybattle is fought between 3 or more flying monsters. The players are split into 2 teams that are as evenly matched as possible. One team is the Patrollers. The other team is the Interceptors. If one team has more flying monsters, that team is the Interceptors; otherwise, the teams roll off and the winner chooses which team is the Interceptors.

SET-UP

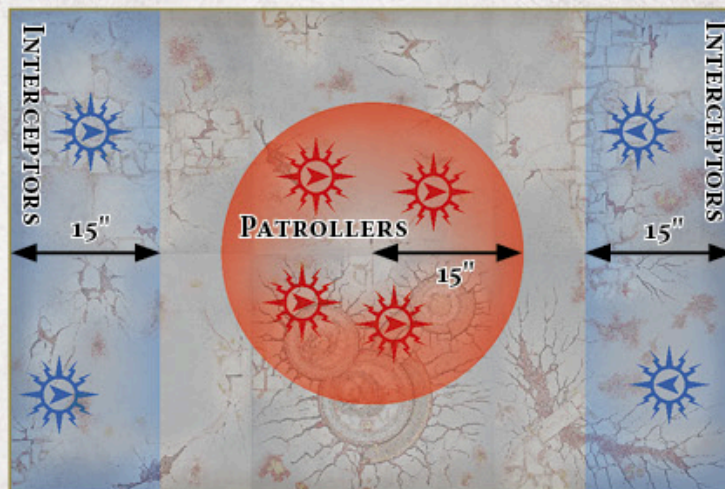
The Patrollers set up their flying monsters first, wholly within 15" of the centre of the battlefield and all facing the same direction, as shown on the map. They start with a velocity of 3.

The Interceptors then set up their flying monsters one by one at alternate ends of the battlefield, wholly within

their territory. Choose the starting velocity for each flying monster as it is set up.

VICTORY CONDITIONS

The battle ends when only one team's flying monsters are left on the battlefield. That team wins the battle.



To the north of Thondia, deep in the hinterlands of Ghur, lies the mountain range known as the Gryphspine. Atop a shelf of jagged rock stands the free city of Skythane. Isolated and wracked by the freezing winds, Skythane would likely have been reduced to ruin long ago were it not for the mineral wealth in the surrounding peaks and the skill of its aerial hosts. Great enchanted sky-barques and Kharadron trader-vessels carry this bounty to the southern cities of Izalend and Excelsis. Proud Griffon riders of the Freeguilds and duardin sky-ships accompany these convoys, their blades and guns forever kept at the ready.

And well they should be. Danger lurks amidst the peaks and valleys of the Gryphspine, and many of these threats come on swift wings of their own. Orruks prowl the hinterlands while their ironclad bosses ride huge Maw-krushas, eager to smash anyone they encounter. Nestled in the mountains is the crumbling fortress of Drakshaunt, home to an order of Soulblight vampires who, having become inured over long centuries to the realm's many terrestrial predators, raise up rotten undead beasts upon which to ride. Just as dangerous are the Flesh-eater Courts who lurk

in the caves around Drakshaunt. These degenerate cannibals believe themselves to be the last true defenders of the Gryphspine and are convinced that their cadaverous mounts are the noble silver-furred creatures from which the mountains take their name.

Perhaps most insidious is the taint of Chaos. Chimeras, Manticores and fouler creatures besides haunt the upper altitudes, standing guard over long-lost relics and priceless realmstone deposits. Most of Skythane's citizens dare not risk the peaks, but the Kharadron – stubborn at the best of times and ever hungry for profit – are another matter. Chartered vessels will occasionally brave these dangers, their crews searching for fortune. In doing so, they risk drawing the attention of powerful daemonic entities that feed upon the aetheric currents. The Blood God's children in particular delight in wrecking any skyvessels they come across. A duel between these two powers is akin to an unstoppable force striking against an immovable object – the Kharadron must navigate the gale-wracked skies carefully and keep watch for approaching foes, trusting in their guns to ward off enemies emerging from the storm and give themselves enough time to extract their prize.

SKYBATTLE

ABOVE THE GRYPHSPINE

COMBATANTS

This skybattle is fought between 1 or more Kharadron skyvessels (of any type) and an equal number of Bloodthirsters (of any type). The players are split into 2 teams: the Kharadron Skyvessels team and the Bloodthirsters team.

SET-UP

The teams roll off, and the winning team sets up all of their flying monsters first. The teams must set up their flying monsters wholly within their own territory at opposite ends of the battlefield, facing each other, as shown on the map. Choose the starting velocity for each flying monster as it is set up.

SPECIAL RULES

Gryphspine Peak: Roll a dice before either team sets up and place it at the centre of the battlefield. The dice represents a Gryphspine mountain peak. It is treated as a piece of floating terrain that has a radius equal to the number rolled on the dice, measured from the centre of the dice.

Gale-wracked Skies: At the start of each turn, before the first impulse begins, the Bloodthirsters team must roll 1

dice for each Kharadron skyvessel on the battlefield. On a 6, that Kharadron skyvessel suffers 1 wound.

VICTORY CONDITIONS

If a Kharadron skyvessel ends an impulse within 3" of the Gryphspine peak, then leaves the battle and does not return, the Kharadron Skyvessels team wins the battle. If the only flying monsters left on the battlefield are Bloodthirsters and the Kharadron Skyvessels team has not won, then the Bloodthirsters team wins the battle.





SKIES OF SLAUGHTER CAMPAIGNS

The most exciting way to play Skies of Slaughter is as a campaign. In a campaign, you will be able to track the exploits of your flying monster over the course of several engagements, watching them grow from a fledgling fighter to a legendary veteran!

Any number of players can take part in a campaign, and new players can join in whenever they wish. Campaign battles are fought just like any other battle, except that after each skybattle, the players record information about each of their flying monsters on a notecard, including how many battles they have taken part in, how many kills they have scored and any Veteran Abilities they have learnt.

LONE WOLVES AND WINGS

Each player can either command a single flying monster in a campaign (called a **lone wolf**) or a whole wing. If they decide to command a wing, then each flying monster in the wing must be represented by a different flying monster from the player's collection. This means that a player can start out as a lone wolf, move on to command a wing of 2 or 3 flying monsters, and finally lead a full wing of 4 or more flying monsters!

Lone Wolf: A player using a single flying monster in a campaign is a lone wolf. They will use the same flying monster in every skybattle.

Wing: A player with more than 1 flying monster commands a wing. Up to 3 of the flying monsters in the wing can be fielded in a skybattle.

STARTING EXPERIENCE

All flying monsters start off as fledgling fighters yet to fight a skybattle. They will gain experience and learn new skills as they fight campaign battles.

NEW RECRUITS

A player can add flying monsters to their roster at any time. Any new flying monsters start off as fledgling fighters that are yet to fight a skybattle.

SKILL POINTS AND VETERAN ABILITIES

Flying monsters earn Skill Points and Veteran Abilities by taking part in campaign battles and by scoring kills respectively. Players should record the number of battles fought and number of kills scored on their flying monster's notecard.

SKILL POINTS

Flying monsters that have taken part in 1 or more campaign battles receive Skill Points. In a skybattle, the controlling player can use 1 Skill Point to:

- Re-roll 1 hit roll, 1 danger roll, 1 acceleration roll, 1 braking roll, 1 recovery roll or 1 survival roll made for their flying monster.
- Allow their flying monster to make 1 extra Move or 1 extra Turn during 1 manoeuvre.
- Halve the damage inflicted on their flying monster from 1 attack (rounding up).

At the start of each skybattle, look up the number of campaign battles the flying monster has taken part in on the Experience Table to determine how many Skill Points it has for that battle.

EXPERIENCE TABLE

0 battles	Trained: 0 Skill Points
1-5 battles	Experienced: 1 Skill Point
6+ battles	Veteran: 2 Skill Points

Any unused Skill Points are lost at the end of the battle – they cannot be 'saved up' for use in future campaign battles.

VETERAN ABILITIES

A flying monster scores a **kill** if it slays an enemy flying monster or if it is the last flying monster to attack an enemy flying monster before that flying monster spins into the ground and is slain.

At the end of each skybattle, look up the total number of kills the flying monster has scored on the Kill Table to determine the total number of Veteran Abilities it has learnt.

KILL TABLE

1-2 kills	Killer: 1 Veteran Ability
3-4 kills	Deadly: 2 Veteran Abilities
5-9 kills	Notorious: 3 Veteran Abilities
10-14 kills	Infamous: 4 Veteran Abilities
15+ kills	Legendary: 5 Veteran Abilities

Roll a **D66** on the Veteran Abilities Table opposite each time a flying monster learns a new Veteran Ability. To do so, roll 2 dice: the first indicates the tens, the second indicates the units. Record the flying monster's abilities on its notecard. Re-roll the result if the flying monster already has that ability.

LORD OF THE SKIES

The flying monster with the most kills at the start of a skybattle is crowned Lord of the Skies and receives 1 extra Skill Point to use during the skybattle. A flying monster must have at least 1 kill to be crowned Lord of the Skies. If several flying monsters are tied with 1 or more kills, then the one that was first to achieve the highest score is crowned Lord of the Skies.

SURVIVAL

If a flying monster is slain in a campaign battle, its death is not assumed to be a certainty: the controlling player must make a **survival roll** on the Survival Table to see if it was truly killed, if it was merely injured or if it managed to escape unharmed. Make a separate survival roll for each flying monster that was slain.

SURVIVAL TABLE	
D6	Result
1	Killed
2-3	Injured
4-6	Unharmed

Killed: The flying monster is dead. A new, inexperienced flying monster takes their place.

Injured: An injured flying monster is allowed to take part in a skybattle but cannot use any Skill Points during the battle.

Flying monsters recover from their injuries after they have fought their next skybattle. If the flying monster is part of a wing, it recovers from its injuries after its wing has fought its next skybattle, whether or not the injured flying monster took part in that battle.

Unharmed: The flying monster is back to full strength and ready for battle!

VETERAN ABILITIES TABLE	
D66	Result
11-12	Cool-headed: You can choose to roll 1, 2 or 3 dice when making an initiative roll for this flying monster or the wing it is part of.
13-14	Lucky: This flying monster receives 1 extra Skill Point at the start of each skybattle.
15-16	Speed Merchant: You can re-roll acceleration rolls of 6 or less for this flying monster, and it can make 1 extra Move when performing a Level Flight manoeuvre.
21-22	Skilled Flyer: You can re-roll failed danger rolls for this flying monster.
23-24	Crack Shot: You can re-roll hit rolls of 1 for this flying monster.
25-26	Eagle-eyed: Add 5" to the range of each of this flying monster's weapons.
31-32	Killer Instincts: When rolling on the Damage Table for this flying monster, you can add or subtract 1 from the roll.
33-34	Find Weaknesses: When this flying monster makes an attack, reduce the target's Toughness characteristic by 1.
35-36	Slippery: Opponents must re-roll hit rolls of 6.
41-42	Signature Move: Pick a manoeuvre on this flying monster's warscroll. This flying monster will perform that manoeuvre safely at all velocities on a 2+.
43-44	Born Leader: At the start of a skybattle, you can give 1 or more of your Skill Points to other flying monsters on your team.
45-46	Lightning Turns: When this flying monster performs a manoeuvre, 1 of its Turns can be up to 90 degrees instead of up to 45 degrees.
51-52	Hunter: This flying monster counts as tailing if it is in its target's Rear 180° weapon arc instead of its Rear 90° weapon arc.
53-54	Honed Reactions: When this flying monster retaliates, do not subtract 1 from hit rolls.
55-56	Born Survivor: You can re-roll recovery rolls, collision rolls and survival rolls of 1 for this flying monster.
61-66	Choose: You can choose which ability this flying monster learns.





• WARSCROLL •

LORD-CELESTANT

ON STARDRAKE



Only the mightiest and noblest souls are chosen to lead an Extremis Chamber. The Lord-Celestant and his steed are so infused with celestial power that they radiate azure energies. The power of the stars themselves is theirs to command.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Celestine Hammer	360°	3"	3+ 3+ 3+	2	+1
Stormbound Blade	360°	3"	3+ 3+ 3+	D3	+1
Great Claws	Forward 90°	3"	4+ 4+ 4+	2	+2

WEAPONS

Celestine Hammer and Great Claws. The Celestine Hammer can be replaced with a *Stormbound Blade*.

SPECIAL RULES

Lord of the Heavens: When this model attacks, instead of attacking with its weapons, you can pick up to D6 different enemy flying monsters and roll a dice for each model. On a 4+, that model suffers 2 wounds.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move



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DRAKESWORN TEMPLAR



Drakesworn Templars are the heavens' might made manifest. They ride immense Stardrakes that can roar forth lightning-charged clouds, summon starfire from the skies around them or rip through steel and flesh alike with their sharp claws.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Skybolt Bow	Forward 180°	15"	4+	D3	+1
Tempest Axe	360°	3"	4+ 4+ 4+	2	+1
Arc Hammer	Forward 180°	3"	4+ 4+	3	+1
Stormlance	Forward 90°	3"	4+ 4+ 4+	2	+2
Great Claws	Forward 180°	3"	3+ 3+ 3+	2	0

WEAPONS

Tempest Axe and Great Claws. The Tempest Axe can be replaced with an *Arc Hammer* or *Stormlance*. The model can also wield a *Skybolt Bow*, but if it does, roll 1 fewer dice when attacking with its Tempest Axe, Arc Hammer or Stormlance.

SPECIAL RULES

Lord of the Heavens: When this model attacks, instead of attacking with its weapons, you can pick up to D6 different enemy flying monsters and roll a dice for each model. On a 4+, that model suffers 2 wounds.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move



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BATTLEMAGE

ON GRIFFON

When mounted atop a furious, twin-headed Ghurish Griffon, an Amber Battlemage can lay waste to their foes from afar or strike from on high in a vicious frenzy of stabbing beaks and ripping talons.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Amber Spear Spell	Forward 180°	12"	4+	D6	+1
Beaststaff	360°	3"	5+	D3	0
Razor Claws	Forward 180°	3"	4+ 4+ 4+ 4+	2	+2
Twin Beaks	Forward 90°	3"	4+ 4+ 4+ 4+	1	0

WEAPONS

Amber Spear Spell, Beaststaff, Razor Claws and Twin Beaks.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Swerve	2+	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	5+	Move Move Turn
Turn	3+	4+	5+	6+	Move Turn Move
Snap Turn	4+	5+	6+	7+	Turn Move Move
Stoop	4+	5+	6+	7+	Move Turn OR Turn Move
Wing Over	5+	6+	7+	8+	Move Reverse Move



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FREEGUILD GENERAL

ON GRIFFON

A Freeguild General mounted upon a noble griffon surveys the battlefield from on high. Identifying where their presence is most required, they descend like a speeding comet to lay waste to their enemies, inspiring their comrades with word and deed.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Sigmarite Runesword	360°	3"	4+ 4+ 4+ 4+	2	+1
Sigmarite Greathammer	Forward 180°	3"	4+ 4+ 4+	3	+1
Freeguild Lance	Forward 90°	3"	3+ 3+ 3+	D3	+2
Razor Claws	Forward 180°	3"	4+ 4+ 4+ 4+	2	+2
Deadly Beak	Forward 90°	3"	4+ 4+	2	0

WEAPONS

Sigmarite Runesword, Razor Claws and Deadly Beak. The Sigmarite Runesword can be replaced with a *Sigmarite Greathammer* or *Freeguild Lance*.

SPECIAL RULES

Rousing Battle Cry: Add 1 to recovery rolls for this model and all friendly flying monsters within 12" of this model.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Swerve	2+	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	5+	Move Move Turn
Turn	3+	4+	5+	6+	Move Turn Move
Snap Turn	4+	5+	6+	7+	Turn Move Move
Stoop	4+	5+	6+	7+	Move Turn OR Turn Move
Wing Over	5+	6+	7+	8+	Move Reverse Move

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SORCERESS

ON BLACK DRAGON



Many Sorceresses go to war upon fearsome Black Dragons, delighting in the terror in the eyes of their enemies as the scaled beasts spit clouds of choking black fumes and rip their prey apart with sword-sized talons.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Bladewind Spell	Forward 180°	12"	5+ 5+ 5+	1	+2
Witch Rod	360°	3"	5+	D3	0
Darkling Sword	360°	3"	4+ 4+	1	0
Razor-sharp Claws	Forward 90°	3"	5+ 5+ 5+ 5+	2	+1
Fearsome Jaws	Forward 180°	3"	5+ 5+ 5+	D6	0

WEAPONS

Bladewind Spell, Witch Rod, Fearsome Jaws, and Razor-sharp Claws. The Witch Rod can be replaced with a *Darkling Sword*.

SPECIAL RULES

Noxious Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

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DREADLORD

ON BLACK DRAGON



The feared warlords of the Order Serpentis delight in inflicting pain and terror upon their foes. They ride to war on obsidian-scaled dragons that can lay waste to entire armies with their dagger-like claws and foul, choking breath.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Exile Blade	360°	3"	4+ 4+ 4+ 4+ 4+	1	+1
Lance of Spite	Forward 90°	3"	3+ 3+ 3+	D3	+1
Repeater Crossbow	Forward 180°	3"	4+ 4+	1	+1
Razor-sharp Claws	Forward 90°	3"	5+ 5+ 5+ 5+	2	+1
Fearsome Jaws	Forward 180°	3"	5+ 5+ 5+	D6	0

WEAPONS

Exile Blade, Repeater Crossbow, Razor-sharp Claws and Fearsome Jaws. The Exile Blade can be replaced with a *Lance of Spite*. The Repeater Crossbow can be replaced with a *Tyrant's Shield*.

SPECIAL RULES

Noxious Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn

Tyrant's Shield: If this model has a Tyrant's Shield, when this model is attacked, subtract 1 from the total damage inflicted before looking up the result on the Attack Results Table.



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AKHELIAN LEVIADON

A hulking monster, the Akhelian Leviadon is clad in thick scales and protected by a hardened shell. It bears an impressive crew, including a pair of harpoon launcher operators and a musician whose void drum sends forth arcane reverberations.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Razorshell Harpoon Launchers	Forward 180°	15"	4+ 4+ 4+ 4+	2	+3
Twin-pronged Spear	360°	3"	4+ 4+	2	+1
Crushing Jaws	Forward 90°	3"	3+	D6	0
Massive Scythed Fins	Forward 180°	180"	4+ 4+ 4+ 4+	2	+2

WEAPONS

Razorshell Harpoon Launchers, Twin-pronged Spear, Crushing Jaws and Massive Scythed Fins.

SPECIAL RULES

Cumbersome: Subtract 2 from acceleration and braking rolls for this model.

Void Drum: Enemy flying monsters do not receive a bonus to their hit rolls for tailing this model.

MANOEUVRE TABLE

Manoeuvre	Velocity		Execution
	2	3	
Level Flight	Always Safe		Move Move
Swerve	3+	5+	Move Sideslip Move
Bank	3+	5+	Move Move Turn
Turn	4+	6+	Move Turn Move
Stoop	5+	7+	Move Turn OR Turn Move



• WARSCROLL •

AKHELIAN ALLOPEX

Alloplexes are vicious predators, known for their voracious appetites and savage blood frenzies. As Akhelian bond-beasts, they are more dangerous still – even the bravest fear to see these finned menaces approach.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Razorshell Harpoon Launcher	Forward 180°	12"	4+ 4+	2	+1
Retarius Net Launcher	Forward 180°	12"	3+	3	+2
Barbed Hooks and Blades	360°	3"	5+ 5+ 5+ 5+ 5+	1	+1
Ferocious Bites	Forward 90°	3"	4+	3	+1
Scythed Fins	Forward 180°	3"	4+ 4+ 4+ 4+	1	+1

WEAPONS

Razorshell Harpoon Launcher, Barbed Hooks and Blades, Ferocious Bites, and Scythed Fins. The Razorshell Harpoon Launcher can be replaced with a *Retarius Net Launcher*.

SPECIAL RULES

Bloodthirsty Predator: Add 2 to acceleration and braking rolls for this model.

MANOEUVRE TABLE

Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Swerve	2+	3+	4+	4+	Move Sideslip Move
Bank	2+	3+	4+	5+	Move Move Turn
Turn	2+	3+	4+	5+	Move Turn Move
Snap Turn	3+	4+	5+	5+	Turn Move Move
Circle Back	3+	4+	5+	6+	Turn Move Turn
Rear Round	4+	5+	6+	6+	Reverse Move OR Move Reverse

• WARSCROLL •



FROSTHEART PHOENIX

Some of the Ur-Phoenix's spawn radiate the elemental power of ice. Surrounded by a freezing aura that slows nearby foes to a crawl, these Frostheart Phoenixes strike from on high with deadly force, ripping and tearing their prey to pieces.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Ice-cold Talons	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	2	+2

WEAPONS

Ice-cold Talons.

SPECIAL RULES

Blizzard Aura: Subtract 1 from hit rolls for attacks made by enemy models within 3" of this model.

Swift: Add 2 to acceleration and braking rolls for this model.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Bank	2+	2+	3+	4+	Move Move Turn
Swerve	2+	2+	3+	4+	Move Sideslip Move
Turn	2+	3+	4+	5+	Move Turn Move
Snap Turn	3+	4+	5+	6+	Turn Move Move
Wing Over	4+	5+	6+	7+	Move Reverse Move

• WARSCROLL •



FLAMESPYRE PHOENIX

Trailing blazing streams of fire, Flamespyre Phoenixes sweep low over the heads of their prey, engulfing them in a magical inferno. Even if brought low by blade or spell, these creatures are reborn in a blinding burst of light and heat.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Flaming Talons	Forward 180°	3"	4+ 4+ 4+ 4+	2	+2
Wake of Fire	Rear 90°	3"	4+	D6	0

WEAPONS

Flaming Talons and Wake of Fire.

SPECIAL RULES

Swift: Add 2 to acceleration and braking rolls for this model.

Wake of Fire: Enemy flying monsters do not receive a bonus to their hit rolls for tailing this model.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Bank	2+	2+	3+	4+	Move Move Turn
Swerve	2+	2+	3+	4+	Move Sideslip Move
Turn	2+	3+	4+	5+	Move Turn Move
Snap Turn	3+	4+	5+	6+	Turn Move Move
Wing Over	4+	5+	6+	7+	Move Reverse Move



WARSCROLL

ANOINTED ON FROSTHEART PHOENIX

Elder Anointed may choose to ride to battle atop a Frostheart Phoenix, finding a kindred spirit in these patient and deliberate beings. From them radiates an elemental aura of numbing cold that can freeze a foe near solid.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Ice-cold Talons	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	2	+2
Great Phoenix Halberd	360°	3"	4+ 4+ 4+ 4+	1	+1

WEAPONS

Ice-cold Talons and Great Phoenix Halberd.

SPECIAL RULES

Blizzard Aura: Subtract 1 from hit rolls for attacks made by enemy models within 3" of this model.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Bank	2+	2+	3+	Move Move Turn
Swerve	2+	2+	3+	Move Sideslip Move
Turn	2+	3+	4+	Move Turn Move
Snap Turn	3+	4+	5+	Turn Move Move



WARSCROLL

ANOINTED ON FLAMESPYRE PHOENIX

Those Anointed whose fates lead them into the most furious conflicts often form a close bond with a Flamespyre Phoenix. In battle, the blazing power of this majestic creature and the skill of their aelven ally make for a potent combination.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Flaming Talons	Forward 180°	3"	4+ 4+ 4+ 4+	2	+2
Great Phoenix Halberd	360°	3"	4+ 4+ 4+ 4+	1	+1
Wake of Fire	Rear 90°	3"	4+	D6	0

WEAPONS

Flaming Talons, Great Phoenix Halberd and Wake of Fire.

SPECIAL RULES

Wake of Fire: Enemy flying monsters do not receive a bonus to their hit rolls for tailing this model.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Bank	2+	2+	3+	Move Move Turn
Swerve	2+	2+	3+	Move Sideslip Move
Turn	2+	3+	4+	Move Turn Move
Snap Turn	3+	4+	5+	Turn Move Move

• WARSCROLL •

ARKANAUT FRIGATE

The sleek and deadly profile of an Arkonaut Frigate is a sight greatly feared by the Kharadron's many enemies, who know all too well the devastating firepower these airships possess and the fighting spirit of the privateers they carry into battle.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Heavy Sky Cannon	Forward 180°	15"	4+ 4+ 4+	2	+1
Heavy Skyhook	Forward 180°	15"	3+	D6	0
Aethershot Carbines	Forward 180°	9"	4+ 4+	2	+1
Boarding Weapons	360°	3"	5+ 5+ 5+	1	0

WEAPONS

Heavy Sky Cannon, Aethershot Carbines and Boarding Weapons. The Heavy Sky Cannon can be replaced with a *Heavy Skyhook*.

SPECIAL RULES

Bomb Racks: If this model completes a manoeuvre and has passed over an enemy flying monster, roll a dice. On a 4+, that enemy flying monster suffers 1 wound.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Ahead Slow	Always Safe			Move Turn
Ahead Full	4+	3+	2+	Move Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Circle About	4+	5+	6+	Turn Move Turn

• WARSCROLL •

GRUNDSTOK GUNHAULER

Small, manoeuvrable and deadly, the Grundstok Gunhailer is an escort-class ship tasked with ensuring the safety of the airfleets' larger skyvessels. They perform this role well, swarming in defence before peeling off to launch deadly attack runs.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Sky Cannon	Forward 180°	12"	4+ 4+ 4+	2	+1
Drill Cannon	Forward 180°	24"	3+	D3	0
Aethershot Carbine	Forward 180°	9"	5+ 5+	1	+1
Boarding Weapons	360°	3"	5+ 5+ 5+	1	0

WEAPONS

Sky Cannon, Aethershot Carbine and Boarding Weapons. The Sky Cannon can be replaced with a *Drill Cannon*.

SPECIAL RULES

Bomb Racks: If this model completes a manoeuvre and has passed over an enemy flying monster, roll a dice. On a 5+, that enemy model suffers 1 wound.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Ahead Slow	Always Safe				Move Turn
Ahead Full	4+	3+	2+	Safe	Move Move Move
Swerve	Safe	2+	3+	4+	Move Sideslip Move
Bank	Safe	2+	3+	4+	Move Move Turn
Turn	2+	3+	4+	5+	Move Turn Move
Hard Turn	2+	3+	4+	5+	Turn Move Move
Hard About	3+	4+	5+	6+	Move Reverse Move



WARSCROLL

BLOODTHIRSTER

OF INSENSATE RAGE



Those Bloodthirsters that wield colossal Great Axes of Khorne are particularly feared by the denizens of the realms who ply the airways, for they can send even the mightiest flying combatants tumbling groundwards in a deluge of wreckage and gore.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Great Axe of Khorne	Forward 180°	3"	4+ 4+ 4+ 4+	D6	+4

WEAPONS

Great Axe of Khorne.

SPECIAL RULES

Rage Unbound: Add 1 to hit rolls for attacks made by this model if the last manoeuvre it performed was a Bloodthirsty Charge. This bonus does not apply to retaliation attacks.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Bloodthirsty Charge	Always Safe			Move Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Circle Back	5+	6+	7+	Turn Move Turn



WARSCROLL

WRATH OF KHORNE

BLOODTHIRSTER



Wrath of Khorne Bloodthirsters are the Lord of Battle's agents of vengeance, sent to claim the skulls of those who have offended him. With hellforged weapons and breath of purest hellfire, they lay low their quarry, slicing and melting flesh from bone.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Hellfire Breath	Forward 90°	7"	2+	D3	+2
Bloodflail	Forward 90°	9"	4+	2	+2
Mighty Axe of Khorne	Forward 180°	3"	4+ 4+ 4+ 4+	D3	+2

WEAPONS

Hellfire Breath, Bloodflail and Mighty Axe of Khorne.

SPECIAL RULES

Rune-crown of Khorne: Subtract 1 from hit rolls for Spell attacks made by enemy models within 18" of this model.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Charge	4+	3+	2+	Move Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Circle Back	5+	6+	7+	Turn Move Turn



• WARSCROLL •

LORD OF CHANGE

The greatest of Tzeentch's daemons, the Lords of Change shimmer with raw magic. With a flick of their claw, they can hurl foes into the nightmarish Realm of Chaos, blast enemies with wyrdfire or steal opponents' spells for their own use.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Infernal Gateway Spell	Forward 180°	12"	5+ 5+ 5+	3	+3
Staff of Tzeentch	Forward 180°	3"	4+ 4+ 4+	2	+1
Baleful Sword	Forward 180°	3"	4+ 4+	3	0
Curved Beak and Wicked Talons	Forward 180°	3"	5+ 5+ 5+ 5+	2	0

WEAPONS

Infernal Gateway Spell, Staff of Tzeentch, Baleful Sword, and Curved Beak and Talons.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

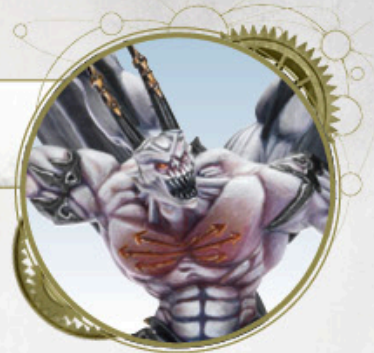
MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn



• WARSCROLL •

DAEMON PRINCE

Those champions who consistently please their patron god may eventually be granted immortality as a Daemon Prince. Each of these black-hearted monsters is a living icon of their master's power and a terrifying foe to face in battle.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Daemonic Axe	Forward 180°	3"	4+ 4+ 4+	2	+2
Hellforged Sword	Forward 180°	3"	5+ 5+ 5+	3	+2
Malefic Talons	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	1	+1

WEAPONS

Daemonic Axe and Malefic Talons. The Daemonic Axe can be replaced with a *Hellforged Sword*.

SPECIAL RULES

Immortal Champion: This model can carry out retaliation attacks after it has been chosen to be the target of an enemy attack but before the enemy model's attack has been resolved.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	Always Safe			Move Sideslip Move
Bank	Always Safe			Move Move Turn
Turn	Safe	2+	3+	Move Turn Move
Snap Turn	2+	3+	4+	Turn Move Move
Circle Back	3+	4+	5+	Turn Move Turn
Rear Round	4+	5+	6+	Reverse Move OR Move Reverse



• WARSCROLL •

CHAOS SORCERER LORD

ON MANTICORE



The binding magic of a Sorcerer Lord can break the will of even a mighty Manticore. Upon such a mount, they plunge headlong into the foe, summoning gales of dark energy as the Manticore tears the enemy asunder.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Wind of Chaos Spell	Forward 180°	12"	4+	D3	+3
Sorcerous Reaping Staff	Forward 180°	3"	4+ 4+ 4+	D3	+1
Honed Fangs and Claws	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	2	+2
Shredding Tail	Rear 180°	3"	5+ 5+ 5+	1	0

WEAPONS

Wind of Chaos Spell, Sorcerous Reaping Staff, Honed Fangs and Claws, and Shredding Tail.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Turn
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move



• WARSCROLL •

CHAOS LORD

ON MANTICORE



With raw strength and force of will, the greatest Chaos Lords seek to claim a ferocious Manticore as a mount. Those who succeed are amongst the deadliest champions of the Ruinous Powers, their killing power greatly amplified.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Daemon Blade	360°	3"	4+ 4+ 4+	D3	+1
Chaos Lance	Forward 90°	3"	3+ 3+	3	+1
Chaos Flail	Forward 180°	3"	5+ 5+ 5+ 5+ 5+	2	+1
Honed Fangs and Claws	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	2	+2
Shredding Tail	Rear 180°	3"	5+ 5+ 5+	1	0

WEAPONS

Daemon Blade, Chaos Lance, Honed Fangs and Claws, and Shredding Tail.
The Daemon Blade can be replaced with a *Chaos Flail*.
The Chaos Lance can be replaced with a *Chaos Runeshield* or *Daggerfist*.

SPECIAL RULES

Chaos Runeshield or Daggerfist: If this model has a Chaos Runeshield or Daggerfist, it has a Toughness characteristic of 5 instead of 4.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Turn
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn

• WARSCROLL •

CHIMERA



With powerful beats of its great leathery wings, a Chimera soars through the sky. A terrifying mixture of bestial body parts bound together by raw Chaos energy, its three sets of eyes hungrily scan the horizon in search of prey.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Fiery Breath	Forward 90°	10"	2+ 2+	D3	+1
Avian Head	Forward 180°	3"	5+ 5+ 5+	D3	+1
Draconic Head	Forward 180°	3"	5+ 5+ 5+	2	+1
Leonine Head	Forward 180°	3"	3+ 3+ 3+	1	+1
Mauling Claws	Forward 90°	3"	5+ 5+ 5+ 5+ 5+	1	+1

WEAPONS

Fiery Breath, Avian Head, Draconic Head, Leonine Head and Mauling Claws.

SPECIAL RULES

Gouts of Flame: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Turn
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Rear Round	4+	5+	6+	Move Reverse OR Reverse Move

Swift: Add 2 to acceleration and braking rolls for this model.

• WARSCROLL •

ROYAL ZOMBIE DRAGON



With a deafening roar, the Zombie Dragon swoops into battle, eye sockets aglow with necromantic energy. The beast shreds flesh, bone and steel with equal ease, its talons and maw matched in their lethality only by its billowing pestilential breath.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Snapping Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2
Sword-like Claws	Forward 90°	3"	5+ 5+ 5+ 5+ 5+	2	+2

WEAPONS

Snapping Maw and Sword-like Claws.

SPECIAL RULES

Pestilential Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn

WARSCROLL



ABHORRANT GHOUL KING

ON ROYAL ZOMBIE DRAGON



Surrounded by an aura of potent dark magic, the Abhorrant Ghoul King and his Zombie Dragon are death incarnate. The sky shudders to the beat of leathery wings as the monster spews forth a coiling cloud of killing miasma.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Arcane Bolt Spell	Forward 180°	12"	4+	D3	+1
Gory Talons and Fangs	360°	3"	5+ 5+ 5+ 5+ 5+	1	+1
Snapping Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2
Sword-like Claws	Forward 90°	3"	5+ 5+ 5+ 5+ 5+	2	+2

WEAPONS

Arcane Bolt Spell, Gory Talons and Fangs, Snapping Maw and Sword-like Claws.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	3+	4+	5+	Move Move Turn
Turn	4+	5+	6+	Move Turn Move
Snap Turn	5+	6+	7+	Turn Move Move
Stoop	5+	6+	7+	Move Turn OR Turn Move
Circle Back	6+	7+	8+	Turn Move Turn

Pestilential Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

WARSCROLL



ROYAL TERRORGHEIST



Nightmarish beings born of the oldest Shyishan sorceries, Terrorgheists soar through the skies, seeking out great foes to slay to sate their vampiric thirst. Their piercing cry scythes through the enemy as they swoop into the fray, turning blood to ice.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Death Shriek	Forward 90°	8"	4+	D3	+2
Skeletal Claws	Forward 90°	3"	5+ 5+ 5+	D3	+1
Fanged Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2

WEAPONS

Death Shriek, Skeletal Claws and Fanged Maw.

SPECIAL RULES

Cumbersome: Subtract 2 from acceleration and braking rolls for this model.

Infested: When this model is slain, roll a dice for each enemy flying monster within 3" of this model. On a 4+, that enemy flying monster suffers 1 wound.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Stoop	3+	4+	5+	Move Turn OR Turn Move



• WARSCROLL •

ABHORRANT GHOUL KING

ON ROYAL TERRORGHEIST

A spine-chilling shadow against the sky, the Abhorrant Ghoul King and his Terrorgheist embody the eternal darkness of undeath. From the gaping maw of the bat-beast, a shrill scream cuts through the air, shattering the minds of nearby prey.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Arcane Bolt Spell	Forward 180°	12"	4+	D3	+1
Gory Talons and Fangs	360°	3"	5+ 5+ 5+ 5+ 5+	1	+1
Death Shriek	Forward 90°	8"	4+	D3	+2
Skeletal Claws	Forward 90°	3"	5+ 5+ 5+	D3	+1
Fanged Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2

WEAPONS

Arcane Bolt Spell, Gory Talons and Fangs, Death Shriek, Skeletal Claws and Fanged Maw.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	3+	4+	5+	Move Sideslip Move
Bank	3+	4+	5+	Move Move Turn
Turn	4+	5+	6+	Move Turn Move
Stoop	4+	5+	6+	Move Turn OR Turn Move

Cumbersome: Subtract 2 from acceleration and braking rolls for this model.

Infested: When this model is slain, roll a dice for each enemy flying monster within 3" of this model. On a 4+, that enemy flying monster suffers 1 wound.



• WARSCROLL •

VAMPIRE LORD

ON ZOMBIE DRAGON

Many Vampire Lords see undead dragons as the only mounts worthy to bear them into battle. Those foes not slain by the Vampire are either crushed and torn apart by its steed or withered to nothing by the creature's pestilential breath.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Blood Boil Spell	Forward 180°	12"	6+ 6+ 6+	D3	+1
Vampiric Sword	Forward 180°	3"	4+ 4+ 4+ 4+	D3	+1
Deathlance	Forward 90°	3"	3+ 3+ 3+	D3	+2
Snapping Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2
Sword-like Claws	Forward 90°	3"	5+ 5+ 5+ 5+ 5+	2	+2

WEAPONS

Blood Boil Spell, Vampiric Sword, Snapping Maw and Sword-like Claws. The Vampiric Sword can be replaced with a *Deathlance*.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	3+	4+	5+	Move Move Turn
Turn	4+	5+	6+	Move Turn Move
Stoop	5+	6+	7+	Move Turn OR Turn Move
Circle Back	6+	7+	8+	Turn Move Turn

Pestilential Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.



WARSCROLL

MEGABOSS

ON MAW-KRUSHA



A Maw-krusha is a terrifying force of destruction, capable of pulverising almost any foe single-handedly. The Megabosses that ride these beasts are amongst the most deadly of their kind, laying about their foes with deadly choppas and hackas.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Innard-bursting Bellow	Forward 180°	7"	3+ 3+ 3+	1	+2
Boss Gore-hacka and Choppa	360°	3"	3+ 3+ 3+	D6	+1
Boss Choppa and Rip-toof Fist	360°	3"	3+ 3+ 3+ 3+	3	+1
Mighty Fists and Tail	Forward 180°	3"	3+ 3+ 3+ 3+	2	+2

WEAPONS

Innard-bursting Bellow, Boss Gore-hacka and Choppa, and Mighty Fists and Tail.
The Boss Gore-hacka and Choppa can be replaced with a *Boss Choppa and Rip-toof Fist*.

SPECIAL RULES

Destructive Bulk: After this model completes a Level Flight or Swerve manoeuvre, the controlling player can pick 1 enemy flying monster within 3" of this model and roll a dice. On a 4+, that enemy flying monster suffers 1 wound.

MANOEUVRE TABLE			
Manoeuvre	Velocity		Execution
	2	3	
Level Flight	Always Safe		Move Move
Swerve	2+	3+	Move Sideslip Move
Bank	2+	3+	Move Move Turn
Turn	4+	5+	Move Turn Move
Circle Back	6+	7+	Turn Move Turn



RULES OF ENGAGEMENT



JERVIS JOHNSON

Jervis is the lead rules writer for Warhammer Age of Sigmar, but over the years he has worked on just about every game in the Games Workshop catalogue. Some say he even remembers a time when Nagash was mortal and Sigmar had yet to grow a beard! This month, Jervis chats about the three ways to play games of Warhammer Age of Sigmar.

Below: Matt's Sylvaneth take on an army of Ironjawz in a narrative four-way battle, but using elements from matched play gaming to balance the forces. The orruks had a particularly tough time negotiating the Sylvaneth Wyldwoods.

In this month's Rules of Engagement, I'm going to take a look at the three ways to play – specifically open play, narrative play and matched play. Although the three ways to play are now an accepted part of Age of Sigmar, it's important to remember that until the release of the first *General's Handbook* in 2016, our games were presented as a single set of rules, with suggestions and guidelines on how they could be used for things like tournaments or narrative campaigns. This approach was fine as far as it went, but it often meant that the core game rules lacked focus, because they needed to cover all of the different ways the game could be played in one place.

When the first edition of Warhammer Age of Sigmar was released, we kept the core rules focused on the basics of play: how to move, shoot and fight with your models, how to set up a game and how to determine the winner. We left it up to the players to come up with their own house rules to cover things like picking their armies or fighting campaigns. Once Age of Sigmar had been released, it quickly became clear that players wanted a bit more guidance about these things, so we decided to directly address how the rules could be used for different styles of game, and in the end we came up with the three ways to play as a means of doing so. All of this poses the question as to what counts as open, matched or narrative play. Or, to put that another way, what is it that defines their different appeals for a player? To help with this, I have come up with simple definitions of each of the three ways to play.

- **Open play: the game has few barriers.**
- **Matched play: the game is a friendly competition.**
- **Narrative play: the game is the story.**

Let's take a closer look at each of these definitions, starting with open play.



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, Jervis talks about the three ways to play games in the Age of Sigmar.



OPEN PLAY

My definition for open play is that open play games have few barriers. What I mean by this is that they make it as easy as possible to get your collection onto the gaming table and for you to play the game. In the early days of Age of Sigmar, this tended to be thought of as each player using any and all of the models in their collection in a battle to the death, but the reality is that open play is much more nuanced than this. An open play gamer still wants the games they play to be reasonably balanced and fun for both sides, and they still want the game to be an interesting tactical challenge with fun and thematic special rules. What they don't want is to have to learn reams of extra rules to achieve these goals, or to have to spend hours before the battle fine-tuning their army list to make it ready for the coming contest. The Open War generators from the Age of Sigmar rulebook and General's Handbook are good examples of us providing rules that achieve these things – you can turn up for a game with your models and a battletome, roll some dice and within minutes be playing a unique, challenging battle that either player can win.

MATCHED PLAY

Matched play is arguably the most popular way to play, I think because it is so easy to relate to if you consider Age of Sigmar mainly as a game to

be played and (hopefully) won. On the other hand, almost all matched play gamers are looking for a friendly game rather than a hyper-competitive one. To achieve these things, matched play requires rather stricter rules about how armies are picked, so that a player can be confident that the army they are using will provide an opponent with a fair contest. In addition, matched play battleplans need to be rather less varied and thematic than those used for open or narrative play, in order to ensure that players can master the battleplans and become skilful at playing them. These things aside, the core game rules are left pretty much unchanged, so as not to compromise the friendly spirit in which they are written and in which all games of Age of Sigmar are intended to be played. The (now classic) Pitched Battle rules and newly released Meeting Engagement rules in the *General's Handbook* 2019 provide two examples of matched play game formats.

NARRATIVE PLAY

Finally we have narrative play, which focuses on immersive games that create a strong story. Narrative gamers are willing to spend time learning new rules and preparing for a battle, and they have no qualms about fighting battles that will be hard to win as long as it tells a great story filled with heroic actions and mighty deeds. For some people,

Above: The studio staff take each other on in a friendly (and mildly competitive) tournament. Here, Ben and Hannah's bloodthirsty army of Death takes on Phil Kelly's Stormcast Eternals.



Above: There are many incredible stories in battletomes, source books and Black Library novels that can provide inspiration for your games of Warhammer Age of Sigmar. This scene is inspired by the siege of Lethis by the Nighthaunt.

this means literally recreating battles from the stories that have been written about the Mortal Realms, but the full range of narrative play is much broader than this and includes anything that can help a player create a story woven around the Age of Sigmar miniatures they collect. The naming tables included in the *General's Handbook 2019* and the Path to Glory rules from the *Warhammer Age of Sigmar Core Book* are both excellent examples of rules that will appeal to the narrative gamer.

A LITTLE BIT OF ALL THREE

No gamer is purely a narrative play gamer, or a matched play gamer, or an open play gamer (or, at least, no gamer I have ever met!). The reality is that we are a mix of all three, mixed up in different proportions. What's more, the exact mix can change over time. When I was younger, my main interest was narrative play, and I reckon that my mix of the three ways to play would have been 60% narrative, 30% open and 10% matched play. Later, I became very interested in matched play (so much so that I organised the first Grand Tournaments), and then the mix would have been more like 20% narrative, 30% open and 50% matched play. And these days I find myself happiest with the immediacy and ease of open play, and I would say that the mix is along the lines of 50% open play, 25% matched play and 25% narrative play. Next week, who knows!

The importance, then, of the three ways to play has not to do with trying to get gamers to conform to one or another of the three character types, but rather to make sure that we address all three of these important aspects of the hobby in the rules and articles that we publish and that we do so consistently, year in and year out. Not doing so would mean that some ways of playing our games could become marginalised, pushed to the side in favour of more popular (but not more important) ways to play. This is why splitting up the ways to play and giving each their own section in our books proved to be such an important conceptual breakthrough, because it allowed us to address the different ways Age of Sigmar can be played in the detail and depth they each deserved, but without overcomplicating the core game rules. Just as importantly, establishing the three ways to play and committing ourselves to support all of them meant that they would all get coverage in our rules books, battletomes and supplements (and *White Dwarf* articles!).

BETTER GAMES DEVELOPMENT

The three ways to play also allowed us to be uncompromising about the rules we wrote for each style of game. In the past, our rules had to be broad enough to cover all of the ways that

gamers might want to play a game, and while this broad-church approach worked well enough, it meant that some rules had to be a compromise in order to allow them to work in any type of game. As an example, matched play requires that there be strict limits on what players can include in their army, while narrative play in particular works best with few if any limits on what can be used in a game. Starting from the first *General's Handbook*, the three ways to play allowed us to address such issues without compromise, because we could be confident that rules that were only really important for one way to play could be ring-fenced and isolated from all of the other ways to play. As a rules writer, I found it immensely liberating to be able to address the specific needs of one way to play, without having to worry about any repercussions for players that had a different set of interests.

Robin Cruddace, lead rules writer on the Warhammer 40,000 team, took these principles and used them to examine the core game rules that were included in codexes and battletomes. Robin's method was to look at each new rule included in a book and then ask three questions:

1. How does this improve matched play?
2. How does this improve open play?
3. How does this improve narrative play?

Anything that improved all three could be included in the core rules. Everything else was carefully examined to determine if the benefits it offered were so great that it should be kept. A rule that didn't get a green light to be used in the core rules could still be used, but it would be limited only to the ways to play that benefited from it. A great example of this approach from Age of Sigmar is the way that the expanded Triumphs and Scenery tables are limited to use in matched play games, as it was felt that they would do little to improve narrative or open play games.

However, just because we've decided to restrict certain rules to one way to play doesn't mean that you have to as well. As I said earlier, none of us are 100% a matched play gamer, or 100% a narrative gamer, or 100% an open play gamer; we are a mix of all three. Depending on the mix, you may want to use some of the rules designed for one way to play in other games. For example, you might use the Pitched Battle profiles and points in a narrative or open game as a way for each side to pick their armies. All that house rules of this type require is the agreement of the other players, and you should therefore have a chat with your opponent well before the game if you want to use a mix of rules from the three ways to play in a game. This conversation is really important, especially if you have a regular opponent that you play a lot of games against,

because they are likely to have a different set of priorities about the three ways to play to your own. You may have a hard time convincing a player with little interest in matched play to use Pitched Battle profiles in an open or narrative game, for example, or to get a player that loves matched play to use the Open War generators to create the battleplan for a matched play game, for example. Because of this, it is important to listen to your opponent and properly discuss the different options in order to come up with your own unique way to play – one that is the best fit for both of you. Railroading an opponent or trying to convince them that your preferred way of playing is the right one will only lead to rancour and, in all likelihood, no game at all!



JERVIS'S FINAL THOUGHTS

The final point I'd like to make ties into the last one, and it is that I highly recommend you try out the rules for all of the different ways to play. For example, if you love matched play, give the Open War generators or a narrative play battleplan a try, even if you worry that they may lead to an uncompetitive game. On the other hand, if you usually play narrative games with a small group of friends, why not go along to a matched play tournament to see why they are so popular with so many players. If you don't enjoy the experience, then at least you will have a better understanding of why that way to play is not for you, and will be able to explain this to future opponents and make it easier for them to understand how you feel. On the other hand, you may find that the games have some things in them that you really like and would like to include in any future games that you play if possible. In my own experience, the second outcome is the more likely of the two, and getting the opportunity to find some ideas for all of the games you play in the future is well worth the risk of not enjoying a game or two in the present.

And on that note I will finish this month's column. As ever, if you've got any comments about this article, or thoughts about different ways to play, you can always email me with them at AOSFAQ@gwplc.com. I can't reply to the emails I receive, but I do read each and every one, and I value all of the feedback I receive.

THE STORMVAULT WARLORDS

In the wake of the Shyish necroquake, many of Sigmar's ancient Stormvaults have been revealed. Now, four warlords seek to conquer one of these hallowed sites, and they've all amassed huge armies to help them do so. This month, they've been recruiting monsters!



It's the penultimate instalment in the Stormvault Warlords series, and our four warlords have taken their painting and gaming up another gear in preparation for their final showdown. Most notably, all four warlords have been painting monsters after Steve set them a challenge last month. Our Idoneth general led by example and painted an impressive Leviadon to join his army, with Alex, Matt and Ben following suit. You can see all their monsters, plus the other units they've been painting, over the next few pages.

But that's not all – our warlords have also been playing games with their armies. Well, most of them have. Matt took on writer Dan in a clash of Stormcast Eternals and skaven, and Alex used her Nurgle army against *Warhammer 40,000: Conquest* editor Nyle's Beasts of Chaos. Meanwhile, Ben took his horde of Squigs to the FaceHammer tournament in Stockport. Sadly, Steve has spent most of the last few weeks in the US working at events and so was unable to get any games with his Idoneth Deepkin. Let's hope he can figure them out before the final showdown in two month's time!



MATT HUTSON

Matt is the Stormcast Eternals collector in this challenge, having created his own Stormhost – the Umbral Spectres. Like all the other warlords, he accepted Steve's challenge to paint a monster this

month, having completed a Lord-Arcanum on Tauralon. He then painted some Evocators on Celestial Dracolines, too, just to make sure. Monsters and magic are very much the theme of Matt's creations this month!



ALEX PUSZCZYNSKA

Like a plague spreading across her painting desk, Alex's Nurgle force has continued to grow over the last few months. As a relatively new hobbyist, she's learned a lot about painting and gaming over

the course of this challenge and has created a truly impressive collection. She has acquired an unhealthy fascination with Nurglings, though, which is why she painted Morbidx Twiceborn for the monster challenge.



STEVE WREN

The Idoneth Deepkin were Steve's army of choice for A Tale of Four Warlords, and he's painted quite a few of them over the last few months. A self-confessed 'monsterholic', Steve loves

painting big centrepiece kits, so it was no surprise to see that he chose a Leviadon for this month's challenge. You can see how he painted it later on the article, along with another creation that we really weren't expecting!



BEN JOHNSON

Ben is our force of Destruction in this edition of A Tale of Four Warlords. Over the last few months, he's channelled the raw power of Gorkamorka into his paintbrushes, creating a huge and

very bouncy army of squigs that are now ready to devour all before them. This month's additions include his largest squigs yet – a Colossal Squig and two Squig Gobbas from Forge World. We look forward to seeing them in action.

WAR IN WARHAMMER WORLD

Alex fought the most impressive-looking battle this month, pitting her Nurgle army against Beasts of Chaos on one of Warhammer World's feature boards. Find out how she got on later in the article.



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

MATT HUTSON | STORMCAST ETERNALS

HEROES OF THE SACROSANCT CHAMBER

Matt's Stormcast Eternals army, known as the Umbral Spectres, has grown substantially over the last few months. Now he's added even more wizards to his Sacrosanct Chamber.

Matt has painted quite a few infantry units for his army over the last few instalments of A Tale of Four Warlords. This month, however, he has jumped on the monster-painting bandwagon.

'Because it's monster month, I decided to paint a Lord-Arcanum on Tauralon – the biggest monster in the wizarding wing (*also known as the Sacrosanct Chamber* – Ed) of the Stormcast Eternals,' says Matt. 'He's also going to be the general of my army, seeing as he's the biggest and most impressive model in my force now.'

'But I didn't want to stop at one monster. I've been intending to add a unit of Evocators on Celestial Dracolines to my army for a while now, but I wasn't quite sure how to paint their beasties. It was only when I painted the Tauralon that I figured out what colour they should be.'

'For the final month, I want to get a Lord-Ordinator and a Celestar Ballista painted so I can field a Hailstorm Battery warscroll battalion. If I get a Lord-Exorcist painted, I can field a Grand Convocation, too, taking me up to three warscroll battalions in total.'



TAURALON DUDE

'My Stormcast army is quite slow, but the Lord-Arcanum on Tauralon is really fast, which is part of the reason why I included him in the army,' says Matt. 'His Swift of Wing command ability should help me get my army into combat (or into range for spells) in the first battle round. He can then fly off and do his own thing without getting caught up in a fight. I'm hoping his

Tauralon will be quick enough to keep him out of harm's way, and tough enough to protect him if he does end up in combat. Just to make sure, though, I'm going to give his Tauralon the Steel Pinions mount trait so that he's got a chance of ignoring wounds. As for spells, I'm thinking about giving him Stormcaller, which he can cast from anywhere on the battlefield. He should cause plenty of damage with that over the course of a game.'



READY FOR A THUNDEROUS CHARGE

‘Evocators are really powerful combat units, but when they’re riding Celestial Dracolines, they’re even more devastating,’ says Matt. ‘Between the mount and the rider they get a grand total of seven attacks, potentially

dishing out thirteen damage each if they charge in the same turn. Add in their Celestial Lightning Arc, which can cause up to six mortal wounds, and you’ve got a really dangerous unit. They’ll be tasked with guarding my Lord-Arcanum while he’s busy casting spells.’

CREATURES OF THE SHADOW REALM

‘I was inspired to paint the Tauralon and Dracolines after reading the Realm of Shadow article in May’s *White Dwarf*,’ says Matt. ‘I liked the idea of painting them in an opposing colour to the realm so that they stand out rather than blend in – these are noble mounts, after all, rather than skulking beasts. I then added in a few shadowy blues and greys for wings and scales. The bright white skin also contrasts well with the dark red armour worn by the riders.’

PALE SKIN AND FEATHERS

- Basecoat: Ionrach Skin
- Basecoat: Apothecary White
- Layer: Ionrach Skin
- Layer: White Scar

FEATHERS AND MOUTH

- Basecoat: Ionrach Skin
- Basecoat: Gryph-charger Grey
- Layer: Fenrisian Grey

DARK FEATHERS

- Undercoat: Wraithbone
- Basecoat: Black Templar
- Basecoat: Space Wolves Grey
- Drybrush: The Fang
- Layer: Russ Grey



MATT’S ARMY SO FAR

Leaders	
Lord-Arcanum on Tauralon	320
Lord-Arcanum on Gryph-charger	240
Knight-Incantor	140
Knight-Incantor	140
Knight-Incantor	140
Units	
5 x Sequitors	120
5 x Sequitors	120
5 x Sequitors	120
5 x Sequitors	120
5 x Evocators	200
5 x Evocators	200
5 x Castigators	160
3 x Evocators on Celestial Dracolines	300
War Machines	
Celestar Ballista	110
Warscroll Battalions	
Cleansing Phalanx	120
Endless Spells	
Everblaze Comet	100
Dais Arcanum	30
Celestial Vortex	40
TOTAL:	2700



ALEX PUSZCZYNSKA | MAGGOTKIN OF NURGLE

THE LORD OF NURGLINGS

So far in this challenge, Alex has mainly painted infantry models for her Maggotkin of Nurgle army. But that all changed this month when she decided to add Morbidex Twiceborn to her force.

Alex is a big fan of Nurglings, but as we all know, they're not that large, and they're definitely not monsters! So she went on a hunt to find the most Nurgling-looking monster she could find.

'Morbidex Twiceborn not only looks like a Nurgling, but he makes them better in battle, too,' says Alex. 'He's a pretty powerful fighter in his own right, but really I just want him around to make his minions better. I even added a few spare ones I had lying around to his base just to show how much they love being around him.'

'I've been pretty busy when it comes to learning how my army works, too. I've played a few games with my husband, Chris, who is also just getting into the game, so we're kind of learning together. I reckon he's figuring out the game quicker, but my models are definitely better painted, so that's a win for me! I also played a 1,500-point game against our editor Nyle (no, not Lyle – yes, it is confusing), which you can read about on the opposite page. I think my next and last project for this challenge will be the biggest monster of them all – the Great Unclean One. Grandfather Nurgle will be happy with that.'

PAINTING MORBIDEX

'Morbidex was a really interesting project, because I painted him mostly with Contrast paints,' says Alex. 'I've been watching a lot of painting videos on how to combine Contrast paints with regular highlights and shades, and I thought I would give it a go.'

'I used Zandri Dust as the undercoat for Morbidex, then applied a basecoat of Akhelian Green to his Maggoth mount Tripletongue – a tip I'd seen on one of our store Facebook pages. He ended up a lot bluer than I expected (oops!), so I used drybrushing and washes to make the colour a bit more subtle, but still really hideous-looking. He certainly stands out from the rest of the army! I then used my regular army colours on Morbidex himself.'

PUTRID SKIN

Basecoat: Akhelian Green

Wash: Biel-Tan Green

Drybrush: Caliban Green

Drybrush: Kabalite Green

Drybrush: Warpstone Glow

Drybrush: Sybarite Green

Drybrush: Warboss Green



BATTLE FOR THE PASS

'I played a game against *Warhammer 40,000: Conquest* editor Nyle a few weeks ago,' says Alex. 'Nyle also has a Maggotkin army, so he was able to help me out with rules and remind me what abilities to do when. Saying that, while he is a lovely guy, he certainly didn't hold back when it came to rolling dice!'

'We fought the Battle for the Pass battleplan from the *General's Handbook 2019*, which meant that both of us had to move our armies pretty quickly to grab the objectives. I found myself in trouble right from the start when Nyle used the Brayherd Ambush rule to bring his Tuskgor Chariots in behind my Plaguebearers and smashed right into the back of them. It's fair to say that he won the battle easily enough – his army was way faster than mine, and they nabbed all the objectives while my Plaguebearers lumbered around in confusion. The game was really useful practice, though. I've got a better understanding of how my units fight individually, but I still need to work on my army synergy. Remembering which units to stand near each other, when to use a certain ability and so on takes a lot of brain power!'



Top: Alex's army stands ready to fight on one of the tabs in *Warhammer World*. Morbidex leads the charge surrounded by his rotten minions.



Bottom: Beastmen appear from nowhere to ambush the forces of the Plague God. Despite being notoriously resilient, Alex's Maggotkin are eventually dragged down by sheer weight of numbers. Morbidex is the last to fall, bludgeoned to death by a herd of angry Gors.



MORE ROTTEN MINIONS

'You can never have too many Plaguebearers in a Nurgle army,' says Alex. 'I painted this unit with Plaguebearer Flesh followed by a bit of drybrushing with Ogryn Camo and Screaming Skull to bring their skin tone up to a putrid yellow. I also

dabbed on patches of Guilliman Flesh – particularly on their swollen feet – to show where a new disease has taken hold. My favourite painting trick, though, was basecoating their swords with leadbelcher, then giving them a coat of Dark Angels Green to make them appear iridescent.'

ALEX'S ARMY SO FAR

Leaders

Morbidex Twiceborn	240
Lord of Blights	140
Poxbringer, Herald of Nurgle	120

Units

Beast of Nurgle	80
3 x Nurglings	100
3 x Nurglings	100
3 x Plague drones	200
10 x Plaguebearers	120
10 x Plaguebearers	120
10 x Plaguebearers	120
5 x Putrid Blightkings	160

TOTAL: 1500



STEVE WREN | IDONETH DEEPKIN

CREATURES OF SKY AND SEA

Having painted a fair number of infantry, most of the characters, and a load of eel-riders for his Idoneth army, Steve has turned his attention to the big monsters, including an Akhelian Leviadon.

Having issued the monster painting challenge for this month's instalment of A Tale of Four Warlords, Steve decided to paint the largest model in his army – an Akhelian Leviadon.

'I love painting monsters and centrepiece models,' says Steve. 'So much, in fact, that I've built whole armies of them in the past for events and tournaments. So while I've slowly been painting Reavers and Thralls to get my number of battleline units up, I've spent most of my time over the last couple of months working on my Leviadon.'

The kit is already pretty huge, but I wanted to make it even more impressive by giving it a scenic base made from half a Gloomtide Shipwreck and a load of spare fish from other Idoneth kits.

Sadly, my gaming has suffered a bit this month, as I've been working at a lot of events in the US. I did manage to get a game in with my Tzeentch army at my local club, but I somehow lost the game within thirty-five minutes! I'm blaming it on the jet lag. Fortunately, I still have two months to get in some more practice with the Idoneth.'



FLIGHT OF THE PHOENIX

Steve loves painting monsters so much that after finishing his Leviadon, he spent an afternoon (yes, an afternoon) painting a Frostheart Phoenix, too. 'I really like the model and thought it would be interesting to convert one ridden by an Akhelian King,' says Steve. 'I used the Phoenix's normal saddle, but with the Akhelian King mounted on top.'

'I used Teclis Blue, Temple Guard Blue and Lothorn Blue for the main feather colours, then shaded them all with a wash of Leviadon Blue mixed with Contrast Medium. I then applied final highlights with Baharroth Blue and Pallid Wych Flesh. Like all my other models, I built a custom base for the Frostheart using bits of bark, clump foliage, spare fish and even a seashell to tie it in to the rest of the models in my collection.'

COLOURFUL CREATURES OF THE DEEP
'I built my Leviadon in sub-assemblies to make painting it easier,' says Steve. 'I built the base, the turtle's shell, it's limbs, the howdah and the crew. The main body of the Leviadon was sprayed Death Guard Green, then drybrushed with Ogryn Camo and Gauss Blaster Green. A wash of Coelia Greenshade and Lahmian Medium helped bring all the colours together. The upper part of the shell is painted with Incubi Darkness, airbrushed with Evil Sunz Scarlet and Wild Rider Red, then washed with Druchii Violet mixed with Lahmian Medium.'

STEVE'S ARMY SO FAR

Leaders	
Akhelian King	240
Eidolon of Mathlann,	
Aspect of the Storm	400
Isharann Soulrender	80
Isharann Soulscryer	130
Isharann Tidecaster	100
Lotann,	
Warden of the Soul Ledgers	80
Treelord Ancient	300
Branchwych	80
Units	
1 x Akhelian Allopexes	120
1 x Akhelian Allopexes	120
3 x Akhelian Ishlaen Guard	140
3 x Akhelian Ishlaen Guard	140
3 x Akhelian Morrarr Guard	170
10 x Namarti Reavers	130
20 x Namarti Thralls	260
10 x Dryads	100
10 x Dryads	100
Behemoths	
Akhelian Leviadon	350
Battalions	
Alliance of Wood and Sea	140
Endless Spells	
Quicksilver Swords	30
Chronomantic Cogs	80
Umbral Spellportal	70
TOTAL:	3360



BEN JOHNSON | GLOOMSPITE GITZ

CHEW AND SPIT

Ben has painted almost one hundred squigs for his Squigalanche, making his the largest of the four armies in this challenge. He even managed to find some super-large squigs for monster month.

If you've been following the Stormvault Warlords series, you'll not be surprised to discover that the last two pages of this month's article are filled with squigs. This time, though, Ben's painted some really large ones!

'Because my army is entirely based around squigs, I really wanted my monsters to be squigs, too, rather than something like an Arachnarok Spider or a Dankhold Troggoth,' says Ben. 'Fortunately, Forge World makes two excellent large squig models – the Colossal Squig and the

Squig Gobba. They add a whole new scale to the force, and the Colossal Squig is a great centrepiece model (not to mention pretty fearsome on the tabletop).

'Before our final warlords showdown, I'm going to spend a bit of time perfecting my tactics and finalising my artefact choices. I'm also going to try to convert the five characters from the Gobbapalooza set so that they're all riding squigs. I feel I need to add a bit of magic to my army, especially seeing the number of wizards Matt has. I might even paint some endless spells if I get the time.'

A COLOSSAL ADDITION

The big addition to Ben's army this month is the Colossal Squig model from Forge World. 'I actually painted the Colossal Squig on Hang Out and Paint on the Warhammer Twitch live stream,' says Ben. 'I sprayed all the basecoats on before the show, then painted the rest of it while I chatted with Peachy and Duncan. I pretty much finished the model in two hours.'

'I'm actually really looking forward to using the Colossal Squig in a game. Erik – one of the studio photographers – used two of them to great effect at the Warhammer Age of Sigmar team event. What most people don't realise is that when a Colossal Squig dies, it explodes, releasing five Cave Squigs. Erik's tactic was to capture objectives with them. If his opponent ignored them, he would hold the objective. More often than not, they would send in a monster to kill the Colossal Squig only to find themselves outnumbered by the Cave Squigs when it died. Clever, eh? I don't know if it will work in the grand showdown, but we'll see if the others fall for it.'





GRAB THE SPITTOON!

'The Squig Gobbas have a special place in my heart because they were one of the first kits that I made the master moulds for when I used to work in the tooling department,' says Ben. 'Because I want my entire army to be squigs (or mounted on squigs), I

left off the grot crews and filled in the holes with Green Stuff. I then painted the Squig Gobbas the same as the rest of my army. When it came to their spit, I decided to paint it purple like the mouths and tongues of my other squigs. I reasoned that it's probably pretty corrosive.'

BEN'S ARMY SO FAR

Leaders

Loonboss on Mangler Squigs	280
Loonboss on Mangler Squigs	280
Loonboss on Giant Cave Squig	110
Loonboss on Giant Cave Squig	110

Units

12 x Squig Herd	140
12 x Squig Herd	140
10 x Squig Hoppers	180
15 x Boingrot Bouncerz	300
15 x Boingrot Bouncerz	300
15 x Boingrot Bouncerz	300
1 x Squig Gobba	160
1 x Squig Gobba	160

Behemoths

Colossal Squig	300
Mangler Squigs	240
Mangler Squigs	240

Battalions

Squigalanche	90
Squig Rider Stampede	140

TOTAL:

3470



GITZ ON DA LOOSE

'I've played a few games this month, but one of my favourites was against my regular gaming opponent, Ben Curry, and his Legion of Azgorh. We were both testing out our army lists for an upcoming FaceHammer event that's taking part in Stockport (which is in the future as we write this, but long in the past when you read it. Such is the power of the warp. – Ed).

'Ben took the first turn, then I capitalised on a double turn to get my whole army bouncing across the battlefield. I didn't quite have the Bad Moon in the right position for maximum effect, but I piled the Boingrot Bouncerz in anyway, smashed them into a Daemonsmith, then managed to swing them round into Ben's Magma Cannon. If you've never had to fight one of those war machines before, they are so nasty! I was lucky I caught it before he drove it off on the back of an Iron Daemon.

'Like Matt, my army hails from Ulgu, so I picked the Sword of Judgement, Spellmirror and Doppelganger Cloak artefacts from *Malign Sorcery* for my grot heroes. They've certainly helped my characters stay alive longer in the battles I've played!'



Top: Ben's horde of squig-mounted grots prepares for battle against the Legion of Azgorh.

Bottom: Drazhoath the Ashen is mobbed by Boingrot Bouncerz and Mangler Squigs. The battle quickly descended into a swirling mass of bouncing, angry red things.



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

DESTROY THE NEXUS



PHIL & JES

It's senior background writer versus Age of Sigmar studio manager in this month's Battle Report. Will Phil go easy on his boss? We doubt it!

This month's Battle Report pits brute force and blood magic against unyielding bone and martial discipline in a mighty showdown between the Ogor Mawtribes and the Ossiarch Bonereapers – armies that have both received new battletomes recently. Resident Tyrant, Phil Kelly, will be in charge of the ogors, while itinerant Soulmason, Jes Bickham, will be in command of the reformed skeleton host.

Both players are using their own armies for this Battle Report. Regular readers will recognise Phil's Ogor Mawtribes collection, which he used to great effect last year in the Battle for Techuan's Key II. Phil has upgraded his army a little since then, having ditched the grots (poor little blighters didn't like getting kicked around) and painted a Huskard on Stonehorn and one of the new plastic Tyrant models to represent his general, Bolg da Tyrannical Tyrant.

Jes, meanwhile, has painted an army of Ossiarch Bonereapers. When we asked him if he'd like to play in this month's Battle Report, he only had 1,000 points of models painted. He finished the rest of the army in just two weeks, including Katakros. That's an endorsement for Contrast paints if ever we've seen one!

The battleplan our two generals will be playing is Destroy the Nexus, which can be found on page 86 of *Battletome: Ossiarch Bonereapers*. The ogors will have to destroy a Bone-tithe Nexus guarded by an army of Ossiarch Bonereapers – a tough task at the best of times. To make things even harder for Phil, the game also has a random turn length, which means he may only have three battle rounds to destroy the Nexus. Phil will need to get his ogors into the fight pretty quickly if he wants a chance of securing victory. We reckon Jes will have something to say about that!

A Bone-tithe Nexus has been raised in the Endless Boneyard, announcing Nagash's renewed dominion over that land. Enraged by its presence, the Bloodgullet Mawtribe seek to tear it down and crunch the bones of its defenders. But a mighty foe awaits them ...



Boggo Bladefists peered into his blood-stained cauldron and gave the contents a stir with one of the rusty blades he had instead of hands. The gruel was thin and full of shattered bone, and it pained him to look upon it. Even now his gut rumbled angrily, a sure sign that the Gulping God was displeased with the offerings the Bloodgullets had made.

The ogor Slaughtermaster hooked out a steaming bone with his blade-hand and licked at the end of it. There was barely any marrow to be had from the drybones, thought Boggo, as the leg disappeared into his cavernous maw and he began crunching. The act of moving his jaw up and down lightened his mood a little, but his stomach continued to growl at him. He swallowed the pitiful morsel and fished around in the Great Mawpot for another bone to munch on. Heavy footsteps behind him paused him in his endeavour.

'What does the Great Beast have to say?' said Bolg, his guttural voice like an avalanche of stone. 'Do we fight the drybones or find something with a bit more meat on it?'

Boggo leaned over the cauldron and stared into its depths, his eyes glazing over. Bones floated before his eyes in the greasy gruel. He concentrated harder, his rancid teeth gnashing in frustration. The visions came to him slowly. He saw the aftermath of a battle, dead ogors lying silent in the dust. Skeletons were cutting up the fallen bodies, flensing the flesh and transporting the remains bone by bloody bone towards a giant obelisk. A cavernous maw opened above the monolith, fangs gnashing at it until it shattered. Boggo leaned back from the cauldron and looked Bolg in the eye.

'The Gulping God has spoken,' rumbled Boggo. 'We must destroy the statue of bone.'

THE IMMOVABLE OBJECT

Jes: My army is built around Katakros, the Mortarch of the Necropolis. My force is mostly defensive in nature and nicely compact, meaning I can make the most of my command abilities. Supreme Commander of the Bonereaper Legions is going to be key, as it will make my Mortek Guard super durable. Combined with their innate Shieldwall ability, and my Mortisan Soulmason standing by ready to cast Reinforce Battle-shields, I can make them virtually impossible to kill. Meanwhile, the Necropolis Stalkers, Kavalos Deathriders, and Gothizzar Harvester are my main offensive units. They'll wait patiently for their moments to strike and hopefully blunt the ogor offensive. It's going to be a game of unstoppable force meets immovable object, methinks!



BRUTE FORCE AND IGNORANCE

Phil: This is going to be fun! I have a great fondness for both armies, and I can't wait to see them in action – brute force and ignorance versus military genius and arcane might. My ogor army is built around a core of blubber and muscle in the form of a twelve-ogor unit of Gluttons. Bolstered by the Tyrant and the magic of my Butcher and Slaughtermaster combo, I intend to smash them into the front of Jes's battleline and hold up as many units as possible. Meanwhile, my Ironguts and Mournfang Pack will stampede around the flanks, trying to force an opening and get to the Bone-tithe Nexus beyond. It's a basic pincer manoeuvre, but with a fair amount of healing ability to get my guys back in the fight, the right spells in the right place and a bit of luck, it might just work.





THE BONEREAPER LEGION

1	Katakros, Mortarch of the Necropolis General	500
2	Ekmis Nissar, Mortisan Soulmason Spells: Reinforce Battle-shields, Soul-guide Artefact: Artificer's Blade	140
3	Vokmortian, Master of the Bone-tithe Spells: Empower Nadirite Weapons, Mortal Touch	180
4	Kraskarr the Collector Gothizzar Harvester	200
5	The Kastelloi 3 Necropolis Stalkers	200
6	The Endless Faithful 20 Morteck Guard with Nadirite Spears	260
7	The Eternal Blades 20 Morteck Guard with Nadirite Blades	260
8	The Hippleska 5 Kavalos Deathriders with Nadirite Blades	180
Endless Spells		
9	Bone-tithe Shrieker	40
10	Nightmare Predator	30
Total:		1990 points



THE BLOODGULLET MAWTRIBE

1	Bolg da Tyrannical Tyrant General Big Name: Fateseeker Artefact: Splatter-cleaver Command trait: 'Nice Drop of the Red Stuff!'	160
2	Boggo Bladefists, Slaughtermaster Spells: Blood Feast, Fleshcrave Curse, Rockchomper	140
3	Pigsticka, Butcher Spells: Ribcracker, Greasy Deluge, Voracious Maw	140
4	Lars the Big, Huskard on Stonehorn Mount Trait: Black Clatterhorn	320
5	The Movable Feasters 12 Ogor Gluttons	400
6	The Marching Gutlords 4 Ironguts	220
7	The Gore-corps 4 Ironguts	220
8	Pack Atta 4 Mournfang Pack	280
9	The Scavengers 2 Frost Sabres	40
10	Rapansul Gorger	80
Total:		2000 points

DEPLOYMENT: THE FEAST AWAITS

The Bloodgullet ogors drag forward their Great Mawpot and prepare themselves for a fight (and possibly a meal). On the opposite side of the battlefield, Katakros's legion awaits them in silence.

THE BONE-TITHE NEXUS

Jes set up the Bone-tithe Nexus in the centre of his deployment zone. For the purposes of destroying it in this game, it has a Save of 4+ and 12 Wounds. It can only be attacked if any enemy model is within range and there are no Bonereaper units within 3" of them.

Bolg narrowed his eyes and squinted at the enemy army arrayed before him. His ogors were lumbering forwards ready for the upcoming battle, but every time his units got into position, the skeletal horde before them shifted slightly. He gestured for Lars the Big to take his Beastclaw kin and deploy on the eastern flank of the army. As the Mournfangs raced after the monstrous Stonehorn, Bolg watched the enemy closely. The skeletons reformed almost immediately, a unit of bony horse riders breaking away from the main army to take up residence on a nearby temple from where they could watch the Mournfang Pack.

Though not possessed of a tactical mind, Bolg could see that his enemy certainly was. Ranks of armoured skeletons protected the obelisk, larger bone constructs lurking behind them. Bolg shrugged and accepted that his foe probably knew how to fight a bit, but the crunchy skeletons would be no match for the Bloodgullet Mawtribe. Besides, his Slaughtermaster had spoken – the Gulping God wished the statue destroyed, so destroy it Bolg would.

On the opposite side of the battlefield, Katakros and the Bonereaper legion waited in silence. The ogors would not leave the battlefield alive.

LYING IN WAIT

Phil: Gorgers can start the battle in reserve, arriving anywhere on the battlefield at the end of my first movement phase. My plan is to bring him on behind Jes's lines to cause as much disruption as possible. Even one distracted unit would be a bonus.



COMMAND POINTS

The Ossiarth Bonereapers do not generate command points like regular armies. Instead, at the start of each battle round, they gain a number of relentless discipline points that can be used in a similar manner, but in myriad different ways. Mortek Guard, for example, can form up into a shieldwall, while Kavalos Deathriders can create a Deathrider wedge when charging the enemy.





Before the battle begins, Phil deploys the Great Mawpot as far forward in his deployment zone as possible in preparation for a swift advance **(1)**.

Jes places the first unit, deploying his Mortek Guard with spears to the west of the Bone-tithe Nexus **(2)**. Phil responds by placing his Sabretusks opposite them **(3)**.



Jes places his other Mortek Guard to the east of the Nexus **(4)**, while Phil deploys a unit of Ironguts to the west **(5)**.

Katakros is deployed behind the Mortek Guard **(6)**, while the twelve-strong unit of Ogor Gluttons are placed opposite him **(7)**.

After much deliberation, Jes deploys the Gothizzar Harvester to the west of the Nexus **(8)**, along with the Mortisan Soulmason **(9)**.

Phil places his Mournfang Pack **(10)** and Huskard on Stonehorn **(11)** on the eastern flank of the battlefield.

Vokmortian **(12)** is set up next to Katakros, as are the Necropolis Stalkers **(13)**. More Ironguts join Phil's battleline to the south-west **(14)**.

Jes places his last unit – the Kavalos Deathriders – on the temple to the north-east **(15)** in response to Phil's strong right flank.

With Jes having deployed all of his units, Phil places both of his spellcasters in the centre of his army **(16-17)** near the Great Mawpot, and his Tyrant **(18)** amongst his hardest-hitting units.



BATTLE ROUND ONE: A RUMBLING ADVANCE

The Bloodgullets race towards the Bone-tithe Nexus, but the Mortarch of the Necropolis anticipates their every move and sends his warriors to block the ogor advance.

The ogors raced towards the Ossiarth Bonereapers, the prospect of a crunchy meal foremost in their minds. The Gluttons and Ironguts pounded after Bolg as he ran towards the drybones, their hunger intensified by the blood magic of the nearby Butchers. To the east, the Beastclaw Raiders advanced slowly, wary of the nearby Kavalos Deathriders and the wall of Mortek Guard that awaited them. A hasty charge could easily leave them outnumbered and out of position, and even the prospect of an early lunch was not enough to entice them in. Rapansul the Gorger, however, could wait no longer. Leaping from his hiding place, he smashed his way through one of the Deathriders on the temple before being hewn apart by their nadirite blades.

HUNGRY OR EATING?

Ogors exist in one of two states: they are either ravenous with hunger or stuffing their mouths with food. To represent this, if an ogor unit is more than 3" from an enemy, they add 2 to their Move characteristic, representing their need to feed. If they are within 3" they add 2 to their Bravery instead. Providing regular mid-battle meals is a great way to ensure an ogor force stays around for the duration.

Katakros responded in sedate silence. With a gesture, his Mortek Guard closed ranks around the Bone-tithe Nexus, creating a wall of bone and impenetrable shields. Nearby, Vokmortian and the Soulmason unleashed their magical might on their foes, summoning endless spells to hamper the ogors while at the same time imbuing their osseous minions with restorative energy. Should any of the ogors make it into combat, the Mortek Guard would almost certainly be able to shrug off the worst of the damage.

Meanwhile, far to the east, the Kavalos Deathriders urged their skeletal steeds forwards, racing from the temple to attack the Mournfang riders. Flesh was cleaved and bone shattered as the two units of cavalry slammed into each other, one warrior falling from each unit. Lars the Big turned his Stonehorn to face the fight – it looked as though lunch had arrived.

‘I am the Supreme Lord of the Bonereaper Legions! You have to say it with the accent, too, you know. The accent is very important.’ – Jes

Boggo the Slaughtermaster (1) casts Rockchomper on the Gluttons (2) to make their gulping bite more deadly. Pigsticka the Butcher (3) casts Mystic Shield on the Mournfang Pack (4) just in case they get into a fight.

The Frost Sabres (5) and both units of Ironguts (6-7) race towards the Bonereapers' western flank, though they carefully remain out of charge range.



Driven by hunger, the Gluttons run directly towards the Bone-tithe Nexus along with Bolg da Tyrannical Tyrant (8).

The Gorger appears behind the Kavalos Deathriders (9) and attacks them. It kills one but is slain in return.

Sensing nearby foes, the Bone-tithe Nexus inflicts a Punishment of Lethargy on the Gluttons, slowing their headlong charge.



Vokmortian (10) summons a Nightmare Predator (11), then casts Empower Nadirite Weapons on the Morteck Guard (12). The skeletons then move in front of the Bone-tithe Nexus.

The Soulmason (13) casts Reinforce Battle-shields on the other Morteck Guard (14), enabling them to ignore mortal wounds on a 5+. The Soulmason also summons a Bone-tithe Shrieker (15) to hamper the ogor advance.



Katakros (16) uses his Supreme Lord of the Bonereaper Legions command ability to give all units wholly within 18" of him +1 to hit and +1 to their saving throws. As an afterthought, he also resurrects a Kavalos Deathrider.

The undead cavalry (17) then form into a Deathrider Wedge and charge into the Mournfang Pack (while carefully avoiding the nearby Stonehorn). They cause a total of eleven wounds on the ogors, slaying one of the huge riders. Incredibly, the ogors do no damage in return, but one of the Mournfangs does kill a Deathrider.

The Butcher (1) and Slaughtermaster (2) fail to cast any of their spells!

Despite their lethargy, the Gluttons (3) charge the MorteK Guard armed with spears (4). A unit of Ironguts also charges in (5), as does Bolg (6). Despite his units dishing out over sixty attacks, Phil only manages to kill ten MorteK Guard. The second unit of MorteK Guard (7) also join the fight, the two units of skeletons slaying five Ogor Gluttons.

'I do feel it's anyone's game. I have units in reserve, but if the Harvester does enough damage and heals the MorteK Guard, I could be in real trouble.' - Phil

BATTLE ROUND TWO: CRUNCH TIME

The ogors charge headlong into the undead lines, only to find themselves confronted by a wall of impenetrable bone. A war of attrition had just begun.

With a bellowed command, Bolg ordered his ever-hungry ogors to charge into the enemy ranks. Huge slabs of blubber and muscle collided with a wall of bone, shattered limbs and spilt blood flying in every direction as the two armies fought for control of the Bone-tithe Nexus.

Yet despite their brutal assault, the ogors were coming up against stiff resistance. The skeletal infantry were small but tough, and even Bolg found them hard to pulverise with his thundermace. As the Tyrant swung ineffectively at them, a bizarre-looking bone wizard advanced through their ranks and began attacking him. Every swing of this Soulmason's blade burned Bolg's flesh, and the Tyrant recoiled from the fight. At least Lars the Big was having better luck, thought Bolg, as he watched the Stonehorn smash aside the undead cavalry.

HARDY SKELLIES

Jes: The Ossiarth Bonereapers are all about combos. MorteK Guard are tough – they have a 4+ Save and can ignore damage on a 6+ thanks to being dead. With Katakros nearby, their Save can increase to 3+, which can be re-rolled if they use their Shieldwall command ability. Cast Reinforce Battle-shields on them to help them negate mortal wounds on a 5+ and you've got one seriously survivable unit!

Katakros flicked his wrist, and the Necropolis Stalkers moved instantly to defend the western flank of the undead army. With another gesture, the Mortarch flung the Gothizzar Harvester into combat with the ogor Ironguts, imbuing the bone construct with a relentless animus. As it crushed and pulverised the ogors, MorteK Guard sprung up in its wake and rejoined the fight against the Gluttons, hacking mercilessly at the huge brutes until several of them fell.

Nearby, Vokmortian and Ekmis Nissar continued to empower the MorteK Guard, their shields and blades glowing with deathly energy as they warded off the ogor attacks and dealt terrible damage in return. Katakros observed the battle in silence. The martial discipline of his warriors was taking a toll on the ogors, but his flanks were now dangerously exposed, and there was a rampaging Stonehorn on the loose.



Big Lars charges the Deathriders and pounds them to dust **(8)**.

Katakros **(9)** resurrects three fallen Mortek Guard. He continues to enact his Supreme Lord of the Bonereaper Legion command ability.

The Necropolis Stalkers race around the Nexus to shore up Jes's western flank **(10)**.

Vokmortian **(11)** casts Mystic Shield on the Mortek Guard armed with swords, while Ekmis Nissar the Soulmason **(12)** Reinforces the Battle-shields of the Mortek Guard with spears. The Soulmason then charges into the Tyrant, causing five wounds on the ogor general with his Artificer's Blade.

The Gothizzar Harvester **(13)**, boosted by Katakros's Endless Duty command ability, kills two Ironguts, then uses their bodies to resurrect two Mortek Guard. The Ironguts fail to hurt the construct in return.

The Mortek Guard strike the Gluttons but fail to kill any of them, with the Gluttons also doing no damage.



BATTLE ROUND THREE: THE WALL OF BONE BEGINS TO CRUMBLE

Having stolen the initiative from the ogors, Katakros sets a defensive formation around the Bone-tithe Nexus. But danger looms on the horizon in the shape of the Beastclaw Raiders.

The Nightmare Predator (1) moves onto the temple to prevent Big Lars from moving around the back of the Mortek Guard.

Vokmortian (2) casts Empower Nadirite Weapons and Mystic Shield on the Mortek Guard with swords (3). Crucially, Ekmis Nissar (4) fails to cast Reinforce Battle-shields on them. He is then wounded in combat by the Tyrant, Bolg (5).

The Gothizzar Harvester (6) blasts one Irongut apart with its death's head maw, then bludgeons the last one to death in combat.

The Mortek Guard with spears (7) drag down another two Gluttons (8) in combat and suffer three casualties in return.

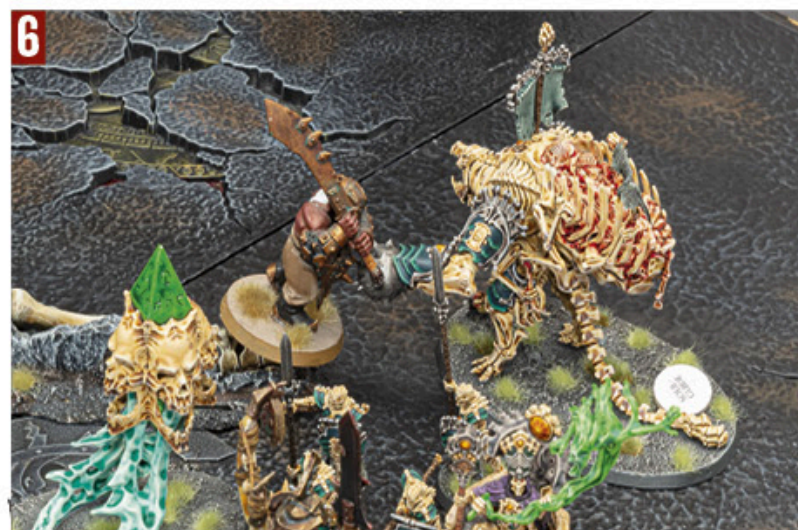
Now further than 3" away from the Gluttons, the Mortek Guard with swords form a defensive line in preparation for the charge of the Beastclaw Raiders.

Pigsticka the Butcher (9) distributes the contents of the Great Mawpot (10), healing Bolg and one of the Gluttons. Pigsticka fails to cast any spells again, but Boggo Bladefists (11) manages to cast Blood Feast on the Ironguts and feeds them Spinemarrow from his cauldron, giving them +1 attack and +1 to hit. Both shamans charge into combat with the Mortek Guard but do no damage.

Seeing the ogors so close to the Bone-tithe Nexus, Katakros ordered Vokmortian and Ekmis Nissar to bolster the defensive capabilities of the Mortek Guard. Fallen warriors rose back to their feet, shields glowed with arcane energy, and the Mortek Guard stepped forward as one, their nadirite blades slicing and stabbing at the Gluttons who were trying to devour them. More ogors fell, but the Mortek Guard were also beginning to weaken, their shields no longer reinforced by the Soulmason, who was engaged in a duel to the death with the ogor Tyrant.

Nearby, the Gothizzar Harvester continued its rampage through the Ironguts and Frost Sabres, its bone frame driven by the Mortarch's indomitable will. With his western flank secure, Katakros turned his attention to the east, where big monsters loomed.

Bolg bellowed a command, and, with a burst of speed, the Gore-corps Ironguts raced behind the ogor lines and into the easternmost unit of Mortek Guard. At the same time, Lars the Big spurred his Stonehorn forwards, the Mournfang riders of Pack Atta hot on his heels. Pigsticka and Boggo also broke into a run, slamming into the Mortek Guard at the same time as the ogor cavalry. Bone splintered and cracked as the ogors made contact, the skeleton warriors bludgeoned, trampled and chewed apart as the ogors tore into them. It was all over in a matter of moments. The eastern flank of the Ossiarch Bonereapers' army was in tatters, and with the Necropolis Stalkers out of position, only Vokmortian stood in the way of victory. Bolg grinned in satisfaction at his tactical genius, then grunted in pain as a blade slammed through his rib cage and into his heart. The Soulmason's grinning skull was the last thing Bolg saw as he pitched face first into the dirt.





The Soulmason somehow slays Bolg da Tyrannical Tyrant in combat, then fends off the Frost Sabres (12), which are in turn killed by the Gothizzar Harvester.

The Ironguts (13), Mournfang Pack (14) and Stonehorn (15) all charge the Mortek Guard armed with swords. Jes uses the Shieldwall command ability on them, but their numerous saves are overloaded by the sheer weight of attacks aimed at them. Big Lars kills eight of the skeletal warriors, while the Mournfang Pack kill a further three. The Ironguts kill the remaining nine.

Meanwhile, two more Gluttons are felled, and Pigsticka is wounded by the Mortek Guard.

BATTLE ROUND FOUR: THE TITHE DENIED

As the ogors shatter the eastern flank of Katakros's army, the Mortarch of the Necropolis can only watch on in frustration as his grand strategy begins to unravel.

GUT MAGIC

Phil: It didn't matter what I did in this game, I just could not cast Voracious Maw! Because it causes mortal wounds, and plenty of them, it would have been the perfect spell to cast on the Mortek Guard. Had I been able to cast it – even once – Jes's unit of Mortek Guard with spears would have been much less effective. Sadly, the Soulmason countered the spell the one time I actually managed to cast it. Sigh!

With Bolg da Tyrannical Tyrant now lying in the dust, Big Lars took command of the Bloodgullet horde. With the bone-strewn effigy now looming above him, only one pesky drybone stood in the way of his victory.

Shouting to the two ogor shamans, Lars the Big pointed at Vokmortian, then made a smashing motion with his fist. Pigsticka rolled his eyes and flung out a bolt of filthy magic that stank of offal, impaling the Master of the Bone-tithe. Boggo plunged his hands deep into his cauldron, gobbled down some rotten meat and flung his stump blades towards Vokmortian. The undead wizard turned slowly towards the Slaughtermaster, shook violently for a moment, then keeled over without uttering a sound. Boggo looked momentarily surprised, then plunged his hands back into the cauldron to find something he could use for another spell.

Katakros could barely contain his fury at the disaster that was unfolding. As he watched, Ekmis Nissar was knocked from his throne by a bird – a bird! – while Vokmortian lay crumpled among his own tithe of bones. Shots rang out, and the Mortarch's scrollbearer disintegrated before him.

Imposing his will upon the Mortek Guard, Katakros drove them to fight even harder, but they were surrounded by ogors, and there was little they could do to hurt the blubbery monsters. There was even less they could do to stop the Stonehorn thundering towards the Bone-tithe Nexus. With an almighty crash, the huge beast's head impacted with the obsidian pillar, smashing the Bone-tithe Nexus clean in half. As the symbol of Nagash's rule toppled, Katakros walked away in disgust. He would have his revenge on the Bloodgullets. None who opposed the Mortarch of the Necropolis ever survived for long.





The Nightmare Predator inches closer to Lars the Big, wounding the Huskard and one of the Mournfang riders.

Pigsticka **(1)** casts Arcane Bolt on Vokmortian, wounding Nagash's emissary. Boggo Bladefists **(2)** then casts Fleshcrave Curse on Vokmortian, slaying him outright and leaving the way open for Big Lars and Pack Atta to assault the Bone-tithe Nexus.

The Slaughtermaster follows up his magical success by casting Blood Feast on Big Lars, then rooting around in his cauldron for some spinemarrow to gulp down.

Lars the Big throws his blood vulture into the sky. The huge bird descends on Ekmis Nissar **(3)** and pecks him to death.

The Mournfang Pack Skalg **(4)** fires his pistols at Katakros **(5)** and kills the Gnosis Scrollbearer.

Jes uses the Shieldwall command ability, enabling the Morteck Guard **(6)** to re-roll their saves. He also uses Endless Duty on them to give them an extra attack each. They wound Boggo and Pigsticka and kill off all but one of the Gluttons. The Ironguts join the fight and kill two skeletons in return.

Pack Atta smash into the Bone-tithe Nexus **(7)** but only cause a single wound on it. Fortunately, Big Lars's Stonehorn is more than up to the demolition task. It inflicts twelve wounds on the Nexus, obliterating the stone obelisk.



THE HILLS ARE ALIVE WITH THE SOUND OF CRUNCHING BONES

In the aftermath of a bone-shattering battle, Jes and Phil share their thoughts on the game, including their noteworthy tactical masterstrokes and their best-forgotten strategic blunders.

‘Phil’s all-or-nothing “charge everything possible at the Mortek Guard with nadirite blades” gambit paid off handsomely.’ – Jes

‘It felt a bit like attacking a castle wall with a sledgehammer until, just as I was running out of steam, a big section came crumbling down.’ – Phil



HAPPY, JES?

Jes loves his job! Here are just a few of the cheeky faces he pulled during the battle, along with a few classics.



THE LORD OF THE UNDEAD IS DISPLEASED

Jes: Wow. That was a gruelling game, and no mistake, my game plan worked right up until the last minute! Phil took the bait and charged straight at the Mortek Guard with most of his army, and my plucky buffed-up footsoldiers just wouldn’t die (and were resurrected in quick fashion by Katakros). As a result, I was able to bog down most of the ogor line and whittle them away (especially the poor Gluttons!).

Key to this were of course Katakros and both Vokmortian and the Soulmason. They managed to use abilities and cast key spells to further empower the Mortek Guard – who, let’s face it, were surely my bone-constructs of the match. Also, Phil wasn’t helped in the early game by some truly awful casting rolls for his Butcher and Slaughtermaster, bless him.

I made one fatal mistake, however, and that was pulling my Necropolis Stalkers to the opposite flank to assist the Gothizzar Harvester. I was deathly afraid of the Ironguts that were coming that way. As it was, the Harvester had things covered, which left the other flank and therefore the Bone-tithe Nexus wide open to the Stonehorn’s heroic, game-winning charge! Phil’s all-or-nothing ‘charge everything possible at the Mortek Guard with nadirite blades’ gambit paid off handsomely, as he was able to completely destroy all twenty of them. Then, winning the roll to see who had the next turn let him topple the Nexus with impunity. A fittingly dramatic end to a terrific game. I’ll get you next time, Kelly!

GRIND THEIR BONES TO MAKE OUR BREAD

Phil: That was nail-bitingly close! I got a real buzz from seeing a late-game Hail Mary tactic actually work. It felt a bit like attacking a castle wall with a sledgehammer until, just as I was running out of steam, a big section came crumbling down. I skirted the edge of disaster all along, however, and made a fair few stupid mistakes. I’ve learned a lot in this game, mainly about which weapons and units to use against which Ossiarch enemies. Mortal wounds are the way to go against Mortek Guard, whereas spells are a good way to eradicate the support characters intoning their spells behind the battleline.

If it wasn’t for the Trampling Charge ability (which is a ton of fun to use), I doubt even the five units I charged into the Mortek Guard would have taken them down. As it was, I gambled on having the double turn, and it came off. Thanks to the repositioned Ironguts and a lucky charge roll, I was able to do exactly the right amount of wounds to destroy a twenty-strong unit and then be in position to capitalise, with only Vokmortian standing in my way. Finally, after an early display of incompetence, my Butchers came into their own. Using Arcane Bolt followed by Fleshcrave Curse, they cleared the tithemaster from his prized nexus, allowing me to move the Stonehorn in to knock it over once and for all. It was one of those games that was so good both players were shouting and crying out towards the end, and I had a whale of a time. Though in the back of my mind, I know that Jes’s Ossiarchs will be back, and that their victory is inevitable as death itself.

JES'S HIGHLIGHT OF THE GAME

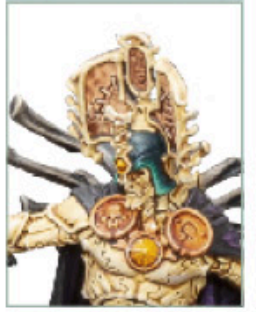
I'm tempted to say it was Phil's glorious Stonehorn charge, but for the Bonereapers I think there were two key moments for me. First was the Gothizzar Harvester making mincemeat of the Ironguts. It just piled in, arms flailing and gave them a proper pasting. Then, it resurrected some

Mortek Guard with the parts it had just scavenged! Perhaps more impressive, though, was the Mortisan Soulmason sticking it out over several combat phases with the Tyrant, and eventually (somehow) killing him! It just goes to show that impressive walking chairs are for more than just show!



SKELLIE OF THE GAME

Jes: Even though he didn't get a chance to get stuck in to some actual fighting, it has to be Katakros. His command abilities and power to resurrect fallen models kept the Mortek Guard in the game right until the end, holding up Phil's forces in grand fashion. His Supreme Commander of the Bonereaper Legions ability is immense, and really had a palpable effect on the army as whole, making my units just tough enough to weather the ogor attacks. Until the Stonehorn charged, that is.



PHIL'S HIGHLIGHT OF THE GAME

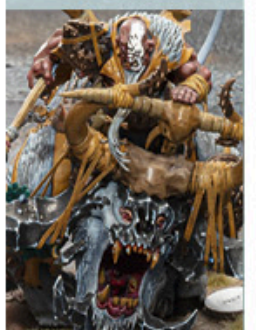
My last-ditch assault on Jes's lines had several great moments, but I think the key to it all was my two shamans finally casting some decent spells. After a whole game failing to cast anything worthwhile, both the Butcher and the Slaughterpriest unleashed their magical might on

Vokmortian and killed him outright, enabling Lars the Big to stampede past and smash the Nexus. Quite why they'd been so appalling during the rest of the game is a mystery to me, though it may have been because I rolled so many double 1s to cast their spells. Perhaps getting them into combat was the key – maybe all they needed was a good meal.



OGOR OF THE MATCH

Phil: My model of the match had to be Lars the Big, my Huskard on Stonehorn. He is an unstoppable beatstick in every game, and I love using him. After crushing the Kavalos Deathriders without breaking a sweat, he was instrumental in taking down the battleline of Mortek Guard, and it was his ram-headed belligerence that took down the Bone-tithe Nexus itself. I intend to promote him to a Frostlord and try out a Beastclaw-based army in my next game!



GLORY POINTS



JOHN BRACKEN (NOT DAVE)

John is a games developer in the Boxed Games team, which means he spends his days writing rules and articles for Warhammer Underworlds and Warhammer Quest. This month, he's taken over from Dave to talk about preparing for tournaments, such as a Grand Clash or a store event. He even brought a few guest speakers along.

BUT WHAT IF I WANT TO CHANGE WARBANDS?

It's fine to change warbands. In reality, few players stick with one warband for an entire season. Trends come and go, after all. If you find that during the course of practicing for a tournament you simply can't get a deck or warband to perform consistently well, then you need to change your plans. Just don't do it too often!

Today I want to discuss preparing for Warhammer Underworlds events. It's fair to say that they are enjoyed by thousands of people across the world, every weekend. This should make attending one a priority if you like playing games of Warhammer Underworlds; it's a fantastic day out, you get to meet lots of new people and – most importantly – you often play a month's worth of games in a day! What's not to like?

PICK A WARBAND

It's probably the easiest step, but there are a few factors to consider when picking a warband. First, shortlist which warbands you enjoy playing with or that you think are powerful. Never underestimate experience. If the warband you choose to bring is one you are familiar with, it adds depth to your play, and you'll enjoy yourself more.

Then, choose the warband that you think will give you the best chance of winning games. You should think carefully, because once you have chosen, do your best to stick with that warband until the tournament to maximise your practice time with it.

PICK A DECK ARCHETYPE

What this means is that you decide how you intend to win your games long before building any decks or rolling any dice. There are lots of great deck-building articles out there – some are even previous Glory Points articles. Check them out for the best advice.

PICK YOUR BOARDS

Once you know roughly what deck you want to build, make sure to choose boards that support that deck archetype. Dave's first Glory Points article goes into this in great detail (see the January 2019 *White Dwarf*). In short, your boards should be chosen long before you roll any dice. Speaking of rolling dice ...

PRACTICE

Practice means playing as many games as you can. This is the most important part of improving at Warhammer Underworlds, or indeed any game. You will learn more from playing games of Warhammer Underworlds than you will by doing anything else. Not that other methods aren't useful, but in my experience, the majority of your skill will come from playing the game.

The main reason to play games is to avoid silly mistakes in tournaments. It could be said that while some games between two evenly matched players are decided on a dice roll, the overwhelming majority of others are won by the player that makes the fewest mistakes.

In addition, practice gives you first-hand experience of how to deal with difficult decisions and situations you haven't foreseen. By playing a lot of games you get to see more cards, more playstyles and more tactics, which helps you broaden your knowledge. This in turn means you are less likely to be surprised by cards or fighters you haven't seen before.

So where to practice? Your best bet is to go online and see what local clubs, shops and Warhammer stores are running Warhammer Underworlds evenings, or better yet, tournaments. Everyone at local tournaments shares a love of rolling dice with miniatures and playing cards, so you should feel right at home.

If you are fortunate enough to have friends who play, consider setting up a regular evening, once per week, until the tournament arrives. Truthfully, they should all be going themselves, right?



Glory Points is our column all about Warhammer Underworlds: Beastgrave. Curated by games developer Dave Sanders, it delves into the development of the game, plus rules, tactics and gameplay. But wait, that's not Dave in the picture to the left ...

Once again, never underestimate the power of just playing lots of games, even if you have settled on your decks, which is what we will talk about next.

ADJUSTING YOUR DECK

So you play a game and you lose. It can be tough, but it happens to everyone. The next step is to figure out why you lost and make changes to ensure it doesn't happen again. I rationalise my losses into two categories: game errors and card choices.

Game Errors

This section is simple – look and see what choices were made in game that prevented you from scoring glory or helped your opponent score glory. Simple as that. If you made a choice that meant later in the game you couldn't score an objective, then make a mental note not to do it again unless you have good reason. A good example is making an early charge and taking an enemy fighter out of action. Sounds great in principle, right? Well, not if that charge put your own fighter out of position and allowed your opponent to capitalise and score multiple surge objectives. Part of this is knowing what objectives your opponent might be trying to score. Scoring



an objective that allowed your opponent to score glory points should be considered an error, and something to avoid in the future. Could you have made that charge later? Could you have drawn a card? Did you have a way for that fighter to survive the inevitable retaliation? Recognising a mistake, even when it is not obvious, will help you be a better player in the future.

Card Choices

Once you understand the mistakes you've made, now it's time to pick at the cards you thought didn't help you achieve your game plan. This is tough, as you won't get to play every card in every game. So, when you decide on a card that didn't do well, or wasn't useful in that game, make a note. If you play three games and the card still isn't working, then it may be time to replace it.





NEIL SNOWBALL-HILL

Neil is a force to be reckoned with when it comes to Warhammer Underworlds, having won a Grand Clash with Mollog's Mob last year.

SETTING A SCHEDULE

Neil Snowball-Hill had some extra wisdom to share on the matter of tournament preparation, and I was quick to take it – after all, he's won a Grand Clash!

Neil: Setting a schedule can really help focus your decision-making process when it comes to adjusting your deck. For the Grand Clash in July, after deciding to go (which was pretty much straight after the announcement), I looked at a calendar, marked in the date of the Grand Clash and then marked in every local tournament I could attend in the run-up to the event. This helped me visualise my 'training montage' and set out what I would be doing for the next two months while I practised for the Grand Clash. In addition I set a 'cut-off' point, after which I would not make any further changes to my deck. While this might seem like madness to some, settling on a deck and making a personal promise not to change it was very reassuring – I knew exactly what cards were in my deck on the weekend of the Grand Clash, and didn't have to try to remember any last-minute changes.

TECH CARDS

'Tech' cards are cards that seem completely out of place in a deck at first glance but in reality serve a very specific purpose. These cards tend to be situational and are usually chosen to deal with one particular strategy and little else. Knowing which cards you are using fall into this category will help you tremendously, as it will inform you when you need a do-over and when you need to keep an otherwise bad starting hand just because you need to keep that tech card. Examples include Madness Dart or Mass Upheaval, each of which can shut down an objective deck or an aggro deck when used at the right time.



The message here is don't make changes straight away. Play as many games as you feel comfortable with before making changes to your decks, and try not to replace more than one or two cards at a time.

Sometimes, however, you play a game and win! If this happens, follow the same approach as losing. Check for errors and cards that didn't help you score glory, and deal with them as above. Don't let the elation affect your objectivity – you can always do better, and there will always be ways to refine your decks.

This advice holds true for your boards, too. If they aren't helping, look at alternatives.



A Determined Effort

Finally, try not to blame your dice or your card draws. We all get those games in which we drew five upgrades in our opening hand, and then with the do-over drew another five. Sadly, the truth is that despite how frustrating it might be, blaming those factors for a loss simply isn't productive. Stick to the method for rationalising a loss laid out above and be as objective as you can.

TRAVEL

Travel broadens the mind and makes better Warhammer Underworlds players. This option isn't available to all players to the same degree, but some of the best players around will spend their spare time travelling to other tournaments to test their mettle and their latest deck builds. So if you can, travel to other tournaments and see what combinations people are playing. You might even pick up a trick or two along the way! Once again, pay close attention to the winner. Once you've been to a few tourneys, your ability to read the meta and make fewer errors will improve drastically!

INVITE OPINIONS

Ask other people what they think of your deck. This is important – other people can help refine your deck in ways you could never dream of. They might offer advice on a card you would never have considered, or perhaps do not even



JAY CLARE

Jay is a regular attendee at Warhammer Underworlds events. He can often be found playtesting new rules for the game during his lunch breaks (when he's not having his second breakfast, that is).

DID YOU KNOW?

At the time of writing, many players (myself included) dismissed poor old Ahnslaine, the Revenant Archer from Ylathri's Guardians, as something of a weakling compared to her compatriots. However, Jay Clare informed me a little while ago that her reaction isn't limited to her ranged Attack action – it will work on any Attack action she is given, which opens up lots of options and gives her much more utility! I learned this from Jay, he learned it from an opponent he played at a different event, and now here I am, months and months later (though only a week has passed by for me) passing the information on to you.

Thus is the cycle completed ...



own. However, never take their suggestions as written in stone. It's your decks and warband, and you need to enjoy playing it over a whole event, so in the end the decision is yours. Just don't beat yourself up if you didn't take their advice and it turns out that they were right all along. Speaking of beating yourself up ...

RISE TO THE CHALLENGE

When adversity arises during your games, how you behave will, believe it or not, help you to be a better player at tournaments.

There is no sense in getting too emotional after a loss or after a particularly horrible dice roll. Take a quick walk, grab a glass of water – whatever you need to do in order to stay calm and take things in context. In the end, getting upset will only change things for the worse.

THE END PHASE

So that's all for me really, a few very general pieces of advice on how to prepare for tournaments. Good hunting out there! Just remember Beastgrave is a deadly place, and watch out for the shadows.

TELL US YOUR THOUGHTS

As ever, do write in if you have any suggestions or something in particular that you'd like to read about to:

whunderworlds@gwplc.com

I may not be able to reply directly, but you might see your suggestion or question in a column in a future issue.

FATES INTERTWINED

Deep within Beastgrave, a mighty warrior of great renown hunts for a prized weapon in this story by Duncan Waugh. Will he reach the fabled blade in time, or will his fate be sealed within the cursed mountain?

Rippa looked up apprehensively at the imposing statues that lined the passageway, while he and his fellow grots rode past. Strange, unreadable expressions stared back down at him, and he felt a strong sense of trepidation stirring in his gut, a stirring so noisome that even his snarlfang wrinkled its scarred snout. If there was one thing he had learned in this short, violent life, it was that everyone was always trying to play one another. He turned around in his saddle, eyeing the two other greenskins atop their snarlfangs as they paced along behind him, and considered his position.

A healthy sense of paranoia was an essential survival tool in the Bossboy's view, and he had found it was never a good idea to put too much stock in the loyalty of one's compatriots. That was, after all, how he now found himself traipsing through this forsaken place, buried deep beneath the mountain. The plan had been perfect: catch Gitlord Skraggle off guard after his evening feasting, when he was least expecting it, and one impromptu shanking later, Rippa would be the Gitlord of the whole clan. But no, some rat-faced traitor had sought to curry favour with the old git, and now here he was, banished from the clan, and struggling to survive with just his remaining accomplices by his side.

Rippa was no fool, however, and the grot knew he could still wrest the reins of power from his former master. Admittedly, it would be that much harder now that they had lost the element of surprise, but the Bossboy knew something that no one else did. The instrument that would prove to be the key to his glorious ascension lay buried somewhere in these accursed halls. He could not explain it, but for weeks he had been experiencing visions depicting the most magnificent of cuttas, a blade so mighty all would fall before him once he had it in his grasp.

It had taken some arguing, but in the end Rippa had managed to convince his companions to follow him down into this labyrinthine network of tunnels. However, it had been days since they had begun, and he could sense the resentment building within the others. The muttered conversations and dirty looks had grown in frequency, and he suspected someone had been purposefully dropping his pack in amongst the snarlfang dung while he slept.

He knew all too well how badly things could go for a boss when he lost the fear and respect of his boyz, and the grot had taken to sleeping with an extra set of knives about his person just in case one of them decided to take some initiative.

In spite of the others' misgivings, he could feel that they were getting close now. The visions had been getting stronger the further they ventured below the surface, and Rippa knew that the moment he managed to get his clawed mitts on the weapon, he could return to the clan and make that fat overlord pay for every injustice that had been heaped upon him in the time since his exile.

With the tracker Valreek off scouting their route for the next day, the rest of Duke Crakmarrow's small band settled in to their makeshift camp for the night. The duke himself stood off to one side, contemplating the magnitude of the task that lay ahead of them. They had all sworn an oath, long ago, to protect their people from the horrors that lurked in these foul lands. Out beyond the comparative safety of their citadel and its surrounding holds, monstrous creatures lay in wait to prey upon the charges the Grymwatch were tasked with protecting. And yet, in spite of the best efforts of the duke and his fellow soldiers, attacks against their citizenry had been steadily growing both in number and severity, with more and more of the peasant class being slain or taken with every passing month.

His lord, King Ghorphang, had personally tasked the nobleman with finding the source of this latest outbreak of violence and expunging it from the kingdom. But the roads had become so dangerous that it was taking days for news to travel back and forth between the various settlements, making it all but impossible to pick up a fresh trail. Every time they heard of an attack, Crakmarrow and his men would arrive too late to aid the victims, and he could tell this was taking a heavy toll on the morale of his fighters.

The last massacre had been particularly disturbing, with clear evidence that the attackers had feasted on the remains of the dead and dying, sating their gluttony with abandon. It turned Crakmarrow's stomach to think about it, but that last raid had finally yielded some clues as to who could have

been behind the attacks. Such a depraved act could only have been committed by creatures truly detached from any sense of morality and decency.

And so it was that he and his men had set a course for the mountain, tracking what they now knew to be a band of troggoths. As they passed through the communities that lay along their path, the true devastation that had been wrought by being forced to live under such a dark and harrowing threat had been obvious. The people were so shocked and broken by the terrors they had endured that they fled from both him and his warriors, barricading themselves in their homes, afraid even of their own saviours.

The nobleman shook his head sadly as he paced back over to the rest of the group. It would take a long time to rebuild in the wake of the destruction brought about by these beastly creatures. But in his heart, he knew that under Ghorphang's sage guidance the kingdom could be made whole once again. And between the efforts of the ever-vigilant Grymwatch, keeping a watchful eye over the civilian populace, and the court of their great king, the light of prosperity and civilization would indeed return to the lands.

Until that time, however, he and his compatriots would have to wander this blighted place, fighting to protect all that was good and decent. Crakmarrow cast his eyes over the band of fighters that had become unto a family to him. They huddled in the dark, their location making it far too risky to start a fire. He did his best to hide his disdain as he watched the men ravenously tear into the meat they had brought with them, but they were not at the king's table that evening and decorum had little place in the echoing depths of the mountain.

Leaving his men to their meal, the nobleman headed a short distance back down the passage until he reached a larger cavern, the tall ceiling rising up away from him and granting some respite from the closeness of the tunnels. He sniffed at the stagnant, dry air. Somewhere in here lay the monsters, the predators that preyed on the weak and the sick. He felt his gut swell with revulsion at the thought of such depraved creatures, at how twisted and ruinous their souls must be, if they even had such things. For years Crakmarrow had patrolled these lands, keeping his people safe from the things that crawled and hid amongst the dark reaches, and he vowed to himself he would not fail them now.

As they delved deeper into the cloying, claustrophobic confines of the mountain, Rippa and his boyz became increasingly aware of the rising stench of death and decay. The Bossboy could feel the sweat running down his back from

the incessant heat and found himself becoming progressively more anxious. All the while, the sounds of other treasure hunters clashing with one another began reaching their ears with growing frequency, echoing off the twisting corridors.

His small party had become so turned around along the course of their journey that Rippa doubted they could retrace their steps even if they had wanted to, and so the band of grots pushed on. The snarlfangs they rode growled with increasing resistance, as if they could smell some foul taint in the air, and had to be goaded onwards with ever more violent encouragement.

Just as he started to doubt if they would ever find their way through the maze-like labyrinth, the passageway they were in opened up into a vast, cavernous space. And there, resting atop a mound of rotting corpses, buried in the back of some long-forgotten soul, lay the prize he had been seeking, the loppa from his visions. Without thinking, Rippa immediately launched his mount forwards, charging headlong into the centre of the room, his attention utterly captivated by the offer of salvation he saw before him.

It had not been hard for them to follow the tracks left by their prey, but the warriors of the Grymwatch had kept their distance throughout in order to avoid detection. It made no sense to engage such a large foe in the tight confines of the tunnel network, and so they bided their time, waiting for a more opportune moment to strike. Finally, after an interminably long stretch, the passage opened up into a wide, expansive area and Crakmarrow motioned for his men to split up, the group silently drifting outwards from the small opening.

The place was clearly the den of these fell creatures – mounds of carrion-meat and discarded, half-eaten corpses covered the cavern floor. Just the sight of it left the duke overcome with strange emotions, but he pushed them down, determined to concentrate on the threat that lay ahead. The troggoths began to dig through the piles of dead, evidently in an effort to sate their sick hunger for flesh, and the noblemen instinctively pulled into the lee of a tall pillar as one of the monsters turned with surprising speed, nearly spotting him in the process.

From his vantage, Crakmarrow could see the rest of his men slowly closing on the beasts, using the uneven mounds of the dead to provide cover as they carefully crept ever closer to their targets. The duke breathed deeply, steadying his nerves as he waited for the nearest troggoth to turn its back to him, and tightened his grip on his halberd, readying himself for the fight to come.

Rippa knelt atop the pile of ruined bodies, his snarlfang pawing at the discarded remains of bone and flesh that lay strewn about. The grot remained perfectly still, utterly captivated by the chunky blade he held within his scrawny palms. The weapon's smooth, immaculate surfaces were strikingly at odds with the raw savagery of their surroundings, and he wondered how it had found its way to such a place.

This was his destiny, he was sure of it now. Everything had led up to this point, and things were finally going to go his way for once. Turning the loppa over in his hands, the grot could feel the strange energies running through the obsidian-like metal, its darkened appearance casting sharp reflections as it caught the amber light of the space. Swinging it in a few practice strokes, it felt to the Bossboy as if the blade existed apart from the world around it, moving with an odd grace that belied its heft.

The grot was so enthralled by his new acquisition that he had become utterly oblivious to the goings on of the rest of his party. Running his fingers along the back edge of the blade, Rippa could have sworn he could feel the cold metal vibrating beneath his skin, and the sensation sent a shiver running up his spine. In that moment he was overcome with visions of a triumphant return to his clan, he and his mount cresting the rise in the moonlight before descending upon Skraggle and his cronies, the sword blazing brighter with every life it cut short.

Suddenly, as if it sprang from nowhere, he spotted something moving nearby. Crying out in surprise, he stared wide-eyed into the gaping maw of a malnourished-looking flesh-eater as the degenerate thing reached the top of the corpse pile. The creature lunged at him, and in his shock Rippa nearly fell backwards, catching himself at the last moment and instinctively slashing out with the blade in his hand. The weapon blazed with orange fire the instant it connected with the attacker's flesh, slicing through skin and bone with ease and causing the cannibal to fall to one side, writhing in pain.

Rippa quickly took in the scene around him. His fellow grots, alerted by the commotion above, had stopped their looting and, seeing yet more of the wretched scavengers appearing from out of the shadows, had drawn their weapons. Panic was written across their features. While not good with numbers, the Bossboy was smart enough to know when they were surrounded, and he dashed back to his snarlfang, the beast growling furiously at a nearby pillar.

Leaping onto its back, Rippa wrenched the huge canine round with a savage pull on the reins,

before hurriedly calling to his compatriots, 'Run! Run, now!'

And, without looking round to see if they were following, he barreled forwards into the nearest tunnel entrance, desperately trying to put some distance between himself and whatever denizens of this place they had disturbed.

Duke Crakmarrow had watched as Gristlewel, one of his men, was cut down in front of him, the soldier's injuries obviously fatal. He felt a pang of regret for the loss of his noble champion, but the sight of their foe turning and running before them sent a thrill washing over him. He was hardly surprised to see them break and run; such despicable predators rarely stood their ground when faced with a worthy opponent.

Pulling their hoods off, he released his harriers. The loyal birds of prey immediately took flight, nimbly skirting the broken statuary and stone columns that were dotted around the cavern. The duke swelled with pride as he watched their swooping forms lock in on the fleeing monsters and begin to harry their foe's chaotic retreat.

Off to the side, he saw another of his men fall, the warrior's body peppered with arrows from some unknown assailants. This accursed land was littered with rogues and thieves, and it would not surprise him if some other party had been drawn to them by the sound of battle. But with their ultimate goal so close at hand, the nobleman did not have time to concern himself with whatever this new threat was, for if he allowed these creatures to escape, who knew how much destruction would be wrought upon yet more innocent lives.

He called out to the rest of his warband, rallying them to push onwards. 'Run them down, my brothers, the hour is nigh and our vengeance shall be swift! Do not let them escape!'

Following the keening cry of his hunting birds, Duke Crakmarrow launched himself into the rocky passageway after what he presumed to be the troggoths' leader, determined to bring the hulking thing down, no matter the cost.

Rippa was panicking. He had lost all sense of direction amidst the myriad constantly turning corridors and tunnels that made up the interior of the mountain. To make matters worse, he could hear those winged nightmares closing in on him with every passing moment.

He pulled his mount to a hard stop, the beast grumpily complying, and rose up from his seated position, trying hard to listen for signs of the

direction his pursuers were coming from. But in amongst all the interconnected side-passages and vertical shafts that linked them, it was almost impossible to get any sense of where sounds echoed from.

As he was about to give up, Rippa suddenly felt a sharp, jagged shock run through his right shoulder. He was immediately thrown from the saddle. Landing on his front amidst the rocky scree, he struggled to free himself from the massive weight that pressed down on him. It was only through the intervention of his snarlfang that he was able to finally scurry out from under his assailant as the beast charged into his attacker.

Looking back, he saw the tall, scraggly form of an imposing ghou-creature being thrown back against the tunnel wall by the lunging wolf. And then, descending from out of another overhead shaft came those damned vampire bats. He tried to lift his sword-arm up to ward off the flying demons, but as he strained to raise it above his waist, the ragged pain that had taken root in his upper back and shoulder became a roaring inferno, and he collapsed to the ground, dropping the prized loppa in the process.

His limbs wracked with pain, Rippa pulled himself towards the fallen weapon, but his vision was immediately filled with the huge form of the ghou-thing as it kicked the blade out of his reach. The grot looked over to the fallen form of his snarlfang, the powerful beast covered in deep, clawed rents as it lay on one side, breathing heavily. Staring up at his killer, the last thing Rippa Narkbad saw was the ghou-king's halberd slicing down towards him in the darkness.

His thoughts were hazy and his limbs did not seem to want to obey his commands, at least at first. Then the grot suddenly felt a sharp pain as something closed its jaws around his arm and jerked hard. As the shock roused him back to consciousness, Rippa found himself in some sort of underground chamber that felt oddly familiar for a reason he could not quite place. Standing over him was a recognisable canine form.

He slapped the creature away, the snarlfang growling in discontent at being denied its meal. As his faculties returned, Rippa's memories started to come back to him one by one before turning into an overwhelming deluge of imagery and emotions. He definitely remembered dying, that much was certain. Yet somehow, here he was, alive and, seemingly, in one piece.

He could not explain it, could not even begin to understand it. But Rippa knew one thing for sure: Skraggle was still out there, and so was the loppa.

A DARING RESCUE

Hidden in the depths of the Blackstone Fortress is a place of pain and misery that captured explorers are dragged, there to be interrogated by an individual known as Fleshspoiler. One of your associates is in his clutches, and it's up to you to rescue them in this new quest.



No expedition into the Blackstone Fortress is without risk. Despite their great resourcefulness, explorers can be laid low by inglorious poor fortune or an unanticipated threat. The dead, and those still tenaciously clinging to the last threads of their life, are often left to rot where they fall.

Many of these bodies are gathered by the forces of Chaos to be used for all manner of foul rituals, and the most unfortunate are dragged away to Mallex's personal interrogator, a macabre individual known as Fleshspoiler. This monstrous torturer squats in the middle of a nightmarish web of corridors and chambers called the Weeping Labyrinth. Fleshspoiler's skills are the subject of dark legend amongst those that brave the fortress, and there are those who claim that he can even return the dead to life. Few would willingly venture into such a

horrifying lair, but when a trusted compatriot is dragged away to face interrogation, a group of daring explorers may decide to launch a rescue expedition. The horrific fate that awaits their comrade might be reason enough, but the explorers also know what their fellow could divulge about Precipice under such a butcher's tender mercies. Worse still is the fear that a resurrected ally might be turned against them – such a threat is not one any explorer could countenance.

Here you'll find a brand-new quest for Blackstone Fortress – the quest to the Weeping Labyrinth. Your mission is to rescue a captured compatriot from the clutches of the Fleshspoiler before they meet a gruesome end. It won't be an easy quest, and the Fleshspoiler's minions are particularly unsavoury. Good luck in the Weeping Labyrinth – you'll need it!

STARTING THE QUEST TO THE WEEPING LABYRINTH

The quest to the Weeping Labyrinth is a standalone quest that can be attempted if the explorers have completed the quest for the hidden vault and are not currently on another quest, such as the quest for the Black Shrines. Before starting the expedition, the explorers can choose to undertake the quest to the Weeping Labyrinth. 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 to the Weeping Labyrinth 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 *Escalation* expansion for Blackstone Fortress to be able to play this quest.

SETTING UP THE EXPEDITION FOR THE QUEST TO THE WEEPING LABYRINTH

After Step 2, after the explorers have picked four explorers to take on this quest, the hostile player (or the leader if there is no hostile player) must pick a different explorer to be rescued. This explorer cannot be a retinue character, but can be an explorer who is dead. The chosen explorer has gone missing in action, either by foul misfortune or reckless heroism. This explorer is referred to as the captured explorer.

During Step 3, do not create a deck of exploration cards as normal. Instead, the explorers will be taking part in a set series of combats and challenges as they try to rescue their captured comrade. These combats and challenges comprise a single expedition. If they fail they will need to start this quest again as a fresh expedition.

During Step 5, the spacecraft that the captured explorer is based on can be one of the four spacecraft placed by Precipice.

Each combat or encounter 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 the next stage of the expedition, 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 and/or stronghold artefact cards.

TIME IS RUNNING OUT

If this expedition is failed, apply 1 grievous wound to the character card of the explorer that has been captured and roll the Blackstone dice. If the result is equal to or less than the number of grievous wound counters on that explorer's character card, that explorer dies. If the explorer has not died, this quest can be attempted again.



STAGE 1: COMBAT

SECURING AN ENTRANCE

The Weeping Labyrinth is a well guarded and fortified location. The cruel rituals that have taken place within it, and the sheer bloodshed it has borne witness to, have led to the core of Fleshspoiler's lair, becoming a stable node around which the Blackstone Fortress rearranges itself more slowly than usual. Only the most senior of the interrogator's servants, known as Adepts of Blood, have learned how to navigate the spiralling corridors around the Weeping Labyrinth in order to bring their master fresh meat. You must seize and interrogate one of these degenerates if you are to find a route through the labyrinth before it is too late.

Set up the combat map as shown.

HOSTILE GROUPS

- 1** 5 Traitor Guardsmen (TG)
1 Adept of Blood
- 2** 4 Traitor Guardsmen (TG)
- 3** 4 Traitor Guardsmen (TG)
- 4** 7 Cultists (C)

COMBAT RULES

Adept of Blood: When placing the Traitor Guardsmen groups, place one Traitor Guardsman Sergeant on the space indicated on the map and deploy the rest following the rules on page 6 of the Combat booklet. This Traitor Guardsman Sergeant is the Adept. The explorers must capture him if they are to safely enter the Weeping Labyrinth. Treat the Adept as a Traitor Guardsman Sergeant with the following changes.

- **Toughened Scars:** The Adept has a Wounds value of 4.
- **Inured to Pain:** Roll the Blackstone dice each time a wound or grievous wound is suffered by the Adept. On a 20+, the wound or grievous wound is negated.
- **Unsuspecting:** Do not make behaviour rolls for the Adept. Instead they take the Hold action until they have line of sight to an explorer when hostile group 1 activates.

- **Captive:** When the Adept is slain by an explorer in an adjacent hex, it is caught by the explorers and is now a captive.
- **Mission Critical:** If the Adept is slain any other way, the expedition is failed and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.

No Time For That: The Search (4+) action cannot be taken in this combat (neither can Inspiration tokens be spent to make Search actions, nor can Daedalus make his Omniscan (3+) action).

VICTORY

If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber in the event phase and the Adept is a captive, the combat ends. If all of the explorers that are not out of action are in the maglev transport escape chamber and the Adept is a captive, they have succeeded in this part of the quest and can continue to stage 2. Otherwise the expedition is failed, and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.





STAGE 2: CHALLENGE

EXTRACTING THE INFORMATION

With an Adept of Blood in custody, the explorers set about the difficult task of extracting the information they need from their prisoner. This is easier said than done, as the mortal worshippers of Chaos are often unhinged to begin with, and those that spend any length of time around Fleshspoil are a step beyond even the regular insanity that grips such fevered minds. In order to gain the information they need, the explorers will be forced to use preternatural abilities such as psychic powers, or esoteric technological solutions available only to a rare few.

Take a Traitor Guardsman Sergeant and place it in front of the leader - this is the Adept of Blood.

To interrogate the Adept, the leader must choose to use persuasion or force, and then roll the Blackstone dice.

Persuasion: On a 17+, the explorers are successful and get the information they need. Otherwise the explorers get no information. Place a wound marker next to the Adept.

In addition, if the roll was a 1, the Adept is rendered useless and no further rolls can be made.

Force: On a 13+, the explorers are successful and get the information they need. Otherwise the explorers get no information. Place a wound marker next to the Adept. In addition, if the roll was 1-5, the Adept is rendered useless, and no further rolls can be made.

Extreme Measures: If the explorers get no information, and the result of the roll did not render the Adept useless, the leader can try again, choosing persuasion or force as before. When the fourth wound marker is placed next to the Adept, they are rendered useless, no further rolls can be made, and the explorers get no information.

SUCCESS

If the explorers get the information they need, in the next combat (the Bloodways), the leader can re-roll the Blackstone dice when making event rolls.

FAILURE

If the explorers get no information, in the next combat (the Bloodways), if the result of a reinforcement roll is 4, deploy 1 hostile from that group as reinforcements.

STAGE 3: COMBAT

THE BLOODWAYS

The explorers cannot risk a full-on assault on the Weeping Labyrinth, for if Fleshspoiler becomes aware of their presence, he might execute his victim out of sheer spite. As a result, stealth is the explorers' greatest ally as they make their way through a series of claustrophobically tight tunnels and corridors towards the outer circles of the labyrinth, seeking a path further inwards.

Set up the combat map as shown.

HOSTILE GROUPS

- 1 4 Ur-Ghuls (U)
- 2 4 Spindle Drones (SD)
- 3 10 Traitor Guardsmen (TG)
- 4 7 Cultists (C)

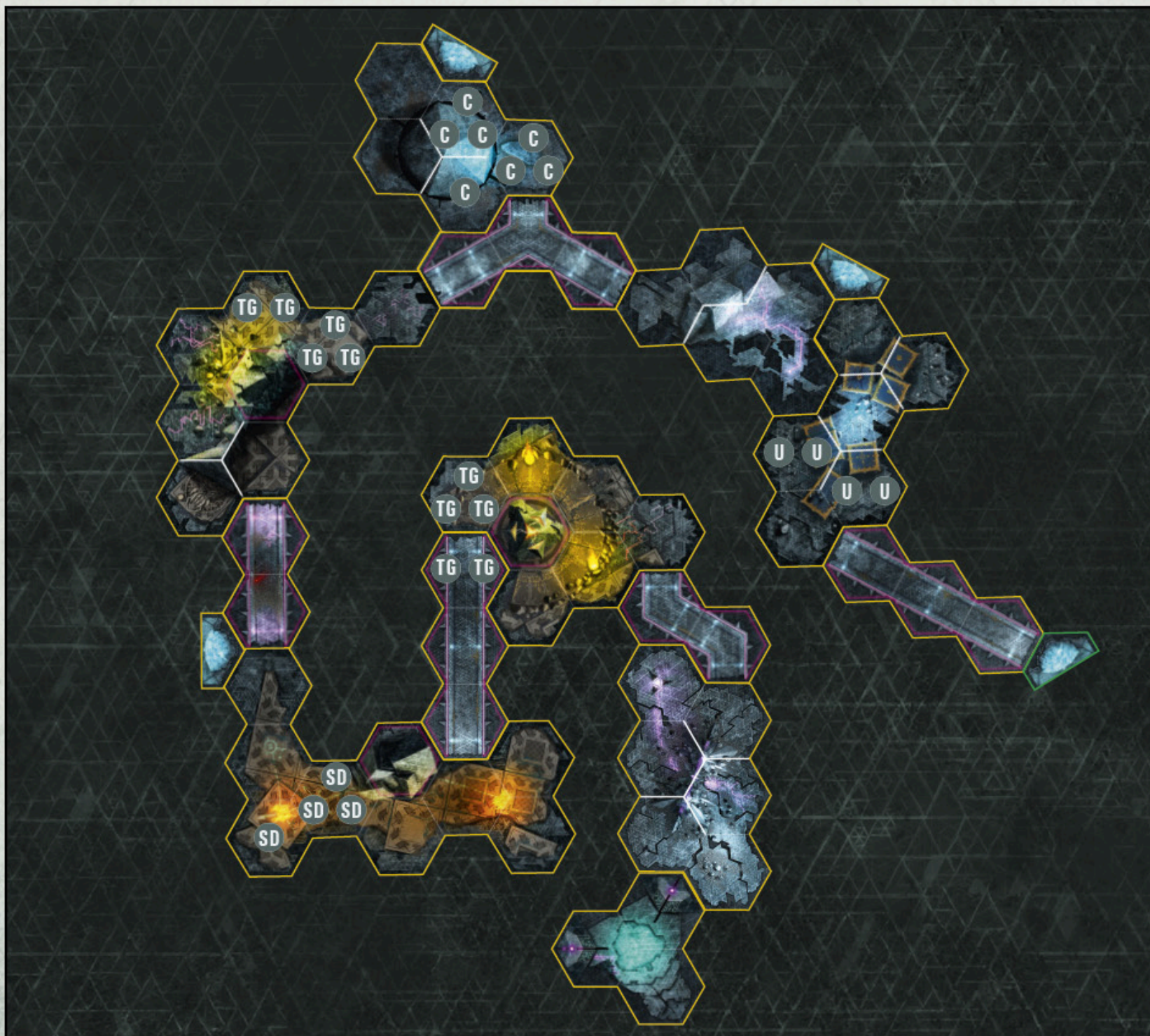
COMBAT RULES

Only One Way Forward: The Summon (4+) Action can only be taken beside the portal outlined in green on the combat map. If the result of an event roll during this combat is Escape Chamber, then this portal is always treated as the furthest portal from the explorers.

No Time For That: The Search (4+) action cannot be taken in this combat (neither can Inspiration tokens be spent to make Search actions, nor can Daedalus make his Omniscan (3+) action).

VICTORY

If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber in the event phase, the combat ends. If all of the explorers that are not out of action are in the maglev transport escape chamber, they have succeeded in this part of the quest and can continue to stage 4. Otherwise the expedition is failed and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.





STAGE 4: CHALLENGE

NAUSEATING ALARMS

A series of bodies impaled on jutting spars of blackstone line the entrance to one of the last approaches to the Weeping Labyrinth. These bodies twitch and spasm as the explorers pass by, culminating in a piercing scream that serves as a macabre alarm and a warning to those who would trespass in the lair of a true monster. Sneaking past these 'sentries' will require great stealth, lest the explorers make the master of this awful place aware of their presence.

Make an agility roll for each explorer. If the result of that roll is a failure, that explorer must make another agility roll. Repeat this process for each explorer until their agility roll results in a success, keeping count of the number of agility rolls that resulted in a failure using spare activation dice.

If the total number of failures reaches 8 or more before each explorer has made a successful agility roll, the hostiles in the next chamber are forewarned of the intrusion and will make behaviour rolls as normal in the next combat (see the Intruders! rule). Then the explorers proceed to stage 5.



STAGE 5: COMBAT

THE GARRISON OF THE DAMNED

The Weeping Labyrinth is guarded by all manner of horrors, but few are so hard-bitten as the Traitor Guardsmen and Chaos Cultists that make up the Garrison of the Damned. They are whipped into battle by Vykros Blackshard, a vicious Chaos Space Marine champion, and getting past these violent fighters will be no easy task.

Set up the combat map as shown.

HOSTILE GROUPS

- 1 Chaos Space Marine (Vykros Blackshard) (VB)
- 2 7 Traitor Guardsmen (TG)
- 3 7 Traitor Guardsmen (TG)
- 4 7 Cultists (C)



COMBAT RULES

Only One Way Forward: The Summon (4+) Action can only be taken beside the portal outlined in green on the combat map. If the result of an event roll during this combat is Escape Chamber, then this portal is always treated as the furthest portal from the explorers.

No Time For That: The Search (4+) action cannot be taken in this combat (neither can Inspiration tokens be spent to make Search actions, nor can Daedalus make his Omniscan (3+) action).

Intruders!: Do not make behaviour rolls for hostiles. Hostiles will only make the Hold action until one of the following conditions is met. Once any condition is met, make behaviour rolls for them following the rules on page 13 of the Combat booklet for the remainder of the combat:

- Another hostile from the same hostile group has line of sight to an explorer.
- Another hostile from the same hostile group has been slain.

- The hostiles are forewarned of the intrusion (see the previous Challenge victory conditions).

Forward, You Dogs!: Re-roll failed attack actions for Traitor Guardsmen and Cultists on the same location tile as Vykros Blackshard. Halve (rounding up) reinforcement rolls for hostile groups 2, 3 and 4 while Vykros Blackshard is on the battlefield. Do not make behaviour rolls for Vykros Blackshard. Instead, he takes the Hold action until he has line of sight to an explorer when hostile group 1 activates, or he suffers any amount of damage, whichever happens first. Then, he activates following the rules on page 13 of the Combat booklet.

Master of the Damned: Do not make reinforcement rolls for hostile group 1. Vykros Blackshard has a Wounds value of 8.

Dread Warden: When making behaviour rolls for Vykros Blackshard, treat all results of Charge as Rush and all results of Sneak as Charge.

VICTORY

If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber in the event phase, the combat ends. If all of the explorers that are not out of action are in the maglev transport escape chamber, they have succeeded in this part of the quest and can continue to stage 6. Otherwise the expedition is failed and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.



STAGE 6: COMBAT

THE LORD OF THE LABYRINTH

In the centre of the Weeping Labyrinth waits Fleshspoil, a crazed and malignant horror whose only wish is to inflict pain and suffering. His cells are full of broken, screaming victims, and it is these oubliettes that the explorers must now search in order to retrieve their comrade in arms before it is too late. Unfortunately, the master of this madness-inducing place has built his prison well. If intruders force open any cell doors, the crazed captives within are released from their restraints and, in their feral state, will attack their would-be liberators on sight.

Set up the combat map as shown.

HOSTILE GROUPS

- 1** 4 Negavolt Cultists
- 2** 7 Traitor Guardsmen
2 Ur-Ghuls
- 3** 7 Traitor Guardsmen
- 4** 7 Cultists
2 Ur-Ghuls

COMBAT RULES

Only One Way Forward: The Summon (4+) Action can only be taken beside the portal outlined in green on the combat map. If the result of an event roll during this combat is Escape Chamber, then this portal is always treated as the furthest portal from the explorers.

No Time For That: The Search (4+) action cannot be taken in this combat (neither can Inspiration tokens be spent to make Search actions, nor can Daedalus make his Omniscan (3+) action).

Locked Up: Do not add any hostile group initiative cards to the combat track until they are released from their cells (see 'Searching the Cells' below).

Searching the Cells: The portals outlined in red on the combat map are entrances to cells. These are called cell doors and are not treated as portals. Cells doors are impassable by any means. To open a cell door, an explorer must be adjacent to the cell door and make the **Open (4+)** action. When a cell door is opened, the explorer's activation is paused. Take the hostile initiative cards and the initiative card for the captured explorer. Shuffle these initiative cards face down and draw one. Now deploy the corresponding hostile group around the discovery marker in that cell following the rules on page 6 of the Combat booklet and place the initiative card in the earliest empty space below the combat track. After that, the explorer's activation is resumed. If the initiative card drawn is that of the captured explorer, instead deploy 1 Cultist Firebrand representing Fleshspoil and place the initiative card in the earliest empty space below the combat track.

Note that there will eventually be nine initiative cards in play during this expedition. When the initiative cards are dealt out, simply deal out an extra card on the end of the combat track. There will not be a space for it at the end of the track, but place it after the initiative card in slot 8 and treat it as if it is in slot 9.

Fleshspoil is treated as being in a unique hostile group, whose hostile group initiative card is represented by the initiative card of the captured explorer.

The Lord of the Labyrinth: When Fleshspoil is deployed, he releases all the remaining prisoners. Remove any remaining cell doors in turn, shuffling the remaining hostile initiative cards to see which hostile group is in that cell as described in 'Searching the Cells' above.

Inured to Pain: Fleshspoil has a Wounds value of 8. Roll the Blackstone dice each time a wound or grievous wound is suffered by Fleshspoil. On a 19+, the wound or grievous wound is negated.



VICTORY

If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber in the event phase, the combat ends. If all of the explorers that are not out of action are in the maglev transport escape chamber and Fleshspoil was revealed, the quest ends in victory for the explorers. Their fellow explorer is rescued and they can escape the Weeping Labyrinth with their minds and souls intact. Otherwise, the expedition is failed and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.



BASING MASTERCLASS

As Phil Kelly mentioned earlier in this very issue, bases are an important factor when it comes to building and painting your miniatures. So here's a basing masterclass full of inspiration and instructional guides to help you make world-class bases for your armies.



Bases are a fundamental part of Warhammer miniatures. After all, without a base, most of them would just fall over! They are also a brilliant way of linking our models to the battlefields, war zones and realms that they fight over, be they volcanic landscapes, Chaos-infested planets, ghostly underworlds or war-torn cities. A skull here or a bit of rubble there can really help set the scene for your models and even tell a story about them. Perhaps they are urban warfare specialists that have been dug in for many years. Maybe they live in one of the great forests of Ghyrn, or on the sun-parched plains of Ghur. A base, as much as the miniature standing on it, can help convey all these things and more.

Many of us use the tried and tested methods when it comes to painting our bases, using sand and PVA glue, Texture paints or even (for some die-hard

SCULPTED BASES

Did you know there are four different types of sculpted bases available for your models? The Sector Imperialis, Sector Mechanicus, Necromunda and Shattered Dominion bases are a great way to add that extra level of detail to your miniatures with minimal effort.



veterans out there) a bit of grass flock. While these techniques are a quick and effective way of finishing off our miniatures, sadly many of us see it as just that – the last necessary step to getting our armies onto the table. But what if you spent a little bit more time on the bases of your models? Just think how much better they could look!

This basing masterclass – created by the Warhammer World Studio team – explores how you can create exciting bases for your miniatures. There are examples for Warhammer Age of Sigmar, Warhammer 40,000, Necromunda and the Middle-earth Strategy Battle Game, though all the tips and advice (and even the paint colours) can be used for any game system. There are also plenty of other great basing examples scattered throughout this very issue – check out Steve Wren's Leviadon in A Tale of Four Warlords. In the meantime, happy basing!

INDUSTRIAL BASES

Adam Cooper painted these Necromunda bases using a hairspray weathering technique to make them look worn and weathered. Here's how he went about creating them.



Adam sprayed the base with Leadbelcher (1). He followed this up with a wash of Agrax Earthshade (2) and a drybrush of Iron Warriors (3).

Adam then sprayed the base with hairspray, which he bought from a convenience store (4).

Next, Adam painted the base with his chosen colours. He picked Sons of Horus Green (5) and Averland Sunset (6). He then covered areas of the yellow with strips of masking tape, between which he painted Abaddon Black to create hazard stripes (7).

Using a damp toothbrush, Adam gently scuffed away some of the paint to reveal the metalwork underneath (8). This is made possible because of the hairspray between the layers of paint, which peels away when rubbed with the toothbrush, taking the top layers with it.

Adam then finished off the base with a wash of Rhinox Hide mixed with Mournfang Brown (9), and a coat of Munitorum Varnish to seal the paint.

ALTERNATIVE BASING MATERIALS

The Warhammer World Studio team use lots of basing materials throughout this article, including sand, plasticard, gravel, ballast and stones. These materials are perfect for adding extra texture to a base, and can even be used to provide a sense of scale. After all, a tiny piece of gravel to us is actually a small boulder to one of our models. The team's advice is to place the larger pieces on a base first, then work down to the smaller ones.



CREATING BASES FOR ARMIES

Paul Claridge painted these Black Legion Chaos Space Marines and modelled them with sandstone-coloured bases that are covered in rubble and battlefield detritus.

Paul spends his days building and painting the incredible dioramas that you can see in the Warhammer World exhibition centre, so he has plenty of experience when it comes to making scenic bases. He wanted his models to look as though they were fighting in a ruined city and decided that a light sandstone would be a fitting colour for them as it contrasts well with their black armour.

If you've already read this issue's Galactic War Zones article, you'll know that Neil Roberts mentions his basing hierarchy – the larger the model, the more detail you can

add to the base. Paul takes this approach when making his models, too. Regular infantry models receive one or two small pieces of rubble to add interest to their bases, while the bases of larger kits are almost miniature dioramas.

Paul's advice when building a big scenic base is firstly to make sure that there is enough space for the model's feet (or tracks) to fit. Secondly, the area the model is standing on needs to be flat and sturdy. You don't want to try and stick a heavy plastic and resin kit like the Kytan shown below to sand or gravel, as it will likely come unstuck.



KYTAN, DAEMON ENGINE OF KHORNE

Large models are a great way to show off your basing skills. The Kytan comes with a 170mm oval base, which means there's loads of space around the model's feet to create a scenic base.

Paul used a fallen statue from the Urban Conquest set to form the main body of the base. He then placed a small section of wall from a Basilicanum behind the model's right foot to add extra height to the base. Note how Paul placed it behind the Kytan, rather than in front of it – you want the scenery to enhance the miniature, not obscure it.

With the main pieces of rubble in place, Paul added a few pillars, a cut-down oil drum and some girders taken from various Sector Imperialis kits to create a true mound of rubble. Chunks of plasticard were used for the flat pieces of masonry.

CREATING THE RUINED CITY

For his bases, Paul used several of the materials featured on the previous page, plus plastic off-cuts from various Sector Imperialis terrain kits to give the impression that his Chaos Space Marines are walking through a ruined city. Paul used plasticard to represent fallen masonry as it can be carved to size and shape so that it looks like floor tiles or fallen slabs of wall. Before gluing anything down, Paul tested out where each piece of masonry would go, cut it to size, then distressed the edges with a hobby knife. He then glued larger rocks around the tiles with PVA glue, being careful to leave space for the models. The last stage was to add small gravel, ballast and sand to fill in any gaps.

BASE COLOURS

Because Paul's bases are quite involved and require a lot of drybrushing, he decided to paint them separately from the Chaos Space Marines that are standing on them. He used the colours to the right for the masonry and metalwork.

SANDSTONE RUBBLE

Basecoat: Zandri Dust

Wash: Agrax Earthshade

Drybrush: Karak Stone

Drybrush: Corax White

METALWORK

Basecoat: Leadbelcher

Wash: Nuln Oil

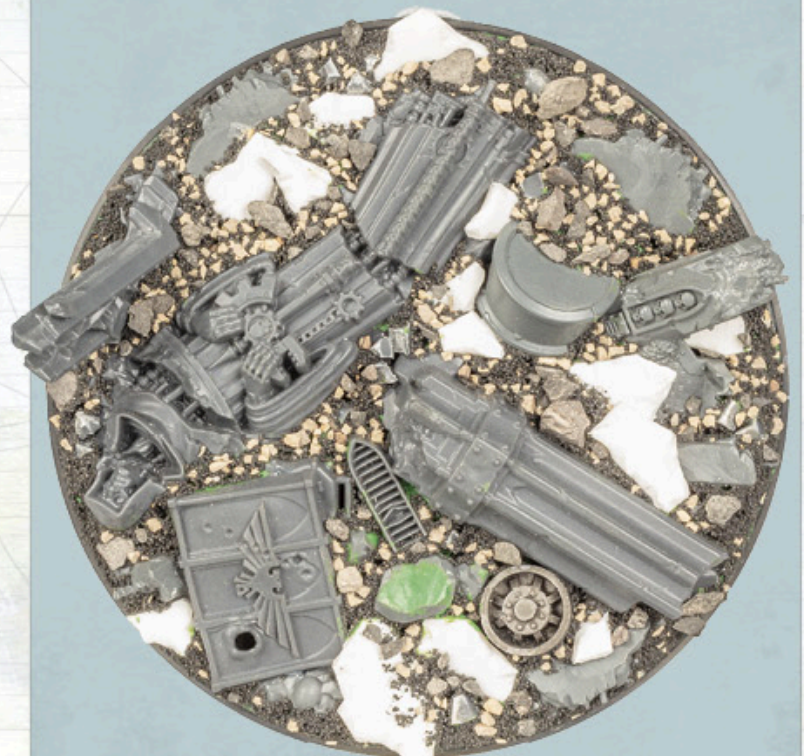
Wash: Agrax Earthshade

Drybrush: Stormhost Silver



DAEMONIC DESTRUCTION

Paul's Venomcrawler stands triumphant over the ruins of an Adeptus Mechanicus statue – fitting considering the Daemon Engine's ties to the Dark Mechanicum. The ruined building sections add a lot of extra height to the base, making the Venomcrawler even more intimidating than usual. Note how Paul has integrated the rubble that's normally attached to the Venomcrawler's claws into the design of his base.



SAME BASES, DIFFERENT COLOURS

Andy Barlow created five Warhammer Age of Sigmar bases using the same modelling techniques, then painted them in different colours to complement the models standing on them.

Andy used the bases that come in the Shattered Dominion set for his quintet of Ossiarch Bonereapers. However, rather than just paint the bases as they come in the set, he added small pieces of gravel, skulls, Barbed Bracken and a couple of Texture paints – Armageddon Dunes and Stirland Mud – to create even more detail on them. The result was five bases all constructed using the same techniques and materials.

Andy could have painted all these bases the same way, just like Paul did on the previous page, but he wanted to show how you can link the colours

used on a base to the model standing on it. There are several ways you could do this. You could paint your bases so that they contrast with the model – painting a dark base for a predominantly light-coloured model is the easiest example of this. Maybe you could use colours on your bases that sit harmoniously alongside those used on the model, showing that the warrior belongs in their environment – the Shivering Peaks Mortek Guard below shows this off perfectly. Or why not design your bases first? Pick a theme, or even a battlefield, then paint your models to match it.

TEXTURE PAINTS

Texture Paints are arguably the quickest and easiest way to add texture to the bases of your miniatures. Though you can use a paintbrush to apply them, the paint will clog up the bristles, so we recommend using the M Texture spreader. These cunning devices feature a wide spatula end for applying the paint to your base, and a thinner end for pushing it into those hard-to-reach areas around feet and robes.



GLYMMSFORGE

Andy painted this Mortek Guard with gleaming silver armour and magenta robes. He painted the base in a complementary green to represent the marble floors of Glymmsforge, then used the same colours for the rune on the skeleton's shield. Below are the colours used for the green marble and the dead earth.



GREEN MARBLE

Basecoat: Incubi Green

Drybrush: Kabalite Green

Drybrush: Sybarite Green

DEAD EARTH

Basecoat: Dryad Bark

Drybrush: Karak Stone

Drybrush: Ushabti Bone

THE ENDLESS DESERT

This Ossiarch Bonereaper wears glossy red armour and carries a glowing blue blade. The yellow base creates a triadic colour scheme of primary colours across the model, but is neutral enough that it doesn't detract from the model. The second basecoat colour listed below is for the rocks.



DESERT SANDS

Basecoat: Zandri Dust

Basecoat: Steel Legion Drab

Wash: Skeleton Horde

Drybrush: Zandri Dust

Drybrush: Ushabti Bone

Drybrush: Wraithbone

THE SHIVERING PEAKS

Andy wanted this Mortek Guard to have an overall cold colour scheme, so he painted it with cool blues, greens and purples. The base is painted in neutral browns with the skulls picked out in Wraithbone and Skeleton Horde. Valhallan Blizzard gives the base a cold feel, just like the rest of the model.



FROZEN EARTH

Basecoat: Dryad Bark

Drybrush: Karak Stone

Drybrush: Ushabti Bone

Technical: Valhallan Blizzard

SKULLS

Basecoat: Wraithbone

Wash: Skeleton Horde

THE RIVER OF SOULS

This Mortek Guard was painted to match the Soul Siphon board that the Warhammer World team built back in May 2018. Andy painted the skeleton in the traditional purples and greys of Shyish, but added a green tinge around the model's feet to represent the glow coming off the River of Souls.



DEAD EARTH

Basecoat: Dryad Bark

Drybrush: Karak Stone

Drybrush: Ushabti Bone

RIVER OF SOULS

Basecoat: Warp Lightning

Layer: Moot Green

Layer: 'Ardcoat

THE DROWNED CITY

The base on this model was painted to represent a city that has been underwater for some time. The base is painted with fairly standard colours for the dirt and the stone, with the last colour being a drybrush of Hellion Green across the whole base to represent some kind of luminous algae.



DEAD EARTH

Basecoat: Dryad Bark

Drybrush: Karak Stone

Drybrush: Ushabti Bone

ROCKS AND ALGAE

Basecoat: Stormvermin Fur

Drybrush: Dawnstone

Drybrush: Hellion Green

INTERACTING WITH THE ENVIRONMENT

These Nazgûl from the Middle-earth Strategy Battle Game were painted by Lewis Collins, who used object source lighting on both the models and their bases to show where they are fighting.

As mentioned earlier, we often paint our models, then paint their bases, and sometimes there is very little to link the two together. A little bit of mud around a model's feet, or perhaps some dust or dirt on a cape or robe, shows that the model is interacting with its environment, and that it is really fighting in the world we imagine it to be in. Little touches like this can really add to the believability of the piece.

Lewis took this philosophy one step further with the Nazgûl that he painted for this article. The Ringwraiths are iconic characters from the Middle-earth setting,

and Lewis wanted to portray them attending the Necromancer in the dark fortress of Dol Guldur. To represent Sauron's fiery nature, Lewis applied object source lighting to the models' bases, then continued it up onto their robes and armour. This gives the impression that they are all standing around Sauron, who is lighting up both the Nazgûl and the environment that they are standing in.

To contrast with the warm fiery effect, Lewis painted the rest of the models in cold black and grey – the traditional colours of the Ringwraiths.

THE NECROMANCER

Lewis painted the Necromancer (also known as Sauron) to look like he's burning with an inner fire. He undercoated the model with Chaos Black, then used the same fiery colours shown below to create the fire effect. The only major difference was that he applied the colours to the inner portions of the model, focusing on the model's chest and hands rather than the robes and bases as shown on the Ringwraiths below.



THE FIRES OF DOL GULDUR

Lewis used Green Stuff to create the rocks on the bases of his models rather than actual rocks. That may seem like a strange choice, but by sculpting them himself, Lewis was able to make them to exactly the right size and shape he needed to fit the models. After mixing the Green Stuff, he left it to cure for forty minutes, then started moulding it into shape using a sculpting tool. Once the Green Stuff was fully cured, Lewis built up the texture on the bases using Armageddon Dunes, then Typhus Corrosion. The dolmen that the Witch-king of Angmar is standing on is actually made of plaster. Lewis mixed up a small amount, poured it out into a tray, then shattered it when it was dry to create slate-like shards.

PAINTING THE NAZGÛL

The bases are such an integral part of Lewis's miniatures that he actually painted the glow effect coming off the bases first. Once he'd finished the object source lighting, he painted the rest of the Ringwraiths using the colours to the right.

SORCEROUS FIRE

- Drybrush: Mephiston Red
- Drybrush: Evil Sunz Scarlet
- Drybrush: Troll Slayer Orange
- Drybrush: Flash Gitz Yellow
- Wash: Gryph-hound Orange

ROBES

- Drybrush: Ulthuan Grey
- Wash: Drakenhof Nightshade
- Glaze: Shyish Purple
- Layer: Ulthuan Grey



NEW YEAR, NEW ARMY!

Welcome to 2020, everyone! And with the new year fresh in our hearts (and possibly fuzzy in our heads), what better way to kick off a new decade than with a new army for the new year? Here are four inspirational collections to whet your hobby appetites.

Studio army painter Nathan Trolley and his friend Thomas painted this army of Nurgle Daemons over the course of just three days. Impressive, eh?

‘My friend Thomas wanted to get into Warhammer Age of Sigmar, so we picked up a Start Collecting! Daemons of Nurgle set and a Great Unclean One,’ says Nathan. ‘We built them one Saturday, then started painting them the following week, using Contrast paints for pretty much everything. While Thomas painted their skin, I worked on the horns, gore and details. It was like an assembly line; we pretty much finished them in just three days. Having someone else to paint with really spurs you on, and you can share tips and advice with each other on how best to paint things.’



The Maggotkin of Nurgle battletome features loads of inspirational artwork for budding followers of the Plague God. It also contains several interesting colour variants in the miniatures gallery.

NURGLE DAEMONS

BY NATHAN TROLLEY & THOMAS ROWLEY



ROTTEN SKIN

Undercoat: Grey Seer

Basecoat: Plaguebearer
Flesh

Wash: Carroburg
Crimson & Lahmian
Medium

WOUNDS & HORNS

Layer: Flesh Tearers Red

Layer: Creed Camo

RUSTY METAL

Basecoat: Leadbelcher

Wash: Gore-grunta Fur

Drybrush: Stormhost
Silver

WINGS & CLOTH

Basecoat: Shyish Purple



IDONETH DEEPKIN

BY HARVEY SNAPE



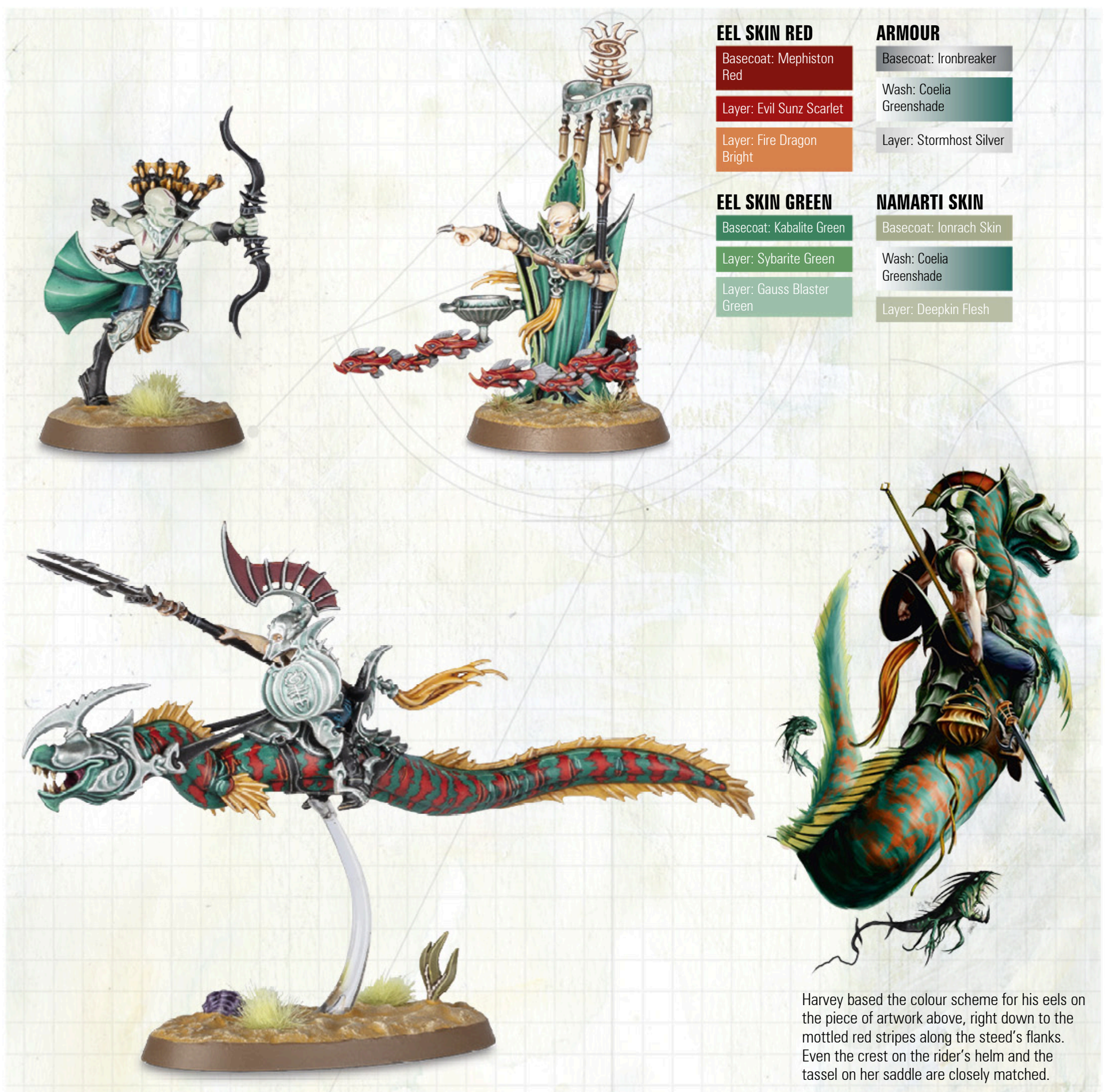
Harvey is a member of the studio painting team, and his latest project is a small army of Idoneth Deepkin from the Briomdar Enclave. Apparently eel skin takes a long time to paint!

‘The Idoneth Deepkin are one of my favourite armies in Warhammer Age of Sigmar,’ says Harvey. ‘They’re very different aesthetically to other aelf factions, and they kind of straddle that line between good and evil that’s very appealing. The models are really dynamic and involved, and they’ve got a lot of expression on their faces despite the fact that many of them have no eyes.’

‘I picked the Briomdar purely because of the art in the battletome. The combination of blue and green on the infantry is really striking, while the red stripes on the eels looked like an interesting painting challenge. As it turns

out, the Morrissarr Guard took about fifteen hours each to paint. I certainly got the painting challenge I was after! I also painted a lot of infantry for my force because the Briomdar tend to use a lot of Reavers in their raiding parties, backed up by Soulscryers.

‘When it came to painting my infantry, I used the same colours on the Reavers’ robes as I did on the Fangmora Eels (see below) to help tie the force together with a unified colour palette. I imagine the aelves mimic the colours of their bond-beasts or vice versa. The sandy bases were inspired by the ones that James Karch made for his Raven Guard in A Tale of Four Warlords. I used ready mix filler to create the texture, then basecoated them with Zandri Dust. Next I applied a wash of Balor Brown, followed by drybrushed layers of Ushabti Bone and Screaming Skull to finish them off.’



Harvey based the colour scheme for his eels on the piece of artwork above, right down to the mottled red stripes along the steed's flanks. Even the crest on the rider's helm and the tassel on her saddle are closely matched.

RED SCORPIONS

BY EDD BARFIELD



Warhammer World studio painter Edd recently started a Red Scorpions Space Marines army after being inspired by their background in the Badab Wars books by Forge World.

‘My friends and I thought it would be cool to create our own mini campaign as a precursor to the events taking place on Vigilus,’ says Edd. ‘I picked Red Scorpions, as I’ve always loved their background and imagery. I reckon they got pretty battered during the Badab War, which is why my army is made up solely of Primaris Marines (aside from the Dreadnoughts, that is). That’s also the reason why I’ve got two Apothecaries in my force – the Red Scorpions keep a close eye on their gene-seed, and it felt thematic to include a couple of them in the army. I painted the bases of my models blue to show that they are fighting in an urban environment.’

GREY ARMOUR

Basecoat: Mechanicus Standard Grey

Wash: Mournfang Brown & Lahmian Medium

BATTLE DAMAGE

Layer: Rhinox Hide

Layer: Ulthuan Grey

Layer: Stormhost Silver

SHOULDER TRIMS

Basecoat: Averland Sunset & Yriel Yellow

Layer: Yriel Yellow

BASES

Basecoat: Macragge Blue

Wash: Mournfang Brown, Dryad Bark & Air Caste Thinner

Stipple: Abaddon Black





The classic Imperial Armour books were the inspiration for Edd's army. He converted several of his models, including his Captain and Apothecaries, using a combination of Forge World, Primaris and regular Space Marine kits.

T'AU EMPIRE

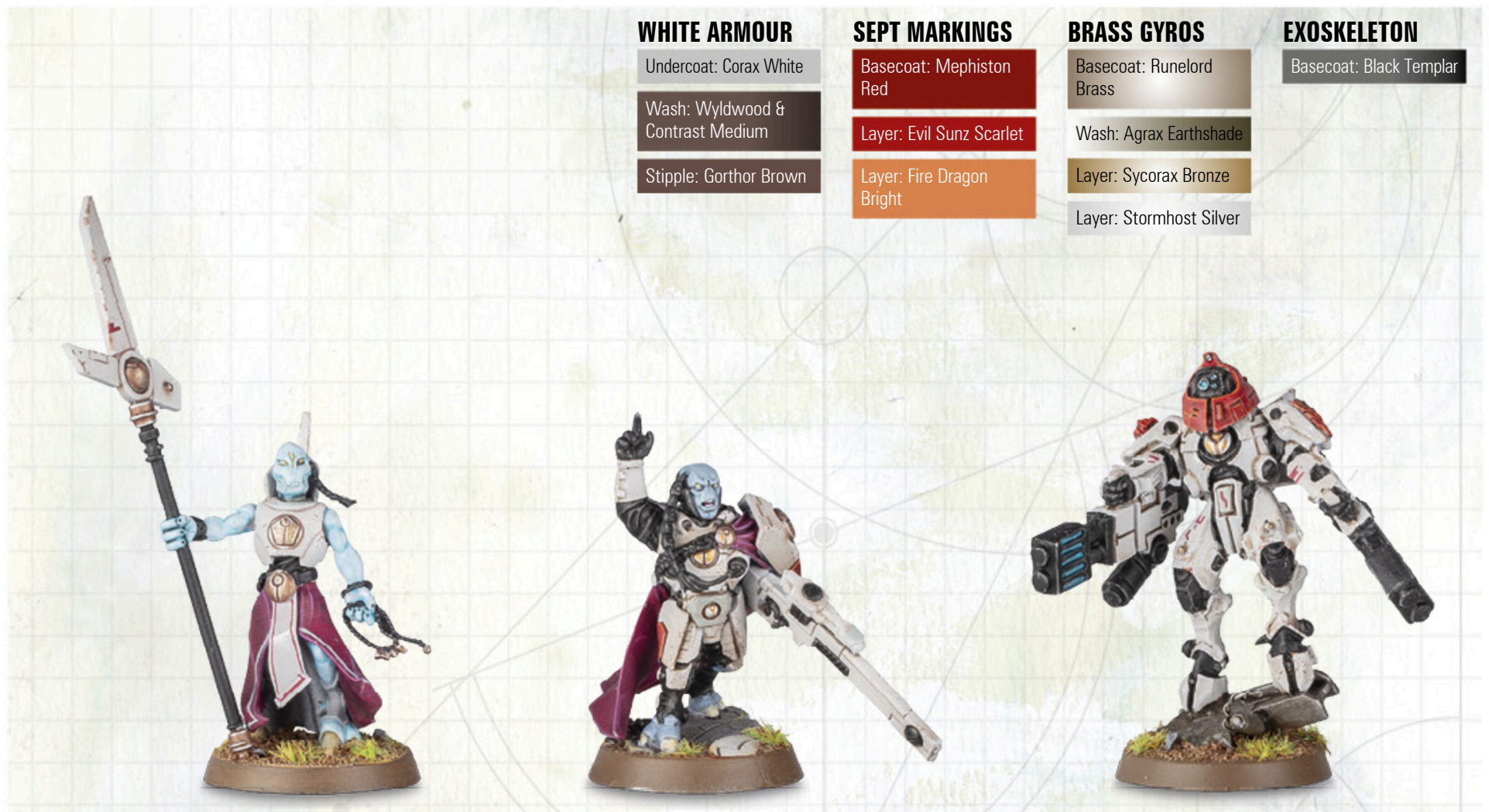
BY DAN HYAMS



Dan is another of the studio army painters who has been working on a new army recently. Though traditionally a fan of Space Marines, he has swapped power armour for battlesuits to paint a T'au army from Vior'la Sept.

'I really like the 'Eavy Metal colour scheme for Vior'la, and I wanted to have a go at replicating it, but with quicker painting methods,' says Dan. 'My aim was to have an army ready for battle in just a few weeks, so I undercoated all

the models with Corax White, then applied a recess wash of Wyldwood mixed about 1:4 with Contrast Medium so that it was really diluted. The battle damage is just Gorthor Brown applied with a sponge to the edges of the armour panels. And that was most of the models done! I used Contrast paints wherever possible to speed up the painting process. The real revelation was using two coats of Black Templar on all the weapons and exoskeletons – you get natural shading and highlights with minimal effort, leaving more time for markings and details.'



It's easy to find references for T'au sept and rank markings in Codex: T'au Empire. They can really help you add character and colour to your miniatures, making your collection feel like a coherent force on the battlefield.

RAISING THE WESTFOLD

The Westfold can make a beautiful and evocative setting for your games in Middle-earth. The recently released Rohan House kits make it easy to create such a setting. In this article, we show you how to go about raising – and razing – your own Rohan village.

Rohan is unknowingly embroiled in a war with Isengard and Dunland. Wildmen and Uruk-hai scouts have entered the Westfold region of Rohan in force, slaughtering all who come before them. Théoden, King of Rohan, sits on his throne in Meduseld, withered by the magic of Saruman and poisoned by the words of Gríma Wormtongue. The King of Rohan denies all knowledge of the pillaging and burning of villages throughout the western reaches of Rohan and has been convinced by Gríma that Saruman is still his loyal ally.

RAISING – AND RAZING – THE WESTFOLD

The Westfold is a plain of rolling yellow grass, broken up by villages and small townships and inhabited by little more than farmers. It is nestled between Rohan's capital – Edoras – and the infamous fortress of Helm's Deep. To the master of Isengard, Saruman, cutting off the Westfold will put a strain on Rohan's resources and weaken the wider realm. It's easy pickings, too.

This article presents how to use the recently released Rohan House kit to create scenery based on the Westfold region of Rohan. If you've already had a look at the new kit, you'll know that it's incredibly modular, enabling you to create several different house designs or even combine several kits together to get one big house. The one shown to the right was created by Middle-earth miniatures designer Keith Robertson for this article. It will no doubt show up in plenty of Middle-earth articles in the future!

But Keith didn't just make one Rohan dwelling; he constructed a whole village! In addition to the one on the right, he built two regular houses straight out of the box, and a fourth that he converted to look like it had been set ablaze during a Dunlending raid, recreating one of the iconic scenes from *The Lord of the Rings: The Two Towers*.

Over the next few pages, we'll show you how Keith built the large Rohan house and how he went about converting the burnt-out building. There's even a stage-by-stage guide so you can make your own. We also asked Rob Alderman, the Middle-earth team manager, how he painted all the buildings in this article. You can find the colours he used over the page.



HOUSE OF THE HORSE GROOMERS

Using two Rohan House kits, Keith created this large structure, which represents a homestead for a family of horse groomers. The building on the right-hand side of the house has been constructed with shorter side walls, using parts 6 and 31 from the porch section of the kit to create a large shelter for the horses. The two buildings are connected using the rest of the porch assemblies from the two kits but without the doors on the ends. The components used are 6, 21, 22, 26, 27, 28 and 29, with the ends butted up against each other to create a corridor between the two buildings.

The building also features a large paddock area, which was created using the fences supplied in the box. By carefully trimming some fence posts away with a pair of Fine Detail Cutters, Keith was able to join the pieces together and extend the fence to create a more natural, uneven look to the paddock area. As you can see, there is very little conversion work required to create a very effective piece of story-telling scenery.

PAINTING ROHAN HOUSES

When it came to painting the scenery, Rob used the colours shown below. He started by basecoating the walls with Baneblade Brown, drybrushing up through several lighter colours before shading them back down with a mix of Agrax Earthshade, Athonian Camoshade and Wyldwood. It may seem like a strange mix, but the two browns help give the wood a natural stained finish, while the Athonian Camoshade adds in that hint of moss and natural growth. Rob used the same techniques on the thatched roof. The stages for the burnt thatch are for the building that you'll find over the page.



1



PAINTING ROHAN HOUSES

All the houses shown in this article are painted using the stages shown below. They were all undercoated with Chaos Black spray first.

WOOD

Basecoat: Baneblade Brown

Drybrush: Karak Stone

Drybrush: Rakarth Flesh

Wash: Agrax Earthshade, Athonian Camoshade & Wyldwood

METALWORK

Basecoat: Leadbelcher

Wash: Agrax Earthshade

Layer: Stormhost Silver

THATCH

Basecoat: Morghast Bone

Drybrush: Terminatus Stone

Wash: Nuln Oil & Seraphim Sepia

Drybrush: Terminatus Stone

BURNT THATCH

Basecoat: Abaddon Black

Drybrush: Abaddon Black & Stormvermin Fur

BASE

Basecoat: Dryad Bark

Drybrush: XV-88

Drybrush: Ushabti Bone

GREEN WOOD

For the green panels, Rob painted them using the wood colours, then applied a layer of either Creed Camo, Dark Angels Green or Ork Flesh to stain them.



2



3

Keith used 4mm MDF to base all the terrain, sanding down the edges to create a smooth transition between the scenery piece and the board it would be sitting on. The buildings were glued to the MDF with Super Glue, and sand was applied to the base with PVA glue to create an earthy texture. Rob used

static grass (available from most model shops) and Mordheim Turf for the grass and foliage (1).

The buildings were painted in the shabby, earthy tones of Rohan (2), with patches of green-painted wood used as a spot colour (3). You can find the colours on the opposite page.



THE BURNT-OUT HOUSE

In *The Lord of the Rings: The Two Towers*, several villages in the Westfold were razed to the ground by Dunlendings, so Keith decided to create a burnt-out house.

His plan was to construct the main body of the building as usual, then make a huge hole in the roof to show where the thatch had been burned away. You can see the stages that Keith used to create his building over to the right. To add an extra level of realism, Keith took a Citadel Drill to the windows and carefully drilled several of them out with a 2mm drill bit, showing where the Dunlendings have thrown rocks through them. He also cut out the front door using the Citadel Saw to show where it has been knocked off its hinges.

For painting, Rob used the stages shown before. He painted the walls and unburnt thatch first, then the burnt thatch and timbers last. A useful tip is to paint the building to completion, then glue it to its base. That way you can paint the burnt interior of the building and the visible ground inside it more easily.



CONSTRUCTING THE BURNT-OUT ROOF

To make the burnt-out roof, Keith invested in several lengths of 3mm balsa wood, available from most hobby stores. These are the perfect size for the visible roof timbers on a burnt-out Rohan House. He also picked up some static grass, which would be used to represent the burnt thatch and cover up the jagged cut lines on the two sections of roof.

Before doing any conversion work, Keith built the house up to stage 5 in the instruction guide, stopping just before the roof assembly (he also cut out the door and smashed out some of the windows as mentioned earlier). He then took two each of parts 13, 15, 16 and 20; these would be the pieces he'd need for the roof assembly. Here's how he went about converting them.



After cutting the roof sections from the sprue and cleaning them up, Keith marked out where he wanted the burnt-out sections to be with a marker pen, then clamped one of the pieces securely in a vice.



Keith used a Citadel Saw to cut out a large section of the roof, carefully following the line he'd drawn. He used the standard saw blade in the set (rather than the largest one) to make cutting the curved shape easier.



After cutting out one side of the roof, Keith repeated the process on the other side, then placed the two pieces together to check that the holes matched up. He then glued the roof together, complete with ends.



Keith measured out four pieces of 3mm balsa wood to the same length as the roof. These would be the horizontal roof timbers. He glued two of the lengths together using PVA glue to form the main roof beam.



Keith then used the Citadel Saw to roughly cut ten more lengths of balsa wood. These would be the vertical timbers. They would need their ends cut to match the angle of the roof, but first ...



... another dry fit was required to get the angle right. Adhesive putty was used to position all the horizontal beams inside the roof, then the ends of the vertical beams were cut to match the angles.



Keith glued the roof down to the rest of the building, then glued the main roof beam in place with PVA glue. Once the glue was set, he glued the rest of the vertical and horizontal beams into place.



With the beams glued in place, a layer of Agrellan Earth was applied to them and allowed to dry. This makes the timbers look cracked and blistered like fire-damaged wood.



To finish off the conversion, PVA glue was mixed with static grass to create a lumpy paste, then applied around the edge of the hole to create burnt thatch. Once dry, Rob undercoated and painted the building.

2459 LUSTRIAN SUPERLEAGUE SEMI-FINAL

The game of Blood Bowl is filled with heroes and villains, epic showdowns between bitter rivals and unexpected weather phenomena. In Classic Plays, we look at some of these great Blood Bowl games and give you the tools you need to recreate them on the tabletop!



Of the countless games of Blood Bowl played since the first fateful clash in what is now the Temple of Nuffle, few are remembered beyond a single season. Most are entertaining affairs, but they hold little value for the history books and even less for the popular Cabalvision replays.

Those matches that secure their place in the annals of history usually do so through death-defying plays or bone-crunching violence. Some, however, are remembered solely for their sheer absurdity. Such was the case with the 2459 semi-final of the Lustrian Superleague, which saw the impressively rotten Queekwell Queasers take on the wholly unimpressive (and frankly out of their depth) Tlanxla Terradons. The pundits expected the match to be a walkover for the Skaven team. In reality, it was a pretty bizarre match for all concerned.

NEW TEAMS, PLEASE!

The Lizardmen are the latest team to make it onto the Blood Bowl pitch, with a whole range of new models including Saurus Blockers, Skink Runners and the notoriously sneaky Chameleon Skinks. You can find the team on the Games Workshop website.



A MATCH WORTH REMEMBERING

This article includes new background on the extraordinary match that took place between the Queasers and the Terradons. It also features new rules so that you can recreate this epic semi-final clash in the comfort of your own stadium. New rules include Terradons dropping rocks on the pitch (Head Coach Jabutumiono claimed he had nothing to do with it), the disappearance of the referee (Jabutumiono was apparently asleep at the time), and the Skaven team's use of unsanctioned weapons (they did nothing to deny this at all). Over the page, you'll also find team rosters for the Queekwell Queasers and the Tlanxla Terradons. Both teams are highly experienced, with loads of skills for you to sink your teeth (or claws) into. The Poisoned Wind Globadier and Plague Monk make especially interesting (and pungent) additions to the Skaven team.

The prelude to the 2459 semi-finals of the Lustrian Superleague was a lacklustre affair. True to the pundits' predictions, the Queekwell Queasers – a Skaven team more reminiscent of Nurgle's foul spawn than the Horned Rat's – romped their way to victory in their initial games. Having shown nigh-impeccable form in the qualifying rounds, the Queasers easily overcame every team they faced, outfoxing the Pukavalley Panthers to win 5-0 in the quarter-finals.

Meanwhile, the Tlanxla Terradons – a team better known for the jaw-dropping sights of their stadium rather than the eye-catching feats of their playing ability – had an altogether different journey to the semi-finals. They had scraped into the quarter-finals thanks to a last-minute touchdown in overtime versus the Painted Merchants. The Terradons had a much easier time in the quarter-finals, thanks to astronomical signs that dictated the opposing Lizardmen team could apparently not play for another 351 months. Winning by default, the stage was set for a semi-final match between two teams of dramatically differing skill.

And so, against the backdrop of their magnificent eyrie stadium, the Tlanxla Terradons faced the Queekwell Queasers, with few expecting a surprise result. The noise within the stadium built up to a crescendo as hardened fans from both sides filled the stands, waiting for the ancient rivalry between races to play out once more. Terradons soared above the stadium, advertising banners flapping in their wake, and the two teams lined up across the scrimmage line. As the game was set to begin, a single Skink looked skywards, his prehensile tongue licking his eyes in an elaborate signal to the reptiles soaring above.

From the onset, it was clear the Lizardmen were outmatched, just as pundits had predicted. Moments after the gong sounded, the ball sailed towards the Skaven's half, straight into the hands of Grapkit Manyhands, the Queasers' star Thrower and Skavenblight's preeminent motivational speaker. Faster than a rat chased by a Sabretusk, the ball was passed to Stipplebreath, a rather noxious Gutter Runner even by the Queasers' less-than-scrupulous standards, who slipped between the Lizardmen's defensive line and made a wild dash towards the end zone. Cheers tore through the crowd, and three minutes later, another broke out as Stipplebreath snatched the ball from a stunned Skink and scored his second touchdown.

Stipplebreath's vulgar celebrations were swiftly cut short, however. As he danced and jeered, a squawking Terradon flying overhead snatched the Gutter Runner up in its claws before tossing him into the crowd, where frenzied fans ended his career once and for all.

After the Queasers had stopped snickering at Stipplebreath's fate, the teams lined up once more as the Tlanxla Terradons attempted to salvage the game. Serendipity – or blatant cheating, depending on your viewpoint – smiled upon the Lizardmen as flocks of flying Terradons turned their attention to the game. As the third drive began, a rock plummeted onto the pitch, nearly crushing Groog Ratjaw, Blitzzer for the Queasers. As he looked up to determine where the rock had come from, he was greeted with the sight of a second falling upon him, the Terradon that once carried it heading back to its roost. Quick as a flash, Quitizititzi, Chameleon Skink for Tlanxla, leapt over the fallen rock, giving a firm kick to the still-squirming Groog beneath it on his way to a score. And just like that, it was 2-1.

Things only escalated from there as freak Terradon attacks, which the Tlanxla Terradons later claimed were 'purely coincidental', disrupted the Queasers' plan of attack; they could only watch as Boilchewer, their second star Gutter Runner, was crushed by an expertly dropped rock just as he dived for a bouncing ball. Worse still, the Lizardmen appeared emboldened by their touchdown as they went on the offensive, ignoring the ball in favour of hitting and kicking any Skaven in reach, even those squirming on the ground. Soon, three Lizardmen players had drawn the wrath of Yungrim – the referee overseeing

the game – and were sent off. As the Tlanxla Terradons' numbers dwindled, the Terradons above increased in number. They unleashed greater havoc upon the pitch, going so far as to abduct an assistant coach of the Queekwell Queasers as a tasty snack moments after he claimed to have seen Quitizititzi himself flying on a Terradon.

As the first half waned with the score still at 2-1 in favour of the Queasers, Yungrim could take no more. Refusing to believe that the Tlanxla Terradons were not responsible for the flurry of assaults by flying creatures, he stormed towards the slumbering Jabutumiono, their Slann head coach. After several minutes of shouting laced with Khazalid curses, Jabutumiono briefly awoke. Irrate at the disruption of his slumber – for he had been dreaming of his favourite flavour of jungle-grub – he croaked a few arcane words and caused a flaming rock to descend from the skies to crush the still-cursing referee.

With no other officials willing to take the place of Yungrim, the first half drew to a close and both sides retreated to their changing rooms. From there, the Queekwell Queasers disappeared into their warrens beneath the stadium to plot their victory.

As the second half began, the Tlanxla Terradons' captain, an irritable Saurus bequeathed the name Quatagrupy, narrowed his eyes at the emerging Queekwell Queasers. He noticed, with a hint of trepidation, the large barrel covered in horseflies strapped to the back of Yikkirt the Rat Ogre, as well as the chanting Skaven clad in mottled robes, his paws clutching a censer spewing virulent fumes.

Aware that the remaining officials refused to take the pitch, the Queekwell Queasers had come armed with their own tricks. As the whistle sounded and a kick delivered the ball towards the Lizardmen end, the Skaven launched their assault. In a mirror of the route the ball had taken, a hissing globule, slung by the powerful arm of Yikkirt, slammed into Quekyneundos as the Skink scrambled for the ball. The crowd roared with excitement as Quekyneundos fell to the floor choking, consumed by the gas once held within the now-shattered globule. As the Tlanxla Terradons realised what had happened, the robed Skaven sprang into action, bludgeoning his way through the Lizardmen line with forceful swings of his censer. Following in his wake came Skiritch the Knife – appropriately clad in a fume-defying mask – who darted for the ball before scoring a touchdown, the poisonous knife held in his tail fending off the Terradons attempting to scoop him up.

From there, the game became a maelstrom of underhandedness not seen before, or since, in the Lustrian Superleague. Fur-clad bodies were thrown into the crowd by diving Terradons or carried off to feed the young nesting above, answered with the fall of any Lizardmen not quick enough to dodge the whirling plague censer or thrown poison globules. In the kerfuffle, the ball lay all but forgotten. It was picked up only twice – once by Skiritch, who scored a third touchdown for the Skaven only to be transformed into a frog by a cabal of Skink Priests in the stands, and then by Snukiwoki, the Chameleon Skink scoring his first-ever touchdown before slinking away to avoid the Skaven's ravenous jaws. By the end of the game, the score sat 4-2 in the Queasers' favour, but only six of the Skaven remained standing, and few others were likely to recover in time for their next game.

As the Queasers retreated to their dugouts, the sound of drums caught their attention. Behind them a vast golden plaque was raised by the home crowd that bore reliefs depicting the 2459 Lustrian Superleague, both past and future games upon its surface. It was then that Nitgrik the Pustulent, head coach of the Queekwell Queasers, realised what had happened; the Lizardmen had meant only to weaken the Skaven in preparation for their final against the Temple Lizards, for the Great Plan demanded the Lizardmen win. And who are the Tlanxla Terradons to question the Great Plan?

MATCH SPECIAL RULES

When recreating this famous game, no rolls are made on the Weather table. Instead, the weather will be Nice throughout the game, exactly as it was historically on the day of the game.

Additionally, the following special rules are used during the game:

Death From Above: At the start of each of the Skaven coach's turns, the Lizardmen coach rolls a D6, adding 1 to the roll for each Lizardmen player sent off this game (to a maximum of 3). On a score of 1-4, nothing happens. On a 5, randomly select a Skaven player currently on the field. That player must make an Agility test. If the test is passed, the player is placed Prone. If the test is failed, the player is removed from the pitch and treated as if they had been pushed into the crowd. On a 6+, the Lizardmen coach chooses a square and places a marker representing a boulder. They then scatter the boulder a single square.

If the boulder comes to rest in a square occupied by a player, that player is immediately Knocked Down and the opposing coach rolls an Armour roll for them. If the boulder lands in an unoccupied square, or an occupied one where the player is removed from the pitch as a result of the boulder, leave a marker in the square to represent where the boulder fell. No player

can occupy a square with a boulder in it; it is treated as being occupied by an opposing player without a tackle zone. At the start of each drive, the Skaven coach rolls a D3 and can remove that many boulders from the field.

Let Slumbering Slanns Lie: As the game progressed, Yungrim, the Dwarf referee, decided he wasn't having any of the Tlanxla Terradons' shenanigans and gave their head coach a telling off. Unfortunately for him, his shouting awakened the Slann, who, in a moment of lucidity, pelted the Dwarf with fiery missiles from the heavens! None of the other officials present felt brave enough to venture out onto the pitch after that.

During the second half of the game, both teams gain 2 bribes.

Underhanded Substitutions: Both Yikkirt and Pestix the Pestilent weren't originally on the roster of the Queekwell Queasers. Instead, the two were hurriedly drafted into the team at half time to aid the fight back against the tricks of the Lizardmen.

As such, both Yikkirt and Pestix the Pestilent cannot be set up on the pitch during the first half of the game. During the second half, they can be used as normal.



	NAME	POSITION	MA	ST	AG	AV	SKILLS	
1	GROOGRATJAW	BLITZER	7	4	3	8	BLOCK	
2	REEKIKSTRONGCLAW	BLITZER	7	3	3	8	BLOCK	
3	STIPPLEBREATH	GUTTERRUNNER	10	2	5	7	DODGE,WEEPINGDAGGER,SPRINT,STRIPBALL	
4	BOILCHEWER	GUTTERRUNNER	9	2	4	7	DODGE,WEEPINGDAGGER	
5	SKIRITCHTHEKNIFE	GUTTERRUNNER	9	3	5	7	DODGE,WEEPINGDAGGER	
6	HIKKLEFES	THROWER	7	3	3	7	PASS,SUREHANDS	
7	GRAPKITMANYHANDS	THROWER	7	3	4	7	PASS,SUREHANDS,EXTRAARMS	
8	GRONTIK	LINEMAN	7	3	3	7		
9	ECKATHROBLACKHAND	LINEMAN	7	3	3	7	GUARD	
10	VISTRITWOMOUTHS	LINEMAN	7	3	3	7	TWOHEADS	
11	SNEUKISNEOKK	LINEMAN	7	3	3	7	GUARD	
12	VISTLEWORT	LINEMAN	7	3	3	7	DISTURBINGPRESENCE	
13	GRISTLTHROX	RAT OGRE	6	5	2	8	FRENZY,LONER,MIGHTYBLOW,PREHENSILETAIL,WILDANIMAL	
14	YIKKIRT	POISONEDWIND GLOBADIER	6	3	3	7	LONER,BOMBARDIER,SECRETWEAPON	
15	PESTIXTHEPESTILENT	PLAGUEMONK	3	3	3	6	BALLANDCHAIN,NO HANDS,SECRETWEAPON,DISTURBINGPRESENCE	
	QUEEKWELIQUEASERS		2	ASSISTANTCOACHES			4	RE-ROLLS
	SKAVENTEAM		5	CHEERLEADERS			6	FAN FACTOR
	HEADCOACH:NITGRIKTHEPUSTULENT		1	APOTHECARIES			TOTALCOSTOFTEAM	2,040,000 GP

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	QUATAGRUPY	SAURUSBLOCKER	6	5	1	9	BLOCK
2	KROXMIOK	SAURUSBLOCKER	6	4	1	9	GUARD
3	HUAVIGOK	SAURUSBLOCKER	6	4	1	9	GRAB
4	QUIHAGRY	SAURUSBLOCKER	6	4	1	9	CLAWS,FRENZY
5	WIXBLOQX	SAURUSBLOCKER	6	4	1	9	BLOCK
6	MIZISNUPU	SAURUSBLOCKER	6	4	1	9	
7	QUITIZITITZI	CHAMELEON\$KINK	7	2	4	7	DODGE,PASS BLOCK,SHADOWING\$TUNTY,LEAP, SIDE STEP
8	SNUKIWOKI	CHAMELEON\$KINK	7	2	3	7	DODGE,PASS BLOCK,SHADOWING\$TUNTY,SURE HANDS
9	QUEKYNEUNDOS	SKINKRUNNER	7	2	3	7	BLOCK,DODGE,STUNTY
10	LITZ-LIT	SKINKRUNNER	8	2	3	7	DODGE\$TUNTY
11	TIPTOK	SKINKRUNNER	8	2	3	7	DODGE\$TUNTY,SIDE STEP
12	UNAMUTOPIA	SKINKRUNNER	8	2	3	7	DODGE,SPRINT,STUNTY
13	QUAC'ki'cQUC	SKINKRUNNER	8	2	3	7	DODGE,STUNTY,SIDE STEP
14	KROXIMOXI	KROXIGOR	6	5	1	9	BLOCK,BONE-HEAD,LONER,MIGHTY BLOW, PREHENSILE TAIL, THICK SKULL
	TLANXLA TERRADONS		5 ASSISTANT COACHES				4 RE-ROLLS
	LIZARDMEN TEAM		5 CHEERLEADERS				4 FAN FACTOR
	HEAD COACH JABUTUMIONO,		1 APOTHECARIES				
	GRAND MAGE OF THE THIRTEEN EYRIES						TOTAL COST OF TEAM 1,900,000 GP

INSIDE THE STUDIO

The *White Dwarf* team have been pretty busy over the last few weeks, playing games, painting models and generally engaging in fun hobby activities. Matt has been fighting battles for A Tale of Four Warlords, while Dan has been using his T'au in a campaign with his regular gaming group. Dan and Jonathan have been painting Space Marines, while Lyle and Matt have been working on Aeronautica Imperialis aircraft. There are even rumours of a Warcry campaign in the near future. Meanwhile, our newest team member, Sophie, has been working on Space Wolves. After claiming she only had a few models at home, she suddenly found her desk covered in donated sprues and paint. No doubt you'll be seeing some of her models in the near future.



ANOTHER LIEUTENANT!

Dan has painted a second Lieutenant for his Blood Angels army this month. He painted the Lieutenant Tolmeron model, but gave him markings from the 3rd Company rather than the 2nd (white instead of yellow). He painted Tolmeron's power sword orange to match the power weapons, plasma coils and lenses on all the other models in his Imperial armies.



JONATHAN'S SPACE MARINE

Jonathan has been testing out Space Marine colour schemes for a possible future project. He wanted to practise techniques such as glazes and battle damage, so he decided to try out his ideas on an Easy to Build Reiver. The armour colour is Administratum Grey shaded with Agrax Earthshade, while the markings are Khorne Red shaded with Druchii Violet.



IRON WITHIN, T'AU WITHOUT

Dan played a game against his friend (and *White Dwarf* contributor) Jamie Farquhar, pitting his T'au against Jamie's Iron Warriors. Right from the start, things looked a little ropery for the Chaos Space Marines, with Dan's Ghostkeel accounting for a Lord Discordant and two Helbrutes (one of them in combat!). Jamie managed to take down the Riptide, but it was too little too late. He has already vowed revenge.



Dan's Riptide avoids the Lord Discordant, but is caught by Jamie's Chaos Lord. The Riptide dies defending the Ethereal, who dies later anyway.

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 Warhammer Studio over the past month. This issue: Space Marines, Dakkajets, a little battle and some New Year's resolutions.

MARTYN'S AIR WAAAGH!

Studio photographer Martyn has been busy painting the Ork aircraft from the Aeronautica Imperialis: Wings of Vengeance set. 'I've always wanted to paint an Ork army, and I've always admired the Studio's Bad Moons collection,' says Martyn. 'While I couldn't commit to painting a Warhammer 40,000 army from scratch, I knew I could get five planes painted easily enough, so that's exactly what I did.'

'I undercoated them with Wraithbone spray, then applied a layer of Iyanden Yellow over all the aircraft. The scale of the models suits Contrast paints perfectly, as the colours really bring out the tiny details without the need for loads of highlights. I used Black Templar for the flame designs along the wings, and Talassar Blue for the cockpit canopy. I'm going to get some 'Eavy Bombers and some more Dakkajets next. You can never have too many Dakkajets!'



WARHAMMER RESOLUTIONS

WHITE DWARF

NAME:

JANUARY

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

FEBRUARY

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

MARCH

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

APRIL

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

MAY

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

JUNE

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

JULY

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

AUGUST

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

SEPTEMBER

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

OCTOBER

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

NOVEMBER

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

DECEMBER

☐ Hero ☐ Unit ☐ Monster/Vehicle

Model:

Bonus:

COMPLETED

☐

2 points per monthly challenge completed (choose 1 Hero, 1 Unit **or** 1 Monster/Vehicle to paint each month)

10 points for completing all 12 months

2 points for each 'set' completed throughout the year (1 Hero, 1 Unit **and** 1 Monster/Vehicle)

1 point for each bonus Hero, Unit or Monster/Vehicle completed

GRAND TOTAL

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NEXT MONTH DAKKBAD'S IRONSUNZ

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