

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

FEBRUARY 2019

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MEET THE WHITE DWARF TEAM

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



DAN HARDEN

Staff Writer

This month, Dan and Matt played the new Warhammer Age of Sigmar: Skirmish game. He also painted a Sorceress for our Fantastical Realms article and has begun work on some more Stormcast Eternals for his Knights Excelsior army.



MATT HUTSON

Lead Designer

With the recent release of the Titandeth supplement, Matt has been painting more Titans and Knights from House Hermetica for Adeptus Titanicus. Matt also painted a Tzaangor Shaman with a Realm of Metal theme.



BEN HUMBER

Designer

Ben is the design wizard behind the Tome Celestial, our new feature on the Stormcast Eternals. Meanwhile, on his painting table, Ben's been working on a few Primaris Intercessors for his Raven's Watch army.



SHAUN PRITCHARD

Reprographics

Shaun's main duty this month was ensuring the Kill Team Battle Report looked super-slick. The same can be said for the Gutrot Spume model he's been painting, whose tentacles are already looking pretty slimy.



MARTYN LYON

Photographer

In between painting horses brown (models, not real ones), Martyn has painted a new hero for his Celestial Vindicators. He also got to take all the pictures of Lee Bates' impressive Craftworld Aeldari army, which you can see on page 22.



JONATHAN STAPLETON

Photographer

This month, Jonathan was lucky enough to spend a day locked in a room with Dan, Jervis and Andy Chambers for the Kill Team Battle Report. Oh what laughs they had! He's also been painting more Anvils of the Heldenhammer.

THIS MONTH'S CONTRIBUTORS

James Ashbey, Owen Barnes, Lee Bates, John Bracken, Andy Chambers, Andy Clark, Robin Cruddace, Paul Dainton, James Gallagher, Adam Hall, Andy Hoare, Nick Horth, Tom Huddleston, Jervis Johnson, Phil Kelly, Nick Kyme, John Michelbach, Martin Morrin, Phil Moss, Jake Murray, Sam Pearson, Dave Sanders, Cavan Scott, Natalie Slinn, Nathan Trolley

EXCLUSIVE SUBSCRIBER COVERS!

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

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

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



WHITE DWARF™

FEBRUARY 2019

A WHOLE LOT OF GAMING!



If anyone had ever said to me that I would one day be the guest editor of White Dwarf, I would never have believed them, so it's an unexpected honour to take on this role for an issue. It is also rather undeserved, as anybody who has had to edit my mistake-ridden and grammatically incorrect written work will testify (I'm pretty sure that all of the previous editors – from Ian Livingstone all the way to Matt Keefe – must be holding their heads in their hands wondering how such a thing could ever come to pass).

Still, not being one to look a gift horse in the mouth, I have seized the opportunity to get my new minions on the White Dwarf team to supply me with plenty of cups of tea and bacon butties, and filled this month's issue with articles that show me in the best possible light (apart from losing another Battle Report to Andy Chambers – but then nobody would have believed it if I had actually won!).

Fear not, though, the White Dwarf team have made sure this issue is also packed with other great articles and all of your favourite regular features. The fruits of their labours mean that, as well as articles by and about a certain suave and sophisticated games designer, you will also find columns about the rules and background for our games, such as Phil Kelly's advice on how to name the heroes in your army. Alongside these are a slew of articles

that either delve into the background of an army – such as Andy Hoare's article on Vassal Knight Houses – or show off gloriously painted armies like Martin Morrin's Hammers of Sigmar force. What's more, we have not one but two inspirational short stories in this month's issue – 'Before the Storm' by Andy Clark, and 'The Thirsting Blade' by Nick Horth – and a host of other articles and features that are literally too numerous to mention.

That is, I am sure you agree, a whole lot of great reading, and just leaves me to say I hope you enjoy this month's White Dwarf as much as I have enjoyed being guest editor. May all of your dice rolls be 6s.



JERVIS JOHNSON
Guest Editor

Jervis has been a member of the Games Workshop Studio team for more than three decades and has written Battle Reports, columns, rules and scenarios for the pages of White Dwarf. Who better to guest edit this edition of our fine magazine?

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JAKE MURRAY

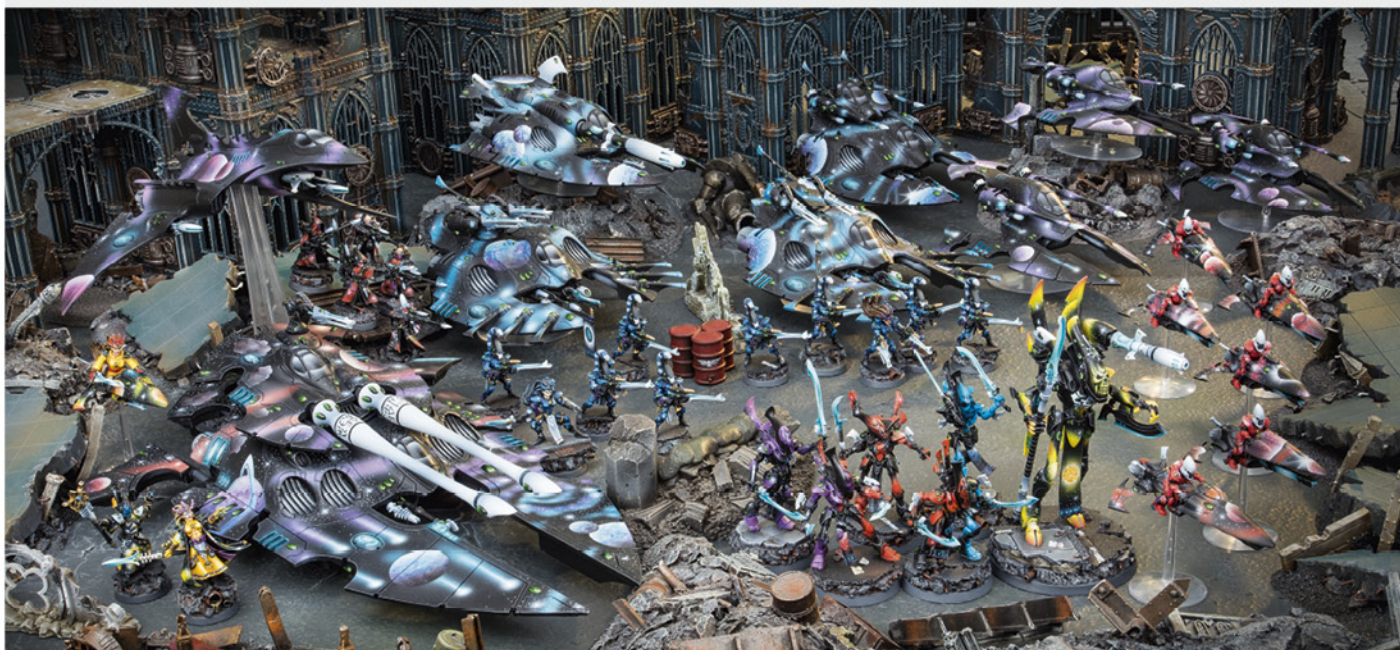


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THE WHITE DWARF COLUMNS

Our four Studio luminaries return to talk to us all about the worlds of Warhammer, gaming, tactics and more besides.

PHIL KELLY

What's in a name? Phil explains how the Studio writers come up with character names on page 12.

ROBIN CRUDDACE

On page 18, Robin tackles FAQs, new rules and beta testing. He even provides some new test rules.

DAVE SANDERS

In Glory Points on page 68, Dave talks about Mollog's Mob – a new Warhammer Underworlds warband.

JERVIS JOHNSON

Tired of everyday Pitched Battles? Why not take on Jervis' Battlefield Challenge on page 124.

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WHAT COLOUR?

I'm gathering my forces of Space Marines, but I don't know what markings they use! I want to paint the Red Scorpions Chapter and I have a few Forge World books for reference, but I can't tell the difference between Sergeants and Veteran Sergeants.

Lee Sloat,
Andover, UK

Hey, Lee. Sergeants wear the same grey and yellow helmets as other Red Scorpions. However, if they complete fifty missions, they are considered to be veterans and can paint their helmets white instead.

WHAT'S THE POINT?

Dear White Dwarf Team. I'm a new Warhammer Age of Sigmar player and I have a question about the Pitched Battle profiles in the Nighthaunt book – I don't understand how the points are calculated in Age of Sigmar. Here is an example:

Chainrasp Horde – minimum unit size 10, maximum 40, with points values of 80 and 280 accordingly. If a squad of 10 Chainrasps costs 80 points, then 40 should surely cost 320 points. But in the book it says 280. So how many points will a unit of 30 cost? Will it be 240 points (3 x 80)?

I would like also to make a few comments on your latest products. Kill Team – overall, good. I especially like the thick card gameboard. One of the best moves ever. You should do this for all of your games, especially main products like Soul Wars and Dark Imperium. I also think the introduction of coloured plastic is a great idea – it makes organising your models on the battlefield much easier if you're using them before you apply any paint. Maybe you could do the same for big boxed games in the future. I look forward to hearing from you.

Michał Gmitrasiuk,
Opole, Poland

Thanks for writing in, Michał. We're glad you like the new games that are coming out – we'll let the designers know that you like the card gameboards that come in them. There are plenty more boards coming out for Kill Team, too – in fact, you can see one of them in this month's Battle Report! You'll also find that a lot of boxed games have models of different coloured plastic in them now – Mollog's Mob, which you can see on page 68, are all cast in blue-grey coloured plastic, for example.

As for your question about points, the cost for each block of (x) models (in this case 10) is the cost shown on the left. The cost on the right is for a massive regiment, which is explained on page 62 of the General's Handbook. Put simply, a big unit of troops can be more unwieldy on the battlefield, but works out a bit cheaper!



A LOT OF LOVE

I just wanted to say that I loved the Kill Team Kitbash article in September's issue! I hope it becomes a semi-regular feature. I also LOVE all the dioramas you guys have been showing off lately.

Jon Coleman,
Rancho Cucamonga,
California, USA

Thank you very much, Jon – as you can see on page 86, we have been doing some more kit-bashing, with plenty more to come in the near future. We hope to feature some more dioramas, too – they've proven very popular!

PAINTING QUESTION: THIS WAY MADNESS LIES

Hello, all! I was reading the Archaon's Legion army feature in the July 2018 issue and one of Rik Turner's units really intrigued me. The unit of Chaos Spawn at the back of the picture on page 80 look awesome and I was wondering if you could ask Rik how he painted them? Many thanks in advance.

Henry Allen,
Bromley, UK

We can certainly find out for you, Henry! Here's what Rik had to say: 'I painted the skin of my Spawn following the Citadel Painting System,' says Rik. 'Then I painted the bloody limbs with lots of dark reds to make them look wet and sticky. Once all the washes were dry, I covered the arms – and the areas where the tentacles and claws transition into the model's body – with Blood for the Blood God, creating a splattered effect. I finished off by painting the ends of the limbs with Abaddon Black.'

SPAWN SKIN

Bugman's Glow

L Base

Reikland Fleshshade

M Shade

Cadian Flestone

M Layer

Kislev Flesh

S Layer

BLOODY LIMBS

Khorne Red

M Base

Carroburg Crimson

M Shade

Agrax Earthshade

M Shade

Blood for the Blood God

M Layer

Abaddon Black

M Layer





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A WHOLE LOT OF SOUL

So, with the focus of Warhammer Age Of Sigmar now being the Soul Wars, can we expect everyone's favourite soul-devouring Chaos God to break his/her aelven bonds soon and set about getting his/her piece of the delicious soul pie that everyone is fighting over? Will he/she unleash some new terrifying followers with which to grab his/her share? I only ask as my newly finished Daemon Prince could do with some more mortal and daemonic allies to help spread Slaanesh's love in the Mortal Realms...

Mark Talmer,
Milton Keynes, UK



That's a great conversion there, Mark – nice work! Looks like a Slaughterpriest converted with a few spare Hellstrider bits. In answer to your question, there are a few references to Slaanesh in both the Daughters of Khaine and the Idoneth Deepkin battletomes, not to mention the models in the Wrath and Rapture set that came out last year. Perhaps we will see a resurgence. Only time will tell...

A WAY WITH WORDS

Dear White Dwarf Team. I returned to the hobby last year – handily, this coincided with the release of the brilliant Dark Imperium boxed set. As well as collecting, painting, and playing, I have also enjoyed reading lots of Black Library titles, particularly the Horus Heresy series and those set within the world of Warhammer 40,000. My favourite is without a doubt Aaron Dembski-Bowden's Night Lords omnibus.

I am an English teacher and, whilst reading a lot of these books, I have noticed that Warhammer 40,000 has its own rich vocabulary. For example,

ASK GROMBRINDAL

I have a question concerning Fyreslayers. What would happen if they managed to collect together all the pieces of ur-gold scattered around the Mortal Realms? Would it summon Grimmer? I would really like to know.

Hal Frost,
Cuckfield, UK



Grimmer? Who's Grimmer, you young whippersnapper? I'm guessing you mean Grimnir, the wrathful god of the duardin and, I might add, a good mate of mine. I mean, we haven't kept in touch, what with him having exploded into lots of tiny pieces and all, but that's besides the point. Anyway, in answer to your question, yes, it is believed that if all the pieces of ur-gold scattered throughout the Mortal Realms are brought together, Grimnir will be reformed. However, the Fyreslayers often use the power in ur-gold to enhance their prowess on the battlefield and some think that means Grimnir cannot be reformed or that he'll come back weaker. Of course, that's all nonsense – when Grimnir returns, it will be more powerful than ever and he'll have plenty of grudges to settle (especially with people who call him Grimmer!).

Grombrindal

the term 'pugnasiuum' instead of 'boxing ring' just cropped up in the third Eisenhorn book. This example, and others (like 'magnoculars', 'pictier', and 'Regicide', instead of chess), help me to become more immersed in the setting that the books portray. It left me wondering: is there a glossary of these words that Black Library authors can consult, or are these words simply products of the authors' brilliant imaginations?

Keep up the great work – I haven't missed an issue of White Dwarf since I got back into the hobby.

Martin Crawford,
Matlock, UK

Glad to have you back in the hobby, Martin, and we're super-happy that you're loving White Dwarf, too. When it comes to the vocabulary of Warhammer 40,000, there is indeed a very large lexicon of words that the authors reference, though they're also constantly adding to it! Apparently the Locutionmancers of the Ordo Designatum have a really tough time cogitising all the new words and adding them to the lexumperambulator. We might have made a few more up just then...

HAND OF DUST

Hello, White Dwarf. My questions are these: How do you store your painted models? Are they kept in a cabinet or bookcase like in the pictures in White Dwarf? How do you deal with dust?

Sylvain
Mermillod,
Guyancourt,
France

Hey, Sylvain. We do indeed keep our armies just like you see them in White Dwarf – on shelves. At home, most of us tend to keep our models in figure cases. As for dust, a really large, very soft paint brush is perfect for dusting your models every now and again.

READERS' MODELS

Death Guard Poxwalker
by Matthew Trist



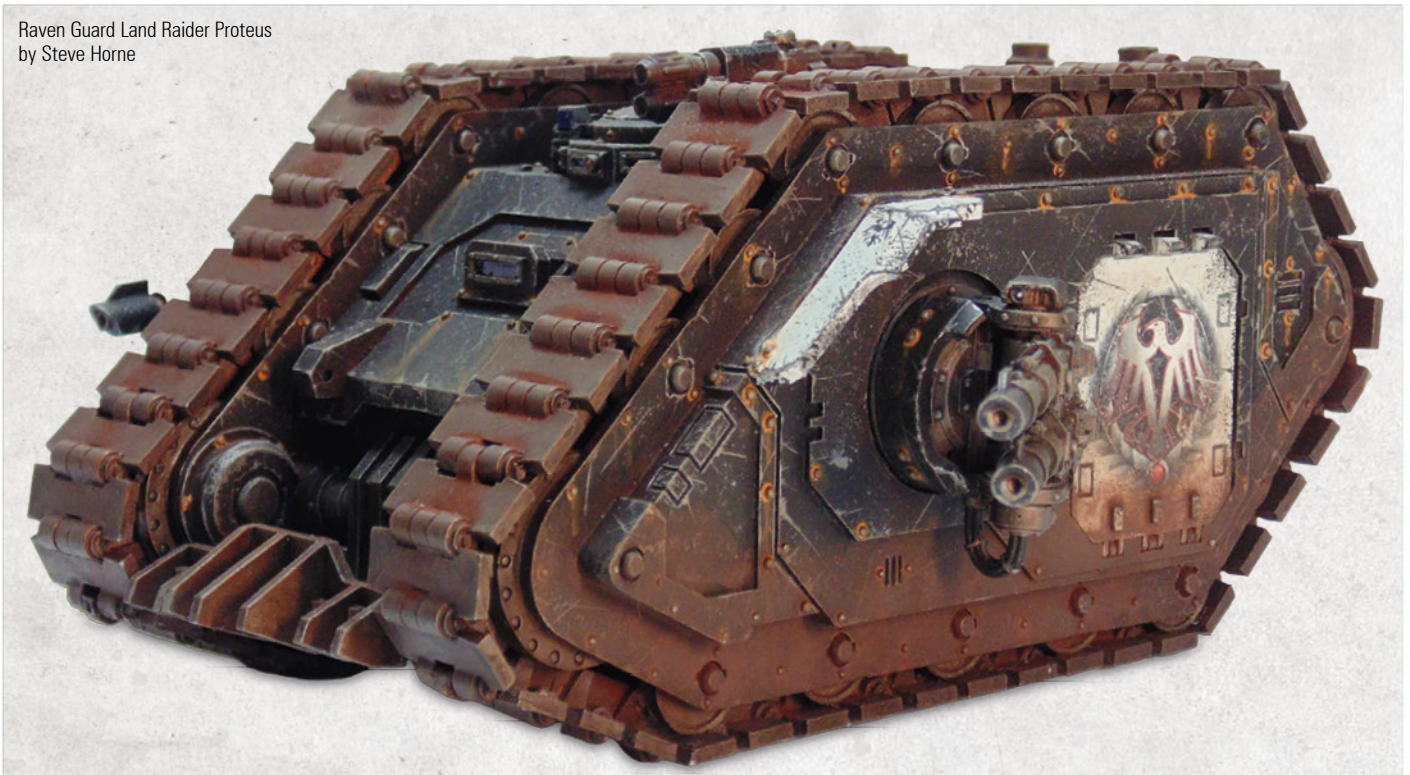
Ultramarines Intercessor
by Florian Weinheimer



Imperial Fists Redeemptor Dreadnought
by Marcin Piotrowski



Raven Guard Land Raider Proteus
by Steve Horne



Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. This month, we're featuring a selection of beautifully painted models, including daemons, robots and Sylvaneth.

Send your photos to:
TEAM@WHITEDWARF.CO.UK



By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. This helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Make sure you've got good lighting. We recommend using daylight bulbs – a couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from.

Make sure the picture is in focus! If parts of your model look blurry, move your camera back a few inches and try another shot.

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

warhammer-community.com/the-model-photo

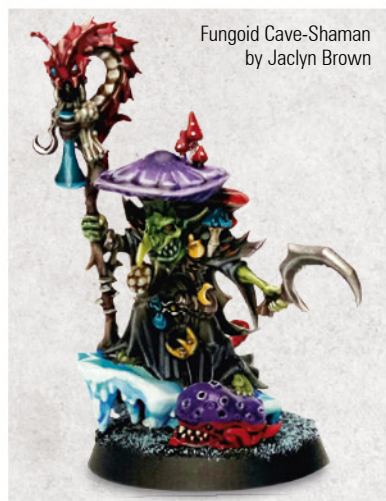
Champion of Slaanesh
by Ben Harber



The Yncarne, Avatar of Ynnead
by Ólafur Ólafsson



Fungoid Cave-Shaman
by Jaclyn Brown



Mechanicum Domitar Battle-Automata
by Robert Adams





Rotigus Rainfather
by Brook Laing



Captain-General Trajann Valoris
by Travis Cooper



Nighthaunt Chainrasps
by Will Vale

Sylvaneth Kurnoth Hunters
by Dion Kerr



READER'S MODEL OF THE MONTH

Our model of the month is this impressive Treelord Ancient painted by Dion Kerr (who also painted the Kurnoth Hunters above).

'I really wanted to paint my Sylvaneth in a bright colour scheme and the colours of the Harvestboon Glade were exactly what I was looking for,' says Dion. 'I started with an undercoat of Corax White Spray, then based the dark areas of bark with Caliban Green. After that, I applied Athonian Camoshade to both the dark and light bark, and Biel-Tan Green to the green bark, carefully blending the areas where the two shades met. The light areas of bark were then glazed with Lamenters Yellow to bring out the vibrant tones. The light bark was then layered with Pallid Wych Flesh and the green bark with Ogryn Camo.'

'To add some extra detail to the bases of my models, I added spare branches and spites from the Dryads kit, plus skulls, grass and flowers to make it look as if the forest and fauna were moving along with the army.'



WORLDS OF WARHAMMER



PHIL KELLY

In his role as a Studio background writer, Phil Kelly has plumbed the depths of his fevered imagination to bring the worlds of Warhammer to life in battletomes, codexes, rulebooks and even the pages of *White Dwarf*. When he's not busy attacking a keyboard, he's painting miniatures to add to his many armies, which include Drukhari and Tyranids.

At some stage or another, we've all wondered about the names of the heroes, anti-heroes and gribbly monsters that lurk upon our paint stations. 'How is this fine leader of warriors known?', we think as we carefully paint the narrowed eyes of a hard-bitten killer' to seize tiny victories on our behalf. 'And what does their name say about them?'

I'd like to talk a little about the different methods of nameology (fine, nomenclature if you want to sound posh) we use in the Design Studio. I've included a few methods that you can try out, too. Here are a few of the most common:

LET THE BIG DICE DECIDE

Some hobbyists like to roll up their names on a name generator table, for instance the excellently diverse tables introduced in the *Kill Team Core Manual*, or the daemonic equivalent in the *Wrath and Rapture* boxed set. This is a quick and fun way of making a name, and sometimes brings with it the added bonus of using a weirdly-shaped dice. Randomly generating names will also help experienced name-inventors to find combinations that might never have occurred to them.

This is a particularly effective method if you have a lot of names to generate in a short space of time; if you don't like a particular name, you can simply choose another element, adapt it, or roll again, until you get one that you like. It's quick and effective, plus you already know the results you generate will fit well with the established lore and naming conventions. Here's a quick example, usable for your own Rogue Traders.

ROGUE TRADER NAME GENERATOR TABLE

D6	FORENAME	SURNAME
1	Vorticus	Van Usillix
2	Gartrum	Amocsi-Drillian
3	Neoline	Threvalliac
4	Darkense	Holst-Attenbore
5	Aughten	Radri-Columbis
6	Zebedine	Granidian

OUT OF THIN AIR

Some people just think of a name for their heroes out of the blue. A name comes to them spontaneously, and suddenly the character has a name. These people usually go for names they personally find cool or amusing and don't care so much whether it fits with anything else, or whether other people think it sounds good.² I know one writer who lets his fingers scabble randomly across the keyboard to generate his names, then adjusts the result to fit his needs. Fair warning: this may result in your character being called something like \#Aset09wqut1, which is a rubbish name by anyone's standards.³



Marneus Augustus Calgar – a strong and noble name for a mighty hero of the Imperium. Take that, foul aliens!

Worlds of Warhammer delves into the background of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. This month, Phil Kelly asks 'what's in a name?' as he tackles the topic of naming your heroes.

NAMING CONVENTIONS

Other hobbyists like to do their research, looking at other names of similar characters to get what we call a 'naming convention' – by that we mean certain letters, syllables or patterns that regularly occur in the names of that race or faction. For instance, Ultramarines names often have a Greco-Roman feel to them; more often than not, they end in '-us', '-es' or '-os'. We usually use ancient names as inspiration and then make up a similar version that seems a little more exotic or hard-sounding, to ensure they feel like they could belong in an arcane future rather than an earthly past.

The golden rule, however, is to make a name you think is cool. Say it out loud to test it (preferably not in public), as you will want to call out your hero by name when he or she does something epic or despicable. If it's too complex, you'll soon find out as you trip up over the name (admittedly I recently named my Skink Oracle conversion 'Nipatepolopaqetl', but I practiced saying that one a fair amount, and I call him Nipper at a pinch).

ELEMENTS OF A GOOD NAME

To give you a few guidelines as to how we come up with our names, and what rules of thumb we use, here are some methods and techniques we use here in the Design Studio.

'...you're not one of the gang until you've quite literally made a name for yourself.'

DEED NAMES

These are those surnames that refer to something the character might be like, or have done – such as a mighty deed. The Space Wolves are keen on these, as are ogors and orruks. Martial cultures tend to lean towards them. The name Dvorok Spearsnapper, for example, would indicate that your heroic type is from some northern or eastern culture (Dvorok) and broke the weapon of some mighty foe (Spearsnapper) – possibly over his knee before impaling that enemy with both of the broken bits at the same time. It's a deed so heroic it earned him a new name. In some warrior cultures, that is a rite of passage, and you're not one of the gang until you've quite literally made a name for yourself.

Njal Stormcaller. His cognomen tells you everything you need to know about him – he's the one that calls the storms!



TITLES

The title of the character can tell you a lot about him or her (or it, in the case of the scarier stuff). Giving someone the title of Marquis, Commodore or Ducal Magnate will instantly lend a sense of grandeur, whereas a simple, more descriptive term can give an obvious context. Often a title can make a cool name unto itself. The Harlequins are often known purely by the title of the role they play, such as the Bladed King or the Void Knave. My Ork warlord is simply called Da Killboss for a similar reason. It's punchy and it does the job.

ALLITERATION

A simple way to make sure a hero's name is memorable is to make the first and second names start with the same letter, or group of letters. Anyone who has grown up reading old-school comic books will be familiar with this linguistic trick. Examples are Torias Telion, Korghos Khul, Rotigus Rainfather or Striking Scorpion Aspect Warriors. There are other types of alliteration you can use, other than just using the first letter, if you want to be a bit more subtle. A name where the same sound appears

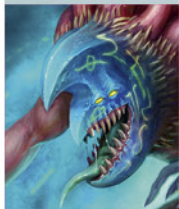
¹ Or, if it's our first few runs at it, a perpetually surprised, omelette-eyed buffoon.

² I am almost certain there is at least one power-fist wielding Space Marine Captain out there rejoicing in the name Punchy McPunchface.

³ Other than perhaps a Skitarii Alpha, for whom the term 'Aset09' is a high compliment, and 'wqut1' is a proud familial designator.

TRUE NAMES

Daemons are unusual in that we don't really know their true names, for if we did, we would have power over them. Instead, Daemons hide behind almost unpronounceable monikers like Xchar'hanrark or Lesh'Jae'Thi'Hah, or pick names that reflect their gods. Bolothrax is a Greater Daemon of Nurgle, for example, while Kairos Fateweaver is a well-known and devious Lord of Change. Skullflayer you can figure out yourself...



in the first word as well as the second has 'internal alliteration' that also helps make it memorable. The name of the old magic item 'jagged dagger' illustrates this well, as do the names 'Bjorn Stormwolf', 'Vandus Hammerhand' and even 'Karanak'.

RESONANCE

In a way, this means 'sounds like something' or more accurately 'reminds you of something'. It resonates with a concept or idea that gives you a clue to the personality of the named character. Making up the names for Elucia Vhane and her entourage, as well as their nemeses in the form of the Gellerpox Mutants, was especially good fun. They owe more to the 'resonance' principle below rather than any method of random name generation. The Rogue Trader herself, for instance, has a first name that sounds a bit like 'Elucidate', as in teach or enlighten, which fits for an explorer, cartographer and pioneer – and a surname that hints at the fact she may be a little narcissistic. In conjunction with the fact she wears a veil, the implication asks interesting questions about her past and her personality. Is she really as haughty and proud as she seems, or is there something hidden beneath?

Her Rejuvenat Adept, Sanistasia Minst, has a first name that is resonant with 'sanity' and 'sanitary' – mixed with Anastasia, a regal-sounding name that means 'resurrection'. With a name like that, she sounds like she might be from an upper echelon of Imperial society, and deals with medical issues – you might get this resonance even without realising it. Conversely, Stromian Grell has a first name resonant of strength (it has the same four letters) with a surname that is short, gruff and no-nonsense – a good fit for a heavy weapons specialist.

'Raven Guard use lots of clacking, hard sounds, with plenty of 'v's and 'y's.'

Similarly, the Rogue Trader group's nemesis, Vulgrar Thrice-Cursed, has a first name that sounds a bit like 'Vulgar' – perfectly in keeping for a Nurgle-touched engineer from the infected bilges of an Imperial vessel, where social niceties are in short supply, and the number of heads or limbs you have is more of an indication of status than your manner of dress or etiquette.

INTERNAL PUNCTUATION

Sometimes we use apostrophes, accents or hyphens to add a sense of the unusual, especially for alien races. This really is a case of 'less is more'. This internal punctuation usually breaks the name, and the more breaks in the flow of it, the more difficult it is to say. Still, in moderation it can make for a good exotic name. Examples: Biel-Tan, Ulthwé, O'Shovah, Aun'Va.

So what about specific factions and races? Well, there are rules we use when coming up with names for them.

SPACE MARINE NAMES

These vary by Chapter. Blood Angels tend to have names that sound like classical Mediterranean artists or composers, mixed with some ancient history in their tone. Dark Angels have names that are even older and more biblical, often altered versions of legendary angels. Space Wolves usually have twisted versions of Scandinavian or Eastern European names (swap out a letter or two), complemented by a deed name. Iron Hands have harsh-sounding names that have lots of hard syllables on either side of long vowels. Similarly, Raven Guard use lots of clacking, hard sounds, with plenty of 'v's and 'y's; they seem a lot more unusual at first glance. White Scars draw on eastern nomadic cultures, with polysyllabic names that start with 'J' or 'S', and end in 'ei', 'ol', 'ghan' or 'ai'. Salamanders have hard-sounding tribal names usually broken up with an apostrophe (but just the one – remember, less is more).



Vandus Hammerhand – a name synonymous with vengeance and retribution. And, of course, very large hammers.

THE ORKY LANGUAGE

The greenskin language is brutal and to the point, just like the Orks themselves. Rather than write words (what Ork has time for that?), they use glyphs to get across what they mean. A particularly powerful Nob or Warboss may even wear a back banner with their own personal glyph on it. Garfag Dregsmasha, for example, may have a glyph on his back-banner of a choppa covered in blood. Very few Orks are called Git Fungbog for obvious reasons.

	Bad'un <i>Renegade, outcast</i>		Bad <i>Evil, wicked, brave, strong, tough</i>		Bark <i>Voice, command, shout</i>		Beekee <i>Space Marine</i>		Blitz <i>Invasion, devastate</i>
	Bog <i>Brown</i>		Bonk <i>'Eadbutt, duel</i>		Boss <i>Leader, officer, head Ork, Warlord</i>		Bugeye <i>Alien, Genestealer, Tyrant</i>		Dakka <i>Attack, noisy weapon, shoot, fight</i>
	Dreg <i>Destroy, rip, cut, break up, take apart</i>		Duff <i>Vanquish, beat, chastise</i>		Dur <i>Fortress, stronghold, city, armour</i>		Duruk <i>Force field</i>		'Eadbanga <i>Weirdboy</i>
	Fing <i>Mutant</i>		Flash <i>Banner, badge</i>		Fung <i>Drop, food</i>		Garg <i>Huge, big, terrifying, powerful</i>		Gargant <i>Titan, large robot</i>
	Git <i>Enemy, trouble-maker, nuisance</i>		Gob <i>Mouth, eat, drink, speak out of turn</i>		Gof <i>Warlike, spiky, metal, black, night</i>		Gog <i>God, power</i>		Gor <i>Blood, red, slaughter, wound</i>

AELDARI NAMES

These tend to be elaborate and lyrical, much like those of aelves in Age of Sigmar. They usually have lots of syllables, and sometimes have an element similar to a deed name – though this can sometimes hark to some kind of physical quality or ethereal concept. They often use 'long vowels', such as 'oo', 'ee' or 'aah' sounds, and sometimes have apostrophes or accents. If you can imagine a mysterious sorceress saying the name, you're on the right track. Examples: Quin'talashia Cloudmane, Edroc-Ulthua, Vhanathrille Starsabre, Vo'endra Illiasin.

DRUKHARI NAMES

These follow the logic above, but with a twist. I like to say these names obey a simple rule – they have to score highly in a game of Scrabble. That means lots of unusual letters – K, Z, H, Q, J, and V are a good place to start. On a more rational level, this tends to give angular, harsh sounds or unusual phonemes (basically, the component bits of the word when said out loud) that make them sound like they may be from a far-off place. Examples: Vilith Jaxallai, Kesharq, Xandru Ve'razhan.

NURGLE NAMES

These usually have glottal, round sounds that plop and plip off the tongue. Lots of 'og's, 'ag's 'ott's and 'urk's are appropriate here. Some end in elements that remind you of nasty diseases – such as 'thrax' or 'ague'. Examples: Bolathrax, Typhus, Pupa Grottesse, Otto Glott.

ORK AND ORRUK NAMES

These are short, aggressive-sounding, and have a lot of harsh syllables. The same can be said for beastmen names, which also use lots of 'gha,'

'kor', and 'gor' sounds. Orks also use zappier, more electric-sounding syllables for their Mekaniak and Weirdboy castes, such as 'za', 'zog', and 'wurr' sounds. There are so many greenskin name elements that we have built up a kind of Orkish language where every name element relates to a simple concept (usually at least a little bit to do with punching something) and has its own glyph to go with it. It's a great example of a simple but fully realised naming convention.

'If you can imagine a mysterious sorceress saying the name, you're on the right track.'

There are examples like this for each of our races and factions, but sadly I'm out of room to cover off any more. The strange truth about names is that whatever you choose, it will become the sole signifier for that thing over time. By that I mean people will stop analysing it after a while, and it will just become the one and only name for that character – no matter how odd it might sound at first, it becomes the true name of that thing.

So if you really like a name you've chosen, stick to your guns – it will settle in people's minds in time. And it's often the most extravagant names that people remember. Soon enough they too will be recounting your tale of when your Archon, Duke Bharrovax the Spectacular, slew a rampaging Carnifex after six turns of his shadow field saving his bacon – only for a Termagant to kill him in the very next turn. Naming your characters is a great way to get some character into your games, and I can't recommend it enough.

NAME GENERATORS

Earlier in the article, Phil mentioned name generators. There are actually loads of them in the *Kill Team Core Manual* – perfect for coming up with names for your heroes. There are also several useful name generators on the Warhammer Community website, including one for Akhelian Kings. Type 'name generator' in the search bar to find them:

warhammer-community.com



A LITTLE EXTRA READING

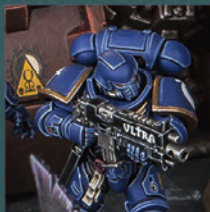
What would you like to read about in Worlds of Warhammer? Let us know your thoughts and we'll pass them on to Phil!

team@whitedwarf.co.uk

WARHAMMER 40,000

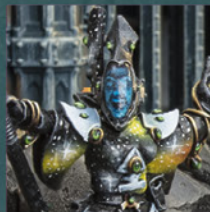
In the grim darkness of the far future there is only war! This month, we feature some new rules in *Echoes from the Warp*, an impressive Aeldari Craftworlds army and a short story set on *Vigilus*.





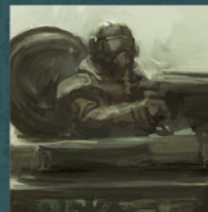
ECHOES FROM THE WARP

Robin Cruddace joins us once again to talk about FAQs and new rules. He's even provided a new beta rule for you to try out with your Space Marines—Bolter Discipline. Find out more on page 18.



CHILDREN OF THE STARS

Our army feature this month is an impressive Aeldari force painted by Golden Demon winner and Warhammer World event-goer Lee Bates. Check out his incredible collection on page 22.



BEFORE THE STORM

On the beleaguered planet of Vigilus, the Cadians are trying to consolidate their positions in preparation for a Chaos assault. Turn to page 30 to read the first part of this new short story by Andy Clark.



ECHOES FROM THE WARP



ROBIN CRUDDACE

Robin is the lead games developer for Warhammer 40,000 and he's been hard at work this month writing the Autumn FAQ update (which, by the time you read this, has been out in the world for almost four months). Even as you read this, Robin is busy plotting whether it will be a 3+ or a 4+. We don't know what 'it' is, but we're excited to find out!

One of the many perks associated with my job is getting to attend events across the world and chat to hobbyists about all aspects of Warhammer 40,000. There are lots of common questions we tend to get, amongst them things along the lines of 'when are you working on <insert favourite army here>?'. The answer is simply: 'we are working on all our armies all of the time'. While that's true, the person who asked the question, and the rest the community, don't generally get to see that. You typically only get to see the

finished outcome when a rulebook or a codex is published. But, as a games developer, we start work on these books over a year in advance. So, whilst you may not see the fruits of those day-to-day labours, the day the codex hits the shelves actually represents the culmination of all the time we've spent working on that particular book.¹ One of the signs of a good games developer is that they never stop thinking about how to do the job better. How could that rule be worded more succinctly? How could we eliminate ambiguity in that ability? How could we improve the balance of this unit, or that army? We have ideas on how to improve things all the time, and we playtest them in the background, as it were, waiting for the time when the rule in question can next be published. In the past, this meant 'until the codex is next released', but with the latest edition of Warhammer 40,000 we have two² other means of updating the rules that are available to us. The first is Chapter Approved, and the other is as part of the biannual online updates – which, among other things, include beta rules.

¹ Which is typically from the very day after we have released the last edition of that book – no rest for the wicked...

² Actually, there are three ways. Read on, dear reader...

³ Whilst beta rules are designed to be used in all types of games, including matched play games, if you intend to use them in organised events then it is ultimately up to the event organiser as to whether these rules will be used in that event or not.

⁴ This is shorthand for the 'metagame', and in this context can be thought of as meaning 'the way that some games are played at matched play tournaments using the very latest set rules'.

⁵ High fives all round.

⁶ It's not even a metaphorical drawing board – there is a giant whiteboard on one wall of our playtesting room that is daubed with all sorts of rules ideas and notes.



Ultramarines Intercessors show the Tyranids just how powerful a bolt rifle can be. Turn the page to find out more...

FEBRUARY 2019 **WHITE DWARF** 19

Bolters and psychic powers! The Grey Knights and Thousand Sons make the most of their upgraded skills and abilities.



received by the community, doing much to reign in the dominance of psyker-heavy armies in the meta at the time, but there were two common themes that arose from the feedback we got. The first was that it disproportionately affected Grey Knights and Thousand Sons – two armies that rely upon psychic powers to be truly effective. The other was that the original beta rule – which instructed players to subtract 1 from a psyker's Psychic test each time Smite was attempted in the same phase – also made it easier for an opposing psyker to Deny the Witch. We had gone a smidge too far, and the effectiveness of psykers was being reined in not just once, but twice. As a result, in the Spring update, we made a small change that instead increased the warp charge value. The psyker still needed to roll a higher number on their Psychic test, but if they did manage to successfully manifest Smite, their opponent did not have an even easier time on their subsequent Deny the Witch roll. The feedback we received helped us to change the rule so that it maintained the original goal of the rule, without having the unintended effects.

The final example I have is of the third category, a beta rule that received some very mixed feedback. In the Autumn update we changed the Tactical Reserves beta matched play rule proposed in the Spring 2018 update. Armies that use a heavy proportion of 'reinforcement units' were dominating many gaming tables at the time, which is why we felt it necessary to reign in the power of these abilities in Spring 2018. However,

our original beta rule, which limited the units that arrived as reinforcements during the first battle round to being set up within their own deployment zone, received a lot of mixed feedback. Whilst it did help to rein in the power of some armies that used a heavy proportion of reinforcement units, it also raised a lot of questions from players regarding which units, abilities, powers and so on were affected. Some players felt it was unfair that all of their units were restricted, whilst all of their opponent's units were exempt.

THOUGHTS FOR THE FUTURE

While writing this column, I came to realise that there are many things I want to talk about when it comes to Warhammer 40,000. Command Points and Stratagems in particular are two areas I want to explore in the future, as both are now a fundamental part of the game. If you have any suggestions for other topics, let the dwarfers know!

team@
whitedwarf.co.uk

'There is now another medium through which we can get rules into your hands, and that's the very magazine you're holding.'

Perhaps the biggest criticism we received, though, was that the rule seemed to break many players' suspension of disbelief, as they could not understand the background reasons behind it – what was the rule representing on the battlefield? As a result, we proposed a new version of this beta rule that was designed to rein in the power of reinforcement-heavy armies whilst also maintaining a more narrative theme. To that end, units that arrived as reinforcements now had to wait until the second battle round to do so – they are reserves that arrive to reinforce your army mid-battle, not reinforce it before your opponent has had a chance to move any of their

own models. We also felt, because it was so different, that we should re-release this as a new beta matched play rule, rather than enshrine it in the rules before the wider community has had a chance to provide adequate feedback.⁷

Hopefully you can see how the feedback we receive on beta rules can change the shape of them, helping to polish them so that they provide gamers that use them with the best experience.

THE THIRD WAY...

And that brings me back to the beginning of this article, which included the statement 'we are working on all our armies all of the time'. To date, all of the beta rules⁸ we have published so far have been things that apply to the game as a whole, affecting all armies. However, there is no reason we couldn't use beta rules in a more focused way, using them to add something to specific armies or codexes. Also, there is now another medium through which we can get rules into your hands, and that's the very magazine you're holding. As a games developer, this is very exciting – it's an opportunity to get some of the beta rules ideas we have into your hands that much quicker. So, let's give it a go...

NEW RULES

One of the iconic images of Warhammer 40,000 to many a hobbyist's eye is that of a Space Marine,⁹ facing down a horde of foes, bolter spitting death. The bolter is such a devastating weapon in the hands of an Astartes warrior, we wanted to do something to give them a little extra boost. To that end, we present a beta rule below – Bolter

Discipline. Normally, a model firing a bolter (typically a Rapid Fire weapon) can shoot once with it at full range, or twice at half range. This new beta rule means that if a Space Marine (or a Chaos Space Marine) stands still, they can shoot their bolter twice at full range, instead of only being able to do so at targets within half range. Furthermore, to reflect veteran status and stable firing platforms, Terminators, Bikers, Centurions and Vehicles also count as being stationary for the purposes of this ability.

'The bolter is such a devastating weapon in the hands of an Astartes warrior...'

It is our hope that the Bolter Discipline ability will help to make several bolter-wielding Space Marine units – which are currently being overlooked in favour of other units – a more appealing and useful choice on the battlefield. But, this is a beta rule, so what do you think? What works well? What can be improved? Please get in touch with us at 40kFAQ@gwplc.com and let us know (please make the subject of your email 'Beta Bolter Discipline feedback'). This feedback will then inform the final rules that may appear in the next codex.

Until then, rest assured, we are always thinking of ways to make our rules even better. Thanks once again for reading my ramblings, and most importantly of all, thanks for your feedback on our beta rules.

⁷ At the time of writing this column, the Autumn update, whilst written, hasn't yet been released into the wild. Hopefully you have all seen and provided feedback on this new rule – hint hint!

⁸ The notable exception being the Adepta Sororitas beta codex that appears in Chapter Approved 2018, but, as it is functionally an entire codex, it is rather different anyway.

⁹ Or Chaos Space Marine if you are a heretic.

BETA RULE – BOLTER DISCIPLINE

The bolter is far more than a weapon to the Space Marines – it is an instrument of vengeance and retribution that brings swift death to their enemies. In the steady hands of such superhuman warriors, bolters are truly daunting weapons to behold.

All ADEPTUS ASTARTES and HERETIC ASTARTES models gain this ability. Instead of following the normal rules for Rapid Fire weapons, Rapid Fire bolt weapons used by models with this ability make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model remained stationary during its previous Movement phase.
- The firing model is a TERMINATOR, BIKER, CENTURION or VEHICLE.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g. boltgun, bolt rifle, storm

bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.). This also applies when firing the boltgun profile of combi-weapons (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing Relics that replace a Rapid Fire bolt weapon, so long as the Relic is also a Rapid Fire weapon (e.g. Primarch's Wrath, Fury of Deimos etc.). The Gauntlets of Ultramar and the Talon of Horus are also Rapid Fire bolt weapons, as is the guardian spear used by Deathwatch Watch Masters.



IN THE GRIM DARKNESS

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

CHILDREN OF THE STARS

When we saw Lee Bates' Craftworlds Aeldari army on display in the Warhammer World Exhibition Centre, we knew we wanted to feature it in White Dwarf. Here you can see Lee's impressive force in all its interstellar glory. We asked him to tell us more about it.

WE NEED YOU!

Do you have a beautifully painted army that you would like featured in White Dwarf? If so, we would like to hear from you!

team@
whitedwarf.co.uk

When it comes to hobbying, Lee Bates has pretty much been there, done that and bought the T-shirt (or should that be painted the model?). He takes part in gaming events at Warhammer World, has entered Golden Demon and Armies on Parade and come away with awards from both. For several months last year, his Aeldari army was even on display in the Warhammer World Exhibition Centre, which is surely one of the highest accolades a hobbyist

can receive. We asked Lee to tell us more about his army and what gets him excited to paint new models for his collection.

First off, Lee, how long have you been in the hobby and how did you get into it?

Lee Bates: I started in the hobby around ten years ago, painting the odd miniature here and there to use as characters in the Warhammer Fantasy role-playing game. I really enjoyed



painting individual figures, and I thought the next step up would be to try and paint a whole army. Warhammer 40,000 looked really cool, so I started there. My first army was Grey Knights – I thought by picking an army with a low model count (in terms of gaming), it would be quicker to get an army up and running. How wrong I was. Each Grey Knight was covered in details!

'I like the sleek, modern and clearly alien aesthetics of the Aeldari miniatures...'

When did you get into collecting Aeldari – what appealed to you about them?

I started collecting my Craftworlds army about four years ago – the Aeldari have always been my favourite army, but I didn't think I could do them

justice until I had an army or two under my belt. I like the sleek, modern and clearly alien aesthetics of the Aeldari miniatures – the older models in the range have aged well and I think the Forge World kits are some of the best-looking around.

Your army has an impressive colour scheme – how did you come up with the ideas for the vehicles and infantry?

I was originally going to collect an Aeldari Corsair army based on the background in the Forge World Imperial Armour books – the idea of fielding an army of corsair space pirates was really appealing! That was the point when I came up with the stars and galaxies colour scheme for the vehicles and jetbikes. Soon into the project, though, I decided to make the army into a Craftworlds force – it gave me more units to choose from, which is always beneficial, both from a painting and a gaming point of view.



LEE BATES

This isn't the first time Lee's models have been featured in the pages of White Dwarf – if you cast your mind back to last September, you may recall his Golden Demon-winning Knight-Castigator. Seems like he's got some pretty formidable brush skills!





2

Lee converted his Farseers using Guardian torsos and heads from the Witch Aelves kit (1). Lee also painted a freehand sun onto the robes of one of his Farseers (2), reinforcing the idea that the army revolves around them like planets around a star (3).

Lee's Windriders (4) race ahead of the main force. They're all armed with scatter lasers for taking out enemy infantry.



3



4



5

What craftworld are they from, then?

My craftworld is called Eridanus. It's the name of a constellation of stars – I thought that was quite appropriate for the Aeldari and the colour scheme I'd come up with. It's a matriarchal society on Eridanus, so all the figures of authority – Exarchs, Farseers, Warlocks and suchlike – are female. I converted a few of my models using Witch Aelves heads and a bit of Green Stuff – I think that little touches like this help give the army a bit of individuality, especially if I add more infantry to the force in the future.

The big question is, how do you paint them?

Painting the vehicles is pretty time-consuming, but not too difficult once I've got the composition organised. The whole process requires a lot of patience – a Wave Serpent can take fifteen to twenty hours to complete. The first grav-tanks I painted were the predominantly blue ones – my

intention was to paint everything blue, but I started running out of ideas, so I started adding purple and red to the colour schemes. They complement each other really well and the subtle change of colour palette kept me motivated.

Most of the painting on the vehicles is done with an airbrush – particularly the galactic swirls, constellations and stellar clouds. I painted all of these first before moving on to the planets. Spraying bright colours over a Chaos Black undercoat can be quite tricky, so I blocked in the areas I wanted to be colourful with white first, then applied the colour over the top. The blue is Forge World's Calth Blue clear paint applied in lots of thin layers straight over the white. For the purple I used Xereus Purple highlighted with Pink Horror, while the red areas are painted Mephiston Red and highlighted with Troll Slayer Orange. Any glowing bits, like weapon barrels,

A Wraithseer forms the star at the heart of Lee's ghost warrior contingent (5). Note how the lead Wraithblade is painted with red details, while those either side of it transition from red into purple and blue. Their heads all feature skull faces – the departed dead whose souls now animate the Wraithblade constructs.

For the bases of his models, Lee used pieces of corkboard, creating sections of ruined asphalt for his models to stand on. You can find out more about using corkboard for bases on page 93.

CRAFTWORLD ERIDANUS, SCORPION SUPER-HEAVY GRAV-TANK

Turret-mounted shuriken cannon (1) – secondary weapon (anti-infantry).

Turret cockpit crewed by one Aeldari Guardian (2).

Stabilisers with built-in thrusters for lateral manoeuvring (3).

Forward-engine air intakes (4).

Twin pulsars – primary Scorpion armament. For the annihilation of Titan-class war machines (5).

Upper-hull armour to protect ground-facing grav-plates. Features built-in holo-fields for disrupting incoming enemy fire (6).

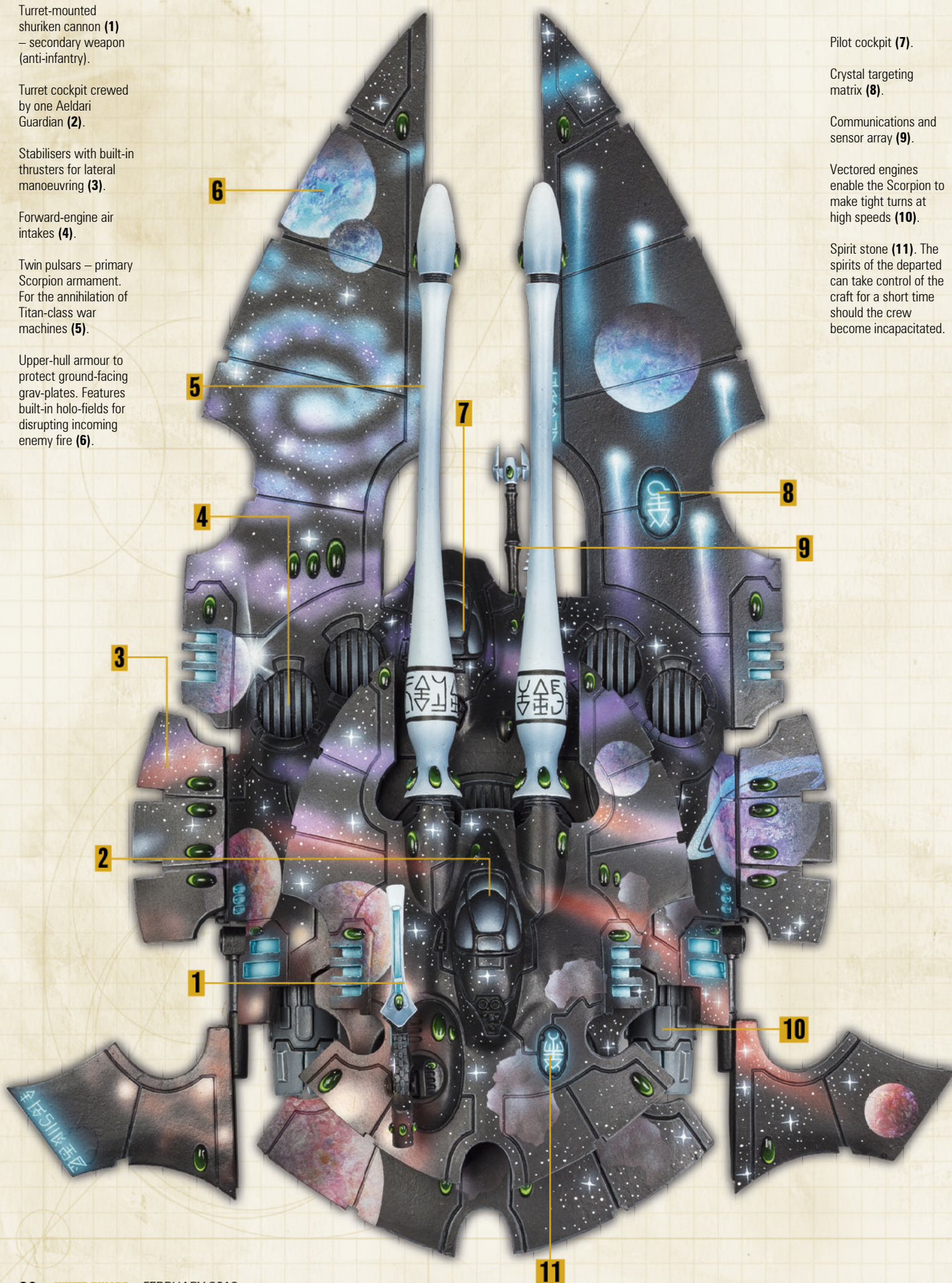
Pilot cockpit (7).

Crystal targeting matrix (8).

Communications and sensor array (9).

Vectored engines enable the Scorpion to make tight turns at high speeds (10).

Spirit stone (11). The spirits of the departed can take control of the craft for a short time should the crew become incapacitated.

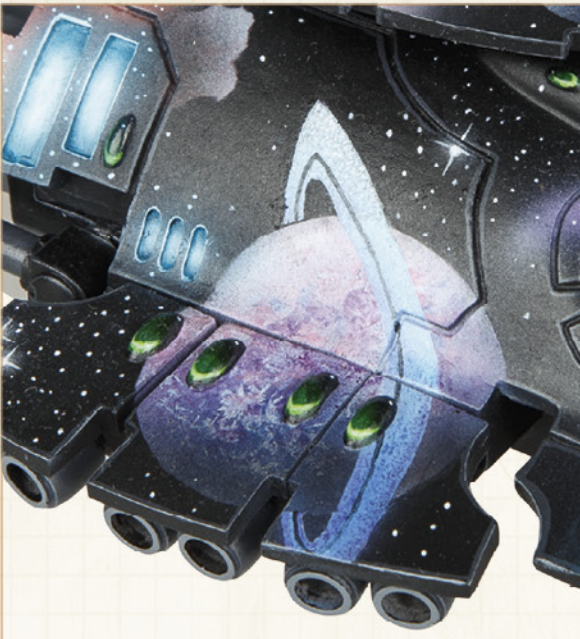




1

After finishing the hulls of his grav-tanks, Lee then paints on the planets (1-2). Remember, these are only a few centimetres across!

'Actually, the planets are probably the easiest part of the tanks to paint,' says Lee. 'I start by masking off the shape of the planet (a circle!), then paint the shape of the planet in white to make the next colours easier to apply. I then apply three complementary colours (such as light blue, dark blue and purple) in a random pattern. The trick is to apply the paint quickly and heavily so it stays wet on the model.'



2

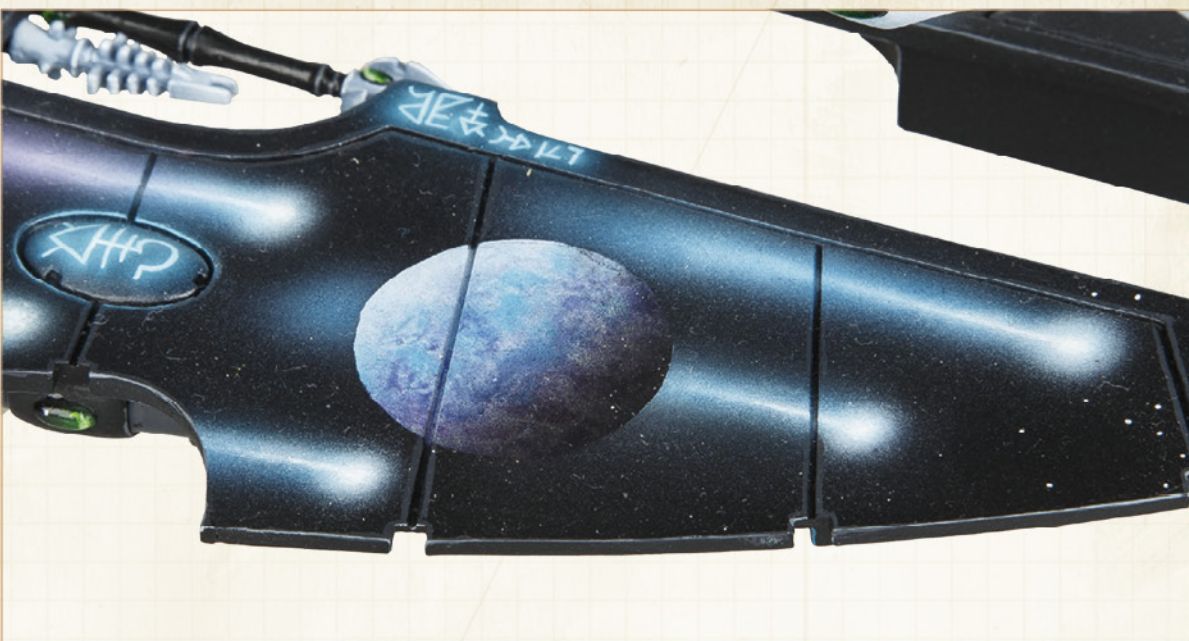


3

'Next, I take a sponge and dab and twist the wet paint to mix it up a bit, but not too much! This creates the swirling pattern on the planet. Once the paint is dry, I then tidy up any messy patches with a brush.'

'The next stage is to go back in with the airbrush, lightly spraying the planet with white at the top and black at the bottom to create highlights and shading.'

'Finally, I place a round piece of masking tape over the planet and spray it black. When I remove the masking tape, the rim of the planet is neatly defined with a perfect black rim.'



4

All the stars are individually applied by Lee using a very small brush (3). The larger stars are painted as a cross, then lightly sprayed with an airbrush to make them look like they are glowing. Lee used the same technique for the warning runes on the hull plates and the scorpion rune on the targeting matrix (4).



1

GHOSTLY FACES

Wraith constructs have blank helmets, making them the perfect place for a little freehand painting. Most people would opt for a simple rune or a marking. Not Lee – Lee picked skulls! Like the gas clouds on his tanks, Lee painted the skulls white first, then applied the colour afterwards.



energy coils and engines, were airbrushed Sotek Green (again over white), with a little White Scar added to the mix for the highlights.

Do you have any advice for anyone trying this on their own models?

If you're using an airbrush to paint a model in this way, make sure you mask off the area you've just finished before you move on to the next bit. There's nothing worse than a bit of overspray ruining all the hard work you've just done (trust me, it happened a lot!).

How did you come up with the designs on your infantry and Wraithblades – Eldar aren't normally known for skulls!

I decide to paint all my leaders yellow, like the sun, as they are at the centre of the craftworld just like a star sits at the centre of a solar system. The skulls on the Wraithblades are supposed to

be like ghostly images manifesting on their carapaces – they are ghost warriors after all. When they're grouped together, they all face different directions, as if they're looking around them at their surroundings. I painted my Dire Avengers in the classic Aspect Shrine colour scheme.

'I decide to paint all my leaders yellow, like the sun, as they are at the centre of the craftworld...'

You've taken your army to a few Warhammer World events – how did you get on?

I absolutely love Warhammer World events – they are the biggest motivation for me to paint to a deadline! I often do pretty well in the painting competitions and I've won the Best Painted Army award at six events now. When it comes to the



There must be hundreds, if not thousands, of stars and gems across the army and Lee has a simple trick in order to keep them consistent. 'I paint one thing at a time,' says Lee. 'It takes a lot longer than batch-painting a load of models, but helps maintain the quality and my own interest in each project. Overall, the army has probably taken me around three years and, I would guess, roughly five hundred hours to paint.'

The core of Lee's army is a fleet of grav-tanks (1), including a Falcon, two Wave Serpents, a Warp Hunter (from Forge World) and a trio of Hornets (also from Forge World).

Lee used pure white for the barrels of his guns, making them really easy to pick out on the stellar background surrounding them (2).

Lee applied several layers of Calth Blue to the tanks to create the galactic clouds (3). The thin layers meant he could build up the colour in some spots to a deep blue and leave it almost pure white in others.

The craftworld rune can be seen in one of the blips on the hull of the Warp Hunter (4).



2



3



4

gaming side of things, I normally win about half of my battles, which is a good place to be, I reckon. Let's just say that I'm pretty happy with the effort I've put into the painting, because I'm in no danger of winning anything with my gaming skills! The last two events I attended, I finished second and fourth, not because of my playing skills, but because I got quite a few favourite game votes. I love that system – it encourages players to have fun playing against each other, rather than being really competitive. A few brews from Bugman's Bar here and there go a long way, too.

Do you play elsewhere, too – tournaments, clubs, mates' houses?

I mainly play round a pal's house – there are four of us that regularly game in his summer house (also known as the man shed) that he has built at the bottom of his garden. Although I'm quite a chilled gamer, we do tend to play more matched

TINTED WINDOWS

The cockpit canopies of Aeldari vehicles are supplied as clear plastic, but Lee decided to paint his black to match the rest of the vehicles' hulls. Note the white horizon line that Lee painted across the canopy to show where starlight is reflecting off the glass.



play games in our gaming group. That's not because we're looking for a really competitive game, but because we like to play with well-matched armies in balanced games. That way there really is no excuse for losing – it's all down to your tactics and the luck of the dice.

What drives your hobby? Do you prefer playing games, painting, reading or a combination of all these things?

I'm definitely more of a painter, but I'm also a huge fan of the books and gaming – I'm an all-round hobbyist really. As I said before, attending a couple of events each year is a real motivating factor for me. Making a regular schedule to paint also helps. I get up an hour earlier than I need to for work every day (normally around 5am) so I can do some painting while the family are still asleep. I do this every day, seven days a week, no excuses!

BEFORE THE STORM

On the beleaguered planet of Vigilus, the Astra Militarum are falling back to protect the hive cities from an imminent Chaos invasion. Yet Cadian Lieutenant Danzek and his armoured column have more pressing concerns in this short story by Andy Clark.

The Logisticum Hub shook with the fury of distant detonations. Lights flickered, and Lieutenant Danzek put a hand against a wall to steady himself. He exchanged a glance with Master Voxman Bastric, walking at his side.

‘That came from the main gates,’ said Bastric.

‘Mining charges again,’ replied Danzek, recommencing his purposeful march. ‘The gene-cult militias are closing in.’

Their footfalls rang against brushed steel. They passed huge Departmento Munitorum crests, stencilled on the walls at precise fifty-yard intervals and interspersed with guttering yellow electro-sconces.

‘Perhaps it’s a good thing we’re getting out of this place, sir?’ ventured Bastric.

‘What’s the word on our reinforcements?’ responded Danzek. Bastric unhooked a dataslate from his pack and scrolled hurriedly through its displays.

‘The Hydra battery we requested from the 82nd is caught up in the fighting around Downspiral,’ he said. ‘Lieutenant Traef’s platoon got redirected by Major Kenner to bolster

the defences around the aqua processing plant. No word on Sergeant Gollanz or her Hellhounds, sir, but strategos suspect a gene-cult ambush.’

‘In short, we’ve no immediate chance of reinforcement before we set out on this venture?’ asked Danzek.

‘No, sir, first units that might actually reach us are Commissar Lothe’s Ogryns. Their ETA is after nightfall.’

‘Then no, it’s not a good thing, Bastric,’ said Danzek as they rounded a corner and clanged down some iron stairs.

‘Is there no way Henk will reconsider?’ asked Bastric.

‘Arch-pedant Henk, adept first class of military stationery distribution,’ corrected Danzek, but his heart wasn’t in it. He was Cadian through and through, expecting faultless discipline from himself and his soldiery, but after the last few days he was struggling to conceal his low opinion of Gunther Henk.

‘Sorry, sir,’ said Bastric.

Danzek hit a release rune to open a heavy bulkhead door. The din of the hub’s tank hangar washed over them, the sounds of Danzek’s under-strength escort getting ready to depart.

'Not to worry, Bastric,' said Danzek, spotting the Arch-pedant pacing about with his frightened gaggle of robed acolytes in tow. 'When Haarken Worldclaimer's speech hijacked the vox-waves, it put the fear of the arch-enemy into better men than Gunther Henk. He's determined to be safely ensconced in Hyperia Hivesprawl long before the servants of the Despoiler fall upon this blasted world. For our sins, it's our job to get him there. Go make sure the rest of the Command Squad is ready for transit. And put in a call to Oteck High Strategos if you can reach them. Notify them we're departing without further delay.'



The column rolled out through huge armoured shutters set deep below street level. Sergeant Outren's Chimera, *Defensor*, took point alongside the Leman Russ Punisher *Emperor's Mercy*.

Behind them came the two Tauroxes that carried the Arch-pedant and his entourage. These vehicles, *Wages of Faith* and *Courageous*, were followed closely by a tracked macro-hauler driven by a pair of mind-linked servitors. The lumbering cargo transport would bear the escorts' fuel, water and ammunition while they crossed the parched deserts of Vigilus. It should also have transported an Enginseer to tend to the escort's vehicles. However, honoured Tech-Priest Photexis, who would have occupied that post, had been caught up in the fighting around the sprawl's southern datashrines and Danzek had found no time to find a replacement.

Two more Chimeras followed the macro-hauler; Sergeant Vence and her squad in *Grox*, then Danzek's own Command Squad in *Hymnal*. Finally, bringing up the rear of the small armoured column was a Leman Russ battle tank named *Partok's Fury*.

As his force roared up the ferrocrete transit tunnel, Danzek sat high in *Hymnal's* cupola. His expression was grim. The force should have been three times this size before they braved the wastes.

The simple fact was, though, Henk outranked him and could demand whatever foolishness he wished. Danzek would just have to hope that a combination of haste and the small size of his force would allow them to make the crossing from Oteck Hivesprawl to Hyperia quickly, and without drawing undue notice.

Another set of blast shutters rumbled open ahead, and dirty daylight spilled into the tunnel. The sounds of gunfire and screaming reached Danzek, even over the roar of his tanks' engines. He could hear booming voices, the recorded sermons of Imperial preachers looped over and again through the sprawl's loud hailer gargoyles.

Privately, the lieutenant wondered how long it would be before the zealous oratory of the gene-cult replaced those voices.

The vehicles ahead crested the lip of the ramp and roared out into the daylight. Small arms fire rang from their hulls, and

the tunnel lit with the cherry glow of their multi-lasers firing back. Danzek dropped into the interior of his transport. He sealed the hatch above him.

'Gene-cultists,' he said to his Command Squad, who occupied the Chimera's troop bay.

'They've pushed up this far?' asked Medicae Tydus.

'Last report has cult activity throughout this district,' replied Bastric. 'Only filthy xeno-worshippers though, aren't they? Won't overcome good Cadian steel.'

'The Heretic Astartes might, when they arrive,' replied Gunner Poldyn, who was manning one of the Chimera's flank-mounted lasguns. She fired off several sharp bursts and nodded in satisfaction as her shots found their mark in cultist flesh.

'Let them come, we still owe them for Cadia,' spat Gunner Henders, squeezing the triggers of another lasgun and adding his fire to Poldyn's.

Impacts rang against the hull as gene-cultists shot back from amidst the ruins and rubble.

The Chimera lurched as it ground over some obstacle and slammed violently down on the other side. They heard inhuman screams, muffled by the tank's thick armour, and a distant explosion.

'Let's concentrate on the enemy we're fighting right now, shall we?' said Danzek.

'Yes, sir,' they chorused, but still, as their transport rumbled through the outskirts of Oteck Hivesprawl towards the wastes beyond, the lieutenant could sense his soldiers' preoccupation with Worldclaimer's ominous words.

It mirrored his own.



'Bastion force field line ahead,' came the voice of *Hymnal's* driver through the tank's internal vox.

'Let's take a look,' said Danzek, clambering back up into the Chimera's turret and popping the hatch. They were grinding along through the fortifications that marked the eastern fringe of Oteck; many of the structures were blackened by fire and half collapsed. Ahead, the field line of the sprawl's Bastion-class force fields stretched across the roadway. The towering projector pylons sparked, their structures crawling with lurid corposant; Danzek could see no suggestion that they were currently in operation, though the heaps of wrecked Ork vehicles and sprawled bodies scattered at their feet warned of their hidden power.

'Auspex detects no machine spirit activity at this time, sir,' called Bastric from below.

Defensor and *Emperor's Mercy* had slowed as they approached the field line, and now the rest of the column was bunching up behind. Danzek glanced back past the blocky shape of *Partok's Fury* at the fringes of the hivesprawl, lit with the flicker of gunfire and the glow of blazes raging out of control. He looked ahead, past the field lines to where the roadway plunged over a rocky rise and down into the yawning emptiness of the planes beyond.

The lieutenant was no Enginseer. Without confirmation from Oteck High Strategos, he had no idea whether the force fields were currently in operation or not; if he made the wrong choice now, simply passing between those pylons would render him and all of his followers comatose, ending their mission before it had even begun and leaving them easy prey for any gene-cultists who happened upon them.

The only other choice was to turn back.

Silently cursing Henk and the lack of preparedness that had been forced upon him, Danzek made his decision.

'All elements, swift advance,' he voxed. 'Let's get through while the machine spirits are quiescent.'

Danzek gripped the rim of the cupola tight as he watched *Defensor* accelerate between the sputtering pylons. His grip released slightly as the Chimera passed through without incident, followed by the Punisher *Emperor's Mercy*. Yet as the Tauroxes rumbled across the field line he felt an itching in his gums and a pressure in his sinuses. Filled with dread, Danzek turned to see vivid emerald light leaping from one pylon to the next along the sprawl's edge. The power surge raced closer, accompanied by a binharic choral dirge.

'Move!' he bellowed into the vox. *Hymnal* leapt forwards, almost colliding with the rear armour of *Grox* as Sergeant Vence's transport sped across the field line.

The nearest pylon awoke with a shriek of energy.

Hymnal lunged across the line.

Eldritch light flared.

Danzek turned in his cupola in time to see the force field thrum to life mere inches behind his Chimera. *Partok's Fury*, thundering along at flank speed, had no chance of swerving aside. The Leman Russ passed through the force field and kept rolling for a handful of yards before it began to swerve to the right. Danzek cursed as the tank rumbled off the road in a spume of dust and slammed into a rocky outcropping.

'Double back, crew recovery,' he ordered. Yet even as *Hymnal* began to slow and turn, Danzek saw flames leaping from the crumpled forequarters of *Partok's Fury*.

By the time they halted beside the crippled Leman Russ, it was a blazing tomb.

'At least they weren't conscious,' said Bastric quietly.

'We move on,' replied Danzek, his stony expression masking his anger. The Arch-pedant's vox-chime echoed in his ear, but Danzek ignored it. He didn't trust himself not to order the man shoved bodily into the flames.



The days that followed felt interminable. The hivesprawl dwindled rapidly at their backs and vanished. Dust dunes and barren salt flats spread away to either side of the highway, which itself became ever more dilapidated as they ventured further into Vigilus' parched oceans of sand. By day, sullen umber light filtered through whirling clouds of dust and ash thrown up by the conflict gripping the world. By night, it was replaced by the sickly luminescence of warp phenomena churning in the deep void. Danzek did his best to enforce the ordinance banning the practice of looking up at the night sky, but even he couldn't help stealing the odd glance into the dark and poisoned void. When would the Despoiler's forces fill that tortured vault, he wondered, and when they did, would the defenders of Vigilus be ready?

As the days ground by, Danzek and his troops saw storms and towering dust-devils lashing their way across the plains, but by the Emperor's grace the phenomena stayed away. They passed burned-out tanks and the wreckage of crashed aircraft that marked old battlegrounds from the first days of the war. At night, they saw distant flames dancing far to the south and heard sounds that could have been thunder, or might have been the hammering of heavy artillery. One evening brought the sight of Imperial Knights striding through the middle distance, their lumen and the flare of their weapons bright amidst the gloaming. Who the Knights were doing battle with, Danzek could not see, but they were soon hidden behind a rough ridge of fractured stone and then lost to sight altogether.

The macro-hauler's reserves of promethium and aqua subterra dwindled steadily, the Cadians quietly taking half-rations to compensate for the acolytes' lack of water discipline, while the desiccating saline dust of the wastes ground itself slowly into every armour plate, track link and weapon gimbal of their transports. Engines sputtered out time and again, their machine spirits choking on arid dust. With each fresh sortie to clear the intakes, the Cadians' skins dried and cracked, until several of their number were incapacitated by weeping salt-burns.

Despite it all, Lieutenant Danzek began to feel a cautious optimism. His column had crossed more than half the gulf between Oteck and Hyperia and had made good time. Emperor willing, they might make the run yet.



'It's a speedway,' said Henders, peering through the scope of his sniper rifle. 'Greenskin racing-road. You can see by all the wreckage and weapons damage.'

The Cadians' vehicles were drawn up on a rocky bluff overlooking the speedway, the infantry squads braving the saline dust in order to spend a few minutes stretching their legs and feeling daylight on their faces. Vehicle crewmen sweated over steaming engine blocks, running through their traditional mantra of complaints at the dust, the punishing pace and the lack of an Enginseer to lead them in their maintenance efforts. Henk and his acolytes cowered in their

Tauroxes, as they had almost constantly since leaving Oteck Hivesprawl. The interiors of both APCs had become especially ripe as a consequence; their crews were the first to disembark at the slightest opportunity, and salt-burn be damned.

Ignoring the muttered curses of his vehicle crews, Danzek accepted the sniper rifle from Henders and peered through the scope. The speedway cut north to south across their path. It was at least a mile across, Danzek saw, the hard-packed dust and sand speaking to the sheer volume of xenos traffic this ad-hoc road must have seen since the conflict began. Burned-out vehicle wrecks littered the vista. They were piled in heaps along its edges and scattered at random along its length.

Many were Imperial.

'Just like the force field,' muttered Bastric.

'Voxman?' asked Danzek.

'Enemy could come roaring along here at any moment, sir,' Bastric elaborated. 'All we can do is dash through and pray to the Emperor that we make it.'

Danzek knew his subordinate was right. His instinct was to halt, to spend a few days observing enemy movements along the speedway from a concealed position and then time their dash accordingly. Yet their meager supplies would not last, and besides, he was horribly conscious of the days ticking past. How long until the Despoiler fell upon them? He did not intend to be caught out in the wastes, half-starved and useless when that day came.

'We go now, while there is no sign of enemy movement,' said the lieutenant. 'Once across this last obstacle, it's a straight shot to Hyperia. Ten minutes for weapons prayers and engine-spirit ministrations, then we button up and move out in sabre formation.'

Yet as he looked north, Danzek saw a dark haze stirring on the horizon. A storm, he wondered, or an approaching greenskin horde?

'You sure about this, sir?' asked Bastric quietly, following the direction of his gaze.

'I am sure that we have little choice,' replied Danzek, disliking how tired he sounded to his own ears. 'We can't go back. We can't wait here. So we'll do our damned duty.'

'Cadia stands, sir,' said Bastric. 'We'll get through.'

'That we will,' replied Danzek with a deep breath. 'No matter the odds.'

The two Cadians returned to their Chimera and prepared themselves for action.

Meanwhile, on the northern horizon, the dark clouds drew ever closer.

To be continued...

WARHAMMER
40,000

KILL TEAM

In war zones across the galaxy, hand-picked teams of warriors are engaged on hazardous missions behind enemy lines. This month, we go to the Kill Team Weekender and Jervis plays a Battle Report.





WEEKEND WARS

Last autumn, the first Warhammer 40,000: Kill Team event took place at Warhammer World. We went along and had a chat to the hobbyists who took part in the tournament on page 36...



BEAUTIFUL MODELS

... and we also took some pictures of the kill teams that were entered into the painting competition. If you're after some painting and modelling inspiration for your kill team, you're sure to find it on page 38.



RETURN TO GOLGOTHA

Over twenty years ago, Commissar Yarrick was captured in a Battle Report between Jervis Johnson and Andy Chambers. On page 42, the two veteran gamers play a Kill Team mission to get him back!



KILL TEAM WEEKENDER

Every year, Warhammer World plays host to many great gaming events, from open days and tournaments to campaign weekends and painting seminars. Last autumn saw the inaugural Kill Team Weekender take place – we went along to find out more about it.



Last September saw the very first Kill Team event take place at Warhammer World – a weekend event incorporating a Design Studio open day, mini campaign and painting competition on the Saturday, followed by a full-blown five-game tournament on the Sunday. The games developers were out in full force on the Saturday, chatting to eager hobbyists about the game and what was in the pipeline (mainly *Kill Team: Commanders*).

Nearby, illustrators, miniatures designers, 'Eavy Metal painters, scenery designers and, of course, us chaps from White Dwarf, were on hand to talk about all things Kill Team and show off what we'd been working on, from new art to new models.

Chris and Duncan from the Warhammer TV team were also on hand, not only to offer painting tips and have selfies taken with people (they love it!),

WARHAMMER WORLD EVENTS

There are many events held at Warhammer World every year, each of them watched over by the dedicated Events Team of Joey, Elliot, Chis, Andy and Connor. You can find out more about the team, and upcoming events (such as open days, tournaments and campaign weekends) on the Warhammer World website:

warhammerworld.games-workshop.com

but to judge the kill team painting contest. You can see a few of our favourite entries over the page, including the winning kill team – Strike Squad Vigilus – by Ewan Osborne.

LET THE BATTLES BEGIN!

On the Sunday, Warhammer World was invaded once more by a horde of gamers, all eager to take part in the first Kill Team tournament. While scenery for the event was provided, many players brought along their own so that they could build their own battlefield for each game. Munitorum Armoured Containers and Sector Mechanicus walkways, it seems, are the way forwards – height and solid cover being the two key commodities.

As the event progressed, we asked a few people about their thoughts on the day, what they'd learned, and what tactical advice they'd give to people playing Kill Team.

'I've been using Harlequins this weekend and they're pretty nasty,' says Tom Joyce. 'Their flip belts mean they never take falling damage and they get to charge 3D6, which means they can get into the enemy pretty quickly. I struggled against the Imperial Guard, though – just too many guns!'

'I've been using Grey Knights,' says Gavin Williams. 'They're great at killing, but I found taking objectives with so few models difficult. *Psybolt* is handy for dishing out mortal wounds, though. The weekend has been great fun – I've played against lots of different armies and loads of different people.'

'My big learning point is: don't forget your kill team's rules,' says Matthew Garside. I remember *Canticles of the Omnisiah* when playing Warhammer 40,000, but completely forgot to use them for most of the tournament!'



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'Why won't you die? Why?!' – Carl Morgan, when shooting at Gretchin...



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The Kill Team event in full flow (1).

Remington Ling and his Death Guard kill team take on Jack Spencer and his Iron Warriors in 'the battle of the heretics' (2).

Eddie Eccles from the Warhammer Community team gets his Ork leader into combat with Sean Dineen's Chaos Space Marines (3).

Michael Tempest's Thousand Sons battle Tim Davis' Necrons (4).

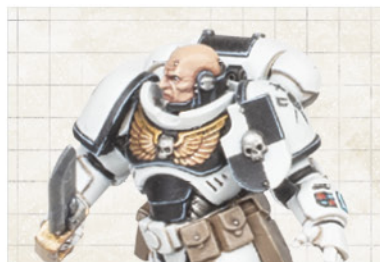
Adam Calver's brilliantly converted T'au Stealth Suits scan for new targets (5).



STRIKE SQUAD VIGILUS

by Ewan Osborne

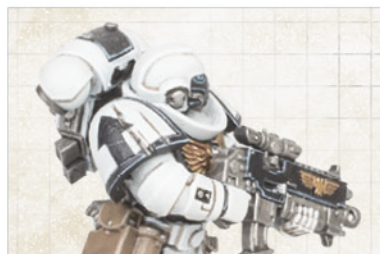
Ewan: Drawn from a new Primaris Chapter known as the Avenging Sons, this kill team has been designated as Strike Squad Vigilus, the war zone to which they've been sent. I made very few conversions to the models as I wanted to exemplify the minimalist aesthetic of the Primaris Marines and showcase the white armour. The veteran's helmet bears a skull, the sniper has a skull on his base (with a bullet hole in it), the Combat specialist has damaged armour – that's about it. For the white armour I basecoated the models with Corax White Spray, then applied two thin layers of Ulthuan Grey. I then shaded the recesses of the armour with Agrax Earthshade before edge highlighting it with White Scar.



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Strike Squad Vigilus is led by Sergeant Katon Varenus, 2nd Battleline Squad, 5th Company (1). Varenus features one of the few conversions in the unit – a power sword taken from the Vanguard Veterans kit.

Ewan painted his own Chapter symbol design onto each model's shoulder pad (2).

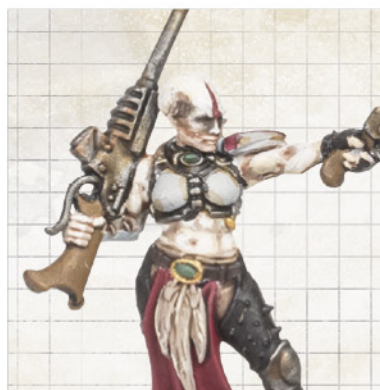
Combat specialist Titus Aggenour bears the scratches of a few close encounters on his armour (3).



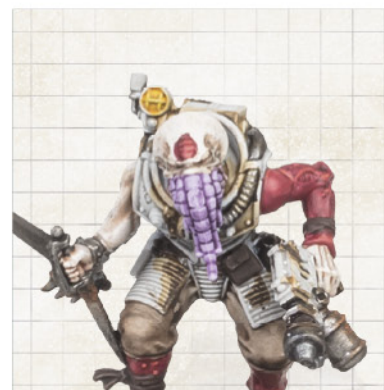
MOTHERS OF THE BROOD

by Peter McMullin

Peter: My kill team is the result of a Genestealer Cult infiltrating a gang in the depths of a hive city. The Escher cult members here are a very simple conversion. Just the standard Escher body, but with the hair missing. A pale skin-tone and sunken features created with Nuln Oil gives them that xeno-cultist feel. The Acolytes are a combination of Bloodletters and parts from the Acolytes kit – I always wondered what an Acolyte would look like out of its mining suit.



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DEATHWATCH KILL TEAM DEINOTHERIUM by Adam Langton

Adam: My kill team is made up of Primaris Marines new to the Deathwatch – they take on the hardest missions to prove themselves to the older Deathwatch veterans. I've been out of the hobby for about sixteen years and got back into it because of Kill Team. Duncan's painting videos on Warhammer TV were invaluable when it came to getting my models painted. Keep it neat and tidy up as you go along – sound advice.



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'When I was a kid I always liked kit-bashing models,' says Adam. 'Now I have a bit more skill so I can convert models like the Watch Sergeant (1) and the Sniper specialist's sniper rifle (2). I used it as a stalker pattern bolt rifle in the games – it's really just modelled to look cool.'



'This kill team is hopefully the start of a full Warhammer 40,000 force, using models from each Necromunda gang, but tainted by Genestealers (1),' says Peter.

'The Acolytes are a combination of the standard Acolyte models, but I converted some of them with spare arms

or weapons – particularly the stiletto blades – from the Escher gangers (2).' Peter used red as the spot colour on all his models, either on the loincloths for the Hybrid Neophytes (the Escher gangers) or on the chitinous carapaces of the more mutated hybrids. Peter's planning on converting the Van Saar models next.

THOUGHTS FROM THE BATTLEFIELD

Chris Pike came seventh at the event with his Dark Mechanicum kill team (we hope to show it in the mag in the near future). 'I think two-wound models like Sicarian Ruststalkers are the key,' says Chris. 'They tend to survive Overwatch fire pretty well, then slice the enemy up in combat. They're really quick, too, which is a massive bonus in Kill Team games, both for getting to the enemy and objectives.'



'This event has been great fun – I converted a Traitor Guard kill team for it,' says Chris Hughes. 'What really makes for a great game, though, is the scenery. I painted a load of Munitorum Armoured Containers, barrels, ammo crates and suchlike and it's been great fun stacking them up and fighting over them. Solid cover is the key, really – it adds a lot to the depth and the dynamics of the game.'



'The flail of corruption is a must-have for the Death Guard,' says Remington Ling, who came fifth with them at the event. 'Give it to a Combat or Zealot specialist and fling them at the enemy. Death Guard are pretty tough with a good save and they're disgustingly resilient, but they did struggle against T'au Pathfinders armed with railguns, especially if they also happened to be a Sniper specialist!'

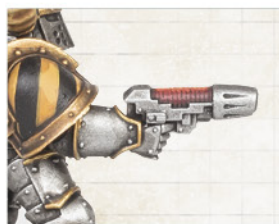




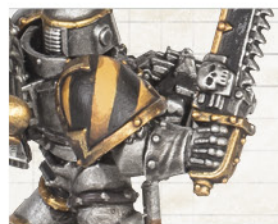
IRON WARRIORS: THE SONS OF MEDRENGARD

by James Richardson

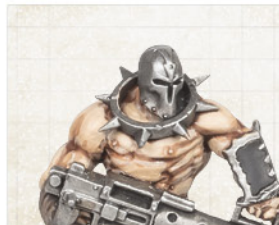
James: I wanted to paint a Chaos kill team, but keep the paint scheme clean-looking – the Iron Warriors were the obvious choice! The armour is a simple Leadbelcher basecoat, followed by a Nuln Oil wash, Leadbelcher again, then an Ironbreaker highlight. The gold trim is Retributor Armour, Nuln Oil, and a highlight of Auric Armour Gold. I pencilled in the chevrons before painting them Abaddon Black and Averland Sunset, then weathered them with Agrax Earthshade. I converted the two Cultists from a couple of Bloodreavers – one with a flamer, the other carrying a heavy stubber (an Ork big shoota).



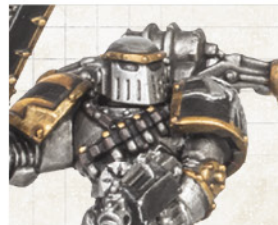
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'I pencilled in the chevrons (1-2) before painting them Abaddon Black and Averland Sunset, then weathered them with Agrax Earthshade,' says James. 'Because of the beefiness of the Cultists (3), I imagine they're workers from a hive world taken prisoner and converted to the cause.' James converted most of his Iron Warriors from Mark III Space Marines (4).



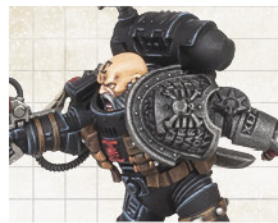
DEATHWATCH KILL TEAM: CRIMSON TEAM HETA

by Will Bayford

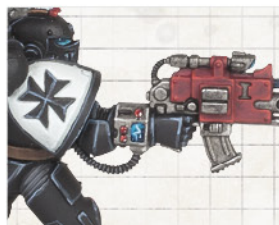
Will: My plan for my Deathwatch kill team was to have several Chapters represented, each with a different skin tone to mark them out and identify them. The tutorials on Warhammer TV really helped me a lot with this. The members of my Deathwatch kill team are, from left to right – Black Templar Dynarth Lytanus (leader), Flesh Tearer Raelyn Seraphan (shotgun), Salamander Daka'Lyr Mira'Shan (heavy armed with infernus heavy bolter), Dark Angel Azathor Azdallon (taken from the Deathwatch: Overkill boxed set), Death Spectre Kyrin Kaed (veteran armed with a bolter) and Black Shield Tor Appolon.



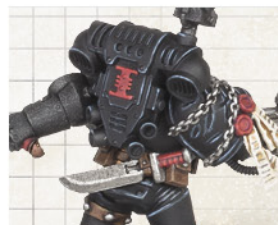
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Will painted the Death Spectre Chapter symbol on Kyrin Kaed by hand (1).

'The xenos-hating Tor Appolon (2) used to be a Minotaur,' says Will. 'I used Vanguard Veteran running legs for him as I wanted him charging into battle!'

Will used red as the spot colour for his kill team (3-4), including the traditional stripe on the knee pad.

RAVEN GUARD SUCCESSOR CHAPTER KILL TEAM

by Andy Cook

Andy: I image these guys to be urban Scout specialists from a Raven Guard successor Chapter. Operating in dense urban environments behind enemy lines, they have specially augmented scout armour and several are sporting silenced weapons. Each model is converted, but my favourites are definitely the leader catching a breath of "fresh air" and the guy reloading his shotgun. I kept the black and white armour clean and unfussy to draw attention to the face and visor of each Scout. The Sentinel (requisitioned from the Astra Militarum) has had a few Adeptus Astartes upgrades, as befits a machine now operated by the Emperor's finest.



1



2

Andy used Space Marine Scouts as the basis for his Scouts (1), upgrading them with grenades, knives, holsters and plenty of other wargear.

The helmets are Imperial Guard helmets with visors sculpted on. This Scout wears the vox-helmet from the Cadian Shock Troops kit (2).



CLADE DESIGNATION: 01001011.01101001.01101100.01101100

by Andy Cook

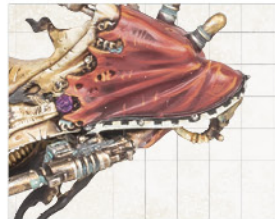
Andy: As soon as I saw the Nighthaunt models, I knew that I had to turn them into something grim, dark and loyal to the Omnissiah. I wanted the focus to be on the leader (an old Inquisitorial henchman) and for the Sicarian clade to appear as terrifying agents of his will. To try and achieve this, there's no flesh in the kill team except the leader's skin, and his inactivity in contrast to the dynamism of his warriors makes him stand out. I imagine them to have been active on the galactic fringe for much longer than they were supposed to be, which is why I've painted them and their robes to be worn and weathered.



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'With the exception of the leader, all the models were made from one box of Grimghast Reapers, one box of Sicarian Infiltrators and some Green Stuff,' says Andy. 'Their cream robes (1-4) were painted using Pallid Wych Flesh as a basecoat, then Flayed One Flesh, Bolor Brown, Scorched Brown and Abaddon Black, with washes of Seraphim Sepia and Agrax Earthshade.'





VENGEANCE ON GOLGOTHA

In the wake of the second war for Armageddon, Commissar Yarrick pursued Ghazghkull Thraka to the world of Golgotha, where he was captured by the cunning Ork Warlord. Now, the Astra Militarum have sent in a kill team to rescue him...

Tempestor Burin checked his magnoculars one last time, then motioned for his kill team to push forwards into the city ruins. His Tempestus Scions advanced with deadly efficiency, moving swiftly along the rubble-strewn roads towards their objective. A half-squad of Steel Legion troopers followed silently in their wake, the last survivors of a platoon that had fought alongside the old man at Golgotha Prime.

Burin knew that, behind their impassive gas masks, the Steel Legionaries seethed with rage at the capture of their beloved war hero. To them, Yarrick wasn't just a Commissar – he was the saviour of an entire planet and its people. They would fight to the very last to rescue him.

'Target building in sight,' came Trooper Garis' voice over the vox. 'Entrance to the bunker situated in the south-east corner. Xenos sighted.'

Burin glanced at the tactical read-out on his wrist. Small red dots flickered on the display showing known enemy units. The Orks were not here in force, but no doubt there would be plenty of them in the underground bunker where Yarrick was being held prisoner. Burin's kill team just had to get in, rescue the old man and get him to safety.

'Advance to the south,' said Burin to his kill team. 'Gunners Anches, Graves and Furi to provide covering fire. Sergeant Antor, you're leading the charge. For Armageddon.'



Jervis: It's one of the clichés of Battle Report writing to say that you leapt at the chance to take part. However, when it was suggested that I play a Battle Report with my old friend and sparring partner Andy Chambers, I didn't just leap at the chance, I catapulted myself across the room. For those of you that don't know, Andy and I fought a long series of battles that appeared in *White Dwarf* back in the nineties, which Andy won... Every. Single. Time. Boy, was that a life lesson in humility! It also taught me that it's the quality of the player that primarily determines who wins, rather than excuses like unlucky dice rolls or an unbeatable army list.

For this month's Battle Report, we've decided to do a follow-up to one of the battles Andy and I fought way back in the day. In the battle in question, Commissar Yarrick was captured by his arch-rival Ghazghkull Thraka. We had planned to do a follow-up report about Yarrick's escape, but for one reason or another it never happened. So, almost two decades later, we thought it would be fun to use *Kill Team* as the basis for a series of games about Yarrick's rescue from Ghazghkull's

KILL TEAM

For this Battle Report, Jervis and Andy will be playing *Kill Team*, with a few additional rules thrown in to give their series of games a narrative twist. Having not played a game against each other for fourteen years, it looked to be a fun reunion. 'I can see it now: two old guys peering over their glasses trying to read bits of paper!' jokes Andy.



clutches. As Andy commanded the Orks in the battle where Yarrick was captured, we decided he should do so again in this report, while I took command of the rescuers. On the following pages, you can read what transpired as we finally got to fight the Battle Report that (almost) never was.

MISSION OVERVIEW

We planned to play out Yarrick's rescue as a series of three linked games rather than just one. This would allow us to recreate breaking into the prison, Yarrick's liberation, then the attempted escape from the pursuing Ork guards. We wanted to make sure we got to play all three games, so we decided that, no matter what happened, Yarrick's rescuers would be able to break in and that Yarrick would be able to get free, but how well each mission was carried out would have an affect on the last game that we played. So, in our first game, an Imperial kill team needed to break into the Ork prison. If they succeeded, it was deemed that they would reach Yarrick quickly. If they failed, they would have to take a safer but more circuitous route to carry out the rescue instead. In the second game, Yarrick's rescuers needed to

fight past any guards to reach him. If they succeeded, Yarrick would be liberated with all of his equipment. If they failed, Yarrick would free himself and make his own escape, but would not be able to retrieve any of his gear.

The third game would be about the escape from the Ork pursuers. For this game the Imperial kill team would be joined by Yarrick, using his rules from *Codex: Astra Militarum*. If the first game had been won by the Orks, Yarrick would start the third game with D3 mortal wounds, suffered at the hands of his captors. If the second game had been won by the Orks, he would not have his power field, storm bolter or power klaw in the third game, as he would not have been able to get them back. With these things decided, all that remained was to pick a kill team for each side and set up the three battlefields. We were ready to start what transpired to be an epic, exciting and event-filled series of games of Kill Team...

‘Jervis and I played a lot of Battle Reports back in the day – it settled in at roughly one a month for several years, from what I can recall.’ – Andy

WORDS FROM DA OVERFIEND

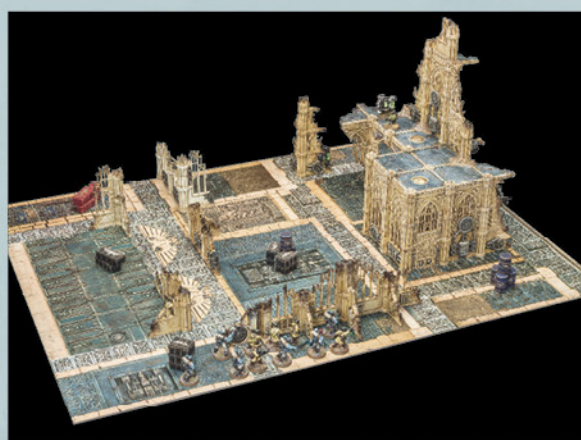
Andy: Battle Report. Battlereport. Batrep. It's a long time since I've used those words. Slithering down the time tunnel of history, we find ourselves in the early 1990s, when then-White Dwarf editor Robin Dews pitched the idea of reintroducing Battle Reports into the monthly mag to myself and Jervis (I with notably more hair at the time, Jervis looking about the same as he does now, Nosferatu that he is). Why tell you this? Well, Jervis and I played a lot of Battle Reports back in the day – it settled in at roughly one a month for several years, from what I can recall. And Robin was right, those batreps were popular. A couple of Battle Reports had been done for Warhammer previously and they had been much liked. However, they were also labour-intensive, as some poor artist had the job of hand-drawing all the maps. 'Fear not,' said Robin, 'with modern technology they'll be a breeze.' Actually, we ended up cutting symbols out by hand and pasting them onto paper maps. But hey, progress.

So, snap back those temporal tethers to the present day, more than twenty years later. Jervis contacts me to do a blast-from-the-past Battle Report. After some haggling, we settle on playing the new Kill Team game, with Orks versus what are called Astra Militarum these days, I think, or Imperial Guard to an old soak like me...

HARSH ENVIRONMENTS

For this series of linked games, Jervis and Andy decided to use the boards from a number of Kill Team products – after all, that's what they were designed for!

Each board represented a different environment for the Astra Militarum to fight through – first, the ruins of a Sector Imperialis, then the confines of an underground bunker, and finally the arid plains of Golgotha. For the first battlefield, Jervis and Andy used the regular board that comes in the Kill Team boxed set. For the second game they used the board from *Kill Team: Rogue Trader*, as the Ministorum Shrine made for a perfect bunker setting once it was strewn with ammo crates, containers and barrels. The last scenario uses the new board from the *Killzone: Sector Fronteris* set.

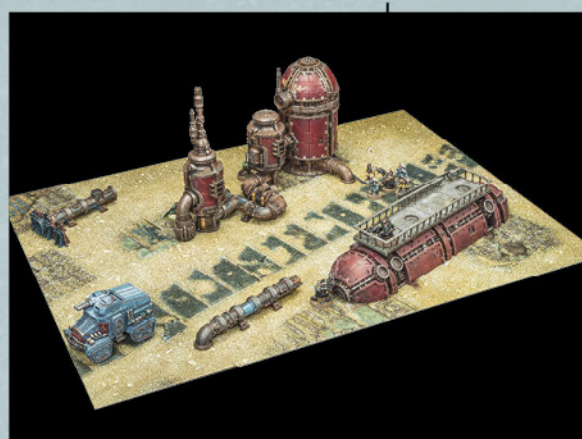


The first battlefield represents the ruins of Golgotha Prime, the city that was ransacked by Ghazghkull's Ork horde when he landed on Golgotha.

The large ruined building on the right sits over the bunker where Commissar Yarrick is being kept prisoner.

The second battlefield represents the interior of the underground bunker. The Orks are deployed in random rooms at the start of game, unaware that the Imperials are breaking in.

Commissar Yarrick is chained up in the furthest room to the left, behind the red container.



The final battle sees the last surviving members of the Astra Militarum kill team escorting Commissar Yarrick to safety across the plains of Golgotha. A Taurox APC awaits them on the main road. But so, too, do loads of Orks. The Guardsmen have a tough fight on their hands.

TEMPORAL DISTORT

Join us on a trip down memory lane (bring your horse and cart...) as we take a look back at the Battle Report that inspired this series of Kill Team games. Hold on tight as we head back to 1992 and White Dwarf issue 154.



The year is 1992, the publication is the October edition of White Dwarf, issue 154. There's a new range of High Elf miniatures coming out, Goblin Doom Divers are making their first appearances in the skies over the Old World, Warhammer is about to have a major overhaul and mullets are very much the in thing when it comes to hair. The big feature in this issue of White Dwarf, however, is the Battle Report between games developer Jervis Johnson and his Battle Report arch-nemesis, Andy Chambers, in which they fight a game of Space Marine (the precursor to Warhammer 40,000 Epic) on the planet of Golgotha.

The loremasters among you will recall that Golgotha is the world that Ork Warlord Ghazghkull Thraka retreated to after his first invasion of Armageddon, pursued there by Commissar Yarrick and all the Imperial Guardsmen he could muster. However, Yarrick's army is defeated and the old man of Armageddon is captured by the wily Ork Warlord. That whole story came about because of the Battle Report that Jervis and Andy fought in issue 154. It even formed the basis for the Black Library novel *Chains of Golgotha*. Without that game, who knows what might have happened to these two iconic heroes?



The original Battle Report opened with a story told from Commissar Yarrick's point of view, the old man of Armageddon exhausted in his pursuit of Ghazghkull Thraka.

Curiously, while Yarrick fought from the turret of a Baneblade, most of the army around him were not Imperial Guard but, wait for it... Squats! In this battle Jervis' army was almost entirely bearded and short-legged (unlike Jervis himself).

Andy, meanwhile, fielded a huge army of Orks led by the main antagonist, Ghazghkull Thraka. The Battle Report was written entirely in a narrative style, and we have aimed to emulate that in this month's follow-up series of games.





JERVIS JOHNSON

Jervis has fought many Battle Reports against Andy in the past. He might even have won a few of them, but he can't recall which ones. He's looking forward to pitting his wits against his arch-nemesis.



EXTRACTION MISSION INITIATED

'Who better to rescue Commissar Yarrick than the Steel Legion?' says Jervis. 'Well, probably the Tempestus Scions, which is why they're leading this mission to rescue him. They are the elite of the Astra Militarum, after all – they've got the guns and armour to prove it!

'The Scion with the medi-pack is too cool a model not to use as a Medic Specialist, and I've got a few big guns to tackle the Orks at

long range (the best, some might say only, way to fight Orks). I especially like the hot-shot volley gun, which can churn out four shots a turn – that should keep the Orks' heads down!

'While I maintain strict discipline with orders and tactics, I plan to antagonise Andy into making rash decisions with his Orks – I think the Steel Legion Sergeant waving the Ork head around will help with this.'

TEMPESTOR BURIN

Scion Tempestor: chainsword, bolt pistol, frag and krak grenades [Leader]

TROOPER TIRON

Scion: hot-shot lasgun, frag and krak grenades [Medic]

TROOPER GRAVES

Scion Gunner: hot-shot volley gun, frag and krak grenades [Heavy]

TROOPER ANCHES

Scion Gunner: plasma gun, frag and krak grenades [Sniper]

TROOPER GARIS

Scion: hot-shot lasgun, frag and krak grenades

TROOPER ARMIN

Scion: hot-shot lasgun, frag and krak grenades

SERGEANT ANTOR

Guardsman Sergeant: chainsword, laspistol, frag grenades

GUARDSMAN FURI

Guardsman Gunner: plasma gun, frag grenades

GUARDSMAN KOVA

Guardsman: lasgun, frag grenades

GUARDSMAN IKOV

Guardsman: lasgun, frag grenades

GUARDSMAN ARTYEN

Guardsman: lasgun, frag grenades

GUARDSMAN ZORAN

Guardsman: lasgun, frag grenades

MISSION OBJECTIVE: RESCUE YARRICK!

The mission objective for the Astra Militarum is to rescue Commissar Yarrick from the clutches of the Orks.



Tempestor Burin



Trooper Tiron



Trooper Graves



Trooper Anches



Trooper Garis



Trooper Armin



Sergeant Antor



Guardsman Furi



Guardsman Kova



Guardsman Ikov



Guardsman Artyen



Guardsman Zoran

SPOILIN' FOR A RUMBLE!

'Orks I know about,' says Andy. 'They play an old, old game: crush your enemies in close combat before opposing firepower whittles your numbers down too far. I reckon I can still pull that off!'

Andy's Orks are mostly armed for close combat, with a couple of Burna Boyz thrown in for some close-range immolation. A Loota and Boy Gunner provide fire support, though, as

Andy put it: 'I don't expect much from them – they make a racket, but like all Orks they're terrible shots. Still, fire enough bullets at something and one of them is bound to hit it.'

The specialists in the Ork kill team are the two Burnas 'cos they're the most likely to get nice and close' and the Kommando with the raised blade, who Andy described as: 'the most stabby lookin', so he'll be the combat one'.

ZARKNUTZ SKULLCRUSHA

Kommando Boss Nob: slugga, power claw, stikkbombs [Leader]

URZOG DA SHIV

Kommando: slugga, choppa, stikkbombs [Combat]

NARGRUNT

Burna: burna, stikkbombs [Zealot]

SKARZOT

Burna: burna, stikkbombs [Demolitions]

MADEYE DAKKABAD

Loota: deffgun, stikkbombs

SLAZBAG

Ork Boy: slugga, choppa, stikkbombs

GRODD STEELBOOTZ

Ork Boy: slugga, choppa, stikkbombs

URLAKK DAGGAFIST

Ork Boy: slugga, choppa, stikkbombs

GRIZGUTZ

Ork Boy: shoota, stikkbombs

DHAKADAK

Ork Boy Gunner: big shoota, stikkbombs

SNEEKA

Gretchin: grot blasta

STABBA

Gretchin: grot blasta

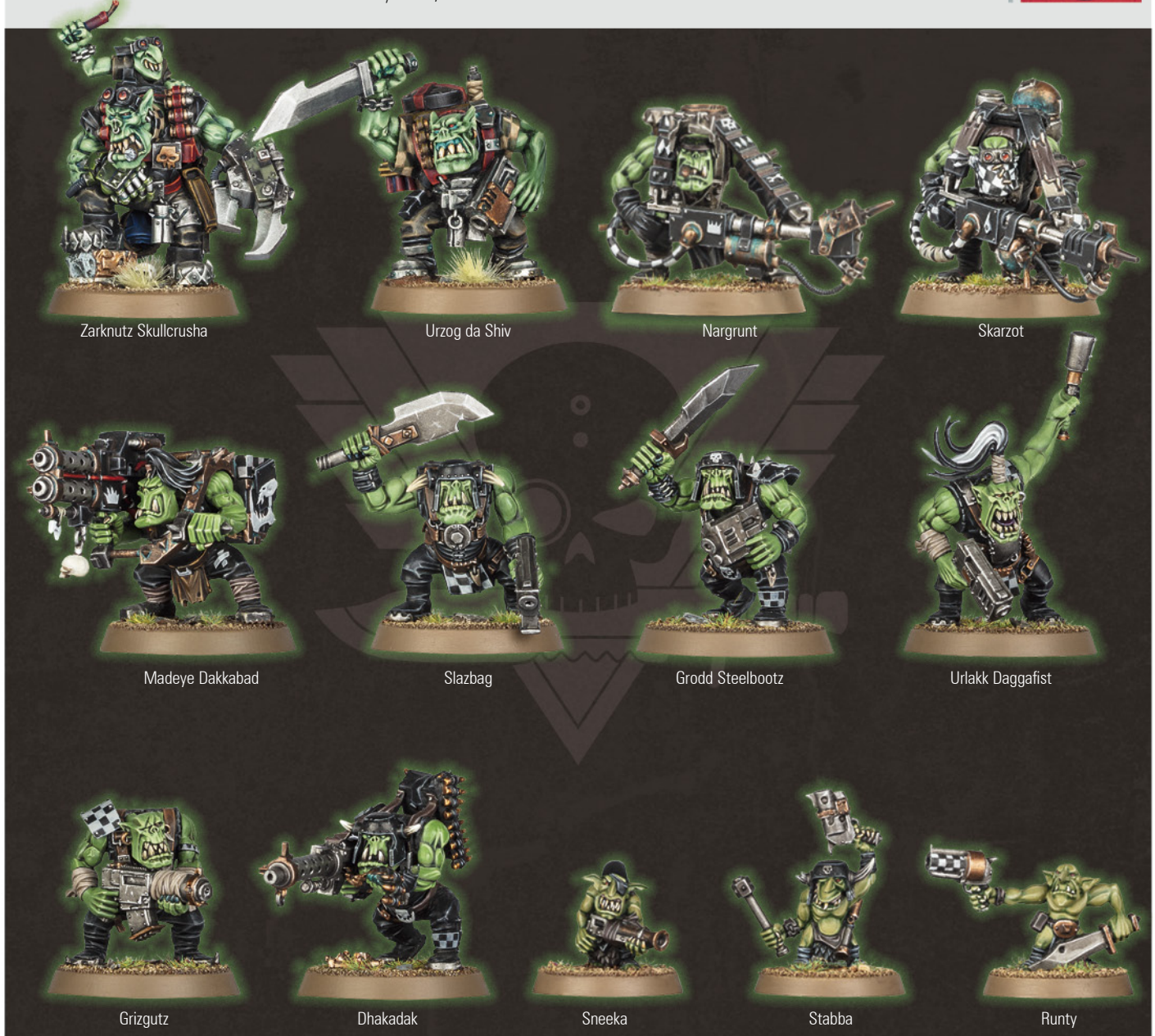
RUNTY

Gretchin: grot blasta



ANDY CHAMBERS

It's been fourteen years since Andy last fought a White Dwarf Battle report, but as he points out – Orks are Orks, how wrong can you go? Will he be able to keep his title as 40K Overfiend?



MISSION ONE: INFILTRATION

Burin ordered his kill team to advance, his gunners taking up positions among the ruins behind him. From where he stood, he could only see a few Orks, though his scanner showed that there were almost a dozen lurking in the main building. A grenade through one of those windows would cause carnage, thought Burin as he waved his troopers on.

Behind him, the first shots rang out as Anches and Graves checked their range on the main building. The deafening crash of an overpowered Ork gun answered them in return from the top of the building, but no one was wounded.

Ahead, Sergeant Antor raced right up to the wall of the main building. Burin knew the Sergeant was hot-headed, but he was taking a great risk getting

MISSION DIRECTIVES

For Jervis to win this game, he must get one model to the bunker doors beneath the main building. Andy and his Orks must stop him. If Jervis wins the first mission, Yarrick will start the final game with his full complement of wounds. If Andy wins, the Orks will rough the old man up and Yarrick will start the final game with D3 fewer wounds on his profile...

that close without support. Tiron, the medic, ran to assist the Sergeant, but it was too late, the Orks had seen him. A great bellow went up and three of the brutes stepped around the corner.

'Get down!' bellowed Burin as two of the Orks brought crude flamethrowers to bear. Burning promethium engulfed Tiron and the Steel Legion troopers, but to their credit none of them cried out – they simply patted themselves down and continued their advance.

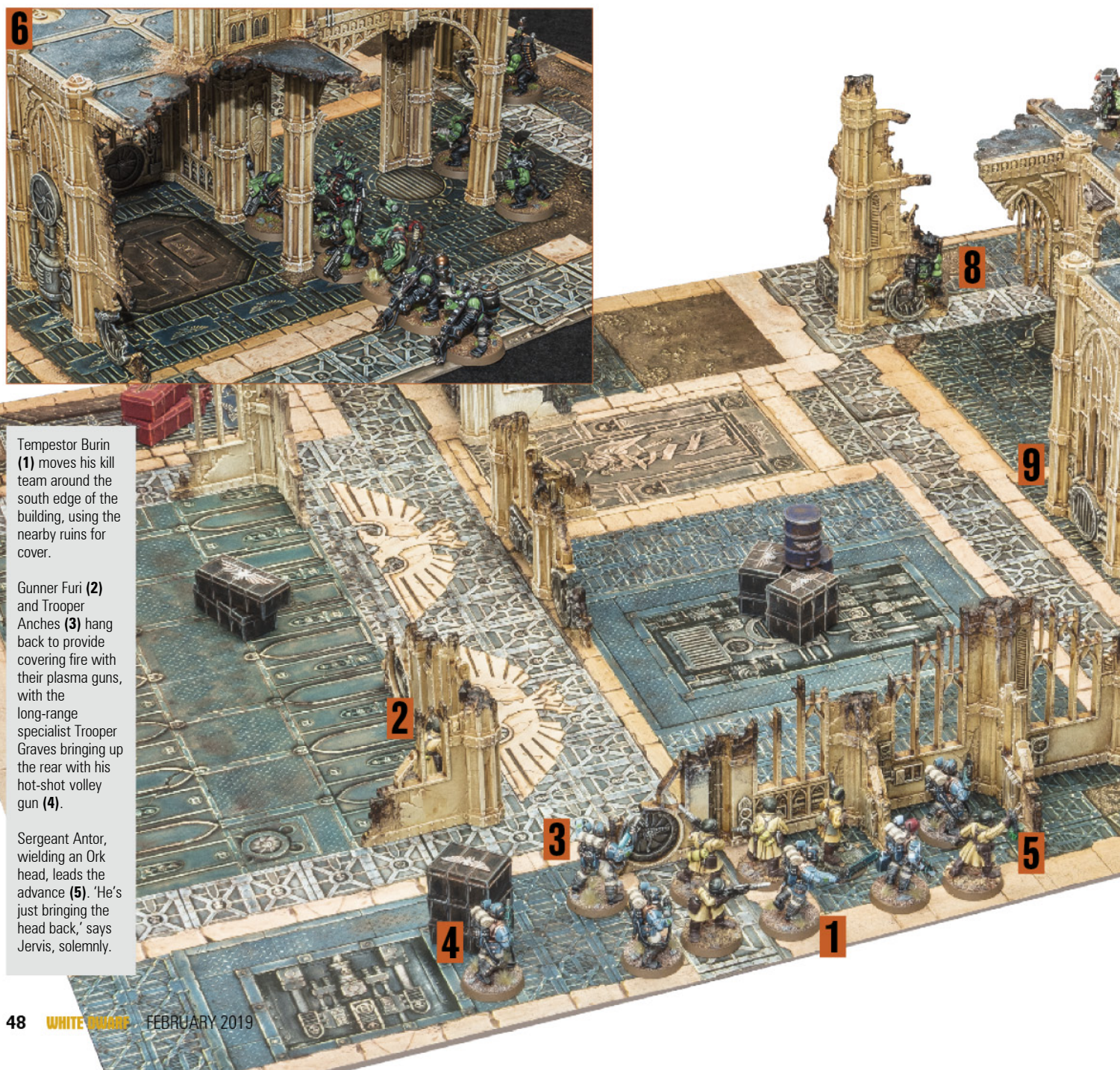
Antor, meanwhile, was grappling with a burly greenskin, his chainblade screaming as it clashed with the Ork's huge knife. The blood of both combatants splattered the pavement, but neither fighter backed down. Burin raced forwards, chainsword raised, to aid his fellow trooper.



Tempestor Burin (1) moves his kill team around the south edge of the building, using the nearby ruins for cover.

Gunner Furi (2) and Trooper Anches (3) hang back to provide covering fire with their plasma guns, with the long-range specialist Trooper Graves bringing up the rear with his hot-shot volley gun (4).

Sergeant Antor, wielding an Ork head, leads the advance (5). 'He's just bringing the head back,' says Jervis, solemnly.





Sergeant Antor leads the advance on the main building. The door to the bunker lies behind the wall (10).

The Burna Boyz singe several Guardsmen, causing flesh wounds but no fatalities (11).

'The headhunter is going to have a playmate,' says Andy, charging Slazbag into Antor. The Ork and the human wound each other. Jervis is sad that Antor doesn't get to walk around with a second Ork head...



+++ Antor, fall back — you're surrounded out there! Acknowledge my order, sergeant. Emperor's mercy... Anches, Graves, give us covering fire. Tiron, on me — drag Antor out by his gas mask if you have to. +++



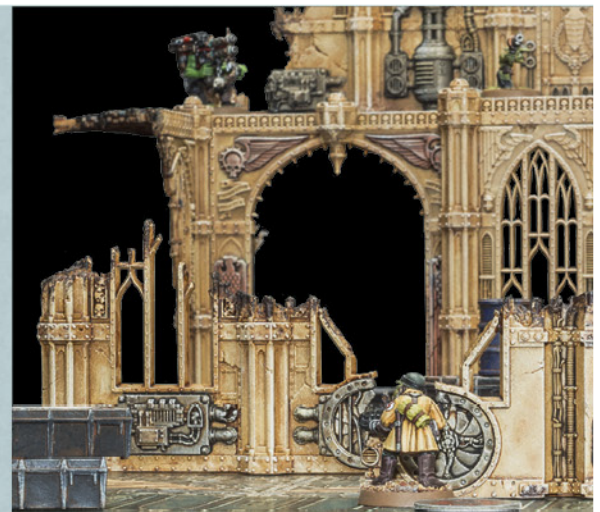
Meanwhile, in the primary building, the Orks wait in ambush (6). Zarknutz is a kunnin' old thing and knows how to be ded sneaky. He orders his Burna Boyz to wait for the humies to get a little bit closer...

Madeye Dakkabad and Runty (an 'ablative grot') keep watch from the top of the main building (7). The impressive range of Dakkabad's gun is offset by his equally impressive ability to hit absolutely nothing.

Below, Dhakadak keeps watch on the main entrance with his big shoota (8), the Gretchin known as Stabba lurking nearby. The grot known as Sneeka is nowhere to be seen. (He's actually hiding right about here (9).)

COVERING FIRE?

Steel Legion Gunner Furi takes aim at Madeye Dakkabad — the Ork Loota on top of the target building — and promptly misses. Dakkabad responds with a deafening salvo and barely hits the ruins Furi is hiding behind. The two continue to trade fire until Dakkabad gets bored and wanders off to find a slightly closer target. Furi survives unscathed.



The fighting around the target building descends into a desperate melee. Tempestus Burin (1) orders Sergeant Antor (2) to fix his bayonet (enabling him to fight in the Shooting phase), but Antor only inflicts another flesh wound on Slazbag (3). Antor is then taken out of action by Kommando Boss Zarknutz (4).

Burin moves in to help Tiron (5) and Artyen (6) against the Burna, Skarzot (7), but only the medic is wounded in the scrap.

Nargrunt, the other Burna (8), charges into the Steel Legion troopers Kova (9), Ikov (10) and Zoran (11). Yet again, no one is removed as a casualty, though Nargrunt is wounded.

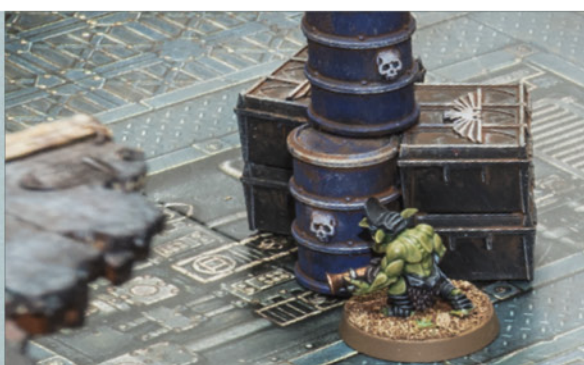
Meanwhile, in the middle of the fighting, Tempestus Scion Garis (12) is somehow ignored by everyone.

'We caused a flesh wound between us that turn... our dice rolling is still terrible.' – Jervis



NEFARIOUS GRETCHIN

Sneeka and Stabba cowered amidst the ruins and battlefield detritus. Both take potshots at the Guardsmen throughout the engagement, hitting them with pretty much every shot, but failing to cause any wounds. In return, Trooper Garis takes a single long-range shot at Sneeka, taking him out of action. 'It's because of his eye patch,' says Jervis, pointing at Sneeka. 'It's on his left eye, so he had to stick his head right out from behind the barrels to see my troopers. Then it was just bang, gotcha!'



Barging into the fray, Burin lashed out with his chainsword at one of the Ork Burnas, who was now wielding his flamethrower as a deadly cutting torch. Ignoring the whirring chainblade, the Ork clubbed Tiron to the ground, but was pushed back by Guardsman Artyen before he could cut open the medic.

'Fix bayonets!' yelled Burin over the comm. The Steel Legion troopers reacted immediately and lashed out at the Orks, but their blades merely bounced off their toughened hides. Burin glanced over at Antor just as the Ork leader smashed into the Steel Legion Sergeant and sent him flying with a swipe of his huge power claw.

'Fall back!' barked Burin. The Ork Nob stomped closer, a fat cigar wedged between his fangs. 'Fall back!' To his right, the Steel Legionaries were swept aside by the Orks. 'Back, all of you!' Burin yelled, parrying the Boss Nob's attack as the Scions retreated. 'Garis, find a new way in!' shouted Burin as the power claw descended.



Several of the Astra Militarum troopers fall back from the fight, leaving Tempestor Burin and the Steel Legion troopers to hold up the Orks (13).

Burin orders two of the Steel Legion troopers to fix bayonets (one of the Astra Militarum orders), but nether manage to kill the Ork Burna, who sets Guardsman Zoran on fire in return.

The fighting looks like it will end in a stalemate until Nob Zarknutz smashes into combat with Burin. He crushes the Tempestor with his power claw as Urlakk clubs Artyen unconscious with a stikkbomb.



The Imperial retreat turns into a rout (14). Though the surviving Scions manage to take Nargrunt and two Gretchin out of action, they continue to fall back from the primary target.

MISSION OUTCOME

Despite many of the Orks being wounded, the Imperial forces are broken. As a result, the Orks give Commissar Yarrick a good kickin', reducing him to just one wound!

MISSION DEBRIEF

Jervis: That first mission was pretty tough!

Andy: Any scenario versus Orks on a small battlefield is going to be difficult. They'll just close ground with you and start chopping. The ability to re-roll failed charges with 'Ere We Go makes them so dangerous.

Jervis: I think perhaps I got a bit too carried away with the excitement of it all – I ran my Guardsmen in full tilt, when perhaps I should have played a longer game, shot more of your Orks at range and then chucked grenades through the windows, rather than approaching around a blind corner. That wall might have been my undoing, actually – you could charge me, but I couldn't Overwatch you!



'You see that Ork? He's going to kill both those Guardsmen he's fighting.' Andy makes his intentions clear to Jervis. True to form, the Ork doesn't even hit them...

MISSION TWO: EXTRACTION

After several hours of furious fighting in the ruins of Golgotha Prime, Tempestor Burin and his kill team finally infiltrated the bunker where Commissar Yarrick was being held captive.

Checking his auspex, Burin could see that the Orks were scattered throughout the complex – he would have to act swiftly and take them by surprise. With a whispered vox message he ordered Sergeant Antor and two of his men to hold the right flank of their advance, while he led the rest of the kill team to the left of the bunker, over to the cell where Yarrick was being held.

Their silent advance did not last long. With a roar, an Ork Boy leapt out from behind a nearby wall and barrelled into Garis, the two of them

MISSION DIRECTIVES

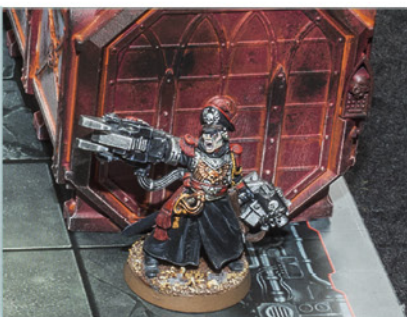
For Jervis to win this game, he must get one model within 1" of Commissar Yarrick to rescue him. Andy, of course, must stop him! If Jervis wins this game, Commissar Yarrick will begin the final mission with all his wargear (power claw, storm bolter and so on). If Andy wins, the Orks will nick all his stuff and he'll have to fight with his bare hands!

sprawling on the floor as a Gretchin stabbed enthusiastically at Guardsman Artyen. Another Ork leapt over a pile of crates and barrels to attack Graves. Despite wounding the Ork as he clambered over the barrels, the greenskin was undeterred in his assault.

'Take out their big guns,' said Burin over the vox. His kill team obeyed immediately – Anches and Armin shot the Ork Gunner with the big shoota lurking near the centre of the bunker, while Guardsman Zoran put a las-shot clean between the eyes of the Ork Loota. The Orks, unused to such accurate firepower, stalled in their advance until the Kommando Boss bellowed for them to attack. As the Ork leader moved to guard Yarrick, the Orks closed in on the Guardsmen. Burin's team was in danger of being cornered...

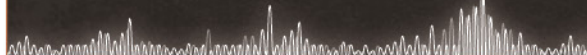
THE OBJECTIVE

Commissar Yarrick begins the game in his prison cell, hidden behind a Munitorium Armoured Container. He cannot move or fight. Jervis is sad about this. Andy is immensely pleased.



+++ I have detected the Commissar's position on my scanner. +++

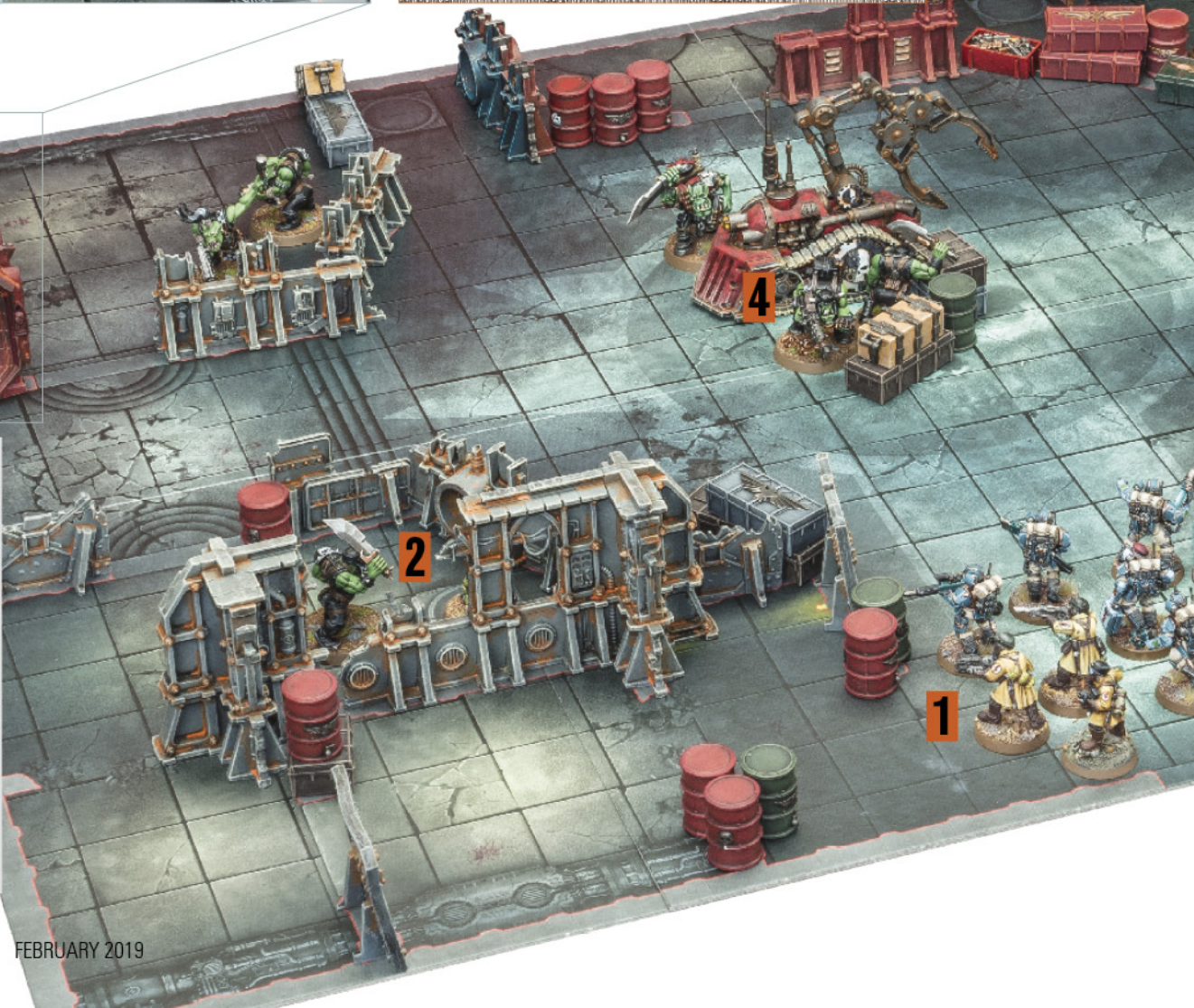
+++ Acknowledged, Tiron. Xenos forces spotted. Let's get the old man out of here before the Orks realise we're amongst them. +++



Tempestor Burin's kill team enters the underground bunker (1).

Grodd and Sneeka start the game in a room to the west (2), while Madeye Dakkabad, Nargrunt, Runty and Stabba start in a room to the east (3).

Urzog, Slazbag and Dhakadak stand guard in the bunker's main central room (4).





Most of the Imperial Guard head west, skirting around the Ork forces (5). Troopers Graves and Anches cover the advance with their special weapons.

The kill team quickly runs into trouble (6). Grodd charges Garis but fails to hurt him. Nearby, Slazbag charges Graves, is hit twice on Overwatch by the

hot-shot volley gun, but survives when Andy plays the Just a Flesh Wound Tactic. Armin takes Dhakadak out of action with a well-placed las-shot.



'I've got an idea for a really cinematic thing. Trust me, it's going to be great.' - Jervis



'You want this?' Sergeant Antor taunts the Orks with a severed head (7). He is subsequently set on fire by Nargrunt, but is only lightly singed.

Zoran returns fire and takes Madeye Dakkabad out of action before he can even fire his deffgun. The grots fire back ineffectually and

Stabba is shot by Ikov but only wounded (8). The Gretchin subsequently covers behind the nearby barrels for the rest of the game.

Urlakk and Grodd gang up on Trooper Garis and take him out of action, leaving Artyen to hold them off on his own (1).

Slazbag wounds Trooper Graves (2), but is wounded in return and becomes shaken by the ordeal.

Armin, Furi, Tiron, Kova and Burin leave the assault on the eastern end of the bunker and instead move into the central room in a bid to outmanoeuvre the Orks (3).

Ordered forwards by Tempestor Burin, Trooper Anches makes a heroic dash for the cover of the servo-hauler (4).

Urzog da Shiv readies himself for a firefight (5).

Boss Zarknutz and Skarzot the Burna move to guard Yarrick (6) in his holding cell.



+++ I'm going for it, sir – I can make the barricades. +++

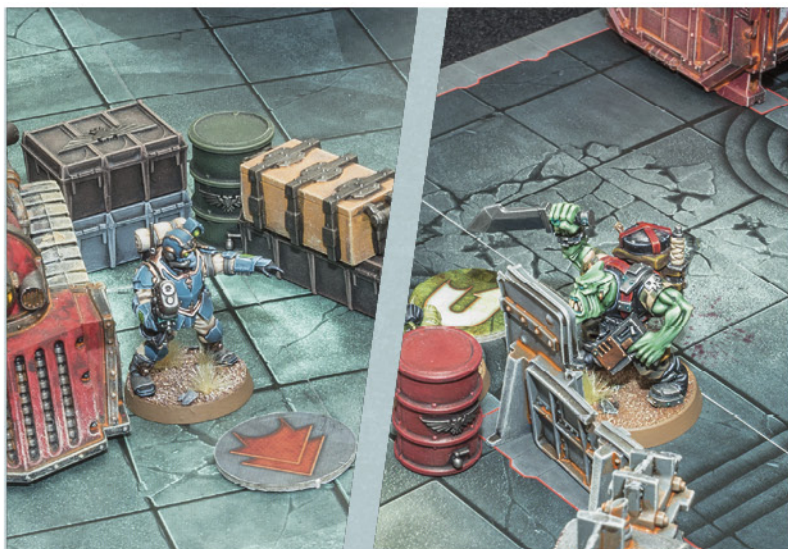
+++ The Emperor protects. +++

<<< Sounds of gunfire >>>

+++ Anches? ANCHES! +++

'I'll hold them, sir,' shouted Garis as he clubbed a nearby Ork with his hot-shot lasgun. 'You get to the Commissar!' Tapping the shoulders of the troopers near to him, Burin raced for the centre of the bunker, dodging around the Orks that were racing past him to fight Graves and Garis. Sprinting forwards, Anches led the charge and was shot from his feet by an Ork lurking in the shadow of a doorway. Burin, enraged, ran at the Kommando, but the Ork evaded his attacks with ease. The prison cell was so close...

Behind him, Burin could hear the sounds of fighting as Tiron and Armin engaged the Orks in close combat. 'Down, sir!' shouted Guardsman Furi as he fired his plasma gun at the Ork Nob racing towards them. The searing blast of light missed the Ork Nob by inches, detonating one of the nearby Gretchin instead. The Ork Nob grinned wickedly and continued his advance, but Burin knew something the Ork didn't. In the confusion of the fighting, Guardsman Kova had made it to the prison cell. Now, standing in the doorway, was old Yarrick himself – the Evil Eye. The Orks, terror in their hearts, fled.



THE CUNNING PLAN

'If I advance Anches right up to the centre of the board, I can then use the Forwards for the Emperor order so he can shoot the Kommando,' says Jervis. Sadly for Jervis, Andy readies Urzog rather than moving him. The Ork turns, brings his slugga up and shoots Anches dead before he can bring his plasma gun to bear. 'It was a good plan,' says Andy, chuckling.

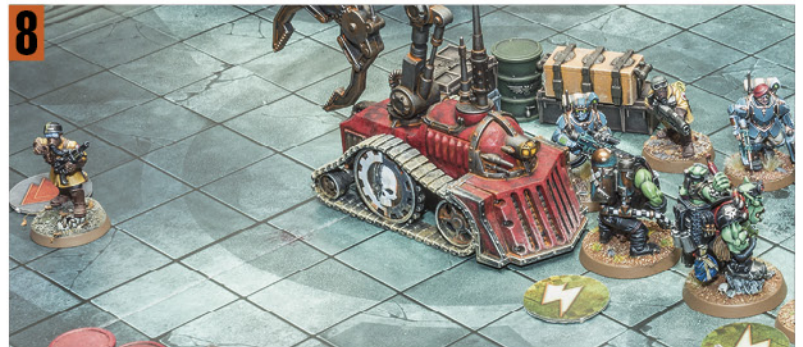


As Burin leads the main attack, Antor holds back the Orks on the eastern flank (7). He's cut into smouldering chunks by Nargrunt's cutting

torch. The Ork then turns his welder on Guardsman Zoran, who he also takes out of action. Nearby, Ikov returns fire and detonates the Ork's

fuel tank, taking him out of action. Boss Zarknutz and Skarzot charge Burin and his motley crew of Guardsmen near

the servo-hauler (8). However, unseen by the Orks, Guardsman Kova makes a break for it in an attempt to reach Yarrick before it's too late.



Furi takes a shot at Zarknutz with his plasma gun, but the Kommando Nob lifts up a nearby grot and uses him as a shield. Sneeka, unsurprisingly, doesn't make it... (9).

Meanwhile, Burin and Urzog clash, Grizgutz takes on Tiron, and Nargrunt goes in for a third kill. In the distance, Kova reaches Yarrick!

MISSION OUTCOME

Though more than half the Imperials are out of action, the Guard manage to free Yarrick and recover his wargear. He'll start the next game with his weapons, but severely wounded!

MISSION DEBRIEF

Jervis: I definitely did better in that scenario. I won, for a start! It felt like I was infiltrating my kill team into the lion's den, where danger lurked around every corner.

Andy: Honestly, I couldn't fault your strategy in this game. I think your Move! Move! Move! order (which Jevis called Scamper! Scamper! Scamper!) to get your Guardsman to Yarrick was really smart. I didn't expect that. I also loved your cinematic run with the plasma gunner, though it was made so much funnier when my Ork shot him.

Jervis: That's what makes a great war story, though – that moment in a game that you just don't expect to happen. I feel bad for him...



MISSION THREE: ESCAPE

Somehow, they'd escaped the ruins of Golgotha Prime alive, their mission almost complete. Tempestor Burin looked at his scanner once more – the Orks were all around them and slowly closing in. They were scared of Yarrick, but they feared the wrath of Ghazghkull Thraka more – they had been ordered to recapture the old man. Behind Burin, the Commissar leaned heavily on Tiron, the medic keeping a close eye on his wounded charge. Only two Steel Legion troopers remained – Ikov and Kova. They were on edge, but determined.

A bestial roar split the air and, before Burin knew it, the Orks were on them – they had set an ambush. From his vantage point on a nearby promethium tank, a Burna Boy opened fire. Flames engulfed Guardsman Kova, but he remained standing against the torrent of burning fuel. Burin turned to see Ikov tackle an approaching Ork, the two of them grappling in the sand, bayonet clashing with crude steel blade.

A salvo of shots rang out and Burin was punched from his feet by a high-calibre shell. Scrabbling in the dirt, he was amazed to still be alive and he returned fire at the Ork Loota skulking nearby. His shots were true, but the Ork was cunning, stepping behind an unsuspecting grot who took the hit instead. Behind the Loota, the shape of the Kommando Boss loomed large. Burin knew they only had moments to escape before the Orks had them surrounded. Chainsword raised, he stormed towards the waiting Taurox.

MISSION DIRECTIVES

For Jervis to win this game (and the mini-campaign), he must get Yarrick to the Taurox. Because of the beating the Astra Militarum took in the previous game, Jervis and Andy agreed that only those Imperial Guard troopers still standing at the end of the previous game could fight in this one. This meant that Yarrick had only four men to guard him!

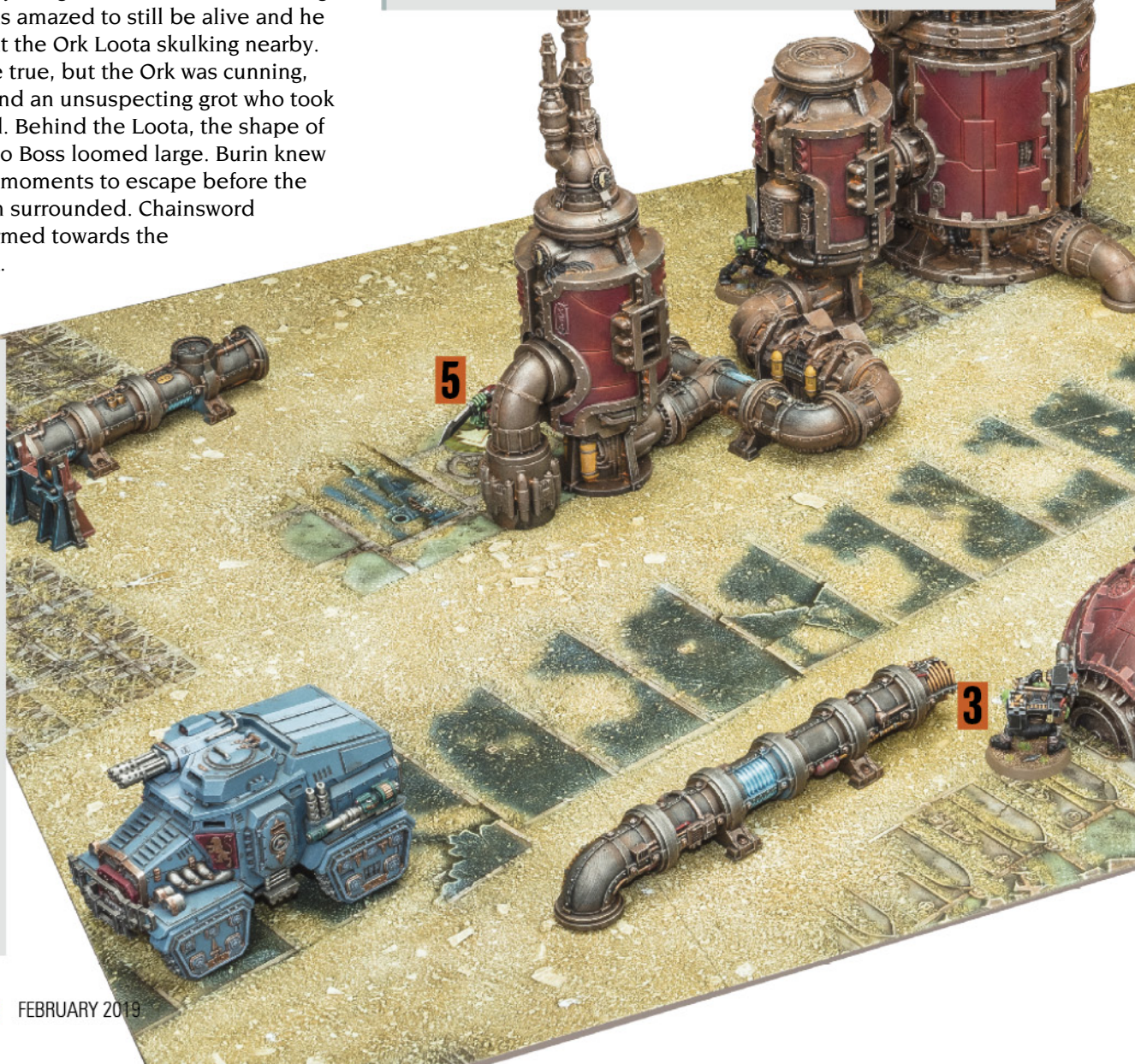


'You may not think much of your Burna Boyz, but my troops are scared of them.' – Jervis

'I'd rather they were on fire...' – Andy

The wounded Commissar Yarrick is escorted down the main road by Tempestor Burin, Trooper Tiron and Guardsmen Ikov and Kova (1) – the only survivors of the fight in the bunker.

'If I advance them as much as possible, hopefully they'll make it some way down the road before they get attacked,' says Jervis, with very little confidence. He surrounds Yarrick with the four Imperial troopers so that nearby Orks can't charge the Commissar directly.





6 Boss Zarknutz arrives, along with Grizgut and Stabba (6). Madeye Dakkabad wounds Burin with his deffgun, but the Tempestor's carapace armour saves him. Burin fires back, but Dakkabad nudges Stabba the Grot into the line of fire.

Skarzor sets Kova alight but fails to wound him (7). Meanwhile, Grodd ambushes Ikov and separates him from the group.

Sneeka the Grot joins the fight (8). His shot hits Yarrick, but causes no harm.



+++ Keep up, you dogs – the Taurox is just over the next hill. +++

+++ No response from the crew, sir – the vox is dead. +++

+++ They knew the risks, Tiron – let's make sure they didn't die in vain. The scanner is picking up Orks all around us. Kova, Ikov – watch our flanks. Tiron, keep an eye on the Commissar. We're going to have to run for it. +++

In this battle, Jervis and Andy agree that the Orks should arrive piecemeal, as they are all out searching the plains for Commissar Yarrick and his rescuers.

At the end of each of his Movement phases, Andy rolls to see if and where each of his Orks will arrive, bringing them on from the two long table edges.

Skarzor the Burna arrives on the battlefield and clatters onto the promethium silo (2), intending to torch the Guardsmen as they run past.

Madeye Dakkabad also arrives next to the silo and takes careful aim (for an Ork...) at the approaching humies as they run along the roadway (3).

Grodd Steelbootz moves behind the Alchomite Stack, ready to pounce on the Guardsmen as they move past (4). 'I just need to pick them off one by one,'

says Andy. 'Get a few Orks in amongst them and tie them up in combat – that will slow them down.'

Urzog da Shiv – the Ork team's combat

specialist – waits for his moment to strike (5). With four attacks in combat, Andy plans for him to give Yarrick 'a good stab in the back when he's not looking.'

+++ Sir, hold on a second, this might hurt. +++

+++ Hurt? I've lost my arm and my eye, man! A scratch from a needle is hardly going to hurt. Do what you need to do and let me get back to the fighting. +++



THE GREENSKIN VAN GUARD

Having been shot at (but not wounded) by Tempestor Burin, Stabba decided to make himself scarce. Bullets were flying everywhere, Orks and humies were stomping around all over the place and, being a very small grot, Stabba felt distinctly unsafe.

So, he thought, where better to hide than the abandoned humie vehicle? Of course, Stabba didn't know that very soon, he'd be standing right in the path of the Hero of Armageddon...



'Move, move. move!' yelled Burin as the Orks raced towards them. Behind him, Ikov continued his frantic duel with the Ork Boy that was attacking him. He would have to be left behind, thought Burin – losses were acceptable in a mission as critical as this. Next to him, Yarrick stumbled and Tiron fished around in his medipack for a stimshot in a desperate attempt to keep the old man on his feet.

'I'm giving up on shooting - it's not natural for Orks anyway! I'm sorry, Jervis, but I think Commissar Yarrick's about to take a dirt nap.' – Andy

The stimshot seemed to have the desired effect. Yarrick's one remaining eye blazed with fury. 'Give them hell, lads!' he bellowed as he fired his storm bolter into the nearby Loota, the mass reactive rounds almost blasting the Ork in two. Next to him, Guardsman Kova was once again set on fire by the encroaching Burna, but he rolled quickly in the sand to extinguish the burning promethium before firing a snapshot back at his attacker.

Burin turned to see an Ork with a big shoota barring his path and ducked as high-calibre rounds tore through the air above him. He returned fire, but the Ork simply shrugged off the flesh wound and continued to advance.

'Bring it down!' yelled Yarrick, pointing at the Ork Nob racing towards them, power claw raised. Tiron's shots hit the Ork square on, but failed to wound the brute, and it barrelled into Guardsman Kova, sending him sprawling. Before the Steel Legion trooper could recover, the Ork punched his power claw into the man's skull, killing him instantly.

Neither Tiron nor Burin noticed the death of Guardsman Kova. Tiron traded blows with a bright-eyed Ork Burna, the Ork snarling and barking with joy as he tried to slice the medic up with his cutting torch. Burin lay on the ground, pushed aside by a huge Ork Kommando that was even now trying to hammer his blade through Yarrick's armour. Burin surged to his feet, but the old Commissar had the measure of this Ork. His stolen power claw closed around the Ork's neck and squeezed, before Yarrick turned and tore the arm off the Burna Boy fighting Tiron. The two Tempestus Scions closed in around the Commissar. The Ork Nob narrowed his beady eyes. 'Run,' said Yarrick.

A VALIANT STAND

Having been ordered to fix his bayonet, Guardsman Ikov tried desperately to kill Grodd Steelbootz before he, himself, was killed. The two fought for three rounds of combat, trading blows, the Ork too tough for the Guardsman to wound, the Guardsman's armour protecting him from the Ork's attacks.

In the end, Grodd found a solution to the problem – he simply shot Ikov at point-blank range with his slugga.



"Ere we go!" The Orks charge into combat with the Guardsmen surrounding Yarrick, but only Grizgutz is able to engage the wounded Commissar directly (1). He hits the Commissar twice, but Yarrick's armour saves him from being taken out of action.

Kommando Boss Zarknutz Skullcrusha charges Guardsman Kova, hoping to pile through the Guardsman and into Yarrick, but he only succeeds in snipping the Guardsman in half.

Nargrunt – the zealot Burna – runs in to fight Tiron, the medic. They exchange blows, and Tiron is wounded but not killed.



Urzog da Shiv runs in to fight Tempestor Burin, but manages to get within 1" of Yarrick. 'Stab, stab, stab, stab, stab, stab!' says Andy enthusiastically as the Ork charges in. Jervis has to use all his remaining Command Points to help him pass Yarrick's armour and Iron Will saves.

Then Yarrick attacks back (2). He hits Urzog and Nargrunt, killing them both, though – crucially – misses Zarknutz. Only two Scions remain to guard the Commissar and ensure his escape...

The three surviving warriors ran for the Taurox, the Orks hot on their tail. Low-calibre rounds from grot blastas hit Burin and Tiron, bouncing off their carapace armour, but most of the Orks had given up on shooting and were closing in for the kill. Most, but not all of them...

As Burin and Yarrick reached the Taurox, Tiron turned to face the Orks. Throwing down his medipack, he fired at the Burna Boy until his las-charge ran out. The Burna, his face hidden behind an oil-stained rag, laughed and turned his flamethrower on Tiron, immolating him where he stood.

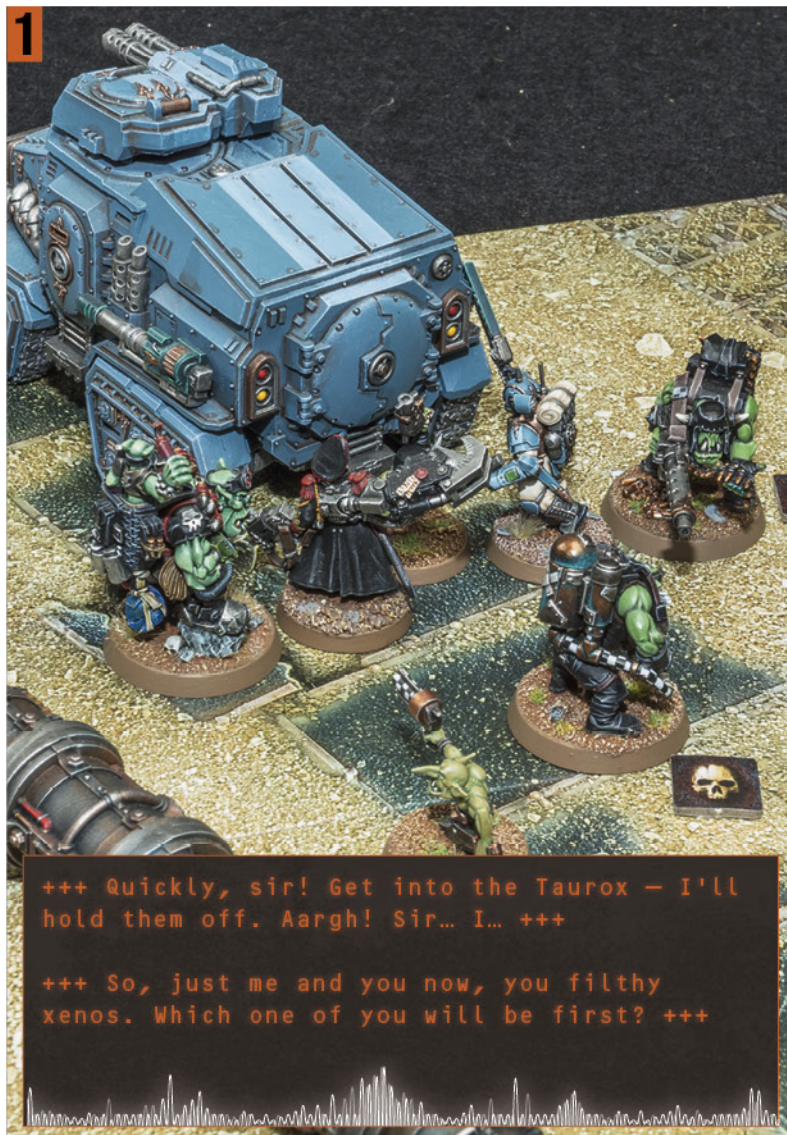
'Yarrick can survive, you know, Andy. You really don't have to kill him.' - Jervis

Burin fought like a man possessed, lashing out with his chainsword at the Orks as they encircled him. He did not see Tiron fall, but he heard his screams as he burned. Turning, Burin came face to face with the Ork Burna and met a similar fate, his armour sliced open by the Ork's cutting torch.

As Burin fell, Yarrick clashed with Zarknutz, their power claws raining blows down upon each other. But the old man was tiring and the Ork was energised with bestial rage. Zarknutz knocked Yarrick to the ground, sending him sprawling against the Taurox. Yarrick cursed as Zarknutz loomed over him, leering. Unconsciousness fell upon the Hero of Armageddon like a shroud.

Burin, Tiron and Yarrick make it to the Taurox, but are immediately set upon by the Orks before they can embark (1). Tiron is roasted alive by Skarzot, who then moves in to try and cut up Burin in combat. Zarknutz attacks Yarrick, but fails to penetrate his armour (Jervis had to use all his Command Points once again to keep the Commissar alive). Yarrick, however, also fails to kill the Ork Nob.

Burin kills Stabba the Grot and causes a flesh wound on Skarzot before the Ork Burna slices him up (2). Nearby, Yarrick and Zarknutz both make decisive strikes, but Andy wins the roll-off. His final strike is, in no uncertain terms, decisive...



THE CHAINS OF GOLGOTHA

'As ever, Andy handled his forces with brutal precision, rightfully retaining his unbeaten record in our Battle Reports.'



'It was a real pleasure to play against Jervis once again – you couldn't wish for a more canny, gracious and unlucky opponent!'

Andy: Well, I came in thinking Jervis was up against it and left feeling the same way! The first scenario saw him trying to advance into an area jam-packed with Orks that had a handy wall to lurk behind until krumpin' time. Admittedly, matters weren't helped much by Jervis advancing straight into the jaws of death, but points for do-or-die recklessness.

The second and third scenarios, with the Orks arriving randomly, were a little easier for Jervis, but still tough. Still, when push came to shove, Jervis did manage to haul Yarrick all the way to the Taurox with some Blood Bowl-inspired cage tactics, and the old man proved no slouch when it came to krumping either. Kill Team very much reminds me of Necromunda, with some nice modern touches on sequencing and Command Points. It was a real pleasure to play against Jervis once again – you couldn't wish for a more canny, gracious and unlucky opponent!

Jervis: Gosh! After a poor start, that was pretty close. It really looked like Yarrick was going to make his escape, but alas, no. Back in chains he goes. I badly mishandled the first mission, playing right into Andy's hands with my attempt to quickly get to the prison entrance. All this

achieved was to put me within easy charge range of the Ork guards, who showed why Astra Militarum Kill Teams need to rely on firepower rather than bayonets to win their battles. I was more cautious in the second game and, with some fortuitous rolling, was able to inflict enough casualties for a member of my kill team to make a run for it and liberate Yarrick. Still, it cost me most of my team to get him free! Considering how badly beaten up the rescuers had been in the first two games, we decided that only the survivors in the second game could be used in the third game. As it turned out, this ended up being the toughest fight for the Orks, because even though Yarrick started with three mortal wounds, he was still a fearfully powerful opponent. Although Yarrick was eventually overwhelmed by sheer numbers, it really was touch and go until the very end of the battle.

As ever, Andy handled his forces with brutal precision, rightfully retaining his unbeaten record in our Battle Reports. All three games were a blast to play, full of excitement, humour, and those great immersive moments where a game unfolds before you like a scene from a blockbusting action movie. You can't really ask any more of a game – or of your opponent – than that.

MODEL OF THE MATCH

Andy: It has to be the Kommando that stabbed Yarrick in the back three times! He also shot the plasma gunner in game two.



Jervis: The Tempestor had a solid three games, but I also loved the Guardsman that rescued Yarrick and then got set on fire twice in the last game. Poor chap!



Boss Zarknutz leaned against the abandoned Taurox, lit a new cigar and clamped it firmly between his fangs. He scratched at his ear, sniffed a grubby finger, then wiped it on his trousers. Around him, his boyz were whooping and cheering, the grots squeaking with joy as they fired their blastas into the air. Against all the odds, they'd captured Evil Eye Yarrick himself. They were right to be pleased with themselves. Zarknutz, however, remained silent. At his feet lay his quarry, the old man crumpled in a heap against the back of the Taurox. Around him were the remains of his best warriors, their bodies charred beyond recognition. Skarzot was picking at their corpses, looking for a new trinket to hang from his burna. He found a blackened aquila and held it up proudly before wandering off to tinker with his gear.

The Kommando Boss stared down at Yarrick – he had put everything into that fight, pushing his strength and skill to the limits and he'd still only just beaten the old humie. The wounded old humie, thought the Nob, grimly. Yarrick had fought like... Zarknutz pondered it for a moment. Like an Ork! He had a new-found respect for the old warrior.

But something still niggled at the back of Zarknutz's mind. Why did Ghazghkull want him alive? Perhaps the Warboss wanted to fight the humie, thought Zarknutz. He stared at Yarrick a little longer, shrugged, and ground out his cigar against the Taurox. Reaching down, he scooped up Yarrick's battered hat and looked over it. He'd just have to take this as a trophy instead of the old man's head.

THE DIE IS CAST

We all have our favourite game, be it Warhammer 40,000, Warhammer Age of Sigmar, or one of the myriad games created by Games Workshop over the years. Here, games developer Jervis Johnson talks about his favourites.



THE MOST IMPORTANT RULE

'The most important rule when playing any Games Workshop game is that it should be fun,' says Jervis. 'Some of our games are more tactical and thought-provoking, others are more story driven and immersive, but the goal is that everyone involved in a game enjoys themselves. The rules are there to make that enjoyment more accessible, never get in the way of it.'

Jervis: It's fair to say that I like playing games – it pretty much comes with the territory as a games developer! As I mentioned when I chatted to White Dwarf a few months ago, I love playing all kinds of games – tactical challenges, narrative stories, pure luck – I get something different from all of them.

Games Workshop games come in many shapes and styles, and we've released quite a few of them over the years. More than I can remember, to be fair, and there are more available on our shelves now than ever before. Some are very different to our traditional tabletop games, which is very exciting for someone like me who enjoys new gaming experiences. But before I chat about some of my favourite Games Workshop games, I want to talk briefly about two of my other favourite games that I think relate directly to them – bridge and backgammon. I'll explain why.

THE SOCIAL CONTRACT

Bridge and backgammon are both classic games – they've been around for centuries and stood the test of time. Bridge I play a lot and, much like our games, bridge requires a social contract to make it work – by this I mean there's an agreed code of conduct between the players.

'The players work with each other and within the rules of the game to make it fun for everyone.'

Without going into all the rules of the game (which could take a very long time), the four players are divided into two pairs and each player has to make a bid each round. But the only way you're allowed to communicate with your teammate is by making a bid like 'one heart' or

'two spades' that will mean something to your partner. It's like a secret code. The social contract between you, your partner and your fellow players is that you don't abuse the system and cheat (a cheeky wink here, a nod there, a suspicious chuckle at the right moment...). The players work with each other and within the rules of the game to make it fun for everyone.

'When it comes down to it, the dice will decide your fate. Sometimes you will lose because of them.'

I've learned a lot about the social contract of gaming and it's very much a part of the games we make, too. Games such as Blood Bowl have a gameboard (a grid) that you play on and precise rules that cover every gaming eventuality. But tabletop miniatures games like Warhammer 40,000 and Warhammer Age of Sigmar don't have a grid – they're more abstract – and there are virtually infinite possibilities as to how a game can play out. Our games rely on the players making the game work between them. You agree not to take advantage (or cheat), even though you could, because you want a great game, both for you and your opponent. It's good to have a social contract in a game, everyone just needs to be aware of it.

THE LUCK OF THE DICE

Backgammon is another game I like. Backgammon is not like bridge – you don't need the social contract because the rules are very clear. What backgammon has is dice luck. You have to learn to roll with bad luck (as in you need to anticipate it). I like to consider myself a pretty good backgammon player, but if an opponent rolls a lot of doubles, they can beat me. Even a first-time player can, if luck is on their side. As a player, you have to learn to accept that – if you fixate on the fact that you're unlucky or that your opponent has been lucky, you won't have fun. Backgammon – like our games – rewards skill. You can learn the odds, plan your tactics and work out the maths – get whatever edge you can – but when it comes down to it, the dice will decide your fate. Sometimes you will lose because of them.

Our games are chaotic (with a small c), and the randomness can seem frustrating at times when you've done everything right but can't hit for toffee. It happened in the Battle Report I fought against Andy this month (roll a 1, re-roll, get another 1...). You need to be philosophical about it all – if you lose a game because of the dice, in my mind it doesn't count.

So, whimsical natterings aside, turn the page to see what my favourite Games Workshop games are at the moment and why.

THREE WAYS TO PLAY

Most rulebooks for our games list three ways to play – open, narrative and matched play. In open play games, anything goes – you can use whatever models you like, roll some dice and just have fun. Narrative games are normally driven by a story, agreed upon by the players before the game, their armies themed around it. Matched play games involve using balanced armies, each player writing an army list within set parameters. Matched play games are ideal for tournaments and pickup games at gaming clubs.



THE GAMESMASTER

In last December's issue of the magazine, we chatted to Jervis about his long and impressive career at Games Workshop, taking a closer look at the many games that he has designed over the years. We even chatted a bit about White Dwarf, Fanatic Magazine and, weirdly, the Crystal Maze...



BLOOD BOWL

Blood Bowl is a game that I'm very closely connected with, as it was the first game I designed – the version on sale now is the great-great-grandson of that original game. Blood Bowl is what I would call a push-your-luck game. By that I mean you can stop taking actions at any time or... take a risk and carry on until you run out of actions or mess one up! The choice of what actions you take and how many you take lies with the player. Just like backgammon, you need to look at the state of play, weigh up the odds, figure out what you need on the dice and work out if the risk of it going wrong is outweighed by the reward of it going right. That dilemma sits at the heart of Blood Bowl – it keeps you on your toes because you're measuring up a random risk (the dice are fickle, remember) for a known reward.

'Games like Blood Bowl are more of an intellectual puzzle that I want to try and solve.'

Blood Bowl also has a great story. It's very tongue-in-cheek and it pokes fun at us as hobbyists, the world of Warhammer that we know and love, and professional sports in our world – particularly



GAME FACTS

Blood Bowl was one of the first games that Jervis created way back in 1986. It has had five editions to date (the third edition of the game won an Origins Award for Best Miniatures Rules of 1994) and a number of supplements, including Kerrunch, Blitz Bowl and Dungeon Bowl. The look of the vampiric Blood Bowl commentator Jim Johnson was loosely based on Jervis, who often sat at work wearing a pair of dark shades.

sports commentaries. What I love, though, is that while the background for the game is fantastically ridiculous, the game itself can be taken really seriously. On one hand, the game pokes fun at itself. On the other, it is intensely tactical – a real chin-scratcher of a game.

Games push different buttons for me. Role playing games are very immersive – once I've suspended my disbelief, I'm right there in the game. Games like Blood Bowl are more of an intellectual puzzle that I want to try and solve – I have to think quite deeply about it while I'm playing. You weigh things up in your head, calculate the chances of a move, debate whether a throw is too risky. You think: 'If I do this, this and this, I can score'. The question is, should I do the easy, less relevant thing first or the important, but more difficult thing? If I do the tough action first, I might fail and my turn will be over. But then I could fail the easy action, or waste a re-roll on it.

The game is very compelling for that reason – it's highly tactical and it can be intensely challenging, but sometimes you'll just be unlucky with your dice rolls, which is how Blood Bowl links back to backgammon. You have to learn to roll with the punches and not give up at the point something goes wrong with your carefully laid plans.

'The models may have been upgraded (1), but the game has changed very little over the last fifteen years,' says Jervis. 'The rules have been tightened up, polished and improved, but the heart of the game remains the same.'

'The Blood Bowl pitch features a grid, which means there is no ambiguity about where a model can go and what it can attack (2). However, how your pieces – your players – interact with each other depends first on your tactics and secondly on your dice rolling. You have tough tactical decisions to make, combined with an element of chance. It can be pretty tough!'

Jervis enjoys a game of Blood Bowl in the White Dwarf hobby room (3). Amazingly, Jervis actually won this game!



WARHAMMER QUEST: BLACKSTONE FORTRESS

Warhammer Quest games – in this case, Blackstone Fortress – are a very different type of game to Blood Bowl in some senses, but share similarities in others.

One of the great strengths of Blackstone Fortress is its story. The encounters have a really solid narrative that links them all together and all the characters have a story, too – you can really immerse yourself in the plot as you play through your games and explore the fortress. The game is designed so that you can play it straight out of the book, but most people will find themselves emulating the character they're playing as. It's hard not to put on a robot voice when you play as UR-025 – 'Acknowledged! I will open the door' – you just can't help yourself! When you're playing as the Ratling Twins, you think a bit more like them – self-preservation comes higher on your list of priorities compared to when you're playing as a chainsaw-wielding zealot.

It's amazing, really, because there's only a small bit of background on each of the adventurers in the main book, but through the design of the miniatures, the artwork and their rules, you build up an image of who they are in your head and how they would act. You can't help but add an element of role playing to the game.



GAME FACTS

The Warhammer Quest series of games has a long and noble lineage, tracing its history right back to 1995 (or 1989 if you include HeroQuest and Advanced HeroQuest).

Blackstone Fortress is the first game in the Warhammer Quest series set in the 41st Millennium. It also marks the first time the interior of a Blackstone Fortress has been shown and described in detail, including its mysterious denizens.

Blackstone Fortress also has a very compelling combat system. I've found that when I'm playing, a different part of my brain takes over once I've got my units into combat and I think more tactically about what I should do, what order I should fight in and so on (funnily enough, just like Blood Bowl). One moment I'm almost role playing my adventurer as they advance down a darkened corridor, the next I'm weighing up the pros and cons of a decisive tactical situation. Then suddenly I'm begging the dice to roll a 6. It's narrative, tactics and chance all packaged up into a short space of a few seconds.

'Most people will find themselves emulating the character they're playing as.'

I've found that, most of the time, playing narratively overrides the logical side of my brain – I lean towards what I think the character would do rather than what I would do. I think these two elements of the game – narrative and tactics – marry up really well in Blackstone Fortress. Some people may not be interested in the role-playing side of the game, but that's fine, because the game rewards a tactical mind, too, and vice versa.



'We learned a lot from Warhammer Quest: Silver Tower and Shadows Over Hammerhal – mainly about how people like to play,' says Jervis. 'Some loved the cooperative aspect of Silver Tower, while others enjoyed having a dungeon master in Hammerhal. We used elements from both to create the game mechanics for setting up environments (1). Games like Blackstone Fortress are the perfect place for us to explore some of the more obscure background of Warhammer 40,000. Robots (2) are mentioned but never seen in the 41st Millennium, the same with Navigators (3). Traitor Guardsmen (4) are mentioned a lot in Black Library novels, but now we've made them a reality in the game. And Spindle Drones (5)... well, they're the completely new foe!'

WARHAMMER UNDERWORLDS: NIGHTVAULT

Warhammer Underworlds: Shadespire, and its sequel Nightvault, are really interesting games for us to have made, as they move away from our traditional comfort zone of tabletop war games and into a new area of the hobby – cards.

'You could spend years refining your playing style. I think this makes the game very compelling!'

Traditionally, Games Workshop games revolve around dice and the randomness they bring, with cards like Tactics and Stratagems being peripheral (but inherently quite stable) elements of the main game. In Warhammer Underworlds, it's the other way around – the game revolves around the cards and the actions you make with them, while the dice are used almost exclusively for combat and attack actions. This makes the mechanics of the game profoundly different – you can rely on your cards doing what you want them to do, but you can't guarantee what order they'll appear in your hand! The luck of the dice definitely becomes the luck of the cards – you can put hours into creating the right deck, refining your objectives, gambits and upgrades through



GAME FACTS

Warhammer Underworlds: Shadespire made its debut in October 2017. Combining miniatures wargaming with collectible cards, Warhammer Underworlds proved to be an instant hit with hobbyists around the world.

Nightvault is the sequel to Shadespire, expanding upon the background of the Mirrored City and introducing new warbands such as Mollog's Mob and the Godsworn Hunt.

many hours of gaming, but you can never be certain your strategy will play out until you draw your cards. Like I said earlier, you have to learn to play with bad luck and find ways to mitigate that with your tactics – you could spend years refining your playing style. I think this makes the game very compelling!

Warhammer Underworlds is also played on a hex grid, and the combination of cards and hexes means that the game works very precisely – the social contract is not as crucial to the enjoyment of the game because there is little room for ambiguity (though there is still that unsaid agreement to act with courtesy towards each other while playing). Traditionally, collectible card games can be quite competitive and, while Games Workshop games can be played competitively, their heart and soul lies in a more relaxed place. Warhammer Underworlds works perfectly well in both environments – it can be immensely competitive, but equally it can be a brilliant beer and pretzels game for a Sunday afternoon. I think it also broadens our appeal as a games manufacturer – I reckon there are people out there who have never got into Warhammer Age of Sigmar or Warhammer 40,000 who will get into Warhammer Underworlds instead because of the style of the gameplay.

'The thing that makes Games Workshop games different to everything else out there is the Citadel Miniatures (1–4),' says Jervis. 'They are high quality, amazing figures and Warhammer Underworlds has them in spades. They are also fit for purpose – they snap together without glue and they come in different colours, making them easy to use for people who maybe don't play many of our games. If you are a hobbyist, though, they are superb collectors' pieces and they delve into the background of the Mortal Realms in ways we've never done before.'

'The cards (5) are crucial to the game mechanics, and with over 1,000 of them now, the scope of the game and the way you play it has become incredible.'



WARHAMMER 40,000: KILL TEAM

Kill Team – I was playing it last week with Andy Chambers (see page 42)! I think skirmish games like Kill Team and Warhammer Age of Sigmar: Skirmish are very important counterparts to our larger games – they're very immersive and they fit the scale of the miniatures beautifully. There's a little bit of abstraction with Warhammer 40,000 to make the game work – the speed of vehicles, for example, or the range of some of the guns. In Kill Team that's less obvious because you're playing such an intimate game solely with infantry. Plus, there are extra rules, such as being able to shoot people off buildings, or wounding fighters rather than just killing them. I think Kill Team and Necromunda have a very similar appeal in that respect – you really feel like you're a part of the action, watching over your fighters as they skulk around in the ruins, trying their best to take out the enemy while not getting shot in return. In the games we played for the Battle Report, the battlefields looked like movie sets – I felt like I was there, right in amongst the Orks and Guardsmen.

What I also love about Kill Team is that there's a sense of progression to the narrative of the game – you can link your battles together, set up a campaign and watch your warriors grow and progress. They start out as rookies, but by the



GAME FACTS

The idea of Kill Team has been around for many years – it first appeared in the fourth edition Warhammer 40,000 rulebook back in 2004, with new rules printed every now and again in the pages of White Dwarf. The idea of a Warhammer 40,000 skirmish game was revisited in 2016, then again in 2017 with the release of Shadow War Armageddon. The popularity of the game soon saw the development of Kill Team.

end they're veterans – they've been there, seen it and acquired the skills to prove it. You go through the experience of the campaign with them. You name them all and convert your models to reflect their skills and abilities. They will lose friends. You will lose friends in them! You remember that story – there's a great emotional investment in it.

'You name them all and convert your models to reflect their skills and abilities. They will lose friends.'

Interestingly, Kill Team also offers a lot for competitive gaming, as proven by the Kill Team tournament that was fought towards the end of last year at Warhammer World (see page 34). Because it's a quick game, you can fight a lot of battles in a day – even more in a weekend. You can spend ages looking at your army list, poring over weapons and specialist abilities, converting your models to represent your specialists... and then come up against something totally unexpected in your first game! But that's part of the charm of the game – there are infinite eventualities to consider, so it's always going to be fresh, however you play it.



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'You really feel like you're in there with the lads, getting stuck into some Orks,' says Jervis. 'It's one-on-one action, not massed armies – it's very personal (1). You and your opponent become pretty invested in your warriors and the unfolding story (2).

'One of the great things about Kill Team is that because the miniatures are all part of the Warhammer 40,000 range, you can use your models in both games. You can build a kill team, then use it as a Veterans squad in Warhammer 40,000, for example (3). The game is different enough to Warhammer 40,000 to offer up a new way to play, but similar enough that there are plenty of crossovers, such as units, scenery and suchlike (4) – it's a great gateway to larger battles.'



3



4

GLORY POINTS



DAVE SANDERS

Dave Sanders has been writing rules for Games Workshop for nearly three years. He is the lead rules writer for Warhammer Underworlds and Warhammer 40,000: Kill Team and spends his lunch breaks coming up with devious tactics and cunning strategies to inflict on the other games developers. His plans have yet to be foiled...

This month, I want to talk about the one of the new arrivals to the Nightvault – Mollog's Mob – and how this warband showcases a particular play style: one which focuses on a single powerful fighter.

THEY HAVE A TROGGOOTH

Mollog's Mob introduces Warhammer Underworlds' largest fighter yet – the eponymous Mollog the Mighty, a cranky old Dankhold troggoth with a massive club. His characteristics and abilities combine to make him almost a one-fighter warband – he hits like a Juggernaut,

he can be surprisingly mobile, and he can take a lot of punishment before he goes down.

What's more, he doesn't take to the battlefields of the Nightvault alone – he is accompanied by three critters that have learned that there's good eating to be found in the trail of destruction left by the troggoth. The Bat Squig, Spiteshroom and Stalagsquig are all relatively weak fighters, and crucially cannot hold objectives or be given Attack action upgrades. However, they each have tricks that mean they can support the troggoth, and learning how to use them well is key to getting the most out of this warband.

When using a warband that relies so much on a single fighter, there are a number of things you need to bear in mind. These apply (to a lesser extent) to warbands like the Chosen Axes and Ironskull's Boyz as well.

- Look after your prize fighter
- Make every activation count
- Play each card for maximum impact
- Extra actions are key



Glory Points is our column all about Warhammer Underworlds: Nightvault. Curated by games developer Dave Sanders, it delves into the development of the game, plus rules, tactics and gameplay. This month, Dave takes a closer look at Mollog's Mob.

LOOK AFTER YOUR PRIZE FIGHTER

Your strongest fighter is going to do most of the heavy lifting for you, but they can't do this if they're out of action. Think carefully about how you set them up, and how you move them. Mollog is actually quite forgiving with his combination of 7 Wounds and the ability to make a Move or Charge action even when he has a Move token, but even he can't weather an enemy warband's attacks forever.

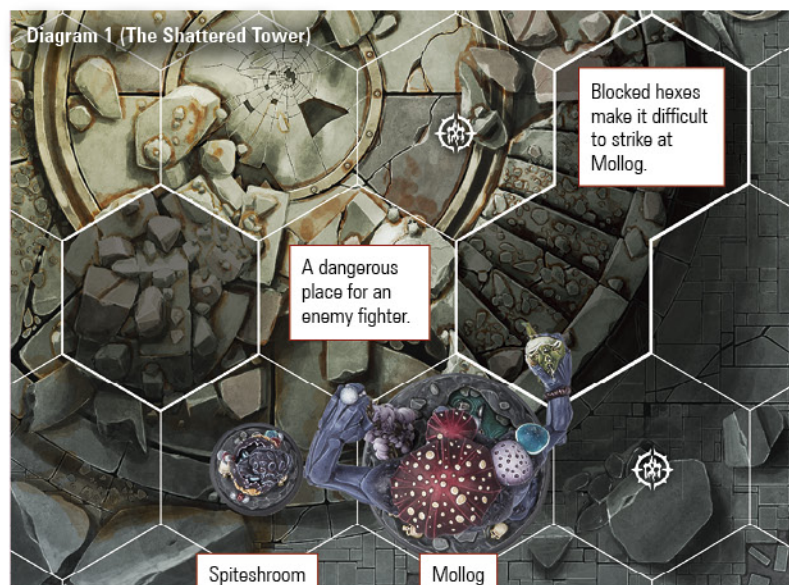
When you set Mollog up, try to make sure that, at most, he's only at risk from one enemy fighter in the first round (see last month's article about the importance of setting up the battlefield to your advantage). Consider where your opponent can set up their fighters, and think about how far into your territory they can get with a Charge action. The last thing you want is for your prize fighter to get mobbed right at the start of the game by two or three decent opponents. Once the game has begun, try to make sure that when you move Mollog, you're not moving him into a trap. When the battlefield narrows, whether because of the set-up or because of blocked and/or adjacent hexes, you may find that you can deter enemies from attacking your prize fighter by using supporting fighters (See Diagram 1).

Don't forget that Mollog's strongest Attack action has Range 2, so he doesn't have to be adjacent to his target to give them a good hammering!

MAKE EVERY ACTIVATION COUNT

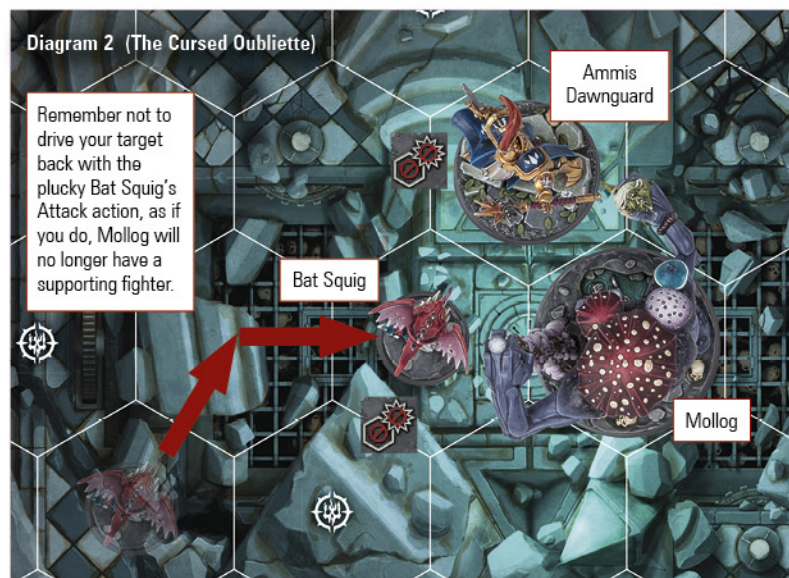
You get twelve activations in each game of Warhammer Underworlds, and often victory will go to the player who has best used their activations. With four activations per round, you might be tempted to spread them around and take one activation with each of the fighters in Mollog's Mob. However, it will be difficult for an activation with the Spiteshroom (bless its spores) to have as much of an impact on the game as an activation with Mollog. It's not impossible, mind you, but for the most part you'll get more bang for your buck with your troggoth.

With that said, you want to be choosy about what you do with Mollog. If you make a Charge action with him in your first activation, he'll get a Charge token and sit around doing not very much for the rest of the round. Instead, consider a Move action that puts him in a position to strike at a couple of targets (remember that Range 2 Attack action). If one target moves away, he's still got someone he



can make an Attack action against, and then you can make a Charge action with one of your later activations, hopefully taking out a second fighter in your first round.

If your opponent wants to bring the fight to you, even better (just don't get overconfident). An enemy fighter with a Charge token is a sitting duck, as they won't be able to move away or attack back, and Mollog can afford a good wind-up before clubbing them into the ground (see the next section). His Makeshift Club Attack action is reasonably reliable, but when you really want to make his Attack action count, you could consider Moving or Charging in a supporting fighter (See Diagram 2) to potentially soften up the target and to provide support for Mollog's Attack actions.





Above: What happens if Mollog gets surrounded? Well, never fear! If it hits, his Whirling Club will make paste out of lesser foes like grots and skeletons and cause serious harm to everything else.

RIBBIT!

If you're concerned about a particular enemy getting too close, consider the Jabbertoad upgrade for Mollog. It has a range of 3 (very nice), but more importantly it has Knockback 2! In the right circumstances, the Jabbertoad can knock a fighter out of charge range or even fling them into a lethal hex.

PLAY EACH CARD FOR MAXIMUM IMPACT

In a similar fashion to your activations, you'll want to consider Mollog first and foremost when choosing your cards and deciding what to do with them. Mollog is the fighter who has the greatest impact on the game, so if you have a card that keeps a fighter alive, or improves their Attack actions, or simply lets them do a bit more stuff, you'll almost always be best playing it on the troggoth. Upgrades that make him more resilient are great choices. Tome of Vitality, an upgrade that comes in the Mollog's Mob box, gives him +1 Wounds, making it that bit harder for your opponent to take him out of action. Ploys can also help here – Cautious Commander, a ploy from the Leaders expansion, can put Mollog on Guard even after a Charge action. Very useful if an all-or-nothing Attack action fails, while Look Out! (1) from the same expansion, can save Mollog from a powerful Attack action for the bargain price of one of your lesser fighters.

Mollog will inevitably suffer damage, so it's worth including some cards in your power deck that can

heal him. Regeneration is a staple, and you can augment it with ploys that let you remove wound tokens, like Healing Potion.

The right upgrades and ploys will make Mollog's Attack actions more devastating or reliable. Blooming Spores (2) might seem like overkill when Mollog's Makeshift Club reaches 4 Damage when Inspired, but don't forget that it makes his Whirling Club more damaging as well, bringing many enemy fighters within reach of a one-hit kill. Foul Temper (3) is indispensable for making those all-important Attack actions more likely to hit. Meanwhile, a Tome of Offerings (4) (found in the Godsworn Hunt pack) will make Mollog's victims worth double the glory points to you.

There are exceptions to the rule of considering Mollog first. Cards like Flit (5) and There the Whole Time (6) are ideal for getting supporting fighters exactly where you want them without using a precious activation. In addition, once your warband Inspires (which happens when Mollog has 3 or more wound tokens), your other fighters



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do become a bit more respectable. If you'd rather not wait for Mollog to suffer three Wounds before becoming Inspired, you could always include Regal Vision (from the Steelheart's Champions pack) in your power deck to Inspire him if he's holding an objective.

EXTRA ACTIONS ARE KEY

With so much of your warband's success depending on a single model, the more actions you can take with that model the better. With that in mind, every card that you can include in your deck to give you extra actions is worth considering. Don't discount Move actions here – being able to make a 'free' Move action can set you up for a game-winning Attack action.

Ready for Action (from the Chosen Axes pack) is a perfect example of this kind of card, allowing you an additional Move or Attack action after upgrading a fighter (and, as I've said, upgrading Mollog is a must). Meanwhile, Aggressive Defence (7), from the Garrek's Raiders pack, and Final Duty (8), from the Leaders expansion, both give Mollog the chance to make an Attack action when it is least expected, and make strong additions to your deck.

'...every card that you can include in your deck to give you extra actions is worth considering.'

There are also cards which, while not additional actions, are effectively free Move actions for Mollog. Commanding Stride (9) from the Mollog's Mob pack and Countercharge (10), found in the Eyes of the Nine expansion, are both good examples of cards that can turn a game on its head in the right circumstances.

A NOTE ON THE SIDEKICKS

While the star of the show is undoubtedly Mollog, it would be remiss of me not to say a little bit about his hangers-on. The Bat Squig, (see above right) boasts great mobility and, when Inspired, has a fantastic Defence characteristic. The

THE BAT SQUIG

It may only be small, but an Inspired Bat Squig can be deadly with the right upgrades. At Move 5, with the ability to fly over other fighters, attack dice that have a two-thirds chance of getting successes, and 3 Damage, your opponent won't be able to ignore this threat, which will take the heat off Mollog.



Spiteshroom's Attack action might not be very reliable, but you can cheerfully push it into the middle of a group of enemies and unleash its Choking Cloud, secure in the knowledge that if the enemy fighters should survive, attacking the Spiteshroom is a dicey prospect thanks to its Reaction (it causes damage if taken out of action). Finally, the Stalagsquig can be placed pretty much where you want on the battlefield, and the shenanigans that allows are worthy of an article all to themselves! For example, you can place the Stalagsquig on an objective you suspect your opponent has their eye on, or you can place it adjacent to a fragile enemy fighter, making it a threat your opponent can't ignore.

WRAPPING UP

I hope this has given you some ideas about how to use Mollog (and his mob) in your games of Warhammer Underworlds. He's an exciting new addition to the game, and a lot of fun to play with and against. Remember that the advice in this article works for any warband with a particularly strong fighter – make sure that you look after your prize fighter, that you get the most out of each of your activations, that you're playing each card for its maximum impact and that you're looking for those extra activations. If you do all of that, glory is sure to be yours.

TELL US YOUR THOUGHTS

I'd really like to hear what you, as hobbyists, would like to read about in this column, so please do write in and let me know at whunderworlds@gwpplc.com. I may not be able to reply directly, but you might well see your suggestion or questions in a future Glory Points column.



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THE MIRRORED CITY

SHADESPIRE WAS ONCE A CITY OF WONDER AND MAGIC, A MERCANTILE METROPOLIS RISING FROM THE EARTH OF THE REALM OF DEATH AND RULED OVER BY THE KATOPHRANES. JOIN US AS WE TAKE A CLOSER LOOK AT THE ART OF WARHAMMER UNDERWORLDS, ILLUSTRATED BY PHIL MOSS AND JOHN MICHELBACH.



THE ANCIENT KATOPHRANES BY PHIL MOSS

Phil Moss: The art of Warhammer Underworlds revolves around three key ideas – it's cold, sharp and oppressive. We wanted the Katophranes themselves to be peripheral characters, ever present in the background, like they're watching you from behind a two-way mirror.

John Michelbach: The Katophranes are unusual in that they're undead, but not your traditional undead. They were quite a peaceful people, not fighters. They're meant to be really placid, but there's an unsettling nature to them – Phil's drawn them here holding shards of clearly very sharp glass...

**THE MIRRORED CITY BY PHIL MOSS**

Phil: This image isn't how Shadespire actually looks – it's more of an abstract piece explaining the concept of the place before it fell into ruin. It shows the reflected, startling beauty of the place, but also its coldness.

PAGE BORDER ART BY JOHN MICHELBACH

John: The page art helps set the tone for the setting. It's based on bone and spine shapes, but there are also lots of sharp edges, too, representing shards of shadeglass. Many of the dead faces wear discs of shadeglass over their eyes as payment into the underworlds, but only Nagash awaits them.

SHADESPIRE FRONTISPIECE BY JOHN MICHELBACH

John: The Katophranes had quite an ordered society, which is why a lot of the imagery is symmetrical – it symbolises a level of order and uniformity. The frontispiece for the book is what I imagine a citizen of Shadespire might look like, their face hidden behind a porcelain or glass mask. I reckon there's a lot of vanity in a city made of mirrors. There's also a little nod to the fate of the Katophranes in this piece – the character's headdress mimics the design of Nagash's crown, showing how they became tainted by the Supreme Lord of the Undead.

NIGHTVAULT FRONTISPIECE BY JOHN MICHELBACH

John: The frontispiece for Nightvault is an evolution of the first piece I illustrated for Shadespire. The background is the same, but the mask has fallen away to reveal a grimacing face. As the Nightvault opens, so too do the masks the Katophranes hide behind, revealing the horrible experiments they carried out beneath the city. Again, there are nods to Nagash in this piece, notably the beard ornamentation made of bone and the osseous eye mask that mirrors the design of his bone tendrils. You can also see a skull reflected in the headpiece, showing the hold that death now has over the Katophranes.

THORNS OF THE BRIAR QUEEN BY PHIL MOSS

Phil: The imagery of Warhammer Underworlds is meant to be really oppressive and overbearing, hanging there like sharp shards of glass that could fall at any minute. The environment – the Mirrored City – is cold and silent, all the colours leached out of it like life has been drained from the place. The Thorns of the Briar Queen add a different level of macabre to Shadespire – more vengeful and vindictive than sorrowful. They are a more traditional representation of death. The Katophranes were a peaceful people, the Nighthaunt are not – they're aggressive, spiteful revenants bound to Nagash's will.



STORMSIRE'S CURSEBREAKERS BY PHIL MOSS

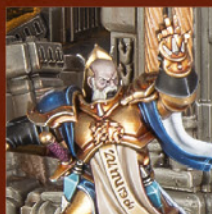
Phil: The only real spark of colour in the artwork for Warhammer Underworlds: Nightvault is gold, which appears in the armour of the Stormcast Eternals and, occasionally, in jewellery worn by the Katophranes. The characters look really washed out, like they have been engulfed by the oppressive atmosphere of the city and are now a part of it – their gold armour is entirely saturated with jade. There's a dreamlike (or nightmarish) quality to the illustrations – like everything is occurring underwater or in a twilight realm. Which, of course, Shadespire pretty much is!

WARHAMMER

AGE OF SIGMAR

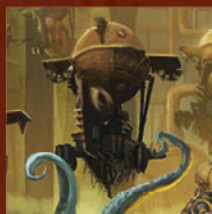
From the maelstrom of a sundered world, the Eight Realms were born. And with their birth began a war that would last an eternity. This month, new rules, painting guides and the Tome Celestial!





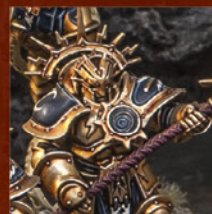
BLOOD ON THE STREETS

Part two of our Warhammer Age of Sigmar: Skirmish rules, featuring a new campaign set in the Realm of Metal. Turn to page 78 to read all about it and to see Matt and Dan play through the campaign.



FANTASTICAL REALMS

Steel your hearts as we journey to Chamon, the Realm of Metal, for this month's modelling and painting guide on page 86. Includes a stage-by-stage painting guide for a metal Herdstone!



THE TOME CELESTIAL

In the first of a new series of articles, we delve into the background of the Stormcast Eternals. Turn to page 98 to read all about the Hammerhands – the first Warrior Chamber of the Hammers of Sigmar.



BLOOD ON THE STREETS

Across the Mortal Realms, roving warbands clash among the ruins of dead civilisations, seeking riches, glory and artefacts of untold power. This month, games developer John Bracken presents rules for a Warhammer Age of Sigmar: Skirmish campaign.



JOHN BRACKEN

Following on from last month's rules extravaganza, John has returned with a new set of campaign rules for Warhammer Age of Sigmar: Skirmish. It's rumoured that he even tried a bit of alchemy to get himself into character, but sadly purest sigmarite eluded him.

Last month in White Dwarf, we presented new rules for Warhammer Age of Sigmar: Skirmish, enabling you to pit small warbands of deadly fighters against each other in the city streets, cavernous underways, haunted graveyards and myriad other battlegrounds across the Mortal Realms. This month, we've taken things one step further, providing you with full rules for playing a Warhammer Age of Sigmar: Skirmish campaign – the Tomb of the Arcallurgists.

This campaign is set in the Realm of Metal – highly appropriate considering that this month's Fantastical Realms modelling and painting article (page 86) is also set in Chamon. Between the two articles, you should have everything you need to get your models built and painted ready for a Skirmish campaign in the shiniest and most metallic of all the realms.

Over the next few pages, you'll find the rules for fighting the Tomb of the Arcallurgists campaign, including the sequence that the games are played in, plus new rewards for your general and spells from the Realm of Metal (Transmutation of Lead is a classic!). You'll also find that as you progress through the campaign, you get a bonus in your next game if you won your previous battle. These bonuses start small (adding 1 to your dice roll to determine territories), but by the end of the campaign can be quite significant (an additional artefact of power for your general).

Of course, we couldn't print some new rules without giving them a go ourselves. Matt and Dan cracked out their Fyreslayers and skaven armies respectively and each selected a warband to play through the Tomb of the Arcallurgists campaign. You can see how they got on (and, most importantly, who won) on page 82.

SKIRMISH CAMPAIGN

THE TOMB OF THE ARCALLURGISTS

There are many ways to link your battles of Warhammer Age of Sigmar: Skirmish together. The following rules allow you to play a linear narrative campaign set amidst an ancient laboratory complex in the Spiral Crux of Chamon. Once belonging to the alchemists of Odrenn, the abandoned laboratory's chambers are filled with myriad forgotten secrets and untrammelled magics.

This campaign pits two players against each other in a series of six Skirmish battles, the last of which is a winner-takes-all decider to determine the victor of the campaign. Playing through a series of battles in this manner serves as a fun and exciting way to grow a collection of miniatures whilst developing an ongoing narrative for the leader of your budding army.

STARTING A CAMPAIGN

To begin a campaign, the players will first need to pick their warbands, as described in the previous article. We recommend a starting value of around 150 renown for each warband, as it will increase in size as the campaign unfolds and reinforcements are drafted in to accomplish your general's goals.

Though the Skirmish battleplans from the previous article can all be used individually for one-off battles, when played as part of a Tomb of the Arcallurgists campaign, each battleplan is played once, in the order shown below.

Game	Battleplan
1	Clash at Dawn
2	Hold the Centre
3	Sweeping Assault
4	Treasure Hunt
5	The Ritual
6	Dangerous Hunt

Victory in the final battle determines the overall winner of the campaign – even if one player loses all five of the preceding battles, they still have a chance of victory!

BETWEEN BATTLES

With the exception of the final battle, the players must resolve these two steps after each battle.

- Earn and spend renown.
- Roll on the rewards of battle table on page 80.

EARNING AND SPENDING RENOWN

A general's reputation relies on their ability to win battles, as well as the magnitude of their victories. After each battle, players earn additional renown to spend on reinforcing their warband according to the outcome, as shown below.

Result	Renown Earned
Major Victory	+10
Minor Victory	+8
Draw	+7
Loss	+6

Any renown your warband earns can either be spent immediately to add models to your warband (following the rules for selecting your warband from the previous article), or retained to be used after future battles. Make a note of any unspent renown on your warband roster. Note that unspent renown is not included in your warband's total to see who the underdog is in each game (see page 80).





REWARDS OF BATTLE

After each battle, players can roll on the following table to determine what treasures their warband has uncovered or how much their general's reputation has grown. However, if you won a major victory or minor victory in the preceding battle, roll 3D6, remove 1 dice of your choice, and use the remaining 2D6 to determine the roll. Make a note of the reward on your warband roster. If you roll a result that you have already received, you do not receive that reward a second time; instead roll on the table once more (using only 2D6). If this re-roll results in a reward you have already received, then your general's luck has run out and you do not receive a reward this time.

2D6 Reward

- 2 **Fortuitous Trinket:** *This seemingly mundane object has the power to alter destiny itself.*
In your next battle, you can re-roll a single casting roll, run roll, hit roll, save roll, unbinding roll, charge roll, wound roll or damage roll you make for your general, or a single battleshock roll for your warband.
- 3 **Warding Glyph:** *Saturated in protective magic, this curious sigil protects against mortal harm.*
In your next battle you can roll a dice each time you allocate a mortal wound to this general. On a 5+ that mortal wound is negated.
- 4 **Healing Elixir:** *Draining this potion can bring the imbiber back from the brink of death.*
Once in your next battle, in your hero phase, you can heal up to D3 wounds allocated to your general.
- 5 **Mercurial Shard:** *This ceaselessly twisting piece of quicksilver can absorb the energy of enemy spells.*
Your general can attempt to unbind 1 spell in the enemy hero phase as if they were a WIZARD.
- 6-8 **Master of Battle:** *Your general's keen instincts give them great advantage in battle.*
In your next battle, you start the battle with 1 additional command point.

- 9 **Tactical Insight:** *The danger inherent in the Spiral Crux has taught your general much.*
Randomly generate 1 additional command trait for your general. If you roll a command trait your general already has, treat this as a Master of Battle result.
- 10 **Odrennite Artefact:** *A relic from Odrenn's glorious past grants great power to those who understand how to unlock its power.*
You can randomly generate 1 additional artefact of power for your general from the artefacts of power table in the previous article, or, if they are a WIZARD, a spell from the Magic of Chamon table below.
- 11 **Vaporous Blade:** *It is nigh impossible to defend against this weapon.*
If the unmodified wound roll for an attack made with a melee weapon by this general is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.
- 12 **Legendary Hero:** *Your general's exploits have swiftly become legend.*
You earn an extra 6 renown.



MAGIC OF CHAMON

D3 Spell

- 1 **Transmutation of Lead:** *At a gesture, the wizard's foes find their weapons and armour becoming significantly heavier and more cumbersome, making them an easy target for an attack.*
Transmutation of Lead has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next hero phase you can re-roll hit rolls of 1 for attacks that target that unit.

- 2 **Curse of Rust:** *The wizard causes an enemy's equipment to age at an exponential rate, flaking away into nothing.*
Curse of Rust has a casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Subtract 1 from hit rolls and save rolls for that unit until the start of your next hero phase.
- 3 **Molten Gaze:** *The wizard's eyes glow bright before projecting a stream of white-hot metal over the enemy.*
Molten Gaze has a casting value of 6. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw a straight imaginary line 1mm wide between that point and the closest part of the caster. Each model other than the caster that is passed across by this line suffers 1 mortal wound.

CASUALTIES

Any models that were slain or fled during the battle are assumed to have either fully recovered or been replaced in time for your next battle.

Designer's Note: *It is worth mentioning that while you can add models to your warband between battles, you cannot remove models from it – once a model has joined your warband they remain part of it until the end of the campaign.*

UNDERDOG BONUS

Before each battle, players add up the total renown that they have spent on their warband. The player with the lowest total renown is the underdog, and will receive a number of re-rolls in that battle according to the difference in renown as follows:

Difference in Renown	Re-rolls
1-10	1
11-30	3
31+	5

Each of these re-rolls can be used to re-roll a single casting roll, run roll, hit roll, save roll, battleshock test, unbinding roll, charge roll, wound roll or damage roll.



THE TOMB OF THE ARCALLURGISTS

BATTLE 1 – TREACHEROUS TRAVELLING

Sent on a perilous mission in the realm of Chamon, each warband has tracked their way through dangerous territory to arrive in the lands of the Odrennite alchemists – but in their haste they have become enmeshed with an enemy warband on the same quest! Whoever can cause the most damage now will gain the upper hand as their search for power continues.

Play the Clash at Dawn battleplan.

BATTLE 2 – THE SUBLIME GATEWAY

Having located the Odrennite laboratory, one warband begins to search for the entrance to this complex. Even as they find it, the opposing warband are hot on their heels. With all haste, they secure the location and prepare for battle.

Play the Hold the Centre battleplan.

When the players roll off to determine territories, if one of the players was victorious in the previous battle they can add 1 to their roll.



BATTLE 3 – ANCIENT ATHENEUM

After gaining access to the fabled laboratory, each warband begins to gather clues by searching through the detritus of a colossal library. Ancient grimoires and memory deposits in enchanted alloys promise to hold the information the warbands need. In one of the larger, less damaged areas, one warband tarries too long and is caught unawares by their enemies. Fighting breaks out as both forces attempt to stake their claim over the repository of eldritch knowledge.

Play the Sweeping Assault battleplan.

If one of the players was victorious in the previous battle, they can choose who takes the first turn in this battle.

BATTLE 4 – A GATHERING OF POWER

Though it has been abandoned for centuries, the laboratory has arcane defences that still function, and they are now beginning to stir into action. Each warband scrambles to gather the enchanted mechanisms that control these wards, both to save their own skins and to turn the ancient defences against their foes.

Play the Treasure Hunt battleplan.

If one of the players was victorious in the previous battle, they count as controlling one additional artefact at the end of the battle.



BATTLE 5 – THE BREATH OF IRON

One side has assembled a control mechanism and is attempting to activate the Breath of Iron – a mighty weapon that was once used to transmute intruders into crumbling piles of rust. The opposing warband has no choice but to launch an all-out assault to prevent the unstoppable power of the Odrennite alchemists being unleashed against them.

Play The Ritual battleplan.

If one of the players was victorious in the previous battle, they receive an additional artefact of power for their general. They can have this artefact of power even if they are a named character.

BATTLE 6 – THE CURSE REVEALED

As the battle reaches its crescendo, the laboratory's arcane defences are activated, but it is not long before triumphant shouts and cheers become panicked cries and roars of disbelief. The magic that powers these ancient weapons systems has been corrupted, and what is released is not a focused blast of destruction – as the Odrennite alchemists had intended – but a predatory endless spell, wild and uncontrollable. Caught mid-battle, both warbands quickly reform their lines, and must now deal with their enemies whilst avoiding the whirling magical death that now prowls the battlefield!

Play the Dangerous Hunt battleplan.

The player that was victorious in the previous battle can choose who takes the first turn in this battle.

Whichever player wins this battle is declared the winner of the campaign, and glory is theirs!

THE TOMB OF THE ARCALLURGISTS

With new rules for Warhammer Age of Sigmar: Skirmish in last month's issue, plus the new campaign rules shown on the last few pages, it was inevitable that some of the Dwarfers would give it a go.

WAR IN THE REALM OF METAL

The Tomb of the Arcallurgists campaign is set in Chamon, the Realm of Metal. Conveniently (it's almost like we planned it), there's a painting and modelling guide for the Realm of Metal on page 86.

What's better than a Warhammer Age of Sigmar: Skirmish game? Six Warhammer Age of Sigmar: Skirmish games, of course! Having read the new campaign rules, Matt and Dan decided to play through it using their Fyreslayer and skaven armies respectively. 'It's the war of the oranges,' says Matt, referencing the fact that both Dwarfers have painted parts of their models bright orange. It's also the first time that Matt's Fyreslayers have fought Dan's skaven using the new rules for Warhammer Age of Sigmar.

Both players picked a warband of 150 renown, with Matt upgrading a couple of his models to champions (or Karls) for a little extra hitting power in combat. Dan, on the other hand, splashed out on a Poisoned Wind Mortar Weapon Team – what he described as 'a bit of an extravagance. Like taking a lascannon in a Necromunda gang.' Having worked out their warbands, the two marked out the battlefield, set up the terrain between them and read the first battleplan – you can see how they got on over the next few pages.

MATT'S FYRESLAYERS

Auric Hearthguard Karl
Command Trait:
Inspirational
Artefact: Blessed Amulet

25 renown

2 x Auric Hearthguard

40 renown

Hearthguard Berzerker Karl

25 renown

5 x Vulkite Berzerkers

With Fyresteel War-pick and Bladed Slingshield

60 renown

150 renown



DAN'S SKAVEN

Stormvermin Fangleader
Command Trait:
Ambitious Fighter
Artefact: Zephyr Shield

19 renown

1 x Stormvermin

With Rusty Halberd

14 renown

2 x Skryre Acolytes

24 renown

5 x Clanrats

With Rusty Blades and Clanshields

30 renown

Poisoned Wind Mortar Weapon Team

60 renown

147 renown



BATTLE ONE – TREACHEROUS TRAVELLING

The first battle saw Matt and Dan play the Clash at Dawn scenario, which sees the two forces start the game scattered across the battlefield. Dan thought he was onto a winner when his Poisoned Wind Mortar team found itself in a section of the battlefield all on its own and well hidden behind a building. That was, until the Hearthguard Berzerker Karl set up virtually next to the poor ratmen and gave them a beating with his flail.

Things went from bad to worse for Dan and his skaven. According to Dan 'they seemed to have an 80% hit ratio in combat and a 10% wound ratio', while Matt's Fyreslayers happily chopped up one Clanrat after another. Victory was assured when three Vulkite Berzerkers each threw a throwing axe, all of which killed a Clanrat. The surviving members of Dan's warband fled in terror. Matt had won the first game resoundingly!



BATTLE TWO – THE SUBLIME GATEWAY

Matt and Dan's forces clashed once again in the Hold the Centre battleplan where, if you haven't guessed it from the name, they had to get to the middle and hold it! This time, Dan threw caution to the wind and ran his skaven right up the centre of the battlefield, flinging them into Matt's Fyreslayers.

His plan almost paid off as he scored a double turn early on and managed to kill three of Matt's Fyreslayers, including one of the dreaded Auric Hearthguard. Matt, however, quickly encircled Dan's force with his Vulkite Berzerkers and set to work with the throwing axes once more. By the third battle round, only Dan's Stormvermin Fangleader and his mortar team were left alive. Neither lasted to the end of the round and Matt claimed a victory, 9 points to 3.



BATTLE THREE – ANCIENT ATHENEUM

In the third battle, Matt and Dan found themselves fighting over four objectives – two in their own territory, two in their opponent's. With firepower on his side, Matt fortified his left flank with his Auric Hearthguard and stormed up the right flank with all the rest of his Fyreslayers, reasoning that if he held three out of four objectives, that would be enough to secure victory.

Dan, on the other hand, opted to place almost all his skaven on his right flank and storm into the Auric Hearthguard. Not only did he kill Matt's general with a well-aimed mortar shot, he wiped out the Hearthguard and took Matt's objective. The last few turns saw Dan's general make a bold (but ultimately fatal) run for Matt's second objective, which led to the rout of the skaven. Sadly, Dan couldn't quite claw-scratch a victory and Matt won the third game 9-6.



BATTLE FOUR – A GATHERING OF POWER

The fourth battle saw the duardin and ratmen fighting over hidden treasure in the Treasure Hunt battleplan. The Fyreslayers raced for the objective markers that looked like treasure chests (Matt rolled a 5 or 6 for every run roll), while the skaven were suspiciously slow on the uptake to get to the one that looked like a chunk of warpstone (Dan barely rolled higher than a 1 for his run moves). Almost immediately, both players found two artefacts among the treasure troves and a melee began for the central objective and the final artefact.

Matt's general once again found himself on the receiving end of a Poisoned Wind Mortar, while Dan's Skryre Acolytes fell victim to magmapikes. Both players knew the first models to kill by this point! Matt and Dan traded model for model for the first couple of battle rounds, then Dan scored a lucky double turn and charged his skaven into the Fyreslayers. Well, attempted to – three of them failed their 5" charges. Though the Stormvermin Fangleader killed another Auric Hearthguard, Matt's Fyreslayers once again proved to be virtually invincible in combat. The skaven only killed three of them before the duardin whipped out their throwing axes and started embedding them in furry bodies. Four casualties in one turn saw the rest of Dan's warband flee in terror. Musk of fear, lots of squeaking – the usual.



BATTLE FIVE – THE BREATH OF IRON

The fifth battle in the campaign uses The Ritual battleplan. 'A ritual... that sounds very Chaos,' says Matt. 'You can play as the Ritualist, I'll be the Assassin.' Dan set his skaven up in the centre of the battlefield, while Matt deployed his Fyreslayers in two opposite corners to try and hold onto the loci of power – the key to any successful ritual.

Taking the first turn, Matt's plan was simple – keep the skaven in their deployment zone and don't let them out. Every axe-wielding Berzerker ran for the Ritualist's deployment zone in an attempt to contain them. Though several got into combat and killed a few skaven, the crowning glory of Matt's first turn was shooting Dan's general to death with his Auric Hearthguard. Even the Stormvermin's Zephyr Shield artefact couldn't hide him from the incoming shots.

In one corner of the battlefield, the fight descended into a melee, the skaven slowly but surely worn down by the Fyreslayers. In the other corner, a lone Clanrat somehow accounted for two Fyreslayers and almost took the locus of power before being hit by a lump of molten rock and incinerated. The ritual was stopped, the skaven were wiped out and Matt was victorious. Again.



BATTLE SIX – THE CURSE REVEALED

Having lost all five games so far in the campaign, Dan was optimistic of a good result in this final game – the Dangerous Hunt – in which the players have to kill their opponent's warband using an endless spell. 'I have more skaven than Matt does duardin,' says Dan. 'All I need to do is swarm the spell, take control of it and then fling it at Matt's warriors.' Both players raced their warbands forwards and, as Dan predicted, he did manage to get more models around the spell. Taking control of the Burning Head, Dan planned to fling it through loads of Fyreslayers, only to remember that Matt would then control it in the next battle round and fling it back. Using tactics for a change, Dan instead only killed two Fyreslayers with the spell, leaving it close enough that he could claim it again in the next battle round.



'It's only a Burning Head, you've got nothing to worry about.' The Fyreslayers and skaven are quite blasé about the endless spell in their midst.

Matt, knowing that Dan had the advantage, raced his Fyreslayers into combat in an effort to kill the skaven and keep them away from the endless spell. Because of the proximity of the spell, all the combatants were driven to a killing frenzy and four skaven and three Fyreslayers died in the ensuing round of combat. Four skaven fled as a result, leaving just three on the battlefield.



While the Burning Head spits out a furball of ginger hair, the two armies hack and chop at each other, enraged by the spell's wrathful aura.

But the skaven were closer to the endless spell than the Fyreslayers were, so Dan took control of it once again, aiming it right at the last two Auric Hearthguard. Matt's general survived the spell and returned fire, killing both Skryre Acolytes before charging the Stormvermin Fangleader in an attempt to kill him and win the game (and the campaign). The Fangleader killed the duardin easily! Then he fled the battlefield after failing a battleshock test... But Dan had killed more renown-worth of duardin than Matt had of skaven. Dan, somehow, had won the campaign!



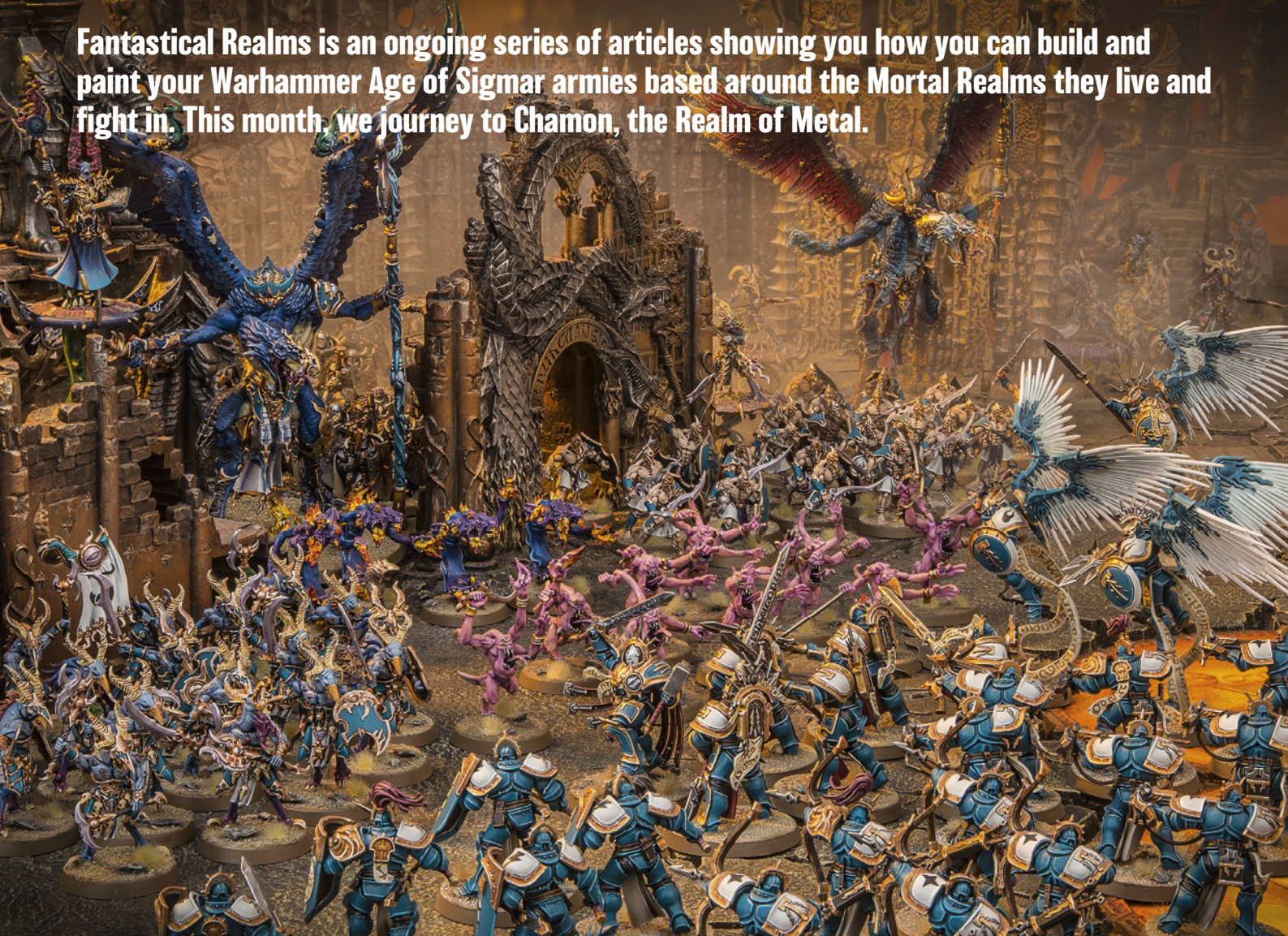
'It's two of us versus three of them. Three of them and a Burning Head.' The Fyreslayers contemplate the prospect of defeat for the first time.



Victory to the Children of the Horned Rat! Dan holds aloft the last surviving (sort of...) skaven model. May his furry soul rest in Chaos.

THE REALM OF METAL

Fantastical Realms is an ongoing series of articles showing you how you can build and paint your Warhammer Age of Sigmar armies based around the Mortal Realms they live and fight in. This month, we journey to Chamon, the Realm of Metal.



All glitters in Chamon, the Realm of Metal, for it is a place of science, industry and magic. Alchemical fires tinge the skies in a hundred hues, while the sounds of endless toil in countless forges ring across the realm's many domains. A realm in constant flux, it's said that impermanence is the only certainty in Chamon, and that to gaze upon the Realm's Edge is to invite madness. Ambition and steely determination are common traits among the Chamonic people, and the warriors that hail from this metallic land are renowned for their stubbornness, skill at arms and the enviable quality of their weapons and wargear.

If you hadn't guessed by now, the Realm of Metal is the subject of this month's Fantastical Realms article, where we show you how you can build and paint your miniatures (and scenery) to signify what realm they're from. Many of the ideas in this

THE SOARING EAGLE

The rune of Chamon is the Soaring Eagle, a symbolic representation of the power and nobility of the Realm of Metal. The people of Chamon prize avian familiars, be they organic, spectral, mechanical or magical.



article were inspired by the background featured in a number of Warhammer Age of Sigmar books, such as battletomes, the Core Book and *Malign Sorcery*. If you're after some ideas for your own collection, there are plenty already out there.

A WEALTH OF MODELLING OPPORTUNITIES

When it comes to painting and modelling an army from the Realm of Metal, the first thing to consider is what your troops will look like. Do the people of Chamon only wear metal, or do they wear cloth, silk and other fine materials? Can their wargear rust or is it preserved by the magical aura of Chamonicite, the realmstone of Chamon? Maybe the orruks and grots of Chamon have a metallic hue to their skin. Perhaps the beastmen cast transmutational spells and make sacrifices to giant golden Herdstones. There are many ways you can personalise your army to show it's from the Realm of Metal.

These first pages are a mood board of sorts, giving you a feel for the colours and designs you could use on your miniatures. The look of a realm and the environment your army is fighting in, for example, can be great inspiration for how you paint your models. Like all the Mortal Realms, the lands of Chamon vary greatly in appearance, ranging from the verdant (though slightly shiny) fields of the sub-realms closest to the core of the realmsphere, through to the madness-inducing sights that can be found at the edge. Quicksilver waterfalls tumble from floating islands, shimmering moons engraved with arcane sigils loom in the firmament, and mountains hang upside down above rust-wracked skies. These different lands give you even more scope for your creativity – will your armies do battle at the edge of the realm where everything is alchemical madness, or closer to the calmer, less hazardous centre?

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

SOURCES OF INSPIRATION

There are many pieces of artwork in *battletomes* and the *Warhammer Age of Sigmar Core Book* that illustrate the inhabitants of the Realm of Metal. This piece from page 105 of the Core Book is a great example of one of the realm's human inhabitants. Of course, not every Chamonian looks like this character, but his metal headdress, the design and colours of his armour, the heavy chains and metal statues on his shoulders are all great inspiration when modelling and painting our armies.



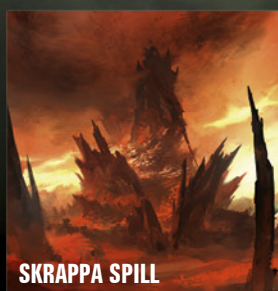
A realm in constant flux, it's said that impermanence is the only certainty in Chamon, and that to gaze upon the Realm's Edge is to invite madness.



THE SKY-PORTS



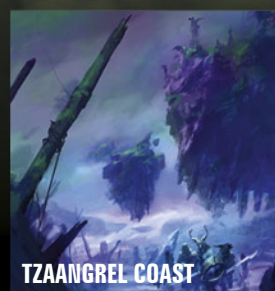
THE SERPENTINE CITY



SKRAPPA SPILL



GRIFFON'S EYRIE



TZAANGREL COAST

ALL THAT GLITTERS IS GOLD?

While there is, indeed, a fair amount of metal in Chamon, it's not all shining silver and lustrous gold. Alchemical firepits, crystal seas and even fields of rust are all common sights in Chamon.

PAINTING YOUR ARMIES

Chunks of gold and silver, rivers of molten metal, alchemical fire and glittering gemstones – there are many ways to paint your models from the Realm of Metal. Here are a few great examples.

How you paint your models is a great way to show what realm they are from or, indeed, what realm they are fighting in. Most regular weapons in the Mortal Realms are, conveniently, made of metal, so adding a hint of sparkle to your models is pretty easy. You could, however, push the boat out and paint parts of them to look like metal that you normally wouldn't. Silver hair, perhaps, or even golden skin. The Ironbark Sylvaneth didn't get their name without good reason!

'I've always associated the Skaven with bronze-coloured metal – it fits their arcane industrial background.'

The logical colour choices when it comes to painting models from Chamon are golds, silvers and bronzes – basically anything metallic! But that doesn't mean you have to paint your entire collection in just these colours. You could, for example, paint an Idoneth army wearing silver armour (just like the Ionrach Enclave), with blue, green or even purple as the spot colour for the army and golden sand beneath their feet. Perhaps you could go in the opposite direction and paint a Maggotkin of Nurgle army wearing iron armour with streaks of orange rust running down it, verdigris staining the brass details of their wargear. Metal isn't always shiny, after all. On these pages you can see just a few examples of things you could do to personalise your collection of Citadel Miniatures.



THE SILVER MAIDEN

Celemnis, the Silver Maiden, is a denizen of the Realm of Metal, a former weaponsmith who was boiled alive in a cauldron of molten silver by a sorcerer of Tzeentch. Now she haunts the ruins of Elixia as an incorporeal Tomb Banshee. Celemnis was painted with silver skin and a metallic sheen to her clothing, clearly marking her out as an inhabitant of the Realm of Metal.



DAUGHTER OF KHAINE

The base of this Daughter of Khaine has been painted to look like part of Chamon, with gold and bronze detailing. These colours have been replicated on the miniature, too – the Witch Aelf wears a golden greave and shoulder pad, and a brass belt, bodice and headdress. The blue lines of alchemical energy on the model's base have also been repeated in the runes on her wargear.

'ARD AS PIG IRON!

This Ironjawz Megaboss was painted by 'Eavy Metal painter Aidan Daly. 'My Megaboss comes from the Realm of Metal,' says Aidan, 'which is why I used quite a limited palette on him – just lots of blacks, greys and silvers with white as the detail colour. The three black teef on his shoulder pad relate to the fact the Megaboss also has black teef. To contrast with all the metal, I painted his skin really bright and vibrant, like it was full of life compared to his filthy metal armour. I painted a few armour plates a coppery colour to tie the model to the rust on the base.'



Aidan's Megaboss stands on several huge slabs of rusted iron – an unobtrusive base for an unobtrusive beast! Aidan painted the orruk's armour with streaks of rust to mimic the metal on the base, suggesting the two are made from the same metal.



The Kharadron of Barak-Urbaz not only mine the aether-gold of Chamon, they are also master alchemists and metallurgists, specialising in steel alloys.

THE KHARADRON OVERLORDS OF BARAK-URBAZ

The Studio collection contains a wonderful force of Kharadron Overlords painted in the colours of Barak-Urbaz, one of the six great sky-ports. Though the models haven't been converted, they have been painted to reflect the many unusual metals present in Chamon. Their armour, for example, has been washed with Coelia Greenshade to make it look like an unusual steel alloy (something Barak-Urbaz are famous for), while all the bright bronze areas have been washed with Nihilakh Oxide in the recesses to show the accumulation of copper oxide. These two simple touches turn the metal areas into interesting features of the model, rather than just functional armour plates and wargear that could otherwise appear a bit dull.

DAN HARDEN'S CLAN SKYRE COLLECTION

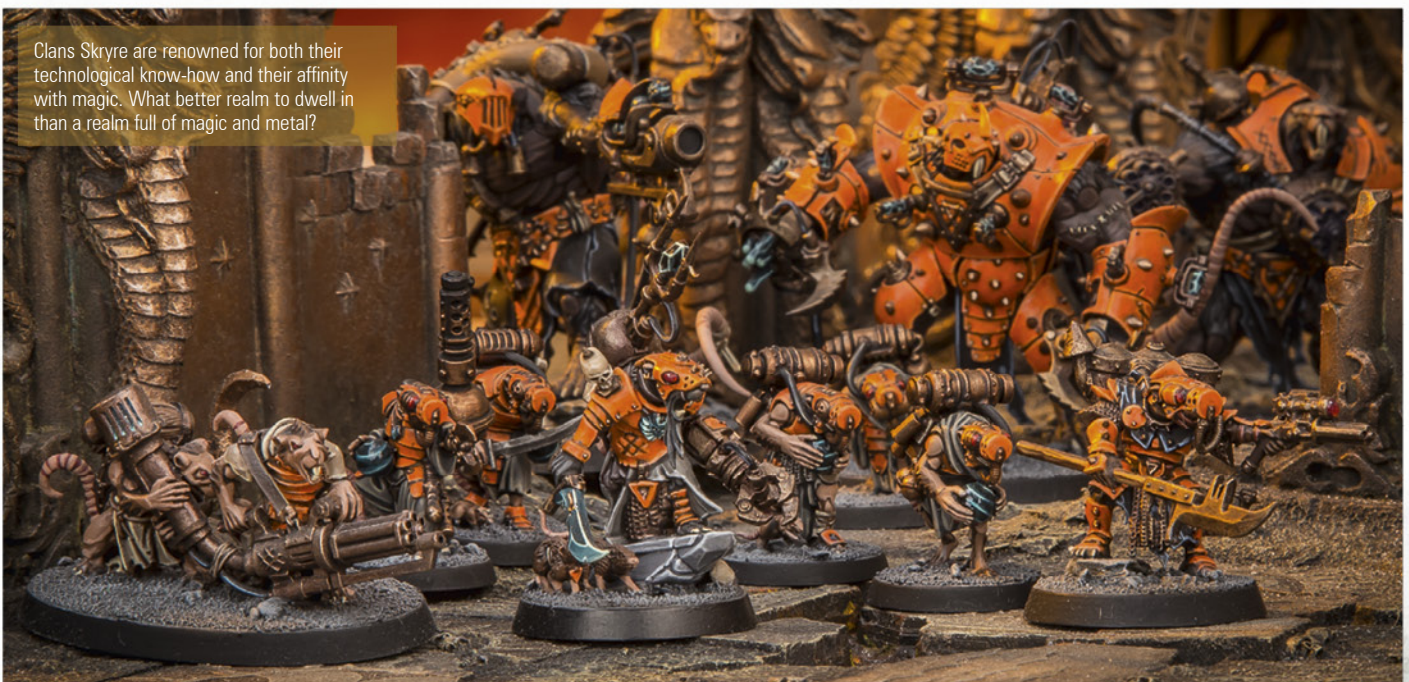
Dan is White Dwarf's writer and he's been collecting skaven since Warhammer Age of Sigmar was released, painting his army in a distinctive dark bronze and rusty orange colour scheme. 'There are a lot of technological gubbins on Clans Skryre skaven models and plenty of metal, so Chamon seemed like the perfect realm for my army to live in,' says Dan. 'I've always associated the skaven with bronze-coloured metal – it fits their arcane industrial background better than silver or steel in my opinion. To complement the bronze metal areas, I painted their armour bright orange, like rust. I've also converted several of my heroes using parts from both the Kharadron Overlords and Adeptus Mechanicus ranges to make them look more technological.'

A USEFUL KIT

The Kharadron Skyriggers kit includes loads of unusual aether-powered weapons. Many of them are optional weapons, too, so you'll definitely have some spare if you're building a unit of them.



Clans Skryre are renowned for both their technological know-how and their affinity with magic. What better realm to dwell in than a realm full of magic and metal?



CONVERTING YOUR HEROES

Whether wizards or warriors, priests or overlords, there are many ways to convert your models for a specific realm. We take a look at three converted heroes from the Realm of Metal.

This month, three members of the White Dwarf team built and converted models from the Realm of Metal – a Tzaangor Shaman, a Darkling Covens Sorceress and a Lord-Celestant of the Stormcast Eternals. Like last month, the conversions range from elaborate bases to head swaps, weapon swaps and even new sculpted details.

The inspiration for these conversions came from several sources. The conversion of the Tzaangor Shaman below actually started with the base rather than the miniature. Matt wanted to create a base that looked like metal rods and found the perfect inspiration in basalt columns – a natural geological formation that, ironically, looks entirely

BIT(S) OF THE MONTH

Okay, so it comes in two parts, but the drillbill from the Grundstok Thunderers kit makes a perfect mechanical familiar for your heroes and wizards.



unnatural. With such an undulating base, Matt decided to model a Tzaangor Shaman floating over it rather than build a model trying to walk on it!

The inspiration for Thostos Bladestorm came right out of the stories in the Realmgate Wars books – he's an iconic hero of the Celestial Vindicators who was turned to living metal by a Mutalith Vortex Beast. Awesome!

Lastly, the inspiration for the Sorceress came from the endless spell Quicksilver Swords – she's been built to look like she's casting a similar spell. Alternatively, they could represent Chamonite Darts – a magical artefact found in *Malign Sorcery*.

TZAANGOR SHAMAN BY MATT HUTSON

Matt chose to build a Tzaangor Shaman – after all, Tzeentch does covet the Realm of Metal. While Matt built the model straight out of the box, he did convert its base considerably, building crystal-like structures out of pieces of sprue that he cut to resemble the geological formation known as the Giant's Causeway (albeit made of metal, not rock). Matt also painted the stream of magic beneath the Shaman's disc to look like molten metal, as if the Shaman had materialised from a pool of liquid mercury.



Matt used spare sprues – in this case the orange ones from the Chosen Axes set – to make his Shaman's base. He cut short lengths off the sprues with a pair of Fine Detail Cutters, then stuck the pieces back to back to create columns (1). Matt then filed down the tops of the columns to make them smooth before sticking them to the model's base (2).

THOSTOS BLADESTORM BY MARTYN LYON

Martyn converted Thostos Bladestorm, one of the most famous Celestial Vindicators around. His conversion is based around Gavriel Sureheart, with the head of a Stormcast Sequitor and the shield from a Liberator. Martyn painted Thostos in the traditional turquoise of the Celestial Vindicators, but painted his skin with a silver sheen to show where he was turned into living sigmarite during his battles in Chamon.



Martyn wanted Thostos' base to look like liquid metal. First, he sanded down the surface of the base with sandpaper to make it smooth (1). Next, he built up the base using small pieces of corkboard (2), which he stuck down with PVA glue to create rock formations (3).



Martyn then rolled up small balls of Green Stuff (4) which, when dry, were carefully cut in half with a knife (5) and glued down to the base to look like bubbles in the boiling metal (6).



DARKLING COVENS SORCERESS BY DAN HARDEN

Dan thought it would be cool to build a wizard summoning a shoal of magical blades (or perhaps even Chamonite Darts) to fling at the enemy. The blades come from the Witch Aelves kit, as does the model's masked face. Dan cut the back off the head, then glued it in place instead of the Sorceress' face. The blades were very carefully stuck to each other, painted separately from the Sorceress, then glued on later.

CHAMONIC SCENERY

What better way to show that your battlefield is set in the Realm of Metal than with a piece of metal scenery? We got our hands on a Beasts of Chaos Herdstone and painted it all shiny!

We pondered long and hard over what piece of scenery to paint for this month's Realm of Metal article. We debated painting Shardwrack Spines as rusted metal stalagmites. We considered painting Creeping Vines as golden foliage. It was Martyn who suggested painting a Herdstone as a 'crude chunk of metal ore – maybe with the facets painted in different colours'. So that's just what we did!

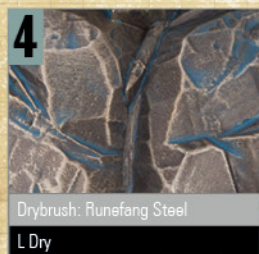
We fully assembled the Herdstone except for the two chains at the front, which were painted separately. All the basecoats were applied first, then all the washes, then all the highlights were drybrushed on at the same time (Sycorax Bronze was used as the highlight colour for all the metals except the iron chains). The flames were painted green, as copper normally burns with a green flame.



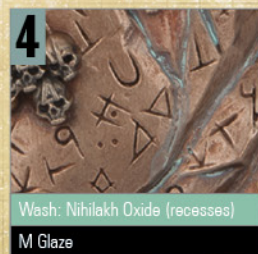
PAINTING THE HERDSTONE

Below you'll find the stages we used for painting the metal areas on the Herdstone. Remember, you can use these stages on other bits of scenery and models, too.

BRONZE BASE



BRASS ROCKS



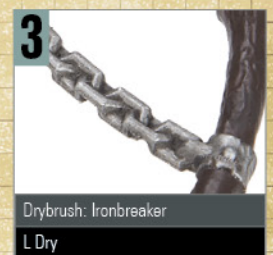
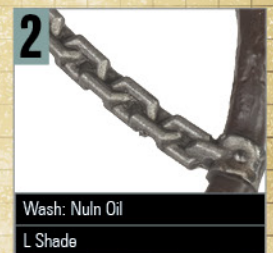
COPPER ROCKS



GOLDEN FACE



IRON CHAINS

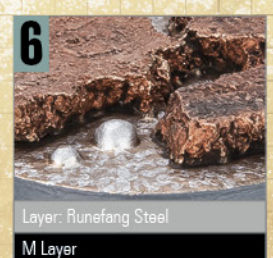
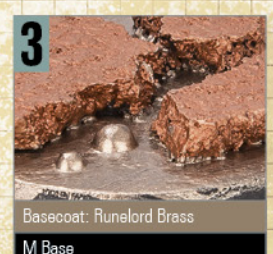
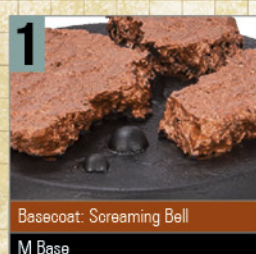


PAINTING MOLTEN METAL BASES

A couple of pages ago, you will have seen Martyn's rendition of Thostos Bladestorm standing on a rocky base, molten lava lapping around his feet. Well, we thought we'd show you how to paint it.

The first thing to note is that Martyn painted the base separately from Thostos – that way he could drybrush it quickly and easily without getting paint on his model's turquoise armour. The rocks he painted to look like crumbling, rusted metal, which suits the texture of the corkboard, while the quicksilver liquid is painted as a much flatter colour to emphasise the fact that it's a really viscous, opaque material.

QUICKSILVER BASES



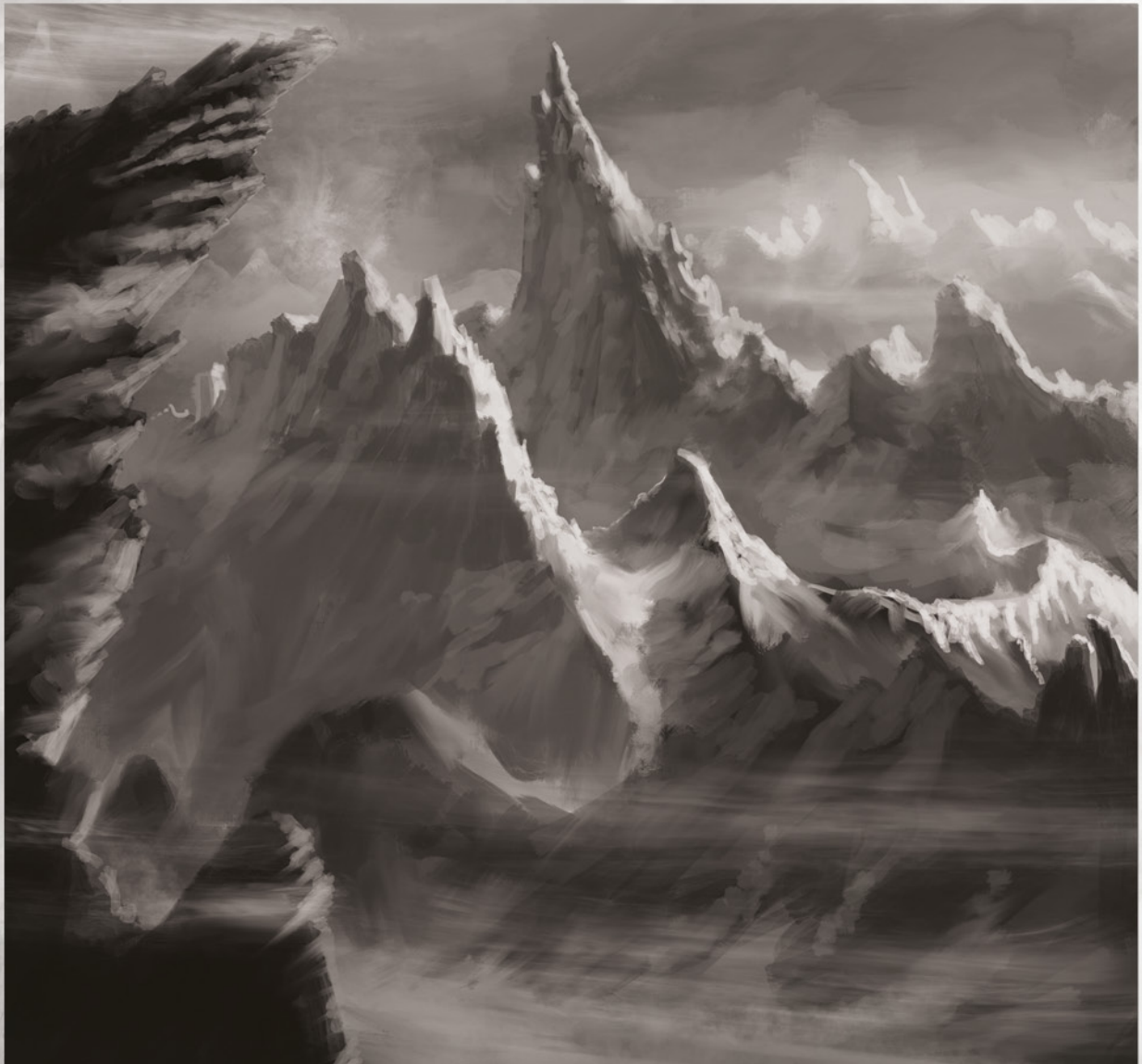
THE THIRSTING BLADE

As the magical cataclysm of the Shyish necroquake ravages the Mortal Realms, warriors of the Bloodbound find a band of Stormcast Eternals standing guard over an ancient and mysterious temple in this short story by Nick Horth.

Ergut's axe bit deep into sigmarite and his enemy's head rolled free. A flash of amethyst lightning illuminated the chamber as it arced away towards the ceiling. When it faded, only two souls remained in the temple. The Deathbringer stared across the enormous vaulted hall, across a field of torn and ruptured corpses, at his sole remaining opponent. A shining knight, glorious and proud in every way that he was not. Among the dead strewn across the chamber floor was Makor, his throat opened and his chest seeping blood across the tiles. Ergut was impressed. It

was no easy feat to slay one of the Blood God's Slaughterpriests – certainly not one as deadly as old Makor. He had raised his two-handed axe in mock salute.

The knight paced forwards, twirling his broadsword in one hand. In the other he held a shield, embossed with the image of a blazing comet. His armour was black as the night, his helm plumed with a shock of white. Ergut felt a thrill of anticipation course through his veins. This would be a memorable kill.



'You know not where you tread,' said the knight, coming to a halt in the centre of the chamber. Here, four broadswords were thrust into the ground, glowing runes carved across their golden hilts.

'My tribe has bled this land for a season and more,' said Ergut, circling like a hunting wolf. 'And not once did we come across this temple. Not once did we look upon this mountain pass and notice anything but snow, blood and rock. What have you hidden here, whelp? What weakling magic did you employ to cloud our minds?'

'No treasures lie below,' the knight said. His voice was a rattling croak, a dead man's last breath. 'Only oblivion. Only ruin.'

'I care nothing for your paltry riches,' laughed Ergut. 'I did not come here to loot, but to kill. The only prize I seek is your head.'

Ergut charged. No warning, no more words. Sheer ferocity carried him across the tiles with lightning speed. His axe swept down in a diagonal arc to

carve the black knight in two. At the last moment his opponent swayed aside, the Deathbringer's axe shaving a furrow through the plume of the Stormcast's helm. Sigmar's warrior slammed his shield out in return, ramming the embossed surface into Ergut's side.

'No treasures lie below,' the knight said. His voice was a rattling croak...

The Deathbringer felt the splinter of bone, but it was no more than a dull echo in his frenzied mind. He came on again, whirling around with his axe leading. It struck his opponent's shield with a sound like a pealing bell. The knight staggered backwards, the blazing comet heraldry of his shield marred with a jagged scar. Ergut ducked his head and charged like a bull. The twin horns that curved from his skull slammed into the knight, and the Deathbringer felt gore splash across his face. At the same time the left side of his chest lit up with agonising fire.



The two warriors came apart, each breathing heavily and nursing nasty wounds. Ergut had pierced his foe's helmet with his horns, and blood poured from the breached metal. In return, the knight had dragged his blade through the Deathbringer's ribs. Perhaps it was a mortal wound. Ergut did not give it a second thought.

'Whether by my blade or else,' said the black-armoured figure, 'you will die this night, fiend.'

'Mighty Khorne will laugh as I tear out your spine,' the Deathbringer said.

The earth shook beneath them. Dust and displaced rock rained from the ceiling, and the rune-marked golden swords blazed with light. A pulse of light swept out across the chamber, and sconces upon the walls were suddenly filled with crimson flames. There was a sound like a drumbeat that Ergut felt deep in his bones. He felt a hunger, bottomless and all-consuming, so powerfully intense that bloody drool began to spill between his fang-like teeth. He growled and shook his head, trying to banish the sensation.

The momentary distraction almost cost him his head. The black knight came on, working his blade in artful patterns, driving the Deathbringer back, his shield blocking every blow Ergut tried to land

in return. He tried to break free, to make space to bring his two-handed weapon around, but the knight's advance was relentless. That questing broadsword drove the Deathbringer's axe down, and the warrior's shield swept across, slamming the weapon from Ergut's hand. The heavy weapon clanged and clattered as it tumbled across the tiles.

There was no opportunity to retrieve the weapon, yet still the knight advanced, seeking a killing blow. Ergut glanced about desperately for something, anything with which to butcher his foe. Seeing the four golden blades protruding from the chamber floor, he grasped the hilt of the nearest and wrenched it free.

There was a sound like a drumbeat that Ergut felt deep in his bones.

Another tremor shook the chamber, this one stronger and more insistent than the last. Ergut hurled the blade like a spear, and the knight only just got his shield up in time to block the missile. The Deathbringer reached for the next sword, drew that forth and sent it flying at the knight. This time the warrior was too slow, and the blade sank deep into his thigh, dropping him to his knees with a hiss of agony.

Ergut snarled in triumph, and grasped the hilts of the last two blades. As he wrenched them free, a third and most powerful quake rocked the chamber. The runes upon the sword hilts dimmed, and beneath the Deathbringer's feet the floor began to yawn open.

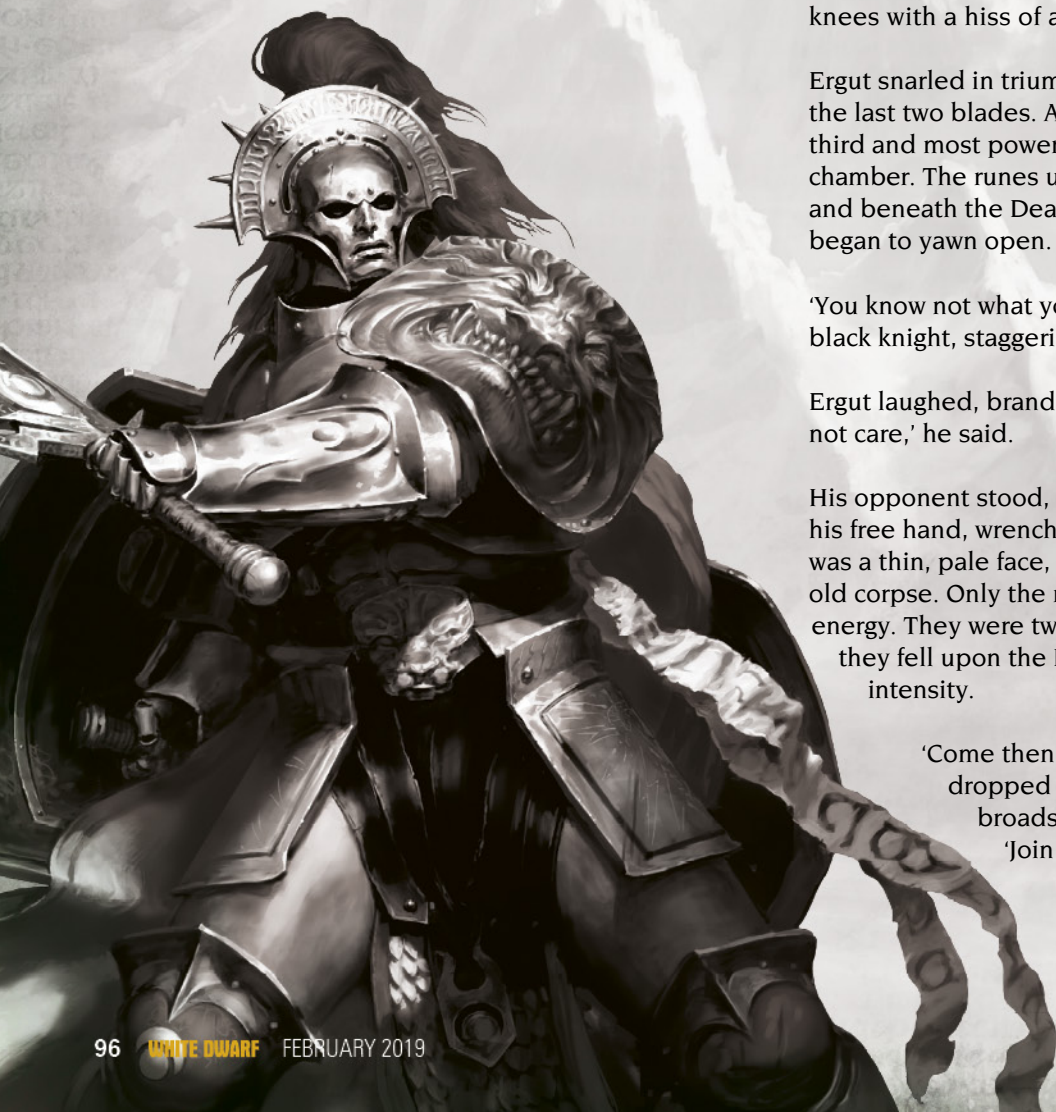
'You know not what you have done,' croaked the black knight, staggering to his feet.

Ergut laughed, brandishing his two blades. 'I do not care,' he said.

His opponent stood, dropped his shield and, with his free hand, wrenched free his helm. Beneath was a thin, pale face, as gaunt as that of a month-old corpse. Only the man's eyes burned with energy. They were twin pools of amethyst, and they fell upon the Deathbringer with unsettling intensity.

'Come then,' whispered the warrior. He dropped his helm, and took up his broadsword in a two-handed grip. 'Join me in oblivion, fool.'

The knight blocked the first of Ergut's strikes, but the Deathbringer battered



his weapon aside and struck with his second sword, a thrust that slipped through the Stormcast Eternal's guard and sank into his heart. The black-armoured knight dropped to his knees on the edge of the slowly opening pit, crimson lifeblood pouring from his mouth. Ergut met his eyes, savouring the pain and sweet-metal scent of gore. Then he planted a boot in the knight's chest, and the warrior tumbled limply into darkness, his body turning to amethyst lightning as he fell.

Ergut peered down into the depths. He saw that below him was not, in fact, a bottomless pit. Obsidian stairs wound downwards, and at their foot the Deathbringer could see a gleaming shard of silver light.

He descended, still gripping the two golden blades. The stairway could not have been more than a few hundred feet in height, but to the Deathbringer it seemed as though he walked for hours. When he glanced back, he could no longer see the roof of the vaulted temple. There was only darkness above, a canopy of utter blackness. Still, Ergut walked on, drawn by some inexplicable but unconquerable urge.

Finally, he reached the source of the light. It was a simple blade, unadorned yet finely wrought in

sparkling silver. It hung in the air, suspended with its tip pointed down.

Almost before he realised what he was doing, Ergut dropped his twin swords. There was no sound of clattering metal on stone. Looking down, the Deathbringer saw no stairs beneath his feet, only infinite blackness stretching away on all sides. His heart hammered inside his chest.

He reached a hand towards the silver sword. His finger brushed cold metal.

At last!

The Deathbringer saw no stairs beneath his feet, only infinite blackness...

Ergut felt the words as a deafening thunder inside his mind. His body seized, and his limbs froze. He roared in anger, and strained so fiercely that blood vessels burst behind his eyes. But try as he might he could not move. Tears of crimson ran down his cheeks, and seeped from his nose and his mouth.

Pain enveloped him, as if someone was pouring liquid fire into his veins. He screamed in impotent fury. Not like this, he thought. This was no warrior's death.

Ergut, Exalted Deathbringer of the Goretide, was torn free of his body. His consciousness, nothing more than a whirling trail of spirit matter, rushed towards the shining blade of silver and was devoured. His essence was absorbed into a tormented chorus, a thousand-thousand captive souls screaming in endless horror. The world twisted, and what remained of Ergut found itself staring into the brutal mask of his own face. His eyes, which once blazed with angry fire, were now pits of utter blackness. In some dim corner of his being, Ergut realized that he was staring out from the blade of the silver sword.

The thing that wore the Deathbringer's body smiled, exposing a row of yellowed fangs. Black slime pooled around its mouth and drooled from its scarred lips. It raised the blade close, and Ergut looked into those pitch-black orbs, seeing nothing but emptiness and untold malice.

'Do not fear, mortal,' it said, and though it spoke through Ergut's lips, the voice was not his own. 'I believe that you deserve to be honoured for freeing me from bondage. I shall wear your skin, for a while at least.'

The voice of Ergut the Deathbringer joined the chorus of disembodied screams.



THE TOME CELESTIAL

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



THE HAMMERHANDS

Resplendent in armour of golden sigmarite, the storied heroes led by Vandus Hammerhand are exemplars of duty and courage.



More than any other Stormhost, the Hammers of Sigmar have been tested relentlessly in the fires of war. Across countless battlefields and against numberless foes, they have given their all to Sigmar's cause, ever mindful of the faith placed in them by those they protect.

The first of all the God-King's warriors to be sent into the Mortal Realms, the Hammers of Sigmar are also one of the largest Stormhosts, and can call upon every type of formidable warrior Sigmar has created. From the defiant phalanxes of their Warrior Chambers to the unstoppable force of their Extremis Chambers – the mightiest of their kind through the blessing of the godbeast Dracothion – the Hammers of Sigmar are a vast and disciplined military machine upon which all other Stormhosts are modelled.

Thus, when the Free Peoples speak of the Stormcast Eternals, it is usually the Hammers of Sigmar to whom they refer, and across the realms many monuments have been raised to their victories and sacrifices. Indeed, so unparalleled is their reputation that a great weight of expectation hangs upon the Hammers of Sigmar, giving rise to their only fear – that they might fail in their duties. Should this happen, so they believe, the fragile hopes that underpin Sigmar's entire endeavour to liberate the Mortal Realms might crumble. To counter these doubts, the



Hammers hurl themselves into every conflict without hesitation, trusting in their tactical intuition and the righteousness of their cause.

To mortal eyes, the Hammers of Sigmar seem to have more in common with angels than men – impassive beings of lightning and sigmarite. Few onlookers can know the increasing truth of this impression, for the turmoil of reforging carries a price no other Stormhost has paid more dearly. Some have become afflicted by celestial visions,

while others exhibit crackling lightnings that arc around their heads and fists, fuelling rumours that though mighty, they are no longer human at all.

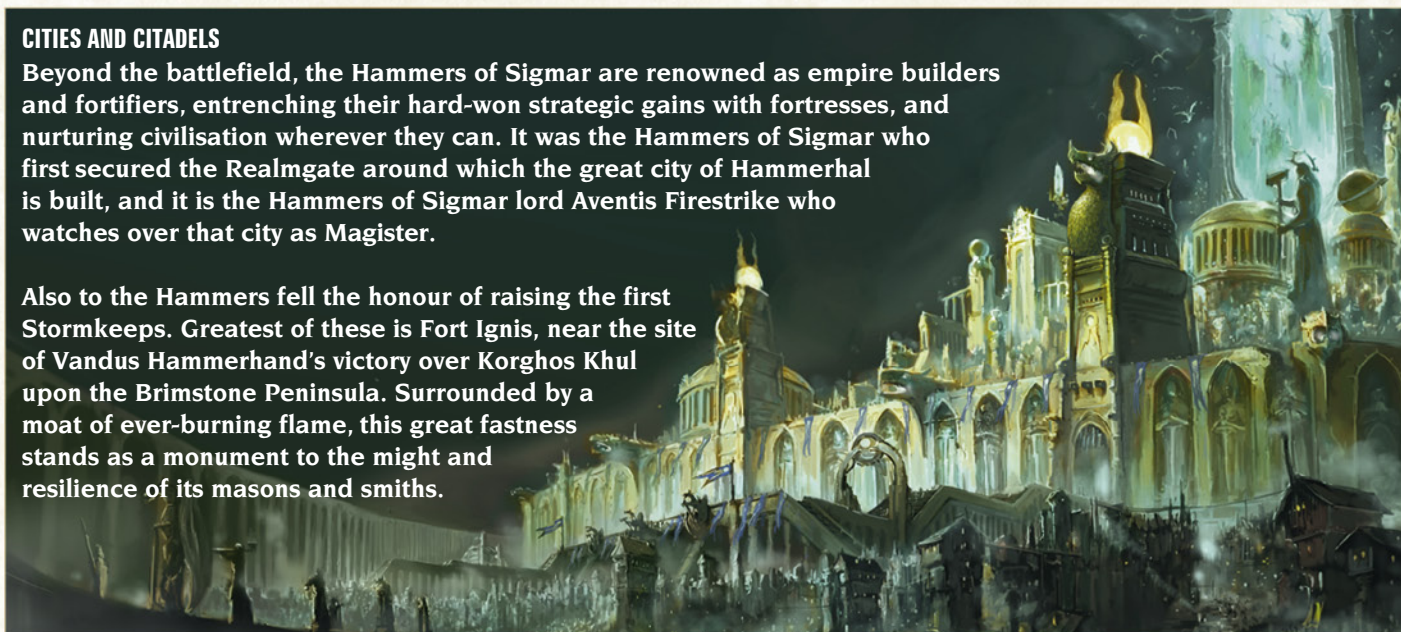
Even the greatest heroes of the Hammers of Sigmar have known this cost, including Lord-Celestant Vandus Hammerhand and Lord-Relictor Ionus Cryptborn. These venerable leaders of the Hammerhands Warrior Chamber have weathered many storms in Sigmar's name, and neither has emerged unscathed.

As the first Stormhost to be forged, the Hammers of Sigmar fight as the tip of the stormbolt in Sigmar's great war against Chaos, fearing only their own fallibility. Led by mighty lords and officers, they wield their heaven-wrought weapons with a surety of purpose that is inspiring to behold.

CITIES AND CITADELS

Beyond the battlefield, the Hammers of Sigmar are renowned as empire builders and fortifiers, entrenching their hard-won strategic gains with fortresses, and nurturing civilisation wherever they can. It was the Hammers of Sigmar who first secured the Realmgate around which the great city of Hammerhal is built, and it is the Hammers of Sigmar lord Aventis Firestrike who watches over that city as Magister.

Also to the Hammers fell the honour of raising the first Stormkeeps. Greatest of these is Fort Ignis, near the site of Vandus Hammerhand's victory over Korghos Khul upon the Brimstone Peninsula. Surrounded by a moat of ever-burning flame, this great fastness stands as a monument to the might and resilience of its masons and smiths.



THE STRIKE CHAMBERS

Though all Stormhosts maintain their own martial philosophies and traditions, most follow the lead of the Hammers of Sigmar by subdividing their warriors into independent battle groups known as chambers. These are autonomous armies unto themselves, complete with their own command structure and support elements. These chambers are then further divided into conclaves consisting of squad-level retinues. While each of these groupings boasts versatile and accomplished warriors, the chamber system focuses together particular battlefield strengths, providing Stormcast Eternals commanders with the best tactical tools for any task.

Of these divisions, those known as Strike Chambers make up the majority of a Stormhost's fighting strength. These semi-autonomous regiments normally number some three hundred Stormcast Eternals, and come in three types: Warrior, Harbinger and Exemplar. Warrior Chambers usually predominate, for they are able to adapt to almost any military situation, be it the storming of a keep, the protection of a citadel or the annihilation of an enemy army.

MIGHT OF THE HEAVENS

The Hammerhands are but one among many chambers of the Hammers of Sigmar, which is itself a single Stormhost amongst the vast armies of Azyr. During the Heldenhammer Crusade, over twenty Hammers of Sigmar crusade chambers fought alongside the Hammerhands, each with its own command hierarchy and tactical disposition, though none would go on to win greater renown.



'This night we ride the storm. This night we fling open gates long closed. The fallen will be avenged a hundredfold, and the Dark Gods themselves will feel our fury! This night, brothers, we bring war!'

- Vandus Hammerhand

THE MIGHT OF THE WARRIOR CHAMBERS

The versatility of Warrior Chambers has been proved time and again in Sigmar's crusades, and owes much to the breadth of roles performed by their different conclaves. The Redeemer Conclave provides the main battle-line troops in a Warrior Chamber, while the Justicar Conclave supplies long-ranged support. Lastly, the Angelos Conclave comprises the chamber's most mobile elements, delivering swift retribution where it is most needed. Add to this the elite hammerblow that is the Paladin Conclave, it is small wonder that so many battlefields have been claimed for Sigmar by Warrior Chambers alone.



Yet these formations are far from unchangeable, and some commanders choose to muster composite fighting forces known as brotherhoods, hand-picked in advance or assembled in the heat of battle to seize the initiative or best exploit tactical opportunities.

Indeed, the very first force of Stormcasts to enter the Mortal Realms was a Thunderstrike Brotherhood led by Lord-Celestant Vandus Hammerhand and Lord-Relictor Ionus Cryptborn, its warriors representing a cross-section of every conclave in the Hammerhands Warrior Chamber, from staunch Liberators and disciplined Judicators to winged Prosecutors and lightning-wreathed Retributors. Though small in size, this brotherhood proved devastating in impact, taking on the infamous Goretide of Korghos Khul and seizing the Realmgate of the Brimstone Peninsula from the dread forces of Chaos.

So began the glorious legend of the Hammerhands – one of the most storied and celebrated Warrior Chambers ever to serve the God-King. Tested on countless battlefields, they have never yet been found wanting, and march on beneath ever darkening skies.

FORM SHIELD WALL!

Before Sigmar first revealed his Stormcast Eternals, they trained tirelessly in the celestial arena known as the Gladitorium. Here they mastered every facet of warfare, from single combat to massed manoeuvres. Many of those who excelled in the fortress-like shield wall formation would later find themselves assigned to a Strike Chamber in their Stormhost, whose infantry phalanxes form the backbone of many battle lines.



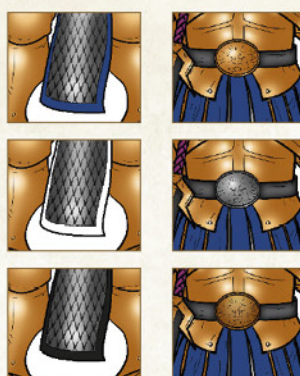
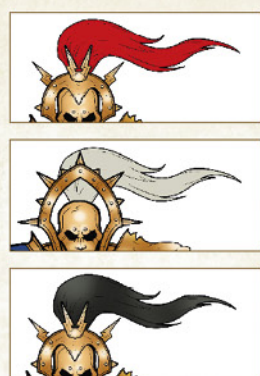
The Warrior Chambers of the Hammers of Sigmar are ever at the forefront of the fighting in the Mortal Realms, their shields a bulwark against the enemies of the God-King.

THE GOLDEN HOST

Much like their disciplined approach to battle, the Hammers of Sigmar are exemplars in their use of heraldic colours and insignia.

As with all Stormhosts of the First Striking, their pauldrons and shields are blazoned with the sacred hammer and lightning icon. This device is rich with meaning, evoking at once Sigmar's great weapon Ghal Maraz, and the Sigmarabulus, the twin-tailed comet that heralded his birth.

Other types of symbolism pay tribute to the wearer's honourable deeds, such as the beastmarks that sometimes adorn Stormcast officers. These moulded likenesses of Azyrite creatures celebrate personal qualities ranging from the swiftness of a Star-eagle to the ferocity of a celestial lion.



Every Stormcast Eternal belongs to a conclave. Their conclave is denoted by an icon borne on their left pauldron.

Angelos Conclave (1)

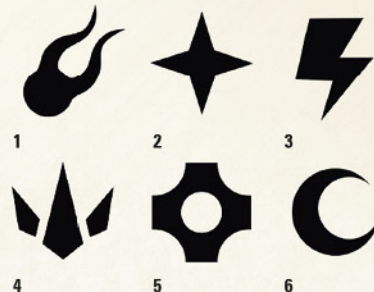
Justicar Conclave (2)

Redeemer Conclave (3)

Corpuscant Conclave (4)

Ordinatos Conclave (5)

Paladin Conclave (6) – this symbol is worn on a Paladin's right shoulder pad.



Like many Stormhosts, the Hammers of Sigmar identify their chambers by the colours of their plumes or crests, and each type of retinue has a distinct helm design. The warriors of the Hammerhands chamber display red plumes, echoing that worn by Vandus Hammerhand.

Further subdivisions are indicated by detailing such as tabards and belt buckles. Each retinue within a Hammers of Sigmar conclave is identified by the trim of its tabards, while gold, silver or bronze belt buckles are used as a further signifier in cases where several retinues wear the same tabards.

ARRAYED FOR WAR

Though the wargear wielded by different Stormcast retinues can vary widely, battlefield recognition is invaluable, and every warrior takes care to display the fundamentals of colour and iconography. The Hammers of Sigmar apply these conventions unflinching,

considering them an extension of their role as archetypes, and their Lord-Castellants are especially vigilant in the use of their warding lanterns to repair and cleanse armour. The examples below demonstrate the uniformity of heraldic display across various battlefield roles.



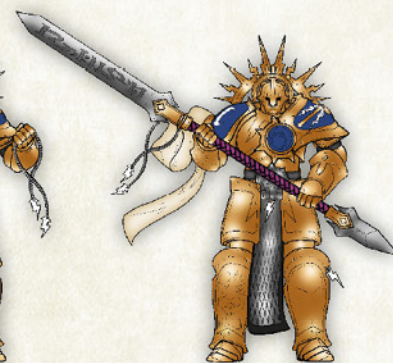
LIBERATOR



LIBERATOR-PRIME



RETRIBUTOR



PROTECTOR



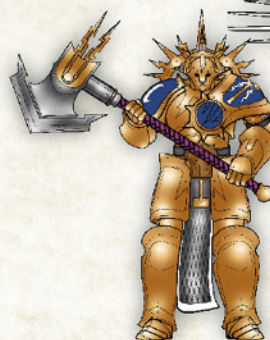
JUDICATOR



JUDICATOR-PRIME



JUDICATOR



DECIMATOR



PROSECUTOR

THE HAMMERHANDS

The warriors of the Hammerhands chamber have the distinction of being the first Stormcast Eternals to be sent into battle, and since that fateful excursion their blades have rarely been clean of blood. Battered again and again on the anvil of war, still the Hammerhands rise to every test as greater evils spread across the Mortal Realms, securing immortality for their chamber's name even should their souls one day fade.

In battle, the Hammerhands fight in the image of their Lord-Celestant, Vandus Hammerhand. Like that legendary commander they are tireless in their sense of duty, and view no obstacle as too great in the service of Sigmar, even should it make the agonies of reforging certain. Though marked by stoic discipline, all amongst the Hammerhands are also instinctive tacticians, able to make prescient decisions even in the turmoil of combat. Conscious of their hard-won reputation, the Hammerhands invariably prefer to sacrifice themselves to a man than to allow any to doubt their spirit – a resolve which may yet prove their undoing as the cycle of life and death takes its toll.

MAPPING VICTORY

The Hammerhands' glorious deeds have left their mark not only in the minds of the liberated, but also on the very lands where they have triumphed. In the Great Parch in Aqshy, where the Hammerhands first bested Korghos Khul, a stretch of coastline is now known as the Hammerhand Coast, and the name of the city Vandium pays proud tribute to Lord-Celestant Vandus himself.



WARRIORS OF LEGEND

The Hammerhands have been at the forefront of many of Sigmar's most momentous campaigns. It was they who spearheaded the quest to retrieve Ghal Maraz, and the chamber's warriors fought and fell bravely throughout the ensuing Realmgate Wars, culminating in the closing of the Brimfire Gate and the thwarting of Archaon at the greatest of all Aqshian portals.

'First to the fray!'
– Battle cry of the Hammerhands

Since their first fated strike against Korghos Khul's Goretide in the Brimstone Peninsula, the Hammerhands have held Khul and his warriors to be their utmost nemeses. For Vandus Hammerhand, this enmity was born long before he became a Stormcast Eternal, when Khul's forces massacred the mortal settlement to which he once belonged. Yet this vendetta must often be set aside in the name of Sigmar's wider war – the eyes of the Free Peoples look to the Hammerhands as figureheads of Azyr, and this means battling every manner of foe.



THE HAMMERHANDS CHAMBER ORGANISATION

CHAMBER COMMAND

LORD-CELESTANT VANDUS HAMMERHAND	KNIGHT-AZYROS LIMINUS STORMSIGHT
LORD-RELICTOR IONUS CRYPTBORN	KNIGHT-VENATOR YRACUS CLOUDSTRIKE
LORD-CASTELLANT ANDRICUS STONEHEART	KNIGHT-HERALDOR LAUDUS SKYTHUNDER
KNIGHT-VEXILLOR VORTICUS GALESPEAR	



ANGELOS CONCLAVE



PROSECUTOR-PRIME ANACTOS SKYHELM AND RETINUE
PROSECUTOR-PRIME PETRUS WINDSOUL AND RETINUE
PROSECUTOR-PRIME ZEPHYRINE SUNBLADE AND RETINUE



PALADIN CONCLAVE



RETRIBUTOR-PRIME DRAXUS GREATMAUL AND RETINUE	RETRIBUTOR-PRIME HADIUS COMETFALL AND RETINUE
PROTECTOR-PRIME BERRUS BRIGHTGLAIVE AND RETINUE	PROTECTOR-PRIME CASTAX THE SHIELDER AND RETINUE
DECIMATOR-PRIME GALBIA GLIMMERAXE AND RETINUE	DECIMATOR-PRIME NICTOS FOECLEAVE AND RETINUE



REDEEMER CONCLAVE



LIBERATOR-PRIME AURELA SURESTEP AND RETINUE	LIBERATOR-PRIME VERAX GREATWALL AND RETINUE
LIBERATOR-PRIME THRACIUS EARTHSHAKER AND RETINUE	LIBERATOR-PRIME DOMITUS KEENSWORD AND RETINUE
LIBERATOR-PRIME TITUS STONEFIST AND RETINUE	LIBERATOR-PRIME LUCIA ANVILBORN AND RETINUE
LIBERATOR-PRIME SEVIA REDPLUME AND RETINUE	LIBERATOR-PRIME GORDOS STORM-SON AND RETINUE
LIBERATOR-PRIME PROBUS HAMMERSPARK AND RETINUE	



JUSTICAR CONCLAVE



JUDICATOR-PRIME VALIA FARGAZE AND RETINUE
JUDICATOR-PRIME CORMUS THE SHARP-EYED AND RETINUE
JUDICATOR-PRIME NEMNOS TRUEBOLT AND RETINUE

VANDUS HAMMERHAND

Vandus Hammerhand is the lord of the Hammerhands, and the embodiment of the vengeful storm. Since his original forging as the first warrior of the Hammers of Sigmar, Vandus has proved himself a gifted and selfless leader, coupling a surety of purpose with exceptional might at arms.

In mortal life, Vandus was a smith-lord, Vendell Blackfist of the Direbrand Tribe. When his people were conquered by the ravaging Goretide of Korghos Khul, a blood feud against Khul was born that still burns beneath his dutiful aspect as Lord-Celestant. Where the one called Vendell once tempered iron, Vandus now shapes and refines the wrath of his warriors, honing them like a blade kept ever sharp for war.

Vandus has led his Hammerhands into many glorious battles – none more momentous than the quest to reclaim Ghal Maraz from the clutches of the Dark Gods, in which he seized back that mighty relic with his own hand. Yet a lengthening shadow darkens his mind, first felt after he was slain by Archaon with the infamous Slayer of Kings. Since that day, Vandus has been blighted by ever stranger visions, laden with doom and doubt. These insights are not entirely a curse. Thanks to the strange warnings of the figure of pure energy Vandus thinks of as the Lightning Man, he foresaw the coming of the Shyish necroquake, and brought a critical warning of that tumultuous event to Sigmar. As the visions continue, Vandus has begun to suspect that the Lightning Man is no stranger at all, but a figment of his future self, transmuted fully into a being of the storm and come back to warn against disaster.

Now more than ever Vandus must stand strong, setting aside his visions and vendettas to lead the way for all who look up to him.



‘You are the finest, the strongest, the purest. In pain were you made, but in glory will you live.’

– Vandus Hammerhand



CALANAX THE NOBLE

During the Cleansing – the war to scour High Azyr of dark ritualists and foul monsters – it was Vandus who first tamed one of the noble beasts known as Dracoths, harnessing the magical might of the creature Calanax.

Calanax seems to know the mind of Vandus better than most, and his companion's ever stranger visions have left him ill at ease. But in battle rider and steed fight as one – together they won for Vandus the blessed hammer Heldensen, and in Vandus' heroic clashes with both Skarbrand and Archaon, Calanax bravely lent his claws and lightning breath to the fight. Vandus and Calanax are a truly iconic sight on any battlefield, rallying all of Sigmar's forces to greater acts of valour.

HEROES OF THE HAMMERHANDS

Whatever their duties and skills, the commanding officers of the Hammerhands all lead by example, meeting Sigmar's direst foes blade-to-blade in the heat of battle. Because of this selfless heroism, it is often these commanders that endure the most reforgings, each painful rebirth shaping them into greater paragons of their Stormhost's fighting ethos, even as it takes its troubling spiritual toll.

Fired by the valour shown by their leaders, each Stormcast Eternal fights with the zeal of a Lord-Celestant, for every chamber is ultimately a meritocracy. Those who demonstrate true promise in mind and body know that they may one day find themselves reforged as commanders of battles yet to come.



LORD-RELICTOR IONUS CRYPTBORN

Once known as Eonid ven Denst, a princely champion of Shyish, Ionus was torn from his crypt to serve as Lord-Relictor at Vandus Hammerhand's side. If Vandus is the glory of lightning unbound, Ionus is the dark and brooding thunder that follows it, surrounded still with the graven aspect of the Realm of Death. Vandus sees beyond this dolorous demeanour, for a deep bond of brotherhood joins the two leaders. Ionus is one of the eldest of all Lord-Relictors, and like all those of his order combines great wisdom with the power to summon and bind the storm. Yet even one so steeped in death has not emerged unchanged from his many reforgings – his once strident tones have given way to a deathly whisper, further adding to his sinister aura and hinting at deeper things lost.

DEEDS OF GLORY

Instrumental in all of the greatest glories of the Hammerhands, Ionus Cryptborn marshals the storm amidst the Annihilation Brotherhood that acts as his personal guard. His wisdom and courage shone most bright when called upon to lead a depleted force of Paladins against the Bloodbound in Asphyxia, though his methods angered the Royal Victrians of the Tempest Lords Stormhost – a grievance which smoulders still.

LORD-CASTELLANT ANDRICUS STONEHEART

As the Keeper of Storms-To-Be, the Shield Celestial and the guardian of Sigmarron's skygate, Stoneheart is one of the most venerable lords in his Stormhost, and an unshakeable pillar of command within the Hammerhands chamber. Though taciturn, Andricus' instincts for evil are exceeded only by those of his Gryph-hound Swiftclaw. But the Lord-Castellant's stony facade is an incomplete portrait, outwardly maintained while he wrestles with a recurring vision he calls the Burning Bastion. Ashamed to confess to what he deems weak-mindedness, Andricus privately fears that the Bastion may portend the loss of a great stronghold under his charge.

DEEDS OF GLORY

Though it is as a castellan and siege-master that Andricus truly excels, he has fought indomitably alongside his Lord-Celestant in many key engagements. During the Heldenhammer Crusade he led a force of three dozen Paladins to purge Bloodbound from the gilded ruins of Elixia, and at the Battle of Argent Falls he fought heroically before falling to the firepower of a skaven Stormfiend.

KNIGHT-HERALDOR LAUDUS SKYTHUNDER

Like a rocky islet in a roiling sea, the bellicose war-caller Laudus Skythunder stands firm where the fighting is fiercest, bolstering the Hammerhands with clarion blasts of his battle-horn. Laudus lives for such clamour – his quieter moments are filled with the remembered cries of his mortal loved ones, swept away by a great deluge when the Quartz Dam of Lennaris was shattered by towering beasts at the Bray-Shaman Hurnghur's command. Though many reforgings have stripped Laudus of other memories, those screams remain, and each stricken comrade he helps up from the battle-mire reminds him of those he could not save.

DEEDS OF GLORY

Laudus has held the Hammerhands firm across a myriad of blasted landscapes, from the slopes of Mount Kronus to the frenzied crush within the Hell Breach – the tunnel blasted through the wall of the fortress Bloodcombe by the Solar Drake Ignax.

No matter the situation, conclaves form into tight battle lines that advance resolutely wherever Laudus' battle-horn is heard, their spirits bolstered simply by his indomitable presence.



The Hammerhands fight the forces of Chaos wherever they are found, from the fiery coasts of Aqshy to the glittering shores of Chamon and the verdant forests of Ghyran.



KNIGHT-AZYROS LIMINUS STORMSIGHT

In mortal life, Liminus Stormsight was a blind pilgrim of Chamon, often relying on the guidance and charity of others to find his way to the mountain shrines he sought. This proved his downfall when he was led into the clutches of a Slaaneshi cult. Never one to yield to despair, he battled his captors, hurling two of their leaders from the mountainside as he himself fell, only to be snatched up to Azyr in a bolt of lightning.

Now reborn as the Knight-Azyros of the Hammerhands, Liminus brings light where there is darkness, his celestial beacon bathing the battlefield with bright heaven-born rays. Liminus is Vandus Hammerhand's most trusted scout and envoy, though his reports have become increasingly strange, as though he is now witness to things beyond the corporeal.

DEEDS OF GLORY

In Shyish, when the Hammers of Sigmar joined forces with the Anvils of the Heldenhammer to clear the Zircona Deserts of evil, Liminus Stormsight was sent ahead in support of his Stormhost's Sacrosanct Chamber. The information he brought back proved invaluable, and the light of his celestial beacon drove away many of the wretched souls in the Nighthaunt vanguard before they could assail his brethren.

KNIGHT-VENATOR YRACUS CLOUDSTRIKE

Tearing through the sky alongside his Star-eagle companion Sidereos, Yracus Cloudstrike targets the Hammerhands' most formidable foes with precision shots from his realmhunter's bow. Yet Yracus' fellow officers have grown uneasy at the Knight-Venator's use of force. Citing crimes unseen by the less eagle-eyed, Yracus will at times turn his deadly arrows upon those formerly held to be beyond suspicion. While some simply attribute this to a long-held hatred of injustice that is only natural in one formerly a courthouse scribe, others fear Yracus' reforgeings are reducing him to little more than an executioner, more callous with every kill.

DEEDS OF GLORY

While Lord Vandus clashed with Archagon on the Anachron Plateau, it was Yracus who despatched some of the Everchosen's most favoured lieutenants, including the mighty Varanguard Segheth Vaal, killed instantly when Yracus' star-fated arrow blasted him from his steed. Such is Yracus' merciless gaze that many warlords and demagogues have fallen prey to him even before the Hammerhands battle line has engaged.

KNIGHT-VEXILLOR VORTICUS GALESPEAR

Notable even amongst the Hammerhands, Vorticus Galespear is a warrior consumed by his role as exemplar, ever conscious of the hopes he and his brethren uphold. As the bearer of a twin-tailed meteoric standard, Vorticus feels this totemic responsibility all the greater, and though he has never wavered on the battlefield, the consequences of failure always dominate his meditations. With his every rebirth from the Anvil of the Apotheosis, Vorticus has found that the bright energy bolts that once crackled only around his standard now seem to emanate from his very hands, unnerving friend and foe alike.

DEEDS OF GLORY

From the Brimstone Peninsula to the Brimfire Gate, Vorticus' meteoric standard has glowed above the Hammerhands' ranks, its bearer never yielding to defeat while even a single Hammerhands warrior still stands. Vorticus is also a capable warrior in his own right — during the Firestorm Crusade he fearlessly vanquished a Khorgorath threatening the Hammerhands shield wall.

GLORY AND SACRIFICE

The Hammerhands have been at the forefront of many momentous battles in the name of Sigmar, earning themselves a glorious reputation unsurpassed by any other chamber. Even when victory seems out of reach, the brave warriors of Vandus Hammerhand have been known to sacrifice themselves for the greater cause, buying time for their allies or bringing down as many foes as they can before they are overwhelmed. Again and again they are remade in the heavens, often so swiftly that they reinforce the very battlegrounds on which they fell.

Though this cycle of reforgings has honed the Hammerhands into some of the most seasoned veterans in the service of Azyr, it has had a darker outcome – those that return seem ever further from the beings they once were, lacking more and more of their essence even as other eldritch gifts are acquired. But still they fight on, seemingly willing to lose everything but their place in the hearts and minds of the peoples they fight so hard to save.



THE AGE OF SIGMAR

THE BRIMSTONE PENINSULA

A Thunderstrike Brotherhood of the Hammerhands chamber becomes the first force of Stormcast Eternals to enter the Mortal Realms, leading a strike to seize a Realmgate in the Brimstone Peninsula held by the infamous Goretide of Korghos Khul. Lord-Celestant Vandus Hammerhand and Lord-Relictor Ionus Cryptborn lead the assault, triumphing in a series of battles until at last they force open the Igneous Gate. The Goretide are broken and Khul himself defeated at the Red Pyramid and forced into exile. Though the battle costs the lives of thousands of Stormcast Eternals, the Brimstone Peninsula is conquered, its Jagtooth Forts demolished and rebuilt as the Brimstone Keeps, and its Realmgates manned by Lord-Castellants, establishing a critical staging post for the wars to come. The victory awakens a new age of hope, with the Hammerhands celebrated by many as its figureheads.

THE HELDENHAMMER CRUSADE

Sigmar launches a grand crusade to retrieve his legendary warhammer, Ghal Maraz. Twelve Stormhosts are sent to battle through the Hanging Valleys of Anvrok, where the Tzeentchian sorcerer Ephryx has built the Eldritch Fortress to harness the magic of the God-King's iconic weapon. Vandus Hammerhand leads the crusading force, his Hammerhands once again hurling themselves into the crucible of war. Aided by the ferocious Celestial Vindicators and their commander Thostos Bladestorm, the Hammers of Sigmar emerge from each chapter of the campaign bloodied but ascendant, though their losses are grave. Finally the daemon cabal is shattered and Vandus personally claims Ghal Maraz for Sigmar.

THE WAR OF LOST TIME

The Hammerhands are sent to the Anachron Plateau, where scattered syllables of a daemonic name have been summoned to resurrect the Lord of Change Kiathanus. Knowing that the reborn greater daemon's knowledge will be sought out by the Dark Powers, Sigmar tasks the Hammerhands with reaching it first. The Stormcasts endure the immense gravitational pull of Mount Kronus and the weird temporal effects of the Well of Time, but their approach is expected by the Gaunt Summoner known as the Watcher King. Intent on harnessing Kiathanus' knowledge for himself, the Watcher King hurls hordes of Tzeentch daemons in the Hammerhands' path, and great numbers of the Stormcasts are consumed in billowing warfire. But the sorcerer's call for aid is overeager, and the dread forms of Skarbrand and Archaon enter the battle. On the summit of Mount Kronus Archaon slays the Watcher King and captures the final syllable of Kiathanus' name, claiming the daemon's allegiance for himself, only to spy Vandus Hammerhand approaching with what remains of his

chamber. Vandus is cut bodily in twain by Archaon, his dauntless courage inspiring the last of the Hammerhands Paladins to make a noble last stand. They die to a man.

THE FIRESTORM CRUSADE

The Hammerhands' old rivalry with the Goretide ignites once more as battle erupts in Asphyxia. Still greatly depleted by the massacre at the Anachron Plateau and lacking their Lord-Celestant, the Hammerhands, led by Ionus Cryptborn, join a larger force formed from eight other Stormhosts. The crusade rages fiercely, and when a swarm of the Plague God's daemonflies descends, Ionus realises a henge of red crystal is the key to victory over Khorne and Nurgle alike. Though few in number, the Paladins and Retributors under Ionus' command fight as heroes all, eventually succeeding in luring Skarbrand into the Crystal Henge, which turns his rage into a wave of destruction so potent it burns away the plague entirely and sets the souls of the despairing Asphyxians aflame. Once again the Hammerhands are destroyed in their hour of glory – Ionus himself at last slain by Valkia the Bloody – but their legend grows greater still. The Anvil of the Apotheosis rings loud that night.

THE BRIMFIRE GATE

Sigmar sends his Stormcast Eternals to close the Brimfire Gate, a Realmgate in Aqshy leading to the

Allpoints. A ring of vast fortresses surrounds their target. Aerial strike teams led by Knight-Venator Yracus Cloudstrike and Knight-Azyros Liminus Stormsight of the Hammerhands are tasked with foiling the defences – a feat ultimately achieved with the pivotal aid of Fyreslayer allies. Reforged at last, Vandus Hammerhand appears mid-battle and assumes overall command, just as the godbeast Ignax is awoken from its daemon-induced rampage by a Fyreslayer rune to blast a hole in one of the last remaining Chaos bastions. The fearless Hammerhands follow Vandus into the breach, where a crushing bloodbath ensues that claims all of the chamber's Liberators. Passage is finally gained with the support of Paladins and Drakesworn Templars, only for Vandus to find Skarbrand blocking his path. In a clash worthy of sagas Vandus defeats the greater daemon, and the Brimfire Gate is sealed.

TEMPEST OF SOULS

The Mortal Realms convulse beneath new storms as the Shyish necroquake unleashes deathless evils and predatory magic preys upon civilisation. The Hammers of Sigmar strike back first in Shyish, but the calamitous scale of the Soul Wars sees all realms affected, with all that was hard-won under threat. As the most storied and battle-hardened of all Stormcast chambers, the Hammerhands are called upon to battle ceaselessly in this new era. They would have it no other way.

It is said that Vandus Hammerhand and Korghos Khul will fight against each other for all eternity, that their fates in the Mortal Realms are inextricably entwined.



WARSCROLL BATTALIONS

Here we present four new warscroll battalions, enabling you to field a Hammers of Sigmar army based on the Hammerhands Warrior Chamber.

WARSCROLL BATTALION

HAMMERHANDS WARRIOR CHAMBER



No Warrior Chamber in the God-King's service is more steeped in glory than the Hammerhands. Led to war by heroes tempered by countless battles, the conclaves and brotherhoods of the Hammerhands epitomise discipline and duty. When assembled as a single fighting unit, the Hammerhands are a potent weapon in the hands of any general, the shield walls of their Thunderhead Brotherhoods working in concert with the crushing assaults of their Hammerstrike Forces.

ORGANISATION

A Hammerhands Warrior Chamber consists of the following warscroll battalions:

- 1 Hammerhands Lords of the Storm
- 3 Hammerhands Thunderhead Brotherhoods
- 3 Hammerhands Hammerstrike Forces

ABILITIES

Exemplars To All: *The Hammerhands are ever conscious of the hope evoked by their name, and they would sooner die to a man than fail those they protect.*

You can re-roll save rolls of 1 for units from this battalion that are wholly within 8" of any **HEROES** from the same battalion.

Blood Feud: *Beneath their dutiful aspect, all amongst the Hammerhands long to destroy the ravaging hordes sworn to Korghos Khul.*

You can re-roll hit rolls of 1 for attacks made by units from this battalion that target **BLOODBLOOD** units.



WARSCROLL BATTALION

HAMMERHANDS LORDS OF THE STORM

ORGANISATION

A Hammerhands Lords of the Storm battalion consists of the following units:

- 1 Vandus Hammerhand
- 1 HAMMERS OF SIGMAR Lord-Relictor (*Ionus Cryptborn*)
- 1 HAMMERS OF SIGMAR Lord-Castellant (*Andricus Stoneheart*)
- 0-1 unit of Gryph-hounds
- 1 HAMMERS OF SIGMAR Knight-Azyros (*Liminus Stormsight*)
- 1 HAMMERS OF SIGMAR Knight-Heraldor (*Laudus Skythunder*)
- 1 HAMMERS OF SIGMAR Knight-Venator (*Yracus Cloudstrike*)
- 1 HAMMERS OF SIGMAR Knight-Vexillor (*Vorticus Galespear*)

ABILITIES

Stand Firm, Brothers: *Every Hammerhands commander is a paragon of courage and tenacity, each inspiring the other to mightier deeds.*

If a HERO from this battalion is slain by a wound or mortal wound that has been allocated to that model while it is wholly within 6" of any other HEROS from the same battalion, roll a dice before that model is removed from play. On a 5+, the wound or mortal wound is negated and the model is not slain.

WARSCROLL BATTALION

HAMMERHANDS THUNDERHEAD BROTHERHOOD

ORGANISATION

A Hammerhands Thunderhead Brotherhood consists of the following units:

- 3 units of HAMMERS OF SIGMAR Liberators
- 2 units of HAMMERS OF SIGMAR Judicators

ABILITIES

Storied Veterans: *Tireless campaigning has forged strong tactical bonds between different Hammerhands retainues, so that they instinctively sense the best targets of attack.*

You can re-roll hit rolls of 1 for attacks made by LIBERATORS units from this battalion if any units of JUDICATORS from the same battalion inflicted one or more wounds on the target unit.

WARSCROLL BATTALION

HAMMERHANDS HAMMERSTRIKE FORCE

ORGANISATION

A Hammerhands Hammerstrike Force consists of the following units:

- 2 units of HAMMERS OF SIGMAR Paladins
- 1 unit of HAMMERS OF SIGMAR Prosecutors

ABILITIES

Dauntless Spirit: *Never yielding to superior numbers, the elite warriors of the Hammerhands chamber fight with even greater fervour when engulfed by foes.*

You can re-roll wound rolls of 1 for attacks made with melee weapons by units from this battalion that target a unit containing more models than that unit.



SIGMAR'S GOLDEN HOST

The Hammers of Sigmar are the first of Sigmar's Stormhosts – a gilded legion of undying warriors forged by lightning. It's no wonder, then, that Warhammer TV's Martin Morrin decided to paint a huge army of them. We asked him all about it.

WE NEED YOU!

Do you have a beautifully painted army of Citadel Miniatures that you would like to see in White Dwarf? Send us some pictures to:

team@whitedwarf.co.uk

Regular readers may recall that this isn't the first time we've featured Martin's Stormcast Eternals in the pages of White Dwarf – in last October's issue Martin pitted his Sacrosanct Chamber force against Warhammer Community writer Rhuaireidh James' Beasts of Chaos army. It's safe to say that (spoilers incoming) Martin gave Rhu a bit of a beating! But the army Martin fielded was just a small part of a much larger collection, one that we've wanted to

feature in the pages of White Dwarf for some time. Well, now we have! We asked Martin how he came to paint such a huge collection.

When did you start collecting Hammers of Sigmar then, Martin?

It all began with the first Warhammer Age of Sigmar starter set when it came out three years ago. Funnily enough, I didn't paint the Stormcast Eternals! I picked the Khorne Bloodbound, while



my regular opponent – Ben Johnson – painted the Stormcast Eternals. We painted different armies so we could fight each other more easily, you see. But I still had the Stormcast models from the boxed set sitting at home, so it was inevitable they would get painted sooner or later.

‘I did go home with the Most Sporting Opponent award, too, which I was very pleased with.’

As it turns out, it was sooner! When the Warhammer World events team announced the first Warhammer Age of Sigmar Grand Tournament, I signed up straight away for Heat 1. I find gaming events to be a brilliant motivator when it comes to painting – I always want to take a new army along.

Does that mean your hobby is driven more by painting or gaming?

I like painting, but I like gaming even more. When it comes to picking an army for an event like a Grand Tournament, I think about it a lot. My core force for Heat 1 of the Grand Tournament was based around the Warrior Brotherhood warscroll battalion which is, by anyone's standards, phenomenal in the game. I know quite a few people who have won events using that warscroll battalion – I even played against it in the last, not to mention decisive game at the Clash of Swords event a few years ago (I still remember, Russ!). I didn't quite win the Grand Tournament heat, but I did get my army painted to a noteworthy standard and managed a top ten finish, which was great. I did go home with the Most Sporting Opponent award, too, which I was very pleased with. I learned a good deal about my Hammers of Sigmar army at that first event.



MARTIN MORRIN

Martin is the manager of the Warhammer TV video team and has made many appearances on the Twitch live stream since it started. A keen tournament gamer, Martin has taken part in dozens of Warhammer World gaming events over the years.

GOLDEN WARRIORS

The Hammers of Sigmar aren't the first golden warriors Martin has painted – he also painted an Eldritch Council force for Armies on Parade a couple of years ago. Check them out here:

armiesonparade.com



Below: The Celestant Prime, surrounded by Prosecutors. 'They are very fast moving and great for taking objectives towards the end of a game,' says Martin. 'They can even pick off characters and war machines if necessary, and are great for blocking charges.'

How has your army evolved since then?

I've continued to add new units to my army as they come out. Some models I'll paint for a particular event, others – mostly heroes – I'll paint just for the fun of painting them. I like the idea of completing a collection – of having one of everything painted. I've got a lot of units to go, but I have most of the heroes painted now – I finished Gavriel Sureheart and Neave Blacktalon especially for this article!

However, before I could get onto the big box of Vanguard-Palladors and Vanguard-Hunters I have sitting at home, the new Soul Wars box came out.

'I like the idea of completing a collection – of having one of everything painted.'

Which you painted for October's Battle Report.

Yeah, that took some doing, getting all those models painted in such a short space of time. But it was worth it to give Rhu a good thrashing (sorry Rhu!). I tend to favour quite a quick and neat painting style, using spray paints and an airbrush to get most of the groundwork done before I set to work with the brushes. Once I've got the basecoats, washes and maybe a highlight done, I



A SHATTERED DOMINION

'While working on my army, I bought the Shattered Dominion game board,' says Martin. 'So I thought I'd base all my models to match it using the Shattered Dominion basing kit. I paint the bases separately from the models, starting with a sprayed-on basecoat of Mechanicus Standard Grey. I then drybrush the bases Dawnstone and Administratum Grey, followed by a recess wash of watered-down Skrag Brown.'



ARMY SHOWCASE

Martin's army is built around a core of infantry. His retinue of ten Retributors (with no fewer than four Starsoul Maces in the unit) is rightly feared by his opponents.



'I painted my Dracolines green and orange to give them an otherworldly look,' says Martin. 'The rest of the army has an established colour scheme – the Dracolines I could go crazy with.'



'I like my heroes to stand out, so I use a lot of hero bases for them,' says Martin. We think his most impressive is the Knight-Venator hovering above a ruined column.



PAINTING THE HAMMERS OF SIGMAR MARTIN'S WAY

'I like a quick but neat paint scheme for my models – nothing too fancy, just tidy and clean,' says Martin. 'I have one main tip when it comes to painting – before I use my Shade paints, I always mix them 50/50 with Lahmian Medium to make them more translucent. I find this helps get a better colour transition on my models, especially when using high-pigment Shade paints like Drakenhof Nightshade and Carroburg Crimson.'

GOLD ARMOUR

Retributor Armour

Citadel Spray Paint

Liberator Gold

Airbrush

Reikland Fleshshade

Gloss

L Shade

Stormhost Silver

S Layer

BLUE ROBES

Kantor Blue

M Base

Drakenhof Nightshade

M Shade

Altdorf Guard Blue

M Layer

RED ROBES

Mephiston Red

M Base

Carroburg Crimson

M Shade

Evil Sunz Scarlet

M Layer

DRACOLINE SKIN

Waaagh! Flesh

L Base

Agrax Earthshade

L Shade

Waaagh! Flesh

M Layer

DRACOLINE SCALES

Jokaero Orange

S Base

Agrax Earthshade

L Shade

Bestigor Flesh

M Layer



feel ready to game with them. I can then go back to the models later to tidy them up or add in a few extra details. I do the same with most of my armies, particularly those that are mostly one colour, like Space Marines.

Perhaps unusually, I don't paint my heroes any differently to my regular troops. I know a lot of people lavish attention on their heroes to make them stand out, but to me, all Stormcast Eternals are mighty heroes – they should all look great. Liberators aren't basic line troops, they're mighty golden heroes. Instead, I give my heroes elaborate bases to make them stand out. I've gone through a few set of Hero Bases by now.

What sort of games do you normally play?

Most of the games I tend to play are matched play games – I play a lot of pickup games, often with people I haven't played before, and I find that using points and set battleplans really help level the playing field and ensure that both players have fun. I also play quite regular games with Black Library author Gav Thorpe. Often Gav will be working on a particular story and he'll need some examples of how the warriors will fight, so we play a game with them. Last time we played he was writing something about Korghos Khul, so I broke out my Bloodbound army for a game against him.

AIRBRUSHING

'Airbrushes are a great way to get paint on your models quickly, and you can achieve some really neat effects with them, too,' says Martin. 'I used an airbrush to create the gradient effect on my Liberators' shields, for example. After painting the basecoat of Kantor Blue, I used my airbrush to create the gradient effect with Altdorf Guard Blue. I then painted a thin line of Altdorf Guard Blue around the rim to highlight the shield.'



Do you have any gaming advice for players collecting a Hammers of Sigmar army?

Take advantage of all the special characters you have access to – Vandus, Gavriel, Astreia... they're all great! They all have different strengths, so the trick is knowing which one to take in which game and against which opponent. Also, it's worth taking a lot of Redeemer units – Liberators and Sequitors – because of the Soul of the Stormhost ability that allows you to bring them back if they die. It won't always pay off, but getting a new unit can be decisive.

'To me, all Stormcast Eternals are mighty heroes – they should all look great.'

Lastly, I'd suggest taking a fighting general as opposed to a defensive one. A Hammers of Sigmar general must have the We Cannot Fail command trait, which means friendly Hammers of Sigmar units wholly within 9" of him can ignore wounds and mortal wounds on a roll of a 6. That's a really handy ability, so you need to keep your general near your main body of troops. There are so many options in the Stormcast Eternals army list; whatever you take, you'll find a way to make it work for you and your style of gaming.

PAINTING HAMMERS OF SIGMAR

Following on from this month's Tome Celestial about the Hammerhands Warrior Chamber and Martin Morrin's beautifully painted army, we present a wealth of useful painting guides so you can paint your own army of the Hammers of Sigmar.

The Hammers of Sigmar are the iconic Stormcast Eternals, clad in glimmering golden plate armour, their shields a regal blue. Painting an army of them is an extremely rewarding endeavour, for when they're painted well they look great both in a cabinet and on the battlefield.

This painting guide is designed to help you get your Hammers of Sigmar models painted, right from bare plastic right up to the final highlight. On the opposite page you'll find a quick and simple ten-stage guide for getting your models battle ready. By this we mean presentable for a game – no one likes fighting against (or with) an army wearing sprue-grey livery. If you want to spend a bit more time on your models, over the page you'll find stage-by-stage guides for pretty much every part of a Stormcast Eternal, from armour to helmet plume and everything in between. Whether you're painting Liberators, Dracothian Guard, a Lord-Celestant or even a Gryph-hound, you should find what you need right here. Happy painting!



BATCH PAINTING

One of the easiest ways to tackle Stormcast Eternals (and other predominantly one-colour models like Space Marines) is to paint them in batches, especially if you can basecoat ten or more of them in one go with a spray paint. Retributor Armour Spray, followed by a wash of Reikland Fleshshade will have these models well on their way to completion!

Got all the right tools for the job? Before you start painting, make sure you've got all the paints and brushes you need, plus a pot of clean water for washing your brushes in.



BATTLE READY

Want to get your Hammers of Sigmar painted nice and quickly so you can get some games in? Well, the easiest way to get your models ready for battle is to paint them using just basecoat and shade paints. By painting your models this way, you can have a collection ready for war in

no time at all! While this means you may miss out on some of the smaller details, remember, you can always go back and finish your models off at a later date. For the stages below, we recommend using an M Base brush for stages 2 to 6 and an M Shade brush for stages 7 to 10.



Basecoat your model with Retributor Armour Spray (1).

Paint the shield, tabard and shoulder pads Kantor Blue (2).

Paint the cloth Abaddon Black (3).

Paint the hammer and scale mail with Leadbelcher (4).

Use Zandri Dust to paint the parchment (5) and Celestra Grey for the lightning bolts on the shield and shoulder pad (6).

Shade the gold armour with Reikland Fleshshade (7), and the parchment with Seraphim Sepia (8).

Wash the recesses of the shield and shoulder pads with Drakenhof Nightshade (9).

Wash the scale mail and hammer with Nuln Oil (10).

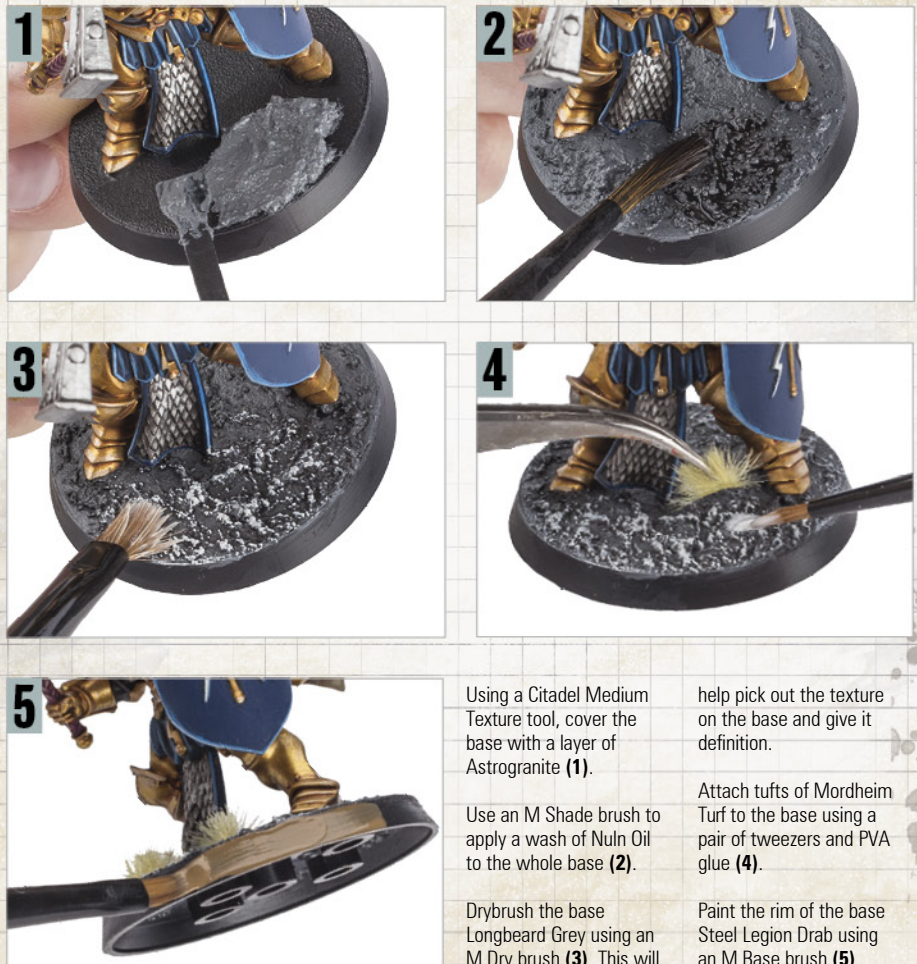
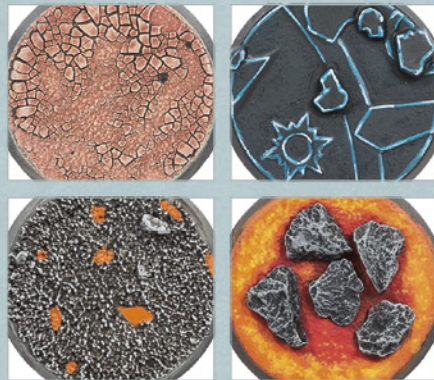


THE BASE IS HALF THE BATTLE

Once you're happy with your Hammers of Sigmar model, you can set about painting its base. Like all aspects of painting a model, you can put a lot of time and effort into a model's base, or just a little – the choice is entirely yours. Here, we show you how to paint a simple base, perfect for a battle-ready model like the one shown above.

WAR IN THE MORTAL REALMS

The Hammers of Sigmar have fought all across the Mortal Realms, from Aqshy, the Realm of Fire, to Shyish, the Realm of Death. On page 93, you can find an alternative way to paint the bases of your models. There were a few examples in last month's issue, too, and there will be more next month!



Using a Citadel Medium Texture tool, cover the base with a layer of Astrogranite (1).

Use an M Shade brush to apply a wash of Nuln Oil to the whole base (2).

Drybrush the base Longbeard Grey using an M Dry brush (3). This will

help pick out the texture on the base and give it definition.

Attach tufts of Mordheim Turf to the base using a pair of tweezers and PVA glue (4).

Paint the rim of the base Steel Legion Drab using an M Base brush (5).

HOW TO USE THIS GUIDE

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

Photograph:

These show what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like.

Technique & Paint:

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

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

PAINTING THE HAMMERS OF SIGMAR

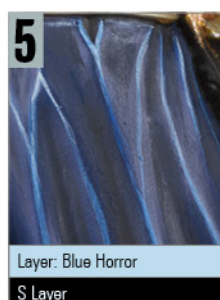
As mentioned earlier, the quickest way to get your Hammers of Sigmar underway is to basecoat them with Retributor Armour Spray. You can then tackle the largest area of the model – the gold armour – without fear of getting gold paint on any of the other colours. You could even drybrush the armour gold, which will give it a more burnished, weathered appearance (and has the added

benefit of being a lot quicker to paint!). The next largest areas of the models are the blue bits – normally shoulder pads and shields, but also loincloths, robes and capes. For these areas, it's worth taking your time to be neat – you don't want to get blue paint on the gold armour you've just finished painting. The insides of the capes were painted an off-white to add variety to the colour scheme.

GOLDEN ARMOUR



BLUE ROBES



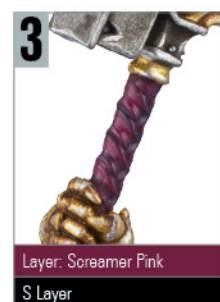
WHITE ROBES



RED PLUMES



HAMMER HANDLE



ON THE APP

I LOVE GOLD!

There are many ways to paint golden armour, be it shining gold, dull brass or weathered copper. Check out the Citadel Paint app (it's free!) to find the colour you're looking for.

- Light Brass
- Copper
- Bronze
- Weathered Bronze

TOP TIPS

Try swapping out the Reikland Fleshshade wash on the armour for a wash of Reikland Fleshshade Gloss. This will make the armour look much shiner, like it has been lacquered and polished. You can do the same thing with the warhammer too, replacing Nuln Oil with Nuln Oil Gloss. Try to avoid using gloss shades on cloth areas, though, as it will make them look shiny and unnatural.

When applying a wash to the cape, use an M Glaze brush instead of a Shade brush to give you more control over where the paint goes. You want it to sit in the recesses, not stain the whole area.

Try mixing Lahmian Medium with Guilliman Blue when painting Prosecutor wings (below). It will make the paint more translucent and give the wings a more magical glow.

WARHAMMER



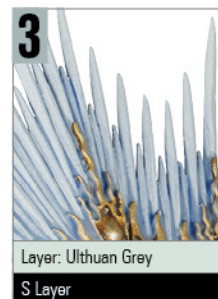
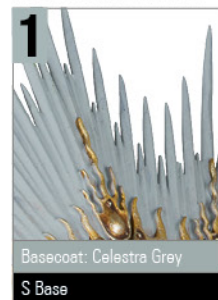
SIGMARITE BLADE



PARCHMENT



PROSECUTOR WINGS



HERALDRY OF WAR

One way to really make your Hammers of Sigmar stand out is to add a design to their shields. Here, two faint lines were drawn with a pencil down the length of the shield. The area inside was then painted Mephiston Red. This could be used to designate squads or Stormhosts.



But why stop at stripes? Why not try quartered designs or even chevrons? They could mark the heraldry of your unit's Prime.



The painting guide shown to the left is for a Stormcast Eternals Liberator-Prime, though you can easily use the colours shown here for Sequitors, Evocators, Prosecutors, Paladins, Liberators... the list goes on! Each Warrior Chamber can be identified by the colour of its plumes. The Hammerhands wear red plumes, while members of the Stormbound Warrior Chamber wear black ones. You could even make up your own Warrior Chamber with your own plume colour.

CREATURES OF THE CELESTIAL REALM

While the Hammerhands are predominantly an infantry formation, there are many Hammers of Sigmar who ride into battle, from the Dracothian Guard of the Extremis Chambers to the Vanguard-Palladors of the Auxiliary Chambers. Here we show you how to paint their celestial mounts – the example below is a Gryph-charger from the Lord-Aquilor model.

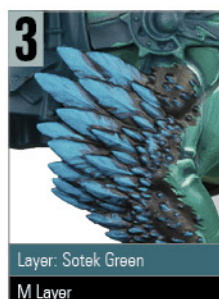
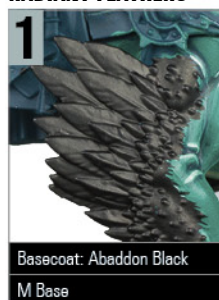
TOP TIPS

When painting Stormcast riders and their mounts, it's worth painting them in sub-assemblies. That way you can spray undercoat the rider one colour (in this case Retributor Armour) and the mount another (Abaddon Black in this case). Once you're finished painting the rider and mount to completion, you can then glue the sub-assemblies together.

GRYPH-CHARGER SKIN



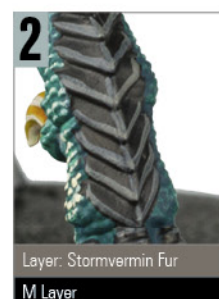
RADIANT FEATHERS



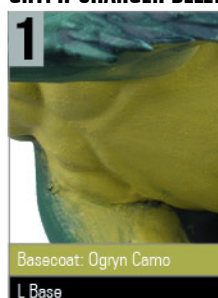
BEAK AND CLAWS



SCALES AND HOOVES



GRYPH-CHARGER BELLY



ON THE APP

MAGICAL BEASTS

The creatures of Azyr come in many wonderful shades and colours, from iridescent blue to startling red and yellow. Why not try out a few of these colour schemes from the Paint app.



The beasts of Azyr (and the other realms, of course) come in many unusual shades and hues. However, it's worth considering how the colours of the mount complement the colours of the warrior riding it. For example, if you choose to paint your Gryph-chargers yellow, they would probably clash quite badly with the gold-armoured warriors riding them. We suggest cool blues or warm reds as alternatives to the green shown here.

However, while these magical beasts may be very colourful, they still need to look like real creatures. To help achieve this, the last stage on the Gryph-charger's skin, feathers, belly and beak is the same colour – Screaming Skull. It may seem like a small detail, but applying a final highlight of the same colour to all (or most) of the parts of a magical beastie will help unify the model's colour scheme and make it feel more coherent.

Dracoths, Gryph-chargers, Gryph-hounds, Aetherwings, even Stardrakes – all of them can be painted using the stage-by-stage guides shown on the opposite page. Why not try out some of them yourself?



RULES OF ENGAGEMENT



JERVIS JOHNSON

Jervis Johnson has worked for Games Workshop for many years – some might even say decades! He is currently the lead games developer for Warhammer Age of Sigmar and spends his days writing battleplans, warscrolls and lists of magical artefacts. He was last seen surrounded by dice, trying to summon a familiar to help him with his paperwork.

DESIGNER'S NOTE

This scenario is designed to be played with the Warscryer Citadel as the centrepiece. If you don't have a Warscryer Citadel in your collection, you can still play the scenario by substituting a suitable scenery piece from your collection – a Chaos Dreadhold: Crucible, a set of Arcane Ruins or even a Sigmarite Mausoleum would all work perfectly. You could even build your own watchtower to guard your loot!

Over the following pages, you will find a new battleplan for Warhammer Age of Sigmar that has been designed to take players out of their comfort zone and give them a new and interesting battlefield challenge. The idea is to give players something that will help them hone their tactical skills. In order to do well in the following battle, you will need to examine the strengths and weaknesses of your army and re-evaluate the way you choose and use your force on the battlefield. We've included some hints and tips to guide you in this, but it will be up to you to figure out how you will overcome the challenges presented by the battleplan and guide your army to victory. Good luck!

BATTLEFIELD CHALLENGES – WARSCRYER CITADEL

Not all invasions are made to take and hold territory. Just as common is a raid, where the intention is to capture as much loot as possible

and carry it back to the invaders' home territory. Warscryer Citadels are used to warn of just such an enemy raid, and then to slow down the raiders long enough for a defensive force to respond. For their part, the raiders will attempt to either capture or bypass the tower, grab as much loot as they can, and then escape with it – the more loot they can get away with, the better!

THE ARMIES

Each player picks an army as described in the core rules, and then they roll off. The player that wins the roll-off picks which player is the Raider. The other player is the Defender.

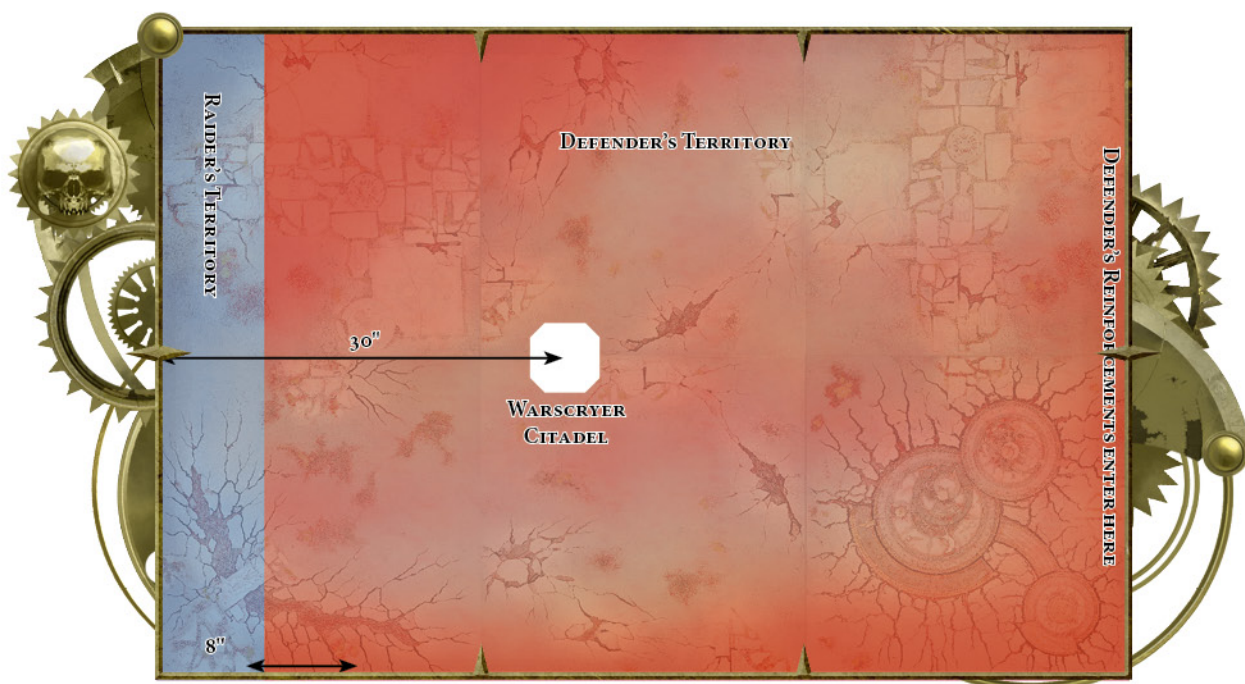
THE BATTLEFIELD

Set up a Warscryer Citadel terrain feature so that the centre of the model is 30" away from one edge of the battlefield, as shown on the map. The players then set up any remaining terrain as described in the core rules.

SET-UP

The Defender sets up first. They can set up 1 friendly unit of up to 20 models and up to 1 friendly HERO as the garrison of the WARSCRYER CITADEL. All other defending units must be set up in reserve as reinforcements (see over the page).

The Raider sets up second. All units in the Raider's army must be set up wholly within their own territory. The Raider's and Defender's territories are shown on the map below.



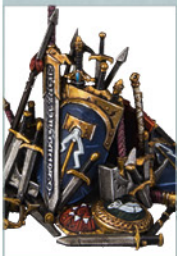
Rules of Engagement – penned by veteran games developer Jervis Johnson – focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. This month, Jervis has come up with a battlefield challenge – a new way to test your tactical acumen.

The Warscryer Citadel could be full of elite enemy units – a tough nut for the raiders to crack. On the other hand, it may hold only a small garrison – easy pickings!



GRAB THE LOOT!

There are many ways to represent the loot markers in this game. The Warhammer Age of Sigmar Shattered Dominion Objectives set includes seven objective markers, all of which would make perfect loot markers. Alternatively, you could use the treasure chests that come in the Azyrite Ruins kit. Or perhaps a combination of the two? Maybe you could even make your own loot counters using bits from your bits box. The options are endless!



RESERVES

Reserves are units that are part of your army, but which have an ability that allows you to set them up in a location other than on the battlefield and deploy them later once the battle has begun. Setting up a reserve unit is not considered a move for the unit, but it may restrict a unit's ability to move in the same turn. Any reserves that have not been set up when the battle ends are treated as if they had been slain when you are working out which side won the battle.

LOOT MARKERS

After set-up is complete, six loot markers must be set up. Any suitable object can be used to represent a loot marker (a small coin is ideal, and rather appropriate as well!).

The players take it in turn to place the markers, starting with the Defender. Loot markers must be set up wholly within the Defender's territory, more than 12" from the edge of the battlefield, more than 6" from the Warscryer Citadel, and more than 18" from any other loot markers. See the special rules below to find out how to pick up and move loot markers.



THE GARRISON

The Defender's garrison in the Warscryer Citadel may not leave the terrain feature, and no other defending units can garrison it.

FIRST TURN

The Raider has the first turn in the first round of the battle.

DEFENDING REINFORCEMENTS

All of the Defender's unit other than the garrison of the Warscryer Citadel must be set up in reserve as reinforcements. Any units that have an ability that allows them to be set up in reserve instead of on the battlefield can either be placed in reserve as reinforcements, or be placed in reserve as described by the ability.

All of the Defender's units that have been set up in reserve as reinforcements must be set up at the end of the Defending player's first movement phase, wholly within 8" of the narrow edge of the battlefield that is opposite to the Raider's territory.

LOOT

Any model other than a **MONSTER** can pick up and carry a loot marker by passing across the marker as they make a normal move. **MONSTERS**, and models that are running, charging or piling in,

cannot pick up loot. Place the marker with the model that is carrying it. Models can carry 1 loot marker each.

Models drop any loot if they flee or are slain. Place the marker within ½" of the model before you remove it from play.

ESCAPING

At the start of the Raider's movement phase, they can pick any raiding units that are wholly within 6" of the narrow edge of the battlefield in the Raider's territory and say that those units are going to escape. Each unit that escapes is removed from play and cannot return. Units that escape with loot take the loot with them.

GLORIOUS VICTORY

Starting from the fifth battle round, at the end of each battle round, roll a D3 and add the number of the current battle round to the roll. On an 8+, the battle ends. On any other roll, the battle continues.

The player with the most victory points at the end of the battle wins a **major victory**. If the players are tied on victory points, then each player adds up the points value of enemy units that have been destroyed during the battle (excluding any units that escaped and 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**.

VICTORY POINTS

Each player scores victory points at the end of the battle, as follows:

RAIDER'S VICTORY POINTS

For each loot marker carried by a raiding model that escaped from the battlefield, the Raider scores 100 victory points.

For each loot marker carried by a raiding model that is on the battlefield, the Raider scores 50 victory points.

If all of the models from the garrison of the Warscryer Citadel have been slain, the Raider scores 100 victory points.

DEFENDER'S VICTORY POINTS

For each loot marker carried by a Defending model on the battlefield, the Defender scores 75 victory points.

For each loot marker that is not carried by a model from either side, the Defender scores 25 victory points.

If any models from the garrison of the Warscryer Citadel have not been slain, the Defender scores 50 victory points.



Ironjawz from the Ironsuns warclan raid the holdings of the Anvils of the Heldenhammer. Cavalry like Gore-gruntas are excellent for reaching the loot, but can they hold on to it?

DESIGNER'S NOTES

It's important to keep the victory conditions in mind when playing this battleplan. In most games of Warhammer Age of Sigmar you simply need to defeat the opposing army, and because of this the army roster and tactics you will use for the Warscryer Citadel battleplan will be rather different to those you use in a normal battle. There are two things to keep in mind: the loot, and the Warscryer Citadel.

The key to this battleplan is grabbing loot, and then keeping hold of it. One of the most straightforward ways of grabbing loot is to include flyers and fast cavalry (i.e. mounted units with a high Move characteristic) in your army. However, although units like these can grab a loot marker easily enough, they may struggle to hold onto them. Because of this you should make sure that you have some capable combat units for any flyers and fast cavalry to hide behind, should the need arise. The Raider must do their utmost to get any loot off the table and, because of this, fast-moving units are even more useful for them than they are for the Defender.

As well as deciding which units you will use to grab the loot, each player needs to think carefully about where they place the three loot markers that they are allowed to set up. Clever placement can give you a real edge when it comes to grabbing the lion's share of the loot, so think about it carefully. Try to take into account how you will deploy your army, and also think about how to place loot markers to make it harder for your opponent to be able to reach them.

The Raider will also need to decide if they are going to wipe out the garrison in the Warscryer Citadel, or ignore them and concentrate simply on capturing loot. There are advantages to each strategy, but you should be clear in your mind which you wish to do, and then stick to your plan come hell or high water. While on this subject, the Defender needs to think carefully about the garrison in the tower. Putting too powerful a unit in the tower can tie up a major asset that may have proved more useful as a mobile force. On the other hand, a weak garrison is just asking for the tower to be captured, which will cost you victory points and maybe the game.

AN AGE OF ENLIGHTENMENT

If you have a topic about Warhammer Age of Sigmar that you would like Jervis to tackle, please write in and let us know:

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VASSAL KNIGHT HOUSES

With the Adeptus Titanicus range of models steadily expanding, Princeps Seniores now have a variety of weapons and tactics at their disposal. In this article, we present a new way of fielding your Knights and Titans as a single, integrated maniple.



ANDY HOARE

Andy Hoare is the manager of the Specialist Games team. It's under his watchful eye that such games as Necromunda, Blood Bowl and Adeptus Titanicus are brought to life. He even does a bit of writing for them when he's got a few spare minutes. Like now!

Andy: When Adeptus Titanicus came out last year, the big focus for us was, of course, the Warlord Titans around which the game revolves. We put you in the command throne, leading maniples of Titans into battle against each other amidst the strife of the Horus Heresy. Unsurprisingly, it was a big hit.

Curiously, though, when we showed hobbyists the Imperial Knights to go alongside the Titans, they went all goobery (a technical term for geeking out on a grand scale). Everyone loved the Knights, and we had loads of people asking for more information and rules for them. Well, here you go!

Something we've wanted to do for a while, both in Adeptus Titanicus and the Horus Heresy, was introduce Vassal Houses – Knight Households that are entirely subservient to a Titan Legion. Where other Knight Households normally send

banners of Knights to fight alongside the Titan Legions, Vassal Houses are directly commanded by them. Here in the Specialist Games team, we often liken Titan maniples to naval battle groups, with the player acting as the admiral in command of them. If you think of Titans as your battleships and cruisers, Imperial Knights are your destroyers. They're fast and deadly, able to interfere with the enemy's battle plans and – most importantly in the case of the Vassal Knights – protect your more valuable Titan-shaped war assets.

Over the next few pages, you'll find new background on Titanicus Vassal Houses, along with notes on the heraldry and iconography of House Coldshroud. Owen Barnes, one of our writers, even created a new maniple – the Dominus Battleforce – that enables you to field your Vassal Scions as part of a Titan maniple, providing benefits to all the units in it. Enjoy!

ADEPTUS TITANICUS VASSAL KNIGHT HOUSES

'Vassals are our loyal hounds, and though dogs they might be, I would not hunt without them.'

Blood Princes Nistru, Legio Fureans

The majority of Knights march for one of the so-called 'Imperial' Knight Houses – ones granted autonomy over their own domains and the right to broker such alliances with other Imperial factions according to their own wishes. Other Knight Houses are subject to the Sidon Protocols, bearing the red and black of the Mechanicum and uniquely possessed of the right to bear the skull and cog device of the Machine Cult – the Opus Machina. These Oath-bound Mechanicum Houses serve in the Taghmata of the Forge Worlds, marching alongside the serried ranks of Skitarii, tech-thralls, war-automata and the numerous other warriors and machines that serve the Machine God.

There also exists a third class of House quite apart from these – the Titanicus Vassal Houses. These might have their own traditions and may recruit from a particular

world, but each is entirely subservient to one of the Legios of the Adeptus Titanicus. So integrated are the Titanicus Vassal Houses that they often bear the livery and devices of the parent Legio, and it is extremely rare for them to fight apart from it.

The Knights of the Titanicus Vassal Houses serve as scouts and skirmishers in close cooperation with Titan formations. They are expected to outflank and harass enemy forces occupying the Legio's objectives and to protect the Titans from hidden threats that might lurk unseen in cover, literally offering their own lives in the protection of the god-engines. In the full-scale engine wars that so characterised the Horus Heresy, in particular those fought at Paramar, Beta-Garmon, Kado, Ryza and Terra herself, Titanicus Vassal Knights served to screen the valuable Titans from enemy fire, fouling target locks and drawing fire in the ultimate sacrifice to their masters.

Vassal Scions are quite different in nature from Scions in the service of Imperial or Mechanicum Oath-bound Houses. They have none of the sense of individualism which the Imperial Scions in particular

are so well known for, their fierce sense of duty instead sublimated into utter dedication for their Legio masters. Theirs is not a blind, unquestioning obedience, however, for Vassal Scions know that their Legio masters rely upon them, and this endows great honour upon them. The life of a Vassal Scion is invariably shorter than other types, but in their comparatively short service they see war on a scale that many other Scions never will. They serve in the shadows and at the feet of the mightiest of god-engines, they bestride burning worlds and they give their lives without complaint. Most Scions are accustomed to being the largest combatant on the battlefield and are possessed of a certain arrogance as a result – Vassal Scions are used to being amongst the smallest of their kind, and as a result they are possessed of a unique perspective on war.

Not all Legios are attended by a Vassal House, although most have been at some point in their history. In a small number of cases, a Vassal House has served as such for a discrete period, perhaps taking on the role as penance and having it discharged after performing some great duty or deed.



VASSAL HOUSE NAMING CONVENTIONS

It is comparatively rare for the armours of a Vassal House to be named in the same manner as a god-engine of the Titanicus. Many Titans are centuries, even millennia, old and have earned themselves names of great distinction. Newly wrought engines are expected to bestride the fields of battle for many years to come, and throughout the Horus Heresy many were given powerful names in anticipation of the deeds it was hoped they would go on to perform.

Vassal Knight armours, however, are not expected to survive so long, and as such many Vassal Houses invest their machines with a different manner of title. House Coldshroud, for example, names each of its armours for a class of ancient bladed weapon, with an attached numeral to indicate the number of times that name has been used. House Perdaxia, vassal to the Legio Fureans, uses the names of deities from the pre-histories of Terra's Indic regions, prefixed with an impenetrable code consisting of numbers, letters and more obscure runic symbols.

There exist at least two ways the status of Titanicus Vassal House can be conferred. Many Houses became vassal to a Legio during the Great Crusade, when upon discovery by the Expeditionary fleets they existed in such a parlous state they could not stand on their own – the few Knights were offered service as a Titanicus Vassal House on the proviso that if they survived, grew and served well, they would one day be released from service to become an Imperial House. In other cases, a Knight World was discovered but resisted the Imperium – in such a case it could have been conquered, possibly by a Titan Legion, and once brought to heel forced to serve as Vassals, possibly in perpetuity. Lastly, some Vassal Houses may actually have been created wholesale by a Forge World – Titan Legions never include Knight armours in their ranks but they are of such use in battle that such a body might be created at the express order of the forge lords.

Fighting as they do at the feet of the mightiest of war machines ever wrought by Mankind, Titanicus Vassal Houses often develop a fierce hatred of their opposite numbers in Vassal Houses serving enemy Titan Legions. These epic battles are all the more bitter and personal for the fact that the Vassals may have but a brief moment to account for themselves before death comes. When the Knights of House Coldshroud encountered those of House Perdaxia, for example, the most bitter of clashes is sure to have ensued, even as the Titanicus masters of both Vassal Houses clashed above.

HOME WORLDS

While some Vassal Houses have recruitment rights on specific worlds (in particular, Houses which had a home world before becoming Vassal to the Titanicus), most see their home only rarely, serving exclusively alongside the Titan Legion to which they are Vassal and calling its Forge World their home. Many know of no other home world

than the domain called home by its parent Legio, especially those created expressly to serve as Vassals.

Most Vassal Houses have their own sense of internal tradition, ritual and dogma, and the Knights are counted as a class apart from the crews of the Titans, there being little interaction between them. In matters of internal discipline, the assignment of rank, etc., the House's Grand Master has authority, although when it comes to the appointment of a new Grand Master, the parent Legio is able to overrule a choice they do not hold with.

MATERIEL STRENGTH

Most Titanicus Vassal Houses can muster between 200 and 300 armours. In an Imperial or Oath-bound Mechanicum House, such strength would be accounted a good number, but Titanicus Vassal Houses must endure a far higher rate of attrition given their role, and so it is only the high production capacity of their Legio's home Forge World that allows them to maintain this strength.

Vassal Houses are invariably very well equipped indeed, as they are able to draw upon the resources not only of their parent Legio but the Forge World itself. They utilise the entire range of classes of Knight armours, from the standard Questoris and Cerastus to the more unusual Mechanicum patterns, including ones that utilise weaponry and systems unattainable to Knight Houses that lack such close ties to a given Forge World.

NOTABLE VASSAL HOUSES OF THE AGE OF DARKNESS

HOUSE COLDSHROUD

The Scions of House Coldshroud are drawn from the Octad, the region around Gryphon IV ruled over by the Forge World. As long as Gryphon IV has existed, favoured families have given up their sons and daughters to the ranks of House Coldshroud, there being few higher honours.

House Coldshroud is relentless in its service to the War Griffons and have fought at their side throughout the Great Crusade and into the Horus Heresy. On Paramar V, they faced overwhelming Traitor forces, ultimately covering the Legio's retreat and paving the way for the retaking of the planet with the lives of their Scions.

HOUSE MORBIDIA

For centuries, those of House Morbidia were little more than slaves in the service of Mars. What dark deed caused them to be stripped of their place among the Mechanicum Houses is a closely guarded secret, though it was terrible enough for the entire House and its descendants to be condemned to servitude.

When the Mechanicum was divided by the Warmaster's betrayal and Mars became a battleground, Legio Mortis offered House Morbidia their 'freedom', if they would swear an oath to Horus. Embittered by their centuries of enslavement, the Knight House was swift to accept. Since then, they have marched with the Death's Heads and shared in their crimes against the Imperium.

HOUSE PERDAXIA

The history of the once-Imperial House of Perdaxia has all but been scoured from existence – not by the agents of the Emperor, but by His enemies. Their Knights march to war with their old heraldry scratched off and covered by the colours of the Legio Fureans, leaving only speculation as to who they once served.

Fanatically loyal to the Tiger Eyes, House Perdaxia heeded the summons of Archmagos Inar Satarel alongside their Legio when the Traitors invaded Paramar V. During the fighting, the Perdaxia Scions sacrificed themselves in their hundreds to defend the Tiger Eyes Titans, taking dozens of Loyalist Titans down with them.

HOUSE VI

The Knight House Vi is unusual in that it maintains both an independent presence on the world of Procon and a large Vassal contingent in the service of the Legio Solaria. This is because large numbers of House Vi Scions were seconded to Tigris to serve as Titan crews for the Imperial Hunters, and their loyal brothers and sisters came to fight at their side.

The almost entirely female Legio Solaria has a close relationship with its Vassal Knight House, many of the Princes and Moderati sharing blood links with the Scions. These bonds would prove their worth on the brutal battlefields of Beta-Garmon, where the Loyalists faced war and destruction on an unimaginable scale.

DOMINUS BATTLEFORCE MANIPLE

Many Legios with large Vassal Houses create special formations within their battlegroups by merging Knight Banners and Titan maniples. Known as a Dominus Battleforce maniple, it allows the Vassal Knights to offer close support to the Titans, often shielding them with their hulls from incoming fire.



Aeterno Rex



Argent Monarch



Fidelis Natus



Venator Lux



Pilum-VII



Falx-XXIII



Falchion-LVI



Xyston-XXVIII



Nobilis



Sarisa-XXI



Falx-XLV



Sarisa-XXII



Halbard-XXXIX



Xyston-XXVII



Xyston-XXIX

Mandatory Components

- One Warlord Battle Titan
- Two Reaper Battle Titans
- One Questoris or Cerastus Knight Banner

Optional Components

- Two Warhound Scout Titan
- One Questoris or Cerastus Knight Banner

Maniple Trait

Auspex Bafflers: Knight armours tasked with the close support of Titans configure their vox arrays to foil the targeting auspexes of their enemies with an impenetrable wall of merged signals. This has the result of protecting the Titans but unfortunately broadcasts the Knights' position. Knight Banners included in a Dominus Battleforce maniple cannot benefit from obscuring cover (see page 33 of the *Adeptus Titanicus* rulebook). If a Titan in a Dominus Battleforce maniple is within 6" of a Knight Banner from the same maniple, and both the Titan and Knight are visible to the attacker, attacks made from more than 2" away from the Titan suffer a -1 modifier to the Hit roll.

Noble Sacrifice: When a Titan in a Dominus Battleforce maniple takes a hit from a ranged attack, it may transfer this hit to any Knight Banner from the same maniple within 6", as long as at least one Knight in the Knight Banner is visible to the attacker. The chosen Knight Banner now suffers the full effects of the hit just as if it had been the original target. If the hit was from a weapon with the Blast trait, the Blast marker is centred on the Knight Banner. Hits from weapons with the Firestorm trait may not be transferred in this way.



CERASTUS KNIGHT LANCER FALCHION-LVI

TITANICUS VASSAL HOUSE COLDSHROUD

The Cerastus Knight Lancer *Falchion-LVI* was manufactured on Gryphon IV at the outbreak of the Horus Heresy, as a part of that Forge World's efforts to bolster the Imperium's defence against the inexorable advance of the Warmaster's hosts. *Falchion-LVI* was first deployed to Paramar, where it stood firm against the furious charge of the massed Knights of Perdaxia, and later served on Tallarn alongside the famous Legio Gryphonicus Warlord Titan *Iron Regent*.

HERALDRY

The heraldry and iconography worn by the Knight armours of a Titanicus Vassal House often closely follow those of the Titan Legion under which they are bonded to serve. Most Vassal Houses are granted their own icon, but the colours most bear are invariably derived from those of the parent Legio, as can be seen here in the case of a House Coldshroud Cerastus Knight, which bears the distinctive golden-yellow and mottled grey of the War Griffons. Some Vassal Houses, notably Morbidia and Perdaxia, wear the colours of their parent Legio inverted, while a small number have earned themselves the right to bear their own colours. Almost exclusively, Vassal House armours are much more uniform in their heraldry than their Imperial House counterparts, bearing little or none of the individual iconography, motifs and devices that describe the Scion's many noble deeds. Bonded as they are to the service of their Titanicus masters, Vassal House Scions live and die by the orders of their masters.

KILL MARKINGS

Vassal Knights exist solely to serve their Titanicus masters and only make account of their own kills if they are especially significant. However, many are granted the right to share the glories of their overlords and so bear a range of kill markings. *Falchion-LVI* bears a number of the distinctive chess piece icons used by the War Griffons to represent various classes of Titan – five skulls and a king for multiple heavy Battle Titan kills (the majority most likely Warlords) and a single Knight piece representing a Scout Titan kill (most likely a Warhound). The fact that the latter is borne upon *Falchion-LVI*'s own banner suggests that the Knight may have had a direct hand in the kill, rather than it being a vicarious honour.



The crest of House Coldshroud, symbolising the unbreakable bond between Legio Gryphonicus and the Knight Scions of the Vassal House.



WARHAMMER ADVENTURES

Warhammer Adventures is a new range of Warhammer novels aimed at younger readers. Black Library managing editor Nick Kyme tells us about the project before we get into the nitty-gritty of adventure writing with series' authors Cavan Scott and Tom Huddleston.

Nick Kyme: The Warhammer Adventures series – a range of books for eight- to ten-year-olds – is a whole new direction for us here in Black Library. Many hobbyists – us included – have kids or younger siblings who inevitably ask about the models we're painting or the games we're playing, and it can be quite tough explaining the worlds of Warhammer to them. Which is why we decided to create a range of Warhammer books that younger readers could enjoy and engage with that were appropriate for their age range. Of course, the worlds of Warhammer can be pretty dark and violent and approaching them from a new angle (and perspective) was quite a challenge. Rather than stories about conflict, we focus on adventure, following two groups of youngsters who have been caught up in the wars raging around them. There are still plenty of laser guns and magic, and loads of monsters and aliens – just what kids want from a good adventure story!



CAVAN SCOTT & TOM HUDDLESTON

Cavan is the author of the Warped Galaxies series, while Tom pens the Realm Quest novels.

White Dwarf: How did you come to be writing the Warhammer Adventures series'?

Cavan Scott: I've written a few short stories and a novella for Black Library in the past. Normally I write kids' literature and the stuff I wrote for Black Library was a bit different to the norm. I focused less on Space Marines and Imperial Guardsmen and more on the periphery characters. My short story 'Flayed' was told from the point of view of a woman caught up in a battle, while another story – 'Hidden Treasures' – was about a couple of boys who find a load of ancient artefacts. I liked writing about non-combatants, which, combined with my experience in writing kids' fiction, is probably why my name came up for this project.

Tom Huddleston: I got into writing for Black Library through Cavan – we've worked together on quite a few kids adventure books over the years and he recommended me to the team. It

WORLDLY ILLUMINATIONS

You can't have failed to notice the new art style that's been adopted for the Warhammer Adventures series. The covers were illustrated by Cole Marchetti, while the internal illustrations (which you can see later in the article) were drawn by Magnus Norén. 'We love the representations of the characters illustrated by Cole and Magnus,' says Tom. 'I discussed my characters with them a lot as the stories came together, and it was exciting seeing them develop. It's hard to strike a balance between cartoony and severe, but they nailed it. You can see a fun element to the characters, but there's also a seriousness in the covers.'





THE SURVIVORS OF TARGIAN

Cavan: Each character has a recognisable silhouette. Zelia's look is based on that of a Rogue Trader, while Talen has elements of the Imperial Guard in his clothing. Mekki is a Martian and also a member of the Adeptus Mechanicus. I've had a few people ask why he doesn't have loads of bionics already, but that's a conscious decision – it's part of his story that will be explored during the series.

CHILDREN OF THE STARS

Cavan: In my series there's Talen, the kid who should have joined the Imperial Guard but ran away from his duty to join a gang; Mekki, the tech-kid from Mars; and Zelia, the daughter of an explorer who doesn't like the idea of weapons. Which is generally a bad opinion to have in Warhammer 40,000! She thinks she knows everything, but actually her life has been quite sheltered. While she's been out there exploring the galaxy with her mum, Talen was raised to be in the Guard – he's known how to fight from an early age.

All of them are running from their past in one way or another. They all have an outlook on life that's going to be challenged – they think they know themselves and how the universe works, but they're quite wrong. The settings actually really help tell those stories – these youngsters are outsiders who have a link to the worlds we know and love, but haven't necessarily been involved in the wars we read about and the games people play. They know wars are happening, they've just never experienced them first-hand. Now they have to figure out how to survive.



NEW CONCEPTS

Cavan: There are lots of words in Warhammer 40,000 that may seem a bit alien and unusual to new readers – cogitator, vox, and so on. So the first time we mention cogitator we also say computer. When we say vox we also say communicator. A lot of the exposition is done through the characters – for example, Talen has never been in a starship before, so Mekki and Zelia can explain warp travel to him (from their limited point of view), and, at the same time, explain it to the reader.



was such an appealing project, but I had to do a lot of research on both universes to get myself up to speed – there was a lot to learn!

WD: How did you come up with the story lines?

Tom: Nick had a bare-bones idea for the Realm Quest story about a group of kids whose mentor, Vertigan, goes missing. We decided that Ghyran – the Realm of Life – would be the best place to set the story as it's the least immediately terrifying of the realms and the most relatable to real life. As the youngsters search for their mentor they meet lots of different races – the Skaven appear in the first book, then, later on, the Kharadron Overlords and the Sylvaneth.

Cavan: In Warped Galaxies, the main characters are survivors thrown together after the destruction of a planet following a Necron attack. They're separated from the fleet of refugees and the series focuses on them trying to find the other survivors, fighting aliens, Imperial servants and who knows what else in the process.

WD: How do you think youngsters reading your books will relate to those characters?

Cavan: The thing we said right from the start was that we wanted the characters to feel like real kids – to make them realistic and relatable to.

They're caught up in extraordinary situations, but they still face the same situations as real people. They bicker, they disagree, they have to cope with life-changing events. They all think they're better than each other, that they're more skilled or knowledgeable. Mekki thinks he's the most intelligent, so he's quite condescending with Talen – it's the classic geek versus jock situation.

'They're caught up in extraordinary situations, but they still face the same situations as real people.'

There are points in both series where relationships break down and have to be rebuilt stronger – forged through fire. In *Attack of the Necron*, the characters have to cope with the destruction of their entire world by a merciless alien race within the first few chapters. They have to deal with big situations very quickly and they experience a fair degree of trauma in the process.

Hopefully none of the kids that read these books have the same situation – we really hope their world doesn't blow up – but they will know what it's like to fall out with friends they trust, to be thrown into situations they've never dealt with before and have to overcome on their own. The themes are pretty universal.



FANTASTICAL ADVENTURERS

Tom: Each character in *Realm Quest* fits a typical adventuring archetype. There's the outsider/leader figure, the healer, the fighter, the thief (or sneak), the inventor and, well, I don't really know how to describe the sixth kid. But he doesn't appear until the second novel, so...! There's also Vertigan, their adult mentor, who brings the group together. Each character also has a birthmark of a different realm – Kiri is steely and determined, which fits her birthmark for the Realm of Metal, while Thanis bears the mark of Aqshy, showing she's fierce-tempered and strong. Elio is a natural healer and bears the rune of the Realm of Life. The character archetypes and personalities really help the reader understand the world through the cast.

Because the series is six books long, each book focuses on one of the six characters, telling the story from their perspective. The first book is from Kiri's point of view – as an outsider who prefers her own company to being part of a group, she's the lens through which we see and experience the formation of the group.

Tom: In *City of Lifestone*, the main character Kiri really doesn't want to be involved with anyone else – she's a bit of a loner in that respect. She has to be convinced, almost forced, into being friends with people. That's quite a relatable situation – like your first day at secondary school. Of course, it's escapist, too – it's fantastical, there's adventure, there's a bit of horror. We want our readers to think 'what would I do in that situation? Would I be brave? Would I run away? If I had to walk into the jaws of death, would I be able to?' There will be points in the series where the characters will actively have to put themselves in harm's way.

'When you're dealing with worlds as grim and dark as ours, you can't make the stories happy.'

Cavan: We haven't shied away from that, either – when you're dealing with worlds as grim and dark as ours, you can't make the stories happy. Kids are intelligent, kids are sophisticated... I think people forget that sometimes. They can see the parallels between real life and fiction. They also like scary stuff. You only have to read Roald Dahl's stories to realise how dark kids' books can get really quickly – that was the direction we wanted to go in with these novels.

GLOSSARIES

Tom: A decision was made early on to include a glossary at the back of each book to help explain some of the more unusual concepts, such as the Mortal Realms and hive worlds, but also to delve into the characters a little more. In *City of Lifestone* you can find out about the realms, about Kiri, Vertigan and the Skaven, while in *Attack of the Necron*, Cavan takes a closer look at Necron weapons, hive cities, Space Marines and the three main characters.



WD: Which brings us on to the bad guys. What's it been like introducing the characters to them?

Cavan: We picked the Necrons as the first major adversary in the series because they're pretty easy to understand and recognise – they're big metal robots. Some of the characters they meet won't be quite so easy to categorise – Inquisitors, Rogue Traders, aliens – can they be trusted? Who is on the 'good' side? It's an important issue because the world isn't black and white – there are going to be characters who blur the lines.

Tom: I think it's been easier for me because the lines are a bit clearer in Warhammer Age of Sigmar. While races like the Kharadron and the Sylvaneth are not immediately chummy, they are essentially on the side of good. The Skaven, on the other hand, are clearly nasty adversaries.

Cavan: I've been asked how I could write about Necrons in a kids' book when gauss blasters tear people apart atom by atom. But, you know what, most kids sci-fi stories have disintegrator guns – kids know what they are. And they're a lot less gory than a boltgun! The key is being responsible with the violence – you don't want to terrify the readers so they can't sleep. But kids like reading about peril – they like monsters who are actually dangerous. The worst thing would be if they didn't believe the villains could do something bad.



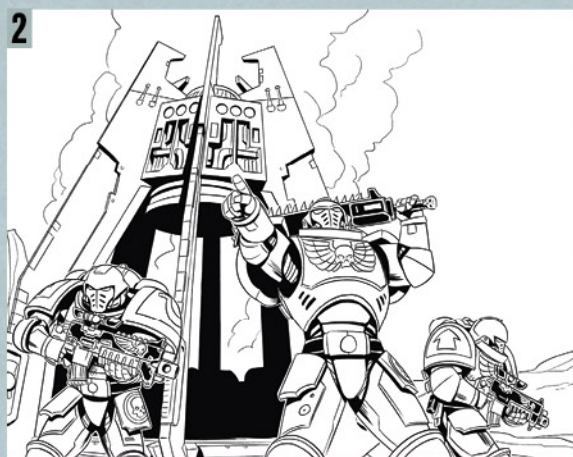
THE SAVIOURS OF LIFESTONE

Tom: We wanted the main characters to be just slightly older than the youngsters reading the novels – kids of a similar age that they can relate to and look up to. They fit in an age range between about eight and fourteen – the sort of age when kids start to properly notice the world around them and ask questions about it. We had to ask ‘how would a ten-year-old react to this?’ a lot!



PART OF A LARGER UNIVERSE

Both *Attack of the Necron* and *City of Lifestone* feature internal artwork by Magnus Norén. The illustrations focus on key points in both stories, showing some of the main protagonists and the people they meet. In *Attack of the Necron*, Zelia comes into contact with hive gangers (1) and encounters the Ultramarines (2) while trying to escape the Necron attack. In *City of Lifestone*, Kiri is fleeing from Darkoath warriors when a Stormcast Eternal appears in a flash of lightning amongst them (3). Later in the story, Kiri – along with several of the other characters – has to escape a swarm of Skaven (4), who are featured quite regularly in the internal art. After all, who doesn't love vicious, scheming ratmen?



WD: How did you address the violence?

Tom: You can say that people are fighting each other, you just don't get too graphic. When the Skaven attack through the marketplace in my book, I mention how they run about knocking people over and causing mayhem. A reader who knows about Warhammer will know that it's deeper than that – it just goes unsaid.

'The kids will almost always be at a disadvantage, but that's not going to stop them!'

Cavan: Generations of youngsters have been brought up on superheroes, whose first reactions are to hit something. The superhero genre is all about conflict – it's a universe that kids are very well versed in.

Tom: The tricky thing is to have the kids be active and have agency while keeping axes and swords out of their hands – you don't want twelve-year-olds running people through with a blade – that's not appropriate for our audience. They knock down bookshelves to block enemy advances, grab Skaven and fling them into each other, drop tarpaulins on them. They can always find a way to defeat the enemy without swords.

Cavan: Youngsters throughout kids' fiction (right back to fairy tales) have to deal with situations on a more cerebral level – they have to use their brains because they're just not as physically adept as the people they're facing. The kids will almost always be at a disadvantage, but that's not going to stop them!

WD: What's your favourite part of your story?

Tom: I loved writing the prologue – it was good fun to start on such a grand scale with a gigantic slave rebellion, a castle collapsing, two huge armies fighting, monsters in the air, a Realmgate... all of that slamming together into one enormous over-the-top introduction before you progress into the story. Talk about throwing people in at the deep end!

Cavan: The refugee ship leaving the exploding planet is my favourite part. The kids go through a catastrophic amount of trauma and think they've escaped, only to find Necron ships on their tail. It was at that point that the characters really clicked for me. I like the idea it will never be easy for these kids in this series – there will never be a point when they're not running away from or into some kind of danger.

Tom: I'm guessing my story might have a happier ending than yours...

NEED TO READ!

Think *Attack of the Necron* and *City of Lifestone* would be suitable for someone you know? Perhaps you fancy reading them yourself? They are available now in Warhammer and Games Workshop stores, in many bookshops and, of course, direct from the Black Library website:

blacklibrary.com

LEADING FROM THE FRONT

Severina Raine is a regimental Commissar of the 11th Antari Rifles, and the leading character in a new series of Warhammer 40,000 novels from Black Library. The first book – Honourbound – is out this month, as is a special edition model of Commissar Raine.

Make a note in your diaries, Black Library fans, because Saturday 23 February is the Black Library celebration day! A number of new products will be available to mark the occasion, such as limited edition novels, coasters and a new miniature – Commissar Severina Raine. This multi-part resin model will be available in limited numbers in Games Workshop and Warhammer stores around the world and online from the Games Workshop website. She is armed as described in the novel, with the sword Evenfall and the bolt pistol Penance. She even wears a small brass pocket watch on her belt – an item of immense personal value to her. The rules for using Severina Raine in games of Warhammer 40,000 can be found in her box; below we present the rules for fielding her in games of Warhammer 40,000: Kill Team.



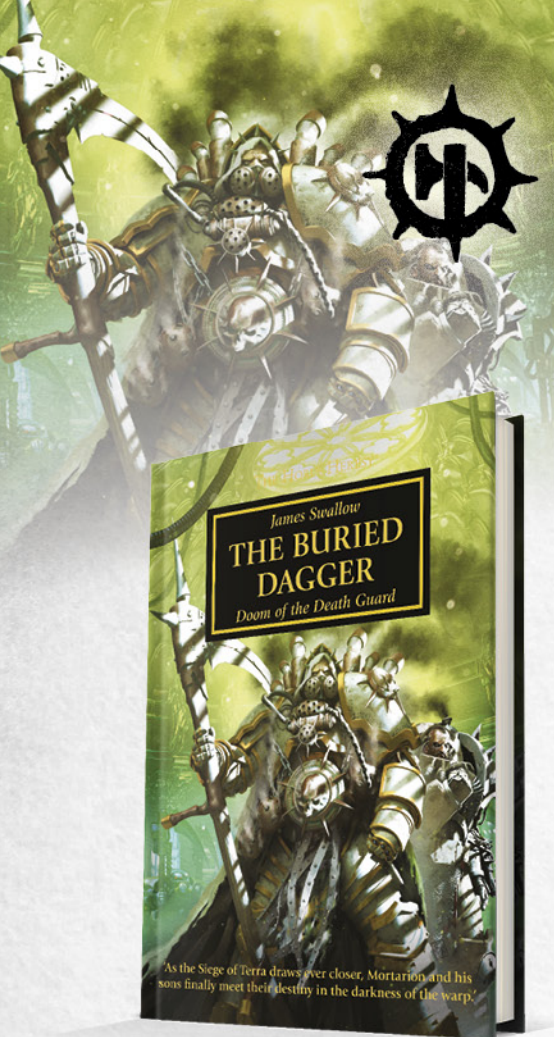
POINTS VALUE
If you are playing a matched play game of Kill Team, or a Kill Team game that uses a points limit, Severina Raine costs 20 points.

SEVERINA RAINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Commissar	6"	3+	3+	3	3	3	3	8	4+	1
This model is armed with Evenfall and Penance										
ABILITIES	Leading from the front: Friendly ASTRA MILITARUM models within 6" of this model – whilst it is within 1" of an enemy model and not shaken – automatically pass Nerve tests.									
SPECIALISTS	Leadership									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, OFFICIO PREFECTUS, COMMANDER, INFANTRY, COMMISSAR, SEVERINA RAINE									

WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Penance	14"	Pistol	4	-1	1	-
Evenfall	Melee	Melee	User	-1	1	-



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CELEBRATION 2019

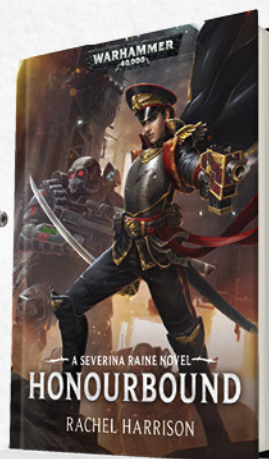
THE HORUS HERESY: THE BURIED DAGGER

The final book before the Siege of Terra sees the primarch Mortarion strike a terrible bargain with the Ruinous Powers.



HONOURBOUND

Captured in exquisite detail, Commissar Severina Raine is released as a multi-part resin kit alongside the novel *Honourbound*.



HARDBACK



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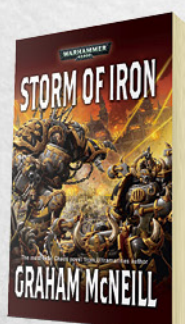
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PAPERBACK

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The two opening novels of the epic Horus Heresy series, presented in a new celebratory edition. With a specially selected short story and brand new author afterword.

Available from Warhammer stores, games-workshop.com, www.blacklibrary.com and Independent Stockists from Saturday 23 February

INSIDE THE STUDIO

The Design Studio has been a hive of hobby activity as always this month, with many of the team painting Warhammer Underworlds warbands, Necromunda gangs and Blood Bowl teams. Below you can see a couple of them, while over the page you can see some of the models that the games developers and background writers have painted in preparation for an upcoming Necromunda campaign they're planning. We'll hopefully bring you more coverage of it in future issues.

This month, we also feature illustrator John Michelbach's Adeptus Mechanicus army from Stygies VIII, which you can see over to the right. Praise the Omnissiah!



THE GOBONANAS

This Blood Bowl team was painted by army painter Nathan Trolley. 'They're the Gobonanas, a combination of Goblins and bananas,' says Nathan. 'I undercoated them Corax White, then painted all the armour Averland Sunset, followed by a wash of Casandora Yellow and a highlight of Dorn Yellow – nice and simple. Their track record on the pitch is... pretty bad! They have only scored three touchdowns, and in a game against Orcs I had only two players on the pitch by the end!'



THE GODSWORN HUNT

This Warhammer Underworlds warband was painted by games developer Sam Pearson. 'I was lucky enough to do the playtesting for the Darkoaths and I loved using them so much I painted a warband,' says Sam. 'I spent the most time painting their skin – I started with a Cadian Fleshtone basecoat followed by a wash of Reikland Fleshshade and Rhinox Hide. I then highlighted the skin with Kislev Flesh and Flayed One Flesh.'



Welcome to the last few pages of the magazine, where we take a regular look at the games people have been playing and the models they've been painting in the Design Studio over the past month. This issue, it's warbands, teams, gangs and the Adeptus Mechanicus.

THE STYGIAN BATTLE CONGREGATION

When John Michelbach's not creating art for our many publications (see page 72), he's adding new models to his Adeptus Mechanicus force.

'I actually started the army a few years ago for a battleforce challenge, and it's slowly grown since then,' says John. 'I really like the sombre colour scheme of Stygies VIII and I love the idea of them hunting down and using forbidden xenos technology – it gives them a really sinister feel. The black and red colour scheme also works really well with the colours of House Taranis, which is how I've painted my Imperial Knight – I think the white shoulder pads really make it stand out from the rest of the army. I used blue as the army spot colour – a nice cool tone to contrast with the warm reds.'



John's army is led by a Tech-Priest Dominus (1), though he has yet to fight any games with his force. 'I'm definitely more of a painter,' says John. 'I learned a lot painting this army, particularly when it came to the models' bases. I wanted them to be fighting over a scrap world, so I used spare bits of scenery to build up the bases before covering them in a thick layer of Martian Ironearth mixed with Stirland Mud. I used Forge World weathering powders on the models' feet to tie them to the bases.'

1



PREPARING FOR A TURF WAR

'Us writer types in the Studio are about to start a Necromunda campaign,' says Sam Pearson, one of the games developers. 'It's a Dominion campaign with an arbitrator to keep an eye on things and make sure all the games run smoothly in each round.'

'And take people's dicks down a peg or two if they get too powerful,' says John Bracken. 'We'll set the Bounty Hunters on them! We have all six of the main house gangs represented, plus a few duplicates, so it will be pretty sizeable. It's going to be a narrative-driven campaign, possibly revolving around a Genestealer Cult uprising or maybe a Nurgle infestation – we haven't decided yet. We're just getting a few practice games in at the moment before we kick things off properly.'



1
James Gallagher's Delaque gang known as Odyne's Ravens (1).

John Bracken's Van Saar gang – Cryptic Fallout (2).

A couple of Sam Pearson's Goliaths from the Metal Pigs gang (3). His gang leader, Big Turk, is on the right.

The Toxic Catrinas (4) are an Escher gang painted by Dave Sanders.

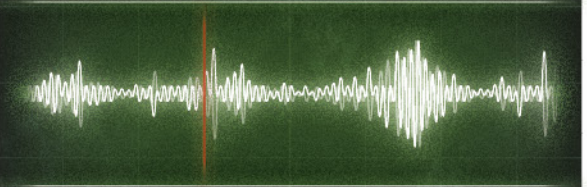
Nick Horth's Orlock gang is called the Drillhouse Jacks (5), a gang of ex-Guardsmen.



2

VOX CHATTER

Inspired by Jervis' column about his favourite games, the Dwarfers chat about the games they love to play.



Jonathan: For me it's Warhammer 40,000 – it's the game I started with in the hobby many years ago. I like the futuristic setting and the background for the game is really deep. Also, I like guns. Big, big guns. Big T'au guns specifically. Nothing makes a game fun like huge explosions.

Matt: It would probably be Warhammer 40,000 for me, too, mainly because of the Space Marines. I love painting them, reading about them and playing games with them. I've painted Blood Angels, Black Templars, Imperial Fists, Red Corsairs, Night Lords and Thousand Sons – if it's in power armour, it's cool. I've also played a lot of Lost Patrol. Still haven't won as the Scouts, though...

Dan: Yeah, we've played a lot of Lost Patrol. A similar game, Space Hulk, was one of my childhood favourites – it was such a tough game. I think my current favourite game is Warhammer Age of Sigmar, though – the ever expanding background of the Mortal Realms makes narrative gaming brilliant fun, which is exactly how I like to play.

Shaun: HeroQuest was one of the first games I played – I love adventure-style games where you take on the role of a hero. I've really got into Warhammer Underworlds recently, too – it's fast-paced, so you can easily play a few games in an evening.

Ben: That's why I like Blackstone Fortress – it's a quick game and easy to play, but you can really immerse yourself in the characters and their stories. I think that makes the game more endearing and fun.

Martyn: I was always a fan of Epic 40,000 when I was younger, so the return of Adeptus Titanicus is a really big thing for me. I love the idea of being able to play large-scale games with units that you wouldn't normally see on a Warhammer 40,000 battlefield.



3



4



5

NEXT MONTH

INDEX IMPERIALIS: ASSASSINS

