# WHITE DWARF

160-PAGE MEGA-SIZE ISSUE!

ISSUE 454

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LUMINETH REALM-LORDS BATTLE REPORT

RULES FOR LUMINETH IN WARCRY

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CREATING A NEW SPACE MARINE CHAPTER

AND MUCH MORE FOR

WARHAMMER AGE OF SIGMAR

WARHAMMER 40,000

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White Dwarf Manager: Ian Huxley

Managing Editor: Lyle Lowery

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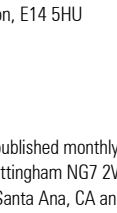


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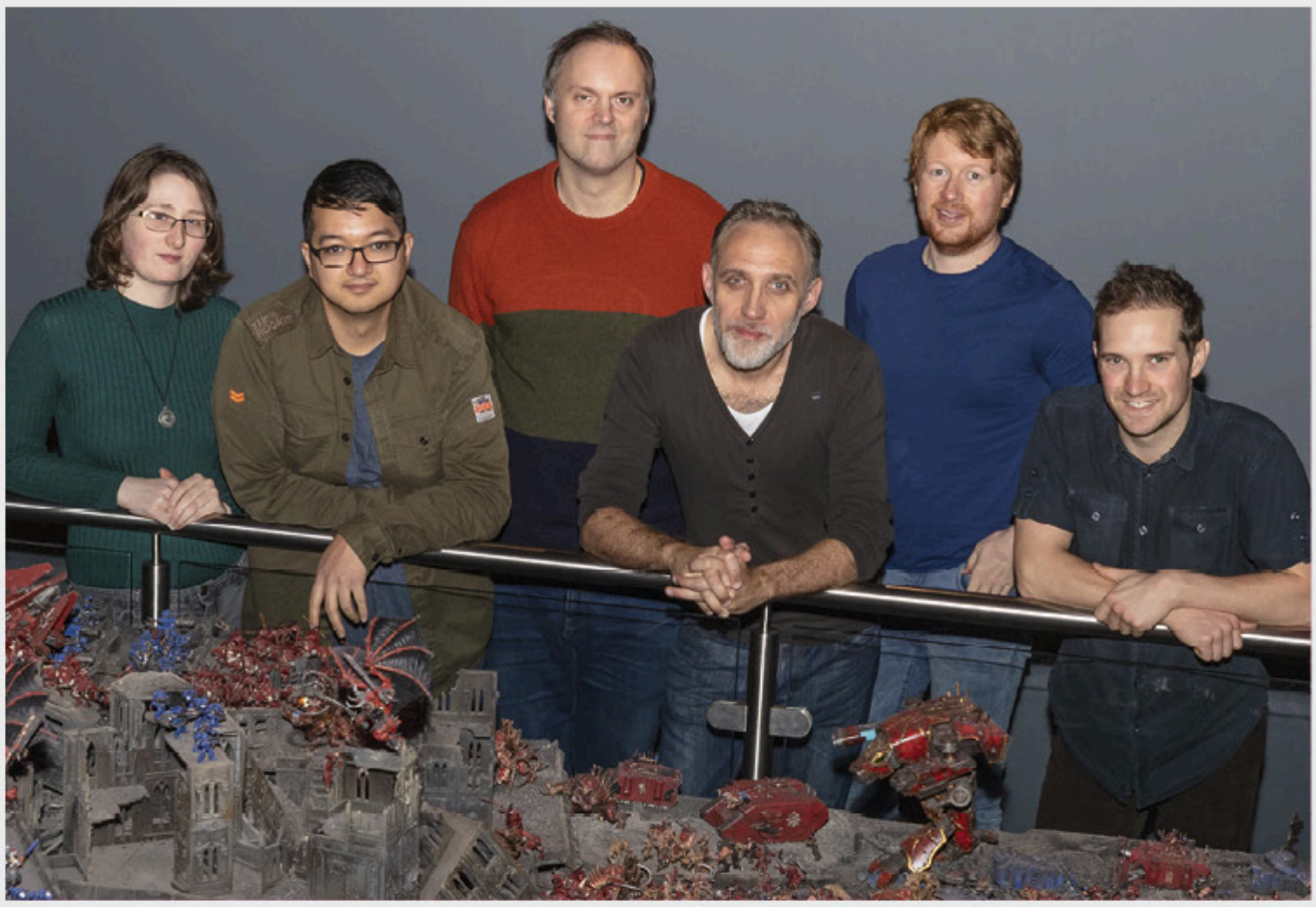
# MEET THE WHITE DWARF TEAM

## 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.



From left to right: Sophie Bostock (Designer), Lyle Lowery (Managing Editor), Matthew Hutson (Senior Designer), Shaun Pritchard (Reprographics), Jonathan Stapleton (Photographer) and Dan Harden (Staff Writer).

### THIS MONTH'S CONTRIBUTORS

James Acons, Louis Aguilar, Andy Barlow, John Bell, Stu Black, Steve Bowerman, John Bracken, Jay Clare, Tom Clarke, Lewis Collins, Aaron Dembski-Bowden, Paul Foulkes, James Gallagher, Simon Godwin, Jordan Green, Nicolas Grillet, Elliot Hamer, Jervis Johnson, Phil Kelly, Kornel Kozak, Martyn Lyon, Jaime Martinez, Peter McMullins, Sam Pearson, James Perry, Dave Sanders, James Swallow.

### 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 mighty Ghazghkull Thraka, illustrated by Jaime Martinez.**

**If you would like to subscribe to *White Dwarf*, turn to the end of the magazine for more information.**

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

**www.warhammer-community.com**

# WHITE DWARF

ISSUE 454

# BREAKING DAWN

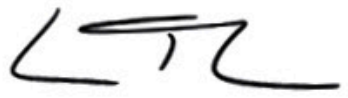
Over a decade ago, my High Elves were the terror of many a battlefield, smashing the lesser armies of the Old World with both martial and arcane mastery. Many of my favourite hobby memories are tied up in that army, from games and events I have never forgotten to the many friends I made along the way. I have long awaited their return in the Age of Sigmar.

Finally, that time has come.

I'm pleased to say that the light of the Lumineth Realm-lords makes their first appearance in *White Dwarf* here in these pages, led by Teclis himself. The Mage God is back, and his powers are on full display in an exciting Battle Report between the great Jervis Johnson and his rules-writing colleague Louis Aguilar. In this narrative Battle Report, Teclis leads a host of Lumineth through a Realmgate into Ghur, only to find the Slaves to Darkness awaiting him. Can the Lumineth secure their foothold from Hysh to the Realm of Beasts? You'll definitely want to check out the Battle Report to find out what happens, plus gain some insight into how this new and powerful army plays.

For the Warcry enthusiasts out there, this issue also includes the rules you need to field a Lumineth warband, as well as rules for their first campaign into the Eightpoints. The dwarfers have been playing quite a bit of Warcry lately (don't miss our second edition of A Tale of Four Warbands, in which my Venomborn start to build a fearsome reputation), so as a devotee of these new aelves, I'm doubly excited!

Also in this issue: a fantastic new Index Xenos on the baddest Orks of them all, the Goffs. And our Tome Keepers Space Marines continue to take shape before your eyes, as their lore and history coalesce in intriguing ways ...



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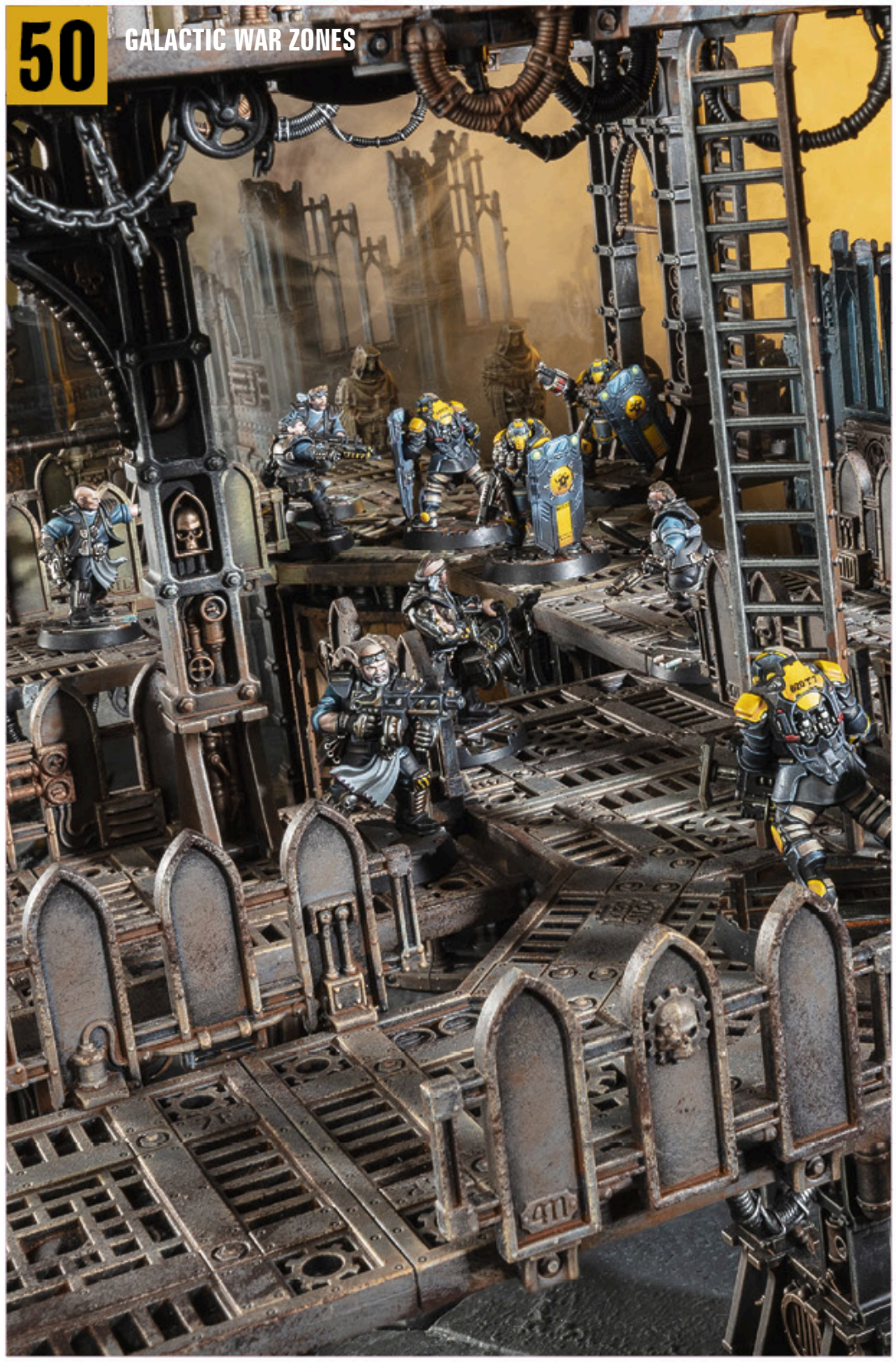

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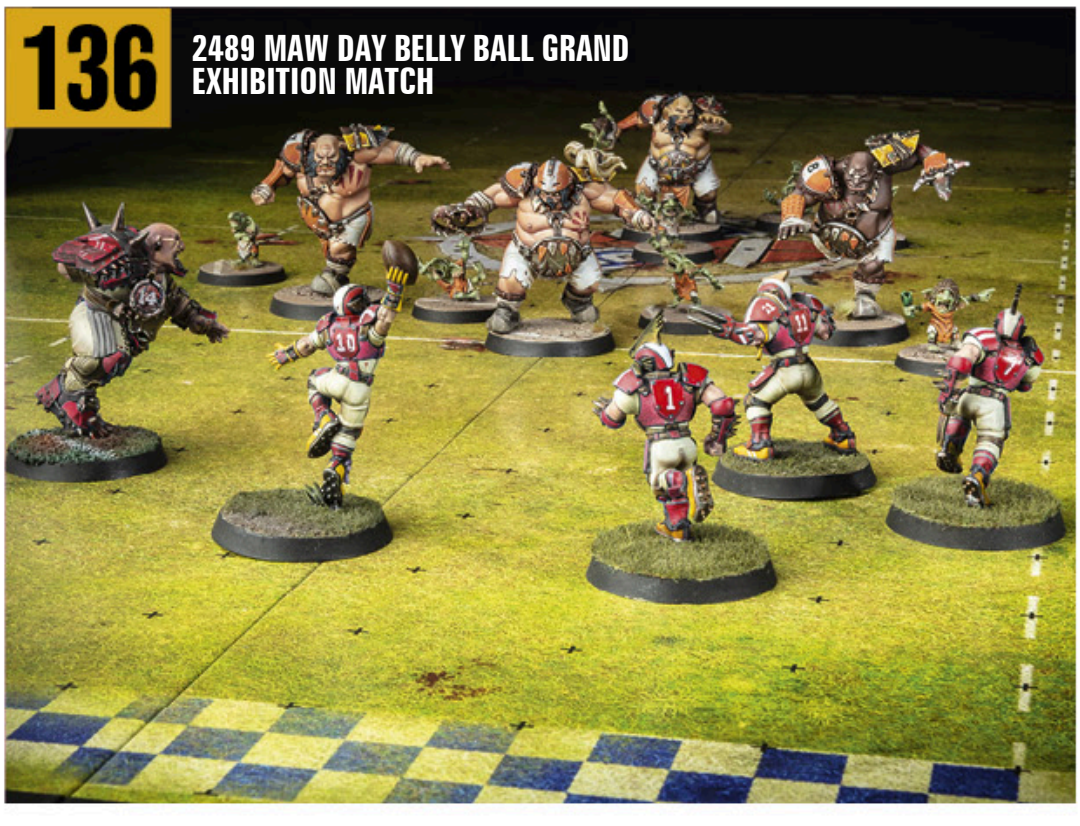


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# CONTACT

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

STAR LETTER

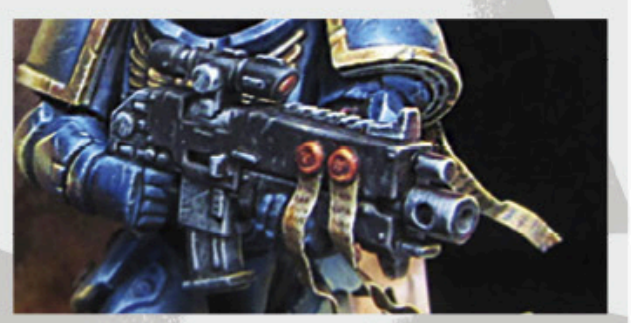
### ART IMITATING ART

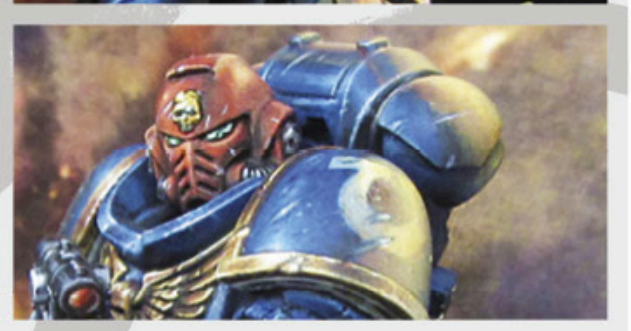
Hi, *White Dwarf* team. My name is Aythami Alonso, and I wanted to share with you my interpretation of the incredible illustration on the cover of *Codex: Space Marines*. I've collected *White Dwarf* every month since I was a child, and I loved seeing how other hobbyists painted their amazing figures. Now I have created my own model, and it would be an honour to become one of those painters who appears in *White Dwarf* and to be able to share my work with the community. It's also my way of saying thank you to Raymond Swanland (the illustrator) and you guys in *White Dwarf* for all the years of inspiration you've given me and other potential painters.

**Aythami Alonso Torrent**
**El Puerto de Santa Maria, Spain**

**Well, it's fair to say this is one of the most impressive miniatures we've ever seen. Well done, Aythami! When you emailed us with the pictures, at first we genuinely thought you must have made a large-scale Space Marine model. It's crazy to think that it's only just over 40mm tall! Our favourite parts are all the little details that mimic the original art – the tiny purity seals on the gun (the parchment is even flowing in the same direction), the battle honours on the knees (those checks must be tiny) and all the little scuffs and scratches on the armour that are in exactly the same places as the illustration.**

**We'll make sure we let Ray know about your creation, too. We're sure he'd love to see such an impressive homage to his work. We look forward to seeing what you paint next, Aythami!**





When you zoom right in on the model, you can see all the tiny little scratches and marks all over the Ultramarine's weapons and armour. Aythami even painted tiny scripture onto the purity seals hanging from the bolt rifle casing.

### BACK, FORTH, THEN BACK AGAIN!

Hello! I would like to share the Intrepid Gamers Club's finished ping pong model. It's a painting project we started about a year ago where we pass a model around to each member of the group (in this case a Death Guard Lord of Contagion), and they each get to spend an hour painting a piece of it before passing it to the next person. With everyone enjoying taking part, and the club growing in members, we've decided to pick something a little bigger for our next ping pong model – the Lord-Arcanum on Gryph-charger!

**Mike Bonney**
**Bridgwater, UK**

**Now that's a great idea, Mike – congratulations to you and your gaming group for completing your challenge. Not only is it a brilliant idea for your gaming community, it also enables people to paint a bit of a model they may not normally work on. And everyone can see how everyone else in your group approaches painting a miniature. The end result is really impressive, too – you should all be extremely proud of yourselves. Good luck with next year's challenge!**

EMAIL US:
TEAM@WHITEDWARF.CO.UK

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### I SAY TOMATO, YOU SAY TOMATO

The pronunciation guide from the December WD was quite the revelation, and I'm surprised one hasn't been done before. The magazine continues to break new ground! I have two thoughts, though. While outside of the Warhammer 40,000 universe we must take Mr Goodwin's word that Tyranids is pronounced Tih-ruh-nidz, in-universe they're named after the planet where they were first encountered: Tyran. Does this mean Tyran is pronounced Tih-ruhn? And while the discussion over the presence or lack of an 'ar' sound in Khan depending on which side of the pond one lives was fascinating, you've avoided the real question: how does one pronounce Khârn the Betrayer's name? Is it pronounced the same way as Khan, or does that wacky â make it sound more like Cairn? We need to know what to scream for our troops to run away from!

**Laurence J Sinclair**
**Exeter, UK**

**Thanks for your kind words, Laurence. We passed your compliments on to Phil Kelly, who wrote the pronunciation guide, and he had these words of wisdom on your two questions:**

**Phil: Around here, Tyran is pronounced Tih-RANN, despite the gribblies first encountered there being Tih-ruh-nidz. This is the way of things in the Imperium! Even its language is broken …**

**As for K the B (that's Phil's street-cool way of saying Khârn the Betrayer. – Ed), his name sounds the same as that of the Khans, be they Ghenghis, Jaghatai or otherwise.**

**So there you go, definitive answers from the word-smith himself. Personally, we dwarfers tend to pronounce it Khaan with a drawn-out 'a' sound and Karn with a definite 'r' in the middle. Or even 'KaaaaAAAAARRRRN!' if we're feeling particularly bloodthirsty.**

## PAINTING QUESTION: GOLDEN? OR RED?

Dear W*hite* D*warf* team,

I recently bought Smaug from the Middle-earth Strategy Battle Game range, and I want to paint him as best I can. Do you think you could ask your 'Eavy Metal team how I should paint him and what colours they used?

**George Shapiro**
**Cambridge, UK**

**A good painting question right there, George! We asked 'Eavy Metal painter Aidan Daly what colours he used for Smaug – you can find them below. He also had this painting advice:**

**'Use an airbrush to apply all the basecoat colours to Smaug's body – it means you can add in other colours to shade and highlight each area at the same time. Retributor Armour spray is also perfect for his base.'**

**RED SKIN**
- Basecoat: Khorne Red
- Basecoat: Khorne Red & Abaddon Black
- Wash: Abaddon Black & Lahmian Medium
- Layer: Mephiston Red

**DARK SCALES**
- Basecoat: Khorne Red & Abaddon Black
- Layer: Khorne Red
- Layer: Wazdakka Red
- Layer: Wazdakka Red & Karak Stone

**CREAM SCALES**
- Basecoat: Ushabti Bone
- Wash: Khorne Red & Lahmian Medium
- Wash: Abaddon Black & Lahmian Medium
- Layer: Ushabti Bone & White Scar

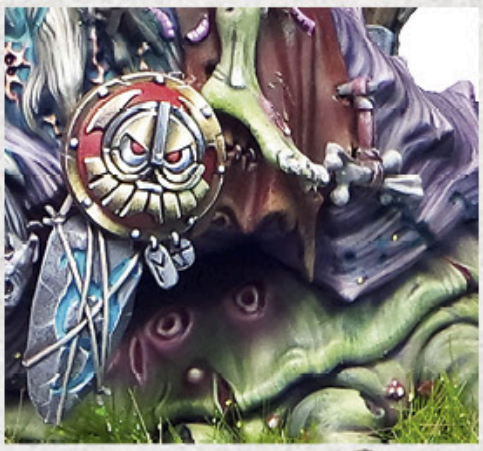
# MODEL OF THE MONTH

Our readers' model of the month is this stunning rendition of Horticulous Slimux by Jonathan De Vos. Regular readers may well recognise Jonathan's name, as not only is he a Golden Demon winner, but he also took part in our Golden Demon Winners Challenge last year (you can see his entry in last October's issue). Here's what he has to say about Nurgle's favourite gardener.

'I love painting Nurgle characters, as they are the perfect models to push your painting skills and try out new techniques, styles and effects,' says Jonathan. 'They have lots of skin textures, open wounds, metal, fabric and weathered armour all on one model, making them ideal practice pieces for painting competitions. You never know, I may even decide to enter Horticulous into this year's Golden Demon!

'Before painting Horticulous, I converted him slightly by giving his shears a much longer haft. I also created a scenic base to set the scene around the model. I used a combination of techniques to paint Horticulous, including non-metallic metals, weathering, wet blending and stippling to name a few. These helped simulate all the different textures on the model. I used colour theory to help all these techniques blend together. For example, I used green in all my skin tones and a bit of red in the metal and armour to provide contrast. I also used purple in my shading to help provide contrast between the light and dark portions of the model.

'The last stages were the visual effects such as blood, gore and slime. I also added a little 'Ardcoat gloss varnish to the model's eyes to make them look watery.'



### WHITE DWARF WALLPAPER

When I received the first issue of *White Dwarf* to feature the exclusive subscriber cover, I knew that I couldn't let them go to waste. So I've displayed them all on my office (man cave) wall. It's slowly come together over these last twelve months, but I'm happy to add the final cover and share this with you. Thanks a lot for all your hard work creating such a great magazine, though I am worried where I'm going to display all the upcoming covers!

**Mark Calvesbert**
**Worksop, UK**

**That looks great, Mark – we love it! The solution to your dilemma is, of course, to just paper over your entire house with *White Dwarf* covers. It's basically free wallpaper, right?**

## ASK GROMBRINDAL

**Dear Grombrindal, I come to your immense intelligence to ask two simple questions. Does the Emperor know about the Ecclesiarchy, the Imperial Cult and the religion that has sprung up around him? How do you think he feels about them?**

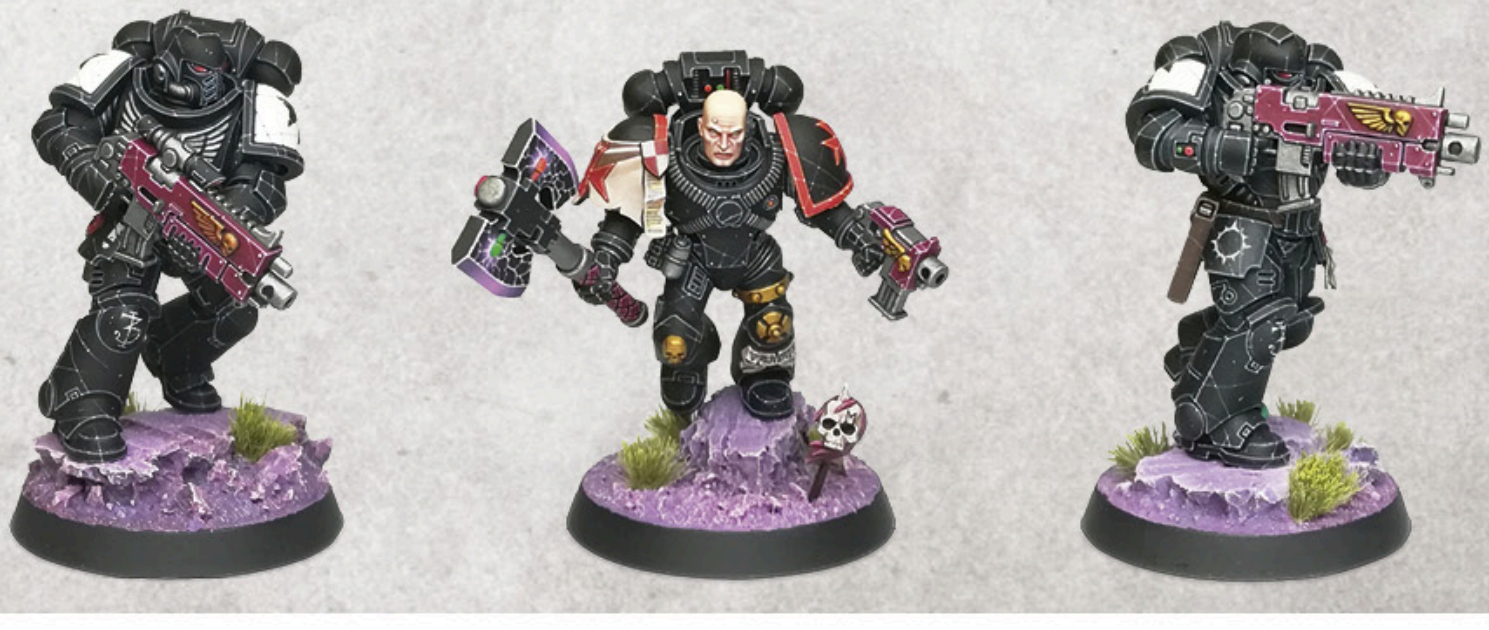
***Austin Genier***
***High Level, Alberta, Canada***

**Immense intelligence, eh? Nice to see that someone's noticed. In answer to your questions, it all depends on what you believe. Some devout followers of the Imperial Cult believe that the Emperor sees and hears everything despite being confined to the Golden Throne. That's surely a sign that he's a god, right? Others believe that he's nothing more than a husk kept alive to power the Astronomican. Deep down, the Emperor probably knows what's going on with the Imperial Cult (his son did visit him recently, after all). I can't imagine he'd be happy about it, though – he hates people calling him a god!**

***Grombrindal***

Necromunda Hired Guns: Gor Half-horn, Slate Merdena and Mad Dog Mono
by Adam Gladzinski

Black Templars Space Marines
by Giovanni Di Lena



### TOP PHOTO TIPS

In Contact, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures 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, including the base and all its weapons.

Find the model's golden angle. If in doubt, take a look at the same model on the Games Workshop website to see how it was photographed.

Blades of Khorne Exalted Deathbringer
by Marko Miladinović

Thundrik's Profiteers
by Ross Graham

### ELEMENTARY, MY DEAR SPACE MARINES

Hello again! Thanks for the last three issues – they got me through enforced family trips over Christmas! Now I'm about to start my first new army in ten years, and I was wondering what your thoughts are on an element-themed Space Marine Chapter. Has it been done before? So Devastators could wear dark red with a fire emblem on their shoulder, jump-pack units could be light grey with a wind icon and so on. I'm thinking about making them White Scars descendants. I'm as excited to write the lore as I am build the army!

**Tom Saggers**
**Belfast, Northern Ireland**

**Hey Tom, thanks for writing in. We're glad you enjoyed the issues in the run-up to Christmas. With regards to creating your own Space Marine Chapter, your ideas sound pretty cool – we're not aware of anyone doing anything like that before. If you're after any guidance for writing their background, make sure you read the Founding of a Chapter article in last month's W*hite* D*warf* (issue 453, page 84), where we provide some useful tips from our own experience creating a new Chapter. This issue contains the second article in the series, where we discuss some more of the background ideas we've had for our own Chapter – the Tome Keepers – and show off some of the first models we've painted. More articles will follow soon!**

Sepulchral Guard
by John Margiotta

Spirit Torment, Knight of Shrouds and Guardian of Souls
by Thibaut Lily

### CONTAIN YOUR EXCITEMENT

Hello, team! I'm working on a big project for my new gaming table, which will feature lots of Munitorum Armoured Containers. I love them! I've made some little modifications to the kit for variation, including different-length containers of one, two, three, four and even five segments, plus an extra-wide container, an open-topped one, one which is a skeletal frame and several battle-damaged ones. You can see some of the modifications in the pictures – maybe the fortieth edition of Warhammer 40,000 will arrive in the Warhammer 40,000 container! Inset you can see a picture of one of my containers that lost a fight with a Carnifex. I reckon the owners might have trouble opening the door after that encounter.

I've also tried to paint my scenery in as many different colours as possible. I want to build thirty-seven containers for this project to match my postcode location in France. It's a work in progress!

**Joseph Metais**
**Tours, France**

**Now that is a seriously impressive scenery project – nice work, Joseph! For those readers out there who want to know more, there's an alien-tainted container in the first column (second down) and a triple-width container at the bottom of the same column. The top two containers on the next two stacks are the skeletal frame and open-topped ones. The fourth stack (second container down) features a cylindrical fuel tanker. The sixth stack showcases the five different-length containers. Clever stuff!**

# 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. It's rumoured that he knows every one of his models by name and that they all have a special place in his heart. Except Guardsman 88. Phil doesn't like Guardsman 88.**

The good thing about Citadel miniatures is that they never really die. Being physical artefacts, our tiny warriors can last the decades (or even centuries, in theory), while digital assets will become obsolete. Better yet, the same models can be used in a variety of ways, taking on new life depending on which game system they star in.[1] There's quite a lot of opportunity in that idea, so I'm going to spend some column inches talking it over.

## SMALL TEAMS IN THE BIG LEAGUES

I don't think I'm the only hobbyist who uses the same models in different ways. On the Warhammer 40,000 side, a great many of my units started life in a skirmish game or board game before becoming the heart of a larger force. A smaller number have gone the other way, being cherry-picked from a finished army (if there is such a thing) to be given new life in a different theatre of war. The strange thing is, more often than not it's the line infantry that play the starring roles rather than the heroes and wizards at the head of the army.

Across the course of many a game of Kill Team (and, shortly before that, Shadow War: Armageddon) many of my rank-and-file Orks have earned themselves reputations, so much so that I know them by name, as it were. By way of example, I present to you the Ballad of Kogbak Skrogginz.[2] Dear old Kogbak was an Ork boy with nothing more to his name than a shoota and half a rusted cog atop his broad shoulders. However, when he got captured by Alex T's Space Marine Scouts and their lethal Deathwatch ally, this humble greenskin became the focal point of a bitter turf war. In the end it was my skull-headed Grot-bot cyborg, Skull Head, that managed to free Kogbak after single-handedly climbing into the Space Marine base, shooting to death a Space Marine Scout, and then somehow headbutting a Deathwatch specialist off the end of a walkway to his death. They both then made it off the board in impressive buddy-cop style.[3] In subsequent games of 40K this three-foot-tall killer has had top billing in my Gretchin mobs, inevitably being the last to die and claiming the glory on those rare occasions the grots do actually manage to kill something.

Over the course of collecting Astra Militarum I have put together more than one crack team, hand-picked from the wider army, for Kill Team games; the fact they are often from different squads gives them a Dirty Dozen style aesthetic. Going the other way, my fellow word-botherers Jes Bickham, Sam Pearson and Nick Horth have all made the Genestealer Cultists from Deathwatch: Overkill the basis of a new 40K army. Having played that game to its grisly conclusion, they relished seeing these insidious bad guys kicking butt on the open battlefield – and have since built whole new xenos-worshipping hordes around them. There's something appropriately cultish about their resultant solidarity and loyalty to the Four-armed Emperor.

## ANOTHER DIMENSION

The kings of doing double duty in different games, of course, are the daemons. You can use exactly the same models in a 40K Chaos Daemons army as you can in your Maggotkin of Nurgle, Disciples of Tzeentch, Hedonites of Slaanesh or Blades of Khorne army (just add mortals to taste). In fact, at the time of writing, these embodiments of the Ruinous Powers represent the same fiendish beasties in six excellent game systems – Age of Sigmar, Warhammer 40,000, Kill Team, Warcry, Apocalypse and Horus Heresy. Having a small force of daemons is all the excuse you need to give another game system a try. Every time I paint a unit of daemons, I debut it at least twice. This is a lot of fun, and it gives double the opportunity for that unit to disgrace itself. I have a tendency to cover my daemons in extra armour and all sorts of cool cybernetic stuff that lend them a certain 40K flavour, but in Age of Sigmar, I just rationalise this by saying they are from the Realm of Metal, where the tech level is comparatively high.

I use much the same reason for including a unit of gunned-up Gore-gruntas in my Warhammer 40,000 Orks army as Nob Bikers, and a squad of Ardboys as Ork Nobs with big choppas. Likewise, my Warchanter-with-banner conversion has made

[1] Or horrifically let you down at the most inopportune moment, as the case may be.

[2] My fellow word-botherers Alex Tuxford and Andy Clark also remember.

[3] Though Kogbak made it out alive, sadly most of his mates did not. In the effort of rescuing him several more of them got captured, putting me back to square one (well, square minus two). Still, I got a good story out of it.

**Worlds of Warhammer delves into the backgrounds of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. This month, Phil discusses the many ways your miniatures can go to war. Amusing anecdotes included.**

more than one appearance as an Ork Nob with Waaagh! Banner. I like to think that the best greenskin tech in the Age of Sigmar, that being the kit of the acquisitive tribes in Skrappa Spill, is about equal to the worst greenskin tech of 40K – that being the Snakebites clan, who are more at home with snorting beasts than revving motorcycles. It's a good enough excuse for my units to make the odd cameo, especially as I have them painted in much the same colour scheme, and it has seen my greenskins collections meld their bitz boxes as well as their allegiances over time.

### CROSSING THE STREAMS

Many of the armies of Chaos lend themselves to appearing in multiple gaming scenarios. For instance, over the last year I've been hip-deep in Warcry warbands. Initially I gravitated towards the Cypher Lords purely because of their unusual aesthetic, and I have been playing through the Cold Vengeance campaign with relish. After completing the scenery in a swift but highly enjoyable painting binge, I was on such a roll I painted up the Iron Golems and their wild-haired nemeses, the Untamed Beasts, to go with them. I made sure to use much the same paint palette for both, so they fit well together when I want to use them side-by-side as opposed to ripping each other to shreds. Naturally I got all three warbands together on my painting table, and then added in six Furies and six Raptoryx. I was already looking at a solid 400 points chunk of Varanspirian[4] goodness suitable for small-scale Age of Sigmar games.

Riding the wave of enthusiasm that we hobbyists know so well, I then broke out my Darkoath Chieftain and Gaunt Summoner from my Silver Tower boxed set, which I had used extensively

[4] This is not technically a word, but it's fun to say, so it's staying.

[5] The old 'hero and accompanying unit' dynamic is a grand way to collect any set of toy soldiers, from the Mortal Realms to the battlefields of Middle-earth.

straight after the game's release but then left languishing in their esoteric prison atop the bookshelf ever since. I added the Darkoath Warqueen I painted up over the course of the Malign Portents campaign, and then co-opted the Soul Grinder from my 40K Chaos Daemons as a centrepiece and a squad of Bloodletters for in-game summonation. The muster of Eclectic Chaos Dudes was slowly coming together.

A long time ago, whilst working on the 2008 army book 'Warriors of Chaos', I collected a decent-sized army to go with it. For the last decade or so, they have been safely stowed away in the garage. However, spurred on by my Warcry frenzy and the release of B*attletome*: S*laves to* D*arkness*, I dug them out and rebased twenty Chaos Warriors and twenty Chosen from amongst them, giving me a good solid force of infantry around which to anchor all my modern Cultist types. By the time I had finished that little lot and painted up a couple of characters to go with them, I had a full army of Slaves to Darkness ready to fight.

When I read over the Ravagers rules in the Slaves to Darkness book, the Path to Dubious Battlefield Glory got its hooks in me even further. Each hero can summon a unit of Marauders or Cultists to the table mid-game, and I began to think about which hero would lead which unit. There's something about the tribal nature of the force that really lends itself to different groups and types of units, each gathered around a central, charismatic figure to lead them. This gives a great inbuilt narrative to the force,[5] which I believe is central to a really cool gaming experience.

My Darkoath Chieftain, Gozan Bloodhowl, now has a team of ten rebased Chaos Marauders to summon to battle (or just pose anti-heroically in front of). The same can be said for my Chaos Lord of Khorne, Vaern Orb-Eye. My Chaos Lord on Daemonic Mount has five Marauder Horsemen at his beck and call, a great little flanking force if I need to strike quickly whilst the infantry marches up the field. My Gaunt Summoner, feeling somewhat out of place in a Khorne-marked army, has gained a Disc of Tzeentch to ride and now calls to war my unit of Cypher Lords; their enigmatic ways are right up his street. So long as the tall blue weirdo also summons some Bloodletters to battle, the Khornate part of my army tolerates his unsettling presence. I like to think of him as the power behind the throne, subtly influencing events to fulfil the wider Everchosen agenda.

From a visual perspective, I wanted to further tie my Chaos units together so it looks less like an army made of different collections. To do so I have revisited the models here and there to make sure they look like they are from the same tribe. The Cypher Lords had a spot colour of blue added to their sword hilts to tie in to the Gaunt Summoner's flesh, whilst the ochre parchment of the spellcasting daemon's book was lightened to fit in with the Cypher Lords' pale robes, and his robes given a deep crimson blend to ensure he fits into the overall reddishness of the wider army. The Darkoath Chieftain will have tattoos on his bare flesh that will be echoed on his accompanying Marauders, and so on. The bases I have decorated with sand had some Agrellan Earth patches added, and vice versa.

## BETTER THE DEVIL YOU KNOW

Sometimes you'll find your force is so disparate you can't quite fit it all into the same Allegiance, Battle Trait, Warscroll Battalion or whatever you have in mind. This is where the Allies system comes in. In a 2,000 points army you have 400 points you can take from another book without disrupting your main force's abilities. A Wrath of Khorne Bloodthirster fits in that category rather nicely. As a result, my Slaves to Darkness army is led by my converted mecha-Bloodthirster, the Cabled God. Though this behemoth is technically an ally to my Slaves to Darkness army, in the narrative of the muster, he's the boss – an ancient daemon whose legend is so compelling his congregation has become quite disparate. He tends to attract an awful lot of attention whilst the rest of my force gets into position for a knockout blow – all that infantry takes its time to get up the field, but when it hits, the characters lending their buffs ensure it hits very hard indeed. Since this giant crimson menace has been carving his way across the Mortal Realms, my army of Khorne daemons has doubled in size; now he has two armies to lead instead of one.

With a little effort, you can take a disparate force and tie it together with a few choice additions of spot colours, washes and special effects. It might be a rag-tag collection, and it has yielded mixed results on the battlefield, but it is a lot of fun to use.

## FURTHER AFIELD

It doesn't stop there, of course – with a little imagination your models can move through many game systems. My Ogor Butcher makes a perfect Apothecary for my Blood Bowl team, and his Great Mawpot an ideal Halfling Hot Pot inducement equivalent. My Head Coach is an old Maneater model with treasure chests full of gold to bribe the ref and an abacus-gnoblar to help him count it. The deal goes both ways – in

games of Age of Sigmar, that same Blood Bowl team sometimes shows up as a bunch of itinerant Maneaters ready to prove their worth between seasons.

Meanwhile, my Ogor Mawtribes Thundertusk has riders that can be removed from their steed, allowing me to use the frosty beastie as a giant Thunderwolf equivalent for the Wolf Lord of my Space Wolves army. I just love seeing this giant, bombastic Space Wolf mounted on a Fenrisian Mastodon leading his Thundertusk Cavalry and a massive pack of wolves into war – it's so gloriously over the top it seems fitting for 40K's maximalist aesthetic, and has even successfully charged down a couple of T'au gun lines in its time.

This year's hobby goal is to unite every Warhammer Underworlds warband with the Chaos keyword into a full-scale Age of Sigmar army under the Grand Alliance rules. There's a fair few of them, too – Garrek's Reavers, Magore's Fiends, Spiteclaw's Swarm, the Eyes of the Nine, the Godsworn Hunt, Grashrak's Despoilers and the Wurmspat. When bolstered by the Geminids of Uhl-Gysh and a Chaos Gargant in the form of the infamous Glass-mad Gargant of Shadespire, they will be a decent sized force. I know 'Shadespire's Big Day Out' is a crazy idea for an army theme, but it's going to be worth the inevitable uphill struggle such an army would face – I would literally know every model in the army by name, and that in itself seems a worthy goal.

### SHORT CUT, LONG JOURNEY

The real win here, of course, is maintaining a sort of hobby momentum. One collection bleeds into another, then spurs another. The joy of using the models in different ways means that they tend to accrue more miniature allies and comrades who then go on to have their own adventures, and so the overall collection grows. My Astra Militarum army, for instance, started as a humble squad of 'Inducted Imperial Guard' for my Daemonhunters army back in 2002, but it now numbers over a hundred and fifty models. Provided your miniature heroes get their day in the sun one way or another, it doesn't really matter how. Keep an open mind, get inventive, and watch your collection come alive in new ways you may never have intended. It'll fire up your hobby engines for sure.

**A LITTLE EXTRA READING**

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

**team@whitedwarf.co.uk**

# WARHAMMER 40,000

In the grim darkness of the far future, there is only war! And also an Index Xenos article, six pages of painting guides, an Ork kitbash, a short story, loads of new rules and plenty more besides!

### INDEX XENOS

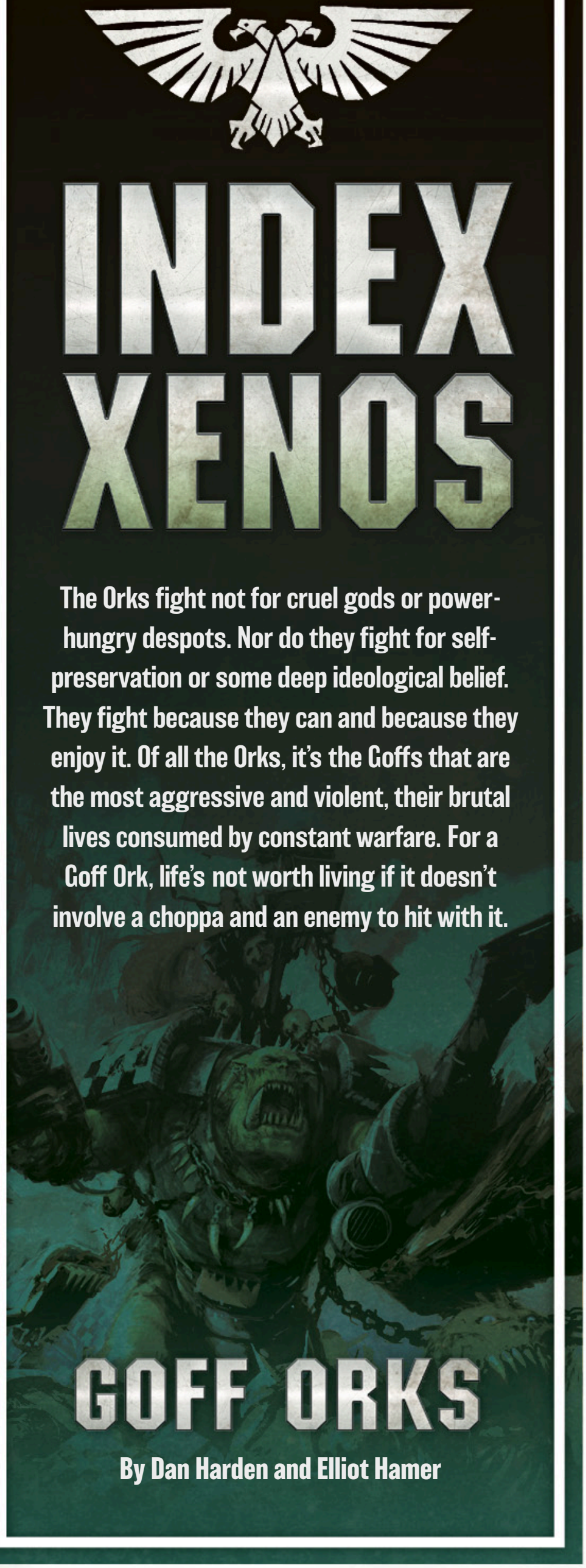
**Waaagh! Da Orks! But not just any Orks – this Index article is all about Goff Orks, the meanest and most brutal of the lot. Read more on page 16.**

### GALACTIC WAR ZONES

**Turn to page 50 for the latest in our modelling and painting series, this month focused on hive worlds. Includes an impressive underhive battleground.**

# INDEX XENOS

**The Orks fight not for cruel gods or power-hungry despots. Nor do they fight for self-preservation or some deep ideological belief. They fight because they can and because they enjoy it. Of all the Orks, it's the Goffs that are the most aggressive and violent, their brutal lives consumed by constant warfare. For a Goff Ork, life's not worth living if it doesn't involve a choppa and an enemy to hit with it.**



# GOFF ORKS

By Dan Harden and Elliot Hamer

An ocean of muscular green bodies stretches as far as the eye can see, a stinking horde of dank, unwashed flesh, mouldering leather and oiled metal. The sound of revving chainblades shreds the air, punctuated by the bark of high-calibre guns being fired skyward. Already the guttural bellows of Warbosses can be heard, marshalling the mobs into some semblance of order. Clanking war machines stomp into position as ramshackle vehicles race to the flanks, smoke belching from oversized exhausts to obscure the sky above the roiling green horde. Crude artillery is wheeled into position, crewed by diminutive grots whose backs are marked by the whips of their slavers. The trophies of slain foes hang from torn banners and iron-wrought totems – a warning to those who choose to stand and fight. There is a palpable aura of cruelty and impending violence in the air.

With a bellowed Waaagh! of unbridled aggression, the greenskins begin their earth-shaking advance. The ground heaves and buckles as tens of thousands of Ork Boyz surge forwards, choppas raised in preparation for the carnage they are about to unleash. Buggies, Warbikes, Trukks and Battlewagons accelerate violently across the battlefield, their drivers grinning manically as their gunners spray torrents of flames, bullets and rokkits into the enemy ranks. Deff Dreads, Killa Kans, Gorkanauts and Stompas lurch into life, their kannons beating out a staccato rhythm of destruction as they march ungainly into battle. The Orks close the distance to their foes with the inevitability of a tsunami approaching a shoreline.

Many are cut down by enemy fire, their bodies trampled into the dirt as others take their place. Vehicles and war machines detonate as they are targeted by enemy heavy weapons, the wreckage falling on the greenskin advance as burning rain. The Orks roar with laughter, their collective psyche stoked to a roaring blaze by the destruction. Shootas and sluggas roar as the distance closes. The screech of chain weapons assails the ears as the stench of the Orks assails the nostrils. The senses are overwhelmed as the horde descends. Fear takes hold. Terror ensues. Only the brave, foolhardy and insane hold their ground.

## CHAMPIONS OF GORK

At the forefront of the Ork assault fight the tribe's Goff Orks. They are the most belligerent of an already belligerent race, and the carnage they wreak on the enemy's lines is incomprehensible, the ferocity of their impact unimaginable. Choppas are swung with reckless abandon, sheering heads from shoulders and cleaving limbs from torsos. Victims are bludgeoned to the ground, then stomped, pummelled and shot until there is nothing left but gore and viscera. Chainblades shred and slice, chunks of flesh and arterial spray

flying high into the air. Massive power klaws clamp shut around armoured foes, their hydraulic pistons straining until something gives way and the blades meet with a satisfying clang. The air is pungent with the smell of burnt metal and seared flesh.

There is no subtlety or guile to the Goffs' tactics, only an overwhelming desire to break, maim and obliterate everything that crosses their paths. So savage and unpredictable is their assault that the enemy quickly falls back, unable to hold their ground against the press of stinking green bodies. Yet there is worse to come, for the Boyz are merely the spearhead of the Goff assault. As the enemy reels from the impact of their charge, clanking Deff Dreads push through the scrum, their buzz-saw limbs ripping through friend and foe alike as they begin their bloody work. Ramshackle Trukks crash into the melee, delivering more Boyz and armoured Nobz into the fight. Battlewagons steamroll through infantry with impunity, grinding bodies beneath armoured treads and spiked rollers before disgorging their deadly cargo into the heart of the enemy's ranks. The clan's Warboss roars with bestial euphoria as he hacks and hews at the most impressive foes he can find, every kill cementing his place at the head of the warband.

The battle will be fierce, and losses on both sides will be heavy, yet – win or lose – the Goff Orks will revel in the destruction they cause. After all, victory is good, but a defeat means there is always another opportunity for a fight.

### GOFF BOYZ

Goff Boyz are strong advocates for the theory that might is right. Not that they would ever say so with words – they just use their fists to get the point across to the Boyz of other clans. They see it as their Gork-given right to lord it over other Orks and show them how 'to do fings propa'. While this can lead to animosity between clans, Ork disputes are almost always resolved in a fighting pit, which is virtually a second home to Goff Orks. While bets are placed on the outcome of the fight, no self-respecting Goff Ork would ever enter the pit with the intention of earning a few teef. A proper Ork should always be willing to fight for free.

**'We don't fight fer food, or fer teef, or guns, or cos we'z told to fight. We fight cos we woz born to fight. And win.'**

*– Grukk, Ork Boy*

Before a battle, a tribe's Goff Orks will invariably push, shove and kick their way to the front of the advance so that they're closest to the enemy when the battle begins. After all, they have a reputation to uphold as the biggest and hardest Orks around, and they're not going to be seen mucking around when they could be hitting something. Most Goffs prefer to fight on foot, enabling them to get right up close to the enemy and experience every bone-crunching kill. However, they're not adverse to commandeering a Trukk or Battlewagon if it will help them get into the thick of the fighting before a rival mob.

While Boyz from other clans take great pride in their shiny yellow armour or big blue deffguns, most Goff Orks tend to favour the simple weapons in life – a sharp choppa and a loud slugga.

### THE HORNED BULL

*Goff glyphs typically feature an Orkoid bull's head with massive horns and tusks, typically stamped in black over bare metal or white over black armour. Quite why the Goffs chose such an animal as their clan symbol is a mystery, though Imperial scholars believe that it's because they feel a kinship with bad-tempered, violent and flatulent beasts.*

Should either of these weapons fail him in battle, he is more than happy to fight with his fists and even his head, which is why Goffs tend to wear spiked and horned helms. Indeed, headbutting contests are even seen as a right of passage among the Goffs. Should a yoof (a young Ork) wish to join a mob of Boyz, he must don a horned helm and engage other yoofs in a headbutting contest to see who is worthy of joining the mob. Casualties are unsurprisingly high, though this does ensure that the weak are weeded out early on.

Goff mobs are usually dozens strong, with warbands numbering in the hundreds, if not thousands. When they march to war, they do so en masse, drowning their foes beneath a tide of black-clad bodies. Enemy commanders often believe this to be some crude tactic to overwhelm their position with sheer weight of numbers. More likely, the Goffs are all just heading in the same direction, each individual boy reasoning that if one of their number is running somewhere, then there must be something worth fighting at the destination.

It's this straightforward, no-nonsense approach to warfare that stands the Goff Orks in good stead with their peers. The more an Ork fights, the bigger he becomes. The bigger he becomes, the more Orks he can order about. The more Orks he shoves around, the more Orks will try and fight him for control of his mob. If he beats them, he'll become even more powerful and have even more ladz to kick about. And so his progression in the warband's hierarchy continues until he is big and powerful enough to challenge the ruling Warboss. With their propensity for violence, it is little wonder that some of the most successful Ork Warlords hail from the Goff Clan, their names recorded for all eternity in the records and annals of countless races. Yet there is one Goff Ork whose legacy of bloodshed eclipses that of all others – Ghazghkull Mag Uruk Thraka.

### SKARBOYZ

It's a proven fact that the more Orks fight, the bigger they get. Through years of constant warfare they become taller and heavier, their shoulders broaden, and the muscles in their arms and legs swell to colossal size. These veteran greenskins can be found in all Ork clans, but those of the Goff Clan are the biggest and meanest of the lot, as they are invariably at the vanguard of every Goff Ork charge. Known to the Goffs as Skarboyz, these battle-hardened Boyz are paragons of Orkdom, their gnarled skin covered in countless scars and injuries from a lifetime of warfare. Though Orks heal quickly, sometimes even a Skarboy needs to take time out of his busy battlefield schedule to visit the Dok. Normally such visits involve a can of fungus brew, a jab with an 'urty syringe and a whole load of metal staples to patch everything up. Skarboyz see these stapled-together injuries as a sign of their status within the warband, and many still wear them proudly long after the injury has healed.

**Below:** The unhinged Warboss Grukk Face-rippa leads a Goff Ork advance made up of Boyz, Nobz, Stormboyz and Burna Boyz. A mob of Lootas provides fire support.

### PANOPLY OF WAAAGH!

Goff Orks dress predominantly in black, their opinion being that anything more ostentatious is just a waste of time, not to mention an assault on the eyes. They have an especial dislike of Bad Moons, who they see as flashy show-offs, and Blood Axes, whose camouflaged fatigues they regard as cowardly. However, most Goffs will sport a splash of red or white about their armour, usually in the form of a glyph on their back plate to denote which mob they are from. Some may even go so far as to adorn their weapons and armour with a black-and-white chequerboard pattern, if only to show who they belong to and as a warning for everyone else to keep their hands off them. Normally these patterns will be applied by grot or snot attendants, for Orks have little patience and no artistic talent.

Boss Nob Dregbadd

### STORMBOYZ

Goff warbands often have a high proportion of Stormboyz, most likely due to their militaristic approach to warfare. Goff Boyz do find all their parading, saluting and boot polishing a bit strange and un-Orky. However, they can't deny that the Stormboyz are eager when it comes to getting into close combat, even if their use of volatile rokkit packs can be inconveniently fatal. There are many famous Stormboyz korps in the Goff Clan, from Dagbag's Chopsquad and Kurk 'Da Cruncha's Killboyz to the almost laughable Yoofbrigade – a drill mob of young Orks who streak erratically across the sky wearing their corps' practice rokkit packs, just to see if they enjoy being airborne. The most infamous Goff Stormboyz corps, however, is Vulcha Squad, who normally deploy from the bomb-bay doors of a huge red fightabomma right into the heart of the enemy's ranks. Their merciless leader, Boss Zagstruk, has a fearsome reputation even among the Goffs, as he'll happily execute his own ladz if they show a hint of insubordination or cowardice.

### GOFF BLITZBOYZ

All Orks value mobility. After all, it helps them get to the fighting quicker. It's no surprise, then, that many Goff warbands feature a Blitz Brigade – a motorised column of Trukks and Battlewagons, each vehicle carrying a bloodthirsty mob of Orks into battle. Blitzboyz may not be as fast as the infamous Speed Freeks, but they pack more of a punch when they hit. Goffs particularly favour Battlewagons such as the Bonebreaka, which is built with spiked deff rollas mounted on the fronts of its chassis. Another classic configuration is the Gutrippa, which features several pairs of massive shears designed for snipping the legs, torsos or heads (depending on how high they are mounted) off their foes. Other Goff creations include Kill Tanks like the Lungbursta and the Braincrusha, both of which are designed to provide mobile, if inaccurate, fire support to the rampaging Goff advance.

### DA GOFF GUARD

Battle-scarred and grim, only the hardest of the hard have what it takes to join Da Goff Guard – the elite of Waaagh! Ghazghkull. Some of the Orks in Da Goff Guard are Nobz or Warbosses that came from Ghazghkull's home world of Urk, and they've stuck by their Warlord through his many travels, sure in the knowledge that he will lead them towards the biggest and best fights around. Among the ranks of Da Goff Guard are Da 'Ardshells, Urk's Own, Da Head-bashas and Ugrak's Uglies, but most infamous of all are Ghazghkull's Bullyboyz, a huge mob of Meganobz clad in the very best armour they can afford from Orkimedes' workshop. On Armageddon they were instrumental in the downfall of Hive Tempestora, leading the Goff hordes into the lower reaches of the hive's defences and butchering all those who stood in their path. They are rightly proud to be members of Ghazghkull's elite, and their back banners often display Ghazghkull's horned sigil.

# THE GOFFS AT WAR

## The galaxy has played host to many Goff Ork invasions over the millennia, from brutal attacks on individual planets to full-blown Waaaghs! that stretch across entire sectors.

### MELINATH

*In 348.M38, the Aeldari Maiden World of Melinath was invaded by an Ork horde led by Goff Boss Gobtoof. Dismayed at the lack of foes on the pristine world, the Orks took out their frustration on the planet's flora and fauna. Within days, a strike force from Craftworld Telennar emerged from the planet's webway portal and found themselves vastly outnumbered. Only through desperate guerilla tactics did the Aeldari finally defeat the Orks three years later.*

### RYZA

In 925.M41, forge world Ryza found itself in the path of Waaagh! Grax. The Skitarii legions of Ryza mobilised to defend their home planet alongside Catachan Jungle Fighters and Titans of the Legio Crucius, turning the planet's rust-orange surface into a colossal killing field. Yet this did not deter the Ork Warlord, who sent down hordes of Mekboyz to fortify the Ork landing zones using Ryza's vast piles of industrial waste. Before long, the Orks were racing into battle in Battlewagons built from the forge world's own scrap piles, Grax and his Goff Boyz at the front of every assault. As more Astra Militarum regiments were drafted in from Dulma'lin, so too were the Ork forces bolstered by the arrival of Waaagh! Rarguts. The Ork invasion of Ryza became a gruelling war of attrition that lasted almost forty years. The Orks eventually fell into disarray and were finally wiped out following the death of Warlord Grax at the hands of the Warlord Titan *Pugnus Vindictae*.

### ANKHNAS

When the Necrons of the Thokt Dynasty awoke from their great slumber, they found many of their coreworlds dominated by marauding Orks. Protocols were enacted to reawaken the dynasty's warriors, yet on the tomb world of Ankhnas, the Necrons got more than they bargained for. As the undying legions marched forth from their stasis crypts, they were confronted by a colossal horde of Orks led by Goff Warlord Gazklaw. Without an Overlord to guide them, the Necrons were chopped apart in short order. Their living metal bodies phased out of existence, only to be reanimated back within the tomb complex. Once more their protocols demanded they march forth, which they did, right into the waiting choppas of the jubilant Goff horde. It's said that Gazklaw killed so many Necrons during his time on Ankhnas that his mega armour was made entirely of sheared-off chunks of living metal that shone like chrome beneath the world's unforgiving sun.

++ Battlefield Report ++

Observations on the psychic threat posed by the greenskin race.

> Morvanius Fane (Designation: gamma)
> Scholastica Psykana (Balor)
> Adeptus Astra Telepathica
> Categorisation: Xenos Psykers (Ork)
> Sub-categorisation: Goff Orks
> Clearance Level: Onyx

Following a recent deployment to Savilox XXII alongside the Catachan 51st, I have come to the conclusion that we have greatly underestimated the psychic threat posed by the greenskin race. As readers of this treatise will no doubt be aware, Weirdboyz [sub-ref: Ork language and culture], are unsophisticated psykers, their powers manifesting in all manner of explosive and unpredictable ways. Hyperbole aside, witnessed manifestations include electro-projection, telekenetic mass-relocation, psycho-spectral warp-energy cohesion, pyromaniacal elemental manipulation and physical empowerment. Further details can be found in the Scholastica Psykana records on Balor.

I consider it my great misfortune to add a new psychic phenomenon to this list: a transcendental projection generated by a mass-consciousness. During the extraction of Renfor Hive, I bore personal witness to the actions of an Ork psyker who summoned into being a spectral entity that took on the appearance of a crude bull's head. No sooner had the manifestation appeared when the psyker hurled it towards our lines, coruscating green energy arcing from the projection's eyes. Though it passed harmlessly over us (and with such haste that I was unable to nullify it), the effect it had on the Orks was profound. Within moments of the visage appearing, they sprinted after it, vaulted over the forward trenches and began the wholesale slaughter of the 3rd regiment. Torn between my duty to the regiment and the reporting of this phenomenon, I thought it best for the safety and security of the Imperium to bring such matters to light.

It is to be noted that the Orks present on Savilox XXII were members of the Goff Clan, whose emblem has been well documented as that of a horned bull's head. It is my postulation that the amassed greenskins generated enough warp energy for the Weirdboy to summon into being a vague manifestation of their collective consciousnesses, in this case a bull's head. My concern is that the Ork race has become far more psychically attuned since the opening of the Great Rift, and it is my recommendation that further investigation and documentation of occurrences such as these is required.

## ARMAGEDDON

The first Ork assault on Armageddon occurred in 941.M41 when Ghazghkull Mag Uruk Thraka's space hulk *Wurld Killa* emerged from the warp and ploughed straight into the planet. Within hours, billions of Orks were running riot across the world, laying waste to all in their path. The Imperial defences were a shambles, the Planetary Overlord Herman von Strab having deployed them piecemeal as the Orks advanced. It was the renowned Commissar Yarrick who ordered the planet's Astropaths to call for aid when Armageddon Prime fell, an act that saw him banished to Hades Hive by von Strab. Yet while the Orks savaged Armageddon Secundus, Yarrick organised the defences of Hades. He held them stoically against wave after wave of Ork assaults until Ghazghkull and his deadliest Goff warbands had to join the fight. Despite the colossal loss of human life, Yarrick held Hades long enough for reinforcements to arrive, spearheaded by the Ultramarines, Blood Angels and Salamanders. Ghazghkull's hordes smashed the hive asunder in one final assault before retreating to the stars.

Following his defeat, Ghazghkull returned to his stronghold in the Golgotha Sector. His invasions of Armageddon had caused catastrophic damage, but it had been little more than a test of the Imperium's defences. Over the following decades, the Ork Warlord perfected his tactics and invested in new tellyporta technology in preparation for the greatest Waaagh! the galaxy had ever seen.

On the day of the Feast of the Emperor's Ascension, fifty-seven years after Ghazghkull's first invasion, augur probes registered a massive disruption in the warp as several Ork fleets appeared on the outskirts of the Armageddon Sector. A dozen space hulks accompanied the Ork armada, clearly showing Ghazghkull's intent – to crush Armageddon. Outnumbered six to one, the Imperial Navy had to disengage or face annihilation. Armageddon's Astropaths sent out calls for aid. Twenty-four Space Marine Chapters answered the call, and Astra Militarum regiments from all across the Segmentum were mobilised.

When Ghazghkull's war fleet finally entered the Armageddon System several months later, they set about attacking the planet's orbital defences. The battle in the heavens raged for three days before Ork troop ships began raining down from the sky. Ghazghkull's first act was to annihilate Hades Hive – the city that had held out so long during his last invasion. Yet he did not commit any troops to the city, instead obliterating it with asteroids dropped from his orbiting space hulks.

Soon, Ork forces led by Ghazghkull's Goff hordes assaulted the hive cities. Volcanus, Acheron and Death Mire all came under attack simultaneously.

Acheron fell to treachery from within. Volcanus was besieged. Death Mire fared better, with the Titans of Legios Tempestor and Victorum holding back the Orks. Yet many more continued to rain down from the skies as Ghazghkull's space hulks teleported heavier war assets such as Gargants and Stompas directly into battle. Even Yarrick could not fathom the Ork Warlord's tactics.

Ghazghkull's masterstroke was the deployment of roks. These huge asteroids crashed directly into the planet, disgorging entire warbands of Orks onto the planet's surface. While the Astra Militarum defended the hive cities, the Adeptus Astartes attempted to destroy the roks, which had now been built into heavily armed and armoured Ork fortresses. It was then that Ghazghkull launched his assaults on Hives Tempestora and Helsreach, attacking both cities from the water using submersibles built in the Fire Wastes and Deadlands. Caught off guard, Tempestora fell within days, and the Helsreach docks were captured, though the city remained in Imperial hands thanks to the intervention of the Black Templars. Hive Infernus came under attack next by armies of Gargants, the Titans of Legio Crucius moving to stop them. The battle lasted ten days and finally saw the hive besieged. In less than a month, Ghazghkull had almost brought Armageddon to its knees. Though Ghazghkull left the war on Armageddon soon after to pursue a greater destiny, the planet would suffer greatly at the hands of the Orks, and much of its landmass is still dominated by them to this day.

# LEADERS OF THE GOFF CLAN

**The Goffs are the most warlike and belligerent of the Ork clans, and they can often be found at the forefront of the largest and most aggressive Waaaghs! Entire sectors are ravaged at their passing and billions of Imperial citizens slain, all because the Goffs love a good fight. Because of the threat they pose to the Imperium, Goff Warlords often attract the attention of the Ordo Xenos, the Deathwatch and the Offico Assassinorum, all of which actively seek their destruction, be it through direct action or covert intervention.**

> Final transcript of the trial of Xeno-scrutifier Dravik Nume

> Recipient: Groupmaster, Leania Qi

> Battle Group Cerastus

> Fleet Quartus

> Classified. Awaiting censure. Advise.

+++ What manner of beast is Ghazghkull Mag Uruk Thraka? A clever one, I'll give him that. Don't get me wrong, I harbour no love for the xenos, but this Ork is intriguing and worthy of study if only to discover how to eradicate him from the galaxy. His behaviour and actions do not conform to the archetypal greenskin that we have come to know and despise. His actions are shrewd and decisive, well thought out and, dare I say it, tactically sound. He is no mindless brute, but a beast of exceptional cunning and ambition. I assume you have heard of Armageddon. Of course you have; who hasn't heard of the world named after the end of all existence? When Ghazghkull first attacked Armageddon, it was with such fury and intensity that he almost conquered the entire planet in just a few months. He brought to bear such colossal military might that a planetary defence force, a score of garrisoned Astra Militarum regiments, a naval fleet and three Space Marine Chapters were barely enough to stop him. A world of such crucial military and industrial importance was almost brought to its knees by an unknown Ork warboss!

What made Ghazghkull Thraka so dangerous was the fact that he knew when he was beaten. He left Armageddon in tatters and disappeared into the void. Fifty-seven years later – specifically fifty-seven years later, on the very day of the Feast of the Emperor's Ascension – he returned at the head of an invasion force that could have conquered Terra itself! Yet he chose Armageddon once more. I believe that he was playing with us, goading us into a bigger and more apocalyptic fight of his own devising. He wasn't testing our defences, but waiting for us to make some worthy of his attention. It was all part of his grand plan. And once again he had his way with Armageddon – the world is Solutio Tertius for Emperor's sake – there's nothing left of her!

It is my concern that Ghazghkull Thraka has now found a higher purpose. You know they call him the Prophet of the Waaagh!? That he is the herald of the Aporkalypse? Don't sneer at me – I have done my research. Ghazghkull Thraka is by far the greatest greenskin threat of our time. The Navigator Guilds and the Adeptus Mechanicus are of the opinion that he can harness the power of the Cicatrix Maledictum, enabling him to travel from one side of the galaxy to the other with negligible realspace time dilation. He is subjugating all the deadliest Ork Warlords, bringing them under his banner. The Grand Warlord of Mandrega. The Arch Maniac of Calverna. The Dakkalord of Saq. He has conquered hundreds of worlds, systems and even entire sectors in mere months. Cantissa, Golregan, Aurichtha, the Skarskell Sub-sector, the Phytep Cluster, the Bodach Stars. There are many more. Do not discard Allouicious Dunt's account – he knows the truth of it.

Have you heard the most recent reports of Ghazghkull's status? They say that he was decapitated by the Wolf Lord Ragnar Blackmane on Krongar, who himself was almost killed by the beast. Yet Ragnar's brothers found no sign of Ghazghkull's body when they descended to the planet's surface. We must assume that he lives, for the Orks on Krongar – indeed, across the entire sub-sector – have not fractured into warring factions as they are wont to do when bereft of a leader. On the contrary, they continue to congregate in the Skarskell Sub-sector like moths drawn to a flame. It does not take an Astropath to detect the build-up of violent energy in that region of space. Something big is coming, and it is my fear that Ghazghkull Mag Uruk Thraka will be at the head of it. +++

Threat report to Inquisitor Xanthier [Ordo Xenos]

Denomination: Ork

Classification: Grukk Face-rippa.

Reference: The Red Waaagh!

Threat Level: Beta

It is with great regret that I report the re-emergence of the Ork Warboss classified as Grukk Face-rippa. Previously thought dead at the hands of the Freeblade Knight Gerantius on Alaric Prime, this Warboss is considered a Beta-level threat on account of the colossal devastation caused by his so-called 'Red Waaagh!'. Grukk is responsible for the sacking of no less than forty-three planets spread across six star systems, culminating in his invasion of Sanctus Reach in 443998.M41. Over eighteen billion [estimated] Imperial citizens lost their lives to his sector-wide rampage and an entire Chapter of Space Marines [ref: Obsidian Glaives] was annihilated in just eleven days following his invasion of Obstiria.

Adeptus Mechanicus vid-logs now confirm [97.4% positive match] that the Ork invasion of the Bargheist Stars is led by Grukk. In the last three months, Aposia, Tremendix and Temat-Maru have all fallen to Ork assaults. There is no subtlety to Grukk's attacks, no quarter given, only wanton destruction and carnage. Losses have been absolute where contact has been made with his forces.

Latest reports indicate that Grukk's fleet has moved on to Gnoxis III [class: Gamma] and that Grukk is personally leading a planetary assault of approximately two billion Orks. Battlegroups Irasmus and Lamdax of Crusade Fleet Quartus have engaged the xenos fleet, and ground forces have been deployed under the command of Lord-General Militant Verne. I will continue to forward on information as it is received.

Your humble servant, Jalek Thou [Cognitiator-Prime, Bargheist sector]

+++

Incoming data transmission

+++

Clearance Level: Cyan

+++

Access Granted

+++

> Officio Assassinorum, Vindicare Temple
> Operative: Novak Vard
> Deployment: St Rezmond's Hope
> Inhumation request: Xenos Leader
> Target specifics: Boss Zagstruk
> Time stamp: 88125 US/D (spinward)

> Mission briefing:

You will need to take extreme caution with this target, Vard. Boss Zagstruk is not your average thick-skulled Ork — this one has a ruthless streak a mile long and what appears to be a dangerous level of ambition. Though not a Warlord by Ork standards, he commands both fear and respect from a particular cadre of Orks classified as Stormboyz [see attached dataslate]. Since his invasion and domination of St Rezmond's Hope, he has amassed a vast number of these Orks from both the Goff and Blood Axe Clans — the two most militant of the Ork sub-factions. He also has extensive access to airborne assets, including heli-craft [ref: Deffkoptas] fighters, bombers, mass landers and even void-capable craft up to cruiser status.

Though Zagstruk's forces are currently contained on St Rezmond's Hope, there is a distinct concern that he intends to embark on his own Waaagh! into the surrounding sector at the head of an Ork army that is dangerously well disciplined by Ork standards. This cannot be allowed to happen. Imperial forces in the sector are stretched too thin to mount another attack on St Rezmond's Hope at this time, especially now that Zagstruk has fortified the world to such an extent that casualties would be unacceptable. It has been decided, therefore, that a swift, decisive strike is required by an Officio agent. This is where you come in …

# A GALAXY AT WAAAGH!

**Since the opening of the Great Rift – known to the Orks as Gork's Grin – the Orks have continued their crusade of endless violence across the stars. None have been so inspired to violence as the Goffs, whose mighty Warlords have stomped, smashed and krumped their way across the stars in search of da biggest and best fights.**

## EVERYWHERE AT ONCE

Conflicting reports by Imperial strategos concerning the location of Ghazghkull cause consternation at the highest levels of the Munitorum. The Grand Warlord is documented to be within the empire of Octarius, leading vast greenskin armies against Tyranid and Imperial forces in that region, and yet he is simultaneously sighted at the sacking of Cantissa, upon the killing fields of Aurochtha in the Imperium Nihilus and joining the fighting around the forge world of Ryza. Punitive executions decimate the command staff charged with tracking Ghazghkull's movements, even after it is observed that the greenskins of the Great Waaagh! are using warp storms to 'navigate' the galaxy. Extreme empyric time dilation may be to blame for the confusion.

## TRIUMPHANT RETURN

After seven years of brutal warfare, and thanks partly to the arrival of several companies of the Rift Stalkers Chapter, the forces of the Imperium finally defeat their Chaos foes in the Bargheist Stars. A grand triumph is held, with parades and martial celebrations spreading across a dozen loyalist worlds. Yet at the celebrations' height, Warboss Grukk Face-rippa appears at the head of a brand-new Waaagh! His greenskins flood the planets of Tremendix and Aposia, plunging the beleaguered Bargheist Stars back into bloody war before the horrified Imperial defenders can rally their forces.

## THE SACKING OF KRONGAR

The hive world of Krongar is invaded by Orks and the local defence forces are quickly overrun. The entire Skarskell Sub-sector is soon under greenskin control and becomes a magnet for Ork warbands in the region that inexplicably flock towards it. Imperial scholars believe that Krongar may become a staging post for a Waaagh! and put plans in motion to prevent the mass Ork migration before it can begin.

## FAILED NEGOTIATIONS

A warband of Deathskulls led by Warboss Golgrim attempts to 'rekruit' Mad Dok Grotsnik to their cause with the promise of willing patients. Though Grotsnik is a Deathskull at heart, his loyalty lies solidly with Ghazghkull. He invites Golgrim into his surgery to discuss the Warboss's offer, while sending off one of his grot orderlies to find his Goff minderz. As the two Orks debate the finer points of cranial rebuilds and bionik legs, Ghazghkull's Bullyboyz arrive and set to work on Golgrim's warband with their killsaws. When the Warboss storms out of Grotsnik's surgery to see what all the noise is about, he's confronted by a pile of dead Deathskulls and fifteen gore-covered Goff Meganobz. Before he can beat a hasty retreat from a tricky situation, Golgrim is jabbed with a profusion of filthy needles and dragged into the Doc's surgery never to be seen again. At least, not in one piece.

## VOICES FROM THE WARP

With the Great Rift tearing apart the galaxy and warp energy spilling into reality, a number of Weirdboyz fighting on Armageddon begin to hear voices in their heads. Some believe it is Gork (or possibly Mork) telling them to fight harder and give the humies a good smashin'. Others claim they can hear the voice of Ghazghkull himself and that the Prophet of the Waaagh! is communicating with them directly. Weirdboy Nark of Da Smashaboyz is so traumatised by the warp energy invading his brain that he stumbles from his copper tower outside Tempestora Hive, bellows a challenge at the Astra Militarum forces stationed in the nearby city ruins, then runs straight into their waiting guns. Incredibly, he survives the gauntlet of fire and unleashes a beam of searing green energy on a regiment of Steel Legion troopers. Seeing their Weirdboy getting stuck in, Nark's Goff Boyz run after him and join the fight. Unable to contend with such wanton destruction, the Steel Legion regiments fall back and bombard the city with eighteen batteries of Basilisks. Nark hasn't been seen since.

## GREAT EXPECTATIONS

Having heard of the battles raging in the Loki Sector, Goff Warlord Zorg da Unstoppable decides he wants a piece of the action. Despite not knowing where the Loki Sector is, he orders his Meks to pilot his ramshackle fleet into the warp and hopes for the best. In a rare display of navigational competence, his Waaagh! returns to realspace barely five day's travel from the Crimson Fists' Chapter Planet of Rynn's World and immediately collides with a battle group of warships from Fleet Primus. Delighted with the prospect of a fight, Zorg aims his Kill Kroozers into the heart of the Imperial Fleet and launches every available boarding craft he has at them. The Imperial forces, caught completely unawares, find themselves engaged in a series of desperate boarding actions that take several weeks to repel, greatly delaying the departure of the fleet.

## REVENGE FOR CEIBHAL

Erik Morkai's Great Company reaches the mountainous jungle world of Ceibhal, home world of the Obsidian Jaguars Chapter. They find the planet's orbit strewn with the wreckage of Adeptus Astartes warships and the planet teeming with Goff Orks. Determined to recover the gene-seed of the Obsidian Jaguars and deny the Orks the Chapter's technology, the Wolf Lord sends in a force to distract the Orks, then infiltrates the Chapter's fortress monastery himself at the head of Wolf Scouts, Infiltrators and Incursors. He finds the Goff Ork Meks trying to harness the power of the fortress' generators and orders the monastery's immediate destruction. The gene-seed of the Obsidian Jaguars proves unsalvageable.

## A VENDETTA TO BE SETTLED

Having heard of Grukk Face-rippa's return, Patriarch Tybalt of House Terryn sends a banner of Imperial Knights to join the war in the Bargheist Stars. Before they depart their home world of Voltoris, however, Tybalt sends an envoy to Alaric Prime to seek assistance against this terrible Ork threat. The starship returns through the warp three months later, a single new occupant stored in the hold.

## RECONSECRATION

Following the desecration of St Rezmond's Hope by Boss Zagstruk, the Order of the Ebon Chalice attempts to retake the shrine world from the Stormboss. The Adepta Sororitas make planetfall to the north of Zagstruk's Bossfort on what was once a holy mountain, now painstakingly carved by captive Imperial sculptors into a series of titanic likenesses of Zagstruk's face. Enraged by the towering visages of the Ork Boss, the Sisters of Battle begin blasting them apart with missiles from their Exorcists. The destruction soon draws the attention of the Stormboy Korps, who hurriedly finish their parade drills, strap on their rokkit packs and blast themselves across the ruined city to engage their new foes. The conflict grinds on for almost two weeks, with the Sisters making slow but steady progress towards the Bossfort, their attendant priests recovering what religious artefacts they

can from the city's ruined sepulchres, mausoleums and basilicanums. It's only when they begin attacking the Bossfort that Zagstruk feels his yoofs have had enough practice, and he joins the fight himself. Leading his Stormboy elite high into the sky, he descends upon the Order of the Ebon Chalice like a meteor. With careful adjustment of his thrusters, he plummets earthward and crushes Canoness Sarida beneath his bionik feet. Within the hour, the Sisters of Battle retreat to their drop ships. By the next morning, slaves are chiselling Zagstruk's face back into the mountains.

### GALACTIC TELEPORTATION

Orkimedes trials his long-range tellyporta for the first time, transporting a mob of Ghazghkull's finest Goff Nobs from the bridge of *Kill Wrecka* halfway across the galaxy to Krongar where, after recovering their senses, they soon start bashing heads together to assert their authority. The power required for such a long-range teleport jumps cripples the generators aboard the *Kill Wrecka*, but Ghazghkull is pleased nonetheless. He quickly sets Orkimedes the task of teleporting new units to Armageddon, 'just ta keep da humies on dere toes'.

### WEIRDWAR

Situated close to the Great Rift, the Ork domain of Grokk Ironfist spawns a far greater number of Weirdboyz than ever recorded. In an unexpected turn of events, Grokk is overthrown by a conclave of Ork psykers led by the Goff Warphead Deffgob, who has Grokk crushed beneath a physical manifestation of Gork's (or possibly Mork's) foot. The build-up of violent psychic energy draws the attention of the nearby Craftworld Ulthwé, whose Farseers follow the threads of fate to determine the threat to their people. Unable to derail or impede Deffgob's rise to power and subsequent Weirdwaaagh!, the Seer Council of Ulthwé manipulate the fates of others into doing it for them. Within the month, the 45th and 67th infantry regiments of the Mordant Acid Dogs are unexpectedly re-routed to a new warzone.

### THE WAR OF FISTS

Aposia is liberated by two Imperial battle groups from Indomitus Fleet Quartus, who are joined en route by the Knights from House Terryn. The Knights soon trace Grukk's whereabouts to the forefront of his bloody Waaagh! – the civilised world of Gnoxis III. After making planetfall, the Knights quickly become engaged in a close-range war amid the cramped streets of the planet's capital city. The Astra Militarum forces that join them are equally unprepared for such brutal hand-to-hand fighting. Unable to utilise their long-range guns, the Knights retreat to their landing crafts and re-equip themselves with reaper chainfists and thunderstrike gauntlets before striding back into the Ork hordes, smashing apart entire city blocks in their hunt for Grukk. The Ork Warboss, however, has no intention of hiding and charges out to meet them. With brutal swipes of his power klaw, Grukk disables, then topples the Knight *Fury Unbound*, before tearing the Noble Fyrien Aeze from his cockpit. Incensed, the remaining Knights unleash their secret weapon – and Grukk's nemesis – the Freeblade Gerantius. Despite his battle-lust, Grukk pauses to consider his options before charging into the fight once more.

### INHUMATION ADJURATION

In the wake of the slaughter on St Rezmond's Hope, the Abbess of the Adepta Sororitas makes a personal request to the Officio Assassinorum for the death of Boss Zagstruk. Her request for inhumation is granted, and the Vindicare Assassin Novak Vard is deployed to St Rezmond's Hope to dispatch the Ork Boss. After three months without contact from Vard, the Vindicare Temple deploy two dozen servo-skulls to the planet to search for him. After much searching, their long-range scopes pick up his bio-signature inside the Bossfort. The Officio Assassinorum do not know if Vard has been captured, or whether he is still operational, but they are reluctant to send in further agents until his status has been ascertained.

### A PROPHECY FULFILLED

Ghazghkull Thraka makes Krongar his seat of power, and Orks flock to his banner from across the galaxy, drawn in by the prospect of a good fight. The Skarskell Sub-sector is flooded with Waaagh! energy as the number of Orks increases dramatically, and it is all that the Imperial Navy can do to prevent a Waaagh! erupting out into the galaxy. Among those battling the Orks is Ragnar Blackmane, Wolf Lord of the Space Wolves Chapter. Drawn to the war zone by a Fenrisian prophecy, he alone senses the terrible threat that lurks on Krongar. Despite the huge number of Ork ships plaguing the system, Ragnar orders his frigate – *Thok's Spear* – to run the gauntlet and enter Krongar's gravity well. Accompanied by his Wolf Guard, the Young King makes planetfall in the capital city and begins his hunt for Ghazghkull. When the two finally meet, it is amidst the ruins of an ancient cathedra, and both seem to know that it is their destiny to be there. Their bodyguards race into battle but are swiftly dispatched, their corpses scattered about the holy building. Ragnar and Ghazghkull clash, frostblade against power klaw, neither fighter willing to let the other live. In the end, both are mortally wounded, the Space Wolf's body hewn apart, his colossal foe entirely beheaded.

### THE YOUNG KING REBORN

Ragnar Blackmane's mangled body is discovered in the cathedra on Krongar, not far from Ghazghkull's decapitated corpse. Much to the surprise of Ragnar's warriors, the Wolf Lord still stubbornly clings to life, and he is returned to the relative safety of the Space Wolves' fleet. Knowing that he will die unless drastic action is taken, the Wolf Priests decide that he must cross the Rubicon Primaris, and they operate on him immediately. When Ragnar recovers, he is told of Ghazghkull's demise, yet he immediately turns his ships back to Krongar, for he fears that his task is not yet complete.

### THE WAAAGH! RESURGENT

Ghazghkull's head is discovered in the ruins of the cathedra, his one remaining eye still alive with bestial fury. Knowing that only one Ork can fix that kind of hurt, Ghazghkull's most loyal Nobz drag his remains to Mad Dok Grotsnik. The Deathskulls Painboy is overjoyed at the prospect of operating on the Prophet of the Waaagh! and commands his grot orderlies to open his cryo-vaults and power up their contents. While Grotsnik's labours gather pace, his work is interrupted by possibly the smartest contender for Ghazghkull's throne, Deff-Kolonel Zogboss. Determined to ensure his own supremacy by destroying Ghazghkull's corpse, Zogboss storms Grotsnik's laboratory at the head of his Kommando Kill-Brigade. Hundreds of his Orks are fried by random flashes of energy. More are eviscerated by Grotsnik's own Corpse Lootas, who wield excessively large surgical tools. But Zogboss himself reaches the laboratory's summit and proceeds to smash up the Dok's equipment and many of his towering constructs. Then he corners Grotsnik himself, looming over the Mad Dok to deliver the killing blow. Before Zogboss can kill Grotsnik, a massive mechanised Ork emerges, and a claw the size of a Goff Nob encloses on Zogboss' head and turns bone, flesh and iron to pulp. Within the hour, Ghazghkull Mag Uruk Thraka is stalking the streets of Krongar once more looking for a fight.

**Designed for narrative play and open play, the following pages contain three new datasheets for Orks that allow you to field certain famed Goff units on the battlefields of the 41st Millennium.**

## GRUKK FACE-RIPPA

4 POWER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Grukk Face-rippa** | 5" | 2+ | 5+ | 6 | 5 | 7 | 5 | 8 | 4+ |

Grukk Face-rippa is a single model equipped with: kombi-weapon with rokkit launcha; 2 sluggas; attack squig; Git-rippa; stikkbombs.
You can only include one of this unit in your army.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Kombi-weapon with rokkit launcha | When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls. | | | | | |
| - Rokkit launcha | 24" | Assault 1 | 8 | -2 | 3 | - |
| - Shoota | 18" | Assault 2 | 4 | 0 | 1 | - |
| Slugga | 12" | Pistol 1 | 4 | 0 | 1 | - |
| Attack squig | Melee | Melee | 4 | -1 | 1 | Each time a model with an attack squig fights, it can make 2 additional attacks with this weapon. |
| Git-rippa | Melee | Melee | x2 | -4 | 2 | When resolving an attack made with this weapon, you can re-roll the wound roll. |
| Stikkbombs | 6" | Grenade D6 | 3 | 0 | 1 | - |

**ABILITIES**

**'Ere We Go, Mob Rule, Dakka! Dakka! Dakka!** (see *Codex: Orks*)

**Waaagh!:** Friendly **GOFF INFANTRY** units within 6" of this model at the start of the Charge phase can charge even if they Advanced this turn.

**Breakin' Heads:** If a **GOFF** unit fails a Morale test while it is within 3" of a friendly model with this ability, this model can restore order with a brutal display of violence. If they do so, the unit suffers D3 mortal wounds but the Morale test is then considered to have been passed.

**Too Tuff for Deff:** This model has a 5+ invulnerable save. Each time this model would lose a wound, roll one D6: on a 5+, that wound is not lost.

**FACTION KEYWORDS:** ORK, GOFF

**KEYWORDS:** CHARACTER, INFANTRY, WARBOSS, GRUKK FACE-RIPPA

## WARLORD TRAITS

If **GRUKK FACE-RIPPA** is your Warlord, he must have the following Warlord Trait:

### FOUL TEMPER

While this Warlord has fewer wounds remaining than its Wounds characteristic, add 3 to its Attacks characteristic.

8 POWER

## SKRAK'S SKULL-NOBZ

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Skull-Nob** | 5" | 2+ | 5+ | 5 | 4 | 2 | 3 | 6 | 4+ |
| **Skrak Head-smasha** | 5" | 2+ | 5+ | 5 | 4 | 3 | 3 | 7 | 4+ |
| **Ammo Runt** | 5" | 5+ | 4+ | 2 | 2 | 1 | 1 | 4 | 6+ |

This unit contains 1 Skrak Head-smasha and 4 Skull-nobz. It can include up to 5 additional Skull-nobz (**Power Rating** +7). For every 5 models this unit contains, it can include 1 Ammo Runt.
Skrak Head-smasha is equipped with: slugga; choppa; Skrak's horned helmet; stikkbombs.
Every Skull-Nob is equipped with: slugga; choppa; stikkbombs.
You can only include one of this unit in your army.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Slugga | 12" | Pistol 1 | 4 | 0 | 1 | - |
| Choppa | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. |
| Skrak's horned helmet | Melee | Melee | * | * | * | Each time the bearer fights, it can make 1 additional attack with this weapon and only 1 attack can be made with this weapon. When resolving an attack made with this weapon, if a hit is scored, the target suffers 1 mortal wound and the attack sequence ends. |
| Stikkbombs | 6" | Grenade D6 | 3 | 0 | 1 | - |

**WARGEAR OPTIONS**

- Any model can be equipped with 1 weapon from the Nob Weapons list (see *Codex: Orks*) instead of 1 slugga.
- Any model can be equipped with 1 weapon from the Nob Weapons list (see *Codex: Orks*) instead of 1 choppa.

**ABILITIES**

**'Ere We Go, Mob Rule, Dakka! Dakka! Dakka!** (see *Codex: Orks*)

**Ammo Runt:** Each time this unit shoots, you can reroll one hit roll for each Ammo Runt accompanying it.
When rolling to wound this unit, use the Skull-Nobz' or Skrak Head-smasha's Toughness while they are on the battlefield. The death of an Ammo Runt is ignored for the purposes of Morale tests.

**Keepin' Order:** Roll a D6 for each model that flees from a **GOFF** unit that is within 3" of any friendly **GOFF** units with this ability when the Morale test is taken. On a 6, that model does not flee.

**Grukk's Meanest Ladz:** While this unit is within 6" of a friendly **GRUKK FACE-RIPPA** model, add 1 to the Attacks characteristic of each **NOBZ** model in this unit.

**FACTION KEYWORDS:** ORK, GOFF

**KEYWORDS (SKULL-NOBZ AND SKRAK HEAD-SMASHA):** INFANTRY, NOBZ, SKRAK'S SKULL-NOBZ

**KEYWORDS (AMMO RUNTS):** INFANTRY, GRETCHIN, AMMO RUNTS

4 POWER

## GOFF ROKKER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| **Goff Rokker** | 5" | 3+ | 5+ | 5 | 4 | 4 | 3 | 6 | 4+ |

A Goff Rokker is a single model equipped with: rokker shoota; rokker choppa. You can only include one of this unit in your army.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Rokker shoota | 24" | Assault 4 | 4 | -1 | 1 | - |
| Rokker choppa | Melee | Melee | +1 | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. |

**ABILITIES**

**'Ere We Go, Mob Rule, Dakka! Dakka! Dakka!** (see *Codex: Orks*)

**Musik:** At the start of each battle round, select one type of musik below for this model to perform until the end of that battle round.

- **Goffik Rokk:** While a friendly **GOFF INFANTRY** unit is within 6" of this model, add 1 to the Strength characteristic of models in that unit.
- **'Eavy Metal:** While a friendly **GOFF INFANTRY** unit with the No Mukkin' About kultur is within 6" of this model, the additional hit as a result of that ability is generated on an unmodified roll of 5+ instead of a 6.

**FACTION KEYWORDS:** ORK, GOFF

**KEYWORDS:** CHARACTER, INFANTRY, NOB, GOFF ROKKER

# PAINTING THE WAAAGH!

**You've read all about Goff Orks in Index Xenos, but how do you go about painting an army of them? Well, here's how – two stage-by-stage painting guides, one using the classic method, the other using Contrast paints. Studio painter James Perry explains all.**

## CLASSIC STYLE

**James:** Orks offer a huge amount of variety when it comes to painting. While a clan may have a defining colour – in this case, black – you can paint the other areas of your models in pretty much any colours you like. The Boyz in a mob could all have different coloured trousers, boots, belts, pouches and straps, ranging from brown and grey to khaki, beige or even denim blue. As an example, I painted this Ork Nob with brown boots and black trousers, but you could easily swap these colours over so your next model has brown trousers and black boots.

Because Goffs wear a lot of black and metal, I undercoated this model with Chaos Black spray. It's worth noting that I then re-basecoated the black areas with Abaddon Black

**BATTLE READY**
**Using the stages to the right, James painted this Goff Ork Nob to a standard that most people would be happy to play games with.**

**PARADE READY**
**With a couple of extra highlights to each area of the model, James took the Battle Ready Goff Nob and made him Parade Ready. Waaagh! Da Goffs!**

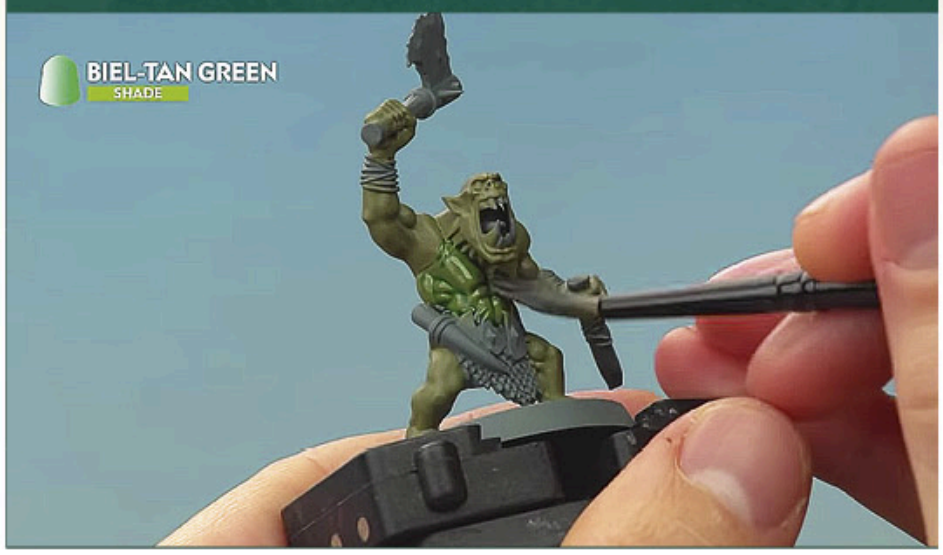
| ORK SKIN | BLACK CLOTH | DIRTY LEATHER |
|---|---|---|
| 1 Basecoat: Waaagh! Flesh M Base | 1 Basecoat: Abaddon Black M Base | 1 Basecoat: Rhinox Hide M Base |
| 2 Wash: Athonian Camoshade M Shade | | 2 Wash: Nuln Oil M Shade |
| 3 Layer: Warboss Green M Layer | 2 Layer: Eshin Grey M Layer | 3 Layer: Mournfang Brown M Layer |
| 4 Layer: Skarsnik Green S Layer | 3 Layer: Administratum Grey S Layer | 4 Layer: Karak Stone S Layer |

before highlighting them. It's important to do this because Chaos Black and Abaddon Black are slightly different in tone and finish. If you make a mistake on Chaos Black and tidy it up with Abaddon Black, you'll notice the difference. Better to spend a few minutes at the start of a painting project applying it rather than trying to fix it later on.

For this model, I wanted him to look pretty dirty and banged up. After all, Orks don't take good care of their wargear. For this reason, I didn't paint the armour with grey edge highlights as people often do with black-armoured models like Space Marines. Instead, I used watered-down Mournfang Brown to create some dirt and rust in the recesses, then painted the edges of the armour with Ironbreaker to show where the paint has chipped away from the metalwork. You can even take this a step further if you like and stipple on small patches of battle damage using a small sponge.

## ALTERNATIVE ORK (AND ORRUK) COLOUR SCHEMES

Hopefully the painting guides over these four pages will be enough to sate your appetite for painting greenskins, but if not, then never fear! Our Warhammer TV YouTube channel has loads of Ork (and orruk) painting videos, including Ork Boys, Ork skin, Bad Moon armour, Evil Sunz armour, checks and dags and specific kits such as the Shockjump Dragsta and the Morkanaut. Inspiration awaits!




### OILY METAL

Basecoat: Iron Warriors
M Base

Wash: Nuln Oil
M Shade

Layer: Ironbreaker
M Layer

### BRASS

Basecoat: Castellax Bronze
S Base

Wash: Nuln Oil
M Shade

Layer: Sycorax Bronze
M Layer

Layer: Stormhost Silver
S Layer

### HORNS, TEETH & BONE

Basecoat: Rakarth Flesh
S Base

Wash: Agrax Earthshade
M Shade

Layer: Rakarth Flesh
S Layer

Layer: Pallid Wych Flesh
XS Artificer Layer

### FINGERNAILS

Basecoat: Incubi Darkness
S Layer

Wash: Nuln Oil
M Glaze

Layer: Kabalite Green
S Layer

Layer: Sybarite Green
XS Artificer Layer

### ARMOUR

Basecoat: Abaddon Black
M Base

Wash: Mournfang Brown
M Glaze

Layer: Ironbreaker
S Layer

### CHECKS & DAGS

The easiest way to paint checks and dags over black is to paint a grid with Wraithbone, then fill in the alternate squares with the same colour. Next I tidied up the black squares with Abaddon Black. Lastly, I washed the whole area with Agrax Earthshade to make the checks look dirty. You don't want them too white!

Layer: Wraithbone
S Layer

Layer: Abaddon Black
S Layer

Wash: Agrax Earthshade
M Glaze

# CONTRAST STYLE

**James:** Contrast paints work best over Wraithbone or Grey Seer Undercoats, which, I must admit, might seem unusual undercoat colours for a predominantly black-clad Ork. However, the end result speaks volumes, and the method is surprisingly easy to achieve. I picked Wraithbone for this model for two reasons. Firstly, it adds a little warmth to the Ork's skin, giving it a brighter tone that contrasts nicely with the cold black. Secondly, it's the perfect basecoat for teef and horns, which Orks have plenty of.

On this Ork Nob, I started with the lowest areas of the model first and worked out towards the top layers. This basically means I painted the skin first, then the clothing, then the armour last. You'll notice that the skin on this Ork is brighter than the one on the previous page. Some people prefer darker-skinned Orks, as it can make them look meaner and grungier. On the other hand, lighter skin contrasts better with the dark clothing that Orks tend to wear (especially Goff Orks). After painting the two Orks in this article, I've decided that both look great, and I would quite happily mix and match the two styles in my army. In fact, you could paint lots of different skin tones, ranging from fairly light green right up to almost black. After all, humans have different skin tones, so why not Orks? It even says in the background that the bigger and more powerful an Ork becomes, the darker his skin gets. You can't get much more of a reason than that!

### TOP TIP

My top tip for painting a Goff Ork using Contrast paints is to use Black Templar to do all the heavy lifting. The black cloth on this model's trousers (see below) is just a couple

### BATTLE READY

**James was able to paint this Ork Nob to a Battle Ready standard using classic and Contrast paints on each area of the model.**

### PARADE READY

**With just a few highlights to each area of the model, James took the Battle Ready Ork Nob and made him Parade Ready.**

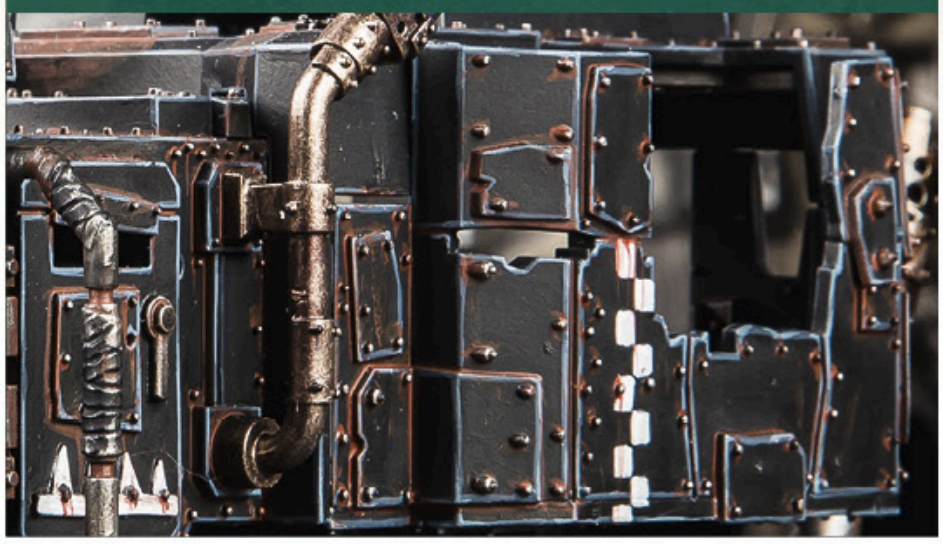
| ORK SKIN | BLACK CLOTH | DIRTY LEATHER |
|---|---|---|
| 1 Undercoat: Wraithbone — Citadel Spray Paint | 1 Undercoat: Wraithbone — Citadel Spray Paint | 1 Undercoat: Wraithbone — Citadel Spray Paint |
| 2 Basecoat: Ork Flesh — M Shade | 2 Basecoat: Black Templar — M Shade | 2 Basecoat: Wyldwood — M Shade |
| 3 Layer: Skarsnik Green — M Layer | 3 Layer: Eshin Grey — M Layer | 3 Layer: Mournfang Brown — S Layer |
| 4 Layer: Krieg Khaki — S Layer | 4 Layer: Administratum Grey — S Layer | |

of coats of Black Templar over Wraithbone. Of course, you could use Abaddon Black to make the trousers black, but then you would have to highlight all the edges yourself, whereas Black Templar creates shades and highlights for you. If you're aiming for Battle Ready models, you really can't ask for more. If you're going for Parade Ready, a few highlights is all you need to finish off the cloth.

I also used Black Templar on the armour. I painted the armour with Leadbelcher first (which covers the Wraithbone undercoat very easily), then applied two coats of Black Templar to make it look black. The great thing about this method is that you still get a hint of silver coming through the black, which gives it a bit more of a metallic feel (which, of course, it is meant to be). The metallic edge highlight helps reinforce that look.

### DIRT 'N' DAMAGE

Orks aren't bothered about cleaning and maintaining their war machines and vehicles, and it's inevitable that some dirt and rust is going to accumulate on them. A great way to paint rust on Goff Ork vehicles is to apply watered-down Mournfang Brown or Doombull Brown (as shown below) to the recesses of the armour panels. Stipple on patches of Typhus Corrosion to create oily mud and dirt around tracks and mudguards.



### OILY METAL

Basecoat: Iron Warriors

S Base

Wash: Nuln Oil

M Shade

Layer: Ironbreaker

S Layer

### BRASS

Basecoat: Castellax Bronze

S Base

Wash: Nuln Oil

M Shade

Layer: Sycorax Bronze

M Layer

Layer: Stormhost Silver

S Layer

### HORNS, TEETH & BONE

Undercoat: Wraithbone

Citadel Spray Paint

Basecoat: Wyldwood

M Glaze

Layer: Rakarth Flesh

S Layer

### FINGERNAILS

Undercoat: Wraithbone

S Layer

Basecoat: Terradon Turquoise

M Glaze

Layer: Kabalite Green

S Layer

Layer: Sybarite Green

XS Artificer Layer

### ARMOUR

Basecoat: Leadbelcher

M Base

Layer: Black Templar

M Shade

Layer: Ironbreaker

S Layer

### CHECKS & DAGS

These checks were painted in a similar way to the ones previously shown, but with a few different colours. I painted the grid with Wraithbone again, but used Black Templar for the alternate squares. I then tidied up with Wraithbone before giving the whole area a wash of Gore-grunta Fur and Contrast Medium.

Undercoat: Wraithbone

M Base

Layer: Black Templar

S Layer

Layer: Gore-grunta Fur

M Glaze

# KITBASHIN' & KOLLECTIN'

**There are loads of Ork armies around our head office, and many of them include some pretty innovative konversions. Here we show you how to kitbash an Ork Nob and a Big Mek using plastic Ork kits, while over the page you'll find a gallery of glorious Goffs.**

Did you know that the Ork Nobz, Meganobz and Flash Gitz share many of the same component fittings? For example, the torsos on the Nobz and Flash Gitz can be swapped over, while the Nob heads and Meganob heads can be fitted to the Flash Git necks, giving you loads of conversion opportunities.

Even the arms are compatible between the Nobz and Flash Gitz. You can quite easily stick a big choppa on a Flash Git body, or even a snazzgun on a Nob, representing some kind of souped-up shoota (perfect for Bad Moons or Deathskulls). In fact, the Nobz kit comes with twenty-nine arms, including four lots of big choppas, five pairs of sluggas and choppas, three kombi-shootas, three power klaws, a power stabba and a killsaw. Add in the aimed slugga, cigar-holding arm and bionik cutlass arm from the Flash Gitz set and you've got more than enough arms to build ten Nobz out of the two kits. You could easily represent Ghazghkull's Goff Guard, Skrak's Skull-Nobz or any other 'ard-as-nails Ork Nobz you can think of.

On top of that, the shoulder pads and bosspoles require very little conversion work to fit on the other kits, as you can see below. We even found a way to convert a Big Mek with Kustom Force Field (rules for which are presented in *The Saga of the Beast*), not to mention a Kommando Boss and a Goff Rokker. So what are you waiting for? Grab yer Dok's tools and start konvertin'!

## GOFF ORK NOB

This Goff Nob would normally be built using the torso and legs from the Nobz kit **(1)**. However, we swapped the front of his torso for one of the components in the Flash Gitz kit **(2)**. Before gluing anything together, we checked that the groin plate wouldn't get in the way of the legs.

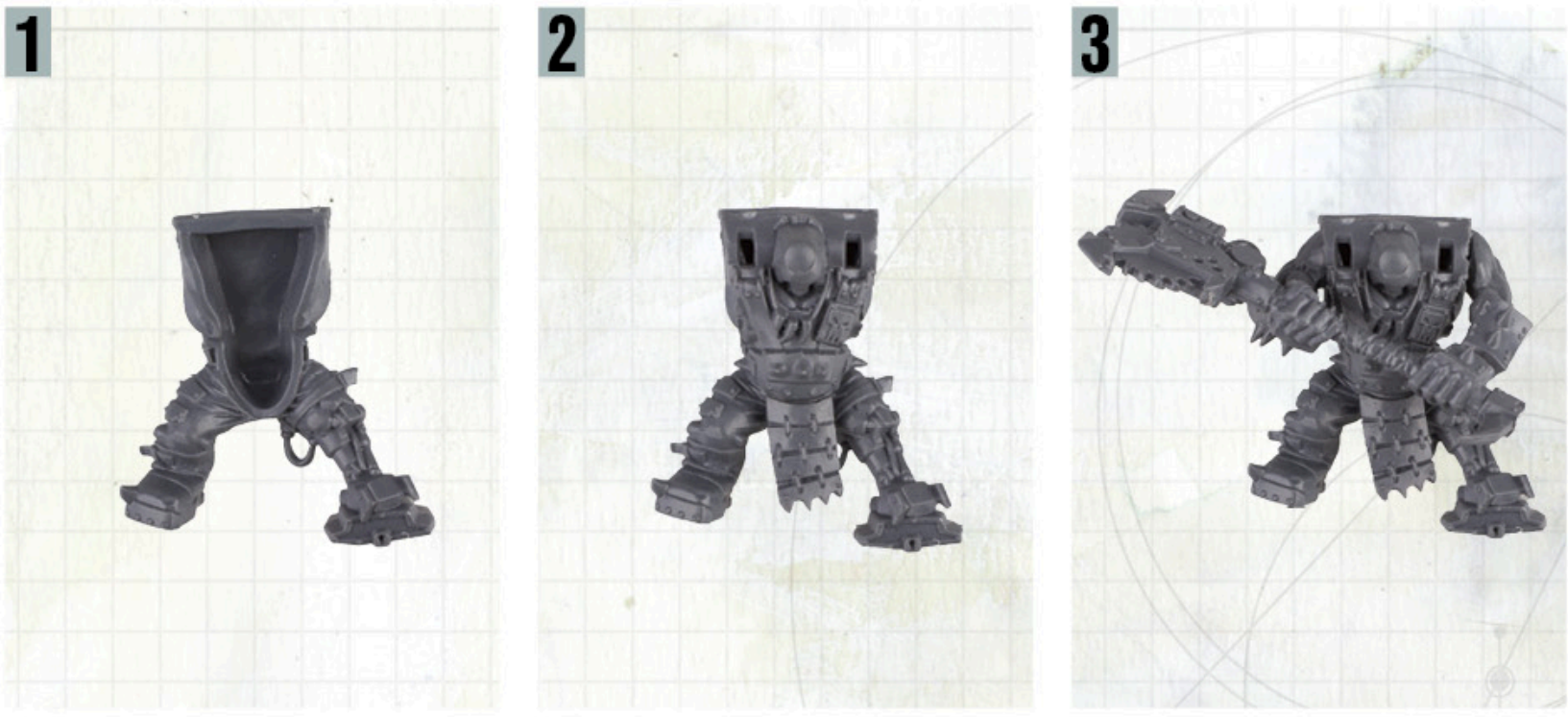
The addition of a neck and a suitably grizzled-looking head (both from the Flash Gitz kit) give the Ork's body direction **(3)**.

We gave him a power klaw from the Nobz kit for his right arm **(4)**.

We tested out a few pistol arms to show the Nob aiming at his enemy, but actually the arm that looked best was the cigar arm from the Flash Gitz kit **(5)**.

The addition of shoulder pads from the Flash Gitz make this Nob look suitably well armoured. A back banner and an iron jaw from the Nobz kit show his status **(6)**. Our Goff Nob is ready for battle!

# BIG MEK WITH KUSTOM FORCE FIELD




This Flash Git with bionik leg makes the perfect Big Mek **(1)**.

However, we swapped his torso for one from the Ork Nobz kit **(2)**. We even gave him an armoured loincloth from the same box.

A big choppa from the Nobz kit represents the choppa on the Mek's profile **(3)**. We just thought he needed a really big one for making repairs and the like.

We glued on the flat-topped shoulder pads from the Flash Gitz set, then picked a head from the Meganobz box for our Mek **(4)**. Note that we glued the head on after the arms and shoulder pads because sometimes their ears and gobs can get in the way.

We then mounted the kustom force field from the Meganobz box on the Mek's shoulders **(5)**. It requires only a little trimming to fit.

The last addition was a backpack from the Lootas kit **(6)**.

## NOBZ AND ROKKERS

These two Orks are part of our writer Dan's Goff Ork army. He converted his Kommando Boss **(1)** using Flash Gitz legs, torso, shoulder pads, head and left arm, combined with a Nob's power klaw and iron jaw. The grot in the backpack comes from the Burna Boyz kit.

The Goff Rokker **(4)** is the latest addition to the horde. It's made from the same torso, legs and head as the Kommando Boss, but it's wielding a guitar stolen from a Noise Marine. The model's hair is from the same kit and fits the Ork's head with very little trimming. The back-amp is from the spiky bits sprue in the Chaos Rhino kit.

Dan added a tankbusta bomb, a shoota and a few packs and pouches to his Kommando Boss to make him look suitably tooled up for the job **(2)**.

The hardest part of converting the Goff Rokker was getting his hands to hold the guitar. The strumming hand comes from the Savage Boarboys drummer, while the fingering hand **(3)** is from the Nobz kit with a few resculpted fingers.

## STU BLACK'S GOFF ORKS

Stu Black has painted loads of Goff Orks during his time in the Warhammer Studio. In fact, he actually started his army for a W*hite* D*warf* article many years ago. Like a proper Goff, Stu has taken a no-nonsense approach to painting his Orks, opting for dark green skin, black armour, a few white checks and very little else!

Stu's method for painting his Orks' armour is pretty simple – he just edge highlights all the panels with Stormhost Silver, the bright metal colour contrasting with the dark black to provide great definition. He then adds a few dags and checks with Ulthuan Grey, liberally applies some scratches with Stormhost Silver, then applies a light wash of Mournfang Brown to the recesses of the armour to make it look dirty and rusty.

1

Stu has many characters in his Goff army, including a Weirdboy Warphead and the iconic Boss Zagstruk **(1)**.

Stu often kitbashes his models, including these Nobz, which have been given heads from the Ardboys kit **(2)**. See, Orks are even compatible with orruks! The Burna Boy is another clever conversion. Stu built a unit of Lootas, then stuck the leftover burnas on spare Boyz. Yep, those kits are compatible, too!

2

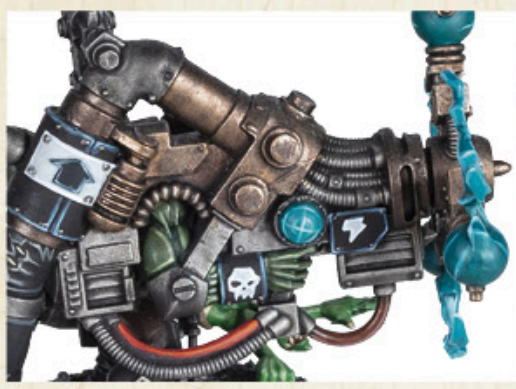
Stu uses red as a spot colour on all of his Goffs. It normally appears as a red slash tattoo across each Ork's right eye, though also as a painted design on helmets.

The centrepiece of Stu's army is this Stompa, which he originally painted for games of Apocalypse. The red stripes on his larger vehicles help break up the large black panels.

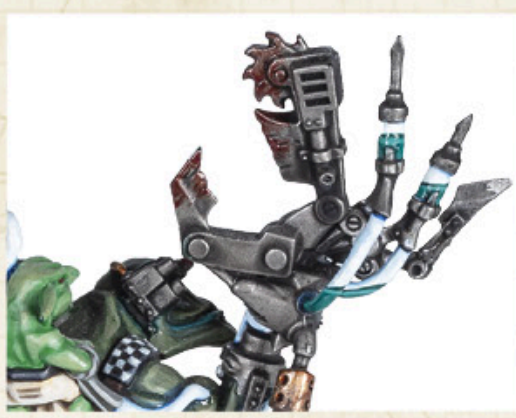
## DAN HARDEN'S GOFF ORKS

W*hite* D*warf* writer Dan also has a large Goff Ork army that used to be led by Ghazghkull Thraka. It will be again soon, but only once Dan has painted the new model of him! Like Stu, Dan paints his Orks with really dark skin, using Castellan Green and Catachan Green to make them look really mean and brutish. Curiously, Dan has changed the way he paints the black armour on his models over the years. This is mainly because he forgot how he did it the first time. And the second time … He now writes all his colour schemes down. His current method is Abaddon Black, followed by highlights of Dark Reaper, Thunderhawk Blue and Fenrisian Grey, with a wash of Doombull Brown in the recesses to provide contrast between the cool blue armour and the warm rust. He also uses plenty of Typhus Corrosion on his vehicles to represent mud.

1



2



3

Dan uses Sotek Green for a lot of the 'weird stuff' on his Orks, such as the energy globes on his Big Mek's Shokk Attack Gun **(1, 2)** and the green blood in his Painboyz syringes **(3, 4)**. He even uses it on their lips and tongues to give them a bluish tone.

4

Dan's Kommandos are converted out of Ork Boyz with big shoota backpacks (the one with the grot in it is from the Lootas kit) Two of the heads come from Dakkajet pilots.

Dan's Dakkajet was converted to have propellers, which come from the old Deffkopta kit. The engine housings for the propellers are plastic tubes with the back end of a big bomm stuck to them. He also had to cut the wings in half to fit the propellers on the model!

The scenic base is made from a few spare building parts that Dan had in his bits box **(5)**.

Dan used a salt weathering technique to get the rusty effect on his plane **(6)**. He sprayed the whole aircraft Leadbelcher, then stippled parts of it orange before covering it in hairspray and salt. Then he sprayed the model Chaos Black before rubbing off the salt to reveal the weathering beneath.

5

6

# ECHOES FROM THE WARP

**ELLIOT HAMER**

**Robin Cruddace was last seen being dragged away by grim-faced Chaplains whilst claiming himself to be Sanguinius after drinking too deeply from an ancient golden grail at the studio's Christmas party. As such, Elliot Hamer has stepped forth to write this month's article and talk about the inspirations that underpin the rules mechanics of Warhammer 40,000.**

One of the main aims for us games developers is to write rules that are innovative and evocative for the models and the armies they are attached to. When your collection of Citadel miniatures take to the field of battle, they should *feel* right, with effective rules that represent the way they fight, the emotions they display and the dastardly tricks they get up to. That means the rules aren't just numbers and probabilities wielded at the behest of expert mathematicians (although numbers and probabilities are certainly part of it). They are actually a dynamic tool that allows us all to tell stories, create cinematic moments and provide tactical puzzles for the tabletop. This month I wanted to discuss how the games developers get there – how we draw inspiration for our rules to try and achieve this aim.

So where do we get our rules ideas from? Do we send a servitor down into the archives of the Administratum to dig up dusty tomes from aeons past? Do we spin the rules wheel and fire a shuriken to mark the latest mechanic? Or do the Dark Gods plant chaotic ideas into our minds that we in turn sow onto battlefields across the galaxy? Each games developer will find inspiration in their own way, but here are a few ways it can strike.

The rich and varied background of the Warhammer 40,000 universe is a gigantic treasure trove for us games developers. The sheer amount of detail you can find across Warhammer Studio and Black Library publications is nothing short of phenomenal, allowing all manner of nuggets to be used to convey an evocative rule for the game. For me, this is the primary method of drawing inspiration. I will imagine what it looks like to fight a particular army – whether they are brutal,

**Echoes from the Warp is a regular column about the rules, tactics and ongoing development of Warhammer 40,000, hosted by games developer Robin Cruddace. Or is it? Because that looks suspiciously like games developer Elliot Hamer over there on the left ...**

bloodthirsty, sneaky, manipulative, disciplined, determined, fast, aggressive, intelligent, etc. Once I've delved deep into the soul of a faction, I'll then look at pulling levers in the rules set to convey that soul on the battlefield. For example, the Thousand Sons blend a mixture of relentless automata with esoteric powers. Immediately this opens up a theme for their rules, but then further delving into the stories of wars they have fought and plots they have woven offer unique intricacies that can be used. Warping the battlefield, manipulating time, mutating flesh, crystallising matter and infusing projectiles with sorcerous energy are all actual rules options available to the Thousand Sons player inspired by events in the background.

Sometimes it's just a single sentence or phrase in the background that can inspire a rule, and we all know that Warhammer 40,000 has a host of unique and wonderfully evocative phrases that capture the essence of the setting. 'And They Shall Know No Fear' is perhaps the most obvious example; what is a morale check to a genetically engineered superhuman weapon who feels no fear? Even the specific factions have their own quotes that can inspire. The Night Lords, for example, are a particularly unique and characterful Chaos Space Marines faction, and their phrases have offered us plenty of opportunities to create unique rules. 'We have come for you' perfectly captures their brutal, tormenting nature, and on the tabletop it is translated into a rule that stops the enemy from falling back. Then, most notably, it was their First Captain Sevatar who first uttered the words 'Death to the False Emperor', which inspired an entire Chaos Space Marines ability. Just five words allow us to run with an idea and bring these miniatures to life on the tabletop.

Next are the miniatures themselves. The designers put a lot of time and effort into adding character and personality into Citadel miniatures. This means they not only look great on the tabletop, they also give us great ideas to write rules for them. A model's weapons, equipment, accessories, anatomy, pose and facial demeanour can all tell us something about it, and that becomes a hook we can use to add further character to the model. Having recently worked on the Harlequins W*hite* D*warf* content, I pored over the Harlequin miniatures for inspiration on new abilities, Stratagems and Relics, and they didn't disappoint! Coming across the Shadowseer, I noticed that it has various masks hanging from its belt. That immediately got me thinking of a character that has a vast collection of magical masks, and the end result became Destiny's Jest, a Relic option to represent one of those powerful masks. This small detail opened up a variety of different avenues to explore, all from a couple of non-combat accessories hanging from a belt.

The miniatures themselves also set a good framework on which the faction's rules should be built. Every faction should feel unique, and while they may share mechanics in certain areas, not every army will have equivalent abilities. For example, the Aeldari are lithe and graceful models. The infantry and their machines mostly use speed to position themselves in advantageous positions. This is a defining element of the faction we should preserve by applying it only sparingly to other factions that don't share the same character. If you compare their rules to the Astra Militarum – a lumbering behemoth that grinds the enemy with millions of boots and mighty tank treads – the Imperial Guard will have fewer rules that allow them to match the speed and trickery of the Aeldari. Basically, when we come to writing the rules for these factions, we look to preserve their identities and write rules that reflect their nature.

Another source of inspiration is actually quite simple – play lots of games! As soon as the models are set down, the dice are rolled and the rules combine, it becomes so much more than just a list of stats and parameters on a page. Playing games puts a critical eye on the rules set, and once it becomes second nature, all the explorable avenues and angles within the rules set start to jump out. Is there a new way a unit can move? Can it interact with attacking in a different manner? Can completing certain tasks with it unlock new abilities? Can it allow you to react to the enemy out of sequence?  Can it utilise a mechanic more than other units normally would? Essentially the rules themselves are inspiration, for once we have a clear picture of what the core mechanics of the game are, we can attempt to bend and manipulate them in certain areas to make units unique and characterful.

On a tangential note, this may explain why games developers are not necessarily top-tier tournament players ready to take the world by storm in competitive play. Rather than working exclusively in the current rules set, we are always looking for inspiration for the future. Within the intricacies and interactions of the rules mechanics there are a host of new ideas waiting to be explored, so our gaming minds are always looking ahead rather than maximising on the current rules we have at our disposal.

Nonetheless it is important to stay current, and we pay close attention to the state of play and the feedback you provide us. This allows us to keep things balanced, but also offers up inspiration in its own way. For example, if many players are utilising aura-based rules to improve the effectiveness of their units, it inspires abilities that can combat that. What if your army had a rule that allows them to reduce or temporarily remove an enemy unit's aura ability? Suddenly it opens up a brand-new element of the game for players to sink their teeth into.

Next, the natural environment can inspire rules. If you look at the narrative missions found in the

Psychic Awakening and Vigilus publications, you will find characterful mission rules all inspired by real-life phenomena or the cinematic portrayal of it. What would it be like advancing through a sand storm, drawing line of sight through industrial smog, navigating a fissure in the ground, fighting in zero gravity or attempting to climb out of a sinkhole? Considering the impact environmental conditions can have on warriors and the battlefields they fight over can inspire mechanics that dictate the game, ensuring the same players playing the same armies have a different experience from mission to mission.

As an extension to this, the cinematic potential is itself an inspiration for rules. Evoking archetypal images and scenes from films and TV shows can inspire rules for missions – last stands, infiltration, sabotage, assassinations, epic duels and more. When we come to writing the rules for these missions, they act as a framework to get you into the thick of the action. This cinematic inspiration even zooms in to a model-by-model level. Just one look at a Kelermorph inspires an image of a dusty gunslinger walking through the Sector Fronteris ready to gun down a more numerous foe with quick draws of its revolvers. It's no surprise that its gunslinger ability allows you to do just that.

Note that we draw less inspiration from outright power and numbers. At its heart, the game is a thematic story grounded in the universe we have created, and the inspiration for our rules primarily comes from that. Once we have written rules that convey this, we will refine them to make them impactful and balanced within the game. This will happen internally, followed by sharing the rules with our fantastic group of playtesters. One group will provide us primarily narrative feedback, double-checking the rules do convey our thematic aim. The other group will provide primarily balance feedback, allowing us to adjust the numbers, conditions and nuances of the rules to make sure they have a meaningful place on the tabletop.

Once all this inspiration comes together and ends up as numbers and mechanics on a page, the end result is a rules set that is a story in and of itself. When you roll the dice for a unit's attacks, when you use a Stratagem or cast a psychic power, the aim is to convey an exciting and emotional response. In reality you are just rolling a numbered cube and implementing words as a mechanical process, but the goal is for it to feel like you are on the battlefields of the far future waging war with the factions you have become attached to. When you're making attacks with a chainsword, we want you to feel it revving in your hands as you roll the dice!

I hope that gives you some insight on how we come to the rules we write. And for the budding rules writers out there, I hope it gives you some guidance on your next project. We're always looking for innovative rules mechanics that connect you to our grim, dark world, transforming them into something more than just parameters. As the game develops, we are finding even more ways to do just this, and we can't wait to share them with you in future publications.

**WOULD YOU LIKE TO KNOW MORE?**

What would you like to read about in Echoes from the Warp? Let us know your thoughts, and we'll pass them on!

**team@whitedwarf.co.uk**

# TRADITION'S LAST BREATH

**Three, drawn from Two, born of One meet once more, as is tradition. Yet times have changed, and the galaxy is not what it once was. Perhaps tradition is dead for these Angels of Death in this short story by Aaron Dembski-Bowden.**

Three immortal brothers meet this night under a sky devoid of starlight. Around them lies the silent remnants of a dead city, the towers carved apart in conflict generations ago, now weathered down to husks of eroded stone. The brothers stand here at the heart of an empty home world, the only ambassadors present from the three warships anchored in low orbit. This world was once claimed by the Blood Eagles. Now it stands as a monument to their memory. There is peace here, though it's the peace of the grave – that perfect silence of lessons learned too late.

Each brother brings his victories to the gathering, balanced – as the old law demands – by his miseries. The brothers are always honest on this night of nights. They may not speak every truth out loud, for there are shames that should never be spoken even amongst family. But it was agreed upon ancient oaths of bloodletting that no falsehoods will be told when the Triarchy's representatives gather.

This is tradition.

Tradition is a word these immortals know well. It shapes them, it binds them, and at times it threatens to shroud them. Tradition exists to these warriors as air exists to mortal men and women: a thing ever-present, something sustaining and eternal, yet notable in its absence and murderous when fouled.

The first brother wears ceramite armour of royal red draped elegantly with a cloth loros tailored by slaves, the linen dyed the shade of precious ivory. The ceramite protecting his pale flesh is marked with oblique runes and decorated with talismans of faith and fury. Here, a vial of cloned blood hangs chained to his wrist, clanking softly with his gestures. There, bound to his breastplate, is a winged symbol of his ancestral Legion, forged by artisans from grotesquely rare Terran marble. He is beautiful the way a noble lie is beautiful, the way statues of the Emperor's Angels of Death show divinity without flaw. Even his scars are threaded with tiny jewels, giving him a face repaired by ostentation where it would otherwise be marred by war.

This is Ynoch. The symbol on his pauldron declares his Chapter with naked pride: the winged figure clasping a chalice in its gauntlets proclaiming this immortal to be a lord of the Red Seraphs.

The second brother wears armour of scratched bronze. He had to fight to get here and it shows in a hundred ways, some visible to mortal eyes, others detectable only by immortal senses. The chainsword at his hip has thrown several teeth in previous battles, giving the blade a beggar's leer. He seeks to hide his weariness from his brothers, though they can hear the dull thunder of his heart, the calm rhythm yet betraying his recent exertions, just as they can smell the scent of the battle-sweat that dried hours ago on his dark skin. Verdigris shows in the joints of his ceramite, speaking of a long war fought far from the foundries of his home world and the forges aboard his flagship. The Unspoken Need – also called the Craving, the Red Thirst, the Bitter Hunger – shows in his fanged smile, another sign of exhaustion getting the better of him.

This is Jagudir. On his shoulder, stark in its funereal majesty, is a pale skull crowned by a bladed halo: the sigil of the Angels Numinous.

The third and final brother wears armour fashioned to mimic the polished black of volcanic glass. This immortal, clad in obsidian edged with deep-vein red, shows no emotion at all. His skin is the grey of the grave-born. His breath taints the air with the smell of old gore, of meat that was rotten even before it was devoured. His skin stinks of a stasis-crypt. His long cloak reeks of sepulchral dust. He could be a statue but for the slow drift of his gaze; eyes the white of clean mist miss no movement in the ruined chamber.

This is Mordath. His pauldron displays the ornate, stylised cross of the Charnel Guard.

Three angels bound by the blood of their grandsire. Three drinkers of life and eaters of death gathered here tonight in the ashen garden of their greatest defeat.

This is tradition.

'We are Three Chapters, drawn from Two Bloodlines, born of One Legion,' Ynoch says. The first human voice this dead planet has heard in a generation.

'We are Three,' Jagudir echoes, 'drawn from Two, born of One.'

'We are Three, drawn from Two, born of One.' Mordath says the same words, though not without a trace of cold amusement. His lineage is by far the oldest. The Charnel Guard were ancient when their kindred, the Blood Eagles Chapter, tore themselves apart to form the two disparate bloodlines standing before him now.

With the ritual words spoken, the brothers may begin their conclave.

This is tradition.

This is tradition in an age when tradition is beginning to fail.

Ynoch, wreathed in crimson ceramite, speaks of what his Red Seraphs have saved. He tells of campaigns fought, cities defended, enemies overcome, oaths repaid. The Chapter's roll of honour is long and storied. He speaks of the Seraphs' nobility, of their defiance in the face of the Grandsire's Curse, of their endurance against the encroaching Night.

He speaks with a poet's voice and an orator's passion that is lost on his brethren. Jagudir spits on the ruined earth at a particularly poetic refrain, more from weariness than disrespect. Mordath barely even blinks during the various retellings.

When Ynoch finishes, he ends with a confession, one that he delivers with a gesture of his gauntleted hand to the sky above. A sky stained violet with supernatural anger.

'And with regret I must admit that, despite our efforts, we cannot yet cross the Great Rift.'

Jagudir, armoured in dirty bronze, speaks next. Where Ynoch speaks of past defiance, Jagudir tells of a haemorrhaging present. He talks of wars ended by the wrath of the Angels Numinous, of brutal void battles at the edges of diminishing territory, and of the increasing numbers of closest kinsmen lost to the Grandsire's Rage, who now stand armoured in Death Company black. The Triarchy is scattered across the infected stars. Filth pours from the great wound in the galaxy. Corruption seeds its way through the Imperium Nihilus within loyal-held lines. Travel from system to system, even planet to planet, has rotted away into a series of protracted, bloody odysseys. The Astronomican, that sacred light of the Padizhah-called-Emperor, remains dark and dull. Even the new Primaris warriors, the Second Generation, may not be enough to turn the tide.

Ynoch nods in solemn agreement. Mordath listens in motionless silence.

Jagudir bares his canines in a snarled curse as he finishes with the same confession.

'We have also been unable to cross the Rift. We can only fight the poison that pours out of it.'

The old law states that each speaker must tell of their Chapter's past, present and future. Ynoch has spoken for the Red Seraphs. Jagudir has spoken for the Angels Numinous. Now both warriors look to Mordath to do the same for the Charnel Guard.

This is tradition, in an age where tradition no longer offers any answers.

Mordath, cold and cadaverous against his war-scarred brothers, exhales softly. When he speaks, he talks not of his Chapter's victories and losses. His words are terse, rasping, riding his ghoulish breath.

'Tradition has failed us,' he tells them. 'We rage in the dark. We gasp at the dying light. We fight for what we once owned. We die for what we've already lost. No more, I say. No more.'

Ynoch and Jagudir have agreed on very little over the course of their lives, both born of Chapters that agree on nothing. Yet the two warriors cautiously nod, not realising how they reflect one another in that moment.

'We attack.' Mordath hisses the words through his fangs. 'We attack. An unending tide. Fury unceasing. We take our rage to the stars. No longer will we stand our ground. We must hunt for foes, greeting them with blade and fang and bolter and flame.'

Ynoch closes his eyes. His fist rests against his heart in solemn acknowledgement. Jagudir grins, absent any mirth, breathing through his clenched teeth. His incisors prick against his lower lip, drawing blood to spice the air between the three brothers.

'If we are to die,' the Charnel Guard intones, 'we die together. Swords drawn. Fangs red. Our bodies left to rot in the heart of enemy lands.'

This last promise is the truly dangerous one. If his brothers are to rebel, it will be at these last words. The Red Seraphs honour their dead with internment inside ornate sarcophagi in the beautiful bowels of their warships. The Angels Numinous have meticulous incineration rites to free the spirit, that the shades of the dead might reach the Padizhah's throne of gold.

Yet neither warrior recoils. Mere years before this night, such words would be blasphemy. Now they are a blessing. Tradition has failed all of them. This new age of battle and blood demands more than the laws of the past have ever offered.

'And if we reach the Primarch Reborn and his Indomitus Crusade,' Ynoch begins.

'We join it,' Jagudir finishes.

To that, Mordath says nothing. He merely smiles.

Hours later, as dawn crests the horizon over the long-dead city, three warships are pulling away from the silent planet. The first is the *Misericordiae*, bearing hopeful word back to the embattled Red Seraphs. The second is the *Aruval*, its engines grinding to life for the long voyage back to the besieged Angels Numinous. And the last to leave, only venturing away from the world once the others have torn open their passages into the tempestuous warp, is the *Tacit Canticum*, cutting into the unstable night to return to the Charnel Guard.

In the months to come, whole fleets will return here. A gathering of might. A mustered host of angelic fury.

This is not tradition. This is survival.

# A NEW AND DEADLY DANCE

**Weaving a dance of death around their foes, the Harlequins of the Laughing God Cegorach are among the strangest and deadliest members of the Aeldari race. For a Harlequin, every battle is an elaborate performance, and one they intend to see through to the final curtain.**

Harlequins are the agents of Cegorach, the Laughing God, their lives dedicated to the performance of elaborate plays and dances that tell the tragic history of the Aeldari race. Yet Harlequins are also fearsome fighters, and in times of need they will take to the battlefield to protect the fate of the Aeldari race.

Harlequins live, perform and fight as a Troupe, a colourful group of individuals each with a specific role to fulfil. The Troupe Master represents Cegorach himself, while other members make up the cast of gods and mortals involved in the plays, songs and stories of the Aeldari. Such is the skill of the Troupe that these performances can be transferred to the battlefield, where the Harlequins become a kaleidoscopic maelstrom of destruction, combining extraordinary athletic abilities with mind-altering psychic powers and a staggering array of esoteric wargear.

### THE LAUGHING GOD'S PLAYERS

If you're thinking of starting an army of Harlequins, then the easiest way to get started is with the Harlequin Troupe box. Inside you get six models, one of which can be built as a Troupe Master to lead your fledgling force. Your enemies will soon be dancing the dance of death!

### HONOUR YOUR WARGEAR

Over the next few pages, you'll find new and updated rules for fielding a Harlequins army, bringing them up to speed with the rules presented in the Psychic Awakening books for Craftworld and Drukhari forces. These new rules include three Pivotal Roles for Troupe Masters, Shadowseers, Death Jesters and Solitaires (for a total of twelve Pivotal Roles!), enabling you to give each of them a characterful and specific part to play in the Troupe's dance of death.

You'll also find nine new Stratagems (we're particularly fond of Polychromatic Storm) and six new Enigmas of the Black Library, giving you loads more options on how to equip your characters and how to get the most out of your units on the battlefield. So what are you waiting for? Don your masks and unsheathe your blades, because tonight's performance is about to begin.

# ADDITIONAL HARLEQUIN RULES

## PIVOTAL ROLES

**Presented here are alternative abilities for Harlequin characters in Battle-forged armies, allowing you to customise their datasheets and open up new strategies for using these peerless fighters on the battlefield. Note on your army roster any Pivotal Role abilities each model in your army has. Each Pivotal Role ability models in your army have must be different.**

### TROUPE MASTER

If your army is Battle-forged and contains a **TROUPE MASTER**, you can replace that model's Choreographer of War ability with one of the following Troupe Master Pivotal Role abilities:

#### PRINCE OF LIGHT

While a friendly **<MASQUE>** unit is within 6" of this model, you can re-roll charge rolls made for that unit. If you could already re-roll charge rolls made for that unit, add 1 to the charge roll instead.

#### DARKNESS' BITE

Each time this model fights, after it has fought, you can select one enemy unit this model made an attack against. That unit suffers 2 mortal wounds.

#### TWILIGHT'S GRASP

Each time a melee attack is made by this model against a unit that is not a **MONSTER** or **VEHICLE**, an unmodified wound roll of 2+ is always successful.

### SHADOWSEER

If your army is Battle-forged and contains a **SHADOWSEER**, you can replace that model's Shield from Harm ability with one of the following Shadowseer Pivotal Role abilities:

#### VEIL OF ILLUSION

While a friendly **<MASQUE>** unit is within 6" of this model, when determining if that unit is within range of attacks made by enemy models with ranged weapons, add 6" to the distance measured. For example, if this unit is 22" away from an enemy model, for the purposes of shooting, it is treated as being 28" away. Note that for the purposes of determining if a model is at half range, it is the distance after applying the effects of this ability.

#### GLOOMWAKE

While a **<MASQUE>** unit is within 6" of this model, each time a ranged attack is made against that unit, models in its unit gain the benefit of cover to their saving throw.

#### AGENT OF BEDLAM

While an enemy unit is within 6" of this model, subtract 1 from the Attacks characteristic of models in that unit (to a minimum of 1).

## DEATH JESTER

If your army is Battle-forged and contains a **DEATH JESTER**, you can replace that model's Death Is Not Enough ability with one of the following Death Jester Pivotal Role abilities:

### HARVESTER OF TORMENT

Each time this model shoots, if the target unit contains 6 or more models, each successful hit roll scores 3 hits instead of 1. This is not cumulative with any other rules that cause additional hits.

### THE JEST INESCAPABLE

Add 12" to the Range characteristic of ranged weapons this model is equipped with. Each time this model shoots, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage and the target does not receive the benefit of cover to its saving throw.

### HUMBLING CRUELTY

Each time an attack made by this model against an enemy unit scores a hit, that unit is pinned until the start of your next turn. While a unit is pinned, subtract 2" from the Move characteristic of models in its unit and it cannot fire Overwatch.

## SOLITAIRE

If your army is Battle-forged and contains a **SOLITAIRE**, you can replace that model's Blitz ability with one of the following Solitaire Pivotal Role abilities:

### SHOCKING EMERGENCE

During deployment, you can set up this model shimmering instead of placing it on the battlefield. If you do, then at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" from any enemy models. Each time a charge roll is made for this model, if it was set up on the battlefield as reinforcements this turn, roll one additional D6 and discard one of the dice.

### CHROMATIC RUSH

When this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model. Each time this model piles in or consolidates, it can move an additional 3".

### UNNATURAL ACROBATICS

Each time an attack is made against this model, subtract 1 from that attack's hit roll.

# STRATAGEMS

If your army is Battle-forged and includes any **HARLEQUINS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, meaning you can spend Command Points to activate them.

## PIVOTAL ROLE

1CP

***Harlequins Stratagem***

*Certain characters are crucial to the seamless execution of the chosen Saedath. Harlequins assuming such pivotal roles perform with nigh on supernatural grace amidst the fiery limelight of war.*

Use this Stratagem before the battle. Select one **TROUPE MASTER, SHADOWSEER, DEATH JESTER** or **SOLITAIRE** model from your army. That model gains one of their respective Pivotal Role abilities. This does not replace an existing ability. Each model from your army can have no more than one Pivotal Role ability, and each Pivotal Role ability models in your army have must be different.

## POLYCHROMATIC STORM

2CP

***Harlequins Stratagem***

*In the breathless heartbeat before battle begins, the Harlequin forces explode into a kaleidoscopic myriad that bewilders the foe as to their true location and numbers.*

Use this Stratagem at the start of the first battle round, before the first turn begins. Select up to three **HARLEQUINS** units from your army that are on the battlefield. Remove them from the battlefield and set them up again. When setting them up, you can use any abilities or Stratagems that would allow them to be set up in a different location during deployment (e.g. Webway Assault). If both players have abilities that redeploy units, roll off: the winner chooses who redeploys their units first. You can only use this Stratagem once.

## MURDEROUS ENTRANCE

2CP

***Harlequins Stratagem***

*These Harlequins launch themselves into the bloody dance of war with furious vigour, their roles to seize the enemy's attention through an explosive burst of violence.*

Use this Stratagem in the Fight phase, the first time a **HARLEQUINS** unit from your army is selected to fight that phase. Until the end of the phase, if that unit made a charge move this turn, add 1 to the Damage characteristic of melee weapons models in that unit are equipped with.

## THE CURTAIN FALLS

2CP

***Harlequins Stratagem***

*One moment the Harlequins are a bewildering storm of blades and lashing fists and feet. The next they are gone, vanished behind a veil of illusory terrors.*

Use this Stratagem in the Fight phase, when a **HARLEQUINS** unit from your army would consolidate. Until the end of the phase, instead of consolidating, that unit can Fall Back or move as if it were your Movement phase (but cannot Advance).

## TWILIT ENCORE

1CP

***Harlequins Stratagem***

*The foe may not comprehend their role in the saedath – and may even try to blunder away in confusion and fear – but the steps must be observed to the bloody end.*

Use this Stratagem in your opponent's Movement phase, when an enemy unit within 1" of a **HARLEQUINS TROUPE** unit from your army Falls Back. After that enemy unit has moved, that **HARLEQUINS TROUPE** unit can consolidate up to 6"; each model in that **HARLEQUINS TROUPE** unit must end that move closer to that enemy unit or the nearest enemy model.

### 2CP THE FOES OF THE MIND

***Harlequins Stratagem***

*Stretching out with their otherworldly powers, the Shadowseer plucks images of terror from each enemy's mind and sets the phantasms whirling in a twisted puppet show to distract and dismay.*

Use this Stratagem at the start of the Shooting or Fight phase. Select one **SHADOWSEER** from your army. Until the end of the phase, that model's Shield from Harm ability affects friendly **<MASQUE>** units, not just friendly **<MASQUE> INFANTRY** units.

### 1CP EYE OF DAMNATION

***Harlequins Stratagem***

*Those hapless fools who strike down a Solitaire only doom themselves, for to catch the eye of one so damned is to be tainted by that same dark fate.*

Use this Stratagem when a **SOLITAIRE** unit from your army is destroyed as a result of an attack made with a melee weapon by an enemy model. That model's unit suffers D3 mortal wounds. This Stratagem cannot be used in conjunction with the No Price Too Steep Stratagem.

### 1CP MYTHIC ROLE

***Harlequins Stratagem***

*Shadowseers can see those moments when the warriors of the now most closely embody the mythic heroes of long ago. They do all they can to aid those who unknowingly don such mantles.*

Use this Stratagem before the battle, if your army includes a **SHADOWSEER**. Select one **AELDARI** unit from your army. Each time that unit is chosen to shoot or fight, you can re-roll one hit roll or one wound roll for those attacks. You can only use this Stratagem once.

### 1CP VIRTUOSOS OF THE WEBWAY

***Harlequins Stratagem***

*The labyrinthine twists of the webway hold no mystery to the Harlequins of the Laughing God, who step between one realm and the next with insulting ease.*

Use this Stratagem at the end of your Movement phase. Select one **HARLEQUINS INFANTRY** unit from your army not within 1" of any enemy models. Remove that unit from the battlefield. At the end of your next Movement phase, set up that unit anywhere on the battlefield that is more than 9" from any enemy models.

# ENIGMAS OF THE BLACK LIBRARY

If your army is led by a **HARLEQUINS** Warlord, then before the battle you may give one of the following items to a **HARLEQUINS CHARACTER** instead of giving them an item from the Enigmas of the Black Library presented in *Codex: Harlequins*.

Note that some weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Enigmas of the Black Library your characters have on your army roster.

## THE SHADOWSTONE

*Resembling a soulstone, this opalescent gem shifts endlessly between the shades of dawn, dusk and darkest night. Gazing into its depths, a Shadowseer bears witness to the innermost thoughts, secrets and desperately denied nightmares of all those close by. Armed with such insights, the Shadowseer's reach becomes great indeed.*

**SHADOWSEER** model only. Add 3" to the range of the bearer's aura abilities. Add 3" to the range of psychic powers manifested by the bearer.

## CEGORACH'S LAMENT

*The mythic cycles of the Aeldari tell that the Laughing God has ceased his mirth only once, giving voice to a mournful howl upon the moment that She Who Thirsts was birthed into the galaxy. So soul-rending was his cry that all mortal beings who heard it wept themselves to death. Said to contain an endless echo of that terrible cry, this baleful weapon howls like the damned as it fires; those struck by it find their lifeblood weeping from their eyes at a rapidly increasing rate until at last they are exsanguinated amidst jetting torrents of bloody tears.*

**DEATH JESTER** model only. Cegorach's Lament replaces a shrieker cannon and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| Cegorach's Lament (wail) | 36" | Assault 1 | 6 | -3 | 3 |
| Cegorach's Lament (shuriken) | 36" | Assault 3 | 6 | -3 | 1 |

**Abilities:** Before selecting targets, select one of the profiles above to make attacks with. Each time a model is slain by an attack made with the wail profile of this weapon, its unit suffers D3 mortal wounds and until the end of the turn, subtract 2 from the Leadership characteristic of the models in its unit.

## THE TWILIGHT FANG

*During the Tale of the Serpent's Gift, Cegorach is said to have tricked the Cosmic Serpent into gifting him one of its fangs in the mistaken belief that it would receive the Light of the Brightest Star in return. So it did, yet as that star set so the light faded and the Cosmic Serpent realised that it had been fooled. Its wrath grew more terrible as the star's light slipped away; so it is with this blade, said to be fashioned from the very fang that the Laughing God stole. As the hour grows ever later and the battle's crescendo draws nigh, so the blade flashes ever faster through the air, chased by shuddering, shadowy after-images that solidify suddenly into their own stabbing fangs.*

**TROUPE MASTER** model only. The Twilight Fang replaces a Harlequin's blade or power sword and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| The Twilight Fang | Melee | Melee | +2 | -3 | 2 |

**Abilities:** Each time the bearer fights, it makes a number of additional attacks with this weapon equal to the current battle round number.

## THE VEIL OF TEARS

*This Harlequin wears a delicate mantle woven from hyperconductive filigree and threaded with minute but exceptionally powerful sinkstones. These onyx-coloured gems can each absorb a colossal charge of energy, be it ballistic, kinetic, plasmic, psychoactive or whatever else. At the moment of absorption the veil gleams like silvery tears as the force of the enemy's attack is dispersed and absorbed, before it falls dormant again until it can be drained of power.*

Once per turn, the first time a saving throw is failed for the bearer, the saving throw is treated as being successful.

## DOMINO SHROUD

*Far more potent than the domino fields that normally cloak the Harlequins, this ancient shroud-field generator can fashion entire energistic simulacra of its wearer and impose them upon the sensoria of the foe so completely that – until they step once more from behind the veil of illusion – it is as though the wearer has vanished entirely from existence, replaced by their phantom doppelganger.*

Once per battle, at the end of any phase, if the bearer was not set up on the battlefield as reinforcements this turn, they can use the Spectral Apparition. If they do, place a marker within 12" of the bearer, then remove them from the battlefield and set them up again within 1" of the centre of the marker and more than 1" from any enemy models. The bearer is not eligible to charge in a turn in which it was set up in this manner, although the bearer can use this Relic in a turn in which it charged.

## DESTINY'S JEST

*This mask was said to have been fashioned by Vaul himself at Cegorach's request. Once donned it becomes one with its wearer, claiming them as completely as the battlegear of the most path-lost Exarch ever could. Destiny's Jest shifts from one battle to the next, the mask seemingly sensing the smallest nuances of fate or fortune that will sharpen it's wearer's performance to perfection.*

During deployment, select one of the following effects to apply until the end of the battle. Alternatively, you can roll two D6 (re-rolling duplicate results) to randomly determine two of the following effects to apply until the end of the battle:

1. +1 to the bearer's Attacks characteristic
2. +1 to the bearer's Strength characteristic
3. +1 to the bearer's Toughness characteristic
4. +1 to the bearer's Wounds characteristic
5. +3" to the bearer's Move characteristic
6. Improve the Armour Penetration characteristic of the bearer's melee weapons by 1 (e.g. AP -1 becomes AP -2)

# IMPERIAL HIVE WORLDS

**Galactic War Zones is an ongoing series of articles showing you how to build and paint your Warhammer 40,000 armies based around the many planets on which they live and fight. This month, you'll need your torches, because we're heading into the underhive.**

From barren wastelands and ash deserts rise the hive cities of Humanity. Like colossal termite mounds they soar many kilometres into the smog-choked skies, their enormity more akin to mountains than man-made structures. Within their adamantium and ceramite walls, billions of Imperial citizens eke out a meagre existence, toiling for uncounted hours in the hive's forges, manufactorums, processing plants and Administratum offices. Many escape to the underhives, where they enter worlds of gang warfare and endless strife. Many live in total darkness and never see the light, their lives consumed by the hive like fuel is consumed by a furnace.

Such hive worlds are the lifeblood of the Imperium, producing not only essential goods and weapons, but manpower, too. Millions of citizens depart the hive world every year, recruited into the Astra Militarum and dispatched to war zones across the galaxy. It is no wonder, then, that the enemies of Mankind wish to see such worlds destroyed, for without them the Imperium would surely crumble. Hives fall to insidious cults and the worship of dark gods while aliens infiltrate their inky depths to sow destruction and carnage. Other foes assault hive worlds for sport or conquest. Some, for food.

The humans that come from such worlds are natural scavengers and determined fighters – when you've lived a life as harsh as theirs, being conscripted into the Imperial Guard is quite often seen as an improvement. Some hive-worlders go on to join the ranks of the Tempestus Scions, Adepta Sororitas or even the Adeptus Astartes. Indeed, many Space Marine Chapters recruit from hive worlds because of the natural ferocity, resilience and survival skills of their inhabitants.

**NECROMUNDA**

Necromunda is a hive world situated to the galactic south-east of Terra. Its forges produce munitions and weapons for the Imperial armies, and the hive cities provide a yearly tithe of regiments to the Astra Militarum, the most famous of which are the Necromundan Spiders.

### HIVES OF SCUM AND VILLAINY

So what would a hive world army look like? Imperial Guard regiments are often made up of gang members who wear tattoos and symbols to show their former gang affiliations. Many even carry sidearms and equipment from their old gang days. Genestealer Cult members utilise the hive's industrial gear, their equipment in a poor state of repair from years of constant use. Aeldari Rangers and T'au Pathfinders use sophisticated night-vision equipment to penetrate the gloom of the underhives, while camouflaging themselves in dark wargear to hide in the shadows. Orks ride to battle in newly forged scrap-tanks, their Big Meks working overtime to make the most out of so much lootable war materiel. Tyranids darken their skin to blend in with their surroundings or adopt a new form of bioluminescence to terrify their foes. Imagine a legion of corroded Necrons awoken from a tomb hidden beneath a human hive.

We hope this article will provide you with some useful inspiration for how to paint and convert your models to show they come from an Imperial hive world. If you have an idea you would like to share with us, send us some pictures of your own creations to: **team@whitedwarf.co.uk**

### UNDERHIVE SCUM

**This House Cawdor ganger is one of the denizens of Hive Primus on Necromunda and a great example of what a hive world gang member might look like. He's clothed in mouldering robes, many of which will have been scavenged from the fallen, while the few panels of armour he wears are repurposed mining gear. His primary weapon is similarly cobbled together out of rusting pipes, angle-ground sheets of metal and an ancient autogun that was almost certainly made on-world. The devotional candle on his shoulder marks him out as a fanatical follower of the Imperial Creed, and doubles up as a handy light source. Such gang traditions and aesthetics often find their ways into the ranks of Astra Militarum regiments.**

### THE GLOOM OF THE UNDERHIVE

While the topmost spires of a hive city are opulent and wondrous to behold, the lower levels are dark, dank places where everything is in a state of decay or disrepair. Rust, dirt and grime are prevalent, along with pools of unidentifiable sludge. The lower you go in a hive city, the more undesirable it becomes.

# PAINTING YOUR ARMIES

## The lower reaches of a hive city are dark and dismal places, but that doesn't mean your models have to be! These colour schemes represent just a few of the ways you could paint your armies.

Hive cities – particularly the underhives and industrial complexes – are traditionally quite monochrome places, ranging from sepulchral black to dirty off-white, with every shade of grey in between. They're dusty, dirty, grimy, rusty places, and these tones and colours will rub off (so to speak) on your models, too. But they don't have to be painted solely in black, brown and grey. Hive cities are industrial areas, so colours such as red, orange and yellow are often used to denote hazardous equipment, chemicals and machinery. Other colours such as blue and green make for great spot colours, denoting warriors of status or particularly dangerous weapons (like plasma). Remember that some fighters that enter a hive city may not make any effort to blend in at all – Space Marines rarely obscure their Chapter colours, and most Orks (Kommandos aside) are unlikely to care if their armour is bright blue.

### KASTELAN ROBOT 9-ONDOS

**This robot hails from Ryza, a forge world known for its fierce-tempered battle automata. The orange-and-white colour scheme is a great way to make a model stand out from a dark urban environment, while the rust streaks, dirt and battle damage clearly link it to its environment.**

### SALAMANDERS ELIMINATOR

**This Salamanders Eliminator retains his Chapter colours, but wears a camo cloak of black and grey to help him blend in with the shadows of an underhive environment.**

### THE 29TH ZETIC TIGERS

**The Tempestus Scions of this regiment are skilled tunnel fighters and have adopted black armour and dark fatigues to help them blend in with their environment. Yellow has been used as a spot colour for regimental markings.**

### WRACK OF THE BLACK DESCENT

**The coven of the Black Descent are masters of traps and snares, making them excellent underhive fighters. Their bright turquoise and red colour scheme is a stark contrast to the dark metallic bases they stand on.**

### THE MOULDERING POX

**In the dankness of a hive city, sicknesses fester and living flesh begins to rot. This Plaguebearer has been painted to look like necrotic skin, while his open wounds have been picked out in fatty oranges to provide contrast.**

### HIVE FLEET JORMUNGANDR

**The Tyranids of this hive fleet often burrow beneath a planet's cities, waiting for just right moment to strike. Their black and yellow colours are reminiscent of industrial hazard stripes.**

### GENESTEALER CULTS

Genestealer Cults often begin in hive cities, where they grow undetected in its deepest underground reaches. The colour scheme to the left features dark wargear and armour contrasted with bright orange fatigues and a flash of yellow hazard stripes. The Rockgrinder below features a light grey colour scheme that has been painted to look worn and filthy as if it's been underground its entire life. Again, the hazard stripes add a flash of colour and help tell the story of a hive city where industry and manufacturing are of vital importance.

### THE GANGS OF NECROMUNDA

The gang fighters of Necromunda are great examples of the sorts of colours you can use on your hive world miniatures. Most of their colour schemes are pretty dark, featuring black or brown leather and dark oily metals that fit the aesthetic of an industrial city. Their bases are similarly rusty and weathered. Each gang then has its own range of signature spot colours, be they yellow, blue, red or green. A bold spot colour that contrasts with the overall dark colour scheme is a great way to help draw the eye to a miniature on the tabletop.

HOUSE ORLOCK

HOUSE ESCHER

HOUSE VAN SAAR

HOUSE DELAQUE

HOUSE GOLIATH

HOUSE CAWDOR

# CONVERTING YOUR MODELS

## Converting some (or all) of your models is a great way to show that they come from a particular world, city or culture. Here we present a few examples of how you can convert hive city warriors.

Hive cities are dirty, cramped places, and the warriors who fight in their close confines will often find themselves cut off from supply lines or forced to fight in suboptimal conditions. They will scavenge and repurpose equipment, make field repairs to their wargear and utilise whatever they can find to get the job done. Gas masks and rebreathers are a great way to show that your fighters are engaged in close-quarter fighting, as are excess knives, bayonets and other combat weapons. Many fighters will add extra panels to the front of their armour for when they're fighting in tunnels, while short-ranged guns such as shotguns and flamers are another great touch. Skitarii and Genestealer Cult kits in particular offer up a wealth of conversion opportunities, so it's always worth seeing if your fellow hobbyists have any spare parts lying around that they may not need.

### IRON KNIGHTS VETERAN INTERCESSORS BY ANDY BARLOW

**Andy converted a unit of tunnel-fighting Space Marines using Intercessor and Hellblaster bodies with helmets and shoulder pads taken from the Mark III Space Marines kit (Iron armour was originally designed for close-quarters fighting, making it perfect for these conversions). Two of the models carry breaching shields taken from a Forge World Breacher kit, while the Sergeant's shield comes from a Tartarus Terminators upgrade pack. Andy also upgraded all of his models with ammo pouches and grenades taken from Deathwatch models. The auspex arm comes from the Repulsor Executioner, while the backpack-mounted camera comes in the Imperial Fists Primaris Upgrades frame. A little battle damage and a few bullet holes gives Andy's Intercessors a battle-worn appearance.**

### ORK KOMMANDOS BY LEWIS COLLINS

**Lewis wanted his Ork Kommandos to be leaping into combat, so he cut the models at their waists and combined them with legs from Stormboyz. To make their poses even more dynamic, he cut their arms at the wrists and reposed the hands so they are stabbing downwards or aiming their sluggas. Lewis converted the Kommando Boss by giving him a power klaw and kitbashed his head using the top of the model's original head combined with the lower jaw of a Stormboy. A suitably gritty paint scheme using plenty of Forge World weathering powders makes these Orks look like proper underhive scrappers.**

### GENESTEALER CULTISTS BY JOHN BELL

John built his gang – the Cult of the Devouring Earth – to use in games of Necromunda. To represent the cramped, industrial environments they'd be fighting in, John converted them to carry autopistols and close-combat weapons such as wrenches and crowbars, which he took from the Atalan Jackals kit. He also converted his flamer-wielding cultist using the torso of the Wolfquad rider, reasoning that anyone who runs down a tiny corridor with a flamethrower will probably want some kind of protection. Several of the models also wear backpacks, which John made from the Jackal saddlebags. His colour scheme was achieved primarily with Contrast paints, the armour being painted Skeleton Horde over Wraithbone, while the black areas are Basilicanum Grey over Grey Seer.

### ADEPTUS MECHANICUS WARBAND BY NICOLAS GRILLET

Nicolas wanted to build and convert a warband for Necromunda and came up with the idea of an ancient Adeptus Mechanicus sorority lurking in the depths of the city. Most of the models are based on Escher gangers combined with Skitarii parts and pieces from the old Wood Elf Glade Guard kit. The warband leader (below left) is built from a Kataphron Breacher with parts taken from Necrons, Space Marines (her hat is part of a backpack), Flagellants (the banner) and countless other kits. Nicolas painted his warband in dirty, gritty colours to emphasise their grim existence below ground. He applied all his base colours first, then applied several heavy washes to dull everything down. An industrial yellow acts as a spot colour on embroidered hems, tribal tattoos and loincloths.

# PAINTING THE ZONE MORTALIS

## One of the best ways to represent a hive world or underhive battlefield is with the Zone Mortalis terrain set. Studio painter James Perry shares some useful tips on how to paint it.

**James:** Underhive terrain is really quick to paint, and you can get great results with just a few simple techniques. An important thing to remember with underhive terrain like the Zone Mortalis is that it's going to be pretty dirty. Not only is it the heart of an industrial area, but it's now also a war zone. Gangs will spray the walls of their territory with graffiti, while Enforcers and Imperial officials will plaster them with wanted posters and propaganda. Everything will be covered in all manner of filth, from dust and dirt to rust and blood. Essentially, you really wouldn't want to touch anything in an underhive.

### PAINTING THE UNDERHIVE

This guide illustrates a few techniques that you can use on your own underhive terrain. For this example, I sprayed the walls with Grey Seer, then applied a coat of Apothecary White to create definition. I chose a light colour because it will help make the weathering effects show up better. It will also act as a great backdrop to the dark-coloured models you expect to find in an underhive environment. Wraithbone, Zandri Dust and Death Guard Green would also be great starting points. Just remember, the darker you go, the less dirt you'll see.

### BASES

You can paint the bases of your models using exactly the same technique as the rust stages shown to the left. Simply spray them with Leadbelcher, then clamp them into a Citadel Colour Painting Handle to paint them.

### RUST

Basecoat: Leadbelcher

M Base

Wash: Agrax Earthshade

M Shade

Technical: Typhus Corrosion

M Base

Drybrush: Mournfang Brown

M Dry

Drybrush: Troll Slayer Orange

M Dry

## BLOOD

Dip your S Dry Brush into a pool of Flesh Tearers Red, then wipe off the excess paint on a paper towel. Using a Texture Tool, bend back the bristles of the brush and flick the paint towards the wall. If you are painting your underhive in sub-assemblies, try to keep the blood to a single panel. Otherwise, you could have arterial spray appearing out of nowhere.

## DUST

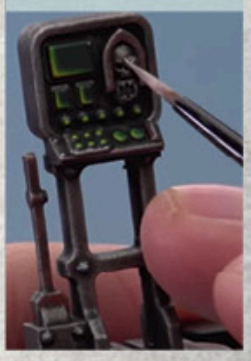
Thin down a little Steel Legion Drab (or any sandy colour) in a 4:1 ratio with water until it is the consistency of milk. Then apply it to the whole area you want to 'dust'. As the water dries, a small about of paint should be left naturally in the recesses, with most of the colour settling on horizontal surfaces, just like it would in real life.

## CHIPPED PAINT

For this technique, you will need a small piece of sponge and Dryad Bark. Put a small amount of Dryad Bark on your palette, then lightly dip the sponge into it. Dab most of the excess paint off, then gently sponge the wall. Focus on the corners and lower areas of the walls and floors, as these are the areas that will take the most knocks and scrapes.

### CONTROL PANELS

Want to know how to paint your Necromunda control panels? Head over to the Warhammer TV YouTube channel for a quick two-minute instructional video. Easy, eh?



## DIRT

Dirt is basically a bigger version of dust (see above) and only really accumulates on horizontal surfaces and around the bottoms of walls. For this stage, take your M Base brush and liberally apply Stirland Mud to the bottom of the Wall. The more you apply, the heavier the texture will be. You can then apply smaller amounts of dirt to other horizontal surfaces.

## GRIME

This could be leaked oil, water damage, sewage – anything that leaves a nasty brown stain. Paint the area with Lahmian Medium, then, before it dries, dab patches of Agrax Earthshade onto it. The medium should diffuse the shade over the area, creating streaks of colour. Try using other Shades such as Athonian Camoshade to get different effects.

## POSTERS

Find inspirational in-universe posters online (the Warhammer Community site is great for this) and print them out really small. Cut out the posters and soak them very briefly in thinned-down PVA and water. Then stick them to the wall. Alternatively, cut out small pieces of paper and soak them in Seraphim Sepia or Agrax Earthshade for a really aged look.

## GRAFFITI

Apply a transfer from the Necromunda: Underhive Graffiti Transfer Sheet to the wall. Once dry, paint with a coat of Stormshield to secure it in place. If it appears a little shiny, paint a coat of Lahmian Medium over the top. Bear in mind that this graffiti in stencilled on, so avoid bending the transfers around corners, as they'll begin to look unrealistic.

### TERRAIN COMPLETE

**So this is what a complete wall panel can look like, complete with dirt, blood, grime, dust, posters, graffiti, chipped paint and rust. All the effects are on there, but layered up however I felt like it at the time. The last things I actually painted were the lights, which are painted Naggaroth Night with a wash of Nuln Oil. There is a temptation to paint them bright white, or even with a glow around them, but I didn't want them standing out too much. This is the underhive, after all – it's not the brightest or most inviting of places, and the lighting should reflect that.**

# THE RUST PIT

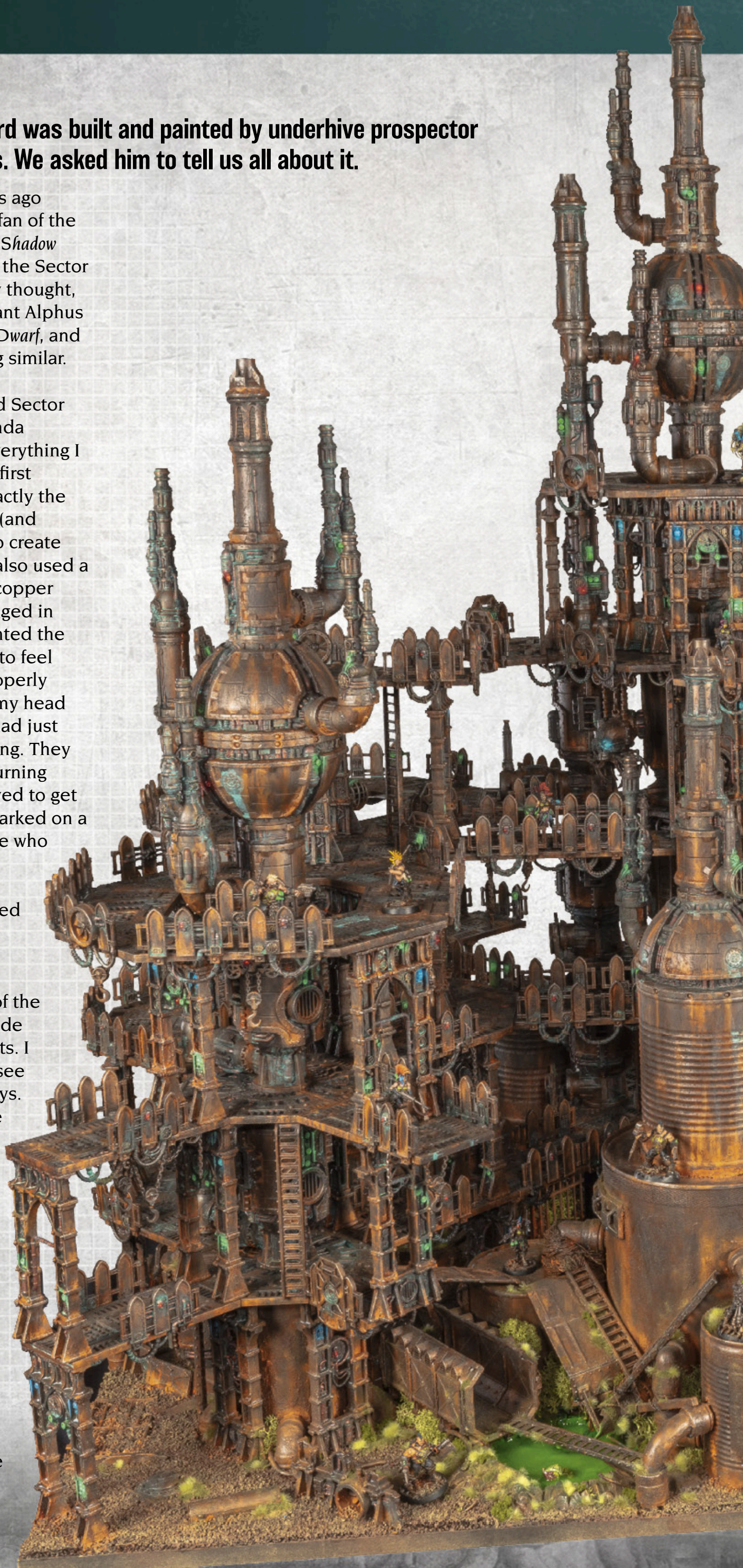
## This impressive Necromunda board was built and painted by underhive prospector (and keen hobbyist) James Acons. We asked him to tell us all about it.

**James**: I first got into Necromunda years ago when I was a kid, and I've been a huge fan of the game and the setting ever since. When *Shadow War: Armageddon* came out in 2017, I saw the Sector Mechanicus scenery, and I immediately thought, 'Necromunda'. Then I saw the Ferro-Giant Alphus display in the April 2017 issue of *White Dwarf*, and I knew that I wanted to build something similar.

I started mixing up the new kits with old Sector Imperialis terrain and classic Necromunda bulkheads, scavenging anything and everything I thought might look useful to create my first buildings. Coffee cans proved to be exactly the right height and diameter to fit around (and underneath) the terrain, enabling me to create distillation towers and storage tanks. I also used a fair number of computer components, copper pipes and pieces from old toys, all wedged in where I could find space for them. I wanted the board, particularly on the lowest level, to feel really cramped and cluttered, like a properly run-down underhive setting. I got into my head the idea of an ancient hive dome that had just been rediscovered by a prospecting gang. They started hooking up power cables and turning everything on when everyone else arrived to get a piece of the action. I'm currently embarked on a campaign using all six main gangs to see who will take control of the dome.

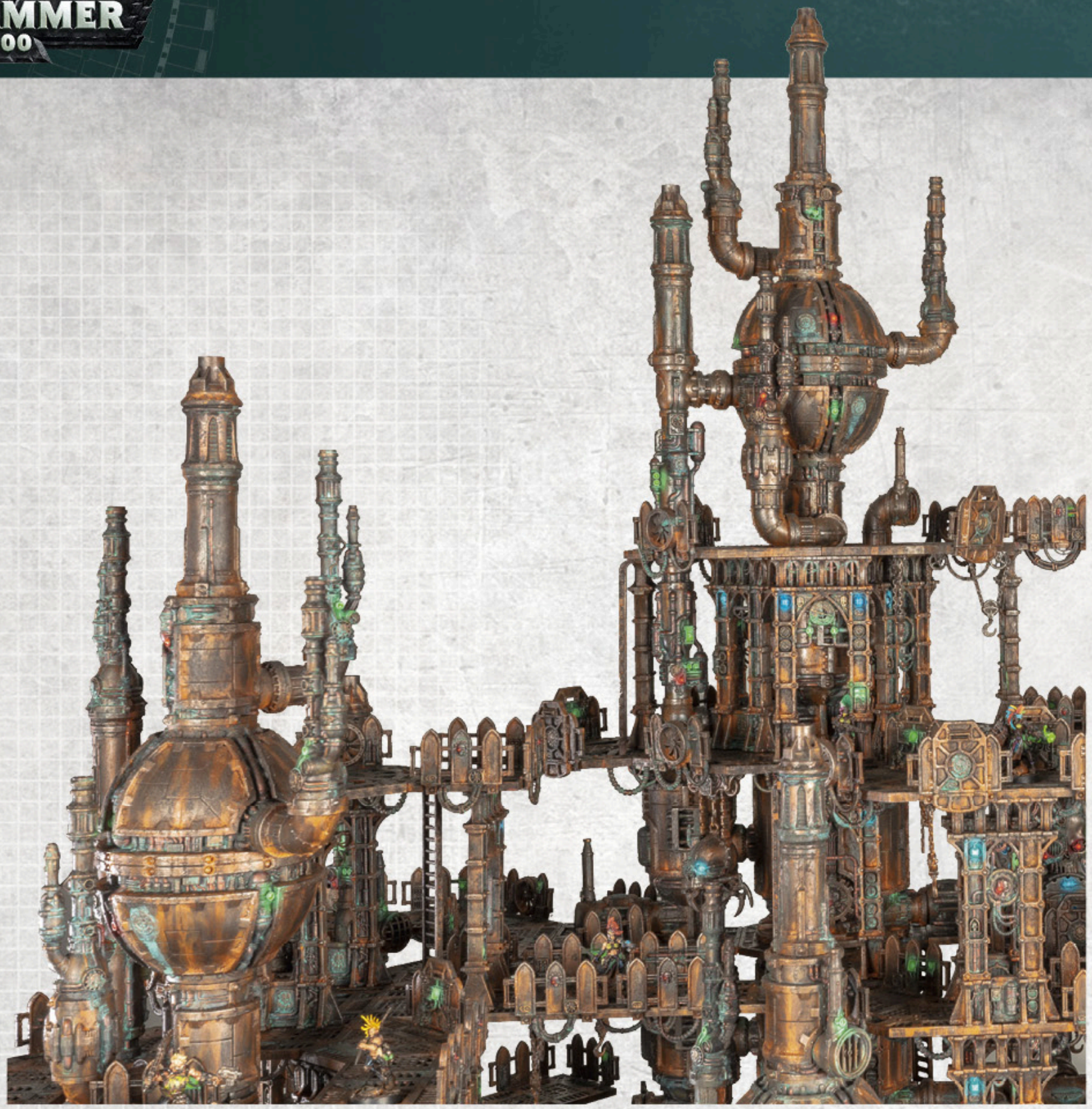
I actually had no plan at all when I started building my terrain – I just kept adding pieces to the construction. While the lower levels are more ramshackle and ad-hoc (representing the oldest areas of the dome), the second story upwards is made almost entirely of Sector Mechanicus kits. I had a little competition with myself to see how ludicrous I could make the chimneys. It's a testament to the modularity of the kits that there are only two or three areas on the whole board where the pieces don't quite match up. Fortunately, this is the underhive – gaps are to be expected!

While there is one definitive build to my terrain – the display you see here – the two base boards and the scenery on top of them are entirely modular. The base sections can be orientated any way around each other and the scenery built on top of them to whatever height I like. I have plans to build another two boards to double the size of the piece.



'I painted the whole board in sections so that I could paint each piece more easily and keep the boards modular,' explains James. 'I undercoated all the parts with Chaos Black, then painted patches of them with Martian Ironearth and Martian Ironcrust to give some of the metal a flaky, rusty texture. I then drybrushed everything with Warplock Bronze and Leadbelcher. Next I painted the pipes and chimneys **(1)** with Screaming Bell and Brass Scorpion to help define them from the ironwork. The next stage was covering everything in patches of Typhus Corrosion to add another level of texture to the scenery, which I drybrushed with Mournfang Brown, Troll Slayer Orange and Fire Dragon Bright to make everything look really rusty. The verdigris is just a layer of Nihilakh Oxide.'

James used tin cans, spare ladders, bits of tanks, Munitorum containers and craters to build the sump pits at the bottom of the board **(2)**.



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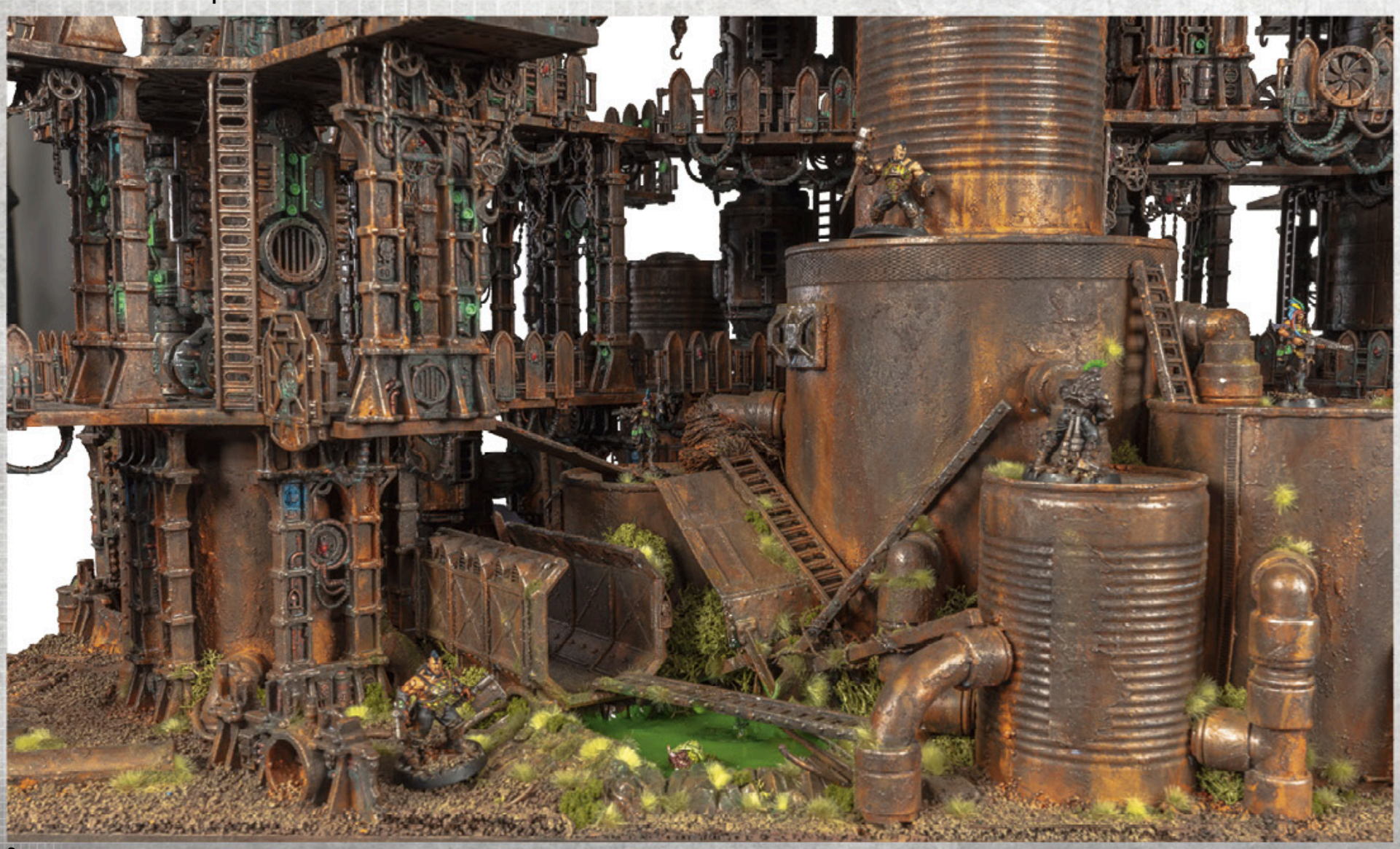

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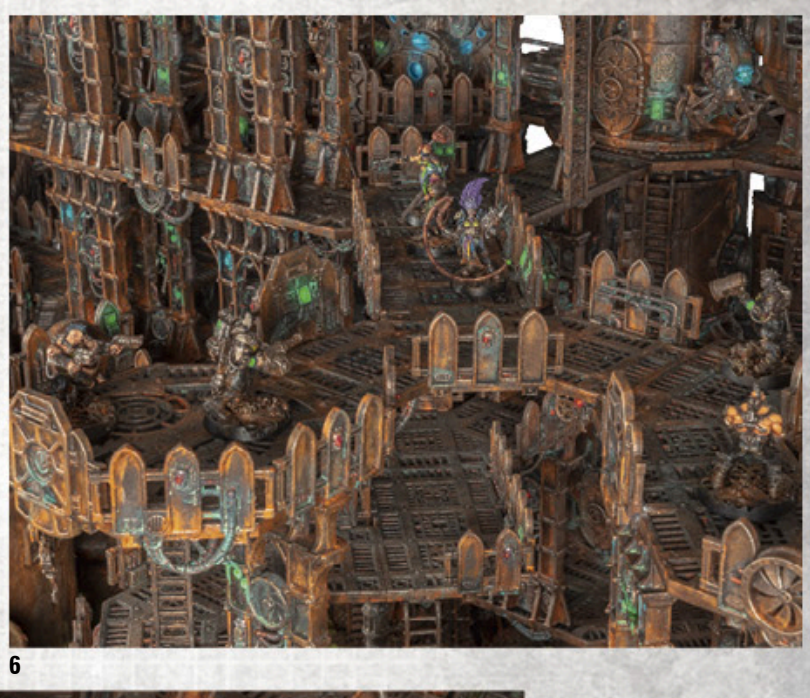

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James used object source lighting on all the lights to represent the hive dome being reawakened **(3)**. The blue lights are painted Sotek Green, then drybrushed with Temple Guard Blue and Baharroth Blue to get the glow effect.

The first building James built is a fighting pit **(4)** made out of old scenery kits and high fences from a toy zoo.

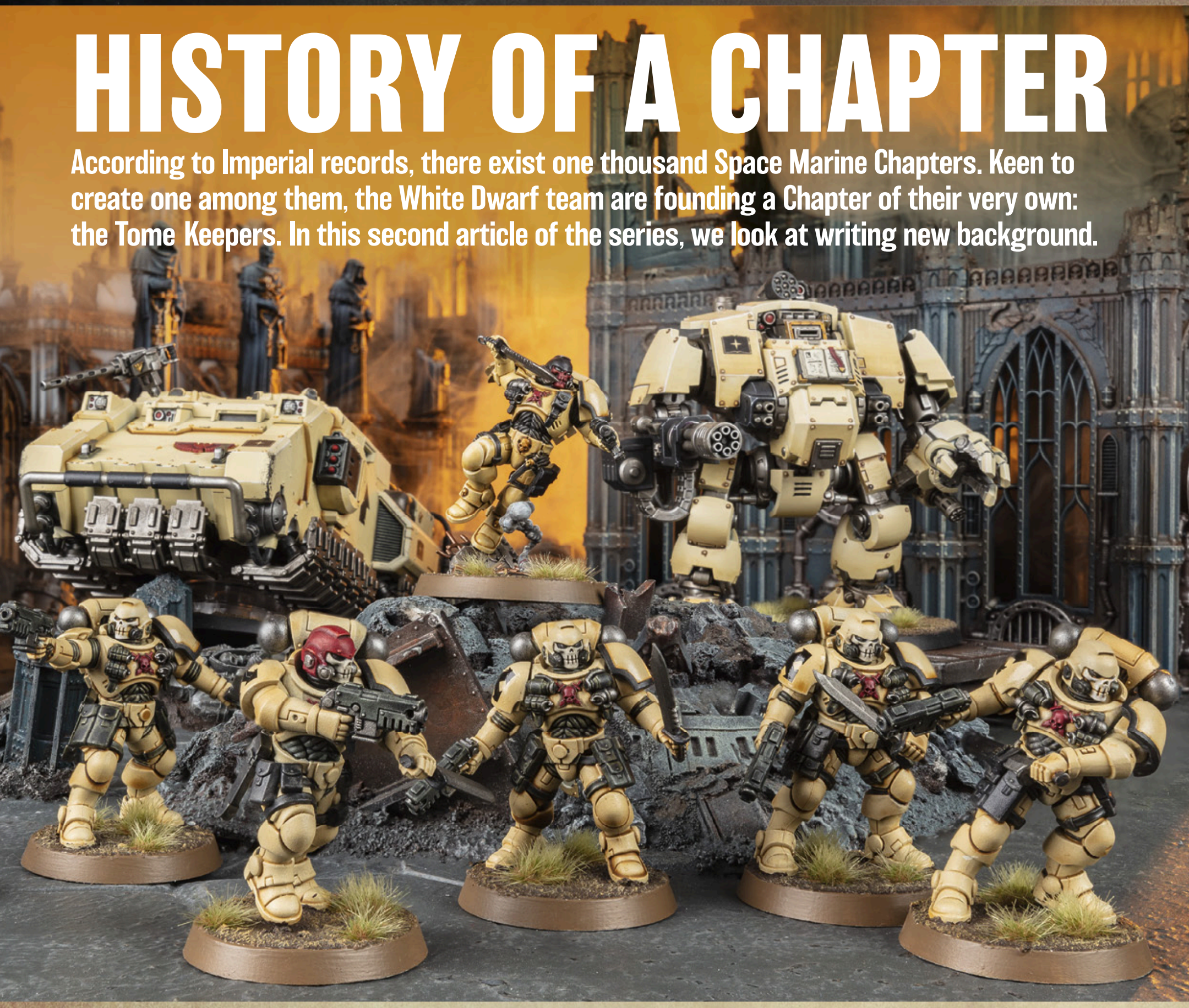
Despite the jumble of debris on the ground floor **(5)**, James built the board so that every inch of it can be reached for gaming.

Every walkway is modular **(6)**, so James can reconfigure them (or even use them for games of Warhammer 40,000) every time he plays.

The centre of the board features two sump pits full of green goop **(7)**. It might be food. It might be toxic. Who knows?

# HISTORY OF A CHAPTER

**According to Imperial records, there exist one thousand Space Marine Chapters. Keen to create one among them, the White Dwarf team are founding a Chapter of their very own: the Tome Keepers. In this second article of the series, we look at writing new background.**



Last month we introduced the Tome Keepers, a brand-new Chapter of Space Marines being created by the *White Dwarf* team. Our goal is not only to write about, design and paint models for a whole new Chapter, but to detail the process we've gone through in the hopes of inspiring other hobbyists to do the same. After all, there are approximately a thousand Chapters, and many of them have yet to be identified. As a hobby community, we've still got a lot of work to do!

In the previous issue, Lyle talked through some of the ideas we've come up with for our two prospective Chapters: the Astral Hounds and the Tome Keepers. He explained how we'd approached coming up with those ideas and how we'd structured our thoughts into something coherent. He even painted a few test models to help us a pick a colour scheme. After all, if we didn't like the colour scheme, we might change our minds on what Chapter to paint entirely! We eventually settled on the Tome Keepers and decided upon a colour scheme, a Chapter icon and their armour markings, as well as some key points about their background.

But creating a new Chapter isn't quite as simple as putting pen to paper. So Lyle and Dan sat down with Andy Clark and Callum Davis from the Warhammer 40,000 background team and started fleshing out the ideas we'd come up with. Some went where we expected. Others took unexpected and very exciting turns that we will delight in divulging over upcoming issues. For now, though, we're going to continue the series by looking at some of the Chapter history that we've been working on. The background is still evolving, so don't go expecting an Index Astartes-style article just yet! We've presented this article roughly chronologically, so you can see how our ideas evolved and took shape as we worked through the project.

**IDEAS SHAPE THE COURSE OF HISTORY.**
– JOHN MAYNARD KEYNES

# THE SPECIAL SAUCE

### THE CHRONICLERS

The idea that the Tome Keepers are fixated on history came up early on in the discussion of our Chapter's background. As we mentioned last issue, we wanted to create a Chapter whose warriors were also archivists, scribes and librarians charged with maintaining repositories of books and information. Dark Angels have their secrets, Space Wolves have their curse, Lamenters are deeply unlucky – every Chapter has its 'thing' that makes them unique. The chroniclers and their history books would be our unusual Chapter quirk. But why would a Space Marine Chapter have such an obsession with history? Space Marines are traditionally seen as warrior monks, not archivists, so there must be a reason for their unusual interest in literature. We knew the 'what', but we had to define the 'why'.

### THE RETURN OF THE THING AROUND THE STAR

Well, as with all things fictional, the story began in the real world. One initial idea was that the Tome Keepers would have an unusually high proportion of Librarians in its ranks due to some kind of psychic mutation in their gene-seed. We debated how this would come about. Could it come from their parent Chapter, perhaps? Maybe it was something to do with the world they recruited from. Could the unusual energies emanating from the star (and The Thing Around the Star™) be creating a genetic mutation? All of these seemed like viable ideas as we started writing, even fleshing out entire sections of Chapter history. Then we realised that what we were writing felt too similar to the background for the Blood Ravens. We returned to the chroniclers and books, but we wouldn't forget the star.

What, exactly, are the Tome Keepers recording? Are they general history books or specific to the Chapter? Are they military strategy books? Maybe some of them are censored books. Could there be animosity between the Chapter and the wider Imperium (or a part of it) because of the contents of these books? Are they records of something? It was this last thought that led us to the path we eventually took.

### CHAPTER QUIRKS

Every Chapter has something that makes them unique, that gives them a reason for being the way they are. Some of these quirks are quite small, such as a deviation from Codex-approved iconography. Others are a genetic mutation that is sanctioned (like that of the Salamanders) or unsanctioned (like the Wulfen of the Space Wolves). Sometimes the quirk is a closely guarded secret, as in the case of the Dark Angels and Blood Angels, or a mystery, like that of the Lamenters.

# NEW RECRUITS

## SHORT LIVES, LONG BOOKS

Last month we mentioned how we liked the idea of our Chapter recruiting from a world where people had very short lifespans due to the planet's harsh conditions. Imagine, then, a society where progress is painfully slow because people die at a young age before they can reach their full potential. People must learn their craft quickly so that they can contribute to society before they expire, and there is precious little time to pass on that knowledge from master to apprentice, from one generation to the next. For this reason, in place of oral traditions and effective mentorship, the people of this world have written records of *everything*. When death takes a person, these records enable their successor to continue where they left off, if only for a few short years before they too must pass on the torch to the next scientist, artisan or strategist in line.

**Below:** The Blood Angels were a source of inspiration for us when it came to looking at Chapter aspirants. The tribesmen of Baal Prime and Baal Secundus live a harsh existence on their barren moons, and their transformation into Space Marines is something incredible to behold. We wanted our people to undergo a similar metamorphosis.

This gave us the idea that each person on this home world would record their deeds for posterity in their own personal or family book, essentially like a journal. This, combined with their life's work and their quest to record every bit of knowledge possible, would create a colossal amount of information worthy of filling many libraries. Now we knew why the Tome Keepers are historians, so it was time to explore how this paradigm shaped the character of the Tome Keepers.

## BREAKING THE NATURAL ORDER OF THINGS

We thought it would be interesting if the augmented lifespan of the Tome Keepers was a source of conflict with the short lives of the people of their home world. Rather than revering the Space Marines as demigods, they would be viewed as untouchables – unnatural outcasts whose genetic enhancements upset the normal cycle of life and death. Even the Tome Keepers themselves would be conflicted between their duty to serve and their natural place among the deceased. Perhaps many warriors of the Chapter view entombment in a Dreadnought as the ideal compromise between service and death. They might view those who continue to fight from within the shell of a Dreadnought to be dead, their bodily existence ended, and yet still able to fulfil their oath to defend humanity.

Then we came back to the personal books. What if every Tome Keeper carried their own book just like they did before they became a Space Marine? They may not necessarily have to carry it into battle (books are not particularly suited to the rigours of war), but we liked the idea of them having either symbolic versions of them on their belts, or else books that are kept among their personal effects that they would then update after each battle, noting down observations on the foe or tactics and strategies that worked particularly well. In this way, the Chapter would continue the practices of their home world while accumulating vast amounts of knowledge and information on the galaxy's many threats.

**THERE IS A HISTORY IN ALL MEN'S LIVES.**
– WILLIAM SHAKESPEARE

A side note to this was that such records may well get the Chapter in trouble, for they are likely to see and record things that others may not want them to. They are unusually uncensored within their own ranks, which we feel strengthens their morality, but this could easily see them come into conflict with other Imperial institutions (*cough* the Inquisition *cough*). We threw around an idea of the Tome Keepers going into battle alongside another Chapter and perhaps almost coming to blows over a difference of ideas or something they shouldn't have seen. That's a thread we'll pull on another day, though.

# THE FOUNDING

### NOT TOO OLD, NOT TOO YOUNG

Every Space Marine Chapter has a founding. Some are known, others are not. We wanted our chapter to be old, but not of the Second Founding. That particular founding felt like well-worn ground, in our opinion. We decided not to choose the thirteenth (the Dark Founding) or twenty-first (the Cursed Founding) for a common reason – the Tome Keepers are a Codex Chapter with a few unusual ideas, not potential renegades or genetically unstable. We settled on the Fourth Founding for a couple of reasons. Firstly, there is a good amount of existing background about that time period thanks to the War of the Beast novel series by Black Library. Secondly, it left plenty of time for the aftermath of the Horus Heresy and thousands of years of Imperial history to fade into mysteries to uncover, while still leaving many thousands of years for the Tome Keepers to accumulate knowledge, stories and glory. So much future history to gather, and yet so much past history lost to time! Of course, the challenge of creating a Chapter from an early founding is that you have to research everything very carefully to ensure you're not causing canon conflicts. Fortunately, the galaxy is a big place, and it's pretty easy to sneak in a thousand Space Marines when no one's looking.

### NOBLE HERITAGE

These decisions about the founding helped us decide on our parent Chapter at the same time. We were almost certain it would be Ultramarines or Imperial Fists. They are the most stable and, with all due respect to the others, 'normal' of the original Loyalist Legions. No blood drinking, secret heretics, genetic curses or obsession with machines for us! In the end, we chose the Ultramarines, mainly because we didn't want the parent Chapter to be a defining element of the Tome Keepers.

One of our main goals when creating the Chapter was to help shine a light on some of the processes of the Imperium that we don't really read much about, and we thought we could explain some of this through the lens of a new Chapter being founded. For example, how is the new Chapter Master picked? Do they come from the same Chapter as the gene-seed? Where do one thousand suits of armour come from? How is a home world selected? How is the fleet acquired? Where do all the logisticians, artificers, labourers and so on come from? There are a lot of questions and not many answers in existing background. But there's a reason for this …

**Below:** The Ultramarines are the most prolific Chapter when it comes to creating genetic descendents. Their gene-stock is pretty pure, which meant we could focus on having a Chapter quirk that was based in ideology and organisation rather than something genetic. It also meant we could tie the Tome Keepers to Roboute Guilliman. It's always handy to know the guy in charge.

# THE FIRST TOME KEEPERS

**Last month, we mentioned how there was a studio-wide challenge taking place in which those involved had to paint a new 25-power army for Warhammer 40,000. Well, our editor Lyle decided to paint his Space Marines as Tome Keepers, basing his colour scheme on the test model he painted for last month's Chapter creation article.**

**'I used the same base colours as last month for the infantry, using Wraithbone spray as an undercoat followed by an all-over coat of Skeleton Horde mixed with equal parts of Lahmian Medium,' explains Lyle. 'We're thinking about basing most of our background around the 3rd Company in the Chapter, which is why I painted the chest eagle red. Other Companies could have different-coloured eagles as provided by the Codex Astartes. I also decided to paint a Redemptor Dreadnought as part of my starting force based on the background that we'd come up with for the Chapter and how they see Dreadnoughts as a good compromise between life and death. Its sarcophagus is adorned with a book taken from the Ravenwing Accessory Pack.'**

For his vehicles, Lyle airbrushed them Ushabti Bone, then applied a wash of Seraphim Sepia to the recesses of the armour panels. He painted them this way because he wasn't sure if he could get a consistent finish with Skeleton Horde over such large flat areas (Contrast paints work better on smaller models and areas with texture). He then highlighted the panels with White Scar and applied a few areas of light battle damage.

# NEVER GIVE IT ALL AWAY

### A DARK AGE OF KNOWLEDGE

The Imperium, and the 41st Millennium as a whole, is a colossal galactic mystery. Not because things haven't been known, but rather because they've been forgotten. Technology is misunderstood and misused. Knowledge is lost, found, misinterpreted, then preached as gospel. History is written by the victors, whether true or false. Lies become truths because so much time has passed that no one alive knows them to be lies any more. And so on.

**WHAT IS HISTORY BUT A FABLE AGREED UPON?**

– NAPOLEON BONAPARTE

Part of the appeal of the Warhammer 40,000 universe is that it is full of mystery, and one of the keys when writing anything is not to make it straightforward. For example, have you ever wondered why there are two missing Legions? Well, it's a mystery, and it may always be. And it's actually more exciting for it to be a mystery than to know who they are. After all, two missing Legions offer up infinite possibilities and storylines that can be pondered over in countless different mediums – or in your own hobby creations. The alternative number of known possibilities is, well, two. Not so exciting, is it?

### THE MYSTERIES OF THE TOME KEEPERS

We decided early on that there would be areas of our Chapter that we would also like to keep shrouded in mystery, at least to begin with. One of those areas is the Thing Around the Star, which we've got all the base ideas for, but which we're going to reveal over time as we develop the Chapter's background. It might be years before we develop that story arc. It might be never! We know the star itself is going to have a detrimental effect on the lives of our home world's inhabitants – that much is now enshrined in Tome Keepers lore. We also want the thing around the star to be a semi-operational piece of ancient technology that appears to contain some of the worst excesses of the star's radiation. Quite what its exact function is or who made it though, are – you guessed it – a mystery! We know the answers, of course, but no amount of bribery will make us tell you. You can try sending us cake, though. That might work …

Another area we want to leave a mystery is the White Book. This is the Chapter's most important relic, its most guarded collection of knowledge. But its tragic irony is that it's so sacred and so old that it has to be kept in a stasis field in the Chapter Fortress Monastery to keep it from disintegrating. If only the two pages that it's open on – the only two pages that people can read – didn't end on such a monumental cliffhanger …

**THE LONGER THE TIME LAPSE, THE DUSTIER THE HISTORY – UNTIL IT DEGENERATES INTO FABLES.**

– ISAAC ASIMOV

No doubt there will be other mysteries in the Chapter's long history. Perhaps there's a chronicle or a conflict the Chapter would rather not talk about or has hidden from the wider Imperium.

### THE ERA INDOMITUS

Of course, while the Chapter's history is all very exciting, it's what the Chapter's doing now that's important, and the Tome Keepers are almost certainly getting involved in the Indomitus Crusade in some way, shape or form. At the very least, it enables them to travel across the galaxy and get stuck in alongside other Imperial forces, thereby enabling us to explore the wider Imperium through their ever-curious eyes, which has been one of our main goals all along.

We've got a few ideas about their most recent history that we're still working on. We reckon their penchant for curiosity and recording stuff has caused them to fall out of favour with other areas of the Imperium, and they've found themselves a bit cut off as late. Maybe their hostility towards the practices and beliefs of the Ecclesiarchy has got them in hot water for some reason. Perhaps the Inquisition has taken an interest in the White Book. Whatever the cause of the Tome Keepers' struggle, we know that our Chapter has taken a real beating towards the end of the Millennium, so that when Guilliman returned, the Chapter was down to about three hundred or so battle-brothers. That would give us the scope to recruit plenty of new Primaris Marines, a shift in fortune after being cut off for some time. Perhaps the Chapter has even been blessed by Guilliman for their diligence and steadfastness over the last eight thousand years. After all, they are Ultramarines successors, so Guilliman will love them, right?

Incidentally, he hasn't seen the White Book yet.

By this point, we'd started thinking about Chapter organisation, but as you'll probably have noticed, we're almost at the end of the page, and there's another article after this one. So you'll need to come back next month, when we'll be talking through our thoughts on our Chapter's organisation and introducing some of the characters we're creating. We might even have a few models of them to show off, too!

**WE ARE NOT THE MAKERS OF HISTORY. WE ARE MADE BY HISTORY.**

– MARTIN LUTHER KING, JR

**COMING SOON**

Next month we take a look at Chapter organisation and how the Chapter doctrines in *Codex: Space Marines* can be used to represent the Tome Keepers on the battlefield. We'll also be taking a closer look at one particular battle company and the characters that lead it into battle.

# THE WITCH-HUNTING ELITE

**Psykers are an ever-present threat to the security of the Imperium, be they aliens, heretics or even sanctioned psykers of the Adeptus Astra Telepathica. It is for this reason that kill teams of Silent Sisters are sent out into the galaxy – to hunt, persecute and eradicate them.**

The Sisters of Silence are one the Imperium's most specialised organisations. It is their duty to hunt down, bring to heel and persecute witches – those humans and aliens who wield psychic powers. The Sisters of Silence are able to perform such hazardous tasks because they themselves are psychic nulls, their bodies and minds utterly immune to the power of the warp. So potent is the aura that surrounds them that they are able to nullify psychic powers just by their mere presence. Those attuned to the warp find themselves in excruciating pain as their abilities are smothered, while even ordinary people find themselves nauseated and disoriented when Silent Sisters are nearby. Though rarely fielded in open battle alone, the Sisters of Silence often fight alongside other Imperial forces or engage in covert missions to hunt down witches and enemy psykers.

### TIME TO HUNT SOME WITCHES!

The best way to build a Sisters of Silence warband is with a couple of boxes of Sisters of Silence – who'd have thought it? This kit enables you to build all three unit types and includes options so you can build a Superior to lead them into battle.

### MUSTERING THE KILL TEAM

Over the next few pages, you'll find rules for using the Sisters of Silence in games of Warhammer 40,000: Kill Team. Opposite, and over the page, you'll find a host of cool background options for your kill team, including secret missions, squad quirks, individual demeanours and even a name generator. Three datasheets enable you to field all of the different variants of Silent Sisters – Witchseekers, Prosecutors and Vigilators – and there are points costs for all of them and their wargear. Also included in this article are four new tactics for Sisters of Silence warbands – one generic one to be used by all Sisters and one each for the three different unit types. Now go forth and burn those heretics!

*For painting advice for your Sisters of Silence warband, check out White Dwarf from October 2019, which is still available as a digital download.*

# SISTERS OF SILENCE

**The Sisters of Silence are the Imperium's most highly trained and focused witch-hunting operatives, not only thanks to their specialised equipment and superlative skills, but because every single Silent Sister bears the same mutation: they are all psychic nulls.**

| D6 | MISSION: UNSPOKEN DUTY |
|---|---|
| 1 | **Witch Hunt:** An enemy psyker has been marked for a swift death. This band of Silent Sisters will hunt and slay them. |
| 2 | **Tithe-takers:** These Silent Sisters are attached to a Black Ship here to gather the tithe of psykers, and they will not be denied. |
| 3 | **Unsettling Rumours:** Nebulous reports have emerged about a rising psychic threat, one that must be investigated before it manifests as something terrible. |
| 4 | **Secure and Suppress:** An artefact has come to light containing the soul of a notorious witch. It must be claimed before its malign influence can spread. |
| 5 | **The Cull:** Those who aid the psyker, those who worship the witch, all must be exterminated to erode the true enemy's power base. |
| 6 | **Traffickers:** Some individual or organisation on this world is ferrying psykers away from Imperial justice. They must be stopped. |

**'Let the ignorant call them soulless, mutants, monsters. I've seen them hunt, seen the speed and precision with which they coordinate their strikes, their utter, selfless dedication to the Imperium. I would trade the lives of every ignorant fool who ever maligned the Silent Sisters for even a single one of these peerless champions.'**

*– Groupmaster Kalenchkin, Fleet Primus Battle Group Justus*

| D6 | BACKGROUND: HEART OF THE CADRE |
|---|---|
| 1 | **Novitiates No More:** These Silent Sisters have but recently taken their vows, and they are on their vital proving mission. |
| 2 | **Last of their Cadre:** The rest of these Silent Sisters' Cadre fell to a particularly cunning witch. Now they seek vengeance. |
| 3 | **Nemesis:** Long have these Silent Sisters hunted their hated quarry. Now, at last, they have their nemesis cornered. |
| 4 | **Black Ship Garrison:** These Sisters of Silence are attached to a Black Ship; their battles are fought in the name of its greater mission. |
| 5 | **Heralds of Silence:** Long ago the Silent Sisters became fragmented, many of their enclaves lost. These Silent Sisters have been charged with finding them again and bringing them back to the Imperial fold. |
| 6 | **Elite Cadre:** These Silent Sisters hail from one of the most powerful and feted Cadres; they have much to live up to! |

| D6 | SQUAD QUIRK |
|---|---|
| 1 | **Patient Slayers:** This band of Silent Sisters prefer to lay subtle traps for their quarry, striking when the moment is right. |
| 2 | **Swift Death:** These Null Maidens close with their victims as quickly as they can and strike them down at point-blank range. |
| 3 | **Hidden Agenda:** This warrior band has a secret mission handed down by the luminaries of Terra itself. |
| 4 | **Expurgators:** These Null-Maidens seek not only to slay some psyker quarry, but to find and expunge all the deviant's cursed writings and works also. |
| 5 | **Zeal is its Own Reward:** These Silent Sisters detest the witch and wish only to see these foul mutants burn … |
| 6 | **Terror Troops:** This band of Null-Maidens know precisely the terrifying effect their aura has on those around them, and they play upon this to the greatest possible effect. |

| D10 | SPECIALISTS' DEMEANOURS |
|---|---|
| 1 | **Embittered:** This warrior has seen much in her long war, most of it terrible. She has nothing left in her heart but hate. |
| 2 | **Driven:** This Silent Sister seeks swift advancement that she might better fight to save the Imperium. She will perform whatever glorious acts of heroism are required to earn it. |
| 3 | **Huntress:** Long years have honed this Null-Maiden's instincts to near preternatural levels. |
| 4 | **Calculating:** This warrior has a swift tactical mind and a talent for predicting her enemies' moves before they are made. |
| 5 | **Noble:** This Null-Maiden is a true and selfless hero who seeks always to uphold the honour of her Cadre. |
| 6 | **Guardian:** Nothing matters more to this Silent Sister than the lives of her fellows, and she will do whatever it takes to preserve them. |
| 7 | **Serene:** This Null-Maiden's inner calm matches her outer silence. Nothing can perturb her. |
| 8 | **Wrathful:** Filled with righteous disgust, this Null-Maiden metes out punishment on all those who would consort with witches. |
| 9 | **Quick-witted:** Always the first to act, this warrior has often struck before the foe even realise they are under attack. |
| 10 | **Relentless:** Once she has the prey in her sights, this Silent Sister lets nothing distract her from landing the killing blow. |

## SISTERS OF SILENCE NAME GENERATOR TABLE

| D66 | FORENAME | SURNAME |
|---|---|---|
| 11 | Amandera | Dakkin |
| 12 | Terena | Kybus |
| 13 | Alyssah | Van Loricha |
| 14 | Verynech | Respus |
| 15 | Lyssora | Farrondal |
| 16 | Eryvane | Vydorin |
| 21 | Charaleys | Lespus |
| 22 | Sibella | Thrent |
| 23 | Phoenica | Syrennik |
| 24 | Myrella | Kyre |
| 25 | Charleth | Tasmus |
| 26 | Siavorna | Ghorvash |
| 31 | Morgwenna | Shayde |
| 32 | Zenna | Opaline |
| 33 | Trinness | Maskus |
| 34 | Elevor | Krenn |
| 35 | Argweth | Skayde |
| 36 | Jalyani | Tastrok |
| 41 | Kasheyka | Klayne |
| 42 | Myrelle | Masren |
| 43 | Verenika | Vastys |
| 44 | Elyze | Vydal |
| 45 | Sophea | Ultorian |
| 46 | Mariatte | Weskyn |
| 51 | Bethemone | Ulmachu |
| 52 | Persephyka | Nastorus |
| 53 | Kariadh | Tallobere |
| 54 | Rosale | Klorica |
| 55 | Lorettian | Cheynne |
| 56 | Channia | Dostobreyl |
| 61 | Eryka | Lengh |
| 62 | Brenadh | Kendal |
| 63 | Maurih | Stryke |
| 64 | Wynetta | Raskus |
| 65 | Tasmasin | Endrycca |
| 66 | Leandra | Gaspus |

# SISTERS OF SILENCE KILL TEAMS

**If every model in your kill team has the SISTERS OF SILENCE Faction keyword, you can use Sisters of Silence Tactics shown below.**

## UNSETTLING PRESENCE

### Sisters of Silence Tactic

Use this Tactic at the start of the Morale phase. Add 1 to the result of Nerve tests taken for enemy models within 3" of any **SISTERS OF SILENCE** models from your kill team.

**1 COMMAND POINT**

## DECAPITATING STRIKES

### Sisters of Silence Tactic

Use this Tactic when you choose a **VIGILATOR** model from your kill team to attack in the Fight phase. Until the end of the phase, when resolving an attack made with an executioner greatblade that model is equipped with, add 1 to the wound roll.

**1 COMMAND POINT**

## PURGATION SWEEP

### Sisters of Silence Tactic

Use this Tactic when you choose a **WITCHSEEKER** model from your kill team to attack in the Shooting phase. Until the end of the phase, change the Type characteristic of the flamer that model is equipped with to Assault 6.

**1 COMMAND POINT**

## PUNISHMENT FIRE

### Sisters of Silence Tactic

Use this Tactic when you choose a **PROSECUTOR** model from your kill team to attack in the Shooting phase. Until the end of the phase, change the Type and Range characteristic of the boltgun that model is equipped with to Assault 3 and 18" respectively, and when making an attack with that model, it does not suffer any penalties to its hit rolls.

**1 COMMAND POINT**

## WITCHSEEKER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | Max |
|---|---|---|---|---|---|---|---|---|---|---|
| Witchseeker | 7" | 3+ | 3+ | 3 | 3 | 1 | 2 | 8 | 3+ | - |
| Witchseeker Superior | 7" | 3+ | 3+ | 3 | 3 | 1 | 3 | 9 | 3+ | 1 |

This model is armed with a flamer and psyk-out grenades.
One Witchseeker in your kill team can be a Witchseeker Superior.

**ABILITIES**

**Psychic Abomination:** This model cannot be targeted or affected by psychic powers. When a Psychic test or a Deny the Witch test is taken for an enemy model, subtract 1 from the total for each model from your kill team with this ability that is within 18" of that model (to a maximum of -4).

**Witch Hunters:** When resolving an attack made by this model against a **PSYKER** model, you can re-roll the wound roll.

**SPECIALISTS** **Leader** (Witchseeker Superior only), **Demolitions, Heavy, Scout, Veteran**

**FACTION KEYWORD** SISTERS OF SILENCE

**KEYWORDS** IMPERIUM, INFANTRY, WITCHSEEKER

## VIGILATOR

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | Max |
|---|---|---|---|---|---|---|---|---|---|---|
| Vigilator | 7" | 3+ | 3+ | 3 | 3 | 1 | 2 | 8 | 3+ | - |
| Vigilator Superior | 7" | 3+ | 3+ | 3 | 3 | 1 | 3 | 9 | 3+ | 1 |

This model is armed with an executioner greatblade and psyk-out grenades.
One Vigilator in your kill team can be a Vigilator Superior.

**ABILITIES**

**Psychic Abomination:** This model cannot be targeted or affected by psychic powers. When a Psychic test or a Deny the Witch test is taken for an enemy model, subtract 1 from the total for each model from your kill team with this ability that is within 18" of that model (to a maximum of -4).

**Witch Hunters:** When resolving an attack made by this model against a **PSYKER** model, you can re-roll the wound roll.

**SPECIALISTS** **Leader** (Vigilator Superior only), **Combat, Scout, Veteran, Zealot**

**FACTION KEYWORD** SISTERS OF SILENCE

**KEYWORDS** IMPERIUM, INFANTRY, VIGILATOR

## PROSECUTOR

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | Max |
|---|---|---|---|---|---|---|---|---|---|---|
| Prosecutor | 7" | 3+ | 3+ | 3 | 3 | 1 | 2 | 8 | 3+ | - |
| Prosecutor Superior | 7" | 3+ | 3+ | 3 | 3 | 1 | 3 | 9 | 3+ | 1 |

This model is armed with a boltgun and psyk-out grenades.
One Witchseeker in your kill team can be a Prosecutor Superior.

**ABILITIES**

**Psychic Abomination:** This model cannot be targeted or affected by psychic powers. When a Psychic test or a Deny the Witch test is taken for an enemy model, subtract 1 from the total for each model from your kill team with this ability that is within 18" of that model (to a maximum of -4).

**Witch Hunters:** When resolving an attack made by this model against a **PSYKER** model, you can re-roll the wound roll.

**SPECIALISTS** **Leader** (Prosecutor Superior only), **Comms, Scout, Sniper, Veteran**

**FACTION KEYWORD** SISTERS OF SILENCE

**KEYWORDS** IMPERIUM, INFANTRY, PROSECUTOR

## WEAPONS

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Boltgun | 24" | Rapid Fire 1 | 4 | 0 | 1 | - |
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |
| Psyk-out grenade | 6" | Grenade D3 | 2 | 0 | 1 | Each time you roll a hit roll of 6+ for this weapon when targeting a **PSYKER** or **DAEMON**, the target suffers a mortal wound instead of the normal damage. |
| Executioner greatblade | Melee | Melee | +2 | -3 | D3 | - |

## KILL TEAM

| MODEL | POINTS PER MODEL (Excluding wargear) |
|---|---|
| Prosecutor | 10 |
| - Prosecutor Superior | 11 |
| Vigilator | 10 |
| - Vigilator Superior | 11 |
| Witchseeker | 10 |
| - Witchseeker Superior | 11 |

## RANGED WEAPONS

| WEAPON | POINTS PER WEAPON |
|---|---|
| Boltgun | 0 |
| Flamer | 3 |
| Psyk-out grenades | 0 |

## MELEE WEAPONS

| WEAPON | POINTS PER WEAPON |
|---|---|
| Executioner greatblade | 4 |

# WARHAMMER AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. And with their birth began a war to claim them. This month: campaign rules, a battle of light versus dark and new Warcry rules.

### A TALE OF FOUR WARBANDS

Dan, Jonathan, Matt and Lyle continue their Warcry campaign. But have they managed to get past their first convergence? Find out on page 88.

### THE LUMINETH RESURGENT

The Lumineth take on the Slaves to Darkness in this Month's Battle Report on page 98. But will Teclis prevail and hold back the darkness?

# RULES OF ENGAGEMENT

**JERVIS JOHNSON**

**Jervis has been a staple part of the Warhammer Studio for many decades, and he's been instrumental in the design of many great games during that time. Recently he's been seen wearing a hard hat, carrying a clipboard and shaking his head a lot at dubious-looking roof supports. We think he's becoming a little too preoccupied with scenery.**

One of the things the Age of Sigmar rules team has been talking about a lot recently is the rules for scenery. This has been prompted by the wide range of different scenery kits that is available for our games – at the time of writing there are more than thirty different sets of scenery for Age of Sigmar alone – and by the steadily increasing number of 'faction' scenery kits that can be part of a player's army. These discussions got me thinking about just how different things are now compared to when I started out as a rules writer, and that it would be an interesting topic to discuss in this month's Rules of Engagement.

THE FIELD OF BATTLE

Before starting a Warhammer game you will need to set up the field of battle. You will require a fairly large table or area of floor to fight on, 6' by 4' is the ideal size for a modest game. Many gamers improvise quite satisfactorally using the dining room table. Having cleared an area, the GM or players may then place the model scenery; including woods, hills, rivers and buildings.



RUINS AND A SMALL COTTAGE.

SCENERY

If you have already seen the elaborate and detailed set-ups of other gamers, you will have a good idea of what to aim for. If not, then the photos and drawings in this book should give you a good idea of the various effects that can be achieved.

Scenery usually comprises of the following items or types, although you are free to invent your own wierd fantasy scenery should you wish. There is no limit to what you can do to provide an interesting and demanding setting for a game. The following scenery types have been given standard sizes, which are used to determine the amount of scenery on the table.

**Hills** are one of the most useful scenic items, troops stood on hills receive a combat advantage and can see over the heads of troops in front. Hills can be made from polystyrene ceiling tiles cut to shape, or even books piled on top of each other to get the right effect. Hills have to be made in steps so that models will stand on them. A single hill as an item of scenery should measure approximately 6" x 6", but two or more hills can be placed side by side to produce a long ridge.



A LOW HILL MADE FROM POLYSTYRENE TILES.

**Ditches**, like walls, provide 'hard cover' for troops occupying them. It is assumed ditches are shallow enough to allow missiles to be fired normally from them. Troops attacking a ditch have the advantage of being on a higher level than their opponents. A section of ditch is 1" wide and 12" long and may be split up into smaller sections in the same way as hedges and walls. On the wargames table ditches are hard to represent, and perhaps the best method is to cut strips of card 2" wide and as long as your section. Then use plasticene to build up a slope on the front and rear of the ditch, leaving a 1" gap down the centre which forms the ditch itself.



A RIVER SECTION WITH BRIDGE.

**Hedges** provide 'soft' cover for troops behind them. Hedges can be bought from your local model shop, or home made using sponge cut into sections. A hedge is assumed to be 1" wide and 12" long, although the hedge can be split into up to 3 sections of 4" as required. Smaller sections wouldn't provide any real cover or barrier, as troops could too easily avoid or go round them. Two or more hedge sections can be placed together to make long hedges or field systems.

**Walls** are exactly like hedges but provide 'hard' cover. You can buy plastic walls from model shops, or make your own from card.



VARIOUS TYPES OF HEDGES AND FENCES.

**Woods** are useful for blocking off areas, as they are difficult to move or fire through. Model trees can be bought from your hobby store either as plastic or metal kits. Alternatively you can make your own using pine-cones, or pipe cleaners and sponge. A wood as a scenic item should occupy an area of approximately 6" x 6", but two or more woods can be placed together to produce a larger wood or forest.

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**Below:** Some of the very first terrain pieces featured in *White Dwarf* were scratch-built out of whatever hobbyists happened to have lying around. Parents the world over often wondered where the polystyrene packaging from their new TV disappeared to …

Right from the very earliest days, the scenery on our tabletop battlefields has been an important part of the hobby. Although you can fight battles without scenery, using it adds tactical challenges to the game and makes games feel more immersive by creating a sense of place. Fighting a battle in the rubble-strewn streets of an ancient Azyrite city is an altogether different experience from fighting one in the forested landscapes of Ghyran, for example, both in terms of the appearance of the battlefield and in the tactics you will need to use in order to triumph.

In the early days of the hobby, however, creating these immersive and tactically challenging battlefields was very difficult, mainly because there weren't any scenery kits available to use. Instead, you had to make everything from scratch all by yourself (thus the term 'scratch-built scenery'). Those early games of Warhammer and Warhammer 40,000 would be fought on battlefields created by draping a heavy blanket over piles of books to create hills and valleys, with rocks and twigs scavenged from the garden used to create boulders and trees, and with polystyrene packing materials painted with textured wall paint to create buildings. It all looked very rough and ready, but beggers can't be choosers, so we just made do with what was available.

Or at least that was the experience for most of us. At the other end of the scale, there was a handful of exceptionally talented modellers who took the art of making scatch-built scenery to a whole new level. Not for them blankets, twigs and the odd bit of packing material – these early pioneers made fully sculpted three-dimensional battlefields that were painstakingly modelled down to the very smallest of details. Pictures of these masterpieces would appear in rulebooks and could be seen at shows like Games Day, where they served to inspire and impress. The truth was that for the majority of players, however, the situation was quite different: the miniatures looked great, but the scenery used for games much less so.

We wanted to do something to improve this situation, and our solution in those early days was two-fold. First of all, we showed examples of

**Rules of Engagement – penned by veteran games developer Jervis Johnson – focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. In this month's instalment, Jervis takes a scenic jaunt through the evolution of Warhammer terrain.**

simple pieces of scratch-built scenery and explained how you could make these pieces yourself. This information appeared both in the rulebooks for our games and in articles in *White Dwarf* and our other publications such as the *Citadel Journal*. Second, we started to provide cardboard scenery (usually buildings) that you could cut out and use in your games. These card scenery pieces appeared in our magazines and also in scenario packs for our games like the wonderfully named *Blood Bath at Orc's Drift*. We even made one rather misguided attempt to make scenery from expanded polystyrene. The result was the first Mighty Fortress set, which quickly had to come off sale when it became clear that the moulding process, which was designed to make packaging for washing machines and the like, resulted in a huge number of miscast or broken pieces when it was used to make scenery for gaming tables.

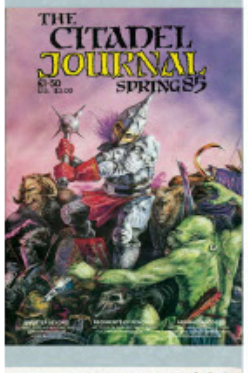
Things trundled along in this rather ad-hoc manner until we started to include regular Battle Reports in *White Dwarf* (amazing as it may seem, Battle Reports were hardly ever included in the magazine for the first hundred issues or so). Up until then, we'd been able to make do with a rather small selection of scenery for use in the photos that appeared in our rulebooks, but the *White Dwarf* Battle Reports meant that we had a place to show off top-quality scenery every month, and it meant that we needed much more of it. The upshot of this was that the 'Eavy Metal team that painted the Citadel Miniatures we used in our publications and packaging were joined by full-time members of staff that made scenery every bit as exquisite as the 'Eavy Metal painted miniatures that stood upon it. It also meant we could include articles in *White Dwarf* that showed you how you could make scenery like that which you saw in our monthly Battle Reports.

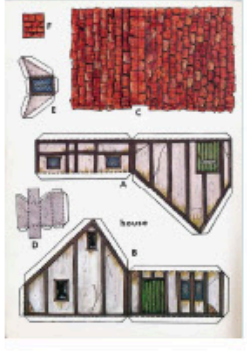
While all of these innovations were going on, the scenery included with the rules for our games continued to improve. By this time we had moved from publishing rulebooks on their own to including them with enough Citadel Miniatures and scenery to allow you to get playing straight away. At first, the scenery consisted of more sophisticated versions of the card scenery we used to include in our magazines, but that all changed with the release of Necromunda. This game was groundbreaking in a number of ways, not the least of which was the inclusion of plastic scenery pieces that were used in the game. Admittedly, the scenery in Necromunda was a plastic-and-card hybrid, but the plastic bulkhead sections included in the game finally showed what could be achieved when we brought our plastic modelling expertise to bear on making scenery for our games.

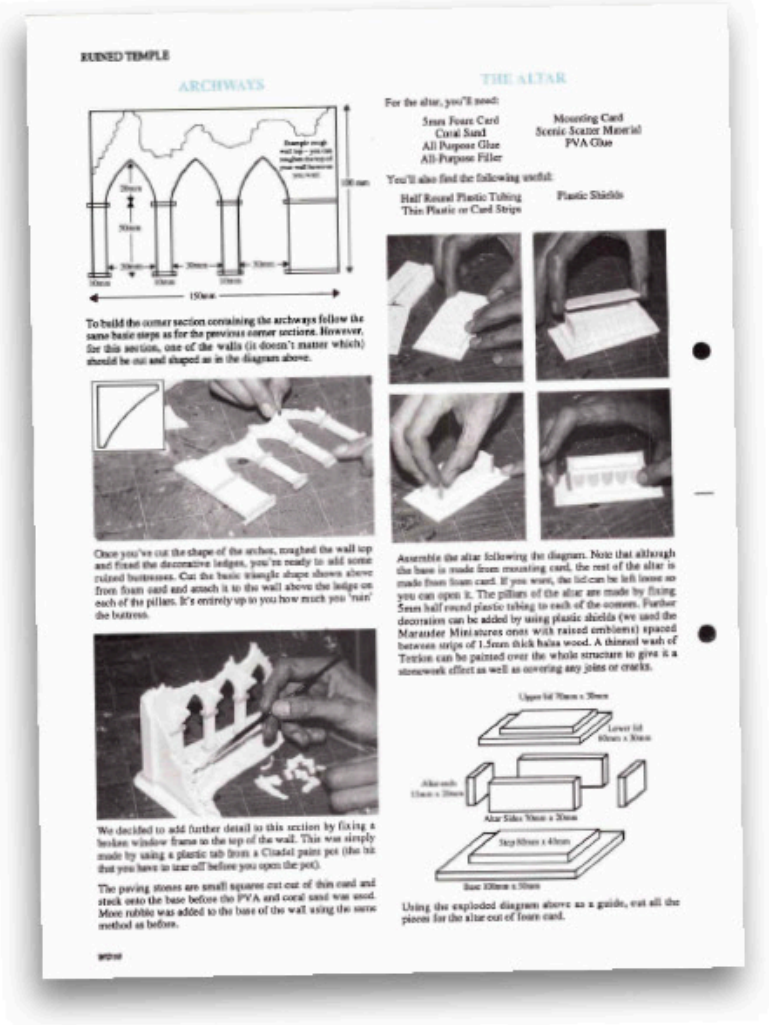
From the moment Necromunda hit the shelves, it was clear that the days of cardboard and scratch-built scenery were numbered, and pretty soon we were making plastic scenery models as part of the Citadel range. In the years since the release of Necromunda, the number of plastic scenery models we make for our games has grown and

**IN YE OLDEN DAYS ...**

Some early examples of how to scratch-build scenery can be found in the 2nd Edition Warhammer rulebook, though card buildings could also be found in some of the early *Citadel Journals* (such as this one from 1985). Many of the buildings were generic farmhouses, towers or taverns. For some reason, Warhammer armies often fought around taverns ...





RUINED TEMPLE

ARCHWAYS

THE ALTAR

For the altar, you'll need:

5mm Foam Card
Coral Sand
All Purpose Glue
All-Purpose Filler
Mounting Card
Scenic Scatter Material
PVA Glue

You'll also find the following useful:

Half Round Plastic Tubing
Thin Plastic or Card Strips
Plastic Shields

To build the corner section containing the archways follow the same basic steps as for the previous corner sections. However, for this section, one of the walls (it doesn't matter which) should be cut and shaped as in the diagram above.

Once you've cut the shape of the arches, roughed the wall top and fixed the decorative ledges, you're ready to add some ruined buttresses. Cut the basic triangle shape shown above from foam card and attach it to the wall above the ledge on each of the pillars. It's entirely up to you how much you 'ruin' the buttress.

We decided to add further detail to this section by fixing a broken window frame to the top of the wall. This was simply made by using a plastic tab from a Citadel paint pot (the bit that you have to tear off before you open the pot).

The paving stones are small squares cut out of thin card and stuck onto the base before the PVA and coral sand was used. More rubble was added to the base of the wall using the same method as before.

Assemble the altar following the diagram. Note that although the base is made from mounting card, the rest of the altar is made from foam card. If you want, the lid can be left loose so you can open it. The pillars of the altar are made by fixing 5mm half round plastic tubing to each of the corners. Further decoration can be added by using plastic shields (we used the Marauder Miniatures ones with raised emblems) spaced between strips of 1.5mm thick balsa wood. A thinned wash of Terrion can be painted over the whole structure to give it a stonework effect as well as covering any joins or cracks.

Using the exploded diagram above as a guide, cut all the pieces for the altar out of foam card.

**Right:** This article showing you how to build a ruined temple appeared in *White Dwarf 135* from March 1991. It was created by Phil Lewis and scenery master-architect Dave Andrews, who still designs scenery kits to this very day. In fact, many of the games you play are probably fought over scenery that Dave has designed.

grown, from at first a small trickle of scenery sets to the current diverse and constantly expanding range. The end result is that now the scenery you can put on a battlefield is no longer second cousin to the models in your army; the scenery over which you fight is every bit as good as the models that fight upon it. The latest and arguably greatest example of just how far we've come is Warcry, which takes the ideas pioneered by early Necromunda and brings them up to date, with amazing fully modelled scenery that hugely enhances the experience of playing the game.

All of that brings me back to the starting point of this article and the discussions the rules team has been having about scenery in Warhammer Age of Sigmar. You see, for us rules writers, the changes to the way that scenery is made has had a profound effect on the way we write rules for scenery in our games. The rules for scenery in our early rulebooks was by necessity generic and usually only covered terrain archetypes from the real world like rivers, forests, hedges and walls. The rules had to be like this because the amount of terrain a player would have access to was limited, and because we could not know for sure exactly what the scenery would look like. The result was rules that were very basic, and they usually simply split scenery into broad types such as difficult terrain (that slowed you down) or impassable terrain (that you couldn't move through at all) and so on.

As time went along, we were able to expand on those very basic rules. In particular, our range of cardboard scenery and the short-lived Mighty Fortress set meant that we needed to start to

grapple with the rules for moving into and out of intact buildings. Those early rules proved to be far too complicated, requiring players to learn pages and pages of new rules if they wanted to venture inside a house or besiege a castle. However, you learn by your mistakes, and over time we've managed to refine the rules for these things so that they all fit on a page or two at most. The current rules for garrisons in Warhammer Age of Sigmar are the latest example of this continuing evolution, and you can trace their roots back to those early rules for cardboard buildings and expanded polystyrene castles.

When plastic scenery was added to the range, we were given an opportunity to write rules for specific pieces of scenery. This wasn't always the case – there was little point writing bespoke rules for the scenery in the Walls and Hedges set, for example – but sometimes a piece of scenery was so unique that it really needed to have some special rules to capture the effect it had on a battle. For example, when the Sigmarite Mausoleum scenery set was released, it cried out for some special rules to reflect its sinister and ghoulish aspects.

Other scenery sets needed to be included as part of a player's army and set up in their starting territory rather than being 'neutral' scenery that could be anywhere on the battlefield. Early examples of this type of terrain were the fortification pieces for Warhammer 40,000, but it has reached its most integrated form in the 'faction terrain pieces' for Warhammer Age of Sigmar. The first piece of faction terrain was the predecessor to the Awakened Wyldwood, an existing piece of scenery that we thought would make a fantastic and very appropriate addition for any Sylvaneth army. More recent examples like the Great Mawpot and Bone-tithe Nexus have been designed from the outset specifically as part of an army.

The latest thing we've been looking at in the Age of Sigmar rules is how we address scenery in matched play games. Clearly the scenery you use for a battle can have an impact on game balance, and the comprehensive range of scenery models that is now available has allowed us to address these issues much more directly that we could in the past. For an example of what we've been able to do, you need look no further than the Pitched Battle rules in the General's Handbook, which now includes a list of the scenery models you can use in your Pitched Battle games.

It was while considering the rules for scenery in the next General's Handbook that it occurred to me just how much things had changed from my early days in the hobby. Back then, the idea of playing games on wonderfully sculpted and evocative scenery was something I aspired to, but I wasn't sure I could ever achieve. Now it is not just something I can achieve, but an almost everyday aspect of the hobby that I can almost take for granted. We really have come a long, long way from book-and-blanket hills and twig forests. In fact, one could almost say, ahem, that the landscape has changed completely!

**Above:** Modern-day modular terrain kits bring battlefields to life, making them as much a part of the game as the miniatures themselves.

If you've got any comments about this article or ideas for themes we could use in next year's General's Handbook, you can always email them to us at **AOSFAQ@gwplc.com.** We can't reply to the emails we receive, but we do read each and every one, and we value all of the feedback we get.

# VADDENHEIM

**War rages on in this third instalment of the Hallost campaign series, in which we explore the mausoleum city of Vaddenheim. Fight for control of this enduring city on a new four-player campaign map, complete with four new battleplans.**

The sprawling city of Vaddenheim – so named for the area over which it stands sentinel – was built around the Longhut of the Vanquishers, the site where Sigmar first met with the chiefs of Hallost. The island on which the feasting hall stood was in the centre of a lake of clouds, reachable only by the spectral barges of the heroic dead. But when living settlers came to the underworld, they built arcing bridges that spanned the cloud drifts, allowing them to treat with and pay tribute to the mighty spirits.

Monumental towers were constructed across the island, filled with relief sculptures and tapestries recording the deeds performed in life by the native spirits of Hallost. Master craftspeople built stately mansions and palatial chambers in which the living and the dead dwelt side by side. The city became a bustling metropolis, serving as the de facto capital of the continent, and petitioners came from across the underworld seeking the counsel of its wisest denizens.

### THE DEAD RETURNED

Following the Age of Chaos, Sigmar spirited away many noble souls from the Realm of Death, using them to forge Stormcast Eternals. Some Shyishians felt great bitterness and betrayal towards Sigmar for this act, while others understood his desperation. In Shyish, Stormcast Eternals are viewed with both awe and resentment.

To the north of Vaddenheim, the Ceressa was built – a pantheistic temple that carried the words of mortals to the gods they worshipped. In those days, followers of Sigmar prayed alongside the faithful of Alarielle, Grungni and countless other gods. Many gave devotion to the beneficent death gods of other afterlives – the deities to whom their souls would pass when they died.

To the south of Vaddenheim, Sigmar built the Crucible of Triumph in secret. This Stormvault contained an artefact that was blessed and cursed in equal measure – the Neverstone. When beheld by a worthy hero the Neverstone appeared as whatever that champion had quested to find, be it an ensorcelled weapon, a

rune-inscribed tome or a god-touched gemstone. The Neverstone lent great power to its wielder, but once they had completed the task for which the mighty relic had been sought, it absorbed their soul into its being, adding their strength to its own.

So saturated with death energy was the Neverstone that it was eternally bound to Shyish, and so Sigmar built the Crucible of Triumph to house it and keep it from falling into the hands of his enemies.

When the forces of Chaos descended upon Hallost, many of the underworld's inhabitants gathered in Vaddenheim to mount their defence. The living and the dead fought desperately to drive the invaders from the surrounding lands, putting droves of the Dark Gods' followers to the sword. The defenders themselves took heavy casualties, but the mightiest among them rose again each day to avenge their own demises.

Sorties were launched to reach the hallowed Ceressa, and there the defenders of Vaddenheim called out for aid, but the gods gave them no answer – Alarielle had entered her season of despair, many of the death gods of old had already been consumed by Nagash and the Great Necromancer himself had been felled at the hand of Archaon the Everchosen. Sigmar's silence was heard loudest. He did not aid the defence of Vaddenheim and instead took from amongst the city's denizens the mightiest warrior souls. As their numbers dwindled, the heroic dead felt for the first time the dread of impending defeat.

Yet still the armies of Vaddenheim prevailed. They held their domain until the Stormhosts descended upon Hallost, and they met with Sigmar's envoys to discuss how they could wipe out the Chaos invaders. Only then did the chieftains realise that members of their own spectral tribes had been taken from them by the God-King and reforged as Stormcast Eternals. In the Longhut of the Vanquishers, where they had first feasted with him, they declared Sigmar an enemy of the underworld.

The necroquake brought further devastation to Vaddenheim. Amethyst energies cracked the foundation of the Ceressa. The ward-laden tablets that hid the Crucible of Triumph from all memory crumbled to dust, and the Stormvault flickered into view for the first time in millennia. What few living inhabitants remained in Vaddenheim were torn apart by mass undead uprisings, bringing the line of settlers who built the great city to an end. Many of the spirits who patrolled the region were also swept into oblivion by the sorcerous quake, leaving only the most determined of the heroic souls to guard their now desolate domain.

Vaddenheim is thick with drifts of the spectral matter that was shredded by the necroquake, and is watched over by those dead chieftains who were able to withstand the cataclysm. These spirits have turned to their laws of old, and they see all but their own heroic dead as intruders. To the west of Vaddenheim lie the Hills of Valour. It is the free forces of Hallost who have reclaimed and fortified much of this land, and the military junta of humans, aelves and duardin that leads this coalition is known as the Swordthegn Conclave. Thus far these mortals have maintained a fractious accord with the spectral defenders of Vaddenheim, for many are Reclaimed from the tribes of Hallost or worthy heroes that have fallen in battle and risen once more. They know that only valorous leaders can prosper in the underworld. The Lumineth Realm-lords have also begun to establish enclaves across several of Hallost's mountainous regions, though these Ymetricans have thus far remained typically aloof from would-be allies. As for the Stormcast, many of their brotherhoods – particularly those of the Anvils of the Heldenhammer – have marched against the Ossiarch necropolis of Myrmid that commands the eastern coastline, eager to repay past defeats suffered at the hands of the unliving conquerors.

Invading forces seek out the resting site of the Neverstone, hoping that it or some other wonder held in the Crucible of Triumph will see them victorious. Others travel north to the Ceressa so that they may harness the hallowed magic locked within the temple's foundation, and with it create a link to their own gods by which deific power can be unleashed.

# THE WAR REACHES VADDENHEIM

**Over the next few pages you will find new campaign rules, a new map and four narrative play battleplans for fighting your battles in the lands around Vaddenheim.**

Over the last two issues of *White Dwarf*, we have introduced a campaign system for playing games set in the haunted lands of Hallost and given you two unique campaign maps to fight over. In this month's instalment, we introduce a new campaign map, this time set in the mausoleum city of Vaddenheim. This campaign map allows for up to four players to play in the campaign, making it the most exciting yet! In addition, this issue includes four themed battleplans. If you have the previous issue of *White Dwarf*, you now have eight battleplans in total.

### INTRODUCING VADDENHEIM

This month's campaign is fought in Vaddenheim, far to the east of the Booming Scar. Nestled between the Modrhavn mountains and the Valour Fjords, Vaddenheim is ruled over by mighty spectral heroes. On this campaign map, up to four players can battle it out for control of Vaddenheim. A Stormvault, a temple and the city itself are the campaign's key locations.

You can use the rules found in issue 452 to fight a Hallost campaign using this campaign map. In this campaign, the winner will be the player who controls the most territory, and there are a full six campaign rounds to do so.

You can find the Vaddenheim campaign map on the next page.

### HALLOST BATTLEPLANS

In addition to a new campaign map, there are also four themed battleplans to use in your Hallost campaigns. These battleplans all use the Pitched Battles rules, meaning if you are an avid matched play player, these battleplans will be sure to test your strategic acumen.

To use these battleplans, the players roll off. The winner chooses if they will roll on the Pitched Battle table below or the Narrative Play table in the previous issue. Then the player rolls a dice to determine which battleplan is used for the battle.

| HALLOST PITCHED BATTLE TABLE | |
|---|---|
| **D6** | **Battleplan** |
| **1-2** | The player with the fewest CVPs picks the battleplan to play. If players are tied on CVPs, instead roll on this table again. |
| **3** | Raze |
| **4** | Trials of the Dead |
| **5** | The Hero's Barrow |
| **6** | Spellbreakers |

# CAMPAIGN RULES: VADDENHEIM

**The mausoleum city of Vaddenheim stood strong throughout the Age of Chaos, and in the wake of the necroquake its spectral denizens now attack all trespassers in their lands. To the north of the city lies the pantheistic temple known as the Ceressa, while in the south stands the Stormvault known as the Crucible of Triumph.**

### Key Locations

Players gain the following benefits for holding key locations:

**City:** A player who holds this location receives 1 initiative point in each battle phase.

**Temple:** A player who holds this location rolls a dice each time they allocate a wound or mortal wound to a friendly **PRIEST**. On a 6+ that wound or mortal wound is negated.

**Stormvault:** A player who holds this location can include 1 additional artefact of power when choosing their army.

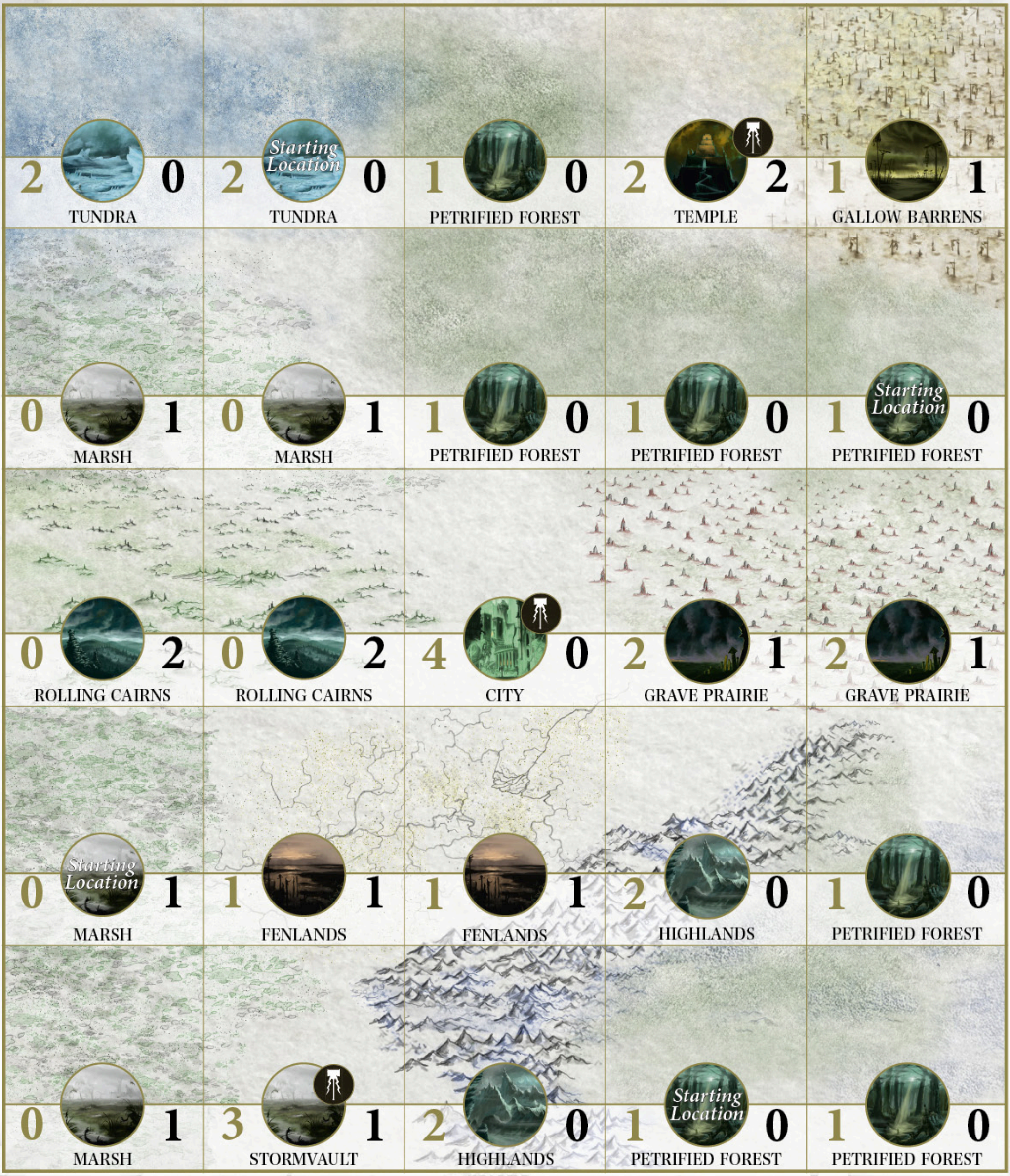
### Victory Condition

**Unite the Land:** After 6 campaign rounds, the campaign ends. When the campaign ends, each player adds together the largest number of connected locations in their territory (i.e. the biggest unbroken area of adjacent locations they control, including diagonally).

If one player has a larger score than the others, they win the campaign. Otherwise the player with the most CVPs wins the campaign. If any players are tied for the most CVPs, play an additional campaign round and check the above victory conditions once more.

**Number of Players:** 4

# VADDENHEIM

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BATTLEPLAN

# RAZE

**Two forces meet, each trying to carve a path through the enemy battleline and lay waste to the lands beyond. It is a daring gamble by both generals, for to march into this battle is to leave the territory behind them unguarded and at the mercy of any who break through.**

## PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

## SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below. The players then alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

## RAZING ENEMY TERRITORY

At the start of a player's movement phase, if a friendly unit is within 3" of the battlefield edge labelled as their opponent's territory edge and is not within 3" of any enemy units, that unit can start razing enemy territory. If it does so, remove that unit from the battlefield and place it to one side. That unit is no longer in play, but the models do not count as slain.

## GLORIOUS VICTORY

At the end of the fifth battle round, each player totals the points value of their units that are razing enemy territory. The entire points cost of each unit that is razing enemy territory is counted, regardless of the number of models from that unit that were slain during the battle. In addition, units that are **HEROES** are worth double their points value. The player with the higher total wins a **major victory**. If the players are tied, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the result is a draw.

BATTLEPLAN

# TRIALS OF THE DEAD

**The souls of this region are known to test the worth of those who dare set foot upon their lands. To unlock the spectral energies held here, heroes are subjected to a series of trials that they must overcome, even as they are beset by a rival force trying to do the very same.**

## PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

## SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below. After that, the players alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

### THE TRIALS

These are 5 points on the battlefield marked as trials. Each player has a first trial and a second trial. In addition, there is a final trial shared by both players. At the end of each battle round, check to see who controls each of the trials. First check to see who controls the first trials, then the second trials, and then the final trial.

### THE FIRST TRIALS

A player gains control of their first trial if there are any friendly **HEROES** within 3" of their first trial and no enemy **HEROES** within 3" of it. In subsequent turns they retain control unless there are any enemy **HEROES** within 3" of their first trial and no friendly **HEROES** within 3" of it. If so, they lose control of their first trial.

### THE SECOND TRIALS

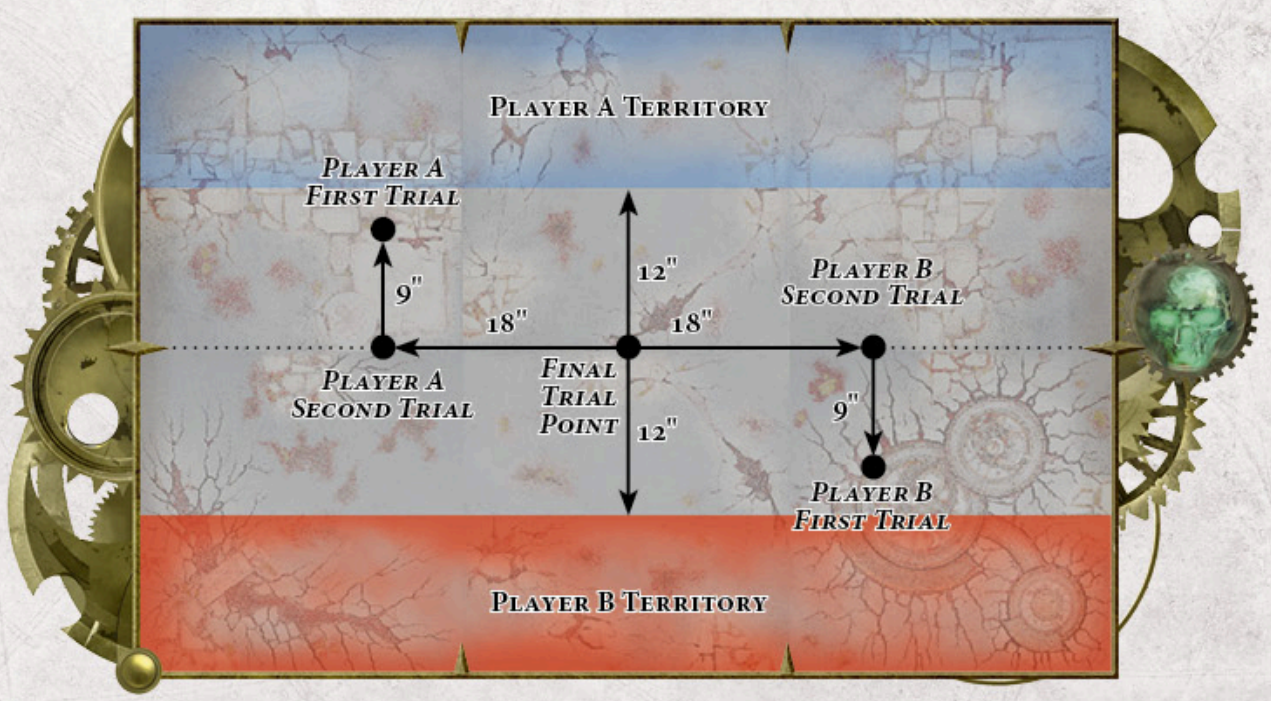
A player gains control of their second trial if there are any friendly **HEROES** within 3" of their second trial, there are no enemy **HEROES** within 3" of it, and they control their first trial. In subsequent turns they retain control unless there are any enemy **HEROES** within 3" of their second trial and no friendly **HEROES** within 3" of it, or if they have lost control of their first trial. If either happens, they lose control of their second trial.

### THE FINAL TRIAL

A player controls the final trial if there are any friendly **HEROES** within 3" of it, there are no enemy **HEROES** within 3" of it, and they control their first and second trials.

## GLORIOUS VICTORY

From the end of the third battle round onwards the battle ends if either player controls the final trial, and the player who controls the final trial wins a **major victory**. Otherwise the battle ends at the end of the fifth battle round. If the battle ends and neither player controls the final trial, the player who controls the most trials wins a **minor victory**. In all other circumstances, each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the result is a draw.



BATTLEPLAN

# THE HERO'S BARROW

**The final resting place of a mighty hero lies in this valley amidst the multitudinous barrows of the lesser dead. Only a worthy champion can find this hero's grave and receive their blessing. Battle lines are drawn, with warriors on both sides desperately seeking the ancient tomb.**

## PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

## SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below. The players then alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

## BARROWS

There are 6 points on the battlefield marked as barrows. Once per turn, at the start of your hero phase, 1 friendly **HERO** within 3" of a barrow can search it to see if it is the barrow of the legendary hero. To do so, roll a dice. On a 6, that barrow is revealed to be the barrow of the legendary hero: remove all other barrows from the battlefield. Otherwise, the barrow is removed from the battlefield.

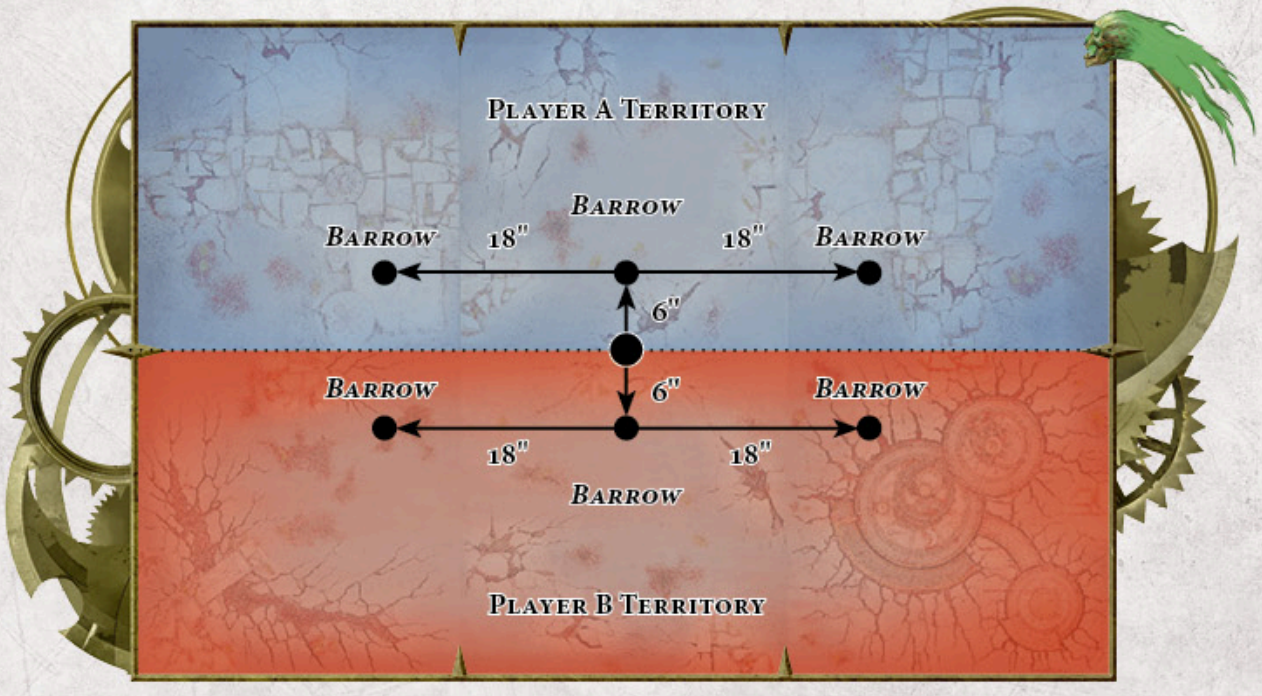
If, at any point, five barrows have been searched and the barrow of the legendary hero has not been revealed, the final barrow is revealed to be the barrow of the legendary hero.

If, by the start of the fifth battle round, the barrow of the legendary hero has still not been revealed, the players roll off (before any Endless Spells are moved) and they then alternate removing barrows from the battlefield, one at a time, starting with the player who won the roll-off, until one remains. The remaining barrow is revealed to be the barrow of the legendary hero.

Once the barrow of the legendary hero is revealed, it is treated as an objective for the rest of the battle.

## GLORIOUS VICTORY

At the end of the fifth battle round, the player who controls the objective wins a **major victory**. If neither player controls the objective, each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the result is a draw.



BATTLEPLAN

# SPELLBREAKERS

**To the spectral denizens of Hallost, the ruinous spells that have arisen since the necroquake are seen as new monsters to hunt and conquer for glory. You have heard tales of a nexus of arcane power deep within a valley, where a number of these sorcerous manifestations have gathered. To vanquish them is to win the favour of the spirits in this region, but as you hone in on this valley, you see a rival force has arrived with the same intent.**

## PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

## SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below. The players then alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

### ARCANE NEXUS

On the battlefield are 3 points marked as Arcane Nexuses (see map). Each Arcane Nexus is treated as an objective.

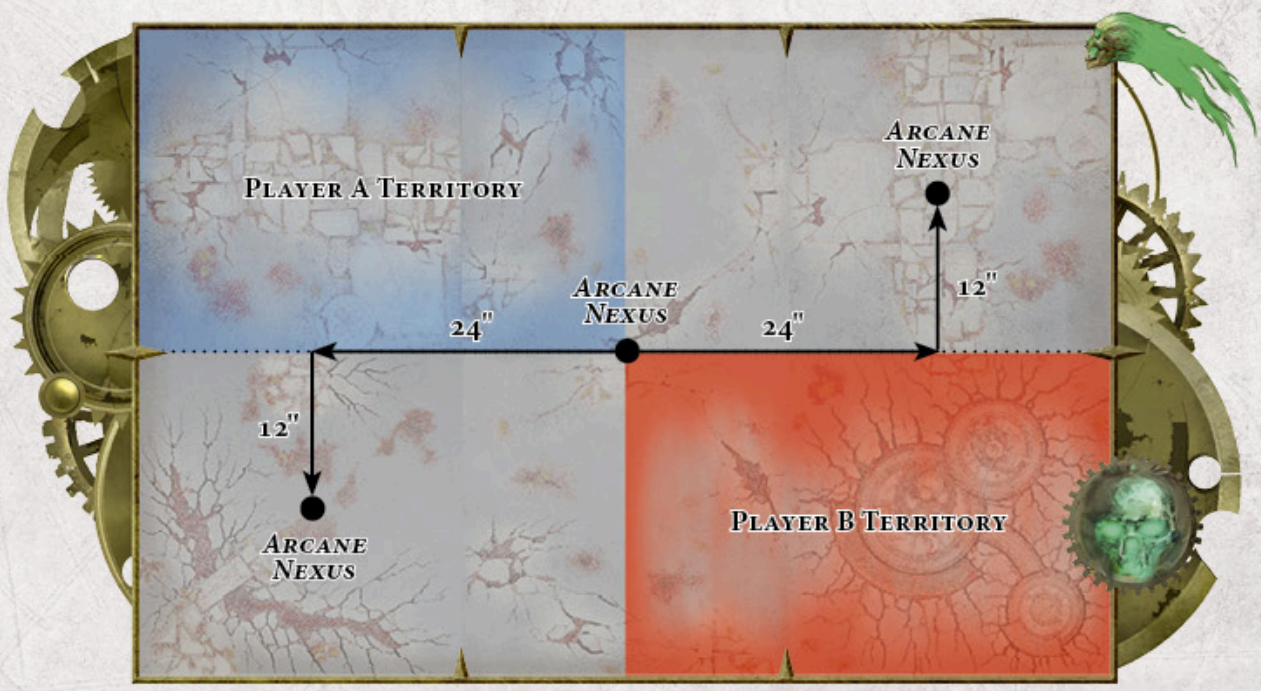
After the armies have been set up, but before the battle begins, the players roll off and, starting with the winner, players take it in turn to choose either to set up a predatory endless spell within 3" of an Arcane Nexus or to pass. Keep alternating between the players until both players pass. If a player has set up 3 predatory endless spells in this manner, they can no longer choose to set up any more and must pass when it is next their turn to pick. Endless spells set up in this manner are referred to as wild endless spells. Wild endless spells are not part of either player's army and do not require either player to spend points to place them on the battlefield. In addition, do not use any abilities on the warscroll of a wild endless spell before the battle begins (for example, if they have an ability that allows them to move after being set up).

## GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round wins a **major victory**. If the players are tied on victory points at the end of the battle, each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**, otherwise the battle is a draw.

## VICTORY POINTS

At the end of each battle round, each player scores 1 victory point for each objective they control. In addition, at the end of the battle each player scores 3 victory points for each wild endless spell they dispelled during the battle.



# WARBANDS OF CARNGRAD

**The streets of Carngrad are rife with violence, treachery and intrigue, rival warbands constantly vying for dominance. But now there are four new warbands making names for themselves in Carngrad's blood-soaked streets. This is their tale ...**

The Bloodwind Spoil echoes with the sounds of battle as four warbands continue their quest to join Archaon's vast legions of Chaos. Each warband is led by a mighty warlord, each of whom, in the real world, is a member of the *White Dwarf* team. Leading the Cypher Lords is Dan, our writer, while taking command of the Unmade is our photographer Jonathan. Designer Matt is using the Corvus Cabal, while editor Lyle is playing as the Splintered Fang.

Last month, our four warlords showed off their starting warbands and explained the inspiration behind their colour schemes. After a few minor setbacks on their first convergences (by which we mean four failed attempts), our warlords have now continued on their campaigns, battling each other and other members of the studio on their quest for eternal glory (or damnation).

**WARCRY!**

Fancy starting a Warcry campaign? All you need is a warband and a Core Book, both of which are available from the Games Workshop website.

To help you out with your campaign, you can also fill in and download a free Warcry warband roster from the Warhammer Community website. Head there now to get started:

**warhammer-community.com**

The players have all painted new models for their growing warbands, too. Matt added a couple of Raptoryx, while Dan painted a pair of Furies. Meanwhile, Lyle painted some more snakes, and Jonathan added a new devotee to his Unmade force. All four players have been eying up large monsters, too, though there may be a fight over who will get to paint what.

Both Dan and Lyle have been painting Warcry scenery, too. Dan has been experimenting with Contrast paints, coming up with a cold colour scheme that matches the models in his warband. He's currently trying to build a whole set of scenery for future games. Lyle, meanwhile, has painted all the scenery in the Ravaged Lands: Shattered Stormvault set – you can see it later in the article along with paint swatches for all four warbands and a round-up of how the dwarfers got on in their latest games.

DAN HARDEN | CYPHER LORDS

# THE JADE EYE

**The warband of the Jade Eye are looking for a way to infiltrate the House of Talons. So far their efforts have been thwarted, but it won't be long before they succeed in their mission.**

Having attempted his first convergence several times last month, Dan made it his mission to complete it this time around. It took a few attempts.

'My campaign began pretty well with a narrow loss, a win, then several terrible defeats on my first convergence,' says Dan. 'That's probably my best gaming track record to date – I'm proud of that early win. Sadly, though, Cerulean – one of my Mirrorblades – suffered a permanently fractured arm in that battle, making him a slightly weaker fighter now. Eventually I played enough games that I was able to add a couple of thralls to my force – a pair of Furies called Gelum and Nox. Because I'm playing the campaign on champion mode, I have to pay glory points for each new recruit I add to my warband, so I have to think carefully about what I add. I am thinking of recruiting a Mindstealer Sphiranx to my force, though. I really like the model, and it would be a worthy addition to a warband on the road to being Tzeentchian puppets one day.

'My new recruits helped me win The Eyes of Nochseed convergence against Lyle (though only just), giving me enough fighters to dominate the high ground. Now I'm working my way up to my second convergence – The Majordomo – which I can only imagine will be just as tough as the first.'

## COLOURS OF THE JADE EYE

**Dan: I kept all my models separate from their bases before undercoating them with Grey Seer. This was so I could paint the bases with Agrellan Earth first, then spray them Grey Seer to get the cracked effect. I found it much easier to drybrush the bases without the models attached, as it meant I didn't get paint on their legs!**

### SKIN
- Basecoat: Kislev Flesh
- Layer: Kislev Flesh & White Scar
- Layer: Kislev Flesh & Khorne Red (scars)

### WHITE ARMOUR
- Wash: Coelia Greenshade
- Layer: White Scar

### BLUE CLOTH
- Basecoat: Baharroth Blue
- Wash: Aethermatic Blue
- Layer: Baharroth Blue
- Layer: Blue Horror

### STRAPS
- Basecoat: Baneblade Brown
- Wash: Agrax Earthshade & Lahmian Medium

### SILVER ARMOUR
- Basecoat: Leadbelcher
- Wash: Coelia Greenshade
- Layer: Runefang Steel

### GREEN GEMS
- Basecoat: Incubi Darkness
- Layer: Moot Green & Incubi Darkness
- Layer: Moot Green
- Layer: 'Ardcoat

### GREEN HAIR
- Basecoat: Incubi Darkness
- Layer: Gauss Blaster Green & Incubi Darkness
- Layer: Gauss Blaster Green

### BASES
- Basecoat: Talassar Blue
- Drybrush: Blue Horror
- Drybrush: White Scar
- Wash: Talassar Blue & Contrast Medium
- Layer: White Scar
- Layer: 'Ardcoat
- Layer: Valhallan Blizzard

JONATHAN STAPLETON | THE UNMADE

# THE JOYOUS AMPUTATION

**The Joyous Amputation are seeking the lair of the daemon-thing known as the Bladed Caress. Should they find him, they will be able to experience pain like the Flayed Prince once did.**

After losing most of his games in his first month, Jonathan really struggled in his first convergence. His campaign to walk the path of the Flayed Prince had stalled somewhat, but Jonathan had a plan …

'I needed to paint some more fighters for my warband,' says Jonathan. 'I was coming up against larger forces than mine, and I was struggling to take them on because I hadn't painted any new models. Now I've painted a new Awakened One called Stub-Toe (see right), and I'm thinking of painting a couple of Furies for my warband, too. I really struggled in my first convergence because my opponents just kept running away from me. I think I've got my tactics nailed this time, though – I just need to pin my victims down long enough to get my Blissful One into the fight.

'On that note, my leader, Sinuous Spider, has proven particularly nasty in most of the games I've played. That's thanks to her Vessel of Torment [triple] ability that enables her to fight, then move and fight again if she kills her first target. She normally does, too, especially now that I've given her a Pendant of Bloodglass, increasing her attacks to six. She can potentially churn out forty-eight damage in a single attack (if I roll well enough, of course). Now I've just got to get on with painting those Furies.'

## COLOURS OF THE JOYOUS AMPUTATION

**Jonathan: I used a Grey Seer undercoat for my warband, then painted them almost entirely with Contrast paints. First, I carefully painted the metal areas, then I painted the flesh. I used two different colours, but mixed them with Contrast Medium to make sure the coverage wasn't too intense.**

### SKIN
- Basecoat: Darkoath Flesh
- Wash: Guilliman Flesh & Contrast Medium

### MASK
- Basecoat: Flesh Tearers Red
- Shade: Carroburg Crimson

### CLOTH
- Basecoat: Basilicanum Grey

### LEATHER
- Basecoat: Snakebite Leather

### METAL
- Basecoat: Black Templar
- Drybrush: Leadbelcher
- Drybrush: Runefang Steel

### BASE
- Basecoat: Astrogranite
- Wash: Agrax Earthshade
- Drybrush: Administratum Grey

### BLOOD
- Basecoat: Blood for the Blood God

MATT HUTSON | CORVUS CABAL

# THE PENUMBRAL HUNTERS

**Shrouded in mystery and shadow, the Penumbral Hunters are killers for hire, offering their services to the highest bidder. Yet they also have their own underhanded mission they want to achieve ...**

Matt's warband has been progressing nicely over the last month, and he now has a gaggle of thralls hovering around the fringes of his battles (as in Chaos beasts, not people watching him play). Here's what Matt has to say about his progress so far.

'I learned a lot from my first few games of Warcry,' says Matt. 'My warband is pretty quick, and a lot of their abilities involve going up and down things, most notably climbing up buildings so that they can jump off them to land on people below. You can get quite a few extra attacks if you use them in this way. What I've also learned is that Lyle and Jonathan have some really tough fighters – some of them have Toughness 4 or even 5 – and I really struggle with that.

'So, to help me out, I've painted two Furies and two Raptoryx to add to my warband when I dominate enough territory. I think the Raptoryx in particular suit the look of the Corvus Cabal (well, they've got feathers ...) and they were really quick to paint. I've also decided that I'm going to save up my glory points for my next convergence, then spend some of them to add an extra couple of thralls to my warband for that game. If I also add some new recruits at the same time, that should give me enough fighters to secure me a win first time.'

## COLOURS OF THE PENUMBRAL HUNTERS

**Matt: I painted my models in pretty dark colours, painting the darkest areas first and working up to the lighter ones. That way I wouldn't accidentally get a darker colour over a lighter one. I also used several Contrast paints over regular Layer paints. I find they work really well as shades and glazes.**

### SKIN
- Basecoat: Cadian Fleshtone
- Wash: Seraphim Sepia
- Layer: Cadian Fleshtone
- Layer: Kislev Flesh
- Layer: Flayed One Flesh

### BROWN CLOTH
- Basecoat: Rhinox Hide
- Wash: Nuln Oil
- Layer: Mournfang Brown
- Layer: Deathclaw Brown

### DARK FEATHERS
- Basecoat: Russ Grey
- Basecoat: Black Templar
- Layer: Fenrisian Grey

### LIGHT FEATHERS
- Basecoat: Russ Grey
- Basecoat: Space Wolves Grey
- Drybrush: Fenrisian Grey
- Drybrush: Blue Horror

### METAL
- Basecoat: Leadbelcher
- Wash: Nuln Oil
- Layer: Stormhost Silver

### WOOD
- Basecoat: Mournfang Brown
- Wash: Agrax Earthshade
- Drybrush: Mournfang Brown
- Drybrush: Deathclaw Brown

### BONE, STRAPS & ROPE
- Basecoat: Zandri Dust
- Wash: Agrax Earthshade
- Layer: Zandri Dust
- Layer: Ushabti Bone

LYLE LOWERY | SPLINTERED FANG

# THE VENOMBORN

**The Venomborn have secured a potent poison with which to anoint their blades. Yet deadlier toxins can still be found in the Bloodwind Spoil, and the Venomborn will do whatever it takes to acquire them.**

Lyle was the first member of the W*hite* D*warf* team to pass his convergence (on his second attempt). He had plenty of words of wisdom to share.

'I learned something pretty important from my first convergence – you sometimes need lots of bodies to get the task done,' says Lyle. 'You don't always need hard-hitting guys, but rather lots of people who can carry stuff. As it turned out, my Serpents made excellent objective grabbers, slithering in to grab the treasure then racing off with it while no one was looking. That's why I painted a second base of them – they're pretty handy to have around, especially if you use the Serpent Caller's Snake Charmer ability.

'I learned something else. Always play to the objective. I only killed one of Jonathan's models, but that didn't matter because I won the convergence. Glory isn't always about killing. I also painted another Venomblood for my army – they're sturdy fighters that are pretty tough when equipped with shields – and a whole load of scenery. To get the marble pattern on the scenery, I sprayed it Mechanicus Standard Grey then stretched a dried-out baby wipe over it until it went fibrous, creating a stencil. I then sprayed the scenery with Corax White before removing the baby wipe. Easy!'

## COLOURS OF THE VENOMBORN

**Lyle: I use a zenithal highlight of Wraithbone over Chaos Black for the undercoat on my models. That way, pretty much all the highlighting and shading is done, and all I need to do is apply Contrast paints to get the colours I want. I even layered several Contrast paints over each other to get new tones.**

### SKIN
- Basecoat: Wraithbone
- Wash: Guilliman Flesh

### PLATE ARMOUR
- Basecoat: Runefang Steel
- Wash: Druchii Violet

### SCALE ARMOUR
- Basecoat: Wraithbone
- Layer: Iyanden Yellow (Bottom half)
- Layer: Warp Lightning (Top two-thirds)
- Layer: Terradon Turquoise (Top third)

### PLUME
- Basecoat: Wraithbone
- Basecoat: Iyanden Yellow
- Layer: Warp Lightning (Top half)

### LEATHER
- Basecoat: Mournfang Brown
- Wash: Nuln Oil
- Layer: Wazdakka Red
- Layer: Squig Orange

### BLADES
- Basecoat: Leadbelcher
- Wash: Nuln Oil
- Layer: Stormhost Silver

### GREEN SNAKES
- Basecoat: Wraithbone
- Basecoat: Warp Lightning

### BLACK SNAKES
- Basecoat: Wraithbone
- Glaze: Incubi Darkness

### RED SNAKES
- Basecoat: Wraithbone
- Glaze: Wazdakka Red
- Layer: Averland Sunset
- Layer: Abaddon Black

# SO MANY SNAKES!

**Our four warlords have chatted about their warbands, but how did they get on in their games? Did any of them pass their first convergence? Lyle's up first to explain how he got on.**

### CONVERGENCE CONVERGED

**Lyle: I was the first member of the team to complete my convergence, which involved retrieving four loads of raknid venom. It was a relatively bloodless affair, with my fast-moving Dagger elements (Serpent Caller Jehk Sith'uss, two lots of Serpents and the Venomblood Ma'amba Splitfang) racing in to steal the venom from right under Jonathan's fighters' noses. The game ended quickly, after the second round.**

### CRUSH!

My first post-convergence battle was against Jes Bickham and his Corvus Cabal. We played the Crush mission, with my warband having to wipe out Jes's Dagger. It ended with Jes's warriors trapped in a furious melee atop a narrow bridge, surrounded on all sides by my fighters. But Jes's warriors held out just long enough to secure him a victory over the Venomborn.

### THE KILLING WILDS

Studio Editor Kelly (from last September's Warcry Battle Report) is playing through her second campaign with her Untamed Beasts, and she asked if I would like to be the adversary in her first convergence. I won the game convincingly by defending my camp, but sadly my Venomblood Lash'ya Odoleth died. He's the second Venomborn to die.

### A SMALL MERCY

One of my games this month was against Dan, who was still trying to pass his first convergence. I'm not going to say how he got on, I'll leave that for Dan, but I'll say this – his warband has some nasty teleporting tricks that I don't like!

### A SECOND CONVERGENCE

**Because I completed my first convergence so early in the month, I was able to play my second convergence – Harrowmask Harvest – which involves capturing three objectives scattered across the battlefield. This time I played against Matt. After the first round, we each held one objective, while we scrapped over the central objective. In the second round, I managed to capture a second objective, with the one in the middle still in contention. In the third round, I managed to capture them all after taking Matt's leader (and most of his warband) out of action along the way. I successfully escaped with the harrowmask flower spores I needed for my deadly new poison.**

# FLAYING FRENZY!

**Jonathan got stuck into this month's gaming, determined to complete his convergence. And he finally did! His warband has now continued on the Path of the Flayed Prince.**

### NEED LONGER LEGS

**Jonathan: My next attempt at my convergence was against Matt. My convergence has the Isolated victory condition and I had to take down three fighters from his warband. I charged my Blissful One into his Shadow Piercer and used Nightmarish Visage to stop her moving, So Matt just attacked with her. Then she attacked again in the next turn, killing my leader! With my fastest fighter out of action, I struggled to catch either of Matt's Cabalists.**

### WHAT TREASURE?

When playing Lyle in his convergence, I put all the objectives in the middle and stood my warriors on them so he couldn't get them. As it turns out, he can just pinch them from right underneath my fighters, which he did with his snakes. Those things are fast! His warriors with shields are also really tough – I spent way too long failing to kill them in this game.

### EASY PREY

**So I tried to pass my convergence for a third time. Luckily, Dan didn't read the rules for my convergence and only put two fighters in his Hammer. So I picked them to isolate and kill painfully. Amazingly, rather than run away from my incoming units, Dan ran his fighters towards them in a bid to get away from the Blissful One. My fighters ganged up on his Mirrorblade and Luminate right near the corner of the board, but the Luminate still managed to escape. My very last attack before the game ended was the Chain Garrotte ability, which only just killed her. I definitely need to use my abilities more and stop relying on my attack dice. Also, I roll really badly for my Blissful One …**

### WHAT TREASURE? 2

Matt's first convergence is similar to Lyle's, so I thought I would have learned from my mistakes. But no! I was doing well, using Nightmarish Visions to stop Matt's models moving, but he still managed to grab the treasure pretty quickly. Even Weeping Throat's Flaying Frenzy wasn't enough to stop Matt's leader, though he did reduce her to just one wound.

# DEATH FROM ABOVE

**Matt suffered a few minor setbacks trying to complete his first convergence, but now that he's got the hang of his warband, they're doing pretty well in their campaign.**

### RUN AWAY!

**Matt:** My first game this month was against Jonathan in his convergence. I split my warband into evenly sized groups and Jonathan chose to hunt down my Shadow Piercer and two Cabalists. My tactic was simple: I ran my leader at his warband and ran the Cabalists in the opposite direction, scrabbling them up buildings to stay away from Jonathan's slower fighters.

### WITHIN A HAIR'S BREADTH

**I spent three glory to entice an extra Raptoryx to help me out in my convergence against Dan, but it was to no avail. He placed the treasures really well and kept his best fighters near them at all times, never letting me get close enough to them. I lost my leader and best fighters in my first wave, but I did manage to grab all four treasures at one point. Then my Cabalist got stabbed in the back, and I lost …**

### A SUCCESSFUL CONVERGENCE!

**I'd learned a few lessons from my previous attempts at this mission. This time I loaded up my Dagger with my Shadow Piercer, my Shrike Talon and both Raptoryx – essentially my best and most resilient fighters. My Shield included the Spire Stalkers, while the Hammer was made up of Cabalists. I just went all in right at the start. I used the Swooping Attack ability on the Shrike Talon to pounce on Jonathan's leader, killing him outright. I then tied up the rest of his warband with my best fighters while all the Cabalists ran in and grabbed the treasure. We played on Lyle's newly painted terrain, too, which was really cool – it made a great setting for a convergence.**

# THE LONG ROAD TO DEFEAT

**Having failed his first convergence last month against Jonathan, Dan set about challenging Matt and Lyle to see if he could beat either of them. It was a long month for the Jade Eye.**

### THE SECOND FAILURE

**Dan: Having failed my first convergence against Jonathan, I tried the same mission against Matt. If anything, it went worse! I thought I'd come up with a clever plan, but by the end of the first round I knew I'd messed up. Matt just kept most of his fighters out of my way, using his Shrike Talon to pick off my Mindbound (the easy prey) while trying to avoid losing too many of his Cabalists. I lost the game 15-20 – a crushing defeat!**

### FANNING THE FLAMES

Matt really struggled against my warband in his convergence. He sent in waves of fighters to try and steal the treasure, but really struggled to get past my Thrallmaster and Luminate. He got close, capturing three out of the four treasures, but he just ran out of fighters in the end!

### SCREAMS IN THE DARK

My third game was as the adversary in Jonathan's convergence. As you'll have read, I lost the game, but I discovered something important about Jonathan's warband – he has very few ranged attacks, and the Chain Garrotte ability is only 5". If I'd managed to stay just a couple of inches further away, he would never have caught my fighters.

### GLORIOUS VICTORY!

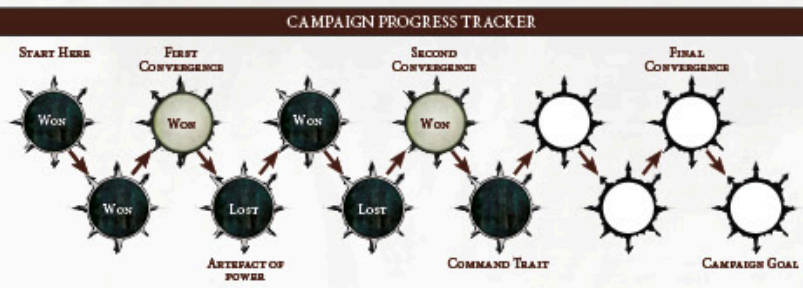
**My third convergence attempt was against Lyle. He has more fighters than I do, so I knew I had to kill some of them quickly if I was to win. Using the Shadowy Recall ability, I was able to fling Cerulean – one of my Mirrorblades – into combat with Lyle's Clearbloods, then back him up with loads of 2" range attacks. The gamble paid off and I won 21-20, though my leader did meet an unfortunate end fighting snakes on a bridge.**

**As the second month of campaigning comes to a close, Lyle leads the pack in terms of games played. But with the other three now past their first convergence, they'll soon catch up!**

## THE VENOMBORN — LYLE

| CAMPAIGN QUEST | GLORY POINTS | DOMINATED TERRITORY |
|---|---|---|
| VENOM OF THE GODS | 9 | |

CAMPAIGN PROGRESS TRACKER




LEADER / FAVOURED WARRIOR

| LEADER / FAVOURED WARRIOR NAME | DESTINY LEVELS | ARTEFACTS |
|---|---|---|
| Ophious Phag'hanna | | Sacred Unguent, Ur-gold Sigil |
| COMMAND TRAIT | | |
| Sibilant Whispers | | |

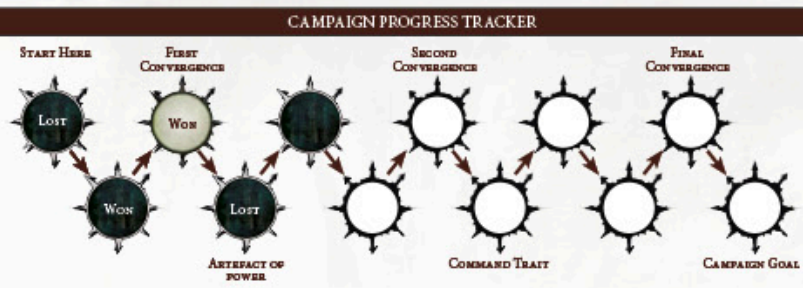
FIGHTERS

| FIGHTER NAME | FIGHTER TYPE | ARTEFACTS | DESTINY LEVELS |
|---|---|---|---|
| Jekk Sith'uss | Serpant Caller | Ur-gold Sigil | |
| Serpents! | Serpents | Vial of Jabberslythe Blood | |
| Lash'ya Adonis | Venomblood with Barbed Whip | Godbeast Idol | |
| Ma'amba Splitfang | Venomblood with Duelling Blades | | |
| Pyth'os Onidae | Purebloood | Jar of Chamonic Glowflies | |
| Kabis Pa'laga | Clearblood with Shield | | |
| Ma'suth Sinneth | Clearblood | | |
| Silren Ullinash | Clearblood | | |
| Agkist Piscivor | Clearblood | | |
| Thaan'os | Purebloood | Jar of Chamonic Glowflies | |
| Snakes | Serpents | | |

## PENUMBRAL HUNTERS — MATT

| CAMPAIGN QUEST | GLORY POINTS | DOMINATED TERRITORY |
|---|---|---|
| WAR OF TALONS | 1 | |

CAMPAIGN PROGRESS TRACKER




LEADER / FAVOURED WARRIOR

| LEADER / FAVOURED WARRIOR NAME | DESTINY LEVELS | ARTEFACTS |
|---|---|---|
| Rusa Ranis | | Jar of Chamonic Glowflies |
| COMMAND TRAIT | | |
| | | |

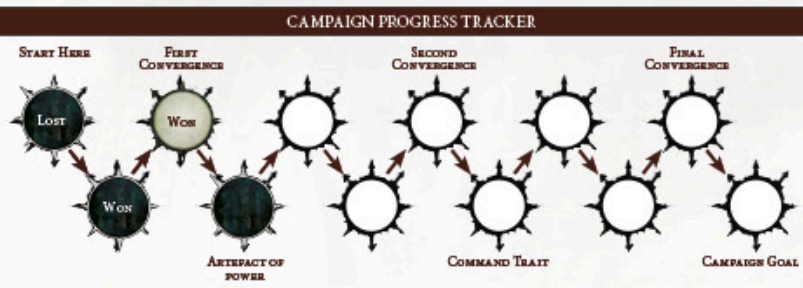
FIGHTERS

| FIGHTER NAME | FIGHTER TYPE | ARTEFACTS | DESTINY LEVELS |
|---|---|---|---|
| Dis Dreesst | Sheiker Talon | Shadow-blessed Dagger | |
| Veig Veel | Spire Stalker | Vial of Jabberslythe Blood | |
| Cris Crul | Spire Stalker | | |
| Cris Cros | Cabalist with Familiar | | |
| Braka Baraka | Cabalist with Spear | | |
| Tyen Teel | Cabalist | | |
| Shrak Slak | Cabalist | | |
| Siv Sel | Cabalist | | |

## THE JADE EYE — DAN

| CAMPAIGN QUEST | GLORY POINTS | DOMINATED TERRITORY |
|---|---|---|
| A SPY IN THE HOUSE OF TALONS | 3 | |

CAMPAIGN PROGRESS TRACKER




LEADER / FAVOURED WARRIOR

| LEADER / FAVOURED WARRIOR NAME | DESTINY LEVELS | ARTEFACTS |
|---|---|---|
| Loquacious Amaranth | | Formless Blade, Jar of Chamonic Glowflies |
| COMMAND TRAIT | | |
| | | |

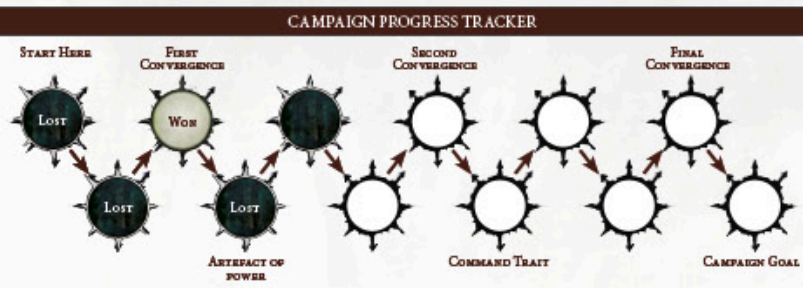
FIGHTERS

| FIGHTER NAME | FIGHTER TYPE | ARTEFACTS / INJURIES | DESTINY LEVELS |
|---|---|---|---|
| Incarnadine | Luminate | Jar of Chamonic Glowflies, Temporarily fractured arm | |
| Cerulean | Mirrorblade with Glaive | Permanently fractured arm | |
| Celadon | Mirrorblade with Glaive | Potion of Onslaught | |
| Aureolin | Mirrorblade with Dueling Swords | Vial of Jabberslythe Blood | |
| Viridian | Mindbound | | |
| Cerise | Mindbound | | |
| Aozora | Mindbound with Double-bladed Sword | | |

## THE JOYOUS AMPUTATION — JONATHAN

| CAMPAIGN QUEST | GLORY POINTS | DOMINATED TERRITORY |
|---|---|---|
| PATH OF THE FLAYED PRINCE | 1 | |

CAMPAIGN PROGRESS TRACKER




LEADER / FAVOURED WARRIOR

| LEADER / FAVOURED WARRIOR NAME | DESTINY LEVELS | ARTEFACTS |
|---|---|---|
| Sinious Spider | | Raven-feather Necklace |
| COMMAND TRAIT | | |
| | | |

FIGHTERS

| FIGHTER NAME | FIGHTER TYPE | ARTEFACTS | DESTINY LEVELS |
|---|---|---|---|
| Weeping Throat | Joyous One | Gutting Dagger | |
| Sliced-Smile | Ascended One | | |
| Tongueheeler | Ascended One | | |
| Flayed Spirit | Ascended One | | |
| Eye-Catcher | Awakened One with flail | | |
| Stump | Awakened One with brutal polearm | | |
| Flenser | Awakened One with brutal polearm | | |
| Slippery Bones | Awakened One with brutal polearm | | |
| Stub-Toe | Awakened One with brutal polearm | | |

# THE LUMINETH RESURGENT

With sunmetal blades and many-stringed bows glinting in the light of an unknown land, the Lumineth Realm-lords make their first foray into the Mortal Realms. It's also the first time that they've appeared in a *White Dwarf* Battle Report, making this a very special occasion indeed! For this battle, gaming luminary Jervis Johnson will be taking on rising star Louis Aguilar in The Vanguard Strikes battleplan, as presented on page 74 of *Battletome: Lumineth Realm-lords*. Here's Jervis to explain more.

**Jervis:** This battleplan represents Teclis leading the Lumineth Realm-lords out into the realms for the first time, seeing what's out there and destroying all that stand against them. In our battle, a Lumineth vanguard force has emerged from a Realmgate onto a bone-strewn plain in Ghur, where they soon come under attack by a Chaos warlord and his vile servants. As the first elements of the Lumineth army make contact with the enemy, they send a message through the Realmgate asking for reinforcements. At the same time, the Chaos Lord calls for all his followers to converge on the Realmgate so that they can destroy it and the strange new aelves that are emerging from it. So that's the scenario – Louis and his Slaves to Darkness have to destroy the Realmgate, while I have to protect it with the Lumineth Realm-lords and, best of all, Teclis!

We made a couple of little adjustments to the scenario, since we've got slightly larger armies than we would suggest using in this game. Rather than start the game with three units each, we decided to begin the game with five. This has the added bonus of making the game a bit more action-packed right at the start – always a good thing in a *White Dwarf* Battle Report. And with that, on with the show!

### VICTORY CONDITIONS

To achieve victory, the Upstart (in this case, Louis) must try and destroy the Realmgate. It has 12 wounds and a 3+ save. If Louis destroys it, he wins a major victory. If he fails to hurt it at all, Jervis scores a major victory. If the gate is wounded, then at the end of the game Louis must roll a dice and add it to the number of wounds the gate has taken. Over 12 and he wins. Under 12, Jervis wins. Exactly 12, it's a draw.

**Resplendent in gleaming armour, their blades shining in the moonlight, the Lumineth Realm-lords rise up against the forces of Chaos. Can Teclis secure a beachhead in Ghur, or will the armies of the Dark Gods prove too powerful for even the great aelf mage?**

Illoniar closed his eyes and breathed in deeply. This world smelt different. There was a dryness to its scent, an aridity that made everything hot and intense. There was a dustiness, too, and an animal quality that was hard to pinpoint. He cast his mind – attuned for so long to the lands of Hysh – out across the landscape. He could sense the animus of the land, feel the hunger and ferocity that lurked beneath every pebble, inside every mountain, at the bottom of every valley and canyon. The magic was different, too. It was ravenous and feral, not pure and intense like he was used to. He opened his eyes and gazed out at the Realm of Beasts once more, intoxicated and terrified in equal measure.

A shadow moved across him, shielding the Alarith Stonemage from the sun's harsh glare. 'It is all rock,' rumbled a ponderous voice far above him. After a short pause, the voice continued. 'And sand.' Another pause. 'It is not so different to home.'

Illoniar looked up at the mountain spirit that towered above him. Avalenor. The Stoneheart King. Avatar of the Vertiginous Peaks. The embodiment of the Realm of Light and the stone peaks of Ymetrica. 'There is darkness and evil here,' replied the Stonemage. 'The corrupting powers of Chaos have tainted this land.'

The colossus stood immobile, the aetherquartz deposits in his stone skin blazing in the sunlight. 'Chaos,' began Avalenor, the word issuing from his sunmetal mask with a sound like poured gravel. 'Taints every land.' Illoniar waited patiently for the giant to continue. 'Nowhere is safe from the servants of the Dark Gods.' Avalenor lifted one of his massive Firestealer Hammers and pointed to the horizon. A cloud of dust was rising over a dark stain that was creeping inexorably closer. Already the ground was beginning to shake to the thunder of hooves. 'Chaos,' said Avalenor, 'approaches.'

### THE VANGUARD STRIKE

**Jervis:** When it came to picking my army list, I pretty much picked one of everything. After all, if you've got a new army to play with, why wouldn't you use as much of the new stuff as you can? Because Teclis can't start the game on the battlefield (as per the battleplan rules), I picked an Alarith Stonemage to be my army general. Narratively it makes sense – he leads the expedition through the Realmgate and only messages back to Teclis when his forces come under attack.

I also picked Avalenor, the Stoneheart King, as part of my defensive force. He's a very sturdy fighter and as immovable as a mountain when he's in position, making him perfect in a defensive situation. He also has great synergetic capabilities with the Stonemage, offering up useful (albeit ponderous) advice while ignoring the effects of damage on his profile.

### THE UPSTART

**Louis:** My army is all about combinations, particularly the synergy between my general and my Chaos Knights. The Mark of Slaanesh is especially potent on aggressive units, and I will be aiming them right into the heart of Jervis's force in a bid to get to the Realmgate as quickly as possible. However, the majority of my infantry units have the Mark of Chaos Undivided, which I'm hoping to combine with the prayer effects of the Chaos Warshrine. Being able to re-roll hit, wound and charge rolls with them while shrugging off wounds will be devastating.

I picked the Ravagers battle trait for my army as it will allow me to choose a new general when my first one dies. More importantly, it enables me to bring on additional reinforcements to swamp Jervis's forces. I'm hoping that weight of numbers will tie him down while units like the Knights do the damage.

## THE HOST OF YMETRICA

**Leaders**

| | | |
|---|---|---|
| **1** | Archmage Teclis | **660** |
| **2** | The Light of Eltharion | **220** |
| **3** | Scinari Cathallar | **140** |
| | *- Spell: Ethereal Blessing* | |
| **4** | Avalenor, the Stoneheart King | **360** |
| **5** | Alarith Stonemage | **130** |
| | *- General* | |
| | *- Command Trait: Almighty Blow* | |
| | *- Artefact: Mountain's Gift* | |
| | *- Spell: Entomb* | |

**Units**

| | | |
|---|---|---|
| **6** | 10 Vanari Auralan Wardens | **120** |
| **7** | 10 Vanari Auralan Sentinels | **140** |
| **8** | 5 Vanari Dawnriders | **130** |
| **9** | 5 Alarith Stoneguard | **100** |

**TOTAL:** **2000**

## ORMAKON'S RAVAGERS

**Leaders**

| | | |
|---|---|---|
| **1** | Chaos Lord on Karkadrak | **250** |
| | *- General* | |
| | *- Command Trait: Eternal Vendetta* | |
| | *- Artefact: Cloak of the Relentless Conqueror* | |
| | *- Mark of Chaos: Slaanesh* | |
| **2** | Gaunt Summoner on Disc of Tzeentch | **260** |
| | *- Spell: Binding Damnation* | |
| **3** | Chaos Sorcerer Lord | **110** |
| | *- Mark of Chaos: Undivided* | |
| | *- Spell: Mask of Darkness* | |
| **4** | Chaos Lord | **110** |

**Units**

| | | |
|---|---|---|
| **5** | 10 Chaos Knights | **360** |
| | *- Mark of Chaos: Slaanesh* | |
| **6** | 10 Chaos Warriors | **200** |
| | *- Mark of Chaos: Undivided* | |
| **7** | 10 Chaos Warriors | **200** |
| | *- Mark of Chaos: Undivided* | |
| **8** | 20 Chaos Marauders | **150** |
| | *- Mark of Chaos: Undivided* | |

**Behemoths**

| | | |
|---|---|---|
| **9** | Chaos Warshrine | **170** |
| | *- Mark of Chaos: Undivided* | |

**Endless Spells**

| | | |
|---|---|---|
| **10** | Darkfire Daemonrift | **50** |
| **11** | Realmscourge Rupture | **60** |

Extra Command Point **50**

**TOTAL:** **1970**

# DEPLOYMENT: A HOSTILE GREETING

**As the Lumineth Realm-lords make their first foray onto the plains of Ghur, the Slaves to Darkness that dwell near the Realmgate ride out to meet them in battle.**

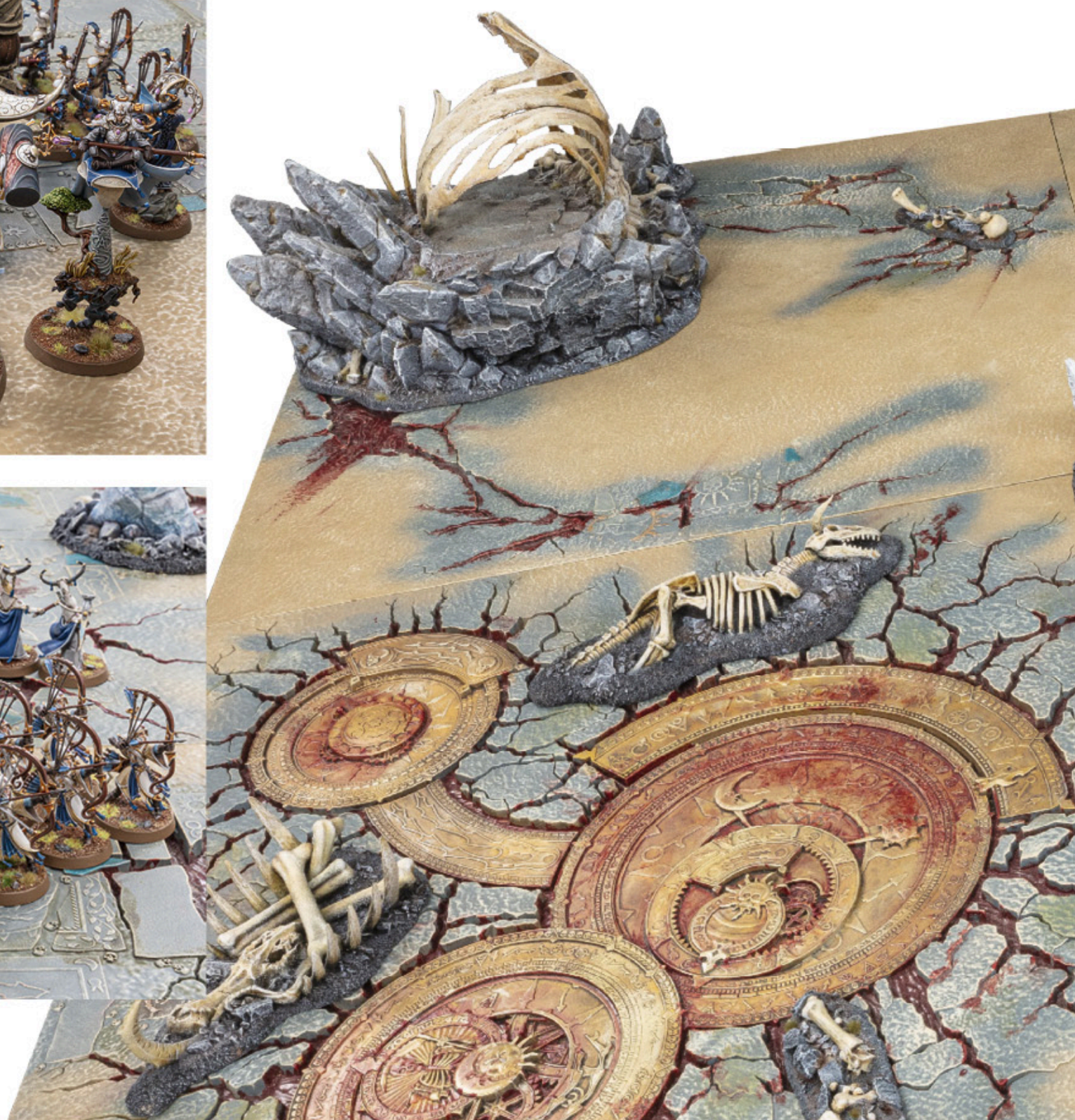
**REINFORCEMENTS**
Reinforcements appear differently for the two players in this battleplan. The Lumineth player can spend a command point at the end of their turn to call in a unit they have in reserve, placing it within 6" of the Realmgate. The Chaos player, however, rolls a number of dice equal to the battle round number at the end of their movement phase. For each 4+ they get, they can bring on a new unit from any battlefield edge.

Illoniar looked across the bone-strewn plains at the advancing Chaos army and sighed – this would not be as easy as he had hoped. Summoning a magical zephyr into his hand, he imbued it with a message requesting urgent reinforcements, then let the wind carry it through the Realmgate back to Hysh.

To his right, Avalenor was taking up a fighting stance, the living mountain ready to defend the Realmgate with his twin hammers. To his left, Maelornia stood silently, the Scinari Cathallar shrouded in grief and sadness. With a thought, Illoniar turned his floating meditative stone around and checked on his other meagre forces. The Auralan Sentinels had taken up position to the north, the strings of their bows glinting in the sunlight. To the south-east, his aelementiri guardians had arrayed themselves in a thin line around the Realmgate. Illoniar trusted them with his life – nothing would get past them.

To Lord Ormakon – Ravager of the Fanged Peaks, Butcher of the Marvarni, Destroyer of the Risen – the aelven host before him was deliciously intriguing. He had fought aelves before and emerged victorious every time, yet he had never seen aelves like these. Urging his Karkadrak onwards, he ordered his Chaos Knights to ride round to the north of the plain before sweeping in towards the Realmgate. He could already smell his prey, the sweetness of their scent awakening his pleasure-ravaged senses. Behind him, a Warshrine lumbered forwards, a host of Chaos Warriors goading the mutants that carried it aloft. Though they were not followers of the Dark Prince like he and his Chaos Knights were, Ormakon could still place some trust in the warriors to get stuck into the fight. The same could not be said about the Gaunt Summoner that floated alongside them. Ormakon eyed the sorcerer suspiciously, curious as to his motives. The answer could wait until later, thought Ormakon. Battle awaited!

2



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Jervis deploys the Lumineth Realm-lords first as per the battleplan rules. Because he doesn't know what battlefield edge Louis will deploy on, he sets up his units in a defensive ring around the Realmgate.

Jervis places the Alarith Stonemage **(1)** and Avalenor **(2)** facing towards the east, ensuring that they are within 3" of each other so they can benefit from each other's abilities.

The Scinari Cathallar **(3)** deploys to the north of the Realmgate alongside the unit of Vanari Auralan Sentinels **(4)**.

Jervis deploys the Alarith Stoneguard last, placing them in a thin line to the south-west of the Realmgate **(5)**. As the slowest models in his army, Jervis hopes Louis will set up opposite them.

Which he doesn't. Louis responds by deploying his Chaos army on the northern board edge **(6)**. It's a tight squeeze getting all the models in, so he has to think very carefully about how they will all fit.

He starts by placing his Chaos Warshrine on the board edge **(7)**, then deploys the Warriors of Chaos in front of it **(8)**.

Next he places his ten Chaos Knights **(9)**, leaving a Karkadrak-sized gap for his Chaos Lord to sit in **(10)**.

Lastly, Louis places the Gaunt Summoner **(11)** between the Warshrine and the Warriors ready to fly forwards on his disc to summon a unit of daemons at the earliest possible opportunity.

# BATTLE ROUND ONE: A CLASH OF LIGHT AND DARK

**As the Lumineth move to protect the Realmgate, the forces of Chaos smash into their lines with savage fury. Will the aelves be able to retain their meagre foothold in the Realm of Beasts?**

With the legions of Chaos closing rapidly on their position, the aelven mages began working their magic. Maelornia attempted to cast an Ethereal Blessing, but the presence of the Gaunt Summoner stopped her spell before it was fully formed. The High Sentinel of the Vanari Auralan Sentinels also failed to draw on the Power of Hysh, his spell unbound by the Tzeentchian sorcerer. Illoniar was more successful, however, the Stonemage tampering with the gravity around the Chaos Knights so that their thunderous advance slowed to a painful crawl.

As the aelven mages tried to stall the Chaos advance, Avalenor moved to protect the Realmgate. Moving with glacial speed, he grounded himself in front of the Chaos advance, his monolithic body glowing with the light of Hysh. On the other side of the gate, the Auralan Sentinels cracked their aetherquartz amulets and drained the power inside them before loosing their arrows into the Chaos Knights with unerring accuracy. Yet despite every one of their arrows finding their mark, only a single Chaos Knight fell from his tainted steed.

Things were looking desperate for the Lumineth before a sudden blinding light issued forth from the Realmgate. As the energy dissipated, the Light of Eltharion stood before the gate, blades drawn, ready to confront the Chaos horde.

He did not have to wait long. With a roar, the forces of Chaos charged forwards, the advance spearheaded by the Chaos Knights and Warriors. To the west, a gaggle of Pink Horrors flared into existence, summoned from the Realm of Chaos by the Gaunt Summoner, while to the south, hordes of cultists and Chaos Marauders moved to surround the Lumineth.

Despite the gravitic reversal being wrought on their bodies, the Chaos Knights surged forwards undaunted, pushing through the aelven magic to make contact with the Auralan Sentinels. Next to them, Lord Ormakon charged the Light of Eltharion as the Chaos Warriors raced towards Avalenor. The fighting was brutal for all concerned. The Stoneheart King pulverised the Warriors of Chaos with his Firestealer Hammers as the Chaos Knights drove their lances through the Auralan Sentinels. Lord Ormakon himself hacked at the Light of Eltharion, disrupting the light magic that held him together but failing to slay the ethereal being.

6

7

8

The Stonemage **(1)**, casts Gravitic Redirection on the Chaos Knights **(2)**, halving their movement. The Scinari Cathallar **(3)** and the High Sentinel in the unit of Vanari Auralan Sentinels **(4)** fail to cast their spells. The Sentinels use their aetherquartz reserves to improve their shooting, but they only kill one Chaos Knight.

Avalenor **(5)** passes on Elder Wisdom to the Stonemage, enabling the aelf to use a command ability next turn without spending any command points. Avalenor then moves around the Stonemage to confront the enemy.

The Stoneguard move to the south of the Realmgate **(6)** before Jervis summons the Light of Eltharion to the battlefield **(7)**.

Louis uses the Gaunt Summoner's Book of Profane Secrets to summon ten Pink Horrors **(8)**.

Lord Ormakon **(9)** uses his Knights of Chaos command ability, allowing the Chaos Knights to re-roll their charge rolls and add 1 to hit rolls. This enables them to charge the Auralan Sentinels. They butcher the archers, while Lord Ormakon causes five wounds on the Light of Eltharion.

The Warshrine **(10)** blesses the Chaos Warriors **(11)**, enabling them to re-roll hit, wound and charge rolls! They charge into Avalenor and cause five wounds, but six of their number die in return and two flee the fight.

The Spire Tyrants **(12)** and twenty Chaos Marauders **(13)** arrive from reserve.

# BATTLE ROUND TWO (LUMINETH): BLAZING VENGEANCE

**The Lumineth put up a stubborn defence of the Realmgate, driving back the first wave of enemy units. But they have lost noble warriors of their own, and the enemy is far more numerous ...**

Jervis takes the first turn in the second battle round.

The Alarith Stoneguard **(1)** adopt the mountain stance, making them as Enduring as Rock. This means that if a weapon that has a Rend characteristic of -1 hits them, the rend is reduced to '-'. This is further boosted by the Great Nation of Ymetrica rules to include Rend characteristics of -2! The Stoneguard also use their aetherquartz reserves to increase their armour save to 3+.

Seeing the Auralan Sentinels so easily slaughtered by the Chaos Knights almost drove Illoniar to despair. Swiftly composing himself, he took stock of the situation. The Light of Eltharion was battling both the Chaos Knights and the Chaos Lord on his hideous steed. It was a fight even the ancient spirit could not win. With a magical thought transmitted directly into their minds, Illoniar ordered the Alarith Stoneguard to join the fight. They responded immediately, adopting the stance of the Ymetrican mountains as they advanced into the fray, their diamondpick hammers raised.

A quick glance over his shoulder told the Stonemage they had very little time before the next wave of enemy troops reached them, a horde of bedraggled Marauders and Chaos cultists clambering over the rocks to the south. His warriors would have to act fast if they were to protect the Realmgate.

As the Chaos Knights drove their lances into the beams of light that made up Eltharion's ethereal body, the ancient warrior spirit of Tor Yvresse struck out at the Chaos Lord, his glittering blade penetrating Ormakon's armour and spearing his foul heart. The Chaos Lord died in agony, a blissful look in his coal-dark eyes. Yet Eltharion's spirit was waning, and the Stoneguard could do little to stop the Chaos Knights, despite tapping into the power of their aetherquartz amulets.

It was then that Avalenor stepped forward. With every swing of his Firestealer Hammers, a Chaos Knight was smashed from his steed. Broken bodies littered the battlefield as the mountain spirit descended like an avalanche. Only a single knight escaped the destruction, his tainted soul preferring dishonour over death as he fled.

Then a flash of light lit the plains of Ghur, and Illoniar sighed with relief. Teclis, Mage God of the Lumineth, had arrived.

Jervis charges the Stoneguard into the unit of Chaos Knights **(2)**.

The Scinari Cathallar **(3)** launches an Arcane Bolt into the Chaos Knights, killing a wounded fighter. She then runs as far away from them as possible, while at the same time absorbing the despair of the Stoneguard (because they used their aetherquartz) and redirecting it at the Chaos Marauders.

The Alarith Stonemage **(4)** casts Entomb on the Doom Knight – the Champion of the Chaos Knights – and buries him underground.

The Light of Eltharion **(5)** slays Lord Ormakon in combat using his Celennari Blade. 'I guess he uses his Fangsword to chop up his body a bit, just to make sure he's dead,' says Jervis. Nearby, the Stoneguard only kill a single knight.

The knights **(6)** fight back against the Light of Eltharion and the Stoneguard, killing just one of the temple warriors but reducing Eltharion to a single wound.

Illoniar causes a wound on the Chaos Warriors, who fail to hurt Eltharion.

Avalenor **(7)** ignores the Chaos Warriors and concentrates all his attacks on the Chaos Knights. He causes a colossal twenty damage, almost wiping out the unit. The sole survivor flees.

Teclis **(8)** and the Vanari Auralan Wardens **(9)** arrive through the Realmgate to join the Lumineth force.

# BATTLE ROUND TWO (CHAOS): OVERWHELMING NUMBERS

**Though the Slaves to Darkness know little of Teclis, they can clearly sense his godly power. They redouble their efforts to destroy the Realmgate before any more aelven wizards can sneak through it.**

The Gaunt Summoner known as Takeen'ector had mixed emotions. On the one hand, his plan was coming to fruition – Ormakon was dead, and he was now in command of the Ravager host. On the other hand, a numinous being of such colossal magical might had suddenly floated through the Realmgate. Takeen'ector knew little of these aelves, but he had heard the legends of Teclis the Mage God. If this was him, then things were about to get very messy indeed. Testing the water, the Gaunt Summoner attempted to tear apart the earth with a Realmscourge Rupture. Nothing happened. He tried to manifest a Darkfire Daemonrift to immolate his foes. The aelven god just glared at him. His spell never formed. Takeen'ector took the only other course of action available to him – he ran away.

His Ravagers, however, were finally making headway towards the Realmgate. As Takeen'ector watched, the mutants carrying the Warshrine lurched towards the glowing suit of armour that had killed Lord Ormakon and trampled it into the ground. When they raised their feet, nothing of the ghostly warrior remained but a dull afterglow.

Close by, the Pink Horrors gambolled towards the avatar of Hysh and engulfed it in a barrage of sorcerous pink flames, yet the huge mountain spirit barely reacted to the fact that it was on fire. The Pink Horrors, ever enthusiastic, reacted by charging into the towering construct and slapping it with their long, sucker-ended fingers. It was then that the living mountain reacted, swinging its hammers in long arcs that reduced everything they touched to glowing pink mist. As the Chaos energy evaporated, Takeen'ector could see that twenty Blue Horrors now stood where before there had been ten pink ones. He could already hear them grumbling.

Things were going better to the south, however. Ormakon's Chaos Marauders had clearly understood the situation better than most and ran straight past the spear-armed aelves to attack the Realmgate. Their axes and flails took large chunks out of the gate's structure, causing it to tilt ominously. Takeen'ector looked on excitedly, but his joy was short-lived. The well-drilled ranks of the Lumineth turned swiftly and stabbed out at the Marauders, slaying almost half their number in short order. Several more Chaos Marauders fled when they realised their peril. The Gaunt Summoner watched everything with desperate intensity. The battle hung in the balance.

The Gaunt Summoner **(1)** becomes the army general as per the Ravagers' Glory for the Taking battle trait. Both of the spells he tries to cast are unbound by Teclis **(2)**.

Louis uses the Warshrine **(3)** to cast a blessing on the last two Chaos Warriors fighting Avalenor.

The Pink Horrors **(4)** cast Channel Pink Fire on themselves, then unleash a barrage of magic at Avalenor **(5)**. They fail to cause a wound with thirty shots (Avalenor's dazzling brilliance makes him and nearby units -1 to hit, meaning the Pink Horrors are hitting on 6s).

The Spire Tyrants **(6)** and Marauders **(7)** run towards the Vanari Auralan Wardens **(8)** as the Iron Golems **(9)** appear behind them. Ten more Warriors **(10)** and a Chaos Sorcerer Lord **(11)** also join the fight to the north.

The Marauders, however, ignore the Wardens and charge a mighty 12" into the Realmgate **(12)**, causing five wounds on the structure. The Vanari strike back against the Marauders, killing nine of them, but lose one of their number as the Spire Tyrants pile into them from behind.

Eltharion damages the Warshrine but is slain by it in return. Nearby, Avalenor hits the Pink Horrors so hard **(13)** they all turn into Blue Horrors (four of which quickly run away).

The Stoneguard pile into the Chaos Warriors next to the gate and kill them both **(14)**.

# BATTLE ROUND THREE: THE WALL OF SUNMETAL

**As the Realmgate comes under attack, the Lumineth close ranks in a desperate bid to fend off their Chaos attackers. Teclis, meanwhile, begins casting spells.**

Louis takes the first turn in this round.

The Sorcerer Lord **(1)** takes over command of the Ravagers, but both his and the Gaunt Summoner's spells are stopped by Teclis.

The Chaos Warriors to the north **(2)** move towards the Realmgate followed by a newly arrived Chaos Lord **(3)**. The Lord, Sorcerer and Warriors all fail their charges on the Stoneguard.

Ten more Marauders appear to the south **(4)**.

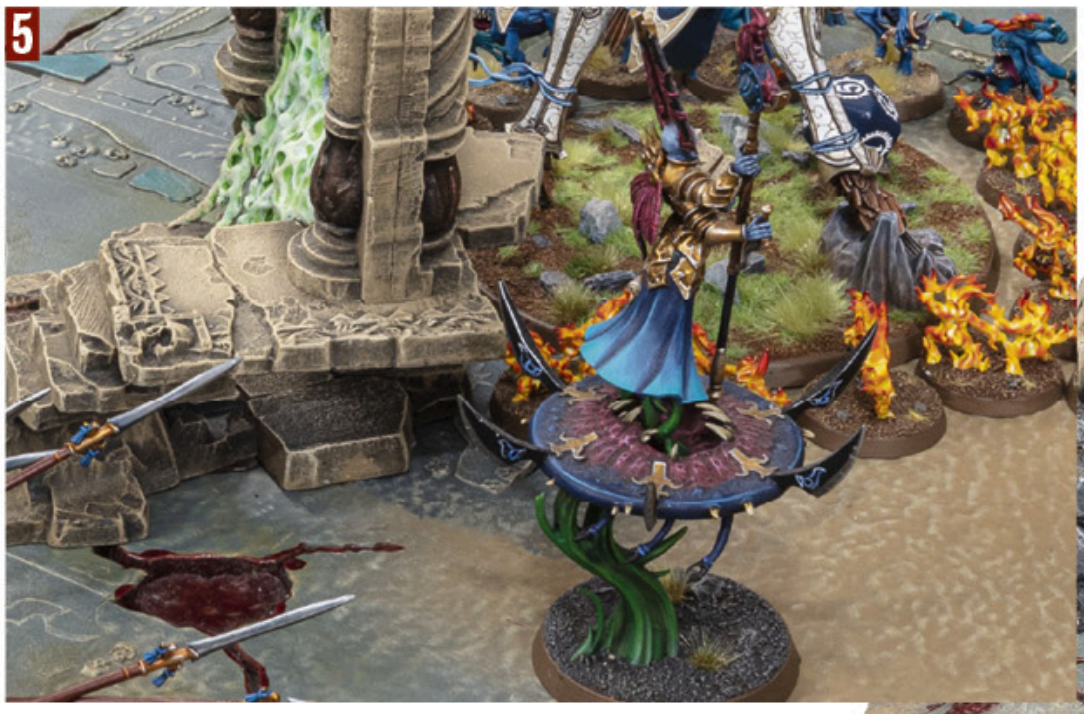
The Ravagers had lost faith in Takeen'ector – he could feel it. They were now answering to some upstart sorcerer. No matter, thought the Gaunt Summoner – he would destroy the Realmgate himself and prove his superiority once more. Guiding his Disc of Tzeentch past embattled aelves and Chaos Marauders, he approached the gate. Nearby, the Blue Horrors were rapidly dissolving into Brimstone Horrors as the Hyshian mountain spirit lashed out at them with his hammers. Further afield, the Warshrine was being driven back by the mountain-aelves, their diamondpick hammers smashing huge chunks out of the war machine and its mutated carriers.

Gazing up at the Realmgate, Takeen'ector jammed his Warptongue Blade into it. The results were less spectacular than he would have hoped, but the magical portal shuddered nevertheless. The Gaunt Summoner raised his blade for another strike. Then suddenly, everything turned white …

Archmage Teclis hovered serenely above the battlefield and surveyed all below him. He was sad to see that the Stonemage Illoniar had fallen, and that other aelves lay dead in the sand, but they had accounted for themselves well.

Now he would avenge them.

An aura of purity radiated out from the Mage God, surrounding his warriors in glowing energy that protected them from harm. Then beams of white-hot light stabbed out from his hands, spearing the Slaves to Darkness that strayed too close. Marauders, cultists, warriors and horrors disappeared in flashes of bright light. The Chaos leaders reeled in agony. Teclis reserved a special fate for the Gaunt Summoner, who he transfixed with a bolt of energy so pure it turned Takeen'ector into a clear crystal that splintered into a billion shards as it hit the ground. The aelves surrounded the Realmgate and waited for the next wave to hit them.



The Blue Horrors make Illoniar the target of their magical fire and somehow burn him to a crisp.

The Gaunt Summoner **(5)** charges into the Realmgate behind Avalenor. His Warptongue Blade hits on a 6, meaning it causes D6 mortal wounds! Louis rolls a 1.

The Vanari Auralan Wardens **(6)** kill two Marauders and six Spire Tyrants for no losses. The remaining Chaos fighters flee.

The Alarith Stoneguard **(7)** pile into the Warshrine, wound it, then push it back 2" using their Tectonic Force ability. Nearby, Avalenor pulps ten Blue Horrors.

Jervis responds by having Teclis **(8)** automatically cast four spells, each of them with a casting value of 10. Protection of Teclis allows Lumineth within 18" to ignore wounds on a 5+. Storm of Searing White Light causes mortal wounds on every Chaos unit within 18". Arcane Bolt finishes off the Gaunt Summoner. Total Eclipse forces Louis to use two command points on his command abilities. However, he fails to even hit the Warshrine with his Lunar Staff.

The High Warden casts Power of Hysh, enabling his unit to cause mortal wounds on a 5+ in combat.

Avalenor **(9)** extinguishes ten Brimstone Horrors and six Blue Horrors as the Stoneguard destroy the Warshrine.

The Vanari Dawnriders **(10)** emerge from the Realmgate.

# BATTLE ROUND FOUR: LAST-DITCH DESTRUCTION

**Though the aelves now dominate the centre of the plain, the Slaves to Darkness are not giving up without a fight. One final charge might be all they need to destroy the Realmgate.**

Louis takes the first turn in the fourth battle round.

With the Sorcerer Lord **(1)** unable to cast any spells due to the proximity of Teclis, he resorts to using his Oracular Visions on the Chaos Warriors **(2)** instead, enabling them to re-roll their armour saves.

The Marauders to the south **(3)** run to try to get closer to the Realmgate, while the Iron Golem cultists move towards the Vanari Auralan Wardens **(4)** and kill one of them with their bolas.

Lord Borhaikh raised his spear aloft for all to see and took command of the Ravagers. They had suffered time and again from inept generals. It was now his time to shine – he would destroy the Realmgate and prove his worth to the Dark Gods!

To the south, he could see the Chaos Marauders and cultists getting stuck into the aelven spearmen. They would provide an excellent distraction while he moved in with his loyal followers. Racing forwards, he barged past the Sorcerer Lord – knocking him into the hammer-wielding aelves nearby – and ran straight towards the Realmgate, his warriors close behind. He lashed out at the gate with his reaperblade and daemonbound steel. The gate shuddered in torment but did not fall. Borhaikh raised his blade once more as a shadow fell across him. He looked up just in time to see the flat face of Avalenor's hammer descending towards him. The Dark Gods are cruel, thought Borhaikh.

Hyshian energy leapt form Teclis' fingers, fortifying the armour of the Lumineth around him and searing the flesh of the servants of Chaos. With a gesture he shattered rocks and pebbles, turning them into vicious shards that he used to eviscerate the Chaos Marauders pouring in from the south. With a thought he opened the ground beneath the Chaos Warriors, the very land devouring them.

There was very little left of the upstarts, only a scant few black-clad warriors who refused to flee. The Vanari Dawnriders drove their lances into the flank of the Chaos unit, spearing several of their number and driving the rest towards Teclis. He did not even get to strike. Celennar, the Spirit of Hysh, leapt forwards as Avalenor stomped down with his hooves. The last of the upstarts were crushed between mountain and moon. Yet it was not a victory in Teclis' eyes. The Realmgate was badly damaged and now unusable. The Lumineth Realm-lords had been denied a valuable foothold in Ghur. For now, at least …

The Iron Golem charge the Wardens, but stray too close to Teclis **(5)**. They fail to kill any of the aelves, lose three of their number to Celennar, then are wiped out by the Vanari.

The Sorcerer Lord charges the Stoneguard **(6)**, but he is hammered to death before he can even fight. Nearby, the Chaos Lord **(7)** charges the Realmgate. He causes another two wounds on it, reducing it to four. He is then wounded twelve times by Avalenor and slain.

The Chaos Warriors aren't close enough to charge the Realmgate, but they do reach the Stoneguard and Avalenor **(8)**. They kill one of the Stoneguard and cause two wounds on Avalenor.

Jervis uses Teclis to cast four more spells, including Protection of Teclis and Storm of Searing White Light. He also casts Assault of Stone, which wipes out the Marauders, and Living Fissure, which eats one of the Chaos Warriors.

With only the Chaos Warriors left alive, both Teclis and the Vanari Dawnriders charge into combat. Jervis elects to give the aelven equestrians a run-out – they kill three of the Chaos Warriors. Teclis and Celennar destroy another three. After a few ineffective attacks back from the Warriors, Avalenor hammers the last two flat.

Because the Realmgate has only taken eight wounds at the end of the game, Louis has to roll a dice to see who wins. All he needs is a 5+ to win a minor victory.

# A VICTORY BY ANY OTHER NAME

**The Realmgate has taken eight wounds. Louis must roll a 5+ to win a minor victory. On a 3 or less, the minor victory will got to Jervis. Louis rolls. It's a 4. The battle is a draw!**

> **'You get a real feeling of godly power when he can just snap his fingers and stop a spell outright.' – Jervis**

> **'I was so happy when I rolled that 6 to hit that I knew the next roll would be a 1. It was inevitable.' – Louis**

### AN ILLUMINATING BATTLE

**Jervis:** A draw! Is that allowed? Someone call a referee. That was such a dramatic and entertaining battle, with both armies playing exactly how they should. The Lumineth were magical, fast and resplendent, the Chaos forces brutal, unpredictable and relentless.

I think I made a few tactical blunders in the game, not least deploying the Vanari Auralan Sentinels at the start. I should have deployed the Wardens instead and given Louis's Chaos Knights a harder target. Had he got the double turn at the start of the second round, his Knights might well have won him the game. We would have needed a re-fight, though! I also needed to target his characters more effectively – it's their command ability that allows the Ravagers to bring on so many new units, and they almost overwhelmed me. I think I should have deployed a little further out from the gate, too – Louis's first charge hemmed me right in, and I was nearly unable to deploy Teclis because of the proximity of his units. It's almost like he planned it that way.

Probably my most contentious tactical choice was bringing on Eltharion instead of Teclis at the end of the first round. My reasoning was that I needed to put something else in the way of the Chaos army. Teclis would fit, but then he would immediately be in combat, which is exactly where he doesn't want to be. I thought Eltharion would be a safer option and, while he didn't do as much damage as I would have liked, he did effectively blunt that Chaos attack.

When Teclis did turn up, though, he was awesome. You get a real feeling of godly power when he can just snap his fingers and stop a spell outright. And you don't need to roll dice for his spells either – he's a magical powerhouse. I especially loved casting Total Eclipse. I did it for fun because I thought it would be really evocative, but it actually really hampered Louis in the final round.

### THE DARK GODS ARE PLEASED?

**Louis:** I definitely didn't expect to pull a draw out of that. I thought things were going pretty well after the first round, what with the Chaos Knights smashing up the Sentinels and my Chaos Lord almost killing Eltharion. Then Avalenor made his attacks and it all went wrong. I was so desperate to get attacks on Eltharion that I strayed just that little bit too close with the Knights, and that was the end of them. The Stoneheart king is a monster!

Interestingly, it was my infantry that did most of the work in this battle. The Chaos Warriors, when boosted by the Warshrine, were really solid. Were they not fighting a mountain, they would have chewed through pretty much anything, including the Realmgate. Jervis put Avalenor in exactly the right place to make my plan difficult. That's the sign of a competent general.

I, on the other hand, had an incompetent wizard. I knew when Teclis appeared I would really struggle to cast spells, so I had to get them in early. The Gaunt Summoner summoned a unit of Pink Horrors, then did virtually nothing for the rest of the battle. I wanted to get the Endless Spells that I'd paid for (gah!) into play because they would do a lot of damage to both Jervis's army and the gate. Sadly it just wasn't meant to be. Then the Gaunt Summoner only caused a single wound with his Warptongue Blade. I was so happy when I rolled that 6 to hit that I knew the next roll would be a 1. It was inevitable.

I think, perhaps, I should have started the game with more infantry on the battlefield, then brought in the Knights and the Lord on Karkadrak later on when everything else was engaged. Chaos Knights with lances benefit from being on the move all the time, and they got bogged down with a really short charge on a combat-weak unit that Chaos Warriors could have dealt with just as easily. That's the power of hindsight, eh?

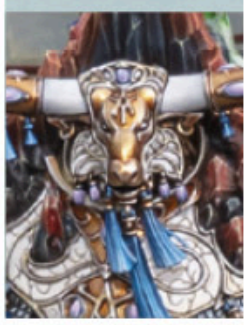
### JERVIS'S HIGHLIGHT OF THE GAME

I loved watching the Alarith Stoneguard getting stuck in. They're quite slow for aelves, but boy are they tough to shift when they've got magical enchantments and battle traits activated. Infantry with a 3+ save is pretty nasty, but when they ignore rend of -1 and -2, they become virtually unkillable unless you can drop mortal wounds on them. I was really proud of how they just marched into the Chaos Knights, did some damage, then endured. Then they fought the Chaos Warriors, the Warshrine and the Sorcerer Lord. And there were still two of them left at the end of the battle. They were cinematic and heroic, which is important to me.

### AELF OF THE GAME

**Jervis:** Well, he's not actually an aelf, but Avalenor was my fighter of the match. I placed him in exactly the right place at the right time, and he did what any good mountain does – he endured! It was his attacks that destroyed the Chaos Knights and probably saved my army (and the Realmgate) from total destruction.

Both Louis and I were very surprised just how much damage he dealt over the course of the match, and consistently, too. I feel a bit sorry for the Horrors.



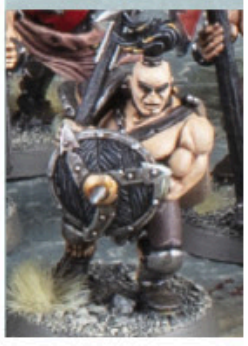
### LOUIS'S HIGHLIGHT OF THE GAME

It was probably the Pink Horrors getting stuck into Avalenor. It wasn't the most heroic fight, or even the most successful (not for me at least), but it was really funny watching this huge monster smashing up Horror after Horror after Horror. Tactically it was a reasonably sound move – the Pink Horrors were a free unit, so throwing them into the enemy wasn't wasteful. And a unit of ten wounds soon becomes forty because you have to kill all the Blues and Brimstones, too. I basically turned the area around Avalenor into a multicoloured tar pit that he couldn't escape. I just wish they'd managed to hurt him. Just one wound would have been nice!

### CHAOS WARRIOR OF THE MATCH

**Louis:** I'd have to say the big unit of twenty Marauders. They're often overlooked in Chaos armies, but they are really fast thanks to their Barbarian Drummer and Boundless Ferocity rules.

I thought they were going to have to fight through the Vanari Auralan Wardens, but a 12" move enabled me to run them past the aelves and into combat with the Realmgate. They did more damage to it than anyone else, so they deserve some recognition for that.



# A LIGHT IN THE DARKNESS

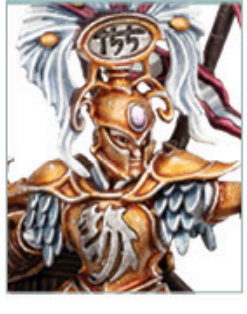
**Imbued with the numinous power of the Realm of Light, the Lumineth journey to the Eightpoints in search of an ancient artefact that was stolen from them. Will they bring order to the Chaos of Archaon's realm, or will they vanish, never to be seen again?**

With dazzling speed and formidable martial prowess, the Lumineth Realm-lords bring the power of the Realm of Light to the Eightpoints. Born from the souls of long-departed aelves, they are masters of elemental magic, their very blood laced with scintillating energy that glitters and flows like liquid crystal. Yet for all their brilliance, the Lumineth are flawed, for behind their sunmetal armour lies a deep arrogance – an arrogance that almost led to the downfall of their entire race. Only through constant self-reflection and the guidance of their Hyshian deities can they hope to prevail in the Age of Sigmar.

Yet prevail they must. The time of isolation is over – the Mortal Realms await! Now the shining hosts of the Lumineth march forth into the darkest of places to challenge those who would see the realms undone.

### LIGHTEST AND BRIGHTEST

If you fancy starting a Lumineth Realm-lords warband for Warcry, then the best place to start is with a set of Vanari Auralan Wardens. They provide a solid core to any Lumineth warband, and you can even use a High Warden as your warband leader.



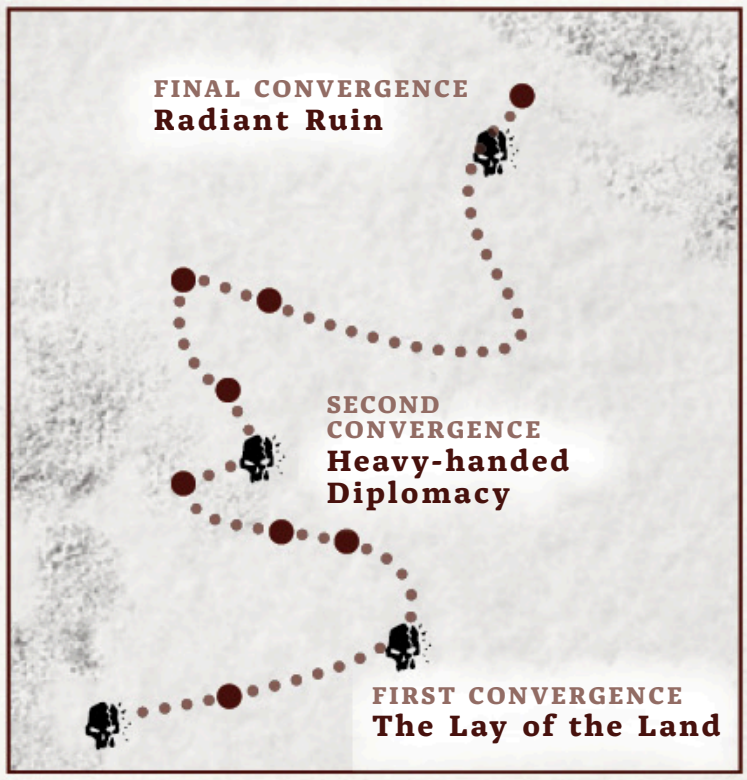
### MUSTERING THE BRIGHT COMPANY

Over the next few pages, you'll find brand-new rules for using your Lumineth Realm-lords in games of Warcry. First up is a new campaign for you to undertake called Aggressive Acquisition, which includes artefacts of power and command traits. Over the page, you'll also find the campaign's three convergences, along with the Spoils of Victory.

Most important, though, are the rules for the Lumineth themselves. The last two pages of the article include stats for eleven different warriors such as Alarith Stoneguard, Vanari Auralan Wardens and even a Scinari Cathallar to lead your warband into battle. There's also a list of special abilities such as Mountain Stance, Emotional transference and the wonderfully evocative Gravitic Redirection. No prizes for guessing what that quad ability might do!

# AGGRESSIVE ACQUISITION

**The Lumineth are masters of magic - not simply the casting of spells, but also the forging of artefacts redolent with potent Hyshian energies. Indeed, it was these arcane masterworks that led to much of the destruction of the Spirefall. Now, one such relic has been stolen from its resting place by a roving Chaos warband, its guardians slaughtered and the thieves fled to the Eightpoints. It is likely they are unaware of their prize's true power; should they misuse it, the results could prove catastrophic. You must track them down and recover the artefact before it is too late.**




## TERRITORY RULES

**Summon Geomantic Sigil:** *The Lumineth seek to save the realms through the use of precise Hyshian spellcraft, conjuring forth vast arcane symbols of ordered light magic to repel the taint of Chaos.*

You can spend 10 glory points to dominate a territory by summoning a Geomantic Sigil. Mark on your warband roster how many territories you dominate. Dominating territory offers the following bonuses:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

| D3 | ARTEFACT OF POWER |
|---|---|
| 1 | **Aetherquartz Reserves:** *This Lumineth carries extra Aetherquartz crystals to empower them in battle.*<br>Once per battle the bearer can use the Rush or Onslaught ability without using any ability dice. |
| 2 | **Cloak of the Scinari:** *The enchantments weaved into this fine cloak can ward off even the most terrible blows and afflictions.*<br>Add 1 to the Toughness characteristic of the bearer. |
| 3 | **Diamondforged Kris:** *One of the mighty mountains of Ymetrica is said to have aided in the forging of this immaculate shortblade.*<br>Add 2 to the Strength characteristic of attack actions made by the bearer with a Range characteristic of 3 or less. |

| D3 | COMMAND TRAIT |
|---|---|
| 1 | **Taunting Arrogance:** *This aelf uses a refined sense of superiority to lure their foes into making a deadly error.*<br>When an enemy fighter within 1" of this fighter targets this fighter with an attack action, allocate 1 damage point to that fighter for each hit roll of a 1 from that attack action. |
| 2 | **Veteran of the Ocari Dara:** *This warrior is a veteran of centuries of hard-fought battle.*<br>Add 5 to the Wounds characteristic of this fighter. |
| 3 | **The Speed of Light:** *This warrior seems to move almost too fast for mortal eyes to follow*<br>Add 1 to the Move characteristic of this fighter. |

## FIRST CONVERGENCE: THE LAY OF THE LAND

*You have identified a suitable position amongst a scattering of ruins from which to work your geomantic scrying and attune yourself to the passage of the artefact. However, your presence in the Bloodwind Spoil has not gone unnoticed. Now a bloodthirsty warband moves to surround you, for surely aelven skulls will fetch a high price in Carngrad. Repulse them while you complete your mystic rite.*

**BATTLEPLAN**
**Terrain:** See map.

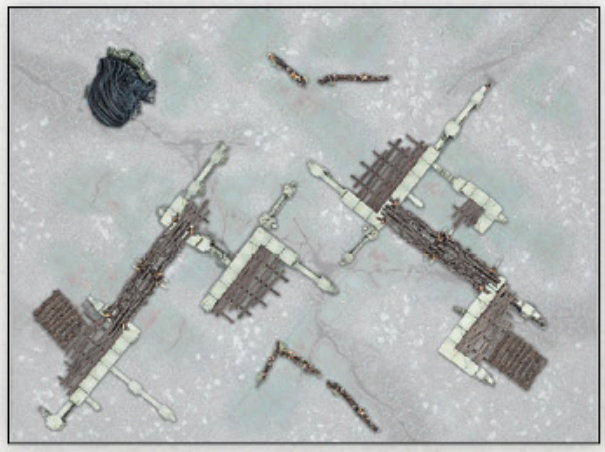
**Deployment:**
Defiant Stand

The Aspirant warband uses the blue deployment points.

**Victory:** The Ritual

The Aspirant warband is the defender.

**Twist:** Draw a twist card as normal.



## SECOND CONVERGENCE: HEAVY-HANDED DIPLOMACY

*Your efforts in tracking the artefact have led you to a rickety trading outpost in the wastes of the Bloodwind Spoil, fashioned from the bleached skull of some tainted megafauna. It is possible that the relic passed through here as the thieving warband travelled. Forcibly interrogating one of the armed warbands congregating around the crude bazaar might point you in the right direction.*

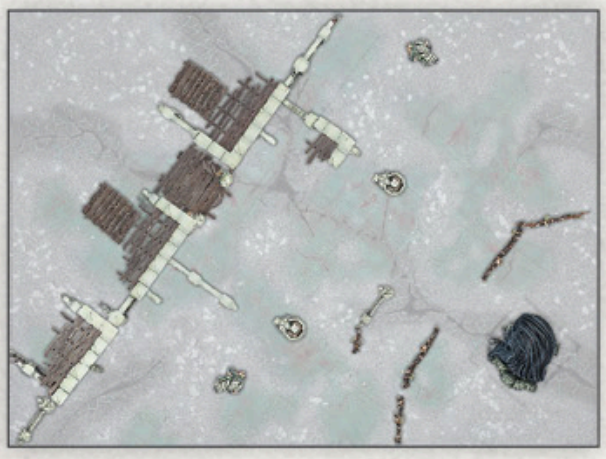
**BATTLEPLAN**
**Terrain:** See map.

**Deployment:**
Blood Rush

The Aspirant warband uses the blue deployment points.

**Victory:** No Mercy

**Twist:** Draw a twist card as normal.



## FINAL CONVERGENCE: RADIANT RUIN

*The situation is worse than you feared. The relic has fallen into the hands of a warlock named Gorston Lorezza, an outcast from the colleges of Xintil. As a Hyshian he no doubt has some inclination as to the true power of his prize - and he is arrogant enough to attempt to master it anyway. You must reach Lorezza's lair and smash through his defences to stop him before it is too late.*

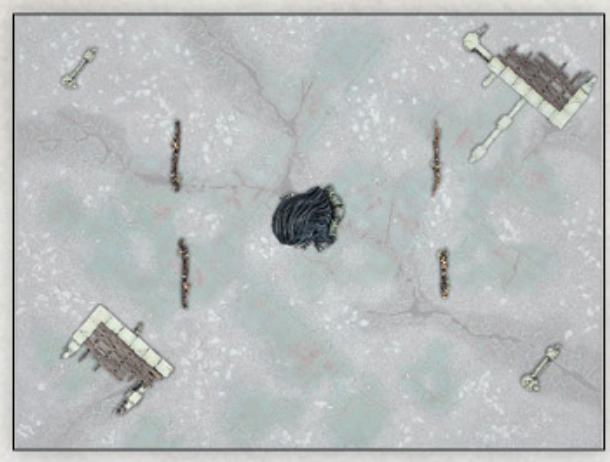
**BATTLEPLAN**
**Terrain:** See map.

**Deployment:**
Draw a deployment card as normal.

**Victory:** The Gauntlet

The Aspirant warband is the defender.

**Twist:** Eager for the Fight



# SPOILS OF VICTORY

**Through cunning, fearlessness and strength of arms you have triumphed over your rivals and left your mark on the Bloodwind Spoil. Under your leadership your warband has grown into a truly deadly force, feared by all who have heard the legends of their exploits. Your tale is not yet over, but for now you can relish the rewards of your victory.**

## LUMINETH REALM-LORDS – AGGRESSIVE ACQUISITION

*It is a close-run thing - closer than you would have liked - but you manage to stop Lorezza just before he can risk a magical cataclysm of truly harrowing proportions. Better safe than sorry. As the sorcerer's body is put to cleansing flames, your warband channels Hyshian magics to render the potent artefact quiescent once more. It is time to return it to Hysh and seal it away before it can cause any more problems - along with the other aelven relics scattered around Lorezza's lair.*

**ARTEFACT OF POWER**
**Moonfire Diadem:** *Said to be blessed by the Archmage himself, this potent crown can unleash blasts of scourging silver light at its wearer's command.*

Once per battle the bearer can use this artefact as a bonus action. Allocate D6 damage points to all visible enemy fighters within 3" of this fighter; roll for each.

# LUMINETH REALM-LORDS

The Lumineth Realm-lords are paragons of martial excellence, compensating for their limited numbers with magical prowess and raw skill. Empowered by the energies and spirits of Hysh itself, they can triumph over warbands many times their size.

| LUMINETH REALM-LORDS ABILITIES | |
|---|---|
| | **[Double] Shining Company:** A fighter can use this ability only if there are 2 or more other friendly fighters with both the **Lumineth Realm-lords** faction runemark ( ) and the **Warrior** runemark ( ) within 1" of this fighter. Until the end of the battle round, subtract 1 from the Attacks characteristic of attack actions that target friendly fighters within 1" of this fighter. |
| | **[Double] Mountain Stance:** Until the end of the battle round, subtract 1 from the damage points allocated by each hit and critical hit from attack actions that target this fighter. |
| | **[Double] Moonfire Flask:** Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability. |
| | **[Double] Sharp-eyed Scryhawk:** Pick an enemy fighter within 20" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that target that fighter. |
| | **[Triple] Lances of the Dawn:** Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick 1 visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that enemy fighter equal to the value of this ability. |
| | **[Triple] Emotional Transference:** Pick 1 visible friendly fighter within 12" of this fighter that has 1 or more damage points allocated to them. Then, pick 1 visible enemy fighter within 12" of this fighter. Roll a number of dice equal to the number of damage points allocated to that friendly fighter. For each 4+, allocate 1 damage point to that enemy fighter. |
| | **[Quad] Gravitic Redirection:** Allocate D3 damage points to all visible enemy fighters within 6" of this fighter (roll for each fighter). In addition, until the end of the battle round, halve the Move characteristic of all fighters that are within 6" of this fighter when this fighter uses this ability. |

## LUMINETH REALM-LORDS BRIGHT COMPANY

WARHAMMER UNDERWORLDS BEASTGRAVE

# GLORY POINTS

**DAVE SANDERS**
**Dave has been writing rules for Games Workshop for several years now, working on such notable games as Warhammer 40,000: Kill Team and Warhammer Underworlds. It's rumoured that he's got plenty of plans up his sleeve for Warhammer Underworlds. However, he also has a mantrap up there, so don't go trying to get anything out of him.**

I want to talk to you about a play style for Warhammer Underworlds that is fun, varied and, within reason, available to nearly all warbands: Flex. This is the first in a two-article series. In this issue, I'll explain what Flex is, how it works and where to start with your objective deck as you plan for victory. When doing so I'll talk about one of the Nightvault warbands that can lean heavily into this play style: the Godsworn Hunt. In my next column, I'll discuss building a power deck to support a Flex play style, and I'll give you some final tips about how to Flex most gloriously! I'll be focusing on decks for Championship play and will be bearing in mind the iteration of the Forsaken and Restricted list that's live at the time of writing.

## WHAT IS FLEX?

Flex is one of the main deck archetypes in Warhammer Underworlds, created by fusing together elements of aggressive play (Aggro) and Hold Objective play. Flex decks like choosing their battles, having plenty of options, creating opportunities where none are obvious and striking from unexpected directions.

This combination makes Flex one of the most varied and engaging ways to play Warhammer Underworlds – it's not just about wiping out your enemies, and it's not just about controlling the battlefield. Instead it's about ebb and flow, gathering your reserves before committing them, and proving impossible to pin down. Playing a warband in a Flex style can really wrong-foot your opponent as they try to work out what you're doing, particularly if you're using a warband that is usually only played one way.

This doesn't come easily, of course. To build decks that allow this sort of flexibility takes focus, practice and plenty of iterations. If you try to design decks that can do anything, you may find they achieve nothing. It's easy to fall into the trap of including a lot of strong cards without considering their synergies – that is, how well they work with each other. Even when you do build cohesive, strong decks, you may find yourself continually refining them, trying out different cards to get the absolute best options for your strategy.

## WHY PLAY FLEX?

That might make Flex sound a bit like hard work. However, there are great rewards to be won when you play a Flex play style. Well-crafted Flex decks are very hard to counter – unlike Aggro or Hold Objective decks, they are unpredictable, so an opponent will be hard pressed to know how to prevent you from scoring your objectives. This means that Flex decks are well represented at the highest levels of competitive play.

In addition, for those players that enjoy building decks, Flex decks allow you to make the fullest use of your collection. Rather than focusing solely on cards that will increase your damage output, or that will cement your control of the battlefield, you can consider any card for inclusion based on its merits in a flexible strategy and its synergies with your other cards. You may find, when building Flex decks, that previously unregarded cards shine, presenting you with options that you'd never considered before. This can feel like finding a unique treasure, and it is one of the things that I love most about building Flex decks.

## FLEXIBLE OBJECTIVES

Hopefully you're now considering your next decks and how to make them Flex. I'll try to give you some pointers about where to start. When I'm building decks, I always start with the objective deck. Your objective deck is your plan, your intended route to victory. The best power cards in the world won't accomplish much unless they're helping you score your objectives.

When I'm building for a Flex strategy, I like to look at surge objectives first. To be successful, you're going to want to score as many of your surge objectives as you can, and ideally without discarding any. This is to allow you to play through your whole objective deck and score every card you can, as each time you score a surge objective you draw another objective card.

For this to work, your surge objectives need to be cards that you can be confident of scoring at pretty

**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. This month, Dave's doing some mental (not physical) flexing.**

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much any point in any game. This might mean passing up on some of the bigger scoring cards, but you'll value the flexibility and reliability you gain in return. Ideally, your objectives won't require any particular fighters to be on the battlefield (i.e. any fighters in your warband can score them), which will significantly improve their reliability.

Some great places to start are cards like Calculated Risk **(1)** or Swift Capture **(2)**. Calculated Risk is one of the easiest objectives in the game to score – you just have to be able to cope with the damage dealt to your fighter. For Swift Capture, on the other hand, you can start setting this up even before you draw it by making sure that you place objectives in advantageous places before the game starts, as well as by pushing or moving fighters onto objectives when the opportunity presents itself.

## PLAY TO YOUR STRENGTHS

There are loads of surge cards to choose from, and each warband will have its preferred choices. For example, Gathered Momentum **(3)** and Cover Ground **(4)** are great choices for warbands that have fighters that can, without needing any specific cards, reach a Move value of 5 or 6, respectively. If you have fighters like this, it's very hard for your opponent to prevent you from completing these objectives. I would include Gathered Momentum in my Godsworn Hunt deck, as Grundann **(5)**, Jagathra **(6)** and Grawl **(7)** each have a Move value of 5 when Inspired, and their Inspire condition is easy to achieve when necessary. Gathered Momentum has the added bonus of being a hybrid, giving me two ways to score it. If I only had one fighter that had a Move value of 5, or if I needed specific upgrades to make this work, I might be better off looking at other objectives that are more reliable.

Similarly, warbands may prefer What Armour? **(8)** or Get Thee Hence **(9)**, depending on whether their fighters have Cleave or Knockback. I like these objectives because you don't have to take the enemy fighter out of action, meaning that you can make opportunistic Attack actions to score these objectives when it suits you, rather than needing to set up a 'one-shot KO'. In the case of the Godsworn Hunt, both Shond and Ollo gain Cleave when they are Inspired, so I'd choose What Armour? Again, if I only had one fighter that could meet the condition for this objective without other supporting cards, I'd be inclined to look elsewhere when picking my surge

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objectives. An objective that relies on a particular fighter being on the battlefield risks being a 'dead' card in your hand just as much as an upgrade restricted to that fighter, so you should think carefully about when it is the right time to include such cards in your deck.

### ALWAYS SYNERGISE

Wherever possible, it's a good idea to include cards that synergise well together. The trio of Warning Shot **(10)**, Death From Afar **(11)** and Finish Them **(12)** works very well for warbands with a number of reasonably accurate, Range 3+ Damage 1 Attack actions. These warbands will be able to score Death From Afar and Finish Them simultaneously in most cases, and they can score Warning Shot if anything goes amiss. Jagathra and Ollo fill this role in the Godsworn Hunt. Flex strategies work particularly well with warbands that have access to Range 3+ Attack actions, as these warbands can manoeuvre onto objectives even as they attack enemy fighters. Whether this is to score objectives in your hand or to set up opportunities to score them when you draw them later on, it allows for very efficient activations.

You can also consider how well your surge objectives synergise with your other objectives. For example, if you're trying to score Supremacy **(13)** or Oath of Supremacy **(14)**, you'll almost certainly meet the conditions for Temporary Victory **(15)** along the way. When you 'double up' in this way, it allows for extremely efficient activations and gambits that set you up to score two or even more objectives.

### FLEX IN THE END PHASE

When looking at your end-phase objectives, again, it's a good idea to consider which objectives you can be pretty certain of scoring in any game. There are few end-phase objectives more reliable than Fired Up **(16)**, which makes it a strong contender in most decks. However, you'll need to balance reliability against reward, as if you only pick end-phase objectives that score 1 glory point, you're likely to find that you fall behind your opponent. You should also consider how these cards synergise with each other and with your surge objectives.

Having gone to a lot of effort to choose reliable surge objectives, you might like to look at Opening Gambit **(17)** or Combination Strike **(18)**, which will reward you for scoring these objectives. Which of these cards you include in your deck may be something you determine over time as you learn how many surge objectives you are confident of scoring each round. Solid Gains **(19)** and Great Gains **(20)** fall into a similar category, although Great Gains may not be as viable unless you're playing a warband that can reliably take enemy fighters out of action.

When playing the Godsworn Hunt, I like to include Oath of Murder **(21)**. It's a reasonable objective in itself, since with an Aggro or Flex style you'll be looking to take the enemy leader out of action in most games. What I really like about it is that I can use it to distract my opponent by revealing it at the start of a round. My opponent then has to work out if I am gunning

15 16 17 18 19

20 21 22 23 24

for their leader and how they can prevent me from fulfilling my oath, or if I'm simply feinting an attack on their leader while actually planning to score other objectives entirely!

### SUPREME FLEX

A Flex warband with at least four fighters (although preferably more) will do well to consider Supremacy. The Godsworn Hunt can go for Oath of Supremacy instead (or in addition!), which can give them the potential for huge glory gains. However, if you go for Supremacy, you'll need to make sure that your power deck supports you – it's not always an easy task to end an action phase with three friendly fighters holding objectives.

Something to note about Supremacy in a Flex deck is that your opponent will see it coming – they are likely to expect that you have it in your deck and will try to stop you. You can actually use this to your advantage, moving into position to score Supremacy even before it is in your hand. This way you may scare your opponent into making unwise Charges or using valuable push cards to stop you from scoring a card you don't even hold! You can even do this if you haven't included Supremacy in your deck, but it's best not to get too caught up in fooling your opponent – you might not score many glory points that way.

A somewhat less demanding option that is feasible for any warband is Path to Victory **(22)**, which is one of my favourite objectives. It's a perfect fit for a warband looking to strike a balance between eliminating enemy fighters and holding objectives, and you'll often find that in attempting to score other objectives, you set yourself up to score this one too. Naturally, this synergises well with Supremacy, but you need to consider just how many objectives you can be confident of holding in any given end phase.

### WHEN IT ALL PAYS OFF

For the supremely confident, you could consider including Perfect Match **(23)** in your objective deck. This is only suitable in a deck which you are confident of scoring every other objective in almost every game, as Perfect Match means that you can't afford to discard objectives. In addition, if you draw it in your first hand, it can seriously hamper you, as you effectively have to play with two objectives, rather than three, for most of the game. This makes your surge objectives more important than ever. However, if you are confident of your ability to make this work, Perfect Match is one of the most rewarding objectives to aim for in a Flex deck. Aggressive Strategy **(24)** is a less rewarding, less ambitious card that nonetheless has a good pay-off in a Flex deck, and it may be worth considering instead of Perfect Match.

### SUMMING UP

So where does all that get us? We know that when we're building a Flex objective deck we want reliable, flexible objectives that we can score at pretty much any point in a game. We know that we can consider objectives that rely on our fighters making Attack actions and holding objectives, as long as the conditions for these objectives are not too demanding. We know that we can make our job easier by choosing objectives that synergise well together, as well as by choosing cards that play to our warband's strengths. We know that we can't afford to play it too safe with our objectives, since if we do we won't be gaining as many glory points as possible. Finally, we know that we're not likely to get it perfect the first time! Whether we should include one objective over another is something we'll learn by playing with the deck, finding out what works best against whatever our opponents can throw at us and refining our deck over many games.

### END PHASE

That's it for this first article about the Flex play style. I'll continue on this topic next month, but I hope this first part has inspired you and provided you with some useful ideas about how to build your own Flex objective deck. 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.

# PATH TO VICTORY

**In this third Path to Victory article, Dave Sanders – steadily accumulating enough amberbone to build a small arsenal – presents an in-depth tactical guide to two more of the warbands to enter Warhammer Underworlds: Beastgrave.**

**Late last year the Champions of Dreadfane spilled into Beastgrave, bringing the ringing of sigmarite on stone and the howling of damned souls to the echoing hollows of the mountain. In this issue, we'll be giving you some tips about fielding Ironsoul's Condemnors and Lady Harrow's Mournflight in Warhammer Underworlds: Beastgrave, bringing to bear their stormforged might and their eldritch blades, respectively, augmented by the finest universal cards this season has to offer.**

# IRONSOUL'S CONDEMNORS

Ironsoul's Condemnors are the most aggressive Stormcast Eternals warband yet. The Condemnors are tough, hard-hitting and reliable. Their objective cards support this, rewarding you for advancing into enemy territory and eliminating as many enemy fighters as you can.

### GWYNNE IRONSOUL

Ironsoul is the leader of the Condemnors and has a fearsome set of characteristics. Her Stormsmite Mace Attack action is Range 1, 3 and 2 Damage, going up to 3 Damage with Knockback 1 when she is Inspired, and she has a Move of 3, Defence of 1 (2 when Inspired) and 4 Wounds. She may be relatively slow, but she's tough enough to take a couple of hits and keep coming, and even more so when Inspired.

Three is about as reliable an Attack action as you can get, so you can be pretty confident that Ironsoul will hit whatever you point her at. If her target only has 2 Wounds, that's some easy glory coming your way. Her Dice characteristic of 3 is also very helpful when trying to get her Inspired, giving you roughly a 42% chance of Inspiring her each time she swings.

Don't underestimate Ironsoul's Knockback ability. When used correctly, you can get even more value out of lethal hexes in enemy territory using the additional push this gives you. Against tougher enemies, Ironsoul can make an Attack action with the intention of knocking enemies towards other friendly fighters, potentially allowing for your warband to gang up and take down the biggest foes.

Ironsoul can also use the Soul-hardened Shield **(1)** upgrade, which allows you to give her a Guard token each time you activate her. With this upgrade you can afford to be very aggressive, knowing that as long as she has a target within range, she can both make an Attack action and go on Guard for the cost of a single activation. It's great when she's knee-deep in enemy territory.

### BRODUS BLIGHTBANE

Brodus Blightbane is the heaviest hitter of the heavy-hitting Ironsoul's Condemnors. His Move, Defence and Wounds are the same as those of Ironsoul before Inspiration, but when Inspired Blightbane gains an additional point of Move for a total 4, making him reasonably quick on his

### CRITICAL INSPIRATION

**Each fighter in Ironsoul's Condemnors has the same Inspire condition: roll one or more critical successes in their attack or defence roll and they become Inspired. This means that the more dice and re-rolls you can get for your fighters, the more likely it is that you can get them Inspired. Of course, you'll want to make as many Attack actions as you can as well, since you can't get your fighters Inspired without them getting stuck in. Luckily, that's where these fighters shine, so grab a Stormsmite Mace and get swinging!**

**The Condemnors come with some cards that can help you hit their Inspire condition. The Aetherically Charged Weapon (2) and Aetherically Charged Shield (3) upgrades both give you a re-roll for the equipped fighter in their attack rolls and defence rolls, respectively. Meanwhile, the Improvised Blow (4) and Vengeful Strike (5) gambits give you a couple of cheeky extra Attack actions which, while respectively not too damaging or reliable, may still give you a couple of extra chances to Inspire your fighters.**

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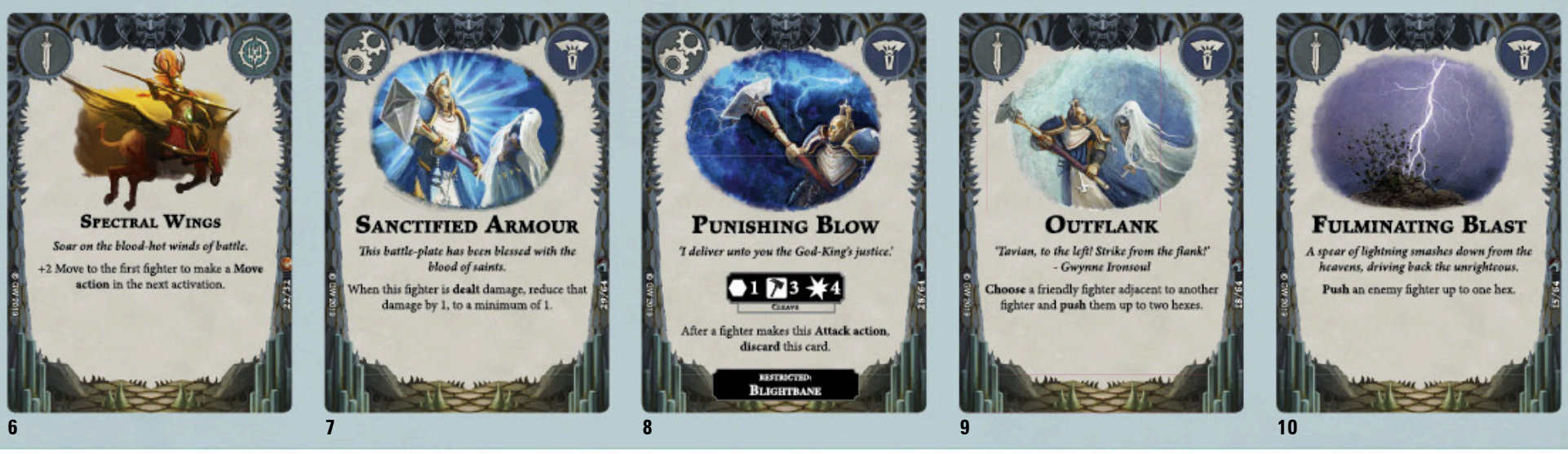

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feet. His Attack action differs from Ironsoul's, being less accurate but more damaging: his Stormstrike Greatmace starts off at Range 1, 2 and 3 Damage with Knockback 1. When Blightbane becomes Inspired, it gains Cleave and a whopping Knockback 2, and he also gains a second, Scything Attack action which is 2 and 2 Damage with Cleave.

These Attack actions mean that Blightbane is a terror right from the start of the game, particularly if you happen to have a Spectral Wings **(6)** gambit (or similar) in hand to help him get stuck in right away. There are a great many fighters in Warhammer Underworlds that won't get back up after being on the receiving end of such an onslaught, and an early Charge action could put you in a very strong position early on.

Blightbane doesn't have access to some of the warband's defensive upgrades, but there are still plenty of cards to help him shine. The Sanctified Armour **(7)** upgrade is a great choice for him (particularly if you've charged straight in with him), helping him weather the storm of retribution that is likely to follow. His own

Punishing Blow **(8)** upgrade, on the other hand, is about as devastating an Attack action as exists in the game, with 3 , 4 Damage and Cleave. Even though it's one-use, it's well worth taking, particularly if you're looking to maximise your chances of Inspiring Blightbane.

### TAVIAN OF SARNASSUS

The final member of Ironsoul's Condemnors is Tavian of Sarnassus. He is a technical fighter with similar characteristics to Ironsoul but without her high damage when Inspired. Instead, Tavian has the Shield Slam Attack action in addition to his Range 1, 3 , 2 Damage Stormsmite Mace. Shield Slam is a Range 1, 2 , 1 Damage Attack action that has Knockback 1, allowing you even more opportunities to ping enemy fighters around the battlefield like pinballs. When Tavian is Inspired, this Attack action really comes into its own, becoming Damage 2 with Knockback 2 and granting Tavian a reaction that pushes him after his hapless target in an aggressive rush. This is fantastic for seizing objective tokens in enemy territory or for simply pressing your attack, and it helps to offset his low Move characteristic.

To get the most out of Tavian, you'll almost certainly want to give him Great Strength (or an equivalent) to bring his Damage potential up to that of the rest of the warband. Once you do so, he's the equal of many of the finest fighters in the game. He also has access to the same defensive upgrades as Ironsoul, allowing him to weather your opponent's attacks even as he wades into the fray.

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## TACTICAL TOOLS

The main challenge in getting the most out of Ironsoul's Condemnors is their generally modest Move characteristic. You need to get stuck in because most of the time you're trying to make Attack actions, but this can be difficult if your opponent has other ideas and is hanging back a bit. It's worth setting your fighters up close to enemy territory – none of them need to shirk a fight – and considering which gambits and upgrades you can include to make getting the Condemnors to their targets easier.

Pushes are particularly important for this warband since they only number three fighters and they all have Range 1 Attack actions. This means if you want to hit someone, you need to make a Charge action unless you begin your activation next to them, and once you've made three activations, you may find you have no more fighters to activate. You can really press the advantage if you can use push cards to make sure that in each round you can make at least one Attack action that is not made as part of a Charge action. Outflank **(9)** is a great example – if your opponent has the first activation, you can play this gambit in the first power step and surprise your foe with a Stormcast Eternal in their territory before you've even taken an activation. To enable this you'll need to make sure that you set up two fighters adjacent to each other before the game begins, but even if you can't make use of it early on, this is a powerful push effect worth including in any deck. You can also include Fulminating Blast **(10)** – the ability to push an enemy fighter one hex is often all you need to make a Charge action possible. Stalwarts like Sidestep **(11)** and Nightmare in the Shadows **(12)** also worth considering to improve your fighters' chances of getting face-to-face with their foes.

Of course, upgrades like Enchanted Robes **(13)** and Great Speed **(14)** are useful for improving your fighter's Move characteristics so that you are more likely to be able to make a Charge action, and it's certainly worth considering these alongside more dramatic if less reliable options like Sprinting Charm **(15)**, which can give you an impressive mid-game advantage.

You want to make sure that you have all the tools you need to make your charges as devastating as possible. The Condemnors don't really need Attack action upgrades since their weapons are already mighty enough, but it's a good idea to include cards that can augment their damage and make their attacks more reliable. Inevitable Blow **(16)** is a great gambit that gives one or your fighters Cleave or Ensnare when they need it most. Used at the right time, this can be absolutely devastating, all but denying a defence roll to your opponent. Sitting Target **(17)** is another gambit that can dramatically increase your chances of making a successful Attack action. The Prized Vendetta **(18)** universal upgrade, meanwhile, is an extremely strong choice for the Condemnors, allowing the upgraded fighter to re-roll all of their attack dice for Attack actions that target a particular fighter. On the damage side of things, alongside ubiquitous upgrades like Great Strength and Sting of the Ur-Grub **(19)**, you could consider the Crushing Charge **(20)** gambit. This can make a Charge action by an

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Inspired Blightbane absolutely devastating when the dice go your way, potentially dealing a point of damage to each adjacent fighter before you unleash his Scything Attack action to finish off what's left!

### STRIKE A BLOW FOR SIGMAR

As I said earlier, Ironsoul's Condemnors are the most aggressive of the Stormcast Eternals warbands, and their plan is deceptively simple: get into their opponents' faces and start smashing them in for the glory of Sigmar. However, you'll be rewarded for making surgical strikes, eliminating enemy fighters in one fell swoop and reducing your opponent's opportunities to strike back.

The Condemnors have some great objectives to reward you for doing just this, including the excellent Martial Prowess **(21)** surge objective, which scores you 2 glory points if your warband makes three or more successful Attack actions in a single phase. That you can score this on top of the glory points for taking your targets out of action really is the icing on the cake. Remember that you can use Vengeful Strike and Improvised Blow to squeeze a couple of extra Attack actions out of a phase without needing to use activations to do so, and that a Scything Attack action (like the one Blightbane gains when Inspired) counts as one Attack action per target. I will always try to score this in a game, making use of gambits and upgrades that make my Attack actions more reliable to make sure of it.

If you're aiming to score Martial Prowess, then it's more than likely you're also going to score Sacrosanct Purge **(22)** for taking two enemy fighters out of action in a single round. It's also relatively simple to combine either or both of these objectives with Wrathful Blow **(23)**. Although it's not particularly heroic, you can even ensure that the fighter striking the wrathful blow is wounded by a lethal hex, if necessary. Try to make the most of synergies like these, ensuring that your actions to complete one objective help you to complete others at the same time. Any of the above objectives will also help contribute to the solid Vengeance Satisfied **(24)** objective. You score this in the end phase if more than half of the other warband are out of action – an easier target than outright annihilation and rewarded with a respectable 2 glory points.

Finally, if you're going for this all-out attack, you should find that you can score Strength in Unity **(25)** with relative ease, as your fighters will almost certainly each have a Charge token by the end of each action phase.

The Condemnors have two quite technical objectives that you may wish to include in your

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decks together or not at all: Forceful Banishment **(26)** and Your Turn **(27)**. These objectives suit the Condemnors, as each fighter in the warband has access to Knockback. However, these objectives do depend on some pretty hardy foes, because if an Attack action takes the target out of action they don't get knocked back. If you're facing fighters with a low Wounds characteristic, Tavian's Shield Bash can really come in handy here as the warband's Knockback Attack action with the lowest Damage characteristic. If you do plan to use Tavian to get the job done, you may find that it's relatively easy to score Uncontested Might **(28)** at the same time, using his reaction to push him onto an adjacent objective.

## STORMFORGED ENDURANCE

**There is a sub-theme to the Condemnors' objectives, and that is one of endurance. They are expected to take the fight to the enemy and weather the worst that they have to offer in return. I've already mentioned Strength in Unity earlier in this article, but there's also Aetheric Mastery (29), Stormforged Heroes (30) and Sally Forth (31). They have the same requirement of two or more surviving friendly fighters, but respectively require those fighters to be Inspired, upgraded or adjacent to each other in enemy territory. There's also Vindicated Arrogance (32), which you will score in a round in which Ironsoul herself is the target of one or more Attack actions but survives to the end phase.**

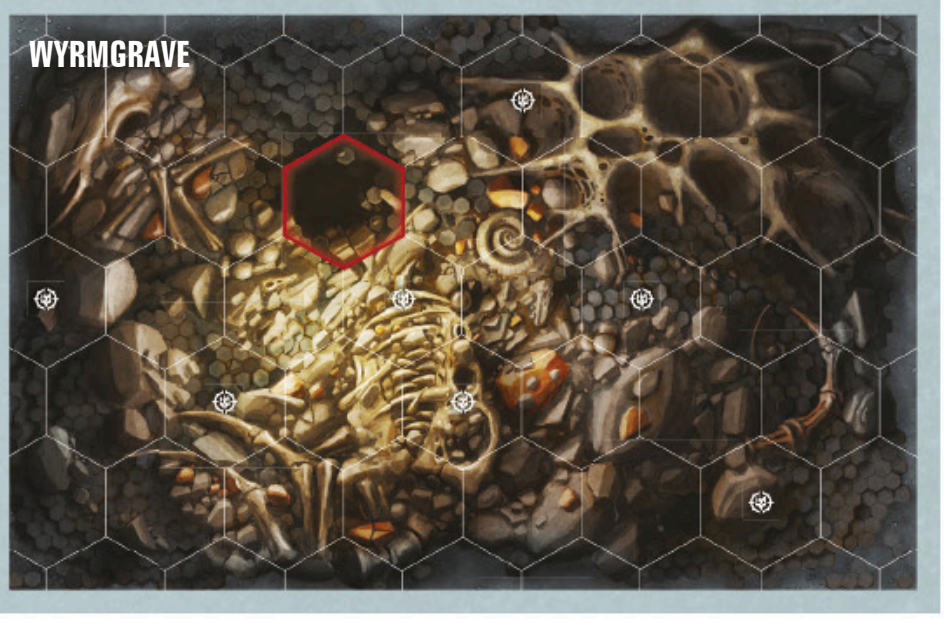
**There's no reason that you couldn't include all of these objectives in your deck, although the more of them you include the harder the task you're setting yourself. Essentially, victory will almost require you to keep at least two fighters on the battlefield until the end of the game. If you intend to do this, you'll need to make the most of the defensive and healing cards the Condemnors have at their disposal, with Sanctified Armour, Unyielding Resolve (33) and Spirit Flask (34) all helping to keep your fighters on the battlefield. You might also consider universal cards like Mandibles of the Ur-Grub (35) for a bit of extra healing even as you're taking the fight to your enemies.**

## FAVOURABLE TERRAIN

**Whenever possible with Ironsoul's Condemnors you will want to set up the battlefield, placing the second game board. Then it's a relatively simple job of choosing a game board that lets you start with fighters on the border of no one's territory and with some good options for making Charge actions in the first round that can reach as many starting hexes in your opponent's territory as possible. If you've included Uncontested Might in your objectives, you'll also want to make sure that at least one of those charges could get your fighter onto an objective token at the same time.**

**If you lose the roll-off and are forced to choose a board first, you need to choose a game board that makes it as hard as possible for your opponent to stymie your advance into their territory. The ideal here is a board that means that, even if your opponent chooses a short-edge to short-edge battlefield, or a diagonal battlefield with only three connecting hexes, you will still be able to get at least two fighters into enemy territory in the first round. The Wyrmgrave game board in the Warhammer Underworlds: Beastgrave Core Set is a good example of a balanced board that will make your opponent's job harder when they set up the battlefield.**

**In terms of the order of fighters you set up once the battlefield has been decided, I would recommend starting with Tavian as the least devastating of your fighters, then Blightbane and finally your leader, Gwynne Ironsoul herself.**



# LADY HARROW'S MOURNFLIGHT

Lady Harrow's Mournflight are another aggressive warband, but where Ironsoul's Condemnors are slow, resilient and disciplined, Lady Harrow's Mournflight are fast, somewhat fragile and ferocious. The Myrmourn Banshees are cursed with an insatiable hunger for magic and a hatred of all who still live, making them apt enemies for Ironsoul's warriors of the Sacrosanct Chamber (and anyone else who they happen upon). Numbering four fighters, they're a warband that, with a bit of skill, can outmanoeuvre any opponent before taking them apart in a flurry of eldritch blades.

### LADY HARROW

The leader of the warband, Lady Harrow has a number of similarities to the Briar Queen, the other Nighthaunt leader in Warhammer Underworlds. However, while the Briar Queen is equipped to dispatch her foes at range with her magic and her briar whip, Lady Harrow prefers to get up close and personal, and has the characteristics to make that work.

Lady Harrow is fast, with a Move characteristic of 4 that rises to 5 when she is Inspired. She is pretty resilient with 4 Wounds and a respectable defence characteristic of 2 . Her Ethereal Chill Blades Attack action starts at Range 1, 3 and 2 Damage (more than enough to deal with many lower-tier fighters), but really shines when she is Inspired, when it becomes Damage 3 with Cleave. This makes her one of the deadliest fighters in Beastgrave, particularly against warbands with a lot of characteristics.

You can make sure Lady Harrow's attacks hit home with a couple of handy upgrades. Hollow Hatred **(1)** lets you re-roll one dice in the attack roll of the fighter's first Attack action in each round, and Maddening Hunger **(2)** gives +1 Dice to a fighter with one or more Charge tokens (remember that you give your fighter a Charge token after the Move action made as part of a Charge action). There are also some upgrades that will help you keep Lady Harrow on the battlefield. Debilitating Aura **(3)** gives adjacent enemy fighters -1 Dice on their Attack actions, something that can be surprisingly devastating, and Gravesand Glass **(4)**, an upgrade restricted to Lady Harrow herself, lets you Heal (1) Lady Harrow each time any Attack action or ploy takes an enemy fighter out of action.

Lady Harrow is a front-line fighter and shines when getting stuck in. However, as she is limited to 2 Damage until Inspired, you may find that the first Charge action you make with her is designed to soften up a target for one of the other more fragile members of the warband, rather than to take an enemy fighter out of action in one fell swoop. She's the most resilient fighter in your warband, and certainly tough enough to weather a counter-attack or two, but try to ensure that you don't needlessly put her in harm's way.

### ETHEREAL INSPIRATION

**Lady Harrow's Mournflight all share the same Inspire condition: move through an enemy fighter during an activation. Note that the Nighthaunt fighter becomes Inspired after the activation, so if this happens during a Charge action, you won't use the Inspired side of the fighter card until after the Attack action of that Charge action has been resolved. However, this is still a powerful Inspire condition that you have a lot of control over, and as your fighters improve dramatically once Inspired, it's something you should always be aiming to do.**

**Your fighters already have reasonably high mobility, but the higher you can get their Move characteristics, the easier you will find it for them to reach and pass through enemy fighters. The Swooping Dash (5) upgrade should always be in your deck, giving one of your fighters a whopping +2 Move, and the Sprinting Charm is also worth considering. In addition, gambits like Spectral Wings and Soaring Spite (6) will allow you to Inspire your fighters even before you've had a chance to give out any upgrades.**

**You can also use the warband's strong push cards to your advantage – if you pull an enemy fighter out of position with the powerful Call of the Grave (7), for example, you may find yourself able to Inspire most, if not all, of your fighters in the first round of the game.**

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### THE ANGUISHED ONE

The Anguished One is the second most resilient fighter in Lady Harrow's Mournflight, with a 2 Defence characteristic and a Wounds characteristic of 3 that rises to 4 when she becomes Inspired. You should make Inspiring the Anguished One a priority, making it far harder for enemy fighters to take her out of action with a single Attack action. Like Lady Harrow, the Anguished One has a Move characteristic of 4 that rises to 5 when Inspired.

The Anguished One has one of the most powerful Attack actions in Warhammer Underworlds … when she is Inspired. Before she is Inspired, her Piercing Chill Blade is a modest Range 1, 2 ✕, 2 Damage Attack action. It's certainly not terrible, but it's not at all reliable. However, when the Anguished One is Inspired, it becomes 3 ✕ (already a significant boost in reliability) and gains an ability that means critical successes aren't counted (as critical successes or successes) in the target's defence roll! This makes the Piercing Chill Blade an extremely accurate Attack action and a great choice against enemy fighters with a high Defence characteristic. If you augment this Attack action with gambits like Spectral Charge **(8)** or upgrades like Great Strength, so much the better.

### THE SCREAMING MAIDEN

The Screaming Maiden is a mid-tier fighter in this warband. At the start of the battle, she resembles the Anguished One in all of her characteristics, but when she is Inspired a number of differences are apparent. First, her Wounds characteristic of 3 doesn't increase, making her more vulnerable than either of the previous two fighters to being taken out with a single Attack action. Second, her Attack action – Lethal Chill Blade – becomes 4 ✕ when Inspired and gains +1 Damage on a critical hit. This gives the Screaming Maiden more of a brute-force feel than the Anguished One, since the sheer volume of dice you're rolling gives you a good chance of rolling at least one critical success and overwhelming your target.

The fact that the Screaming Maiden has an in-built damage boost means that you're likely to choose different targets for her than you would for the Anguished One. While the Anguished One excels at damaging targets with a high Defence characteristic, the Screaming Maiden gives you a fighting chance of taking a 3 Wound fighter out of action without needing to invest any additional resources (such as damaging ploys and the like) to make it happen. Her ability also means that re-rolls and additional attack dice are worth that little bit more on this fighter if you're looking to make sure that you get the extra damage as often as possible, so you might consider Prized Vendetta or other similar upgrades for the Screaming Maiden.

### WIDOW CAITHA

The final member of the warband is Widow Caitha, the most fragile of the four fighters. She starts the game with a mere 2 Wounds, rising to 3 when Inspired, so she is always vulnerable to being taken out of action if you are not careful with her. It's certainly worth trying to keep her on the battlefield, as her Wicked Chill Blade has Damage 3 (albeit only with 2 ✕) even before she is Inspired, which is enough of a threat to give any fighter pause. Since the Attack action doesn't get any more accurate, you'll be glad to have the Echoing Spite **(9)** gambit in your hand, which will let you make the Attack action again if it fails. This card is great for every fighter in the warband, so make sure to play it when it counts.

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When Widow Caitha is Inspired, she gains a unique action that allows you to place her in any empty hex. This gives the warband a number of interesting options, even allowing a fair degree of Flex (that is, a strategy that includes a balance of aggressive and hold-objective objective cards). However, one of the best uses of this is to deliver Poison ploys to unsuspecting victims thinking themselves safe from harm. Spinetoad Toxin **(10)**, Leadbone Dust **(11)** and Rocksnake Toxin **(12)** are all cards that can really throw a wrench in your opponent's plans, weakening or even neutralising key fighters. If you plan to make a lot of use of this action, it may be worth including the Potion of Grace **(13)** upgrade, which will allow you to do this trick twice in a round.

## MANIFEST HATRED

As I've hinted above, Lady Harrow's Mournflight have the mobility and the numbers to allow for an effective Flex play style (see Glory Points in this issue for more on this play style). I think this is the most rewarding way to play them and will give you an edge when your opponents are a pure Aggro warband. The idea is to pick when to engage with the enemy, using your superior mobility to seize objectives and commit to a fight only when it favours your fighters.

When playing the warband this way, there are many great objectives available to you. To make the most of their mobility, the right game board choice (one with at least one blocked hex in a convenient location, like Shrine of the Silent People) could allow you to score both Fleeting Memories **(14)** and Inescapable Hunger **(15)** in the same activation, as your fighter moves through two objective tokens and a blocked hex on their way to their target. Meanwhile, the warband has the handy One Will **(16)** objective, which provides a pretty reliable glory point for holding two objective tokens, and Nexus of Terror **(17)**, a 2 glory point objective which is great early on against an Aggro warband and later on against a Hold Objective warband. You may well get the opportunity to use Widow Caitha's ability to seize an objective token deep in enemy territory to make scoring these objectives trivial. You can complement these objectives with Swift Capture **(18)** and Path to Victory **(19)**, both great universal choices for a Flex play style.

Then there are several objectives that tie in nicely to the warband's Inspire condition. You should be able to score Creeping Dread **(20)** in every game, as all of your fighters will either be moving to take objective tokens or making opportunistic Charge actions to Inspire and take enemy fighters out of action. You'll find this easier to do if you pull an enemy fighter towards your fighters with push cards like Call of the Grave, Frightful Aspect **(21)** and, if you like, Nightmare in the Shadows. If you choose a reasonably tough target for this, you'll also make it possible to score the Spectral Vortex **(22)** surge objective and Tide of Malice **(23)** in the end phase for a handy 2 glory points. As long as you choose your moments to attack, and Inspire your fighters to make them as resilient as possible, you should also be able to score Nagash's Tithe **(24)** quite reliably.

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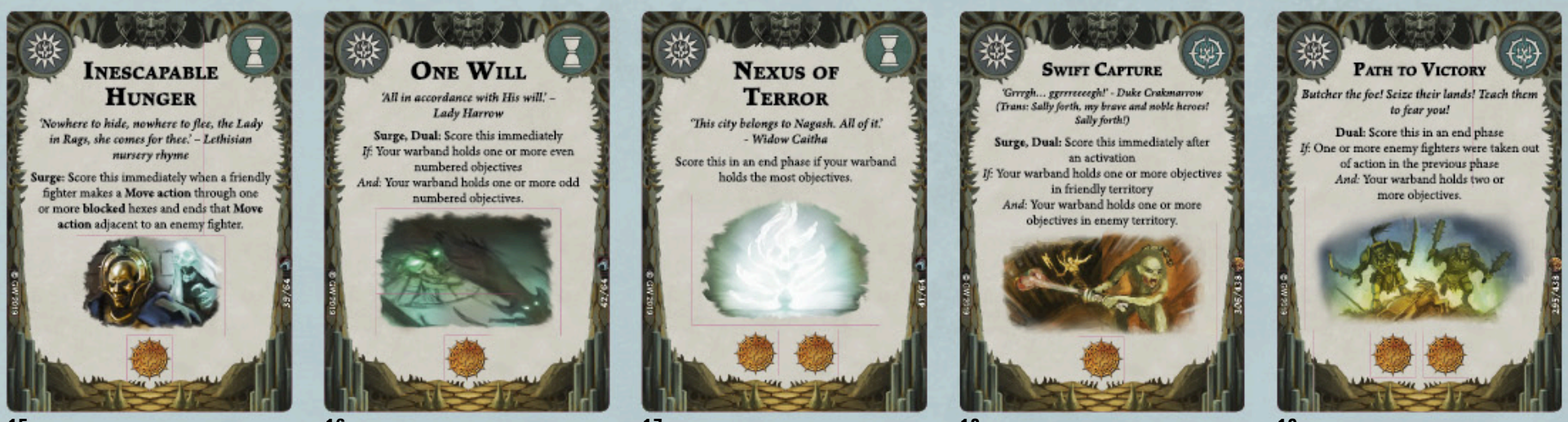

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The plan, then, is to choose objective cards that you can score by holding a couple of objective tokens and score these whenever convenient while looking for opportunities to take enemy fighters out of action. Against a warband with a number of 2 Wound fighters, you can afford to be quite aggressive since your Attack actions will reliably deal with these fighters, allowing you to Inspire your warband on the advance. If your opponents all have 3 or more Wounds, you'll want to pick them off one by one, and you'll use a number of power cards that increase the damage and accuracy of your Attack actions to help make this happen. You'll want to augment the resilience of your warband, both to help you hold objective tokens and to keep your Banshees fighting. The warband's Dissipate **(25)** gambit and the universal Spectral Armour **(26)** upgrade are both good choices to help you out in doing so.

## WHERE TO START

**Lady Harrow's Mournflight give you a lot of choices when it comes to choosing a game board, since the warband supports a Flex play style and all of your fighters can Move through lethal and blocked hexes without penalty. From the Beastgrave Core Set, I would recommend using the Living Rock or Wyrmgrave game boards to make the most of these advantages.**

**When setting up your fighters, bear in mind their different Wounds characteristics. For example, Lady Harrow, while more valuable as your leader, is the most resilient of your fighters and can better afford to be placed in harm's way than can Widow Caitha. Pay attention to where your opponent is setting up their fighters, and try to ensure that you're not placing a fighter in a spot that leaves them vulnerable to being taken out of action in a single activation. It's probably worth setting up Widow Caitha last so that you can be as sure as possible that she's relatively safe. If you do end up setting her quite far back, you can always use Soaring Spite to close the distance quickly.**

**It's good to look for opportunities to charge enemy fighters in the first round, but bear in mind that your fighter's Charge action will ideally take them through their target to allow them to Inspire. Make sure you know what power cards you have in hand to augment your fighters' Move characteristics or to push enemy fighters out of position to help you out here.**

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### HUNT'S END

That brings me to the end of this tactical guide. I hope that you've found it helpful, and I'd love to know what you think. Do you have some favourite cards or tactics that you think I've missed? Is there a warband you'd like me to feature in a future article? Let me know at whunderworlds@gwplc.com and you might see your suggestions appear in *White Dwarf*.

# 2489 MAW DAY BELLY BALL GRAND EXHIBITION MATCH

**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!**

**BIGGUNS!**
When Ogres take to the Blood Bowl pitch, even the most fearsome teams tremble. The Fire Mountain Gut Busters set includes four Ogres and twelve Gnoblars to kick about. If you want to recreate the Badland Bruisers, it's the perfect place to start!

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 second-day opening match of the 2489 Maw Day Belly Ball festival, which saw the Talabecland Eagles take to the pitch against the Badland Bruisers. The match would prove to be one of the most eventful of that calendar year, though neither team was especially showered in glory. At least only two team members were eaten …

### LET THE FESTIVITIES BEGIN

This article includes new background on the extraordinary match that took place between the Talabecland Eagles and the Badland Bruisers. It also features new rules so that you can recreate this epic festival-day clash in the comfort of your own stadium, no doubt complete with half-time snacks and thieving Gnoblars. New rules include Food Induced Rage (don't loiter around in the dugout), Gnoblar Mob (don't loiter around on the pitch) and Giant Rodeo (which is just as bizarre and entertaining as it sounds).

In this article you'll also find team rosters for the Talabecland Eagles and the Badland Bruisers. Both teams are highly experienced, with loads of skills and even a few upgraded stats. Watch out for Greata Nailtooth, the Giant-riding Ogre and Biffle 'The Kid' Forroson, the dirtiest player on the pitch.

Blood Bowl is played across the Old World and beyond, with all manner of strange rituals and outlandish practices foisted upon visiting teams when they travel to lands far from their own. For the Ogres, a race infamous for their corpulent and braggadocio nature, the crowning event of the Blood Bowl year is the Maw Day Belly Ball, a three-day grand festival celebrating their rapacious deity and the violent sport it loves so much, all while allowing the Ogres to point out how much better they are than everyone else.

Of course, an Ogre event would not be an Ogre event if it didn't include competition and vasts amount of food – often at the same time. In line with this, the Maw Day Belly Ball provides both in healthy quantities, with wide tables straining under the weight of Ogre 'delicacies' to allow the visiting teams to load up for the main attraction of the event – Blood Bowl. Brought together in worship of the Great Maw, Ogre teams of all types converge to prove their superiority over any challengers. Along the way, the Ogres 'convince' non-Ogre teams to come along and participate, regaling them with grand tales of an unmissable spectacle while looming menacingly over them. In the case of the Talabecland Eagles, a Human team still waiting for their big break, such tactics weren't needed, for, despite loud protests from his players, their head coach eagerly signed the team up for the event – for a 70% finders fee, of course! It was in this manner that the Talabecland Eagles found themselves surrounded by bawdy Ogres during the 2489 Maw Day Belly Ball, their team set to face the Badland Bruisers in the opening exhibition game of the second day.

After a fitful night of sleep, regularly interrupted by the echoing bellows of brawling Ogres and the occasional attempt by a particularly intrepid Ogre to 'sample' a visiting player, the Eagles shuffled into the Gaping Maw stadium, unsure of what awaited them. Numerous attempts to gain insight into their opponents had been met with raucous laughter the previous evening, leading the Eagles to conclude they faced an impressive team of Ogres. Hoping to retain most of their bones and put on a show good enough to stave off being devoured by a displeased crowd, the Eagles weren't quite prepared for the sheer absurdity of the Badland Bruisers.

Known less for their amazing plays and more for their amazing ability to cause trouble before, during and after each of their games, the Badland Bruisers are often touted as the 'Bad Ogres' of Blood Bowl. Showcasing their penchant for trouble, the Bruisers had decided that a game against Humans was hardly a decent opening match for the second day. After much arguing with Bubbart Flayer – the Ogre Butcher organising the Maw Day festivities – the Bruisers convinced Flayer that he was being too 'square' with his thinking and that the exhibition game needed to be spiced up a little. Thus, when the Talabecland Eagles strode out onto the dust-covered pitch of the Gaping Maw stadium, the look of disbelief on their faces as they beheld their new temporary teammate was met with loud mirth from the Badland Bruisers dugout.

The cause for such laughter was a huge Slave Giant, the towering behemoth dragged into the game under the pretence of aiding the Human team. It was quickly announced that the sixteen-foot-tall giant with a lumbering gait was to remain on the field until either the game ended or the giant was unable to play. Realising they had little choice, the Eagles spent the first twenty minutes trying to communicate that the giant should go stand on the white line, eventually settling on using a Gnoblar painted red to lure the beast to his assigned spot. With that, the drums sounded out the start of the game.

It was then that the Eagles were introduced to the favourite pastime of the Bruisers – crowd baiting. Deciding that the presence of a giant was only the beginning of the Eagles' troubles, the Bruisers committed what was perhaps their most heinous act to date – stealing an Ogre's food. Before the game, as the crowd surged their way into the stadium, a team of leather-clad, mohawk-sporting Gnoblars crawled through the stadium's piping in search of the larder. Targeting the Stonehorn steaks and Mournfang sausages, the snacks of choice for crowds in the Ogre Kingdoms, the Gnoblars escaped with their prize, sneakily hiding them under a cover in the Eagles dugout. Moments after the game had begun, discontent gripped the crowd as news filtered down of the missing food. It was then that the stolen food was dramatically revealed, several Gnoblars having managed to steal some equipment from the resident Necromancers Broadcasting Circle to ensure the discovery was seen on the big screen.

Seemingly having found the perpetrators of grand larceny (of the meat-related kind), the frenzied crowd descended upon the Eagles' dugout, the Human team's reserves finding themselves brawling with Ogres far quicker than expected. Meanwhile, the players on the field began the difficult job of fighting off the Badland Bruisers with their new intellectually challenged teammate. In this, the giant proved to be more of a hindrance than a help, for it held only a loose understanding of the game of Blood Bowl and even less of an understanding of Reikspiel, making it rather difficult to give commands, even if it wanted to listen. Battling both the Bruisers and their own giant, the Eagles found themselves severely outclassed, three of their players brutalised by the dynamic duo of the Ogre Bruiser Blitzers Sabre and Grindle before the Runt Punter Folgrag sent a Gnoblar sailing into the Eagles' End Zone with the ball clutched in its tiny hand.

With the Eagles trailing by one in the first few minutes, half their reserve beaten by the crowd and a lumbering giant to watch over, desperation gripped the team. A glimmer of hope was swiftly planted within the Humans when the Badland Bruisers, bored at actually winning a game, decided to have a go at punting Gnoblars into the gaping mouth of the slave giant. Not paying much attention, Folgrag managed to kick the ball carrier, an intrepid Gnoblar who had managed to wrestle it off a small, skinny Human everyone called 'Kid', straight into the giant's gob. Moments later, the ball, sticky and covered in questionable substances, fell out of the behemoth's mouth straight into the hands of Markus Peercof, the Eagles' only catcher. The Gnoblar on the other hand, did not emerge.

With the ball in their possession, the Eagles formed a classic cage, slowly moving up the right wing in the hope of equalising. Weathering the onslaught of the charging Bruisers, who spent much of their efforts trying to belly flop into the middle of the cage, the Eagles scored in the closing minute of the first half, tying the game 1-1.

As halftime began and Nigelus Minkleporrt, head coach of the Eagles, was subjected to a barrage of angry rants by his team for his terrible choice of fixtures, the Bruisers set into motion their

next lot of shenanigans. As the Bruisers' cheerleaders took to the sideline to announce the Ogre team's re-emergence on the pitch, a hail of rusty spoons and shiny knick-knacks rained down, eliciting piercing cries from the crowd as a frenzied mob of Gnoblars descended upon the pitch and the unfortunate Human team positioned there. Several bite-related wounds and dozens of dead Gnoblars later, the Talabecland Eagles jump-started the second half with a firm kick towards the Ogre line, their eyes searching the stadium for the next round of mischief.

For this they didn't have to wait long. Deciding that chasing after the ball wasn't a worthwhile use of their time, the Bruisers set their sights on loftier goals. As their Gnoblars frantically chased after the ball, the Ogres made for the Slave Giant. In a feat of agility so unbecoming of an Ogre that she was nicknamed 'Highlegs' as a result, Greata Nailtooth climbed the giant's chain, clinging on as it desperately sought to shake her off. In that moment the sport of giant rodeo was invented, as Greata manoeuvred the giant through the Eagles clustered around it, trampling them beneath its stomping feet. Though Greata's trip was short-lived, her considerable bulk deposited back onto the ground after only a few steps, the damage was done. It allowed the Gnoblar Shakey to carry the ball into the End Zone, bringing the score to 2-1.

The rest of the game became dominated by a rampaging giant, as each Ogre player aimed to outperform Greata's feat, resulting in seven injured Humans and the disappearance of Rockus the Masher down the giant's trousers. He hasn't been seen since. In the midst of the screams and chaos and as the Bruisers bellowed obscenities to the crowd, delighting them with expletive-laced chants, the Eagles scored three touchdowns. The Bruisers were far too caught up in their own fun to care about the number of squashed Gnoblars. In the final minute of the game, the Eagles finally gave in to frustration, stealing a Leadbelcher's gun from the stadium's security and firing a Gnoblar slathered in seasoning across the eyeline of the giant. Extremely hungry and driven mad by the constant wrangling, the giant gave chase, squishing six of the Bruisers' Gnoblars and breaking the leg of Sabre before smashing its way out of the Gaping Maw stadium.

For this act of sheer destruction, the Talabecland Eagles became honoured guests during the second night of feasting, given choice cuts of meats and endless strings of stuffed Rhinox guts. As befitting the winner of a match at the Maw Day Belly Ball, the Eagles were allowed to choose a delicacy of their choice for the Butchers to prepare. After an awkward evening of overeating and avoiding ending up on the menu, the Eagles left before their hosts rose the next day. They fled back to the Empire without their head coach, who they blamed entirely for landing them in their situation. Their absence was hardly noticed, but to this day, the tribes of the Badlands speak highly of the so-called Minkleporrt broth the Humans requested be served during the feast.

## 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:

### BAD OGRES OF BLOOD BOWL

Even the highly celebrated and somewhat religious nature of the Maw Day Belly Ball is not enough to dissuade the Badland Bruisers from causing all sorts of trouble – in fact it's encouraged!

At the start of each half, do not roll on the Kick-off table. Instead, the following Kick-off events occur.

**Food-induced Rage:** In the first half, roll a D6 for each player within the Talabecland Eagles' reserves box. On a 4+, the player is KO'd and moved to the KO'd players box.

**Gnoblar Mob:** In the second half, both coaches roll a D6 for each opposing player on the pitch (except for the Slave Giant) and add their FAME. On a 6+, that player is Stunned.

Roll on the Kick-off table as normal for any other Kick-off.

**Giant Rodeo:** At the start of the game the Talabecland Eagles player can add a Slave Giant to their roster for free.

When making a block against the Slave Giant, an Ogre or Runt Punter on the Badland Bruisers team may attempt to ride the giant. They must announce they are attempting this before rolling any dice. If they do so, and the result of the block is a or , the giant can be turned to face any direction and moved two squares.

During this movement, if the giant would move into an occupied square, the giant will throw a block as normal, resolving blocks against each player individually if the giant moves into more than one. Prone or Stunned players in an occupied square the giant moves into are pushed back and an Armour roll is made for them. If, at any point during the move the giant is Knocked Down, roll an Armour roll for the giant and the player who was riding the giant.

After this move has finished, place the player who was riding the giant in an unoccupied square adjacent to the giant. If all the adjacent squares are occupied, the player counts as being KO'd – the giant managed to catch them and fling them into the crowd!

| | Name | Position | MA | ST | AG | AV | Skills |
|---|---|---|---|---|---|---|---|
| 1 | WulfgangSureheart | Blitzer | 7 | 3 | 4 | 8 | Block,Dodge |
| 2 | MertleBakerson | Blitzer | 7 | 3 | 3 | 8 | Block,Guard |
| 3 | LuisaSureheart | Blitzer | 7 | 3 | 3 | 9 | Block |
| 4 | MarkusFisherson | Blitzer | 7 | 3 | 3 | 8 | Block |
| 5 | Stefan'One-leg' | Thrower | 6 | 3 | 3 | 8 | Pass, Sure Hands |
| 6 | KlaravonRuffle | Thrower | 6 | 3 | 3 | 8 | Pass, Sure Hands |
| 7 | MarkusPeercof | Catcher | 8 | 2 | 3 | 8 | Catch,Dodge |
| 8 | PetarPetarson | Lineman | 6 | 3 | 3 | 8 | Guard |
| 9 | HenrJoskura | Lineman | 6 | 3 | 3 | 8 | Guard |
| 10 | 'FirmfeetJonah | Lineman | 6 | 3 | 3 | 8 | Stand Firm |
| 11 | LukaEagleson | Lineman | 6 | 3 | 3 | 8 | |
| 12 | MikaSchmidtson | Lineman | 7 | 3 | 3 | 8 | |
| 13 | KlausKrause | Lineman | 6 | 3 | 3 | 8 | |
| 14 | FredrichvonLittelsburg | Lineman | 6 | 3 | 3 | 8 | |
| 15 | Biffle'TheKid'Forroson | Lineman | 6 | 2 | 3 | 8 | DirtyPlayer |

| | | | | | |
|---|---|---|---|---|---|
| | TalabeclantEagles | 5 | AssistantCoaches | 5 | Re-rolls |
| | HumanTeam | 1 | Cheerleader | 0 | Fan Factor |
| | HeadCoach:NigelusMinkleporrt | 1 | Apothecary | Total cost of team | 1,620,000 gp |

| | Name | Position | MA | ST | AG | AV | Skills |
|---|---|---|---|---|---|---|---|
| 1 | SabreLongtusk | Ogre | 5 | 5 | 2 | 9 | Block,Bone-headMightyBlow,ThickSkull,ThrowTeam-mate |
| 2 | GrindleWolftamer | Ogre | 5 | 5 | 2 | 9 | Bone-headMightyBlow,Stand Firm,ThickSkull,ThrowTeam-mate |
| 3 | ZulgreaEarthtamer | Ogre | 5 | 5 | 2 | 9 | Bone-headGuard,MightyBlow,ThickSkull,ThrowTeam-mate |
| 4 | GreataNailtooth | Ogre | 6 | 5 | 3 | 9 | Bone-headMightyBlow,ThickSkull,ThrowTeam-mate |
| 5 | RocklustheMasher | Ogre | 5 | 5 | 2 | 9 | Bone-headMightyBlow,ThickSkull,ThrowTeam-mate |
| 6 | FolgraBigfoot | Runt Punter | 5 | 5 | 3 | 9 | Bone-headLeader,Kick Team-mateMightyBlow,ThickSkull |
| 7 | Shakey | Gnoblar | 6 | 1 | 3 | 5 | DisposableDodge,RightStuff,Side Step, Stunty,Titchy,Stab |
| 8 | Nibglits | Gnoblar | 5 | 1 | 3 | 5 | DisposableDodge,RightStuff,Side Step, Stunty,Titchy |
| 9 | Nasher | Gnoblar | 5 | 1 | 3 | 5 | DisposableDodge,RightStuff,Side Step, Stunty,Titchy |
| 10 | Murg | Gnoblar | 5 | 1 | 3 | 5 | DisposableDodge,RightStuff,Side Step, Stunty,Titchy |
| 11 | Bzzit | Gnoblar | 5 | 1 | 3 | 5 | DisposableDodge,RightStuff,Side Step, Stunty,Titchy |
| 12 | Snirsnarl | Gnoblar | 5 | 1 | 3 | 5 | DisposableDodge,RightStuff,Side Step, Stunty,Titchy |
| 13 | Yismissit | Gnoblar | 5 | 1 | 3 | 5 | DisposableDodge,RightStuff,Side Step, Stunty,Titchy |
| 14 | 'Cutter' | Gnoblar | 5 | 1 | 3 | 5 | DisposableDodge,RightStuff,Side Step, Stunty,Titchy |

| | | | | | |
|---|---|---|---|---|---|
| | BadlandBruisers | 2 | AssistantCoaches | 3 | Re-rolls |
| | OgreKingdomsTeam | 5 | Cheerleaders | 6 | Fan Factor |
| | HeadCoachZukoGreaseflinger | 1 | Apothecary | Total cost of team | 1,650,000 gp |
| | | | | (1,490,000 with Disposable) | |

# DEFENDER OF THE MARK

**Éomer, the Marshal of the Riddermark, has recently been blessed with a stunning new plastic kit worthy of his heroic deeds. This month, Middle-earth guru Jay Clare talks about how to use the future king of Rohan in your games to deadly effect.**

**JAY CLARE**
A mastermind of the Strategy Battle Game, Jay likes to change what army he takes to events on a regular basis, and this has led to him having fielded numerous heroes over the years. Of course, this includes the focus of this month's article: Éomer, Marshal of the Riddermark!

During the War of the Ring, the kingdom of Rohan is in turmoil. Orcs roam freely across the Riddermark, killing at will, and the mind of King Théoden of Rohan has been enslaved by the power of the White Wizard and the whispers of Gríma Wormtongue. Yet even in these dark times, there are some who remain loyal to Rohan.

Éomer has long been my favourite of the Rohirrim. His sense of duty and loyalty to Théoden is unshakable, though it is precisely this that sees him banished from Rohan by Théoden – whose mind is poisoned by Gríma Wormtongue's advice, of course. Regardless, Éomer's moral compass did not waver, and he remained faithful to his king. In his exile, Éomer and his followers rode across the lands of Rohan to rid them of Orcs and Uruk-hai of the White Hand that sought to bring Rohan to ruin.

I've always found Éomer to be an interesting character. Not only is he fiercely loyal to his kin, but he also proves to be rather rash and impetuous when his emotions get the better of him – traits that I feel embody much of our own human nature.

When Théoden falls at the Pelennor, Éomer is driven mad by grief, a red fury descending upon him and causing him to lead his followers straight into battle without stopping to think. This act of haste would've seen Éomer slain were it not for Prince Imrahil and Húrin the Tall riding to his aid.

Over the years, I have used Éomer a fair few times in the Strategy Battle Game, and so over the next few pages I am going to delve into my experiences using the Marshal of the Riddermark in games to provide a tactics article on how you can get the best out of him on the tabletop.

## A WARRIOR IN HIS PRIME

Éomer is, simply put, an exceptional combat Hero. In fact, the only Hero of Rohan that surpasses Éomer is the legendary king of Rohan Helm Hammerhand. However, while Helm Hammerhand can only be taken in armies in which he is the only named Hero, Éomer is far more versatile and can be used alongside almost any of the other Rohan Heroes.

So, what is it that makes Éomer such a good warrior? Well, he has a pretty impressive Fight value of 5, meaning that he can go toe-to-toe with all but the very best Heroes in Middle-earth. He also has access to Heroic Strike, meaning if he does happen to face an enemy with a higher Fight value than his own, he can increase his Fight value by D6 to give himself the edge.

With 3 Attacks and a Strength value of 4, Éomer is great at cutting through ranks of enemy warriors, especially if he is mounted. Of course he gets all the usual benefits for being mounted, such as +1 Attack on the Charge and the ability to knock Prone Infantry models he has charged. In addition, when part of a pure Rohan army or the Riders of Théoden or Riders of Éomer Legendary Legions, he gains a bonus of +1 Strength on the charge, making him a whopping Strength 5!

If that wasn't enough, Éomer also has 3 points of Might that he can use to declare a variety of Heroic Actions, including Heroic Strength just in case you need him to pack that little bit of extra punch in combat.

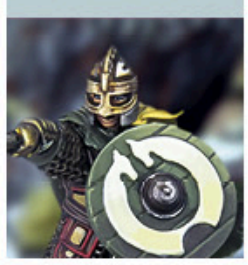
It's not all about offence with Éomer, though. The Marshall of the Riddermark is a very tough foe to take down so players can expect him to stick around for most of the game. With a Defence of 6 as standard thanks to his heavy armour, and the fact that he can take a shield, it isn't going to be easy to cause a Wound to Éomer; anyone with a Strength of 4 or lower will require at least a 6. On top of that, Éomer has 3 Will points to protect him from any unfriendly magics directed towards him, as well as Fate points in case he does suffer any Wounds. His Horse Lord special rule also allows him to spend his Fate points for his mount, handy for those annoying situations where it gets shot out from under him!

With all of the points outlined above, there is really one major tactic that Éomer should be using in almost every game: get stuck into the fray as quickly as possible! With a high number of Attacks, plenty of Might and high Strength on the Charge, every turn that Éomer is not in combat killing enemy models is a turn wasted.

**Above:** At the Battle of Pelennor Fields, Éomer leads his Éored into battle from the front, charging towards the ranks of Morannon Orcs that assail Minas Tirith.

### ÉOWYN

If Éowyn is included in the same force and falls in battle, then Éomer will be driven mad by grief. This manifests as Éomer gaining a bonus of +1 when rolling To Wound, though he must always Charge. This can put your opponent in a difficult situation: if they kill Éowyn, then Éomer will likely cut through the rest of their force with ease!



**GANDALF THE WHITE**

Gandalf is ideal for aiding Éomer in battle. A timely Immobilise or Command can allow Éomer to fight the strongest enemy without risk of being hit himself. Gandalf can also use Fortify Spirit to ensure that Éomer is protected against any Magical Powers directed towards him.

**Below:** At first light on the fifth day, Gandalf returns to aid Théoden, and with him he brings Éomer. With a cry of 'To the King!', the Rohirrim charge the Uruk-hai.

## TO THE KING!

Earlier I mentioned that Éomer can be a key part of a couple of Rohan-themed Legendary Legions, namely the Riders of Théoden and the Riders of Éomer. But what exactly does he bring to these two Legendary Legions?

Well, when taken as part of the Riders of Théoden Legendary Legion, Éomer becomes the main damage dealer in the army. As he is by far the best fighter in the legion, it is Éomer's job to get stuck into enemy ranks as quickly as possible and cause as many casualties as he can. Thanks to the fact he has access to Heroic Strike, Éomer can also be used to hunt down key enemy Hero models and even enemy leaders.

The +1 Strength on the Charge as part of the Riders of Théoden is certainly a huge bonus, but by far the best benefit to Éomer as part of this legion is the turn in which Théoden calls Death! This allows each friendly Hero to declare a Heroic Combat or Heroic Strike. It's perfect when Éomer needs to punch through enemy lines to reach a target Hero. Alternatively, have Éomer declare a Heroic Strike and pair him with a Hero who declared a Heroic Combat to slingshot Éomer into a higher Fight value target and cause havoc!

In the Riders of Éomer Legendary Legion, you will want to be slightly more cautious when thrusting Éomer into combat. This is because he will be the army leader and is therefore worth Victory Points to your opponent if he is slain.

This doesn't make Éomer any less good at killing enemy models, of course, and in some Scenarios (such as Contest of Champions), having a combat-orientated leader can be a huge benefit. All it means is that you will need to be a bit more careful with where you position him.

Positioning becomes even more important when you remember that in this legion, Rohan Cavalry models only gain +1 Strength on the Charge when within 12" of Éomer. Ensure that he is central to the army so that he can affect as many of his followers as he can with this special rule.

The major benefit of the Riders of Éomer Legendary Legion is that it also includes Gandalf the White. The combination of Éomer and Gandalf can be deadly, and Gandalf's Look to the Sun rule means that during one Charge in the game, all enemy models in combat will be at -1 to their Duel rolls, allowing Éomer and his riders to smash through them with frightening ease!

### THROWING SPEARS

The fact that Éomer is such a good fighter means that many players forget that he also has the option to take throwing spears if he wishes to. In the films, we see that Éomer is more than adept with these weapons and, in fact, is really rather accurate – something the Mûmak War Leader can surely attest to!

If you have 5 points spare when writing your army list, certainly consider giving Éomer some throwing spears. When Éomer charges into combat, they will give him a chance to kill the first model he charges into and, if he kills them, he will then get to move again and can even charge another enemy model.

With a bit of luck, this may even allow for Éomer to kill a troublesome model that is currently in the way of him charging a much more tempting target. If he does, the path will suddenly be clear for Éomer to charge into an enemy banner, leader or other target that your opponent had assumed was safe behind their own lines.

Throwing spears will also give Éomer an option at range for the turns in the early game when the lines have not yet engaged, making him even more versatile on the battlefield.

### FUTURE KING OF ROHAN

Though he will often be taken in armies led by Théoden, Éomer is a very solid choice for a leader of an army of Rohirrim in his own right – especially as part of the Riders of Éomer Legendary Legion.

With more Wounds, more Fate, and more Attacks (meaning he is less likely to lose a fight), Éomer is far more likely to survive than Théoden in games. This means that Éomer is much less likely to give your opponent any Victory Points for killing your leader. Of course, the fewer Victory Points your opponent scores, the better your own chances of winning the game will be.

Overall, the Marshal of the Riddermark is a relatively straightforward model to use in games. All his benefits lean towards him being in combat, and so you should be aiming to have him involved in as many fights as you can over the course of a battle. Remember that each turn that Éomer is not in combat and killing enemy models is wasted potential!

So, there you have it, an in-depth look at Éomer, the Marshal of the Riddermark. If you are planning on starting a Rohan army, or are already a seasoned member of the Rohirrim, then perhaps consider Éomer the next time you plan an army. Forth Eorlingas!

# FAITH & FIRE

BY JAMES SWALLOW

**Celestian Miriya and Hospitaller Verity come face to face with Torris Vaun for the first time since his escape. Yet while the Rogue Psyker's plans come to fruition, the Sisters of Battle begin to start piecing the puzzle of Neva together. Part IV of IX.**

## CHAPTER SEVEN

'Take him!' screamed Miriya, her voice streaming into the concussive blast of noise from her plasma pistol. Isabel fired with her, both of the Battle Sisters throwing their shots at Torris Vaun, knocking him back off his stance.

The psyker stumbled and snarled at them, trickles of blood from broken capillaries in his eyes trickling down his face in red tracks. The glowing brand where the psycannon shot had struck him still flickered with desultory glimmers of blue-white energy, and Vaun picked at it with sweat-slick fingers, using his other hand in a warding gesture to banish the incoming bolts. The rounds struck the heat-wall conjured by his mind and deflected, some breaking and melting, others skipping away; but Miriya could see the agony caused by the injury LaHayn inflicted was taking its toll. Vaun met her gaze for a split second and she knew he realised it too.

'I won't let you run again!' she spat. 'Take the witch!'

Groggy and wounded, Portia dragged herself into the fight alongside her squadmates. Near the wrecked pews, Galatea, a shock of her perfect auburn hair crisped into white ash from the fires, stumbled up from where she lay bearing Reiko on one shoulder.

'You should not have come back!' shouted LaHayn. 'Now you will pay for daring to defy the church!' The priest pointed at the corpses of the raiders where Galatea and the other Battle Sisters had terminated them along the way. 'All your reavers and cutthroats have fled or died, fiend! You are alone and naked before the God-Emperor's righteous vengeance!'

'Always the lectures with you, eh?' Vaun barked out a harsh laugh and shook the sleeve of his coat, revealing a bulbous, ornate device of jewels and metals wrapped about his wrist. 'You make the same mistakes over and over again, Viktor! You never fail to underestimate me!' The psyker squeezed a triangular emerald switch and delicate, century-old microcircuits sent an activation signal.

The Battle Sisters heard a chug of static across their vox channels; instants later, the shaped charges of detonite Vaun's men had secreted all about the cathedral exploded. Under cover of the fires and the panic they had gone unnoticed, waiting for the endgame, some of the explosives still tucked in the packs of attackers who had fallen to Sororitas bullets before they could plant them. Still, there were enough in place to do what Vaun wished of them.

The coughing crashes of noise blew out stained glassteel windows and threw doors off their hinges; they cut through support pillars as saws might fell trees, or dashed ancient pews and unlucky people about the place in clouds of vapour.

Stonework from the upper tiers dropped to punch ragged holes through the mosaic floors, and Lord LaHayn threw himself off the pulpit just as a granite angel smashed the thing to matchwood. Blinking through brick dust and pain, the priest cursed the psyker's name as Vaun's mocking laughter echoed back at him.

The Tier of Greatest Piety shuddered beneath Verity's feet and she sprawled, falling away from where Governor Emmel lay. His skin was waxy and sallow, and death was close to him. The Hospitaller heard the sounds of rock grinding on rock, and in horror she saw the high spire of the Lunar Cathedral above her twitch and break off, cascading down past the terrace. Growing up on the sturdiness of Ophelia VII, Verity had never experienced earthquakes, and the occurrence of a solid, rooted building shifting around her was new and terrifying. The thunder of explosions from the lower level set the whole church humming, and the woman threw a fearful look to the smoke-choked sky. Where was the rescue ship? If she were here much longer, Emmel would be dead from his injuries or she would perish with him when the great terrace crumbled.

From above, a narrow-beamed spotlight suddenly stabbed down at the tier, probing at the cluttered space. Verity leapt to her feet, the lasgun in her hand forgotten, and waved. 'Here! Here!' The sound of ducted rotors reached her ears and in the thick of the haze she saw the dark shape of a coleopter moving against the night sky.

The spotlight passed over her, lingered for a heartbeat and then moved on, tracing toward the entrance arch that lead down into the chapel. A figure emerged into the sodium glare, dark coat and tunic spattered with fresh blood, shielding his eyes from the light. The beam faded away and the 'copter swept about for another pass; with a great chill the woman realised that the flyer was one of the ships she had seen strike at the cathedral.

Torris Vaun walked painfully toward the middle of the terrace and halted there, panting hard. For a moment, Verity was struck dumb by the sight of him. The psyker examined the red on his hands and returned to cupping the wound on his chest, sparing her gun a quick look. 'Are you going to use that, nursemaid?'

Verity tried to speak, but no words came. Vaun stepped closer.

'How is the esteemed governor?' He peered at the injured man lying in the shadows. 'Dead, or near enough? Pity. I wanted to use him a little before he died. Oh well.' A rueful smile crossed his lips. 'Plans change.'

The Hospitaller gulped air. Where were Miriya and the others?

'I know what you are thinking–' he began.

'Stay out of my mind!' shouted the woman. She brought up the lasgun in a clumsy stance.

Vaun gave a hollow chuckle and winced in slight pain. 'There's no need for me to exercise my attributes to know your thoughts, Sister. You know what fate befell poor Sister Iona on the *Mercutio*, yes? You are wondering, if he could do that so easily to a hardened warrior like her, what chance does my fragile little mind have?'

'I will kill you!'

He raised an eyebrow, amused. 'You don't have that in you. I think perhaps you wish that you did, but you don't.'

'I killed your man!' she retorted, jerking her head at Rink's remains. 'I can end you too!'

'Oh.' Vaun eyed the dead body. 'Impressive. Perhaps I was wrong about you.' He coughed a little. 'Go on then, shoot me if you dare, little nursemaid.'

Verity took careful aim at the psyker, and she was rewarded by the very slightest twitch of dismay on Vaun's smug face. 'Do not profess to know me when you do not! Your arrogance is sickening! How *dare* you dismiss me, you heartless fiend!' The safety catch flicked off beneath her thumb. 'Any other soul, and perhaps I might have felt distress at taking their life, but you? One look at your face and I am willing to throw away every oath to ethics I have ever sworn!'

The criminal was very still now, watching her carefully. 'Then before you do, I would ask you grant me one thing. Tell me what I have done that has earned such enmity.'

She gasped. 'You… You don't even know? Does killing mean so little to you that you dismiss it from your mind with every murder?'

'For the most part, yes,' Vaun noted. 'Let me see if I can guess. A father? Or a brother, perhaps?'

'My sister!' she snarled. 'Lethe Catena, of the Order of Our Martyred Lady, dead by your blade!' A sob caught in her chest. 'You ended her like some common animal!'

'Ah.' He nodded. 'Of course. There's a bit of a family resemblance between you, isn't there?'

His words were enough. '*Die*! In Terra's name, die!' she bellowed, and jerked the trigger of the lasgun.

'No,' said Vaun, and snapped his fingers at her. Before the lasing crystal in the slender pistol could even energise, the psyker caused the molecules of the emitter matrix to superheat and fracture. Verity knew nothing of this until the lasgun became red-hot and sizzled against the flesh of her hand. By reflex, the Hospitaller threw the weapon away and cried out. Her shriek was drowned by the thrum of coleopter blades as the flyer banked around and dropped toward the terrace. The Hospitaller fell to her knees, clutching her scarred hand to her chest.

'Keep that as a reminder not to test your betters.' Vaun's voice was an icy whisper in her ears, pushing into her thoughts. 'You are a foolish, maudlin child. I killed your sister because I had to, not because I took pleasure in it. She was an obstacle to me, nothing more than that. Don't complicate matters by making it personal.'

'Emperor curse you…' sobbed the woman.

The psyker reached up to grab a dangling tether as the coleopter dipped low. The noise of it was deafening, but still she heard his words as clear as day. 'This is not about you, Verity. You have no comprehension of what is hidden on this planet, you or that other wench. Your simple minds, stifled by dogma, cannot grasp the notion of anything beyond your experience.'

Verity screamed. '*Get out of my head*!'

'Let me leave you with this. My crimes are legion, of that you may have no doubt; but even in my worst excesses, nothing I have ever done can hold a candle to the sins of Viktor LaHayn.' Hate oozed from the mindspeech. 'You have impeded me tonight, but in the end nothing will stop me from paying back tenfold what that whoreson owes me. *I swear it*.'

Vaun's last words struck her like a physical blow, and she doubled over and vomited.

The coleopter fled into the night, leaving the Sister Hospitaller and the comatose governor for the medicae to find when the aeronefs finally arrived.

Dawn brought rain with it from the sea, a cold and lonely downpour that was grey with spent smoke and powdered stone. The smell of blackened wood was dense in the air.

The eventual arrival of units of Guard and Arbites came too late to save the lives of many a noble, although by the grace of the Golden Throne there were barely a quarter of the city's highly ranked pastors lying dead as the sun rose. Those who had passed were laid out in the viewing galleries of the central hospice, where their parishioners could file in and out and pay respects to the men and women who had led them to the light of the Emperor.

Miriya found these visitors clogging entranceways to the upper floors of the building; she was given to understand that many of the sobbing mourners had also lost family members, but in accordance with Nevan church mandates the funeral rites of priests took precedence over those of all other citizens.

Noroc was as wounded as her people; the stark light of day showed the places where rockets from the air attack had burnt out apartment warrens and gutted hundreds of chapels. In some places where broken street cables meant the fire engines could not reach, pits of ruined ferrocrete still smouldered. Miriya had seen the same scene repeated on every street corner as she rode to the hospice. Anguish, blank fear, terror on every face.

The Battle Sister's countenance was set on a frown. Twice now, she had laid Torris Vaun beneath her gunsight and twice he had escaped her. The thought of it made her stomach churn, and in darker moments she caught herself feeling the weight of all the turmoil around her; had she stopped him back there on the *Mercutio*, none of this horror would have come to pass. Her mood dark as the stormy sky, Miriya pressed on to find her way to the cubicle where Sister Verity was being attended.

'Of course you understand the deacon's concerns,' said Dean Venik, looming over the serf boy ministering to the bandage on Verity's forearm. 'I do not mean to imply that is not so, Sister Hospitaller, but nevertheless it is important to ensure a full and correct picture of the witch's intentions.'

'How can I know that?' Verity replied. She found the man to be intimidating, in his arch, unctuous way.

'What did the criminal say to you?' Venik looked her in the eye. 'Did he speak of anything… untoward? Did he take the names of Lord LaHayn or the God-Emperor in vain?'

'It happened very quickly. He… He used his power…' She held up the livid, inflamed hand, flesh scabbed with new scarring peeking through the white gauze. 'I was unable to prevent his escape.'

'A pity.' Venik nodded to himself. 'I imagine you would have liked to take a part in Vaun's downfall, after what transpired with your sibling.'

Sister Miriya entered behind the cleric, startling the man. 'There's still time.' She made the sign of the aquila. 'Lord dean. If it pleases you, I would speak to my fellow Sororitas.'

'Sister Superior,' Venik returned the gesture. 'Of course. I have completed my interview and there are others with whom I must speak, to gather information for the lord deacon.'

'Sir, a moment,' said Verity. 'What of Governor Emmel? Does he still live?'

The dean flashed a brief, shallow smile. 'By the God-Emperor's grace, he does. It is my understanding that the

governor is being attended by ten of the finest medicae in Noroc.'

'Ten?' Miriya eyed him. 'Does one man need so many healers, especially on a day such as this one?'

'I am not an apothecary, Sister, I cannot answer to that. I know only that he may never fully regain his faculties after such a brutalisation,' sniffed Venik.

'Who governs Neva now, then?' said the Hospitaller.

Venik arched an eyebrow. 'His lordship the ecclesiarch, of course. It is only right that in this time of moral outrage the church take the whip hand.' He turned to leave. 'Lord LaHayn's first edict in his new capacity was to reinforce the order for Vaun's capture. The witch is to be taken alive.'

'Dean, perhaps you might furnish us with solutions to another matter.' Verity's nervous voice wavered. 'There are records within the halls of Noroc's administratus librarium that might assist in tracking the fugitive Vaun. With your permission, I should like to examine them…'

Venik gave a cold smile. 'The Adeptus Arbites have already performed a thorough check of those documents. All information gleaned will be acted upon.'

'Nevertheless…'

'Attend to your recovery, Sister Verity,' snapped the dean. 'Don't expend energy on pointless endeavours.' He glanced at Miriya. 'I'm sure there are many avenues of investigation to follow in this affair.' With a sniff of finality, he manoeuvred past the other woman and out into the corridor.

The Hospitaller waved away the boy and patted the bandage on her forearm. The youth bowed as low as he could without touching his forehead to the floor and averted his eyes. The Battle Sister in turn dismissed him with a curt gesture and the two women were alone.

'You are unhurt,' said Verity. 'And the other Celestians?'

'As well as can be expected,' Miriya frowned. 'Canoness Galatea was burned, but she bears the pain with a fortitude typical of her.' She paused. 'I come to you to apologise for an error, Sister Verity. I pressed the Canoness to have you remain here on Neva and in doing so exposed you to a threat you should never have faced.'

'No,' Verity shook her head, 'you hold no blame. In some strange way I am pleased that I could look Vaun in the eye. At least now I can give a form to the pain in my heart.'

'You should return to the mission of the Order of Serenity. Last night's attack will change things here, and I foresee that the bloodshed and turmoil will only increase.'

'Thank you for your concern, Sister Miriya, but I refuse. Don't think me a delicate flower just because I bear no sword or bolter in my duties. My Order has served on hundreds of hell-worlds and battlefields. I know the face of horror well enough.'

The other woman's head bobbed. 'As you wish.' For a moment she was silent, studying the Hospitaller. 'But Vaun… He *did* speak to you, didn't he? Your answer to Venik's question–'

'I was not entirely forthcoming.' Verity looked away. 'Yes. He… He told me Lethe's death was just a matter of course. Nothing personal.'

'A convenient excuse for his kind. How else could he commit such acts of barbarity and continue unfettered by guilt?'

Verity looked up at her, at eyes that were surprisingly gentle in such a hard face. 'But you have killed… And now so have I.'

'And look how keenly we feel it, Sister. This is what separates us from the heretic, the alien. We fight and kill because we must, not for glory or the sport of it. Each death we inflict serves a greater cause.'

The Hospitaller nodded. 'Of course, you are right. Forgive me if I seem irresolute, it is just that… these days have been most testing for me.'

Miriya extended a hand to the younger woman. 'Look to the Emperor, Sister. Whatever clouds your vision, He will be there.'

Verity's gaze turned inward. 'If there was ever a day I needed His guidance, this would be it. There is more that I did not reveal to Dean Venik. Vaun gave me a warning before he fled.'

The Battle Sister sneered. 'His threats hold little sway over me.'

'No, you misunderstand. He spoke of the lord deacon. Vaun said that Lord LaHayn was guilty of crimes far worse than any he had committed.'

'Sedition and lies,' Miriya spat out the denial instantly,

although with less conviction than she should have. 'The witch was trying to sow dissent in your thoughts.'

Verity met her gaze. 'I have attended many interrogations in my service and seen many confessions and denials. I know lies when I hear them. What I saw from Torris Vaun was the truth, at least from his point of view. He *believed* it.'

'What a heretic believes counts for nothing,' said the Battle Sister, 'and were you to speak of this to the dean or anyone else, you might find an interrogator turning his skills to you.'

'I have considered that, even entertained the idea that Vaun might have forced some seed of doubt into my mind with his freakish abilities. But all I can think of is that this witch spoke the truth to me while Lord LaHayn did the opposite at the cathedral.'

Her words brought Miriya up short and her eyes narrowed. 'He is a high priest of the Imperial Church, the voice of the Holy Synod. It is within Lord LaHayn's remit to deny us whatever facts or truths he feels are in our best interests.' Despite her reply, Verity could tell that the other woman was not convinced by her own argument.

'But why do that when by his own command he charged us to pursue this man? You heard the dean a moment ago. We are promised help with one breath and denied it the next. Make no mistake, I want Vaun to pay for his misdeeds – but I cannot escape the fear that there is much more at play in this matter than we know of. There are falsehoods and secrets shrouding us, Miriya. I know you think the same.'

For a long moment, Verity was afraid the Battle Sister would give a sharp denial or censure her for such doubts; but instead the Celestian's head bobbed in regretful agreement. 'Aye. Curse me, but aye, I feel it as well. There are too many questions unanswered here, too many things averted from close scrutiny.'

Verity sighed. 'I am conflicted, Sister. Where does our duty lie?'

'To the church and the God-Emperor, as it always was. But I see the real question you are asking – does Neva's deacon serve Him as well, or is there another agenda at hand?'

She shuddered. 'I dare not even voice such a thing.'

'Then prepare yourself,' Miriya said darkly, 'for a time may come when you must do more than that. Never forget that the price of vigilance requires we watch those who march under our banner as well as those who stand against it.'

'I pray it will not be so.' Verity got to her feet, testing her injured arm. 'What are we to do now?'

'I believe you said something about the administratum?' The Battle Sister raised an eyebrow.

'But the dean said the Arbites–'

'The Arbites are nothing more than armour-clad night watchmen. The day I accept the second-hand words of their investigators is the day that Sol burns cold in the sky.' She walked away. 'I must attend to the welfare of my squad. In the meantime, I suggest you might use the confusion of the day to visit the halls of records and look for these facts that may help us find our quarry.' Miriya paused on the threshold. 'That is, if you truly do wish to remain here?'

'You ask me to defy the dean.'

Miriya gave her a quizzical look. 'I have done no such thing. The dean merely said that the Arbites have already checked the records. What harm can come from a second examination? Just to be sure?'

Verity threw her a wooden nod. For better or worse, she suddenly understood that a choice had been made in this small room that could very well damn them both.

With a sharp backhand slap, Vaun sent the medicae scuttling away from him. 'Go on with yourself, now. I've had enough of your fussing.' He tested the places on his face where small cuts were daubed with blobs of healing gel. 'Like a thousand paper cuts,' he grimaced, glancing up as Ignis approached him from the creaking gloom of the barge's hold. 'What now?'

The younger man saw the thought forming in his mind and handed him a lit tabac stick. Ignis had been muted since they returned to the boat, ill at ease over Rink's sudden absence. The two of them had been friends, or close enough. 'He's here,' said the youth, without preamble. 'Brought his aeronef right down on the deck.' He pointed at the steel roof above.

Vaun took a long, hissing drag on the tabac and stood up. 'That was what all the commotion was about, was it?' Here in the barge's makeshift sickbay, Vaun had heard the clatters and shouts of the crewmen. They were all afraid to be carrying the witch and his cohorts; but they had been paid very well. He spat, hard. 'Idiot. Why can't he just be a good little snob and play his role?'

Heavy footsteps were descending from the upper deck and Vaun sneered, taking another puff. 'Watch me now,' he told Ignis, 'this is how to handle this kind of man.'

The sickbay hatch came open with difficulty, creaking and moaning. The new arrival was in disarray, his fine robes smeared with soot and a little blood. He found Vaun and shook a fist at him. 'What… What was all that?'

The psyker put on a neutral face. 'All what, milord?'

The other man stamped forward. 'Don't you *milord* me, Torris! You talked to me about quickness, about clean kills and surgical attacks! That…' He pointed in the vague direction of Noroc. 'That was nothing short of a military strike!'

Vaun threw Ignis an amused, comradely look. 'What did you expect? A few discreet murders and some swinging from chandeliers in the chapel, perhaps some disquieting deaths for the servants but nothing more?' In a rush, his face darkened and he swept toward the noble, bunching the cigarillo in his fist. 'You wanted power? Power has to be taken, man! Perhaps if your ridiculous legions of spies and soldiers had an ounce of sense, last night might have gone all the way! The church's stranglehold on Neva broken, LaHayn dead along with Emmel–'

'Emmel lives!' spat the man. 'You couldn't even give me that!'

'Huh.' Vaun paused, considering. 'But he'll be in no state to govern. I don't doubt LaHayn will finish the job for me.' He sighed. 'How amusing.'

'*Amusing*?' The dam holding back the nobleman's rage broke. 'You wreak havoc and leave me exposed, and call it *amusing*? You crooked witch-freak, you have jeopardised everything–'

Vaun crossed the distance between them in a flash, swatting the man to the floor. The noble squealed and clutched at his cheek, where a fresh burn wound lay. 'The only thing in jeopardy is your complacency, baron. For too long you've played your stupid little rivalry with LaHayn like some regicide game, all polite rules and how-do-you-dos.' He stamped out the tabac stick. 'It's not a silly diversion anymore, Holt. I've taken it up a notch. Now it's a fistfight, a stabbing. A real feud.'

'I'm not ready,' whimpered the noble. 'There will be killing. War.'

'Yes,' agreed Vaun, 'and when it's done, when Viktor LaHayn is crucified in Judgement Square and you are in the governor's palace signing my pardon for all the good I've done for Neva, on that day you will be thanking me for making it happen.' He leaned closer to Baron Sherring's face. 'For freeing you.' After a moment he stepped back. 'Get to your 'nef and start making plans. It's time to tell the world what a bad man the dear old deacon is.'

The baron got to his feet and shuffled away. 'I… I'll see you in Metis?'

Vaun bowed. 'You can count on it.'

Sherring left them, a shadow of the man who had blasted into the room moments earlier. Ignis tapped his lips with a finger. 'Did you push him there to make him fold? In the brain, like?'

'Not a bit of it. There are easier ways to coerce men than to use a mind-touch on them. I just gave him what he wanted.'

From above, the whir of airship rotors started up. 'And what was that, then?'

'Freedom from blame. Sherring has always dreamed of setting fire to that pious old braggart and his holy churches. I did it for him, and now he's free to step up to the fight without the guilt of being the one who started it.'

Ignis let out a laugh. 'He… He thinks you're doing this all for him? Ha!'

Vaun nodded. 'He'll find out that's not the way of it. Probably just before he's dead.'

Verity could see little but the long river of illumination that pooled either side of the walkway bisecting the librarium. The edges of shelves vanished into the darkness toward the unseen walls of the long bunker. The morose logistoras who had accompanied her down to this level rattled off a few cursory facts about the place, like a tourist's data-plate. He spoke of how many hundreds of metres they were below the streets of Noroc, of how many more levels were below this one. In the middle distance, the Hospitaller could hear the oiled clanking of huge brass cogs as one of the room's mobile decks dropped away into the storage tiers. She stopped to watch the empty space, as big as a scrumball pitch. After a moment another deck clattered up to replace it, a piece of a huge library rolling into position complete with endless racks of papers and bookish little men working the aisles.

Automatically, a flight of tarnished silver servo-skulls dipped out from the eaves over her head and began patrolling the canyons of books. Whole floors of the librarium were moving with ponderous speed, tiles in a puzzle slate for giant hands.

The logistoras, his ink-stained robe large on his wiry frame, peered at her through augmented eyes. 'You understand, we don't often see representatives of your orders in these halls.' He attempted something like a smile. 'The Sisters Dialogous of the Quill and the Sacred Oath do visit us at times. I cannot recall a Sister Hospitaller in my tenure.' His gaze turned inward. 'Perhaps I should begin a statistical check into that datum–'

'Perhaps you should,' Verity broke in, 'but in the interim, there are the matters of which I spoke to you?'

'Yes. Crew records for the warship *Mercutio*. I have not forgotten.' He beckoned. 'Follow.' The clerk-priest ambled on along the walkway. 'I'm curious as to why the Order of Serenity would require such information.'

In the dimness, Verity felt her cheeks go hot. That she had come this far without undue challenge was luck, and with each further step the Sororitas feared her presence here would be found out and declared fraudulent. She floundered for an instant, unsure of how to reply. *How would Sister Miriya answer him*? She wondered. *She'd probably threaten to injure him. I can do better than that*. Verity sucked in a breath of parchment-dry air. 'Is it necessary that you know why I require this datum in order to find it for me?' She pitched her voice in the same lecturing tone she heard her Palatine use on wayward novices.

'Well, uh, no.' The logistoras blinked brass lashes. 'I was merely–'

'Curious, yes. But forgive me, I was given to understand that curiosity is not a trait that the Adeptus Ministorum wish to cultivate in its librarians. Is it not an article of faith that you may never read from the books you collate, lest you come into contact with material of an unmutal nature?'

That weak smile again. 'I have never been tempted, Sister.' He threw a nervous look up at the servo-skulls buzzing above them, the thin tubes of lasers hanging from their lipless mouths. 'To do so would incur the ultimate penalty.' He halted at a side gantry and removed a chain-link closing off the section. 'Here we are. The cogitator will provide you with the datum.' He bowed and backed away. 'I hope you will forgive my injudicious use of words earlier. It is just, that with the incident on the night of the Blessing…'

Verity smiled back. 'We are all shaken, priest. Fortunately, the Emperor gives His light to guide us.'

The logistoras bowed again and left her there with the ancient thinking machine, the brassy coils and silver-rope filigree inside it ticking and tocking as it churned out the lives of Midshipman Vorgo and the men who had freed Torris Vaun.

There were wide webs of girders, loops of greasy cable and cogworks everywhere inside the librarium, almost all of them perpetually in the darkness. The meagre glow of the photon candles about the underground hall never reached into the thick ebon shadows that collected at the edges of the corridors. Many of the papers held here were so old that they would wilt beneath hard light, and in some sectors the servitors that ministered to the books operated totally on infrared wavelengths. In such a place, where things were kept to remain unseen by prying eyes, the act of concealment was almost welcoming.

Verity's shadow watched her from the hex-frame supporting part of the ferrocrete roof above the Hospitaller's head. The shadow was molten darkness, merged there into the black with such skill that even the vigilant skulls with their tiny red eyes looked straight at it and passed on, unaware. Verity's shadow watched and listened to her, measuring and considering where the day would take the pretty Sororitas. The certainty began to build in the shadow's thoughts that the woman would not see daylight again; and in the interests of preparation, the shadow readied its ghost pistol to kill her with.

## CHAPTER EIGHT

Verity pressed her fingers to the place where her brow met her nose and pinched the skin there, trying to massage some sort of life back into her face. She stifled a yawn and blinked eyes that were tired and gritty. On an oaken desk and in neat piles around the cogitator's marble plinth, fan-folds of yellow-brown parchment displayed acres of text in High Gothic, machine dialect and the local Nevaspreche tongue. Many of them sported red tags bearing a tiny rendition of the Adeptus Arbites shield, along with a text string showing a precinct house number. They represented the places where the investigators had pored over the papers, the point at which they had completed their searches. Verity had read all the same files, up to the red markers and then further back, probing for some connection, some small suspicion of a link between the men who had freed Miriya's prisoner.

She sighed, a heavy dejection threatening to overcome her. There were no timepieces anywhere in sight here

inside the librarium, and so she had no idea of how long she had been confined in this dark chamber, fingers tracing over page after page beneath the flicker of photon candles. Her lips were dry and she felt a little sick. The libations the medicae had given her after the incident in the cathedral were fading away now, and Verity's body was sending her mixed messages for sleep and for sustenance. Her chest felt tight with the dust of old books.

'This is a waste of time…' she murmured, 'all for nothing…'

At the sound of her voice, the cogitator's pewter mask-speaker turned on oiled spindles to face the woman; it was a morose thing, worked out of metal to resemble the aspect of an exalted tech-priest some centuries dead. Bellows and tiny chimes in the throat of the device huffed and rattled, creating a sound that resembled human speech. 'To find clarity, it will be necessary to repeat your request.'

'I wasn't talking to you,' Verity retorted, her frustration and weariness snapping in her voice. 'Be quiet.' For the first few hours, the cogitator had taken to breaking the silence at regular intervals by intoning random church-approved axioms designed to reinforce piety and clarity of thought. The Hospitaller had swiftly tired of repeated assertions that 'a closed mind is never open to heresy' and that 'death is the currency of traitors'.

'By your command.' The machine clicked and whirred, turning away again. Through the blank gaps of the mask's mouth and eyes, the Sororitas could make out the dim shape of a mottled glass orb and the form of turning grey spools within, pierced by thousands of gold filaments. She understood little of how the cogitators worked, but found her mind wandering to thoughts of the components that formed it. Had they originated inside some ancient scholar-machine on Terra, one so old and learned that it could not be allowed to cease its service?

She shook the thought away and frowned at the ancient apparatus, as if it were to blame for her lack of success. The fatigue she felt was making it difficult for her to concentrate, and she fingered the silver rosary at her neck to focus. The lives of Midshipman Vorgo and a dozen other deckhands from the warship *Mercutio* lay strewn about her on paper and punch card, everything from birth certifications to notices of indenture, stipend accounts and disciplinary warrants. Verity ran her finger over the raised studs on the index of a man named Priser. It was remarkable how such a small piece of cardboard could so encapsulate the life of a person; she lingered over a blank spot on the index. Just one accidental nick of her fingernail, a dot of spilled ink on the wrong page, and Priser could find himself penniless or declared dead. Such was the monumental inertia of the Imperium's monolithic bureaucracy that the word of these documents was law, and these flawed, impossibly old machines were the custodians of it all. It was a sobering thought to imagine all the things – people, ships, perhaps even entire worlds – that could go missing just for the sake of a wrongly placed decimal point.

Verity realised that she had been staring at the same document for several minutes, reading and re-reading the same line of text in Priser's file without actually taking it in. She sighed, and read it again.

It was a reference code to an incident in the man's service record, some weeks before the *Mercutio* had departed Neva to pick up Miriya's Celestians prior to their rendezvous with the Black Ship. Verity blinked. She had seen this number before.

The woman took up another file and found the same index point. The code was there as well. It was the same in third, in a fourth. All of them, including Vorgo, sported the same numerical reference, and it lay in place below the red tags placed by the Arbites. A rush of sudden excitement flooded Verity, making her giddy. She tapped the front of the cogitator to attract its attention.

'This code,' she said, showing the eyeless mask the paperwork, 'what does it refer to?'

Clockwork twittered and clicked. 'Your forbearance. Your answer will attend forthwith.' After a few moments, the device made a sucking noise and a vacuum tube in its chest opened, revealing a coiled parchment. 'Sacrifice is the most noble worship.'

She read quickly. The papers were a mimeographed copy of a report from the Naval attaché office, explaining how a transport tender taking some of the *Mercutio*'s crew on liberty to Noroc had been diverted by a malfunction. The shuttle had been forced to put down in the city-state of Metis and eventually returned to orbit with its passengers intact a day later. There were one or two additional names, but without exception every man who had a hand in Vaun's escape had been on that transport. Verity looked for the crewmen who had been aboard but hadn't joined Vorgo and the others. None of them were still alive; on a ship as large as the *Mercutio*, deaths by misadventure and accident were a daily occurrence, but the pattern made the Sister's skin crawl. The others had died before the rendezvous.

Gathering up her data-slate, Verity made swift notes with an electroquill. She thought about Vorgo, there in the confinement cell, screaming for a daughter that he never had, and reached for his papers.

Her eyes narrowed. According to the Naval renumary, Vorgo and his shipmates had been given their usual stipend of Imperial scrip to spend during their leave in Noroc – but not a single note of it had been exchanged. That seemed impossible. Metis was notorious for taverns and salacious diversions; any visiting swabbie with a pocket full of unspent pay would return to ship with nothing to show for it but a hangover and some interesting social diseases.

'What happened in Metis?' Verity asked the question to the air, and suddenly she was very, very awake.

Her shadow cocked its head and wondered at the words the young woman spoke. It had already noted and logged the paperwork she had been interested in for later evaluation by its master. Verity's body language had changed radically in the last few moments. Before, she seemed to be on the verge of physical exhaustion, but now the shadow could see the spark of adrenaline in her eyes, could almost smell it in the oily air. The killer weighed this new information carefully, briefly entertaining the idea of terminating the girl now; but years of servitude in Neva's assassin wars had left an indelible mark on the shadow. Haste was the enemy of the invisible murder. It was only certainty that made the single shot, the killing blow perfect. The shadow elected to wait a little longer. Another figure was within the target envelope, and it might become necessary to end more than just the girl's life.

The ghost pistol moved a few degrees. The age and origin of the killer's weapon was unknown. Some had said it was of xenos manufacture, others that it dated back to the black period known as the Dark Age of Technology. The shadow liked it for its silence. Inside the non-reflective matter of the breech, single dart-shaped projectiles nestled and waited. These were made by hand, crafted by sightless tech-priests specially blinded for just that purpose. When fired, they left the ghost pistol with no ejecta, no sound or report of fire. Not even the whispering air about the flying darts could give away their passage, and the material they and the gun were made from was utterly energy-inert. Any senses, from an auspex to a psyker's witchsight, could not see it.

There were many darts in the gun; but one would be enough.

With a heavy clank, the gantry leading to the main walkway locked into place and the library platform shuddered slightly. Verity looked up to see another logistoras picking his way down toward her. This one was of a lower rank than the adept who had escorted her into the hall, a mere quillan with less than a dozen service buttons. The clerk-priest bowed and pointed a finger at the scattered papers. He seemed rather distressed that the files were displayed in so imprecise a manner.

'I need to revise,' he hissed. 'You have to let me proceed.'

'Revise what?'

The logistoras ambled forward on roller-ball feet and took up the first file that came to hand. Paper looped from a dispenser reel at his hip, a device fashioned to look like a closed book. He shot Verity a glance. 'Certification. After the attack, there's been a lot to do.' A grey tongue drooped from his lips and he licked the paper with it. With a swift motion, the quillan pasted the label to the file and folded it away. He began to repeat the procedure.

Verity took the altered file and studied it. The new addition was a finger's length of black-bordered ticket bearing a date, time and identifier code. In red letters, one word stood out like a livid brand. *Deceased*.

'What is going on?' Verity demanded, turning on the logistoras.

He blinked and recoiled a little. The quillan seemed nervous of her. 'Last night? The attack?' He licked another label and stuck it on Priser's file card. 'Some of the rockets fired struck the reformatory. Many prisoners were killed in the conflagration that ensued.' The clerk paused and gestured around at the files with a metal hand, steel pen nibs for fingers. 'All these men are dead. The files must be revised to reflect the new truth.'

Verity let the logistoras complete his work without interruption. The adept kept stealing sidelong glances at her when he thought she wasn't looking at him, and finally she blew out a breath. 'Do you have something to say to me?'

Another owlish blink. 'I… I know you. Your ident crossed my work queue recently, Sister Verity. I know of your involvement in the Vaun investigation.'

Something in the logistoras's tone gave her pause. 'Yes,' she said carefully, 'I am gathering information on the witch to aide in his capture.'

The clerk-priest paused, his task at an end. 'I have never been commissioned to engage in a criminal investigation.' There was an air of wistful hope in his voice. 'My works are purely administrational. I often wonder what it would be like to–'

Verity took a chance. 'Perhaps you might assist me now?'

The quillan froze. 'It would be my honour! How might I be of help, Sister?'

The Hospitaller's mind whirled. The question danced on her lips. 'I… I want to see the files you have on Torris Vaun.'

'That datum is restricted.' The logistoras eyed her. 'But should I assume you have the requisite sanction from the office of the lord deacon?'

Sister Verity kept all emotion from her face, afraid of giving it away with a simple tell; but then the clerk-priests were a sheltered lot not often given to contact with other humans, and she doubted he would be able to spot a lie on her lips. 'You may assume that,' she told him.

The quillan bowed and led her deeper into the librarium.

They descended through a series of hatches into an iron cupola, which in turn crossed between the slow-turning cogs to another platform, filled with books that were chained to their racks. The logistoras extruded a key mechanism from its palm and granted them entrance. He glanced over his hunched shoulder at Verity.

'It occurs to me, I have not given you my identity. I am Quillan Class Four Unshir, cutter of paper and copy maker.' He bowed a little. 'Pardon me if I seem forward, but if you could see your way to highlight my co-operation in this matter to my savant senioris–'

She threw him a quick, fake smile. 'Of course. Your assistance will be rewarded.' Verity disliked lying, even to a demi-human such as Unshir, but she had committed herself now. 'Emperor forgive me,' she whispered, 'this I do in Your name.'

The quillan glanced at her. 'Did you address me, Sister?'

'No!' she snapped, a little too quickly. 'Vaun's records. Show them to me.'

He bowed. 'Of course.'

Unshir used the keys to unlock a tome sheathed in light-absorbing obsidian, touching a ring of code-spots on the cover to open it. He whispered something that sounded like birdsong into a grille on the book's spine and it obediently opened by itself, pages moving on armatures in a blur. With a snap, the book laid itself flat in Unshir's hands and he turned, presenting it to her. 'The pages are made of a psychoactive papyrus,' he said reverently, 'don't touch them with naked skin.'

Verity nodded and began to read. These were the books of the tithe kept to record the comings and goings of the Adeptus Telepathica in the Neva system. Whenever a person was found bearing the stigma of a psyker, their names were entered here along with a preliminary record of the abilities they exhibited. In time, when the Black Ships came to claim them, the witchkin would be transferred from the deep cells in Neva's inquisitorial dungeons to the mysterious vessels, never to be seen again.

And there was Torris Vaun's name. The records were sketchy; apparently sold into slavery as a child, the youth's psychic talents had come to the attention of the Ecclesiarchy's agents – and tellingly, Viktor LaHayn himself, at the time a senior confessor. There were several notes in florid prose on the matter of Vaun's unholy capabilities. He was seen to have committed acts of wilful telepathy, shriving and extreme feats of pyrokene mastery. Verity thought of the fire that burnt in the witch's eyes and gave an involuntary shudder.

'As you can see, the files remain intact.' Unshir nodded to himself. 'Are you satisfied?'

The Hospitaller ignored him; she knew what to look for now, and kept searching the tight scrawl of luminous text for discrepancies. 'The dates…' Verity said at length, marshalling her thoughts aloud. 'The sequence is incorrect.'

The logistoras flinched as if she had struck him. 'You are mistaken! We care for these documents as if they were the words of the God-Emperor Himself! Nothing is wrong!'

'Vaun's detection and capture. There is a gap here, a missing datum.'

'Impossible!' Unshir's pale face flushed red.

'The file jumps from the date he was captured to the notation of his escape from Neva. Where was he during

the intervening time? Where was he held? The page says nothing.'

'You are misreading it,' the clerk-priest exclaimed, suddenly irritated.

'See for yourself.'

'No!' Unshir shivered. 'It is forbidden for us to look upon the pages that we write and protect! Our cognitive functions are compartmentalised so that we cannot understand the words which we transcribe!'

'There must be other records of Vaun,' she demanded, 'Where are they?'

'There are no others!' he spluttered, as if the very idea of information residing anywhere but within these walls was a joke. But in the next instant, the logistoras's face clouded. 'Wait. If the lord deacon sent you on an errand, why would you say such a thing? Is this some sort of test? Or perhaps not?'

'I…' Caught unawares, Verity's fragile cloak of deception disintegrated with a single look. 'No, I was sent–'

At last he saw the lie on her face. 'Charlatan! You have *misinformed* me!' Unshir spat the words like a curse. 'You have no right to be here!' Anger and then terror crossed the priest's face as he realised that it was his inattention that had allowed Verity to gain access where she was not meant to. 'Alarm! Alarm!' he called, lurching away toward a control grille on one of the support girders.

From above, the Sororitas heard the keening hum of servo-skulls swooping down from the heights. The quillan's pen-nib fingertips scratched at the security buzzer panel; but then his head ripped open with a noise like tearing cloth and the clattering clerk fell dead to the deck.

Verity thought she saw the shape of something dark moving in among the gantries overhead. Somewhere up there, fizzing sparks of colour cast brief flashes as a trio of servo-skulls were pierced with razored metal darts. The Hospitaller fled, her heart hammering against her chest.

The shadow was not in the business of hunting; the assassin did not enjoy the thrill of the chase, the hot rush of pursuit as a target fled in fear of its life. Rather, the shadow's way was one of stealth. The killer strove to never race after a mark, but instead be there when the target was least suspecting, to plant a silent dart in their soft flesh and have them perish never knowing where death had come from. But the Sister Hospitaller had disrupted that plan by deviating from ascribed behaviour patterns. It was unexpected that the woman took the bold step of lying to the hapless quillan, and even more so that she would dare to delve into sealed church records. If there had been an iota of uncertainty that Verity's death was required, it was with that action that she removed any doubt in the assassin's mind.

But then the logistoras buffoon had over-reacted and his murder became necessary, then too the elimination of the servo-skull scouts before they could relay any alarm to the tech-guards on the upper tiers.

The gloom of the librarium was rendered bright by the preysight mechanism within the sealed helm the shadow wore; there ahead the assassin saw the heat blob that was Sister Verity lurching from one canyon of books to another, directionless and terrified. A frown formed behind the faceplate. In her panic, it was making it impossible to draw a bead on the woman, so that a fatal shot might be taken. This was not acceptable.

The killer surveyed the library platform and found a hod of heavy books suspended over one of the wide metal shelves. These were volumes covering matters of decrepit old history, awaiting return to their rightful place by some minor functionary like the late Unshir. With care, the shadow aimed at the cable holding the book carriage up and shot it away.

Huge black slabs of the gloom above her detached from the darkness and crashed down around Verity, the heavy books striking the mesh decking about her with ringing impacts. One of the tomes slammed into her and sent the woman sprawling. Verity screamed, colliding with the bookshelves and spinning about; the blow knocked the wind from her lungs and she felt her precious data-slate fall from her fingers. She heard a smash of broken plastics as another weighty volume landed squarely on the little device and crushed it into fragments.

The carriage's load gone, the frame itself dropped from the cable overhead and fell, tumbling end over end. Verity tried to get away, but the hems of her robe snarled about her feet and she came to her knees. The carriage came down on her, trapping her legs beneath it.

Through the veil of preysight, Sister Verity's cry of pain was a bloom of hot orange air in the cool, dry voids of the librarium. The assassin was aware of confusion and noise from the other gantries in the hall; the clerk-priests were becoming aware that something was amiss, the colours of their bodies moving and swarming closer. There was little time. The killing of the Hospitaller had to be now.

Careful, deft fingers dialled the barrel of the ghost pistol to maximum dilation and the shadow racked a dart into the breech. A sensor pit on the tip of the gun relayed information to the preysight, highlighting the shape of organs inside Verity's shuddering frame. There was the throbbing orb of her heart, nestled beneath the crosshairs. The assassin's finger tightened on the trigger.

She fired blindly.

From the connecting gantry, Miriya has seen the book hod fall. She had heard the death scream of Unshir and the pops of detonation as the servo-skulls were obliterated. Her plasma pistol was singing in her hand and she broke into a run, disciplined muscle-memory taking over. In the shade of the towering bookcases she caught a glimpse of flapping robes as Verity fell. The Sister's cry was full of fear.

Miriya fired, releasing a salvo of quick energy bolts up into the steel rafters. She could not see the attacker, but the Celestian's mind operated on an instinctual, instantaneous level; there was some part of her consciousness calculating angles and likely points of attack, aiming at the places where she herself might have hidden in order to kill the girl.

And *there*! For a fraction of a second, backlit by a streak of sun-bright gaseous plasma, a man-shape recoiling in the girders.

The black-suited figure switched targets and shot back at the Battle Sister. Miriya threw herself across the deck in a tuck-and-roll as darts, invisible in the gloom, smashed into supports or punched holes in the covers of rare manuscripts.

Her opponent moved and fired again. The accuracy of the near-hits was punishing, forcing her on to the defensive, and it was instantly clear to Miriya that the assassin possessed some form of enhanced senses.

'Preysight,' she reasoned, shaking off her cloak to gain her greater freedom of movement. The woman knew of the arcane technology that rendered night into day – the Sabbat helmets of the Adeptus Sororitas had similar capacity – but she also understood its limitations. Miriya aimed low, not at the place where the shadowy killer was lurking, but at the racks of ancient papers beneath. The plasma gun shrieked and cast flares of brilliant white light into the aged, dry tomes; the conflagration was instant, sending a sheet of fire up toward the rafters.

A scream pealed through the air, and there atop the racks was the assassin, framed by orange flames, clutching at its face. Miriya had only a moment; the machine-spirits of the librarium would not stand to let a fire rage for more than a second or two, lest it spread across the entire complex. There were networks of pipes that delivered inert, suffocating gases to such outbreaks – if the flames died, then so would she and Verity.

The Battle Sister's weapon howled.

A fist of gaseous matter as hot as the core of a star ripped into the shadow's left arm, just above the elbow. Everything below the joint exploded from the touch of the incredible heat, and the hydrostatic shock of boiling blood sent a hammer blow racing through the killer's body. The assassin tumbled from the bookcases, falling to the decks through wreaths of fire-retardant mist.

Plasma weapons were designed not to target unarmoured forms like the shadow, but to melt their way through ceramite or hull metal. Used on flesh, they were a blowtorch turned upon wax. The pain of the hit was of such intensity that the killer's heart was stopped by it; and in turn, this factor triggered the compact denial charge of hexogen that was implanted beneath the shadow's ribcage. The assassin's patron was not in the business of letting discarded tools fall into the wrong hands.

With a wet crack, the shadow blew apart in mid-air.

Flecks of burnt matter, some of it flesh, some unidentifiable, scattered down around them in a macabre

rain. Disgust churned in Miriya's gullet as she batted away burning remains from her cloak. Nearby, Verity extracted herself from beneath the fallen book carriage, favouring her leg. She eyed the black scorch mark, waving away the acrid puffs of extinguisher gas. Nothing recognisable as human remained of the assassin.

Miriya saw the glitter of glass and holstered her gun. There, lost to the shadow when she had taken her kill, was the murderer's arcane weapon. The Battle Sister picked it up and turned it over in her gauntleted hands, running a practiced eye over the deadly lines of the pistol. 'Mark me, what is this?' Her hand found the knurled porcelain butt and the gun fell into her grip by reflex. Through the clear ammunition store drum she could see the wicked barbs of the dart loads.

'You saved my life,' managed Verity.

'Thank the Emperor for placing me here where I was needed most,' said Miriya. 'You have been in here for the better part of a day. I was concerned and so I came to find you. Had I not…'

'Vaun. He must have known,' husked Verity, her throat raw from the vapours of the dead fire. 'Wanted to keep me from finding out…'

Miriya's eyes never left the gun. 'He had ample chance to murder you in the Lunar Cathedral.'

'What are you saying?' The Hospitaller's voice was high with emotion.

'I've never seen the like of this before. I do not think that a corsair like Vaun would be able to field a weapon and an agent such as this one.' She weighed the weapon in her hand, gingerly running her thumb over the setting studs. 'The value of this pistol alone could probably buy him the loyalty of a dozen men…'

'Then who–' Verity's words were cut off by a fizzing spit of noise from the ghost pistol's breech. Suddenly the gun went red hot, the structure of it warping and distending.

'Get down!' Miriya drew back her arm and threw the pistol away into the dark with all her might. She heard it clatter against metal walls; then in the next moment there was a crash of detonation. The Battle Sister felt, rather than heard, one of the freed darts streak past her face to embed itself in a rack of books. Suspicion sent cold sensation crawling over her skin. Such an assassin, such weaponry was far beyond the capabilities of a renegade like Vaun. Only someone with influence, with connections that stretched all over Neva and beyond, could have sent the shadow to silence the Hospitaller.

Miriya glanced up and unconsciously traced the silver fleur-de-lys between her armoured breasts.

'This is outrageous!' Venik's voice was almost a scream, his tirade roaring about the Canoness's chambers. 'I do not know where to begin with this litany of misdeeds and insubordination!' He whirled about, his red cloak flaring, to stab a finger at Miriya and Verity. The Hospitaller's head was bowed, but the Battle Sister did little to show any contrition before the furious dean. 'This presumptuous wench dares to go against my explicit orders, against the word of the lord deacon and lie her way into the librarium – and then your Celestian commits an act of horrific vandalism! Hundreds of Neva's most precious manuscripts, the works of a thousand dedicated lexmechanics turned to ashes!'

Standing at the side of Galatea's wide desk, Sister Reiko cleared her throat. 'The term "precious" is an interesting choice of words, Dean Venik. I understand that the papers destroyed were those relating to crop rotations on the Pirin Island chain. Considering that archipelago sank into the ocean during the thirty-fourth millennium, one might ask why they might be considered of more value than the life of Sister Verity.'

'The Sister Superior discharged a weapon inside a holy shrine of the Adeptus Ministorum!'

Miriya fixed him with a hard stare. 'Indeed I did, in the defence of a fellow Sororitas, against an intruder who had already murdered an innocent savant. An intruder whom the librarium's guardians failed to detect or apprehend!'

Canoness Galatea steepled her fingers and said nothing, content to watch the interplay with a neutral, measuring expression.

Venik paused, gathering himself. 'Very well! Then, for the sake of argument, let us dismiss the matter of the books and your wanton gunplay, and consider this errant Hospitaller!' He took a step closer to Verity. 'Did I not say to you in no uncertain terms that the Arbites investigation precluded the need for further enquiry? Were my words unclear? Or are the Sisters of the Order of Serenity given to ignoring the commands of their superiors?' The dean was almost shouting again.

Galatea caught Miriya's eye, and the Battle Sister felt the Canoness searching her soul with that level, unflinching stare. At length, she spoke. 'Verity was acting under my command.'

Venik spun to face the older woman, his face tight with anger. 'What did you say?'

'I ordered Verity to proceed to the librarium, despite your words to her. She was there on my authority.'

Unseen by the dean, Verity and Miriya exchanged glances. Galatea had known nothing of the Hospitaller's venture into the hall of records until after the commotion there. *She is vouching for us…*

'Did you?' Venik seemed unconvinced. 'Yet you did not consider informing my office of that fact?'

Galatea gave an off-hand wave. 'I have many duties to attend to in the convent, my honoured dean. I apologise for giving the matter a lower priority.'

Venik glared at Miriya; if he knew the Canoness was providing a way out for the Sisters, there was no way he could challenge her on it. The ranks they held in the church hierarchy were roughly analogous, with neither holding seniority over the other. 'So be it. I hope then, after all that has transpired, that Sister Verity's impromptu venture yielded something of value. Speak, girl,' he snapped. 'Tell us what great revelation you found among the burning books and corpses!'

With a tremor in her voice, Verity explained the datum she had uncovered in the remunery files and the correlation between the mutineers on the *Mercutio*. Venik listened with a sneer on his lips, but Galatea was evaluating every word, and Reiko followed with swift entries on her data-slate.

'This is all you have? Malfunctioning shuttles and unspent money?' snapped Venik. 'Circumstantial hearsay, nothing more!'

'Men have been put the sword for less,' Miriya said darkly.

'The city-state of Metis is under the governance of Baron Holt Sherring,' noted Sister Reiko. 'The baron's considerable fortune comes from his family's holdings in Neva's transport and shipping guilds. It was a vessel under Sherring's livery that was diverted on that day.'

Galatea nodded. 'And let us not forget, the good baron is a major shareholder in the consortium that controls the orbital commerce station where the witch made his escape.'

Venik's mood changed abruptly. 'You… You are suggesting that a member of Neva's aristocrat caste aided and abetted a known criminal? That he somehow engineered the escape of Torris Vaun?' He snorted. 'These are serious charges.'

'How hard would it be to coerce members of a transport crew or commerce station staff, especially if the pressure came from a noble?' Galatea replied. 'It is well known that Baron Sherring is a ruthless and ambitious man. His numerous contentions with the planetary governor are a matter of record.'

'It is my belief that the mutineers were somehow… *conditioned* by an unknown agency while in Metis,' said Verity, 'I would suggest some form of post-hypnotic suggestion, perhaps keyed to a certain event or stimulus that would trigger a programmed set of behaviour. Such things are medically possible with the correct devices.'

Galatea came to her feet. 'Reiko, prepare my personal Immolator. Dean Venik, you will accompany me to a meeting with the lord deacon. I will demand a warrant to prepare a pogrom against Sherring. If the criminal Vaun has gone to ground in Metis–'

The heavy door to the chambers burst open to admit Sister Cassandra. The woman was flushed with effort. 'Canoness! Forgive my intrusion!'

'I left orders not to be disturbed!'

Cassandra nodded. 'Indeed, but matters require your immediate attention! A communiqué from Lord LaHayn had arrived… There is an incident in Metis…'

'Metis?' Venik repeated, shooting a look at Verity. 'Explain!'

'At five-bell today, the public vox network broadcast a signal from the baron's mansion. Sherring himself has declared secession from Governor Emmel's rule and the law of the Ecclesiarchy. He claims that the lord deacon is guilty of crimes against the Imperium.'

'Impossible!' breathed Venik. 'He has signed his city's death warrant!'

Cassandra continued. 'Lord LaHayn had ordered the mobilisation of a reprisal force immediately. We are tasked to march on Metis and censure the baron for his heresy.'

Reiko frowned. 'If Verity is correct and Vaun is hiding out under Sherring's protection, the baron may have more than just some misguided Guardsmen at his side.'

'It appears that events have overtaken us,' said the Canoness grimly. 'My orders are revised. Mobilise the Sisterhood. Metis will surrender to us, or we will raze it to ashes.'

**Continued next month**

# INSIDE THE STUDIO

The hobby fun never ends in the Warhammer Studio. Over the last few weeks we've seen the start of a Necromunda campaign and the continuation of a Warcry one. The Warhammer 40,000 army-building challenge has continued to pick up speed, with over twenty people working towards 50-power armies. The studio gaming room has been packed with people playing Warhammer Underworlds and Warhammer Age of Sigmar. Even the gun-happy 40Kers have got out their Stormcast Eternals for a few games. Over the next few pages you'll see some of the models that people have painted and some of the games they've played this month, including a fabulous Cypher Lords warband by Steve Bowerman on the back page. See you next month!

### PATH TO GLORY

*Mortal Realms* designer Paul has been painting a unit of Prosecutors for a Path to Glory campaign that his team has been playing. His Stormcast Eternals are from Shyish, which is why Paul painted their armour a dark amethyst purple using Naggaroth Night, Xereus Purple and Genestealer Purple. The parchment streamers are painted with Hexwraith Flame.

### SNOW WOLF

Sophie has just finished this Wolf Guard Battle Leader for her Space Wolves army. She used Grey Seer to undercoat the model, followed by a basecoat of Russ Grey and a layer of Fenrisian Grey for the armour. All the metalwork is Stormhost Silver shaded with Drakenhof Nightshade to give it a blue tint. The snow on the base is a thick coat of Valhallan Blizzard.

### WHAT LIES IN THE SHADOWS?

Peter McMullins converted and painted this Librarian for his Raven Guard army. He used Cypher for his conversion, but swapped his hand to look like he's channelling his psychic powers. He painted the model over a Mechanicus Standard Grey basecoat, using Drakenhof Nightshade for the blue armour and Black Templar for the robes.

**As we come to the end of the magazine, we take a look at the games people have been playing and the models they've been painting in the studio over the past month. This issue: Space Marines, Stormcasts, Sylvaneth, a bit of Necromunda and a Warcry warband.**

### ANOTHER NEW WARBAND

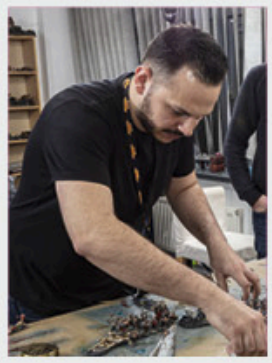
Lyle's been having so much fun playing Warcry that he painted a Kurnoth Hunter as a test model for a possible future Sylvaneth warband. To achieve his colour scheme – which is based on a Japanese cherry blossom tree – he used Wraithbone spray as an undercoat, then Contrast paints for pretty much all the other colours. The bark is Wyldwood drybrushed with Baneblade Brown. The magical glowing areas are Aethermatic Blue, while the leaves are Volupus Pink.

### BATTLES IN THE UNDERHIVE

The studio photographers have begun a Necromunda campaign. Martyn Lyon and his Orlocks played Calum McPherson and his Van Saar in the first game. Calum had the upper hand to begin with, but then Martyn's fighters got into combat and started pushing the Van Saar off walkways. First blood to the Orlocks!

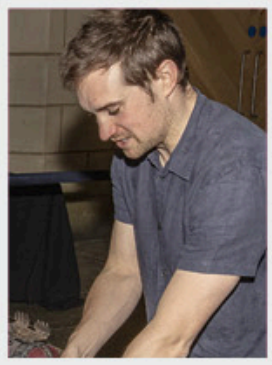
## WHAT'S GOING ON?

**The team behind White Dwarf are always engaged in hobby activities behind the scenes. Here's what some of them have been up to recently.**



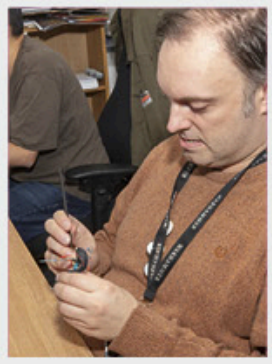
### LOUIS AGUILAR

When he's not fighting Battle Reports, Louis is trying to build the ultimate Kharadron Overlords tournament force. Maybe we'll ask him for a tactics guide one day.



### DAN HARDEN

Dan played a game against his friend Damien this month. It was Orks versus Deathwatch in a 2,400-point game that saw only twenty models left alive at the end. Ten of them were grots.



### MATT HUTSON

In between painting Titans and Warcry models, Matt has been painting Jain Zar. He's painting her in her classic colour scheme, using Contrast paints for the bone and black.

### SHAUN PRITCHARD

He's painted something! Well, he's thought about painting something. Shaun's just started building the Glottkin for his Nurgle army. It may take a while, so check back in a year or so.

### NYLE AJINA

Nyle has been painting Genestealer Cultists for the studio hobby challenge. Apparently he wants to paint twenty-four Atalan Jackals for his army. He hasn't painted any yet …

### MORE SPIES IN THE HOUSE OF TALONS

This Cypher Lords warband belongs to scenery designer Steve Bowerman, who painted them for a campaign his team is playing at the moment.

Steve undercoated his models with Grey Seer, then painted all the metalwork. The gold is Retributor Armour shaded with a mix of Reikland Fleshshade and Reikland Fleshshade Gloss, followed by highlights of Auric Armour Gold, Liberator Gold and Stormhost Silver. The silver areas are painted with Ironbreaker, then a coat of Akhelian Green thinned down with Contrast Medium, followed by a highlight of Stormhost Silver.

For the blue robes, Steve used Thousands Sons Blue washed with Coelia Greenshade, while the plumes on his Cypher Lords' helmets transition from Naggaroth Night through to Screamer Pink.

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