THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

DECEMBER 2019

WARHAMMER
AGE OF SIGMAR

WARHAMMER
40,000

EXCLUSIVE SUBSCRIBER COVERS!

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

Subscriber copies feature a piece of artwork without the contents listing down the side, allowing you to appreciate the art in all its glory. This month's cover features the Emerald Host illustrated by Dave Gallagher.

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

MEET THE WHITE DWARF TEAM

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

MATTHEW HUTSON
Senior Designer
Another yellow tank has appeared on Matt's shelf in our hobby room. This time, it's an Imperial Fists Executioner. He's also been looking at Titans again. His desk could be likened to a particularly industrious Forge World.

DAN HARDEN
Staff Writer
Following Lyle's hobby project management advice from a few months ago, Dan has set about painting his backlog of models. He's just finished a Leman Russ Tank Commander; a Cypher Lords warband is next on the agenda.

JONATHAN STAPLETON
Photographer
Jonathan painted loads of T'au units for this month's Battle Report, and he's still going! We've heard there's a Ghostkeel on his desk, but apparently we're further than 12" away, so we can't see it (that's a rules joke, by the way).

SHAUN PRITCHARD
Reprographics
Shaun's Funko Pop! Primaris Intercessor is now green! Shaun said he would have got more done on it, but he was 'too busy doing important reprographics stuff'. We've sent an Ordo Painticus Inquisitor to investigate.

BEN HUMBER
Designer
Ben doesn't play in many Battle Reports, but not only is he taking part in this month's mega-battle, he's even using his own models. Reivers, aircraft, tanks – he's got the lot. But how will they fare on the battlefield?

SOPHIE BOSTOCK
Designer
Sophie is the newest member of the *White Dwarf* team, and she's already covered her desk in paints and models (and work, obviously). She's working on a Space Wolves successor Chapter of her own creation, complete with icy frost blades.

THIS MONTH'S CONTRIBUTORS

Louis Aguilar, Roh Alderman, John Ashton, Andy Barlow, Nick Bayton, Mark Bedford, Thomas Blackburn, John Bracken, Jay Clare, Thomas Clarke, Adam Cooper, Dave Gallagher, James Gallagher, Ben Gathercole-Day, Simon Godwin, Israel Gonzalez, Nick Horth, Tom Horth, Jervis Johnson, James Karch, Phil Kelly, Kornel Kozak, Ashley Lowe, Aly Morrison, Steve Party, Maxime Pastourel, Sam Pearson, James Perry, Anthony Saliba, Dave Sanders, Andy Smillie, Alexander Tuxford

WARHAMMER COMMUNITY

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

www.warhammer-community.com

MADE IN THE UK

WHITE DWARF

IT'S COZY BY THE FIRE

From all your friends at *White Dwarf,* happy holidays! Just as promised in the previous issue, this issue is packed with loads of fun surprises. We've included a special Warcry feature that brings the unstoppable Gotrek Gurnisson to the Eightpoints, complete with a Gotrek Warcry fighter card. In that feature, you'll find two scenarios to fight alongside or against the legendary duardin. You'll also find new rules to fight aerial battles in the Age of Sigmar, even more of which will come in the January issue. And if you fancy a wizards' challenge, check out The Spellflux Spire, a mini-game that pits four wizards in a battle for survival. We've included a poster with the game board printed on it, the other side of which features one of our favourite pics from our imagist, Jonathan Stapleton. Finally, if you love the digital card game Warhammer Age of Sigmar: Champions, or if you want to give it a try, you'll find some scannable art in Inside the Studio that will unlock the mighty Grombrindal and a starter deck of cards in the Warhammer: Champions app.

There's lots to do in a future that's grim and dark, as well. The gangs of the underhive won't want to miss new Necromunda terrain rules, and we've packed in an exclusive Gang Tactics card and a Necromunda booklet for playing 30-minute engagements, perfect for those lunch-break games. All that plus a Tome Celestial *and* an Index Astartes, plus loads more great content await over the page ...

LYLE LOWERY
Managing Editor

Lyle spent much of his hobby time readying his Adeptus Custodes for this month's Battle Report. He's currently overwhelmed with an avalanche of exciting painting projects. Where to start?

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

CHARACTER TRAITS

STAR LETTER

Reading a recent issue (Robin's article on keywords in particular), I recalled the old *Codex: Space Marines* with the table where you can individualise your army and create your own set of Chapter traits and flaws. Now that *White Dwarf* is more of an essential hobby compendium these days, how about bringing back some of those 'build your own <subject>' tables from editions of yore to be used in narrative games? I think they offer a great opening for younger or more competitive players to try out narrative styles of play.

As you can probably guess, I love the return of the Index articles! They are a more official version of the sort of thing I've been talking about and I particularly liked the Steelsouls Tome Celestial article. They really stole my heart in the *Plague Garden* audio book, and I can't wait to listen to them walking into Nagash's domain with Ramos!

So, enough rambling. You made *White Dwarf* so great, I finally bought a subscription! With the Community sites taking over the requisite product-related duties and short-term information articles, you are finally free to do all the stuff that made you great and improve on it, such as in-depth looks inside and behind our hobby.

**Tobias Schneider
Mölln, Germany**

You've got some good ideas there, Tobias. We like your thinking. That's why you'll probably really enjoy the Successor Chapter Tactics on pages 176–177 of *Codex: Space Marines*. Yes, if you haven't seen them already, we brought them back! Not only that, you can find new Craftworld Attributes and Drukhari Obsessions in *Psychic Awakening: Phoenix Rising*, and there will no doubt be plenty more new rules in upcoming Index and Tome Celestial articles, too. Happy hobbying!

PAINTING QUESTION: THE CLEAVED

Hello there. In the Warhammer Community pre-order preview from 17 March, you showed off the new plastic Chaos Space Marine kit in a variety of colours to convey their versatility.

One paint scheme in particular stood out for me – a warrior in pale, fleshy, pink armour, whose shoulder pad marks him out as a member of The Cleaved. I'd like to know what paints were used and how he was painted, as I've been inspired to use this scheme for an upcoming project.

**Leo Robertson
Los Angeles, USA**

Hey, Leo – we have an answer for you! Dan Hyams from the studio painting team worked on this model. He undercoated the model with Chaos Black spray, then basecoated it with Rakarth Flesh with a tiny bit of Khorne Red mixed in to give it a pinkish tone. He then used Mournfang Brown thinned with Lahmian Medium to shade the recesses and paint on the oily streaks. The armour highlight colours are shown below.

GREEN PTERUGES
Basecoat: Incubi Darkness
Wash: Nuln Oil
Layer: Kabalite Green
Layer: Sybarite Green

PALE ARMOUR
Basecoat: Rakarth Flesh & Khorne Red
Wash: Mournfang Brown & Lahmian Medium
Layer: Pallid Wych Flesh
Layer: Rakarth Flesh
Layer: White Scar

FESTIVE GREETINGS

This is the first time I've put virtual pen to paper to let you know how impressed I am with the mag! I've been collecting *White Dwarf* now since the September 1990 issue caught my attention as a beardling, and the rest, as they say, is history. I'm also happy to announce that I managed to get my hobby on to the Christmas tree this year! I make my wife a Christmas bauble each year, and this year's one is themed around The Hobbit, as we both love the films and your fantastic range of miniatures. I have include a few pics. I would love to know what you think of the little scene inside, and any tips for future modelling from your fine selves would be very welcome indeed!

**Conal Oakes
Larne, Northern Ireland**

Well, Conal, we honestly don't think you can get a much better hobby/festive fusion than this. We think it's excellent. Merry Christmas!

THE SUN'S OUT …

… so we thought we'd take Warhammer 40,000 outside. My son Daniel and I play Kill Team at home – we like narrative play and lots of painting. Daniel paints better than I do, while he believes I have special dice-throwing powers.

**Geoff McBride
Andover, UK**

That's an excellent picture, Geoff. Make sure you remember your bonus dice in close combat. Oh, and watch out for your fingers.

ASK GROMBRINDAL

Hey there. What happened to the Dwarf goddess Valaya, the maybe-or-maybe-not lover of the White Dwarf, with her handmade cloak and braided hair? Is she dead like anger-exploded Grimnir, or is she hidden somewhere in the Mortal Realms?

*Till Manke
Hannover, Germany*

Venerable Valaya, goddess of hearth and home, noble queen of healing and brewing, how we miss her divine countenance! We duardin have searched across the realms for signs of her presence, from the highest mountains to the deepest ravines and the fiercest seas, but we have yet to find any trace of her. Many are the shrines dedicated to Valaya, though whether she heeds the prayers of her people none of us yet know. As for rumours of a tryst between my good self and our fabled Ancestor God, there is no truth in the matter. Then again, I had drunk a lot of ale, and my memory is a little hazy on the matter …

Grombrindal

Silver Templars Lieutenant by Ben Chatterton

Knight-Questor by Francesco Olivieri

MODEL OF THE MONTH

Our Readers' Model of the Month is a Primaris Lieutenant by Francesco Olivieri. 'I painted him as a Black Templar Sword Brother,' says Francesco. 'I basecoated the armour with a 85/15 mix of Abaddon Black and Kantor Blue, then added in battle damage and extreme highlights using Mechanicus Standard Grey, Administratum Grey, and White Scar. All the lights and lenses are painted bright blue to provide contrast, while his heraldry is the classic red of the Sword Brethren.'

Aragorn, Merry, and Pippin by David Clark

SPOTLIGHT ON ... ANDREW BAILEY

Last month, we mentioned that Lyle played a game against his friend Andrew's Kroot army, the Ironbeaks. Well, here are some of his models. 'I've always wanted to fully convert a 40K army,' says Andrew, 'so when the new edition arrived, I created them as a counts-as Adeptus Mechanicus force. Story-wise, they were part of the T'au Fourth Sphere Expansion and rebelled while fighting on a forge world when the T'au began purging their xenos auxiliaries. They scavenged what they needed to fix their Warsphere (and themselves) and escaped into the void. Unable to return home, they survive as mercenaries paid in weapons and plunder.'

'I started the Ironbeaks in 2005 using the Chapter Approved Kroot Mercenaries list,' says Andrew. 'I'd always wanted to fully convert a 40K army inspired by the likes of Dave Taylor and Marco Schulze, who were hugely inspirational when I was younger.

'My friend Tim and I collaborated on the painting. It was his idea to paint the quills blue. The Kroot skin is basecoated with Rakarth Flesh, shaded with Reikland Fleshshade, then highlighted with Flayed One Flesh and Pallid Wych Flesh. The markings are Rakarth Flesh mixed with Khorne Red. Finally, I used a mix of Lahmian Medium and The Fang to cool the skin tone down a bit. The quills are Lothern Blue, faded to Kantor Blue.'

Opposite Top: Andrew combined Ruststalker legs and weapons with Kroot torsos and heads to create Kroot shock troops.

Opposite Bottom: Andrew built this scavenged tank out of an Onager Dunecrawler mounted on the chassis of a Galvanic Servo-hauler. It's pulled into battle by a pair of Krootox and guided by Dahyak Grekh.

Above: Andrew combined Skitarii Vanguard torsos and robes with Kroot legs, heads, and arms.

Left: This Great Knarloc has been converted using parts from a Knight Armiger. The bionic legs are a surprisingly good fit!

WORLDS OF WARHAMMER

PHIL KELLY
As the Warhammer Studio's senior background writer, Phil is almost permanently immersed in the lore of the Mortal Realms and the 41st Millennium. As a writer, it's his duty to know how all the gods, monsters, heroes, and places mentioned in our books are pronounced. He says his own name is pronounced Fill Awe-sum-ham-mer. We don't believe him.

There is an aspect to this hobby that is often talked about but rarely addressed in print – that of pronunciation. The excellent Jervis Johnson suggested we should write down the phonetics of the more unusual terms and words in our universes to keep it consistent. I thought that was a great idea, so in collaboration with a clutch of fellow writers and editors, a word-manager or two, and our excellent audio drama department, I have worked up a guide to some of the more peculiar expressions in our weird and wonderful universes. I'm sure it will settle a fair few arguments, and maybe add some promethium to the raging bonfire of others. More on that in a minute.

FIRST CAVEAT:[1] ENGLISH IS WEIRD

It is quite understandable that there are different pronunciations of our words out there. English is a language that borrows terms and words from many different sources, and it's not always phonetic. As any non-native speaker will tell you, it often has words that look like they should be pronounced the same way as a similar word, but they are actually pronounced very differently.[2] On top of that, different countries (and even regions within those countries) have different pronunciations, with no one any more correct than another. Lyle, this illustrious magazine's editor, is from the US, and so we had a very interesting discussion about 'ah' versus 'ar' over the course of generating this article.[3]

That said, for the sake of brevity I won't be featuring any term or name made of existing words; you don't get too many people mispronouncing the terms Space Marine, Stormcast Eternals, or the Emperor, for instance. However, there are hundreds of terms we've made up from scratch over the years – there are rather a lot of ways to say the word Tzeentch out there[4] – and those are the ones we'll be looking at today.

SECOND CAVEAT: SAY WHAT YOU WILL

This is not meant to be an exhaustive list, nor is it prescriptive. People have their own versions of how to say things, after all. Some are very passionate about this and will fight for their preferred pronunciation until their dying day. To those people who find a word pronunciation in here that they really don't feel is right for them, just go with your version; almost certainly, people will still know what you mean.

Also, if you've laid down a synaptic pathway in your mind that a thing is said 'this way', it's really tough to rewire it to make yourself say it 'that way'. For example, I still have a tendency to pronounce 'hedonism' incorrectly, despite the fact I wrote the background section for Hedonites of Slaanesh,[5] and a good friend and colleague pronounces the word Dreadnought as 'Dreg-nought', simply because he likes the sound of that better. In his case, it's a conscious choice to do so, and that's totally fine, too. But for those of you who want a ruling, as it were, and want to say things the way we as a studio usually say them, the following guide should help.

OK, here we go then. Age of Sigmar is up first.

Worlds of Warhammer delves into background of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. Here, Phil tackles the controversial topic of pronunciation. Yes, pro-nun-see-a-shun.

AGE OF SIGMAR
THE MORTAL REALMS

Ulgu is pronounced '**Ool**-goo', which sounds like something you don't want on your shoes. Whilst we're on the subject, here's the adjective – someone or something from Ulgu is 'Ulguan'.

Shyish is '**Shy**-**eesh**', to rhyme with 'Sheesh'. If you are from here, you are Shy**ish**an, and likely dead.

Azyr is 'Azz-**ear**', to rhyme with 'deer' if you're an aelven **Az**yrite, or 'beer' if you're a duardin.

Ghyran is '**Guy**-ran', with a hard 'g'. If you are from Ghyran, you are **Ghyr**anite, and should probably see a doctor. Nurgle's got plans for you.

Hysh is '**Hissh**', like a snake with its teeth out, or '**Hy**-eesh' if you prefer. The adjective is '**Hysh**ian'.

Chamon is 'Sha-**monn**'. The adjective is Chamonic. For example, the globular, weightless realmstone of the realm is sometimes called 'Chamonic quicksilver'.

Aqshy, Realm of Fire, is pronounced '**Akk**-Shee' with a hard 'k' sound. Aqshians have hot tempers, so if you meet one, get it right.

Ghur, being the Realm of Beasts, is pronounced 'Gur', or even 'Grrrr'.[6] Saying this out loud never gets old for us.

Uhl-Gysh, the Hidden Gloaming beween Ulgu and Hysh, is pronounced 'Ool-**Gissh**'. Tempting as it was to have the adjective as 'Uhl-Gysh-ish', we've gone with 'Uhl-**Gysh**ian'.

GODS AND MONSTERS

Sigmar is pronounced '**Sigg**-marr', and his hammer is Ghal Maraz, pronounced '**Gal** Mur-**raz**'.

Nagash is 'Na-**gash**'. He's the kind of guy that holds a grudge, and has a very disproportionate sense of crime and punishment, so say it wrong and you might just be remade as a bone wall.

Alarielle is 'Al-**arr**-ree-ell', with the 'Al' as in 'al fresco', 'al dente', or 'Al Capone' if you prefer (she doesn't). Bonus points if you say it in a breathy aelven voice.

Grungni is '**Groong**-nee'; he has a special book of grudges for people that call him 'grungy'. Being a creation god, no doubt he spends hours on his fastidious appearance and elaborate beard care.

Khorne is simply 'Korn' or, in one memorable game in which I played as a minion of the Blood God and I failed to spill any blood at all, Quorn. Some people pronounce this 'Crone', though that's really more Morai-Heg's business.

Slaanesh is pronounced '**Slah**-nesh', '**Slaar**-nesh' if you're feeling posh, or, if you're a bleating Slaangor drunk on carnage, bleated at deafening volume as 'Slaa-a-a-a-a-nesh!'

Nurgle rhymes with 'gurgle', which is appropriate, as he often gurgles happily with infected phlegm and all manner of other nastiness as he brews new plaguey gifts for us in his cauldron. What a guy.

Tzeentch is 'tseench'. The 'tz' is said like the end of the word 'sits,' while the 'ntch' bit is pronounced like the end of the word 'crunch.' Other pronunciations I have heard include 'Sentch', 'ter-zintch', and my personal favourite thus far, 'sneetch'.

Daemon is '**Dee**-mon', which is likely a great relief to people named Damon everywhere.

Dracothion is 'Drah-**coh**-thee-on', with the 'thee' as in 'theology'; being a godbeast from the Realm of Heavens, he's probably OK with that.

[1] This word looks like it should be pronounced 'Ka-Veet'. Sadly, it isn't. Good old English.

[2] In the phrase, 'A rough-coated, dough-faced, thoughtful ploughman strode through the streets of Scarborough', there are five different ways to pronounce the letter combination 'ough' – and that's only half of the poem. I'll spare you the rest.

[3] My British colleagues insist there's an 'r' sound in words like Khan, but when they speak the word, that sound is almost imperceptible to my American ears. I think we pronounce it the same, but we're not really in agreement on what an 'r' sounds like! – Ed.

[4] And no doubt this is exactly how the old Changer of the Ways likes it.

[5] In which there is rather a lot of hedonism, trust me on this. It's pronounced 'Heed-on-ism' according to the internet, but I still can't seem to shake 'Hedd-on-ism' for some reason.

[6] Yes, really. Warhammer's that kind of place.

Behemat, the Father of Gargants, is '**Beh**-hee-mat' with the 'Beh' said as the 'Keh' sound in 'kettle'. After his death in the Realmgate Wars, this guy has left some big shoes to fill.

RACES AND FACTIONS

Aelves is pronounced 'ellvs', though there is an argument for Isharann riders being 'eelves'.

Duardin is 'doo-**arr**-din', which also works as '**dwar**-din'.

Sylvaneth is '**Syll**-vah-neth', with the 'syll' said like '**sil**ver'. The root word[7] is 'sylvan', which means 'consisting of or referring to woods.'

Idoneth is '**eye**-donn-eth'.

Kharadron Overlords is '**Ka**-ruh-dronn' with the 'ka' as in 'cat'. Duardin are more likely to be dog people, though, I think.

Orruk is '**orr**-ook', with the 'orr' as a short vowel sound as in 'on', and the 'ook' sound like the vowel sound in 'nook'. It should sound short and brutal. Their favourite word, '**Waaagh**!', rhymes with 'far', but is much longer, and it can only correctly be pronounced at deafening volume.

Skaven is said like 'craven', and not without good reason.

WARHAMMER 40,000
RACES/FACTIONS

Tyranids is 'Tih-ruh-nidz' (sorry, Robin). I get that there's a strong argument for **Tie**-ran-ids, but Jes Goodwin says it the first way, and it's his digestion pool we Tyranid players are getting our gribblies from in the first place.

T'au is simply 'Tow' to rhyme with 'ow,' which is the sound an Ork warlord makes when shot with a pulse rifle. Don't worry about leaving a little vocal space for the apostrophe – the water caste won't mind.

Astra Militarum is '**As**-truh' with first part sounding like the 'as' in astronomy. The second word is 'Mil-li-**tah**-rum' – with the 'um' much like the last syllable of the name 'Callum'. Old school players might tell you the whole thing is pronounced 'Imperial Guard'.

Adeptus Astartes is 'A-**depp**-tuss' with the 'a' as in 'at' and the 'tuss' as with the last syllable of 'imperious'. The second part is 'A-**star**-teez', which is loosely Latinate, as befits the High Gothic lingo of the Imperium. It's also way better than some of the alternatives I've heard …

Adeptus Arbites is 'A-**depp**-tus **Arr**-bi-teez' for much the same reason.

Adeptus Custodes is 'A-**depp**-tus Cuss-**toh**-deez'. A colleague recently told me that an alternate pronunciation he had heard, '**cuss**-toads', always made him think of foul-mouthed amphibians.[8]

Necron is '**neck**-ron'. Their original incarnation, the Necron**tyr**, is the same with an emphasised 'teer' sound stuck on the end.

C'tan is 'ker-**tan**' with a hard 'c'. They sound far less eldritch if you put the emphasis on the first syllable. Try it …

AELDARI[9]

Aeldari is much like good old '**El**dar' but with an 'ee' sound on the end to pluralise it.

Ynnari is 'Inn-**arr**-ee'. The 'y' in these aeldari words is always an 'ih' sound, though the stressed part of each word is sometimes different – these are aelven types, after all, so it can't be too easy.

Yncarne is 'Inn-**carn**' like in 'incarnation', This is no accident; that particular beastie is, after all, an incarnation of Ynnead. Speaking of Eldrad's favourite death god …

Ynnead is '**Inn**-ee-add'. I've heard some people say 'Yer-**need**', which makes the phrase 'you need Ynnead' sound very strange when read aloud.

Cegorach is '**Kegg**-orr-ack' with the hard 'c' as in 'Celtic' (the heritage, not the football club or the basketball team).

Drukhari is 'Druh-**kar**-ee' with the 'druh' a short sound as in 'drum'. No doubt the drum in question has a stretched human face across it or some such nastiness.

PRIMARCHS

Roboute Guilliman is one of those guys with a lot of pronunciations to his name, but the official one is 'Ruh-**boot**-ay' followed by '**Gil**-li-man' with a hard 'g'. An unusual name, perhaps, but then Macragge has many naming conventions, as do many powerful empires throughout history.

Ferrus Manus is '**Feh**-russ **Man**-uss' with both 'us' parts a short sound, as in 'Adeptus' above or perhaps more fittingly, 'exterminatus'.

Sanguinius is '**Sang**' as in choir (naturally), then 'wih-ni-us', with the 'us' pronounced as above.

Corax is '**Korr**-axe'. The first part stems from the genus 'corvus' – meaning crow or raven – much like his first name, which is, well … Corvus.

Jaghatai Khan is 'Jagg-a-tie **Karn**'. In certain circles, it's seen as quite acceptable to shout his surname at the skies if he thwarts you.

Fulgrim is pronounced '**Full**-grim', with the first syllable as in 'full of surprises' (and none of them pleasant).

Erebus is '**Eh**-reh-buss', with the 'Eh' as in a shorter version of 'air' and the 'buss' as 'adeptus' above. Some loyal Imperialists believe this to be correctly pronounced as **<EXPLETIVE REDACTED>**.

Leman Russ is '**Lee**-man Russ' with the Russ as in 'rust'.

Horus is '**Hore**-us' with the 'hore' to rhyme with 'gore' and the 'us' as 'adeptus' above.

Abaddon is '**Abb**-a-don', though some pronounce it 'A-**bad**-un', which has a pleasing double meaning. Oh, he's a bad 'un, that one.

PLANETS

Macragge is 'Mak-**rag**'. It sounds hard, rocky, and inhospitable, all of which are true to some degree, and yet it is still one of the most pleasant places to live in the Imperium.

Cadia is '**Kay**-dee-a'. It's not really a planet anymore, in the strictest sense, but nonetheless, it gets an honourable mention. In its scattered armies at least, Cadia Stands! Lyle insists the adjective 'Cadian' is pronounced like 'Cajun'.

Catachan is '**kat**-er-chan', with the 'ch' as in 'chain'. This planet stands, too, likely because even Chaos is too scared of it to push it over.

Vigilus is '**Vidge**-ee-lus,' perhaps the most hotly contested planet in the Imperium Nihilus (pronounced '**Nai**-hill-us', for the record). Its days are numbered, so you might not have to pronounce it for long – much like Cadia, it ain't what it used to be since Abaddon got hold of it.

FINAL WORDS

So that's some of the main points of contention covered off. As I said at the beginning of the article, it's fine for people to diverge, of course, but for the sake of consistency, we at Games Workshop HQ are aiming to say these things the same way – especially given that we are making so much more audio-visual content these days. I hope you found it helpful, or at least entertaining.

I'll have undoubtedly missed some out, so feel free to let *White Dwarf* know if you have any feedback. And if there are any that didn't agree with you, just blame Tzeentch.

[7] So it's become traditional to make a tree joke when writing about these guys, and I'm not one to let a good running gag fall by the wayside.

[8] Incidentally, the Catachan Barking Toad, infamous for being the most lethal creature in the galaxy, is no fun to be around when it's startled. Its defence mechanism is to emit a cloud of toxins so potent it kills everything in a kilometer radius, including itself.

[9] These guys have such fancy names they get a section all to themselves.

From the maelstrom of a sundered world, the Eight Realms were born - and with their birth began a war to claim them. This month, we journey to the Eightpoints, and the Nighthaunt enter The Tome Celestial.

THE EIGHTPOINTS

Fantastical Realms is an ongoing series of articles showing you how to build and paint your Age of Sigmar armies based around the Mortal Realms in which they live and fight. Steel your souls, because we're heading to the realm nexus - the Eightpoints.
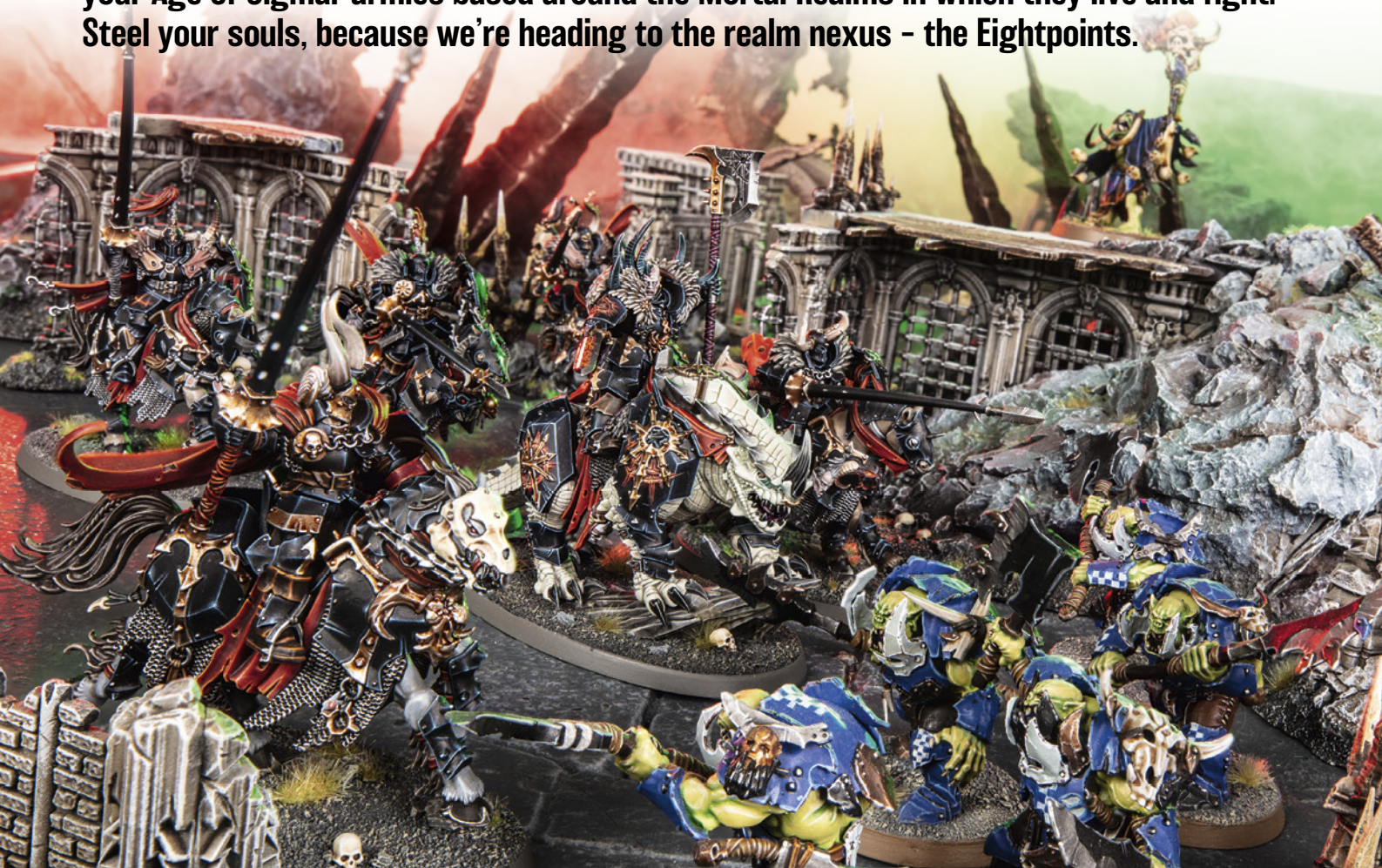
Dark and forbidding are the lands that make up the island realm of the Eightpoints. Arcane towers of twisted stone dominate wastelands littered with the bones of the fallen. Blood rains down from storm-wracked skies, drenching the vast armies that march upon the Mortal Realms, leaving the taint of Chaos in their wake. Only the strong survive, and battle is never-ending. It is a place of war and false promises, of erroneous glory and eternal damnation.

The indigenous people of the Eightpoints are, almost universally, tainted by Chaos. Fealty is preferable to slavery, and so they willingly offer their souls to the Dark Gods. Fearsome warriors all, they are ambitious and resourceful, imbued with a sense of bitterness and desperation from years of punishing warfare. They make fearsome foes on the battlefields of the Mortal Realms.

THE CHAOS STAR
Many who dedicate themselves to the Dark Gods wear an eight-pointed star upon their person, often as a trinket, though sometimes as a brand or tattoo. It represents the random nature of Chaos and the many paths that a Slave to Darkness may take on their path to glory or damnation.

THE SLAVES TO DARKNESS
So what would an army from the Eightpoints look like? On one hand it could be a ragtag assembly of disparate men, aelves, and duardin, their weapons and wargear crafted by hand, their clothing made from the tattered furs of slain beasts. On the other, it could be a regimented legion of well-drilled warriors, each one clad in Chaos-forged armour, their weapons and wargear gleaming with an evil aura. Perhaps the people of the Eightpoints are mutated beyond recognition, the 'gifts' bestowed upon them by the Dark Gods taking the form of tentacles, claws, and extra heads. Then again, there may be explorers of the island realm whose souls and bodies have remained pure, but their weapons and wargear have become tarnished by years of fighting. All who travel to the Eightpoints are changed in some way by the experience, so there's a lot to consider when creating an army from this terrible place.

The environment your army is fighting in can be great inspiration for how you build and paint your models. The Eightpoints is suffused with the transmutational power of Chaos, with all manner of unnatural and horrifying sights. Daemonic hands and faces erupt from blood-drenched soil, grasping at those who stray too close and consuming them in a single gulp. Acidic swamps bubble and ooze across the landscape. Sorcerous citadels hang upside down from crystalline islands that float ominously above the landscape, tethered by colossal chains. Arid wastelands of dried blood and desiccated bone stretch as far as the eye can see. In the Eightpoints, few areas are safe from the insanity of Chaos. Landscapes like these are great inspiration when it comes to choosing the colours and textures you use on your models. You can find many examples in the *Warcry Core Book*.

While there are infinite ways to build and paint your models, hopefully this article will provide you with some useful inspiration for how to create an army from the Eightpoints. If you have an idea you would like to share with us, send us some pictures of your own creations to: team@whitedwarf.co.uk
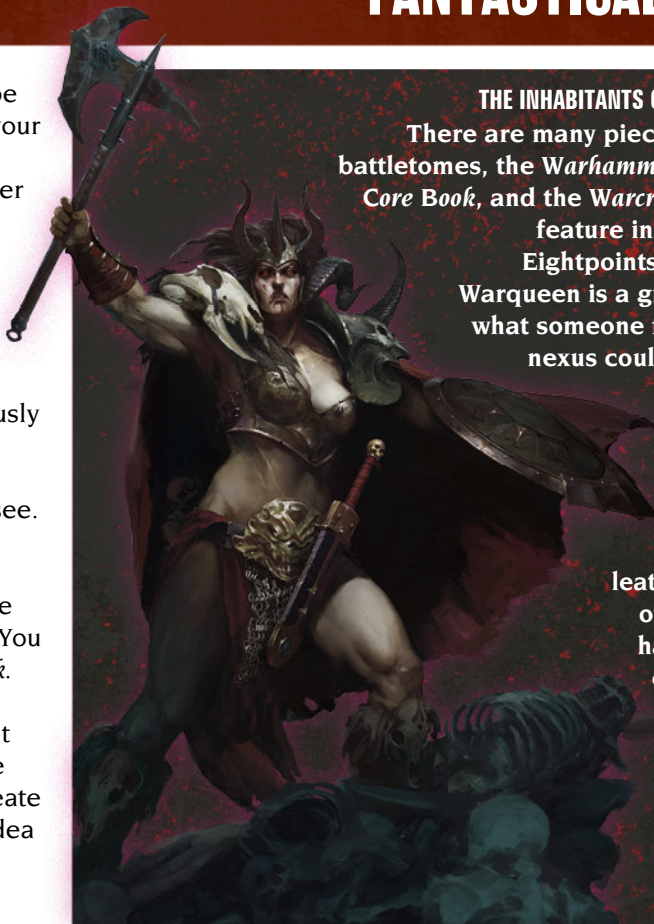
THE INHABITANTS OF THE EIGHTPOINTS
There are many pieces of artwork in battletomes, the *Warhammer Age of Sigmar Core Book*, and the *Warcry Core Book* that feature inhabitants of the Eightpoints. This Darkoath Warqueen is a great example of what someone from that magic nexus could look like. She is strong and muscular – a born survivor – and she wears the tattered furs, leathers, and bones of the beasts she has killed. Hand-crafted weapons and wargear are also a common sight amongst the warlike people of the Eightpoints.

THE BALEFUL INFLUENCE OF CHAOS
The Realm of Chaos has tainted the Eightpoints over the aeons into a nightmare landscape. Every conceivable (and inconceivable) vista can be found there, resplendent in every shade and hue.
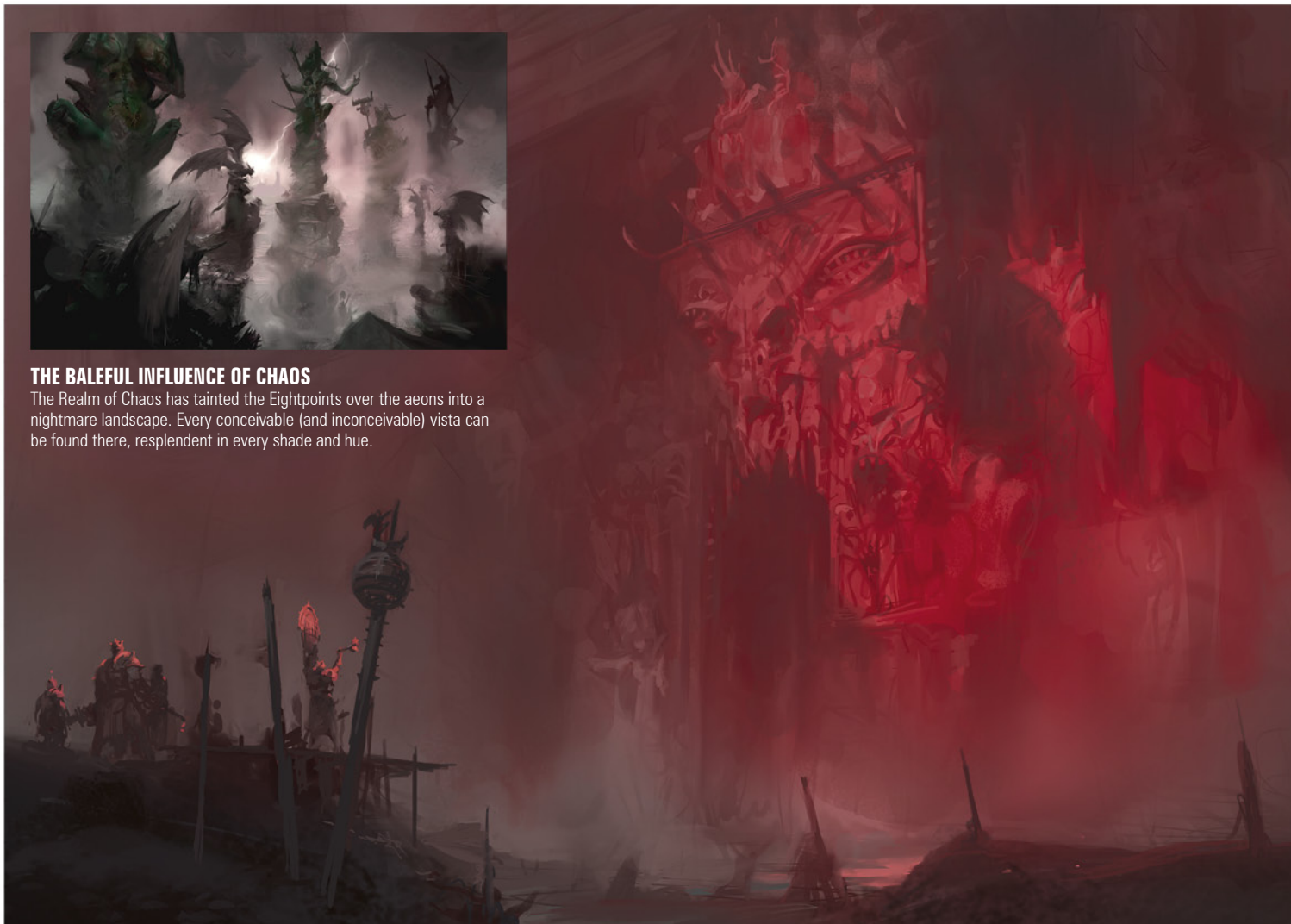
PAINTING YOUR WARBANDS

Black and red are the colours most associated with the Eightpoints, but really, anything goes in this chaotic place! Here are a few examples of how you can paint your warriors of the Eightpoints.

The Eightpoints are dominated by the legions of Chaos, but there are some brave (or foolhardy) adventurers who dare to venture into this nightmare realm. The Eightpoints will affect, and possibly corrupt, each of them differently. You could, perhaps, paint your Stormcast Eternals in rusted armour like John Ashton, or set a Sylvaneth on fire like Ashley Lowe. Maybe the environment has influenced your army's choice of clothing, like Steve Party's Corvus Cabal warband, who wear sand-coloured clothing to blend in with their surroundings. The possibilities are endless.

SKHATHAEL BY ASHLEY LOWE
Ashley painted his Sylvaneth model so that it looks like it's on fire following an encounter with the Scions of the Flame. He painted the fiery inner body using an undercoat of Grey Seer, followed by a coat of Gryph-hound Orange and a layer of Yriel Yellow. The charred bark is Abaddon Black, Eshin Grey, and Ulthuan Grey.

TAINTED HERO BY ALY MORRISON
Aly painted this Stormcast Eternals Liberator with Agrellan Earth to make his armour look cracked and worn. Aly then sprayed the model with Wraithbone and applied an all-over coat of Skeleton Horde. The end result is a Stormcast whose armour looks like cracked, possibly tainted, ceramic.

DAUGHTERS OF KHAINE BY ANDY BARLOW
Andy painted this warband to play Warcry. He kept the traditional reds of the Daughters of Khaine, but he added in lots of pink tones using the Volupus Pink Contrast paint. Perhaps Slaanesh is looking to reclaim these lost souls …

CORVUS CABAL BY STEVE PARTY

Steve wanted his Corvus Cabal warband to look like they live on a desert plain like avian scavengers. He undercoated the models with Chaos Black, then drybrushed them with grey and white until they were greyscale. Next, he applied all the skin tones and clothing colours. The black feathers were simply washed with Black Templar.

ASHEN STARS VANGUARD-RAPTORS BY JOHN ASHTON

John painted his Stormcast Eternals in a gritty and grim colour scheme to show that they've been on campaign in the Eightpoints for some time. He used Typhus Corrosion and Ryza Rust for the rusted armour, with red as a unifying spot colour.

CONVERTING YOUR MODELS

With the influence of Chaos laying heavy on the Eightpoints, the warriors who fight there will no doubt become corrupted by its influence. Here are a few examples of how you can convert your miniatures.

Creating an army from the Eightpoints is the perfect excuse to convert your miniatures. You could build an army of hideously mutated Skaven, or Ironjawz carrying weapons stolen from Chaos warbands. How about a force of Stormcast Eternals whose armour is pitted and corroded by acidic swamps, or Idoneth who have hidden their identities beneath heavy capes in their search for souls? The conversion possibilities in the Eightpoints are virtually endless, and the best thing is you can be as overt or as subtle as you like with your conversions!

TIDECASTER BY ASHLEY LOWE

Ashley wanted his Idoneth Tidecaster to look like she had been scouting the Eightpoints looking for strong souls. He gave her a hooded head from the Eternal Guard kit, a Black Ark Fleetmaster's hook, and an Escher knife and shoulder pad. He painted her in murky greens so that she can hide in her surroundings.

MEGABOSS BY ANT SALIBA

Ant converted this Megaboss with racks of skulls to show that he's been smashing his way around the Eightpoints for quite some time. He also gave the orruk a double-sided axe to show how killy he is. Ant painted his Megaboss in the traditional colours of the Eightpoints – sinister black and blood red.

THE VENGEFUL HOST BY ISRAEL GONZALEZ

Israel used the Thorns of the Briarqueen as the basis for his warband. Each model is converted with either a head or weapon swap. His leader (bottom left) actually wears Neferata's hat and carries her staff. Israel painted them using watered-down Sybarite Green and Temple Guard Blue, while the lighting effect is airbrushed layers of Troll Slayer Orange and Flash Gitz Yellow.

IRON GOLEMS BY MAXIME PASTOUREL

Maxime painted his Iron Golems with industrial yellow armour, which contrasts well with their swarthy skin and dark, icy bases. He also converted some of his models. His Dominar (bottom row, centre) has been converted from a Prefector with an extra-large hammer and a Space Marine head, while the Iron Legionary next to him is actually a Skaven from Shadespire.

DA SKYBASHA CLAN BY ADAM COOPER

Adam wanted his Ironjawz to look really aggressive and dynamic, so he converted the models in his warband from Ironskull's Boyz and a box of Brutes. Adam swapped many of their weapons and heads with parts from the 'Ardboys kit, including clubs, axe heads, and a shield. He painted their armour to look rusty and corroded from years of battle.

THE RUINS OF ANCIENT CIVILISATIONS

The lands of the Eightpoints are scattered with the remnants of fallen cities from the Age of Myth. Here, we show you how to paint Warcry terrain for your Eightpoints battlefields.

BATTLE READY

The first stage was getting our Warcry scenery Battle Ready. Using Contrast paints and a couple of other colours, this was achieved in just a few easy stages. You can see the finished results below. We even came up with a few alternative colour schemes.

The whole scenery piece is undercoated with Grey Seer spray.
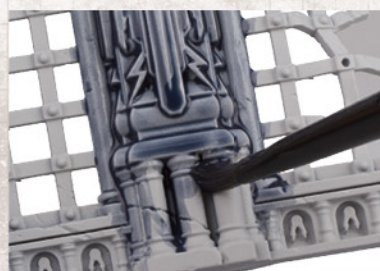
The Contrast paint is applied to the walls using our M Base brush.

TOP TIP
Apply the Contrast paint to one side of the building at a time, leaving it to dry with the wall sitting horizontally (you may need to rest it on or against something). This makes sure the paint sits in the recesses rather than pooling at the bottom of the wall.

1 Basecoat: Gryph-charger Grey

2 Basecoat: Space Wolves Grey

3 Basecoat: Terradon Turquoise

4 Basecoat: Aggaros Dunes

While we used Gryph-charger Grey for the walls (1), we also experimented with other Contrast paints to see how they might look (2-4). We ended up using Aggaros Dunes for the stones around the tops of the walls.

The wooden stairs were painted with Wyldwood (5), also using our M Base brush.

The metal gratings and door were basecoated with Iron Warriors (6), then washed with Nuln Oil (7) to give them some depth.

5 Basecoat: Wyldwood
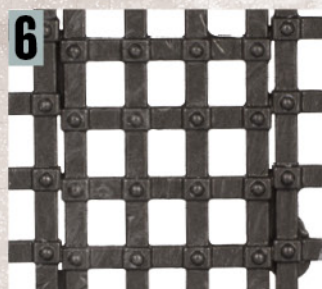
6 Basecoat: Iron Warriors
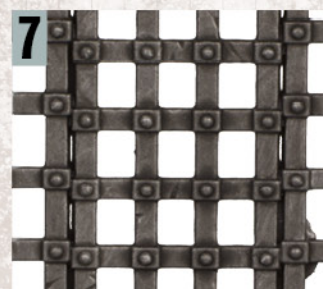
7 Wash: Nuln Oil
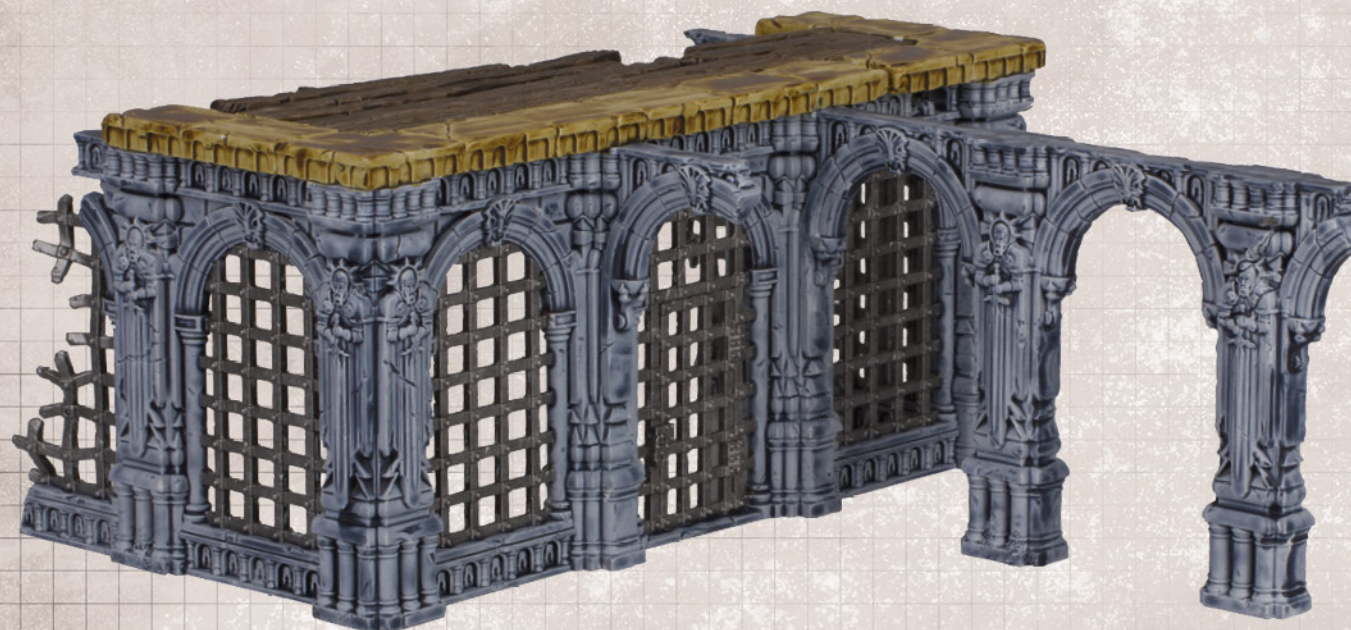
PARADE READY

With the scenery Battle Ready, we then set about making it Parade Ready. To do this, we simply drybrushed all the stonework and wood. This not only adds extra depth to the terrain, but provides additional texture, too. We drybrushed some of our earlier colour tests so you can see what they look like, too.

1 Drybrush: Corax White

2 Drybrush: Corax White

3 Drybrush: Baharroth Blue

4 Drybrush: Screaming Skull

We used our L Dry brush to drybrush all the walls and woodwork, using colours that complemented the tone of the Contrast base colours **(1-5)**. The end result is a piece of scenery that would look great on any battlefield.

5 Drybrush: Baneblade Brown
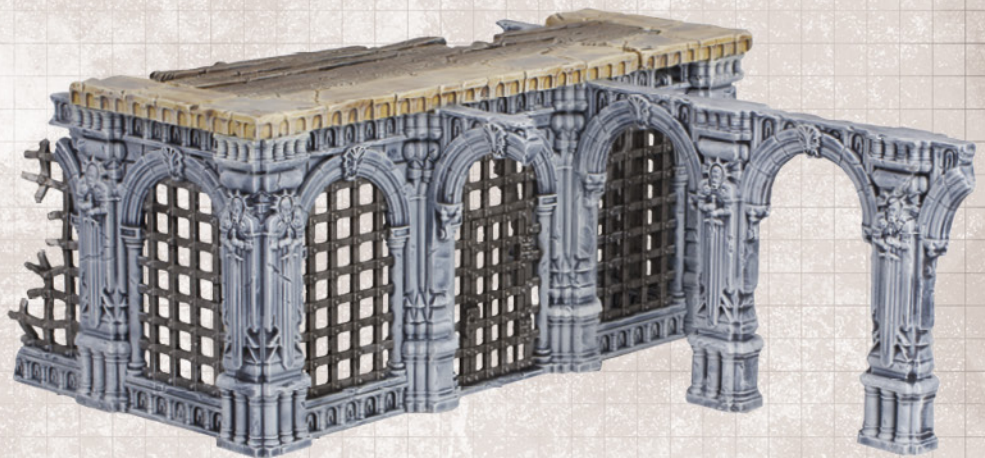
A FEW EXTRA TOUCHES

While the scenery piece above is clearly ready for battling over, we wanted to add just a few more finishing touches. One of the best ways to tie your scenery into your battlefield is to apply dirt and mud around the base of the walls that matches your battlefield. We even added some green algae to show where something vile has started growing on the stonework.

DIRT
Basecoat: Stirland Mud
Drybrush: Steel Legion Drab
Drybrush: Ushabti Bone

ALGAE
Wash: Athonian Camoshade

The Stirland Mud was applied around the bottom centimetre or so of the walls using an old, worn-out L Dry brush. The wash was applied with our M Glaze brush.

THE SPELLFLUX SPIRE

Within the Aurelian Stormvault lies the Spellflux Spire. It is a cursed contraption of great arcane power – and also a mini-game in which four spellcasters trapped within the construct must use their powers to compete against each other for survival.

Deep in the Aurelian Stormvault the Spellflux Spire stirs, awakened by the tumultuous arcane energies of the necroquake. The bonds that once rendered it inert are sundered, and the wards that kept its voice silent have been undone. Now it whispers on the winds of magic to all who speak that obscure language – the witches, spellcasters, and mages of the Mortal Realms.

A crystalline construction of turning spheres and twisting platforms, it is a trap of devious genius, designed to lure and capture wizards of all kinds so that their magical essences may be drained from their physical forms.

When Nagash unleashed the necroquake from Shyish, magic across all of the realms was violently disrupted, surging in great waves that could not be controlled even by the most adept mages. That energy undid the wards that concealed Sigmar's Stormvaults, releasing the treasures and curses lurking within. The Aurelian Stormvault in Chamon is no exception, and as the other horrors of the necroquake terrorise the lands, the spellcasters of that region find themselves haunted by more than just gheists.

The Spellflux Spire speaks to spellcasters in their dreams, manifesting in the form of runes, unintelligible and yet strangely familiar to those who see them. When the wizard tries to cast spells as they used to, these runes flare into being instead, burning their shape into the air.

Over time, the voice grows louder and more persistent, robbing the victim of any peace. Finally, they will give in, leaving their homes to follow the voice to where the Aurelian Stormvault is hidden. Pulled inside, these hapless mages stumble blindly along the dark corridors of that ancient tomb, until they come to the vast chamber in which the Spellflux Spire is housed. As soon as the bewitched mages step inside, the entrances are sealed as if they had never existed. Only when it is too late do the spellcasters realise their fate – that they have been drawn like a moth to a flame into a deadly trap.

Driven by the voice to compete for their freedom, they must use their powers against each other to survive. Yet even if they are victorious, their fate is grim. If they remain here, they will become nothing more than crystal husks, their spirits devoured and their bodies eventually crumbling away to nothing.

PLAYING THE SPELLFLUX SPIRE

To play The Spellflux Spire, you will need four aspiring wizards (or players) and four wizard models. Any wizard models can be used, but the Collegiate Arcane Mystic Battle Wizards set is ideal, as it provides you with four unique Battlemages that can be built as wizards from four different realms.

The Spellflux Spire is a four-player turn-based board game with players vying to ascend to the centre circle. **The first wizard to ascend to the centre circle wins.** The board is made up of concentric circles, with players moving wizards clockwise around the circled paths.

Each wizard has a starting space, with a rune assigned to them before the game. This location is marked with a coloured rune that also represents the entry point for that wizard to enter the inner circle.

As the wizards race to ascend to the centre circle, they can cast and unbind spells to thwart their rivals' plans. Wizards who are the victims of these spells can become exhausted, which will slow their progress to the centre circle. Always be on the lookout for other wizards you can target with your spells!

Over the duration of the game, each wizard will try to accrue points of power. Having more points of power allows a wizard to cast better spells and move closer to the centre. Place a six-sided dice (D6) beside each player. This is how many points of power that player's wizard has. A wizard cannot have more than 6 points of power – if they would gain any more than 6, these extra points are ignored.

A wizard's points of power cannot be reduced lower than 0. When a wizard reaches 0 points of power, they become exhausted. When a wizard becomes exhausted, place that wizard's model on its side. An exhausted wizard can only make the **Recover** action.

SET UP

The players choose which rune they wish to use for the game and place their wizard on the selected rune on the outer circle. Each wizard begins the game with 5 points of power.

The youngest player takes the first turn with their wizard, then the player to their left, and so on.

TURN

In each player's first turn, their wizard must make a **Move** action with their wizard. If this **Move** action would result in that wizard casting a spell, do not cast a spell.

In each player's subsequent turn, their wizard can perform one of four actions:

- **Recover**
  (if your wizard is exhausted)
- **Move**
- **Gather Power**
- **Cast Spell**

RECOVER

Their strength drained, the wizard must rest in order to be able to face the challenges that lie ahead.

If your wizard is exhausted, you must make a **Recover** action. When an exhausted wizard makes a **Recover** action, stand them up and gain 1 point of power. Your turn immediately ends.

MOVE

Seeing a clear route ahead, the wizard strides along the crystal platform.

When your wizard makes the **Move** action, roll a D6 (remember to avoid rolling your power level dice!). Move your wizard that many spaces clockwise on their current circle. If the result of that roll is 6, that wizard moves 3 spaces clockwise on their current circle and then makes a **Cast Spell** action.

If a wizard finishes a **Move** action on their assigned rune of power, they immediately ascend to the next circle. That wizard is then placed on their rune on the next inner circle that is closer to the centre.

If your wizard ends a **Move** action on a different rune of power, they immediately gain 1 point of power. Wizards do not generate a point of power if they move onto their rune of power when entering an inner circle.

A wizard cannot ascend to the centre circle through their rune. Instead, you must have 6 points of power and spend 5 of them to use the Teleport action.

You can never move a wizard from an inner circle to an outer circle.

Teleport

The wizard vanishes in a blinding flash of light, only to appear again on an inner platform, their sacred rune at their feet.

Instead of moving normally, a wizard can teleport. If you have 6 points of power, you can spend 5 of them to teleport your wizard to their rune of power on the next inner circle.

Occupied Spaces

If your wizard finished a **Move** action in a space that contains another wizard, the other wizard is moved 3 spaces anti-clockwise. If, after moving 3 spaces, that wizard is in the same space as another wizard, move the other wizard 3 spaces anti-clockwise and so on. If your wizard is moved onto a Rune of Power in this way, you gain 1 point of power as normal. A wizard cannot ascend to an inner circle if they are moved onto their rune of power in this way.

GATHER POWER

Drawing on the wild arcane forces that abound in this place, the mage grows in power until they are able to achieve great feats of wizardry.

When your wizard makes the **Gather Power** action, you gain D6 points of power. If the roll for the **Gather Power** action is a 6, that wizard gains 3 points of power and then makes a **Cast Spell** action.

If your wizard starts their turn on a rune of power and makes a **Gather Power** action, you can roll 2 dice instead of 1, and pick one result when determining how many points of power you gain.

CAST SPELL

Summoning forth their innate arcane abilities, the wizard unleashes a spell.

You must have at least 2 points of power in order for your wizard to make the **Cast Spell** action. To make the **Cast Spell** action, choose which spell is to be cast from the list that follows.

Some spells require a wizard to select a target. When this is the case, you can pick any other wizard on the board as the target of a spell.

Then roll a D6 and reduce your points of power by an amount equal to the roll. If this reduces your points of power to 0, your wizard becomes exhausted after the spell is cast.

The player whose wizard was the target of the spell can then, if they wish, roll a D6. If the roll is equal to or higher than the roll made by the player whose wizard is taking the **Cast Spell** action, the spell is unbound and has no effect. Whether the spell is unbound or not, the player whose wizard is the target of the spell must reduce their points of power by an amount equal to their roll. If this reduces their points of power to 0, their wizard becomes exhausted after the spell is cast.

Fireball:

A blast of fiery energy jets from the wizard's outstretched hands, turning all in its path to ash.

The target wizard is moved 1 space anti-clockwise and exhausted. A wizard cannot ascend as a result of this action.

Drain Power:

The wizard focuses on their foe, draining their arcane energy until they are little more than a wasted husk.

The player whose wizard was the target loses 2D6 points of power.

Wings of Fire:

The wizard moves faster than the eye can see, their movements accelerated by the rushing winds of magic that roil all around.

Roll 2D6 and choose one of the results. Your wizard makes a **Move** action of that many spaces. If you choose a 6, your wizard moves 3 spaces forward and then makes a **Cast Spell** action other than Wings of Fire.

If a wizard who casts Wings of Fire has its power level reduced to 0 as a result of casting the spell, the wizard completes any **Move** it makes and (if applicable) any additional **Cast Spell** action before it is exhausted. You do not gain a point of power if this spell moves your wizard onto a rune of power. A wizard cannot ascend as a result of this action.

A SLAYER'S QUEST

In his quest to find his missing axe and his lost friend, the infamous Slayer Gotrek Gurnisson has entered the Eightpoints. Some see his arrival as a mighty boon, while others believe that killing him will earn them great renown. Only time will tell.

Gotrek Gurnisson may not have been in the Mortal Realms long, but he is already carving a reputation for himself amongst the denizens of the realms. Having fought in Aqshy and Shyish, he has now travelled to the Eightpoints in search of his lost friend Felix Jaeger and, possibly more importantly, his missing axe. But the warbands of Archaon's domain are not going to stand idly by while the irascible Slayer wanders through their lands. Besides, he's a lone duardin. How scary can he be?

This issue includes a new fighter card for using Gotrek in your games of Warcry, plus new abilities that only the infamous Slayer can use. Over the page you'll also find two challenge battles in which to use Gotrek. One involves fighting alongside him against a horde of monsters, the other involves trying to kill him. We all know which of those two will be the harder challenge!

Malek slumped against a wall, dropped his hammer in the dust, and removed his iron helm. He had never run so fast in his life. His breath was coming in ragged gasps. He could feel Drann's still-warm blood on his skin, mingling with his sweat.

'Something scare you, little dog?' Malek looked up as Gorvak approached, the duardin Armator sneering in disgust at Malek's overt display of cowardice.

'He killed them all,' said Malek, gasping. 'Scorl, Crola, Drann. They're all dead. I've never seen one of your kind move so fast.'

The Armator raised an eyebrow. 'A duardin? Was he of the Iron Golems? A Spire Tyrant?'

A distant bellow that could drown out the sound of thunder interrupted Malek's reply. 'Where are you, man-thing? You can't hide forever!'

GOTREK IN WARCRY

You'll find Gotrek's fighter card included with this issue of *White Dwarf*. Gotrek has no points value and no faction runemark, meaning he can only be used in these challenge battles. (As you will see, he is an absolute beast in Warcry, and he is far too powerful to be included in a warband normally, as is fitting!)

In addition to Gotrek's fighter card, you can find a list of abilities Gotrek has access to below, as well as rules for the artefact of power he bears: the Shoulder Plate of Edassa.

HOW TO USE THESE RULES
Included here are two challenge battles that let your warband fight alongside Gotrek or against him. The rules for challenge battles and a description of how they work can be found in *Warcry: Monsters and Mercenaries*.

GOTREK

Some say that Gotrek hails from a time before the Mortal Realms even existed, and that he willingly walked into the Realm of Chaos in search of a heroic death.

Many claim that he is the Avatar of Grimnir, a living incarnation of the duardin war god.

Others believe that Gotrek is searching for just two things: his friend and his axe, and to stand in his way is to invite a swift demise.

'Vengeance. That's all that really endures.'

ABILITIES

GOTREK ONLY	**[Double] Unstoppable Battle Fury:** This fighter makes a bonus move action.
GOTREK ONLY	**[Triple] Monster Slayer:** A fighter can use this ability only if they have taken down a fighter with the Gargantuan runemark (⬤) this activation. This fighter makes a bonus move action. Then they can make a bonus attack action.
GOTREK ONLY	**[Quad] Avatar of Grimnir:** This fighter makes a bonus attack action. Add double the value of this ability to the damage points allocated by each hit or critical hit scored from that attack action.

ARTEFACT OF POWER

Shoulder Plate of Edassa: *On his left shoulder – the side that was once protected by Felix Jaeger – Gotrek wears a section of plate armour forged in the image of a roaring lion. Through some form of spiritual protection or perhaps just pure luck, the ornate artefact seems to protect its wearer from a great deal of harm.*

Halve the damage points (rounding up) allocated by attack actions that target this fighter.

THE WANDERING SLAYER

Word has spread far and wide of the wondrous treasures to be found in the crypt of the long-dead sorcerer Shar-Kalai, if one can make their way past the hideous monsters that guard the golden mausoleum. You are readying your blades and preparing to enter the complex when you notice a strange figure striding towards you – a bare-chested duardin covered in tattoos, with a shock of red hair and an axe that looks sharp enough to carve through the Great Drake's scales with a single blow.

You are wary at first, expecting that this stranger has come to claim the treasure of Shar-Kalai's crypt for his own. He snorts at that, running a thumb down the gleaming edge of his axe. He explains that he has no interest in loot, only in slaying the monsters that dwell inside. With that, he strolls past you and into the depths of the crypt, mentioning in passing that you can tag along if you wish.

SET-UP

Prerequisite: 1 dominated territory

Stake: 1 dominated territory

Factions: Only warbands with one of the following faction runemarks can be the Challenger:

THE ADVERSARIES
The Adversary player musters a warband that consists of 3 monsters.

THE CHALLENGER WARBAND
The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters must be chosen from the Challenger's warband roster.

2. The combined points value of the fighters cannot exceed 1500.

3. The Challenger must include Gotrek in their warband. Gotrek does not cost any points, does not have a faction runemark and is ignored for the purposes of the rule that requires all fighters in your warband to share the same faction runemark.

4. Gotrek has access to unique abilities that no other fighter can use (see previous page).

5. Gotrek bears the 'Shoulder Plate of Edassa' artefact of power (see previous page).

BATTLEPLAN

Terrain: Draw a terrain card as normal.

Deployment: Defiant Stand
The challenger uses the blue deployment points.

Victory: The Adversary player places 6 treasure tokens anywhere on the battlefield, each more than 6" from the battlefield edge and more than 6" from any other treasure tokens.
If a monster prime (see Special Rules) is taken down, the Challenger wins the battle. Otherwise, if all of the fighters in the Challenger's warband are taken down, the Adversary player wins the battle.

Twist: Draw a twist card as normal.

SPECIAL RULES

Unstoppable Slayer: Gotrek can use up to three abilities each time he is activated: one ability before his first action, and one ability after his first action and/or his second action.

Waves of Monsters: During deployment, the Adversary player sets up 1 of their monsters within 1" of each of their deployment points. Then the Adversary player rolls a dice for each of their monsters in an order of their choosing. If a 6 is rolled, the monster being rolled for becomes the monster prime. Once one monster becomes the monster prime, no other monster is rolled for.

In the reserve phase of each battle round, if the Adversary player has less than 3 monsters on the battlefield they can add additional monsters to their warband until there are 3 monsters in their warband. These additional monsters are set up within 3" horizontally of the battlefield edge. If no monster has yet become the monster prime, the Adversary player then rolls a dice for each of their monsters in an order of their choosing. If a 6 is rolled, the monster being rolled for becomes the monster prime. Once one monster becomes the monster prime no other monster is rolled for.

THE SPOILS

If the Challenger wins the battle, they the following spoils:

Glory: *The Challenger receives 10 glory points. In addition, they receive 1 glory point for each monster not in their warband that was taken down during the battle.*

Riches Galore: *For each treasure token carried by the Challenger warband at the end of the battle, the Challenger can make 1 additional search roll on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.*

A WORTHY KILL
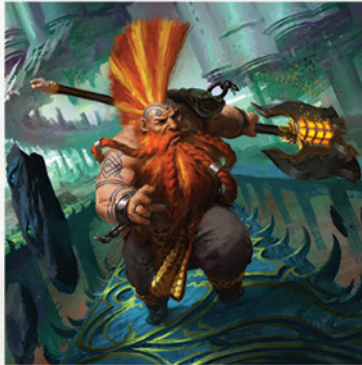
Word has reached you that a figure of legend has made his way to the Everchosen's domain – Gotrek the Slayer, a notorious duardin warrior who has hacked and hewed a path of destruction across the realms. Surely claiming the head of such a being would earn you renown beyond measure?

When you finally track down the wandering duardin, you are surprised to find him leaning on the haft of his enormous battle axe, apparently waiting for you. He tells you that, thus far, he has been far from impressed by the quality of monsters on offer in the Eightpoints, and he wonders if your own warband will provide better sport. The tattooed warrior's brazen confidence is slightly unnerving, but nevertheless you draw your weapons and prepare for combat. After all, how dangerous can one duardin be?

SET-UP

Prerequisite: 1 dominated territory

Stake: 1 dominated territory

Factions: Only warbands with one of the following faction runemarks can be the Challenger:

THE ADVERSARIES
The Adversary player musters a warband that consists of Gotrek.

Gotrek has access to unique abilities that no other fighter can use, and bears the 'Shoulder Plate of Edassa' artefact of power (see pg 27). The Adversary player does not use the rules for battle groups.

THE CHALLENGER WARBAND
The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters must be chosen from the Challenger's warband roster.

2. The combined points value of the fighters cannot exceed 1500.

BATTLEPLAN

Terrain: Draw a terrain card as normal.

Deployment: Draw a deployment card.

After deployment points have been chosen by the player that won the priority roll, the Adversary player picks 1 of their deployment points on the battlefield and sets up Gotrek within 3" horizontally of it. Then the Challenger sets up their warband as normal.

Victory: At the end of a battle round, if all fighters in a warband have been taken down, the battle ends.

Twist: Draw a twist card as normal.

SPECIAL RULES

Fury Unleashed: Gotrek can be activated 3 times in a battle round instead of only once. If Gotrek makes a wait action, his activation immediately ends; he is not said to be waiting and the rules for waiting do not apply.

THE SPOILS

The Challenger receives the following spoils if they win or lose the battle:

Glory: The Challenger receives 1 glory point for each battle round played during the battle.

If at the end of the battle Gotrek has 15 or more damage points allocated to him, the Challenger receives 5 glory points. If at the end of the battle Gotrek has been taken down, the Challenger receives 10 glory points instead.

THE TOME CELESTIAL

The skies glow with lambent witchfire as the Nighthaunt procession known as the Emerald Host rides to war. All who have besmirched the Mortarch of Grief will fall before the scythe, their screaming souls dispatched to the underworlds, where eternal punishment awaits.

THE EMERALD HOST

By Nick Horth & Jervis Johnson

L imned in baleful green flames and led by a great host of spectral cavaliers, the Emerald Host is sent forth by the Lady Olynder to ensure the deaths of her most hated foes. With spectral scythes and tearing claws they rend the souls of the living, leaving in their wake a trail of pale corpses, faces twisted in the throes of heart-stopping terror. Such is the final fate of all who dare to entertain the falsity of hope and refuse to accept the eternal truth of despair and grief into their hearts.

Only those foes who earn the Mortarch of Grief's unbridled ire are subjected to the Emerald Curse. Such a baleful hex is not lightly made, even by as cruel-hearted a creature as Olynder. Yet when her bitter hatred is stoked beyond tolerance, she unseals the Tower of Betrayers. Here, shackles of amethyst magic bind the spirits of beings who once sought to conspire against her. In death, they are kept in torturous bondage until the moment she desires to send them forth to do her bidding. Though they despise their usurper-queen above any other being, these knights of death are bound entirely to Lady Olynder's will. Streaming forth from their prison, they hunt and kill for the very being who took everything from them – a fitting punishment for the arrogance they displayed in life, in the eyes of the Mortarch, at least.

THE FALL OF DOLORUM

The tale of the fall of Dolorum is one of great tragedy and betrayal, of an ancient dynasty brought low through the vaulting ambition of a single being. Located in the Screaming Wastes of Shyish, the empire of Dolorum was once a powerful civilisation ruled over by a proud bloodline of conqueror-kings. These regal lords were a cold and merciless breed who held dominion over thousands of subjects, and paid obeisance to Nagash, God of Death.

At this time, a beautiful young noblewoman of the House Olynder rose to prominence in Dolorum. She used her wits and charm to scale the heights of society, and she eventually won the heart of the young prince of the empire. Their betrothal was announced with great fanfare. Yet the Lady Olynder was a woman of limitless ambition, and she did not care to share the throne with another – especially her betrothed, who was a boorish and callous man. While she took her vows and prepared her soul for marriage in the cloisters of a quiet church, surrounded by ladies in waiting and silent sisters of the Dolorite faith, the prince and his father, the king of Dolorum, attended a great feast of celebration. It would be the last time either was ever seen. The exact nature of their disappearance would remain forever a mystery. In the early hours of the morning, both retired to the king's chambers to

When Lady Olynder's ire is roused, she unleashes the vengeful Nighthaunt of the Emerald Host upon those who angered her.

discuss political strategies and the crown heir's future inheritance. Witnesses claimed to hear a sudden, piercing cry of horror, but when the royal bodyguards burst into the chamber, they found the rooms empty, with no sign of a struggle. A single window was open to the stormy night, spilling rainwater across the stone floor. Of the prince and his father, there was no sign at all. Suspicious glances did of course fall upon the queen in waiting, but there were many who could attest to her innocence of the crime, and her horror upon receiving the news.

Nonetheless, this tragedy left Olynder as the sole ruler of Dolorum. Vowing to mourn her missing family, the young queen took to wearing a veil. The new regent's people called her the Mourning Bride and the Unrequited Queen, and her public display of grief won over even the coldest of hearts. In truth it was all a lie – beneath her veil of sorrow, Olynder revelled in her newfound power.

Not all were taken in by this deception, of course. Many noble knights of the realm gathered to plot against the one they named usurper and murderer. This secretive fraternity proudly wore the emerald brooch of the Dolorum royal dynasty, an honour given only to the most loyal defenders of the empire. It was a symbol of the glory of old, which they hoped to restore by deposing the false queen that now sat upon the throne.

Their rebellion never came to pass. The ever-watchful Lady Olynder soon learned of the conspirators, for she had spies embedded throughout her kingdom, from the poorest almshouses to the courts of Dolorum's powerful barons. She swayed one of the conspirators – a man named Gharest Malcor – to her side with promises of power and riches beyond imagination. Even before her enemies could organise their coup, Malcor's agents fell upon them, slaying many and dragging the survivors into lightless dungeons and oubliettes. There they lingered for decades, tormented and tortured by the woman they had sought to depose. Malcor himself met a swifter end, stabbed to death while in his cups by assassins hired by the young queen, who desired to leave no trace of her crimes.

Lady Olynder ruled Dolorum alone for many years, until the Age of Chaos dawned, and the plagues of Nurgle swept across Dolorum. Thousands died of weeping agues and flesh-withering poxes, but their queen cared nothing for their suffering. She even attempted to bargain for her own life with agents of the Plague God, to the fury of the Great Necromancer. In truth it was this act of faithlessness that caused Nagash to claim her soul as his own. So did Lady Olynder become the Veiled Lady, doomed to suffer all the miseries of grief and sorrow that had not troubled her black heart in life.

'I have a task for thee, my Knights of Regret. There is a being that has dared defy my will and made war upon my processions. This wretched creature seeks to spread the poisonous illusion of hope. You will bring me his everlasting soul, that I might teach him true sorrow.'

– *Lady Olynder, Mortarch of Grief*

Above: Gharest Malcor leads the Emerald Host into battle against a herd of beastmen, their Bray-Shaman the victim of the dreaded Emerald Curse.

Opposite: Lady Olynder, Mortarch of grief, battles the Celestant Prime in the Siege of Lethis. The Emerald Host would prove instrumental in the breaching of the Midnight Tomb and the release of Katakros, Mortarch of the Necropolis.

BALEFUL HUNTERS

It was not until the dawning of the Shyish necroquake, when Nagash sought a new general to lead his spectral legions of Nighthaunt, that Lady Olynder ascended to the rank of Mortarch. In death, as in life, Olynder had risen to rule over the haunted ruins of old Dolorum, subjugating the wraiths and spirits that dwelt there, and even bringing several neighbouring nations under her deathly grasp. Such ambition and ruthlessness was just what the Great Necromancer wished for in his Mortarchs. Thus was the Lady Olynder knighted as the Mortarch of Grief and given command of the malevolent processions of the Nighthaunt.

To mark this ascension, Nagash gifted the Veiled Lady with a dreadful new host to be deployed at her wish. The souls of the very nobles of Dolorum who had plotted Lady Olynder's destruction were remade into spirits of vengeance, wreathed in emerald fires in a mocking echo of Dolorum's lost honour. These wrathful revenants were condemned to fight on behalf of the one they despised above all else. The Great Necromancer bound these luckless souls within caskets of vitrified grave-sand, where they would linger in perpetual rage and self-pity until called for. Only when Lady Olynder lays the malefic hex known as

the Emerald Curse upon those who have displeased her are the forgotten scions of Dolorum loosed to haunt the realms, commanded by the Knight of Shrouds Gharest Malcor.

The dark rituals employed by Lady Olynder to inflict the Emerald Curse upon her foes are complex and macabre. They demand the sacrifice of thousands of souls as well as a sliver of the Mortarch's own twisted spirit; the hatred required to power such a hex demands much, even of the dead. Thus, the curse is not idly made, and it is reserved instead for Lady Olynder's most despised rivals.

Once a being is marked, their doom – and that of any who associate with them – is all but assured. The afflicted find all colour drained from the world. Everything is rendered in stark shades of black and white, and a sense of deep dread fills their soul. Food tastes like ash in their mouths, and music sounds atonal and dirge-like to the ear. Whether it takes mere days, months, or years, the riders of the Emerald Host will find their prey. Far on the horizon, the cursed soul will glimpse a baleful green glow, soft at first but blazing with more furious intensity by the moment. Soon, the entire sky will be aflame with witchlight. Only then will the riders of the Host descend from on

high, their spectral mounts wreathed in green flames, to reap their due.

Formations of Dreadblade Harrows led by Malcor himself are always the first to crash into the enemy's ranks, flickering in and out of reality in bursts of eerie phantasmal mist as they hack down their prey with rusted grave-blades.

They are swiftly followed by flaming Hexwraiths, screeching with bitter fury, scythes lashing out in deadly arcs. Following behind come racing packs of Nighthaunt infantry: groaning Chainrasps and the prowling gheists known as Glaivewraith Stalkers, amongst a host of other nightmares. This terrifying onslaught does not cease until every one of the cursed mortals has been slain, their souls claimed for the Mortarch of Grief.

On occasion, a particularly lucky or formidable foe might evade or even defeat the Host. But this only delays the inevitable. In the depths of the underworlds, the baleful hunters will gradually reform and once again set forth in pursuit of their quarry. Only death can end the Emerald Curse.

THE DOLOROUS GUARD

Hexwraiths are spectral chevaliers that charge into battle illuminated by blazing balefire, swinging their lambent scythes to sever the bond between a soul and its body. They are the powerful shock cavalry of the Nighthaunt processions, capable of routing their foes in a single, terrifying charge.

The Emerald Host claims many of these ghostly riders amongst its number, for the nobility of ancient Dolorum were trained from a young age in the art of cavalry warfare. The most feared of all these champions are the Dolorous Guard. Each of these cruel spirits was once a member of the Dolorum household knights, responsible for protecting their liege-lord upon the battlefield and riding down all enemies of the empire.

Nearly all of this elite unit turned upon Lady Olynder and joined the nobility's schemes against her, paying for this decision with their eternal souls. Transformed into hideous Hexwraiths, they now ride at the fore of the Emerald Host, taking out their bitter frustration upon the Mortarch of Grief's many enemies.

'When dawn rises, cold and colourless, they are coming.

When the sun descends behind green clouds, they are close.

When the night blazes emerald, they are here.'

- Found scrawled on a scrap of parchment in the abandoned Freeguild fortress of Gheistharbour

GHAREST MALCOR, THE TRAITOR KNIGHT

Born the youngest son of a minor feudal lord in the empire of Dolorum, Gharest Malcor was a vain and spiteful man. Though his life was one of privilege beyond the imagination of most men, Malcor was never content. He craved true power, and the chance to wreak his revenge upon those he believed looked down on him for his low status – namely the noble scions of Dolorum's great houses. Malcor was a skilled commander who had fought with distinction in the empire's many wars, but no matter how many victories he earned, he was never granted the acclaim nor the titles he believed he deserved. Bitterness and envy consumed him.

When the crown prince and king of Dolorum both mysteriously disappeared and Lady Olynder claimed dominion over the empire, Malcor saw a potential opportunity to gain the prestige he had always sought. He joined a gathering of upstart nobles seeking to depose the new queen, swearing an oath of loyalty to their cause. As a general of high standing in the empire's army, he was eagerly accepted into the fold. At the same time, however, Malcor sought audience with Olynder herself, claiming himself a loyal servant of the crown who had uncovered a most foul conspiracy against her rule.

When he looked at the beautiful young queen, Malcor saw only a tool that he could use to advance his own status. He would serve her loyally, dispose of those who plotted to unseat her, winning her favour and – ultimately, he hoped – her hand in marriage. Though he was a black-hearted creature, Malcor was tall, strong and handsome, possessed of a magnetic charm he had used more than once to seduce the wives and daughters of his rivals. Surely, he believed, the new queen would not prove immune to his charms. And when his claim upon the throne was secured, who was to say that the Lady Olynder might not meet with some tragic fate, leaving Malcor as sole inheritor of the empire?

Malcor fatally underestimated the new queen. Olynder saw at once the nature of the young knight, perhaps recognising some of her own duplicity in his bold pronouncements. Nonetheless, she took him into her favour and named him her castellan, feigning infatuation and promising her hand in marriage once Malcor disposed of those who intended her harm. And so Gharest Malcor betrayed his fellow conspirators, sending forth the palace's household knights to round them up – along with anyone who had ever crossed him, or in any way earned his ire. Many were slain, and countless

DEEDS OF LEGEND

When a party of Mor'phann Idoneth led by the Akhelian King Methelion had the temerity to launch a series of raids upon her spirit armies, the Lady Olydner sent forth Gharest Malcor and the Emerald Host to deliver her retribution. The Akhelian King dwelt within the darkest depths of the Sea of Sorrow, and perhaps believed himself safe in this lightless place. However, when the stygian depths were illuminated by an eerie, viridian glow, Methelion knew that doom was upon him. Malcor's spectral knights plunged into the abyss, falling upon the Akhelian King and his retinue. A soundless, otherworldly battle commenced. In their natural habitat, the Idoneth proved a formidable foe, but at last a pack of Dreadblade Harrows encircled Methelion's Deepmare, driving their rusted blades through the noble beast's ink-black scales. As the beast writhed in its death throes, the Akhelian King slid from its back. The Knight of Shrouds himself dispatched Methelion, plunging his cursed sword through the aelf's heart.

others delivered unto the queen's torture chambers. Malcor did not have long to savour his victory. As he was drinking and carousing in celebration of his cleverness, Lady Olynder had her own killers stab the traitorous knight in the belly with a poisoned blade. As he lay dying in terrible agony, Malcor prayed to Nagash to spare his wicked soul. The Great Necromancer listened, and answered.

Gharest Malcor was transformed into a Knight of Shrouds, a spectral commander forever bound to the will of the God of Undeath. Malcor was condemned to an eternity of passionless servitude, but worse was to come for the traitorous knight. In an act of cruel irony, Malcor found himself slaved to the service of Lady Olynder – the one who had so cunningly outwitted him, and condemned him to this bitter and eternal existence.

Now, the betrayer of Dolorum is forced to obey the Mortarch of Grief's every command, leading his baleful procession forth to seek out and slay those stricken by the Emerald Curse. Unable to even give voice to his bottomless hatred of the Veiled Lady, the anguished Malcor attempts instead to assuage his self-hatred and impotent rage by cutting down mortals by the score with his cursed blade. This is only ever a temporary reprieve, for when the Emerald Host slays its quarry, Malcor is forced once more to return to the crypts of the Tower of Betrayers, to linger in darkness consumed by ancient regrets. In death, as in life, he is nothing more than a weapon for the Mortarch to wield against her enemies.

WARSCROLL BATTALIONS

These warscroll battalions enable you to field the unique formations of Lady Olynder's Emerald Host on the battlefield.

NIGHTHAUNT WARSCROLL BATTALION
THE EMERALD HOST

Limned in baleful green flames and led by a great host of spectral cavaliers, the Emerald Host is dispatched by the Lady Olynder to ensure the deaths of her most hated foes. With spectral scythes and tearing claws they rend the souls of the living, leaving in their wake a trail of lifeless corpses, their faces twisted in the throes of heart-stopping terror. Such is the final fate of all who dare to entertain the falsity of hope and refuse to accept the eternal truth of despair and grief into their hearts.

ORGANISATION

- 1 The Forgotten Scions

- 1+ The Dolorous Guard

Any number of warscroll battalions chosen in any combination from the following list:

- The Condemned

- Chainguard

- Death Stalkers

ABILITIES

The Emerald Curse: *Once a being is marked with the Emerald Curse, their doom – and that of any who associate with them – is all but assured. Whether it takes mere days, months or years, the riders of the Emerald Host will find their prey.*

After armies are set up, but before the first battle round begins, you can pick 1 enemy HERO . Subtract 1 from save rolls for attacks that target that HERO .

NIGHTHAUNT WARSCROLL BATTALION
THE FORGOTTEN SCIONS

Formations of Dreadblade Harrows led by Malcor himself are always the first to crash into the enemy's ranks, flickering in and out of reality in bursts of eerie phantasmal mist as they hack down their prey with rusted grave-blades.

ORGANISATION

- 1 Knight of Shrouds on Ethereal Steed (Malcor)

- 2 Dreadblade Harrows units

ABILITIES

Gharest Malcor, The Traitor Knight: *Unable to even give voice to his bottomless hatred of the Veiled Lady, the anguished Malcor attempts instead to assuage his self-loathing and impotent rage by cutting down mortals by the score with his cursed blade.*

Add 1 to the Attacks characteristic of Malcor's Sword of Stolen Hours. In addition, once per battle round, you can use the command ability on Malcor's warscroll without a command point being spent.

NIGHTHAUNT WARSCROLL BATTALION
THE DOLOROUS GUARD

These knights of death are bound entirely to Lady Olynder's will. Streaming forth from the Tower of Betrayers, they hunt and kill for the very being who took everything from them – a fitting punishment for the arrogance they displayed in life, in the eyes of the Mortarch, at least.

ORGANISATION

- 2-4 Hexwraith units

ABILITIES

Knights of Regret: *Each of the cruel spirits in The Dolorous Guard was once a member of the Dolorum household knights, responsible for protecting their liege-lord upon the battlefield and riding down all enemies of the empire. Death has not freed them for these responsibilities.*

Add 1 to the Attacks characteristic of melee weapons used by units from this battalion that have made a charge move in the same turn. In addition, roll a dice before you allocate a wound or mortal wound to your general if your general is within 3" of any friendly units with this ability. On a 2+, you must allocate that wound or mortal wound to a friendly unit with this ability that is within 3" of your general, instead of to your general.

UNITS	MIN	MAX	POINTS	BATTLEFIELD ROLES	NOTES
The Emerald Host	-	-	80	Warscroll Battalion	
The Forgotten Scions	-	-	140	Warscroll Battalion	
The Dolorous Guard	-	-	120	Warscroll Battalion	

PAINTING NIGHTHAUNT

This month's Tome Celestial is all about the Emerald Host of Shyish, so it's the perfect time for a Paint Splatter featuring the green ghoulies. Studio painter James Perry joins us with two stage-by-stage guides for a Glaivewraith Stalker, covering classic and Contrast styles.

CLASSIC STYLE

James: Nighthaunt can be really simple to paint, but they can look incredible if you get your colour choices and techniques right. One of the most effective ways to paint them is to use a light-coloured undercoat, then wash their 'flesh' with either a Shade or a Contrast paint. On this Glaivewraith Stalker, I chose to undercoat it with Grey Seer, then shade it with Hexwraith Flame mixed with Lahmian Medium. Adding the Lahmian Medium is really important at this stage – Hexwraith Flame is a really rich colour, and it will dominate the model if you don't dilute it

BATTLE READY
Using the stages to the right, James was able to get this Glaivewraith Stalker to a standard that most people would be happy to play games with.
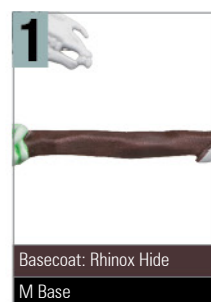
PARADE READY
With a couple of extra highlights to each area of the model, James took the Battle Ready Glaivewraith Stalker and made it Parade Ready.

GHOSTLY ECTOPLASM

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Wash: Hexwraith Flame & Lahmian Medium
L Shade

3
Layer: Ulthuan Grey & Lahmian Medium
M Layer

4
Layer: White Scar
S Layer

TATTERED CLOTH

1
Basecoat: Incubi Darkness
M Base

2
Wash: Nuln Oil
M Shade

3
Layer: Kabalite Green
M Layer

4
Layer: Dawnstone
S Layer

WOOD

1
Basecoat: Rhinox Hide
M Base

2
Wash: Nuln Oil
M Shade

3
Layer: Mournfang Brown
S Layer

4
Layer: Balor Brown
XS Artificer Layer

with medium. What you're looking for is a 1:1 mix that sits well in the recesses and still tints the raised areas green. To help with the smooth transition of colour, I also watered down the Ulthuan Grey a little so that it is more translucent than opaque.

I used Agrax Earthshade to shade several areas of the model, including its blade, skull, and base. On the blade, it helps emphasise the rust effect, while on the base, it gives the stones a dirty, muddy look. Using the same Shade paint on the model's skull helps tie the overall colour scheme together even more, giving the natural aspects of the model (as opposed to the spectral ones) a unified look and feel.

TOP TIP
Drybrush the grey on the paving slabs before painting the leaves, vines, and roses. It's much easier that way!

BIGGER GHOSTS
The painting guides shown over these four pages are perfect for painting any model in the Nighthaunt range. The colours below, for example, could just as easily be applied to a Black Coach as a Glaivewraith Stalker, while the Battle Ready painting guide over the page would make painting a horde of Chainrasps really quick and easy. You could even use the same colours to paint ethereal skeletons. Why not give it a go?

BONE

1 Basecoat: Morghast Bone — M Base

2 Wash: Agrax Earthshade — M Shade

3 Layer: Ushabti Bone — S Layer

4 Layer: Pallid Wych Flesh — XS Artificer Layer

METAL

1 Basecoat: Leadbelcher — M Base

2 Wash: Agrax Earthshade — M Shade

3 Layer: Troll Slayer Orange — M Layer

4 Layer: Stormhost Silver — XS Artificer Layer

PAVING SLABS

1 Basecoat: Mechanicus Standard Grey — M Base

2 Wash: Agrax Earthshade — M Shade

3 Drybrush: Administratum Grey — M Dry

4 Drybrush: Ulthuan Grey — M Dry

LEAVES AND VINES

1 Basecoat: Elysian Green — S Base

2 Wash: Athonian Camoshade — M Shade

3 Layer: Ogryn Camo — XS Artificer Layer

ROSES

1 Basecoat: Naggaroth Night — S Base

2 Wash: Nuln Oil — M Shade

3 Layer: Warpfiend Grey — XS Artificer Layer

WARHAMMER TV PAINTING GUIDES
There are loads of painting guides for the Nighthaunt on our Warhammer TV channel. Just search for Battle-Ready Nighthaunt Troops, Nighthaunt Ghostly Robes, or Nighthaunt Ethereal Weapons.
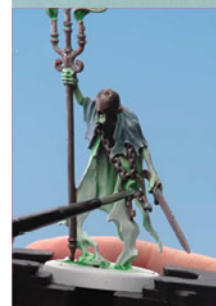
CONTRAST STYLE

James: The first stages of this Glaivewraith Stalker are very similar to the ones shown on the previous page – I just used Contrast paints instead of Shades and Technical paints.

Like Hexwraith Flame, Warp Lightning contains a lot of pigment, so I combined it with Contrast Medium in a 1:1 mix to make it more translucent before applying it to the areas of ectoplasm. The result is more intense than the Hexwraith Flame, which has a paler finish.

When painting the model's cowl, I didn't use any medium to thin it down – I just painted the Leviadon Blue straight on. This is because I wanted the colour to be really deep and dark, not pale. The same applied to painting the wood, bone, and all the other Contrast Paints – I just used them straight out of the pot.

TOP TIP

If you're using Contrast paints, I find it best to start with the darker colours first and paint the lighter ones last. There's a logic to this – if you paint, say, the bone first, then get a darker Contrast paint on it accidentally, you'll have to repaint the bone area. On the other hand, if you get a spot of Skeleton Horde on the Leviadon Blue cowl, it's unlikely you'll ever notice.

ANOTHER TOP TIP

To help control where your Contrast paints sit, always use the right brush for the job. The M Base brush is perfect for the cowl, but you would struggle to paint the skull with the same brush, which is why I picked a smaller one. I used an even smaller brush (S Layer) to paint the bone spines coming out of the model's back and the crow's beak.

BATTLE READY
Just like the Glaivewraith Stalker on the previous page, James applied just a few paints to get this model ready for the battlefield.

PARADE READY
After finishing the Battle Ready stages, James added just one or two highlights to each area of the Nighthaunt model to get it Parade Ready.

GHOSTLY ECTOPLASM

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Basecoat: Warp Lightning & Contrast Medium
M Base

3
Layer: Grey Seer
M Layer

4
Layer: White Scar
S Layer

TATTERED CLOTH

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Basecoat: Leviadon Blue
M Base

3
Layer: Calgar Blue
M Layer

4
Layer: Fenrisian Grey
S Layer

WOOD

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Basecoat: Wyldwood
M Base

3
Layer: Baneblade Brown
S Layer

4
Layer: Screaming Skull
XS Artificer Layer

EMERALDS, SAPPHIRES, AND RUBIES

One of the great things about Contrast paints is that you can use the same technique of applying them and just change the colours. You could, for example, use a darker green for the ghostly ectoplasm. You could even change the green entirely and have blue or even red Nighthaunts. Here are a few examples.

Undercoat: Wraithbone	Undercoat: Wraithbone	Undercoat: Grey Seer
Citadel Spray Paint	Citadel Spray Paint	Citadel Spray Paint
Basecoat: Ork Flesh	Basecoat: Blood Angels Red	Basecoat: Aethermatic Blue
M Base	M Base	M Base
Layer: Ulthuan Grey	Layer: Wild Rider Red	Layer: Ulthuan Grey
M Layer	M Layer	M Layer
Layer: White Scar	Layer: Fire Dragon Bright	Layer: White Scar
S Layer	S Layer	S Layer

BONE

1
Basecoat: Wraithbone
M Base

2
Basecoat: Skeleton Horde
S Base

3
Layer: Pallid Wych Flesh
S Layer

METAL

1
Basecoat: Leadbelcher
M Base

2
Wash: Nuln Oil
M Shade

3
Layer: Troll Slayer Orange
M Layer

4
Layer: Stormhost Silver
XS Artificer Layer

GRAVESTONE

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Basecoat: Basilicanum Grey
M Base

3
Drybrush: Administratum Grey
M Dry

4
Drybrush: Ulthuan Grey
M Dry

LEAVES AND VINES

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Basecoat: Militarum Green
S Base

3
Layer: Ogryn Camo
XS Artificer Layer

ROSES

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Basecoat: Shyish Purple
S Base

3
Layer: Warpfiend Grey
XS Artificer Layer

UNDEAD CROW

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Basecoat: Black Templar
S Base

3
Layer: Stormvermin Fur
S Layer

4
Layer: Administratum Grey
XS Artificer Layer

SKIES OF SLAUGHTER

High above the fantastical landscapes of the Mortal Realms, wars are being waged in the aetherspheres. Mighty Stardrakes do battle with lumbering Maw-krushas, while Kharadron Ironclads engage in desperate duels with Bloodthirsters. This is Skies of Slaughter.

cross the Mortal Realms, wars are waged on a daily basis, huge armies clashing over vast, fantastical landscapes. Yet high above those armies, wreathed in the fog of war and magic-laden storm clouds, flying monsters are engaged in duels of their own. Lords of Change swoop through the sky on magical pinions, bolts of sorcerous energy leaping from their taloned hands. Idoneth Leviadons and Allopexes swim through the air as if it were water, their riders launching barbed harpoons at distant foes. Zombie Dragons and Terrorgheists ambush Stardrakes and Griffons in midair, their rotting carcasses held aloft by their undead masters. Kharadron ships ply the aethersphere, their deadly cannons loaded and ready for action. And all the while, far below, the denizens of the Mortal Realms watch on in wonder as these mighty beasts whirl and swoop, clash and dive. And, eventually, fall …

LORDS OF THE SKIES

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

AKHÉLIAN LEVIADON

A WHOLE NEW GAME

Skies of Slaughter is a new set of rules for using your Warhammer Age of Sigmar flying monsters in games of aerial combat. The core rules of the game are based on Stormcloud Attack, which came out a few years ago for Warhammer 40,000. This time, however, the lascannons and heavy bolters have been traded in for lightning hammers and skybolt bows, not to mention gnashing jaws and razor-sharp claws.

In this issue you'll find the core rules for Skies of Slaughter, which explain how to set up a battle, how to fight with your units, and how to perform daredevil midair manoeuvres. January's issue of *White Dwarf* continues the airborne entertainment with additional warscrolls, scenarios, and a campaign system for you to play through. So chocks away (or the dragon equivalent of chocks), and prepare yourself for aerial combat!

SKIES OF SLAUGHTER

Skies of Slaughter is a game of aerial combat in the Age of Sigmar, in which winged leviathans and gun-laden flying machines engage in thrilling airborne duels amidst the clouds high above the Mortal Realms.

THE MODELS

Skies of Slaughter is played using large flying models from the Warhammer Age of Sigmar range, referred to in the game as **flying monsters**. When playing the game, dice are placed beside each model's base to show how fast the flying monster is moving (called its velocity), and to record any wounds it has suffered.

FACING AND ARCS

A flying monster's facing is important for determining how it turns, and which weapons it can bring to bear on a target. Turns and weapon arcs are split into 45-degree segments which are measured from the centre of the model's base, as shown in the diagrams below-right. You can mark the segments on the edge of your flying monster's base if you wish.

THE IMPULSE TABLE

Turns in Skies of Slaughter are split into three 'mini-turns' called **impulses**. Each flying monster has a velocity, which determines the order in which they act in each impulse and the number of manoeuvres they must make.

The dice at the front of the base indicates the flying monster's velocity, while the dice at the back shows the number of wounds it has suffered.

All the weapons on a flying monster have a weapon arc. This determines which targets the weapon can engage depending on its facing. You can see the different weapon arcs below.

IMPULSE TABLE			
Velocity	First Impulse	Second Impulse	Third Impulse
6	Zoom!	Zoom!	Zoom!
5	Zoom!	Zoom!	Cruise
4	Zoom!	Cruise	Cruise
3	Cruise	Cruise	Cruise
2	Cruise	Cruise	Attack
1	Spin	Spin	Spin

Zoom!: Carry out 2 manoeuvres, then attack, then accelerate or brake.

Cruise: Carry out 1 manoeuvre, then attack, then accelerate or brake.

Attack: Attack, then accelerate or brake.

Spin: Spin.
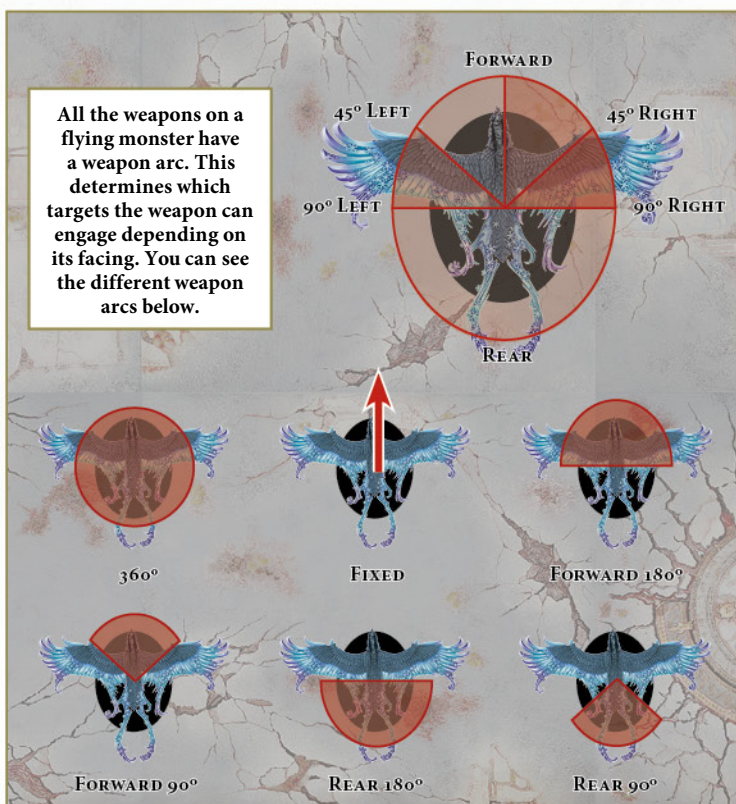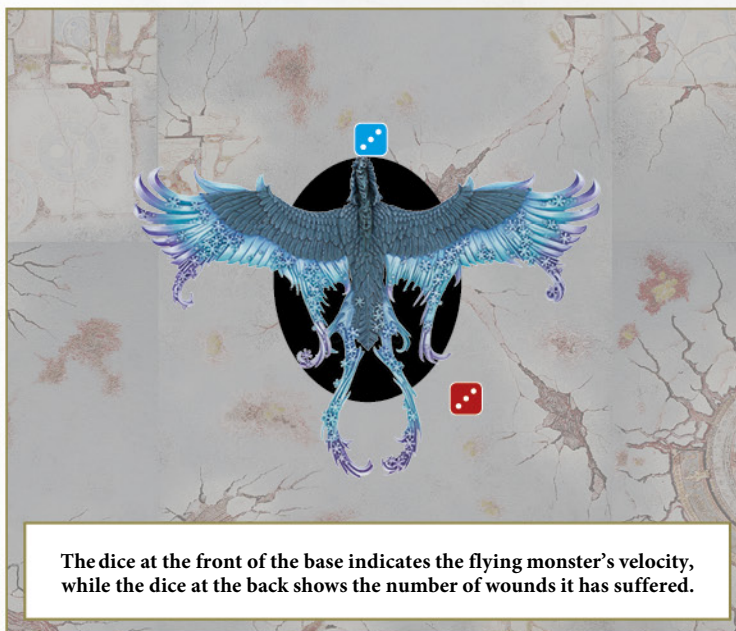
SKIES OF SLAUGHTER WARSCROLLS

Each type of flying monster in Skies of Slaughter has a warscroll, which lists all of the information you will need to know about the flying monster during the game. You can find two warscrolls at the end of these rules (pg 53).

1 **Name:** The name of the flying monster that the warscroll describes.

2 **Description:** An overview of the flying monster and how it fights.

3 **Flying Characteristics:** This set of characteristics tells you how fast the flying monster is and how many wounds it can sustain.

4 **Weapon Options:** The weapons that the flying monster is armed with. The weapons the flying monster is normally armed with are listed first, followed by optional weapons it can use in italics.

5 **Weapon Characteristics:** These characteristics let you know how effective the flying monster's weapons are. The Strafe rules are not needed for now. They are explained in the next issue.

6 **Flying Monster Special Rules:** The special rules for a flying monster describe things it can

do that are not covered by the standard game rules.

7 **Manoeuvre Table:** This table shows all of the aerial manoeuvres the flying monster can perform, how dangerous they are to perform at different velocities, and how they are executed.

8 **Manoeuvre:** The name of each of the manoeuvres the flying monster can perform.

9 **Danger Rolls:** Sometimes a flying monster will have to make a danger roll before carrying out a manoeuvre. This is done by cross-referencing the velocity of the flying monster with the manoeuvre being carried out.

10 **Execution:** This lists the Moves, Turns, Reversals and Sideslips the flying monster must carry out when it performs the manoeuvre.

◆ WARSCROLL ◆
ARKANAUT IRONCLAD

Amongst the heaviest Kharadron ships of the line, the redoubtable Ironclads provide a floating fortress of iron at the heart of any airfleet, bombarding their targets from afar with explosive shells and armour-piercing torpedoes.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Great Sky Cannon	Forward 180°	18"		4	+2
Great Skyhook	Forward 180°	18"		2D6	0
Great Volley Cannon	Forward 180°	12"		2	+3
Aethershock Torpedoes	Fixed	15"		D3	0
Aethershot Carbines	Forward 180°	9"		2	+1
Boarding Weapons	360°	3"		1	0

WEAPONS
Great Sky Cannon, Aethershock Torpedoes, Aethershot Carbines and Boarding Weapons.
The Great Sky Cannon can be replaced with a *Great Skyhook* or *Great Volley Cannon*.

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

MANOEUVRE TABLE

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

MANOEUVRE TABLE

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

PREPARING FOR PLAY

Skies of Slaughter can be played by two or more players. The game works equally well between two players or a large group of players taking part in one massive aerial battle!

Each player will need at least one flying monster and the warscroll to go along with it. The player controls the actions of that flying monster during the game, and is referred to as the **controlling player** in the following rules.

Players can choose to a field a **wing** of two or more flying monsters if they wish, controlling the actions of all of the models in their wing. As well as the flying monsters and their warscrolls, every player will need a tape measure or ruler to measure weapon ranges, and enough dice to record each flying monster's velocity any wounds it may have suffered, and to carry out the attacks that the monster makes during the battle.

Sometimes you will need to roll **2D6**; to do so, roll 2 dice and add them together to generate the dice roll.

Games of Skies of Slaughter need a flat playing area to represent the **combat zone** where the battle takes place. A dining table makes an excellent combat zone for 2 to 6 flying monsters. Larger games will need a bigger table, or can be played on the floor (just be extra careful not to kick over any of your models in the heat of battle!).

Finally, you will need to pick a **skybattle** to play (we've included one skybattle on page 52 to get you started, but keep your eyes peeled on future issues of *White Dwarf* for more). **Duels** are battles between one flying monster on each side, and **Encounters** are battles between more than two flying monsters. Once you've picked a skybattle and followed its set-up instructions, you are ready to start playing the game!

VELOCITIES

At the start of the game, flying monsters are given a velocity of 1 to 6. This setting may change as the game goes on. The players show the velocity for each of their flying monsters by placing a dice at the front of the flying monster's base.

A flying monster's velocity can never be less than 1 or more than the maximum velocity on its warscroll. Changes to the flying monster's velocity that would cause this to happen are ignored.

SPINS

Should a flying monster's velocity ever fall to 1, then it will go into a spin (pg 49). This can be an effective way to get away from the enemy, but if the flying monster doesn't pull out of the spin in time it may crash into the ground!
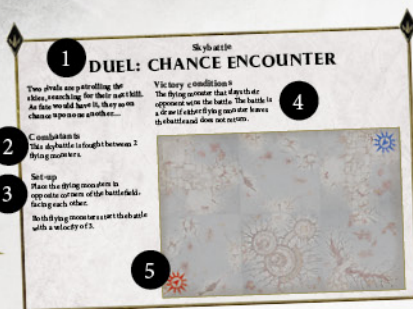
1 **Name and Overview :** The name of the skybattle and a brief description of it.

2 **Combatants :** The flying monsters that can be used in the skybattle.

3 **Set-up :** Where the flying monsters are set up at the start of the skybattle.

4 **Victory Conditions :** How the winner of the skybattle is determined.

5 **Map :** The map illustrates how to set up the flying monsters at the start of the skybattle, and anything else that may affect the skybattle's combat zone.

SEQUENCE OF PLAY

After set-up is complete, the game can start. The game is played in turns, each of which is split into 3 impulses followed by a **recovery** step.

Sequence of Play
First Impulse
Second Impulse
Third Impulse
Recovery

IMPULSES

Each turn has three impulses, which are carried out one after the other. Flying monsters take an **action** in each impulse. They do so in an order determined by their velocities, from high to low. So, any flying monsters with a velocity of 6 will go first in each impulse, and so on.

INITIATIVE ROLLS

Initiative rolls are made to determine the order in which flying monsters take actions when they have the same velocity. Each tied player rolls 2D6. The player that rolled lowest must carry out their action first. Players tied for the lowest roll must roll again, and so on until there is only one player with the lowest roll.

After the player that rolled lowest has taken their action, the remaining tied players roll for initiative again, with the player with the lowest roll taking their action, and so on until all the flying monsters have acted.

ACTIONS

A flying monster's action is resolved in the following steps:

1 The flying monster carries out its manoeuvres.
2 The flying monster attacks.
3 Enemy flying monsters can retaliate.
4 The flying monster accelerates or brakes.

ONE ACTION PER IMPULSE

A flying monster cannot carry out more than one action per impulse. Once it has carried out its action, place the velocity dice at the back of the flying monster rather than the front to show that it has had its go. Return all of the flying monsters' velocity dice to the front at the start of the next impulse.

MANOEUVRES

Depending on its velocity, a flying monster may have to make up to two **manoeuvres** when it takes an action. Look up the flying monster's velocity on the Impulse Table to determine how many manoeuvres it must carry out:

• A flying monster that is Zooming *must* carry out 2 manoeuvres.

• A flying monster that is Cruising *must* carry out 1 manoeuvre.

• A flying monster that is Attacking or Spinning cannot carry out *any* manoeuvres.

DECLARING MANOEUVRES

You must declare the manoeuvre that a flying monster will carry out before executing it. If the flying monster is carrying out more than one manoeuvre, declare and carry out the first one, then declare and carry out the second one.

AVAILABLE MANOEUVRES

The manoeuvres a flying monster can carry out are shown on its warscroll. Look up the flying monster's velocity on its Manoeuvre Table to see which manoeuvres it can perform. Manoeuvres marked 'N/A' cannot be carried out at that velocity. All other manoeuvres can be attempted, though some may require you to make a danger roll.

DANGER ROLLS

Manoeuvres can cause wounds if the flying monster is moving too quickly. This is represented by a making a **danger roll** before each manoeuvre is carried out. Danger rolls are made by rolling 2D6, then cross-referencing the roll with the flying monster's velocity and the manoeuvre being carried out.

If the roll is equal to or greater than the number listed on the chart, the manoeuvre has been carried out safely. If the roll is less than the number listed on the chart, the flying monster still carries out the manoeuvre, but suffers 1 wound (pg 49), and 1 is subtracted from its current velocity (this may cause it to spin in its next impulse).

Depending on a flying monster's velocity, it will be able to carry out certain manoeuvres on a '2+'. Such manoeuvres are always carried out safely unless a negative modifier applies. Some other manoeuvres are noted as being 'Always Safe' – you never have to make a danger roll for such a manoeuvre.

CARRYING OUT A MANOEUVRE

Each manoeuvre requires a flying monster to carry out a certain number of Moves, Turns, Reversals and Sideslips. The number and order of the Moves, Turns, Reversals and Sideslips that must be carried out is listed in the Execution columzwwwn for the manoeuvre on the flying monster's Manoeuvre Table. For example, a manoeuvre might require a flying monster to make 2 Moves followed by 1 Turn.

MOVES

A Move is made by picking the flying monster up, moving it straight ahead, and placing it back down so that the velocity dice is at the back of the base. The velocity dice is then replaced at the front of the base.

TURNS

A Turn is carried out by pivoting the flying monster's base by 45 degrees to the left or right. The velocity dice is than replaced at the front of the base. The Turns a flying monster makes when carrying out a manoeuvre can be less than 45 degrees. Any Turns that are not part of a manoeuvre (for example, when forced to make a Turn as a result of a roll on the Damage Table) must be for the full 45 degrees.

REVERSALS

A Reversal is carried out by pivoting the flying monster's base by up to 180 degrees. The velocity dice is than replaced at the front of the base.

SIDESLIPS

Sideslips allow a flying monster to move in a direction other than straight ahead. To carry out a Sideslip, slide the velocity dice round the flying monster's base to anywhere in the flying monster's front 180 degree weapon arc. Then pick the flying monster up and move it over the dice as shown in the diagram on the right. Then replace the dice at the front of the flying monster's base. Note that the flying monster's facing does not change.

MOVE

START — MOVE MODEL — REPLACE DICE

TURN

START — MOVE DICE — TURN MODEL

REVERSAL

START — MOVE DICE — TURN MODEL

SIDESLIP

START — MOVE DICE — MOVE MODEL — REPLACE DICE
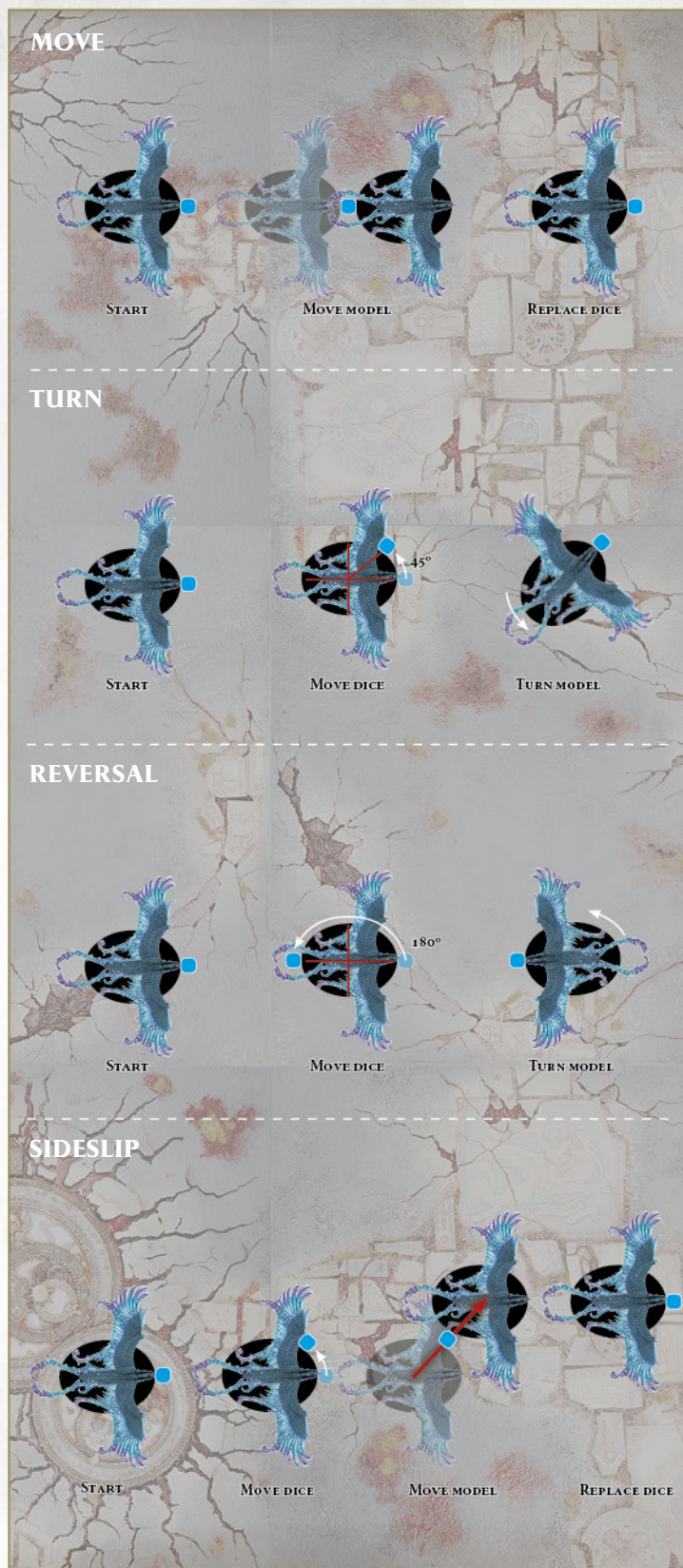
COLLISIONS

Flying monsters can move over other flying monsters, but cannot finish a manoeuvre touching any part of another flying monster (including its base). If it is impossible to avoid one flying monster ending up touching another, carry out as much of the manoeuvre as possible, as shown in the diagram on the right, and then make a **collision roll** as described below. Carry out the same procedure if a 'forced' Move or Turn that occurs as a result of a spin or a roll on a Damage Table would result in two flying monsters touching.

To make a collision roll, the controlling player of the moving flying monster rolls a dice. On a roll of 1, the two flying monsters have clipped each other, and both suffer 1 wound (pg 49). If a flying monster collides with more than one other flying monster, make a collision roll for each one.

LEAVING THE BATTLE

Sometimes a flying monster may be forced to move off the edge of the playing surface being used for a game. This is known as **leaving the battle**. When this occurs, the flying monster's model is removed , and it can either not to return, or **loop back** and return to the fray.

If the flying monster loops back, leave its velocity dice on the table to mark the point where it exited, and then roll 3 dice; the flying monster suffers 1 wound for each roll of 1. If it survives these dice rolls, the flying monster can return when it next would take an action.

When (or if!) the flying monster

The Frostheart Phoenix is turning to the right, but will finish the manoeuvre touching the Arkanaut Ironclad…

…so it is moved just enough to avoid the collision. On a roll of 1, both models will suffer 1 wound.

EDGE OF COMBAT ZONE

The Frostheart Phoenix must make a Move, but it cannot do so without leaving the battle.

EDGE OF COMBAT ZONE

The player commanding the Phoenix decides it will loop back. The model is removed and its velocity dice is left in place to show where it exited. Three other dice are rolled and the Phoenix suffers 1 wound for each roll of 1.

EDGE OF COMBAT ZONE

The Phoenix returns when it next takes an action, so that its velocity dice is at the back of its base, and so that the flyer is facing towards the centre of the battlefield.

Centre of Battlefield

returns, place it back in the combat zone, so that its velocity dice is now at the back of its base, and so that the flying monster is facing directly towards the centre of the playing area (see the diagram above). If this would result in a collision, slide the flying monster far enough to the left or right to avoid the other flying monster and then make a collision roll as described above.

A flying monster cannot carry out any manoeuvres and cannot attack in the impulse that it returns. However, it can accelerate or brake.

SPINS

A flying monster goes into a **spin** if it has a velocity of 1 at the start of an action or if a roll on the Damage Table causes it to do so.

To carry out a spin, roll on the Spin Table. When a flying monster has to make D3 Turns, roll a dice. On a 1-2, it makes 1 Turn; on a 3-4, it makes 2 Turns; and on a 5-6, it makes 3 Turns.

If the flying monster survives, make an acceleration roll for it (pg 51). On a 7+, the spin is brought under control; otherwise, the flying monster goes back into a spin. Keep on repeating this process – rolling on the Spin Table and making acceleration rolls – until the flying monster either brings the spin under control or is slain.

By bringing the spin under control, the flying monster increases its velocity by 1 (if it is possible for it to do so). If it was in a spin because it had a velocity of 1, bringing the spin under control counts as the flying monster's action. However, as it will now have a velocity of 2, it will not go into a spin in the next impulse.

SPIN TABLE	
D6	Result
1	**Crash To Ground:** The flying monster is slain.
2-3	**Spin Left:** Make D3 Turns to the left.
4-5	**Spin Right:** Make D3 Turns to the right.
6	**Overdive:** Make 1 Move and suffer 1 wound. If the flying monster is forced to leave the battle as a result of this Move, it is assumed to have spun out of control and is slain.

ATTACKS

After carrying out its manoeuvres, a flying monster can attack one enemy flying monster. The target must be in range and attack arc of at least one of the attacker's weapons.

Range: Measure the range from the closest part of the attacking model to the closest part of the target model (including their bases).

Attack Arc: A target is in a weapon's attack arc if any part of the target model is in the weapon arc of that weapon (pg 43). If the weapon has a fixed weapon arc, then you must be able to draw a straight line through the centre of the attacking flying monster that crosses any part of the target flying monster.

CARRYING OUT AN ATTACK

To carry out an attack, the player controlling the attacker rolls 1 or more dice for each of its weapons that can draw range and attack arc to the target. The number of dice that are rolled for a weapon are shown on the flying monster's warscroll (pg 53).

A hit is scored for each roll equals or beats the hit roll for the weapon listed on the flying monster's warscroll. A roll of 1 is always a miss, and a roll of 6 is always a hit. If none of the attacking monster's weapons score any hits, then the attack is a failure and has no effect on the target. Otherwise, inflict damage as described next.

INFLICTING DAMAGE

Add up the damage caused by the weapons that hit, and compare the total to the target's Toughness. Then, look up the result on the Attack Results Table below.

THE DAMAGE TABLE

Sometimes the Attack Results Table will instruct the attacker to roll on the Damage Table. When this is the case, roll 2D6 and look up the roll on the Damage Table on page 50.

WOUNDS

Some results on the Attack Results Table cause the target to suffer wounds. Record the number of wounds suffered by placing a dice at the back of the flying monster's base. When the number of wounds suffered by a flying monster equals the Wounds characteristic on its warscroll, it is slain and removed from play.

ATTACK RESULTS TABLE	
Total damage is:	Result
Less than or equal to target's Toughness	**Winged:** The attacker rolls once on the Damage Table.
Greater than target's Toughness, but not double its Toughness	**Injured:** The target suffers 1 wound, and the attacker then rolls once on the Damage Table.
At least double the target's Toughness but not triple	**Seriously Injured:** The target suffers 2 wounds, and the attacker then rolls once on the Damage Table.
At least triple the target's Toughness	**Mortally Injured:** The target suffers 3 wounds, and the attacker then rolls once on the Damage Table.

DAMAGE TABLE

2D6	Result
2	**Multiple Hits:** The target suffers 1 wound. Then roll on this table again.
3	**Tail Spin:** The target goes into a spin.
4	**Dodge:** Roll a dice. If the roll is less than the Wounds characteristic on the target's warscroll, the target suffers 1 wound.
5	**Zoom Forward:** Make an acceleration roll for the target. On a 7+, it makes 1 Move but does not change velocity. Otherwise, it suffers 1 wound.
6	**Swerve Left:** The target must make 1 Turn to the left.
7	**Press the Attack:** If the attacker is within 3" of the target, the attacking player can choose to press the attack. If they do so, the attacker and the target each suffer 1 wound.
8	**Swerve Right:** The target must make 1 Turn to the right.
9	**Rear Up:** The target must either suffer 1 wound or lose 1 velocity (controlling player's choice).
10	**Falling Leaf:** The target must either suffer 1 wound or go into a spin (controlling player's choice).
11	**Critical Hit:** The target suffers 1 wound.
12	**Bulls-eye:** The target suffers D3 wounds.

ATTACK EXAMPLE

A Frostheart Phoenix attacks an Arkanaut Ironclad. The Phoenix has the Ice-cold Talons weapon, which has a Forward 180-degree weapon arc and a Range of 3". The distance between the Phoenix and the Ironclad is less than 3", and the Ironclad lies within the Phoenix's Front 180-degree weapon arc, so the Ice-cold Talons can be used to attack.

Five dice are rolled for the Ice-cold Talons, requiring rolls of 4 or more to hit. No modifiers apply, and 3 hits are scored. Each hit causes 2 damage, for a total of 6 damage inflicted on the Ironclad.

Ice-cold Talons
Forward 180° weapon arc

The damage inflicted by the attack exceeds the Ironclad's Toughness of 5, but is not double the Toughness. This means that the Ironclad has been injured – it suffers 1 wound and a roll must be made on the Damage Table.

The wound is shown by placing a white dice at the back of the Ironclad's base. The Ironclad has suffered 1 wound, so the dice is placed with a result of 1 facing up.

6 damage exceeds but is not double the Ironclad's Toughness of 5, so 1 wound is inflicted.

2D6 are then rolled on the Damage Table. The roll is a 7 – Press the Attack. This means that if the attacking monster is within 3" of the target, then it can press the attack, inflicting 1 wound on the target but suffering 1 wound itself! The attacking player decides to press on, so 1 extra wound is inflicted on the Ironclad, and 1 wound is inflicted on the Frostheart Phoenix.

The attacker rolls 'Press the Attack' on the Damage Table, and decides to inflict 1 wound on each model.

TAILING

A flying monster is **tailing** its target if any part of its base is in the target's Rear 90-degree weapon arc and any part of the target's base is in the attacker's front 180-degree weapon arc. Add 1 to the hit rolls for a flying monster that is tailing its target.

The Arkanaut Ironclad is tailing the Frostheart Phoenix.

RETALIATION

After a flying monster has completed its attacks, the target can **retaliate** against the attacker, if it survived and has weapons that it can bring to bear.

Retaliation attacks are carried out as described above, but 1 is subtracted from all of the hit rolls, in addition to any other modifiers that apply.
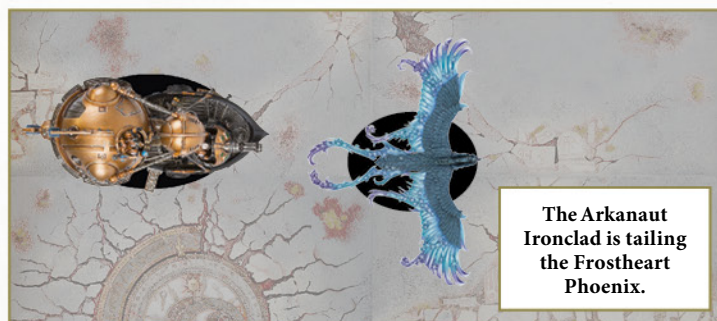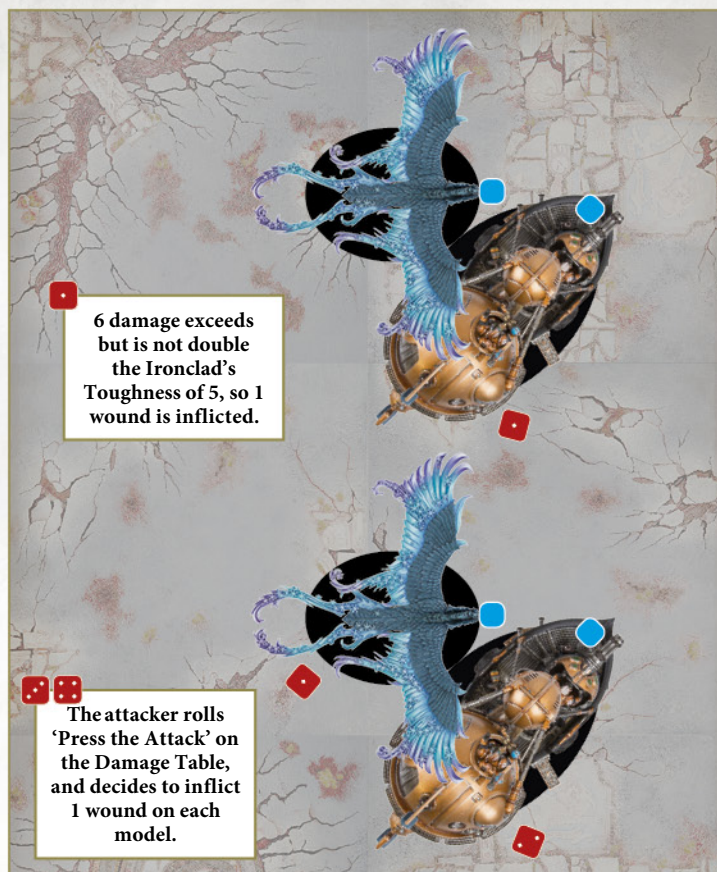
ACCELERATING AND BRAKING

A flying monster is allowed to accelerate or brake after it has completed its manoeuvres and attacks (if any) and after any retaliation attacks have been made against it by the target.

Declare if you want your flying monster to accelerate or brake, and then make an **acceleration roll** or a **braking roll** by rolling 2D6. On a 7+, you can increase or decrease its velocity by 1 as appropriate. On a 3-6, its velocity is unchanged. On a 2 or less, its velocity is unchanged and the flying monster suffers 1 wound because of the stress and strain.

Remember that a flying monster's velocity can never be higher than the Velocity characteristic on its warscroll and that it will spin in its next impulse if it has a velocity of 1. If you accelerate when the flying monster's velocity is already at its maximum, the roll is wasted.

RECOVERY

Flying monsters are extremely tough, and can recover from some of the injuries they have suffered if given enough time.

At the end of each impulse, after all actions have been completed, a **recovery roll** is made for each flying monster that has any wounds. Roll 2D6 and compare it to the Recovery characteristic shown on the flying monster's warscroll. If the roll equals or beats the Recovery characteristic, you can reduce the number of wounds that flying monster has suffered by 1.

WINGS

A player can command more than one flying monster. The flying monsters that a player commands are collectively called a **wing**. Wings train and fight together, and are able to provide each other with support.

If a player has a wing, and several flying monsters from the wing must make an initiative roll at the same time, then the player makes one initiative roll for all of the flying monsters from the wing rather than rolling separately for each flying monster. If the player's roll is the lowest, then they can pick any one of the flying monsters being rolled for to carry out the action.

Just as importantly, if a flying monster from a player's wing is attacked, then any and all of the flying monsters from the wing that can bring weapons to bear are allowed to retaliate, not just the target flying monster.

SKYBATTLE

DUEL: CHANCE ENCOUNTER

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

COMBATANTS

This skybattle is fought between two flying monsters.

SET-UP

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

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

VICTORY CONDITIONS

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

● WARSCROLL ●

ARKANAUT IRONCLAD

VELOCITY 3
WOUNDS 6
RECOVERY 8+
TOUGHNESS 5

Amongst the heaviest Kharadron ships of the line, the redoubtable Ironclads provide a floating fortress of iron at the heart of any airfleet, bombarding their targets from afar with explosives shells and armour-piercing torpedoes.
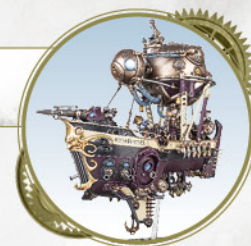
WEAPON	ARC	RANGE	HIT ROLLS	DAMAGE	STRAFE
Great Sky Cannon	Forward 180°	18"	4+ 4+ 4+	4	+2
Great Skyhook	Forward 180°	18"	3+	2D6	0
Great Volley Cannon	Forward 180°	12"	2+ 2+ 2+ 2+	2	+3
Aethershock Torpedoes	Fixed	15"	5+ 5+ 5+ 5+	D3	0
Aethershot Carbines	Forward 180°	9"	4+ 4+ 4+ 4+	2	+1
Boarding Weapons	360°	3"	5+ 5+ 5+ 5+ 5+	1	0

WEAPONS

Great Sky Cannon, Aethershock Torpedoes, Aethershot Carbines and Boarding Weapons. The Great Sky Cannon can be replaced with a *Great Skyhook* or *Great Volley Cannon*.

SPECIAL RULES

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

MANOEUVRE TABLE			
Manoeuvre	**Velocity**		**Execution**
	2	3	
Level Flight	Always Safe		Move Move
Swerve	2+	5+	Move Sideslip Move
Bank	2+	5+	Move Move Turn
Turn	3+	7+	Move Turn Move

● WARSCROLL ●

BLOODTHIRSTER
OF UNFETTERED FURY

VELOCITY 4
WOUNDS 5
RECOVERY 7+
TOUGHNESS 4

Descending from the clouds like a crimson comet, the Bloodthirster of Unfettered Fury crashes into its prey, its barbed whip lashing out to rend both iron and flesh, the very air around its hulking form burning in the heat of its rage.

WEAPON	ARC	RANGE	HIT ROLLS	DAMAGE	STRAFE
Lash of Khorne	Forward 90°	9"	4+ 4+ 4+	D3	+2
Mighty Axe of Khorne	Forward 180°	3"	4+ 4+ 4+ 4+	D3	+2

WEAPONS

Lash of Khorne and Mighty Axe of Khorne.

SPECIAL RULES

Drawn to the Kill: Subtract 2 from danger rolls for enemy models that are within 3" of this model.

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

WARHAMMER 40,000

In the grim darkness of the far future there is only war! And this month is no exception. Index Astartes: Flesh Tearers, A Tale of Four Warlords, new rules for Kill Team, and a huge Battle Report await you.

THE WARLORDS OF VIGILUS

On the war-torn world of Vigilus, four mighty armies are assembling for battle. Aliens, heretics, and warriors loyal to the Emperor have already come to blows, but there can be only one true ruler. This is A Tale of Four Warlords.

This issue marks the penultimate feature of the Warlords of Vigilus, and things are definitely starting to heat up between our four warlords. Games have been played, models have been painted, and plans have been made for the final grand clash to decide who will be the warlord of all warlords.

For those of you joining us towards the end of the series, James Karch is our valiant defender of the Imperium with his Raven Guard army. Of the four warlords, James has the largest of the four forces. Mark Bedford and James Gallagher represent the forces of Chaos on Vigilus. Mark has been painting Death Guard, while James has been working on Black Legion, Chaos Knights, and now Chaos Daemons. Last but not least is Sam Pearson, the enemy within and the alien representative in this challenge. His Genestealer Cults army has now reached a pretty impressive size, and a few Tyranids have even started to appear in his force. Between our four warlords, they have painted several hundred models over the last few months. Turn the page to see what they've painted recently and what they're planning for the final instalment.

SAM PEARSON
By day, Sam comes up with new rules for Warhammer Age of Sigmar. By night, he dons his cowl, takes off his wig, and leads the Cult of the Four-armed Emperor in uprisings against the Imperium. And Sam's uprisings have escalated quite drastically this month. Not only has he painted some Ridgerunners for his army, he's also played quite a few games. Looks like someone has got his eye on the Vigilus prize.

JAMES KARCH
James Karch has continued his Raven Guard shadow war this month, painting four new units for his army and playing several games against regular opponent Jes Bickham. James has gone all out on the stealth aspect of the Raven Guard so far and is working towards half a company of infantry. Apparently he's got some big stuff up his sleeve for the final month of the challenge, but we'll have to wait a little longer to see it.

MARK BEDFORD
Having contracted Nurgle's plague a few issues ago, Mark has spent the last couple of months painting miniatures in the filthiest colours he can find. Ever the hobby butterfly, instead of painting more Death Guard, Mark has turned his attention to a Renegade Knight, which he's converted with all manner of gribbly Nurgle bits. Now all Mark needs to do is get a few games in with his army in preparation for the main battle.

JAMES GALLAGHER
Rumours abound that James Gallagher has been communing with the Dark Gods, offering up the skulls of his enemies in return for Daemonic allies. This certainly seems to be the case, as this month he's added a large number of Flesh Hounds to his army, which has become more of a united army of Chaos than a Black Legion force. With just one more instalment of the challenge to go, there's still no sign of those Obliterators, though.

GEARING UP FOR BATTLE

Our warlords have been busy playing games over the last few weeks, getting used to their armies in preparation for the grand showdown. Sam has mostly been battling power-armoured foes, as all three of the other warlords have Space Marine forces (be they spiky, smooth, or slimy). Meanwhile, James Karch has been getting in some practice against Chaos Space Marines in the shape of Jes Bickham's Black Legion. Jes fielded as many Daemon Engines as possible – a real problem for the infantry-heavy Raven Guard. Sadly for James, even his Repulsor Executioner struggled to take down the monstrous war machines.

THE TIME OF ASCENSION IS AT HAND

The Cult of the Four-armed Emperor has made contact with the Star Children. Its war assets are mobilised. The Acolytes and Neophytes are prepared for war. Ascension awaits!

Over the last ten months, Sam has painted a considerable number of models for his Genestealer Cults force, including Acolytes, Neophytes, Genestealers, and plenty of vehicles. His latest addition is a trio of Achilles Ridgerunners, plus some extragalactic aliens in the form of three Hive Guard.

'I've wanted to paint the Ridgerunners for a while now, but three of them was quite a painting project,' says Sam. 'I'm really happy I got them done, though, as their heavy mining lasers are ideal for dealing with armoured targets. The other warlords have quite a few vehicles, so they're going to be much needed, I reckon.'

Sam has also been getting in some practice games with his army. 'I played a game against Warhammer 40,000 team manager Stu Black and his Iron Ravens Space Marines,' continues Sam. 'His Infiltrators made deploying my ambushing units really difficult, so I'll need to think carefully about how I can deal with them when I come up against James's Raven Guard. My proudest moment was when my Acolytes armed with mining drills drilled a hole right through Stu's Redemptor Dreadnought. Stu still won though …'

BEHEAD THE VIPER
'I got to play a game against my friend Jamie and his Astra Militarum this month,' says Sam. 'We played the Behead the Viper scenario from the *Vigilus Ablaze* campaign book, with my cultists attempting to kill his commander before he could get him off the battlefield. My favourite moment was when I used the Mind Control psychic power on his Knight Acheron.' As Jamie put it: 'Right now, my Knight is Sam's best unit …'

Three Achilles Ridgerunners make for a fast-moving addition to Sam's army, while the trio of Hive Guard provide some much-needed anti-tank firepower with their shockcannons.

A RIDGE TOO FAR?

'I painted my Ridgerunners in the same colours as the rest of my vehicles and cult troopers, with plenty of paint chips and scratches to show where they've been knocked about over the years,' says Sam. 'I start with a basecoat of Administratum Grey, then apply any markings in Khorne Red, to which I apply chips and scratches with Administratum Grey again. Then I wash the whole vehicle, including the markings, with a mix of Agrax Earthshade and Lahmian Medium, using more Lahmian Medium to tease the shade into the recesses as it dries. The Ridgerunner shown here is the squadron leader and features a black and yellow stripe around the cupola.'

GREY ARMOUR

Undercoat: Corax White	Layer: Administratum Grey
Basecoat: Administratum Grey	Wash: Agrax Earthshade & Lahmian Medium
Layer: Khorne Red	Layer: Pallid Wych Flesh

JAMES KARCH | RAVEN GUARD

DEMI-COMPANY DEPLOYED

The Raven Guard know that guns alone cannot save Vigilus, and that stealth and superior tactics are the only way to defeat the enemies of the Imperium.

Once again, James has pulled out all the stops to paint a bucketload of new models for this month's instalment of A Tale of Four Warlords. He's also played a few games against regular opponent Jes Bickham in preparation for the final showdown.

'I wanted to paint a load more infantry this month to get my force up to demi-company size,' says James. 'I think that having loads of foot troops really fits the covert-ops feel of the Raven Guard, so I painted two new units: Infiltrators and Incursors, who both specialise in stealth operations. It also gave me the opportunity to take a haywire mine, which is such a cool piece of wargear. I'm looking forward to using it.

'My army now sits at 89 power, which I think is sizeable, but it could be bigger. In an ideal world, I would like to add a load of Impulsors to the force to carry all my units into battle, and maybe a Repulsor or two. It all depends how much time I have between now and the final game. I reckon I can get Shrike painted easily enough, though, and I've got an idea for a big centrepiece model. I need something super-heavy that can match the firepower of James's Chaos Knights.'

BACK IN BLACK

'My games against Jes's Black Legion were great fun, but I struggled against his armoured units,' says James. 'My Eliminators were great against his heroes, but they just couldn't kill the Lord Discordant, who chopped through everything that got in his way. Jes won the first game and we drew in the second, so I guess I'm slowly improving!'

James has added quite a few models to his army, as you can see below. His new units include ten Infiltrators, a Lieutenant in Phobos Armour, ten Incursors, and a second Invictor Tactical Warsuit. The man is unstoppable!

READY FOR REIVING

'I built a second Lieutenant for my force this month,' says James. 'I converted him slightly to have grav-chute vanes so that he matches my Reiver models. He can't have a grav-chute in game, but it looks cool, and that's what really matters. I also painted a second Invictor Tactical Warsuit; this one's built holding its heavy bolter.'

OUTBREAK IMMINENT

Grandfather Nurgle is pleased. The Death Guard have brought plague and corruption to Vigilus, drawing the Lord of Decay's daemonic minions to the planet's surface. Yet now they have an even larger ally.

Mark's Death Guard army has increased rapidly in size over the last few months, and now he's added a large centrepiece model to his collection: a Chaos Knight that's clearly been tainted by Nurgle.

'The Chaos Knight is an awesome kit, but I wanted to Nurgle it up to fit in with the rest of my army,' says Mark. 'I started by giving it a tentacle arm from the Glottkin kit (the scale is perfect), and I mounted one of Ghurk's many horns where the tilting shield normally sits. I also added a few extra horns and chains, plus a tocsin of misery from the Noxious Blightbringer model. Like all the models in my army, I based the Chaos Knight so that it looks like it's fighting inside a manufactorum, or possibly even on a starship. To make the base, I simply glued some Sector Mechanicus floor sections to the model's regular base and trimmed them to size. The Knight is a pretty big centrepiece, but I reckon I've got an even more impressive one lined up: Mortarion!'

NEW PLAYGROUNDS

'At the start of this project, I said that I wanted to create a board for my army to fight over,' says Mark. 'Well, I've been working on a terrain piece for Necromunda (see later in the issue), and I enjoyed it so much that I built a load more. I imagine this is all part of a plague ship or subterranean hive.'
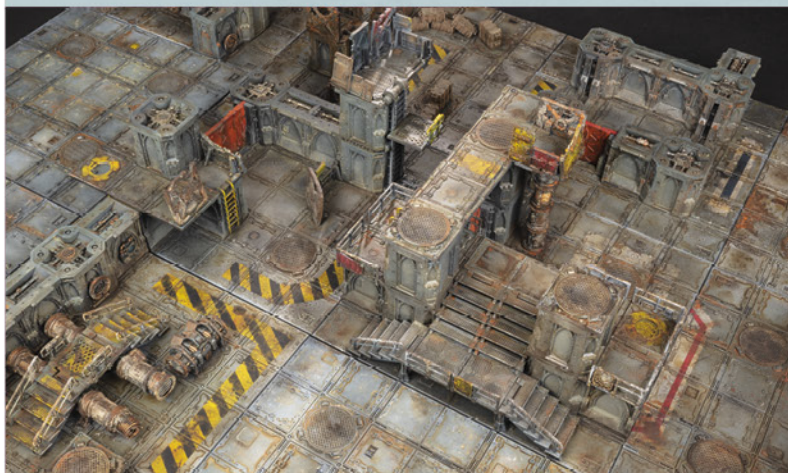
Mark also found the time this month to paint a Biologus Putrifier and a unit of Poxwalkers. He painted the Poxwalkers using Contrast paints, freely mixing the colours across the models to make them look as though they're rotting.

IRON CHASSIS

Basecoat: Leadbelcher

Layer: Typhus Corrosion

Wash: Nuln Oil & Seraphim Sepia

Drybrush: Ryza Rust

WHITE ARMOUR

Basecoat: Corax White

Layer: Typhus Corrosion

Wash: Seraphim Sepia

TENTACLE

Layer: Aethermatic Blue

Layer: Plaguebearer Flesh

Layer: Volupus Pink
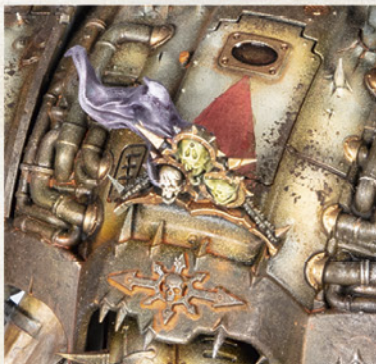
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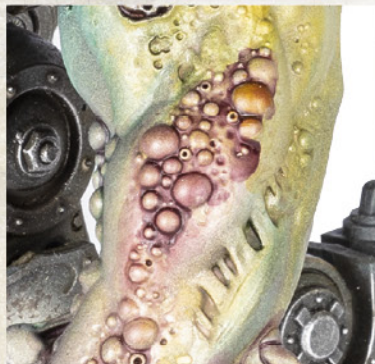
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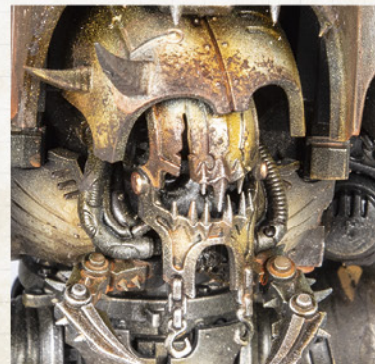
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The icon of Nurgle (1) is taken from the Lord of Contagion.

Mark mixed all the Contrast paints on the tentacle to get the sickly hues you see here (2).

A stippling of Typhus Corrosion and Ryza Rust gives the Knight's armour a rusty appearance (3).

JAMES GALLAGHER | BLACK LEGION

LET SLIP THE DOGS OF WAR

Reality has been split asunder by the blood shed on Vigilus, Khorne's ravenous hounds spilling into realspace to feast on loyalist, heretic, and alien alike.

Karanak, the Hound of Vengeance, leads a huge pack of Flesh Hounds into battle. James is hoping their swiftness will enable him to tie up the enemy in combat while his Chaos Knights and Chaos Space Marines close the distance.

James has had an interesting ride during this challenge – some months he paints only a single model (such as Abaddon in the October issue), the next he's painting whole swathes of them like this month's contingent of Flesh Hounds.

'I painted a whole detachment of Flesh Hounds consisting of three units led by Karanak,' says James. 'I've wanted to use the Contrast paints for a while, and Flesh Hounds seemed like the perfect opportunity to try them out. All the skin and scales are painted with Contrast paints, while all the smaller details are painted with regular Base and Layer paints (you can see the colours used over to the right). My goal was to get them painted to a good standard, but quickly, and I think I achieved that.

'I've also been playing a fair bit of Apocalypse recently using my Chaos Knights, and I thought the Flesh Hounds would be a great addition to my force, enabling me to field three types of Chaos in one collection: Space Marines, Knights, and Daemons. I reckon I need to revisit my Black Legion for the final month of this challenge – maybe get the Bringers of Despair detachment finished that I started all those months ago. Perhaps even finish those pesky Obliterators. The others aren't letting me live them down.'

SEEING RED

James undercoated his Flesh Hounds with Wraithbone spray, the perfect warm tone for a blood-red Daemon. He used green for their teeth and claws to provide a strong contrast.

DAEMONIC SKIN

Basecoat: Flesh Tearers Red

Wash: Druchii Violet

Layer: Shyish Purple

Drybrush: Wazdakka Red

Drybrush: Fire Dragon Bright

TEETH AND CLAWS

Basecoat: Incubi Darkness

Layer: Kabalite Green

Layer: Sybarite Green

GOLD DETAILS

Basecoat: Brass Scorpion

Wash: Agrax Earthshade & Agrax Earthshade Gloss

Layer: Sycorax Bronze

To finish off his Flesh Hounds, James painted their eyes with Fire Dragon Bright. The skulls on their bases are painted Ushabti Bone shaded with Skeleton Horde.

THE STAGE IS SET

In just two short months, our four warlords will be fighting their climactic battle against each other. No doubt all four of them will be painting until the last minute in a desperate bid to get as many models as they can onto the battlefield, but who will prove to be the victor?

THE ALIEN

Sam's Cult of the Four-armed Emperor has grown significantly over the last few months, but will it have the firepower to take down some of the larger war machines that the players are planning to field in the final showdown?

THE HERETIC

Rumours abound that the Daemon Primarch Mortarion will be joining the Death Guard for their final battle. But it's also their first battle. Will inexperience in battle be their downfall, or will their resilience see them through?

THE TRAITOR

At time of writing, the Black Legion have the fewest fighters in their force, but they do have a lot of Chaos Knights backing them up, not to mention Abaddon the Despoiler leading them into battle. But will that be enough to secure victory?

THE LOYALIST

The Raven Guard are the largest force in this challenge, though like the Genestealer Cultists, they may struggle to take down some of the larger enemy war assets. Unless they supersize their own war machines, that is …

ECHOES FROM THE WARP

ALEXANDER TUXFORD
Robin Cruddace is still AWOL this month. Some suggest he has signed on for a life of adventure as part of a Rogue Trader's crew, while others say he is lost in the webway. Whatever the truth, product developer Alex Tuxford has joined us to explain how some brand-new background came into being, inspired by members of the Warhammer 40,000 community.

Perhaps my favourite aspect of Warhammer 40,000 is that I am able to tell my own stories through my hobby. When assembling and painting my first Space Marine, I was conjuring up the exploits and past battles of that particular Angel of Death. Every time I play a game, I am adding to the saga of warfare that takes place in the grim darkness of the far future. And even when I'm not actively engaged in my hobby, I can still think about the bloody battles that I would like to see taking place, imagining cataclysmic struggles between opposing forces as I ride the train into work. Telling these stories has always been a huge part of my love for Warhammer 40,000, and as a member of the Warhammer 40,000 team, this is now one of the foundations of what I do professionally. Working initially as a background writer and now as a product developer, I have told such stories in codexes, boxed sets, and campaign books, and these stories are now and forevermore part of our collective hobby. But early this year I had a thought. Surely there must be other people out there like me who love telling these stories, so wouldn't it be cool to take a story written by members of the community and canonize it within the lore? Well, that's exactly what we've ended up doing.

IN THE BEGINNING …

In May of 2019 at Warhammer Fest, veteran background writer Andy Clark and I ran a seminar on Warhammer 40,000 lore, albeit with a little bit of a twist. We started off in a similar fashion to many other seminars. We introduced ourselves, said a little bit about what we do for Games Workshop, and geeked out with those in attendance about our collective love of the background. But rather than having just Andy and me talking for the whole hour, we gave our attendees a task. Together, we would be writing a short piece of background content. This piece of writing would be an official part of the Warhammer 40,000 universe, and upon completion, the piece would be published for everyone in the wider community to read. To our delight, the people filling the seminar room were enthusiastic and eager to attack this project.

I'm a huge proponent of collaboration when working on such a project, and in the Games Workshop offices, it is vital to share ideas amongst your team. That said, having roughly 200 people in that seminar room, all of whom would be working as writers, required a slightly different approach to the creative process. Andy Clark would be our typist. Sitting with a laptop – the display for which was projected onto a large screen at the front of the room – Andy would record the ideas that our writing team came up with. Essentially, he was playing the part of the physical writer, while the rest of us in the room would be playing his stream of creative consciousness. I would be the master of ceremonies, the creative filter through which any and all ideas would pass. I would listen to the multitude of ideas being put forth by our army of authors, then call for a vote as to which ideas were most popular across the entire crowd. In this way, we would be able to work democratically towards a story that would incorporate the ideas of many different minds, with as little input as possible from either Andy or me. Our only contributions would be to set the brief for the project and to explain the types of things we look for in great Warhammer 40,000 writing.

Above: Orks love a good fight and make for excellent protagonists in a timeline entry. The tough part is deciding whether they will be brutal but kunnin', kunnin' but brutal, or a little bit of both.

LAYING OUT THE BRIEF

So, what was the brief? To write a timeline entry that could appear in a hypothetical upcoming codex. Timeline entries are a great way of presenting the coolest stories of the 41st Millennium. They appear in every codex that has been released over the last few years, and they are the ideal way to succinctly tell the major events that have shaped a particular faction's history. They also exemplify the things that make that faction cool. Which codex would we be writing a timeline entry for? That was entirely up to our writers and in fact was the subject of our first vote.

PROTAGONISTS AND ANTAGONISTS

By an overwhelming show of hands, and with appropriately raucous enthusiasm, Orks came out on top. We would be writing a timeline entry that could be published in a future (and I will remind you, hypothetical) Orks codex. A second round of voting narrowed this down further to Orks of the Goff clan – a fitting choice from our Waaagh! of writers. Who the greenskins would be battling was the subject of our next vote. At this stage, Andy and I paused the proceedings to briefly discuss how you can use different opponents to help show different aspects of a given faction. If you want to showcase the sheer brutality and bloody-mindedness of Orks, then pitting them against Tyranids gives you all sorts of opportunities for

violence and mayhem. If you want to highlight the ruthless cunning of the greenskins, then facing them off against a highly organised foe such as Space Marines is a good start. Another crucial note from us was that, no matter what book a piece of writing ends up in, it's important to always show the strengths of every faction involved. Every faction in the galaxy has plenty of unique ways in which they are cool, and every story in which they are involved should help convey that coolness. A story is also far more exciting if the armies arrayed on each side of the conflict are both threatening, with their own sets of motivations and various tricks up their respective sleeves. What's more interesting to read: a story about Orks easily steamrolling a helpless enemy army, or a tale of brutal and cunning warfare in which the Orks overcome or are defeated by a mighty foe who have given them a good fight?

After a few rounds of voting, we landed on Aeldari as the antagonists in our Orky tale, specifically those of Craftworld Ulthwé. The sly Aeldari would provide ample opportunities to test the mettle of our greenskin heroes, having both martial prowess and honed psychic might on their side, and their very different approaches to warfare would allow us to explore some interesting combat dynamics. But what is the motivation for this conflict? Why are the Goff clan and Craftworld Ulthwé butting heads? Our writers' hivemind

fired off multiple suggestions, each of which could have easily been the basis for a timeline entry, but when put to the vote, the most Orky of inciting incidents rose to the top. The Goffs were incensed that the Aeldari of Ulthwé would dare wear black – a colour that is reserved for only the biggest and toughest Orks, and so the black-clad Asuryani were about to get a crumpin'!

FLESHING IT ALL OUT

With several more rounds of calling for suggestions and then voting on our favourites, we hammered out the remaining details of our

timeline entry. As Andy and I explained, we were following the exact same process as used by our writers in the studio whenever they approach a similar task. We generated dozens of ideas, taking our story in dozens of different directions, then we sifted through them to see which ones were the most exciting whilst still fulfilling our brief. A small handful of ideas were set aside after realising that they didn't do the best job of showcasing the Orks in all their glory, or because they underplayed the power and resilience of the Aeldari. As more individual concepts were proposed, so too did more opportunities present themselves for linking these ideas together into even grander narratives. We started with a fairly simple premise: the Goffs would attack a maiden world, Ulthwé would rush to defend the world, and the greenskins would redouble their efforts. Upon that foundation we added the notion that the Farseers of Craftworld Ulthwé had foreseen the invasion, and so had used their eldritch powers to raise a psychic defense around the planet, denying the Orks the ability to reinforce or withdraw. This provided a formidable obstacle for the Orks, one which trumps their normal brute-force approach and shines a light on how deadly the Aeldari are when roused to anger. But we couldn't just leave the story there. We needed some sort of climactic resolution.

THE (CONVENIENTLY PLACED) CLIMACTIC RESOLUTION

It is a fitting Ork adage that if brute force doesn't work, you haven't used enough. Our writers decided to conclude the timeline entry by demonstrating that the violence of the Orks cannot be stymied by Aeldari trickery. In a display that would please both Gork and Mork, the Goff Warboss would steer his space hulk directly into the maiden world, shattering the psychic barrier enshrouding the planet and unleashing untold fiery destruction on his enemies, as well as on his own boys. It just felt right. The Aeldari were shown to be formidable, but the brutality of the Orks would not be undone. There was a collective murmur from our writers' hivemind; they knew they had told a compelling story.

THE FINISHING TOUCHES

Our time in the seminar was up, but the timeline entry was still a bit rough around the edges. This is usually the way with background writing. You can get a long way through collaboration, but at the end of the day, one writer must put in the work to shape what you've created into a finished piece of text. That task fell to Andy Clark (and who better in all the world to put the finishing polish on a Warhammer 40,000 timeline entry?). Opposite is the final product, typed by Andy, but written by those in attendance at the seminar. It is a story of horrific war in the grim darkness of the far future, and now it is part of the lore of Warhammer 40,000.

Farseer Telaeriun of Craftworld Ulthwé is forewarned of danger to the maiden world of Coventia. He sees a vast fist, clad in black mail, descending to crush the planet. Hastening to the world's defence, the Black Guardians of Ulthwé emerge from the webway to find Coventia under attack by Orks of the Goff Clan. A ferocious battle ensues. Far from being banished as the battle rages ever more fiercely, Telaeriun's rune-sent premonitions only strengthen, and – grasping the source of the peril – he orders a shield of eldritch energies raised to protect the world from orbital attack. Meanwhile, anarchic and impossible to predict, the Goffs respond not with horror at their losses or retreat in the face of military defeats, but with a sense of affronted outrage that anyone but they would dare wear black to battle. It is, after all, the colour reserved for the very biggest and toughest warriors; to the Orks, the Asuryani are clearly neither! Catching word of this outrage, Goff Warlord Borzbork the Basha orders his personal space hulk, *Thundafist*, onto a collision course with Coventia. Impacting ruinously with the Aeldari orbital field, the monstrous ship breaks up and rains down across the world, sowing destruction and horror even before the surviving Orks emerge to rally under Borzbork's tattered banner and hurl themselves into the escalating war.

INDEX ASTARTES

Forged in blood and violence are the Flesh Tearers, the battle-hungry warriors of Cretacia. Their bloodline cursed and their actions condemned almost beyond redemption, they stand on the brink of censure and extermination. Only through constant battle can their lust for war be sated. Yet sometimes, even that is not enough …

FLESH TEARERS

SONS OF BLOOD

By Andy Smillie and Tom Horth

The Flesh Tearers are violence made manifest. Of all the damned sons of Sanguinius, they carry the burden of their sire's thirst and the shadow of his passing most heavily.

A Blood Angels successor Chapter, forged in the Second Founding, the genetic flaw in the Flesh Tearers has rendered them savage beyond compare. They fight as mad butchers, ripping apart their foes in a vain effort to quiet the fury in their blood. In battle, the whir of their chain weapons is lost beneath guttural snarls of hate and the pain of the red thirst and black rage that is the truth of their tattered souls.

The Flesh Tearers' reputation for brutality precedes the approach of their battle-scarred warships. On more than one occasion, the enemy body count has not been enough to sate their bloodlust, and many are the Imperial Commanders who have thought themselves saved only to watch in horror as the warrior angels sent to liberate them succumb to their curse. Lost in the throes of slaughter, the Flesh Tearers often fail to recognise a battle's end, turning their weapons on their allies and even the humans who thought them angelic saviours. They kill until nothing remains but bloodied ground,

churned viscera, and the fading thrum of their hearts. This is their truth, the core of their beings – not the imagined half-divinity believed by the masses, but the red truth of angels of death lost in a dream of suffering and slaughter.

The Chapter has laboured to limit and contain such incidents. When possible, they fight alone, standing unaided against innumerable odds rather than risk the lives of those they have pledged to protect. At other times, they have employed more extreme measures to keep their secret, annihilating planets, systems, and star clusters in a hail of cyclonic warheads. If it's such measures that have kept the Flesh Tearers within the tolerance of the High Lords of Terra, or the fact that the Imperium has need of every blade to defend it, none can say for certain. They teeter on the abyss of denouncement and persecution as traitors. To some members of the Inquisition, there is no doubt that the Flesh Tearers are abominations. These Inquisitors see these broken sons of blood as proof positive that the entire line of Sanguinius is tainted. Were it not for the influence and efforts of the Blood Angels themselves, and the fact that the Imperium sorely needs the sons of Sanguinius to hold back the press of Chaos, who can say how swiftly judgement would be done?

Those within the blood and ash ranks of the Flesh Tearers are themselves divided. Some dare to cradle hope that their Chapter Master, Gabriel Seth, will lead them to salvation. They stand proud that they have the strength to fight on the side of the righteous despite the madness in their blood. Others welcome a swift, blood-fuelled end, asking nothing more than the chance to wreak terrible destruction upon their enemies before the thirst claims them. Which angel of their hearts will rule their fate – murder or mercy – only time shall tell. But the sands of those times run swift as the Dark Millennium closes, and even the most optimistic Sanguinary Priests within the Chapter know that extinction may take them before damnation or salvation arrives.

DIVIDED BY BLOOD

The Flesh Tearers' relationship with the other Blood Angels Successor Chapters is strained at best. The sons of Cretacia have fallen far from the artisan angel that spawned them, and they stand as a dark mirror of what all sons of Sanguinius might one day become. It is not a reflection other scions of Sanguinius can look upon without fearful shame. Worse still is the attention that the Flesh Tearers have drawn from the wider Imperium. Continued animosity between the Flesh Tearers and members of the Inquisition have drawn the

Below: Chapter Master Gabriel Seth leads the Flesh Tearers to war against the Alpha Legion. The tragic, and increasingly pronounced, flaw in their gene seed has lead to a drastic reduction in the number of Flesh Tearers that are able to be deployed. But will an influx of Primaris Marines save the Chapter of damn it?

eye of judgement to the descendants of the Angel and the flaw in their blood. Indeed, it was only through the intervention of Astorath at the trial of the Carmine Court, when Seth stood before Dante and every other Chapter Master of the successors, that prevented the Flesh Tearers from being cast out and destroyed. Whatever the Redeemer knows or has seen of the future, whatever plans he has for Seth and his army of slaughterers, they are a mystery to even Lord Dante himself.

ON BLOODIED SOIL

The Flesh Tearers' home world of Cretacia is a death world. It is a land of gargantuan beasts, magma geysers, and volatile electrical storms. Volcanic eruptions and sharp tectonic shifts threaten to rip apart its continents and swallow those arrogant enough to inhabit its surface.

Until Chapter Master Amit found the planet in the wake of the Horus Heresy, the Flesh Tearers had been a crusading force, moving from war zone to war zone without respite. At the time, Amit and his Flesh Tearers were still reeling from the death of their Primarch and the dissolution of the Legions that resulted in the Flesh Tearers being carved from the Blood Angels. Anger and resentment ruled, and Amit became obsessed with Cretacia, believing its barbaric conditions a manifestation of the Flesh Tearers' own nature, hoping that if he could tame its peaks, he could temper the edges of his own fury.

The indigenous Cretacians are resourceful, tribal people, bred to fight and survive the harsh dangers of their home world. Those who survive the trials and their stint as Flesh Tearer aspirants are ruthless, hardened survivors – the perfect stock from which to forge new Flesh Tearers.

There is an irony, perhaps, in the journey of these individuals: to survive hell and its beasts only to become beasts themselves and descend into a life far worse than any mortal hell.

ALL IS ASH

The Black Rage. The First Death. Every son of Sanguinius fears succumbing to the waking memory of their Primarch's death at the hands of Horus. Those visions of an Angel broken, of future glories choked by betrayal, overtake Sanguinius' descendants and leave them with nothing but rage. The nobility of angels becomes the fury of beasts, purity of vision becomes a world drowned in blood. For the Flesh Tearers, such a fate is almost a certainty, and the only escape is to die before that fate overtakes them. It is a matter of when, not if. For those that the kind edge of death does not take, the black armour and the sacraments of the Death Company await.

Where the Blood Angels and their successor Chapters succumb to the Black Rage during the pre-battle ceremony of moripatris, a Flesh Tearer

can be claimed at any moment. Many are those who fall to the curse of their blood before they can pass into the Death Company. And the Death Company is well named, as its warriors will die as surely as they bring death. Clad in black and crossed with crimson, they know no limit to slaughter, nor pain of wounds.

The Blood Angels and most of their successors give swift mercy to the few members of the Death Company who survive an engagement; a bolt round to the head or a powered blade to the neck grants them swift oblivion. No such mercy exists amongst the Flesh Tearers. Under the watch of High Chaplain Appollus, the Flesh Tearers Death Company live on from battle to battle, bound to their torment until enemies do what their brothers will not. To Appollus, the black-armoured madmen represent the purest state of a Flesh Tearer; they are as close as a warrior can be to Sanguinius. Whether Seth agrees with Appollus' dogma, or whether he sees hope in a Death Company's fury that no others can, he keeps his own counsel. Whatever his reasons, the Chapter Master has stood against Astorath the Grim, the great reaper himself, to prevent the Flesh Tearers Death Company from facing execution, and their numbers grow unchecked save by the blades of their enemies. So, while the Flesh Tearers stand at barely two-thirds of full Chapter strength, none save Appollus know how many black-armoured warriors wait in torment to be unleashed.

BROTHER SEVRAEL, PRIMARIS BATTLE-BROTHER

Brother Sevrael, 5th Company, 2nd Squad (battleline)

The serrated blade and blood drop is the symbol of the Flesh Tearers Chapter, and it represents the customised chainfists that the first Chapter Master once carried into battle.

The Flesh Tearers use the same company markings as the Blood Angels, featuring a coloured blood drop on their right pauldron alongside their squad insignia. Of particular note is the fact that brother Sevrael is from the 5th Company, which was newly reformed following an influx of Primaris battle-brothers to the Chapter during the Indomitus Crusade.

Below: When the Space Marine Legions were reorganised following the events of the Horus Heresy, several Successor Chapters were created from the ranks of the Blood Angels. The Flesh Tearers were among them. Nassir Amit, shown below, became the first Chapter Master. His cognomen – the Flesh Tearer – was adopted as the Chapter name.

MASTER OF THE RAGE

While the names of most Chapter Masters of the Space Marines are synonymous with glory and honour, Gabriel Seth's reign is one marked by tragedy, loss, and the dimming light of redemption.

Seth rose through the ranks of the Flesh Tearers to take command of a Chapter on the brink of extinction. The crucible of battle and the ravages of the black rage, a genetic flaw in the bloodline of Sanguinius, had reduced the Flesh Tearers to less than three full companies. Worse, they had butchered their way to the very edge of what their allies could tolerate, and the Flesh Tearers were but one misstep from being a Chapter alone, cast from the Imperium they had bled to protect and forgotten by those they had once called brothers. Seth took on the mantle of Chapter Master with the knowledge of the full horror that awaited him and his brothers.

The Chapter's Sanguinary Priests presented Seth with evidence that the flaw in the blood of his brothers, already far more aggressive than in the other Blood Angels Successor Chapters, would continue. Combined with the attrition rate of a Chapter ever-locked in combat, the Flesh Tearers' ability to replace their losses could not keep up with the number who met their final death. What had been a slow descent to bloodlust and oblivion was an ever-quickening fall into inevitable extinction or damnation. Yet Seth was resolved. He would not accept such truths as fate. There could be victory in defeat. He would carry his brothers' burden. He would shield his charges from the full truth of their nature. If glory was beyond the Flesh Tearers, Seth would seek survival. If forgiveness was impossible, they would earn their future through penance. If, at the dark of the hour, the beast in their

BLOOD REAVER

As a butcher wields a cleaver, so does Seth wield Blood Reaver. Rarely has a weapon been so suited to its charge as this massive, two-handed chainsword. Blood Reaver is every bit as unsubtle and savage as the Chapter Master. Forged with teeth taken from the chainfists once worn by Chapter Master Amit, Blood Reaver serves as both armament and banner, its guttural roar a rally cry to the enduring nature of the Flesh Tearers and the violence they will inflict on those before them.

blood claimed them all, Seth would see them die with honour. At worst, the Flesh Tearers would be remembered as brutal angels, not beasts.

In battle, Seth is a force of raw fury. Destroyer. Berserker. Slaughterer. The Flesh Tearers Chapter Master has earned honorifics that mark him as terrible a foe as any monster in the universe. The truth is he is those things and more. He fights at the vanguard of the Flesh Tearers forces, cutting, hacking, bludgeoning until their is nothing to kill. He has crushed skulls beneath his boot, snapped necks with vengeful hands, and smashed armour plate and bone with thunderous headbutts. Yet for all his rage, Seth has ever managed to maintain some semblance of control. Those that underestimate him as a mindless killer find themselves surprised, outmatched by a savage cunning that knows no mercy.

When all is done, when the cacophony of battle fades to whisper and the blood of the dead soaks the earth, it is Seth alone who holds the Flesh Tearers together. Should he fall in battle, the bloody ramifications will be felt far beyond the Chapter. Where the Imperium once sheltered behind the violence of Seth and his butchers, it might well find itself with monsters in its midst.

'I am His vengeance as He is my shield. I will deliver death to His enemies as He brings deliverance to my soul.'

— Brother Maion

BLOOD FORGED

'You stand as insult to everything we have suffered.' Gabriel Seth's voice was churned gravel. He addressed the Primaris Space Marine before him in the reclusiam, the deep crimson and black of his armour newly painted, unmarked by war. 'You do not deserve the symbol you now bear on your pauldron.' Seth stepped to within striking distance of the other Space Marine. 'The ash and blood of my brothers has no place on your armour, Captain.'

Anger twisted the Captain's face as he struggled to make sense of Seth's tirade. 'I am Brother-Captain Toivo, and I stand before you as Lord Guilliman—'

'Guilliman,' Seth snarled. 'His name will buy you no brotherhood here.'

'Then what of Dante? He wills this, also. He is by blood and honour your—'

'Dante can choke on the blood of Baal. This is my house. These are my warriors.' Seth gestured around him. 'It is their blood, their lives you would have me entrust to you.'

Toivo made to speak and faltered, caught off guard by the hatred Seth demonstrated for the Primarch and the lord of the Blood Angels.

'You believe Guilliman's slight has gone unnoticed? That there are none learned enough here among my butchers?' Seth grinned. 'Toivo. Old Terran. From the northern continents meaning 'hope'. Guilliman has sent you and your blood here to heal us.' Seth closed, his head just below Toivo's jaw. 'Yet your blood weakens us.'

Toivo clenched his fists. 'I am no happier about this than you. I would have gladly remained one of the unnumbered, a son of Sanguinius clad in Angel red.'

'Then leave here.' Seth dug his forehead into Toivo's chest and drove him back with a sharp headbutt.

'Would that I could.' Toivo sucked in a breath and felt the rising beat of his blood lessen. 'With respect, Chapter Master, test me no further.'

Seth shook his head. 'You are here to be tested.'

Confusion creased Toivo's brow.

'If you are to stand with us. You will fight with me.'

'You would have me fight you?'

Seth nodded. 'As the blood wills it.'

'This is madness. I will not.'

'Then you will die a coward.'

As Seth spoke, Chaplain Appollus emerged from one of the alcoves bordering the chamber and levelled a plasma pistol at Toivo.

'Heresy!' Toivo shot a glance over his shoulder to the doors.

'They will not open,' said Seth.

'Lord Dante and Lord Guilliman will have your head.'

'They are not here, imposter. I am. And I will kill you.'

'Damn you!' Toivo bared his teeth.

'You think that anger, Space Marine? You think this betrayal?' For the briefest of moments the ire faded from Seth's features. 'We are damned by our own genes. The very blood in our veins will rob us of all that we are, as quick as a blade in the darkness.'

Toivo looked to Appollus. The Chaplain's intent was unreadable under the cold slab of his skull helm.

'Only the dead and the damned find refuge with the Chaplain. Which shall we number you among?'

'Very well.' Toivo widened his stance and edged to Seth's left. 'Your reputation precedes you, Chapter Master. I have heard tales of the unstoppable butcher, driven by rage and fury. A broken angel whose fists can crush ceramite. But here, now, you look small.' Toivo kept moving, sizing up Seth. 'We Primaris were made to be better. Better than you. There is no arrogance in that. By the will of the Emperor and the labours of Lord Guilliman, I am simply stronger than you.'

Seth locked eyes with Toivo, eyes that had seen untold acts of violence and bloodletting, and grinned. 'Are you?' Seth saw it then. A momentary flash on Toivo's face. Weakness. Doubt.

Seth roared. He shot forward, smashing a fist into Toivo's nose. Bone broke. He struck him again, a hammer blow across the base of his jaw. Toivo tried for space, but Seth grabbed his pauldron, fixing him in place as he delivered a second and third hammer blow with his fist. Toivo threw an uppercut into Seth's ribs.

'Is that it?' Seth maintained his hold. 'Is that it?' He continued to hammer him.

Seth kept on punching until his blows robbed Toivo of consciousness.

Seth felt his opponent go limp. He hit him once more and then dropped him to the ground. Toivo went down hard, his head bouncing off the flagstones.

'Strength and theory are not enough. Intent is everything.' Seth snarled and brought his knee up.

'Gabriel!' Appollus shouted. 'Enough.'

Seth stamped down, cracking the flagstones a breath from Toivo's head. Toivo groaned, consciousness slowly returning.

'To fight as one of us is to strike first and keep on striking until only blood remains.' Seth glared down at Toivo. The Primaris Space Marine's face was a lumpen mess, his features barely recognisable.

Seth growled through gritted teeth and knelt, calmer, next to Toivo. He lowered his voice to a whisper. 'Did it ever occur to you that if you are stronger, if indeed you are one of us and more, that perhaps when the darkness comes for you, it will come for us all? That the curse will be stronger, too? In the dark of your soul, how long before the beast calls and your veins and armour turn to black?'

'I …' Toivo made to speak, his eyes glazed with a mix of rage and sorrow, but he could force no words through the ruin of his jaw.

Seth smiled. 'Now you look like one of us, brother.' The Chapter Master stood and made for the exit. 'Appollus, help our new Captain to his feet.'

OF RAGE AND BLOOD

Blood dripped from the creature's skin. My brothers' blood. Nine Flesh Tearers in all lay dead around me, eviscerated, butchered and torn to viscera. My own blood runs from a slash in my abdomen that will not close.

'You will kill no more, daemon.' Bracing my wound with one hand, I heft my chainsword in the other. 'I will end you here,' I growl, my voice as raw as the snarls tearing from its throat.

It is laughing.

'Pathetic,' it answers. Part hound, part humanoid, the thing lopes towards me. 'Threats you have no strength to see done.' It raises its blade in a two-handed grip, a single length of dark obsidian as long as I am tall. 'I will use your skull as a pommel.'

It strikes, a scything blow meant to cleave me shoulder to hip. I bring my chainsword up and across in defence. Its teeth grind and shatter against the daemon's unholy steel. The reverse stroke comes fast. I put both hands behind my blade. The impact knocks me to one knee. Blood bursts from my mouth. The daemon kicks out, its clawed foot shattering my breastplate. I drop to my back. It is all I can do to remain conscious.

Fulgurant arcs of fire cut through clouds of rolling blood. Baal, the world of the Angel reduced to a ravaged hell-sphere. The combined might of Sanguinius' sons, a legion of Angels, and we were losing. Perhaps it was well that Sanguinius had not lived to see this day.

'Weak.' The daemon stares down at me, eyes like darkest embers, and reverses its grip on its blade.

Anger tightens my chest and sends more blood across my lips. I feel the deep stab of helpless frustration. I would have seen the daemon dead before I bled to darkness. 'The Blood keep me.' I brace for a blow that never comes.

The daemon shudders, staggered by impacts. I recognise the familiar sound of bolt rounds detonating. It turns to face its attacker, a snarl of hate warping its face before a second salvo demolishes its skull.

I saw him then, blood dripping from the eye sockets of his skull helm, a thick patina of gore staining the exposed metal of his battered armour.

'The rage, Brother Machiel.' Chaplain Appollus stooped to one knee, still firing at some unseen foe. 'It will stitch together and drive forward what no apothecary can. And before peace it will lead you to vengeance.'

I wince as the Chaplain digs his fingers into my wound.

'Blood Angel, Flesh Tearer, Angels Encarmine, whatever symbol we carry, we, all of the sons of Sanguinius are bound by this saltire.' Appollus drew his bloodied fingers across my pauldron. 'In blood and in rage we are still legion.' He stands. 'Give in, brother. Your fight is over. Hear the blood in your veins. Remember our father and the horror of his death. Think on all the blood and pain that brought us to this point –

I lose him then, his voice drowned out by the hammering of my hearts. Then even they are drowned out by the last thing I will ever hear: a snarl. Great and terrible it seems to swallow the world.

ECHOES OF WAR
PURGE THE INTRUDER

A small enemy force has breached an Imperial world's defences and attacked the facility that houses the planet's orbital defence network. If it can shut down the orbital guns, the invader's reinforcements will have a clear path to the surface. In their desperation, the Imperial defenders have called upon the Flesh Tearers for support. The bloodthirsty warriors of Cretacia must recapture the facility and purge the invader from the defence network before enemy reinforcements arrive in force. The Space Marines plan to assault the facility under the cover of darkness and eliminate them before they can bring their heavy weapons to bear. By the time they strike, however, the invaders will be well dug in. Any Flesh Tearers victory will be, as ever, earned in blood.

THE ARMIES

Both players must muster an army from their collection of miniatures. The Attacker commands the Flesh Tearers. The Defender commands the invading army. Players can use any models they wish, but if their army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission.

THE BATTLEFIELD

Create the battlefield using the deployment map below, then set up terrain. The Defender's deployment zones should be heavily fortified, with less in the way of terrain features towards the Attacker's deployment zone. Having already captured the Imperial facility, the Defender can make use of the discarded defences. The Defender may deploy one Aegis Defence Line. This Aegis Defence Line and any Gun Emplacement it has does not count towards the total points or Power Level of the Defender's army. The objective marker should be placed in the location shown on the battlefield map below.

DEPLOYMENT

After terrain has been set up, the Defender first sets up their units wholly within their two deployment zones. At least one unit must be deployed in each of the Defender's deployment zones at the start of the battle. The units set up in each of the Defender's deployment zones cannot have a combined Power Rating greater than one third of the army's Power Level. The remaining units in the Defender's army are set up in Reserve (see the Narrative Play Mission Rules in the *Warhammer 40,000* rulebook). The Attacker then sets up all of their units wholly within their deployment zone.

FIRST TURN

The Attacker has the first turn.

DAWN RAID

This mission uses the Dawn Raid rules (pg 194, *Warhammer 40,000* rulebook).

DEFENDER'S REINFORCEMENTS

Any of the Defender's units that begin the game in Reserve are available as reinforcements and enter the battlefield using the rules for Reserves.

Defender's Battlefield Edge

Attacker's Battlefield Edge

Attacker's Deployment Zone

Defender's Deployment Zone 1

Defender's Deployment Zone 2

Defender's Battlefield Edge

2"

Objective Marker

12" 24" 12" 12" 12"

Defender's Battlefield Edge
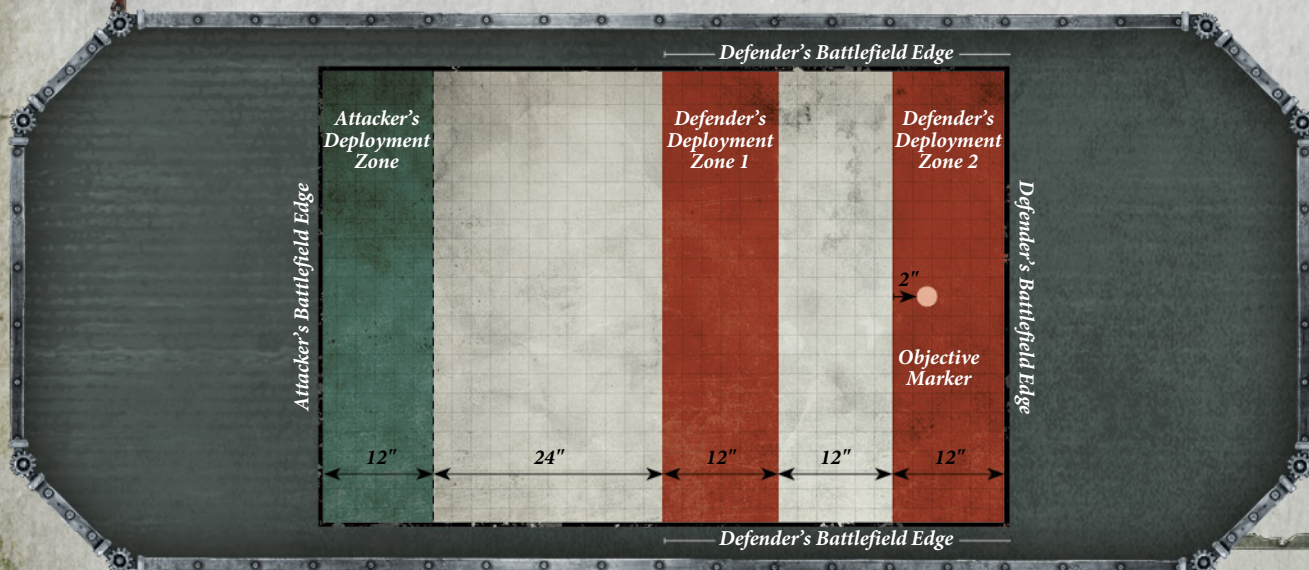
STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

MASTERS OF CARNAGE
1CP

Attacker Stratagem

The Flesh Tearers take to close combat with barely controlled aggression, slaughtering all who stand in their way.

Use this Stratagem when you select one of your **FLESH TEARERS** units to attack in the Fight phase. You can reroll 1s for wound rolls made for that unit's attacks until the end of the phase.

STORM OF STEEL
1CP

Attacker Stratagem

The Flesh Tearers prefer simple, brutal weapons, viciously hacking at their enemies with impunity.

Use this Stratagem when you select one of your **FLESH TEARERS** units to attack in the Fight phase. Any models in that unit that are equipped with chain weapons or combat blades may make an additional attack.

CRETACIAN CACOPHONY
1CP

Attacker Stratagem

As they launch themselves into the thick of battle, the Flesh Tearers emit a frenzied battle cry that overwhelms the senses of their enemies.

Use this Stratagem when you select a **FLESH TEARERS** unit to charge in the Charge phase. If the charge is successful, all models in the unit(s) targeted by the charge suffer a -1 penalty to hit in the subsequent Fight phase.

SLAVES TO CARNAGE
1CP

Defender Stratagem

The Flesh Tearers fight with unchecked abandon and bloodlust, surrendering their martial discipline to slake their appetite for violence.

Use this Stratagem at the start of your opponent's turn. Select an enemy **FLESH TEARERS INFANTRY** unit. Until the start of your opponent's next turn, models in that unit cannot make attacks with ranged weapons.

REMOTE MINES
1CP

Defender Stratagem

The defenders are well dug in and have prepared a series of remotely activated mines and booby traps with which to slow the attacking force.

Use this Stratagem in your opponent's Charge phase, when a unit in your opponent's army without the **CHARACTER** keyword is chosen to charge. That unit suffers D3 mortal wounds. You can only use this Stratagem once per battle.

TARGETING ARRAY
2CP

Defender Stratagem

The techno-savant has accessed the planet's satellite network and repurposed this technology to briefly enhance their allies' targeting systems.

Use this Stratagem when you select a unit to attack in your Shooting phase. Add 1 to hit rolls for that unit's attacks until the end of the phase.

The Defender is allowed to bring on any Reserve units that they wish to at the end of the Movement phase. When a unit arrives from Reserve, it must be set up within 6" of any of their battlefield edges, and more than 9" from any enemy units.

SCRAMBLER FIELD

The Defender is prepared for an attack, and their positions are protected by a scrambler field that blocks any attempt to teleport onto the battlefield. The Attacker's units that are set up on the battlefield as reinforcements cannot be set up within 9" of the Defender's deployment zone 2.

PURGE THE NETWORK

An enemy techno-savant is plugged directly into the defence network and has hacked into the orbital weapons array. The enemy technician is represented by an objective marker. At the end of any battle round, if the Attacker controls the objective marker, the technician is slain and removed from the network, and the battle ends immediately (see Victory Conditions, below).

BATTLE LENGTH

This mission uses the Random Battle Length rules (pg 194, *Warhammer 40,000* rulebook) to determine how long the battle lasts.

VICTORY CONDITIONS

If, at the end of the battle, the Technician is destroyed, the Attacker wins a major victory. Any other result is a major victory for the Defender.

THE SONS OF BLOOD

By now you know an Index article is often followed by a gallery of beautifully painted models. Well, this issue is no exception, as we've got two Flesh Tearers kill teams to show off - one by games designer James Gallagher, the other by Warhammer TV painter Nick Bayton.

KILL TEAM ANTRAEON

James: My Flesh Tearers kill team was actually featured in *White Dwarf* just over a year ago, along with the Primaris Chaplain Corphal Antraeon shown below. However, last time the Chaplain was featured, he had a bare head and a power axe. What you wouldn't have known then was that his head and weapon arm were magnetised so that I could equip him with different weapons. Now, he can also carry a second absolvor bolt pistol like a futuristic gunslinger.

The rest of my kill team is converted from Reivers and Intercessors. Most of them carry chainswords for close-combat butchery, while the leader carries an eviscerator taken from the Assault Marines kit. I also gave them bare heads that are shouting, snarling, or hidden behind skull masks to help show off their aggressive personalities. I used Sector Mechanicus bases to represent the urban environments in which they usually fight.

While Reivers and Intercessors don't normally have chainswords, James decided that a regular knife wasn't quite brutal enough for these savage warriors.

GABRIEL SETH'S HONOUR GUARD

Nick: I was actually challenged to create this Kill Team by Andy Smillie, who wrote a lot of the Flesh Tearers novels for Black Library. I based my models on his audio drama *Hunger*, which features Gabriel Seth leading a kill team into the depths of a Space Hulk. Because there's such a wonderful range of Primaris Space Marines available now, I was eager to reimagine the characters using those kits, including Seth, Chaplain Appollus, and Librarian Balthiel.

All the models are painted using Khorne Red as a basecoat for the red armour, followed by a wash of Abaddon Black and Lahmian Medium in the recesses. I then highlighted the armour with Wazdakka Red, Squig Orange, and finally Fire Dragon Bright. For the black armour, I used Abaddon Black highlighted with progressively finer highlights of Incubi Darkness, Thunderhawk Blue, and Fenrisian Grey.

'I used the Primaris Captain as the basis of my Seth conversion,' says Nick. 'I used the original model's backpack, shoulder pads, and chainsword, and an Intercessor's head. I stood him on a Genestealer head in reference to the audio drama.'

'Chaplain Appollus is built pretty much straight from the box, but I added a Blood Angels icon to the top of his crozius arcanum. Because his armour is already black, I painted his robes in a similar red to the armour worn by his battle-brothers.'

'Librarian Balthiel is made from a Primaris Librarian with a power axe taken from the Vanguard Veterans kit. Like all the models in my kill team, I used the industrial-looking Necromunda bases to represent the deck plating of a Space Hulk.'

The kill team assembled and ready for battle. Note that like James, Nick's Intercessors also have chainswords! On the far right of the picture is Company Champion Harahel.

PAINTING FLESH TEARERS

Excited by the prospect of fielding an army of Flesh Tearers? Then you need a painting guide to help you get your models on the tabletop. As luck would have it, studio painter James Perry has created two - one in the classic style, the other using Contrast paints.

CLASSIC STYLE

James: For my first Flesh Tearer, I painted it using what most of us would call the classic style of basecoats and washes. After spraying the model Chaos Black, I applied each of the basecoat colours, working from the largest areas of the model (the armour) down to the smallest (the face and purity seals). At this point, you will get a good feel for the overall spread of colours on the model, enabling you to make a more informed choice for the spot colour. For this Reiver, I chose green as the spot colour – you can see it on the purity seal.

BATTLE READY
Using the stages to the right, James was able to get this Flesh Tearer to a standard that most people would be happy to play games with.

RED POWER ARMOUR

1
Basecoat: Khorne Red
L Base

2
Wash: Nuln Oil
L Shade

BLACK ARMOUR

1
Basecoat: Abaddon Black
M Base

LEATHER POUCHES

1
Basecoat: Rhinox Hide
M Base

2
Wash: Nuln Oil
M Shade

METAL

1
Basecoat: Leadbelcher
M Base

2
Wash: Nuln Oil
M Shade
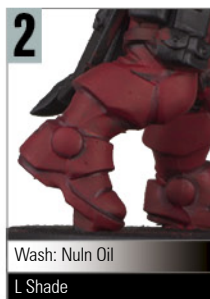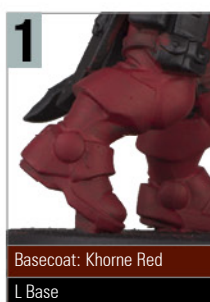
PARADE READY
With a couple of extra highlights to each area of the model, James took the battle ready Reiver and made him Parade Ready.

3
Layer: Wazdakka Red
M Layer

4
Layer: Squig Orange
S Layer

2
Layer: Mechanicus Standard Grey
S Layer

3
Layer: Administratum Grey
XS Artificer Layer

3
Layer: Gorthor Brown
S Layer

4
Layer: Karak Stone
XS Artificer Layer

3
Layer: Stormhost Silver
S Layer
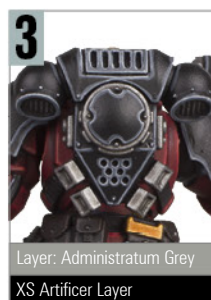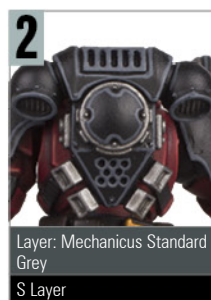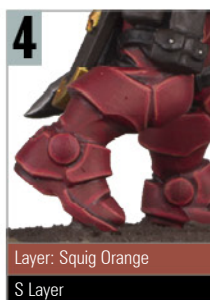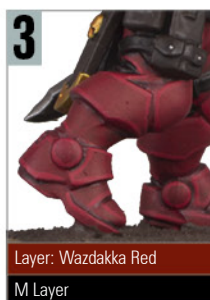
With the basecoats applied, you can start applying your washes. Nuln Oil is used on several parts of the model at the same time – namely the red armour, black armour, leather pouches, and metalwork – so you can apply it to all of these areas at once. When you're done with the basecoats and washes, your Flesh Tearer is pretty much ready for battle.

TOP TIP

When applying the highlights to take your model up to a Parade Ready standard, make sure your first highlight is wider than the second one. Otherwise, you won't see it when you apply your second highlight. My advice is to test out both highlights on one area of the model first, just to get a feel for how big you need each of them to be so that they show up. Remember, though, the highlights you apply to the armour are almost certainly going to be larger than the ones you apply to the leather or faceplate.

LARGER STUFF

The painting guide shown below works brilliantly on power-armoured infantry, but it is perfect for tanks and war machines, too. Flesh Tearers vehicles are traditionally painted more black than red, but you can still use the colours shown below. Alternatively, if you want red vehicles to match your infantry (like the Dreadnought below), why not try airbrushing them with Khorne Red Air?

GOLD
1. Basecoat: Retributor Armour — S Base
2. Wash: Reikland Fleshshade — M Shade
3. Layer: Stormhost Silver — XS Artificer Layer

BONE FACEPLATE
1. Basecoat: Morghast Bone — S Base
2. Wash: Agrax Earthshade — M Shade
3. Layer: Ushabti Bone — S Layer
4. Layer: Pallid Wych Flesh — XS Artificer Layer

PURITY SEALS
1. Basecoat: Caliban Green — S Base
2. Wash: Nuln Oil — M Shade
3. Layer: Warpstone Glow — S Layer
4. Layer: Moot Green — XS Artificer Layer

PARCHMENT
1. Basecoat: Rakarth Flesh — S Base
2. Wash: Agrax Earthshade — M Shade
3. Layer: Rakarth Flesh — S Layer
4. Layer: Pallid Wych Flesh — XS Artificer Layer

SKIN
1. Basecoat: Cadian Fleshtone — S Base
2. Wash: Reikland Fleshshade — M Shade
3. Layer: Kislev Flesh — S Layer
4. Layer: Flayed One Flesh — XS Artificer Layer

HAIR
1. Basecoat: Zandri Dust — S Base
2. Wash: Seraphim Sepia — M Shade
3. Layer: Ushabti Bone — S Layer
4. Layer: Screaming Skull — XS Artificer Layer

CONTRAST STYLE

James: The second Flesh Tearer I painted was with Contrast paints. I undercoated the model with Grey Seer and then started applying the Contrast paints, beginning with the largest areas first and getting gradually smaller, just like the model on the previous page.

For the red and black armour, I actually applied two coats of paint to build up each colour. I applied the paint liberally but carefully, ensuring I didn't get too much on adjacent areas. While one thick coat will usually do the job with Contrast paints, I find that two thin coats are often better when painting large, flat areas – it gives you more control of the paint and prevents it from pooling. Areas such as the pouches and purity seal required just one coat, as they are smaller areas with more texture for the paint to sit in.

TOP TIP

Before you apply a Contrast paint, check the area to make sure you haven't got any of the previous colour on it. If you have, repaint it with your basecoat colour, and then apply the Contrast paint. Some colours like Black Templar will go over a splodge of Flesh Tearers Red really easily, but others like Wyldwood may be translucent enough for the other colour to show through, which will look messy.

ANOTHER TOP TIP

Contrasts paints over a light undercoat are generally much brighter than classic paints over a black undercoat, so you can progress to lighter highlights on your model much quicker. This is most obvious on the leather pouches, which I highlighted with Baneblade Brown rather than the Gorthor Brown I used on the previous page.

BATTLE READY

Using the stages to the right, James was able to get this Flesh Tearer to a standard that most people would be happy to play games with.
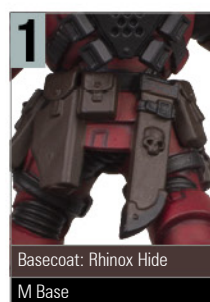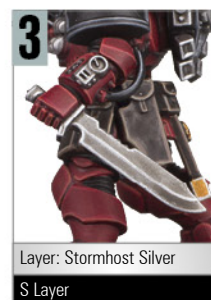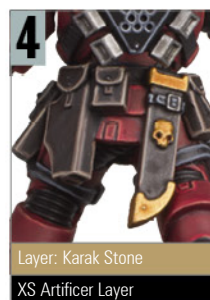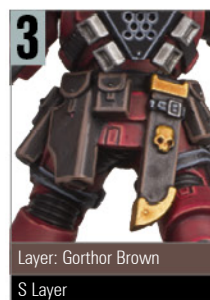
RED POWER ARMOUR	BLACK ARMOUR	LEATHER POUCHES	METAL
1 Undercoat: Grey Seer — Citadel Spray Paint	**1** Undercoat: Grey Seer — Citadel Spray Paint	**1** Undercoat: Grey Seer — Citadel Spray Paint	**1** Basecoat: Leadbelcher — M Base
2 Basecoat: Flesh Tearers Red — M Base	**2** Basecoat: Black Templar — M Base	**2** Basecoat: Wyldwood — S Base	**2** Wash: Nuln Oil — M Shade
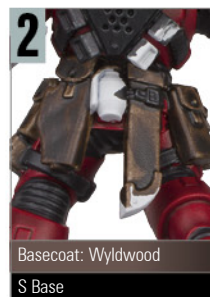
PARADE READY

After applying the Contrast paints, James added just one or two highlights to each area of the Reiver to get it Parade Ready.

RED POWER ARMOUR	BLACK ARMOUR	LEATHER POUCHES	METAL
3 Layer: Wazdakka Red — M Layer	**3** Layer: Mechanicus Standard Grey — S Layer	**3** Layer: Baneblade Brown — XS Artificer Layer	**3** Layer: Stormhost Silver — S Layer
4 Layer: Squig Orange — S Layer	**4** Layer: Administratum Grey — XS Artificer Layer	**4** Layer: Screaming Skull — XS Artificer Layer	
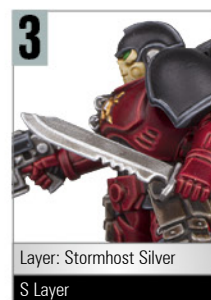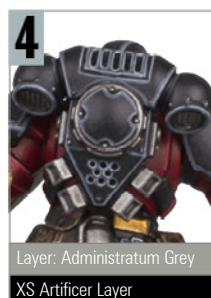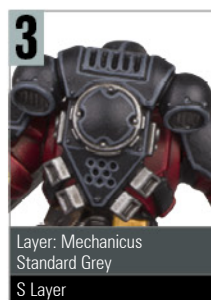
BASES

The bases in both guides were painted using the colours shown to the right. The Battle Ready stage is just a layer of Stirland Mud — nice and simple. To take the model's base to a Parade Ready standard, two drybrushes were applied: one of Balor Brown and a second of Screaming Skull. Steel Legion Drab was used for the base rim, while the tuft of grass comes from the Middenland Tufts set.

| Basecoat: Stirland Mud | Drybrush: Screaming Skull |
| Drybrush: Balor Brown | Layer: Steel Legion Drab |

FINISHING TOUCHES: THE CHAPTER SYMBOL

The Flesh Tearers Chapter icon is a serrated circular saw blade with a red blood drop in the centre. It may look a little daunting to paint, but fortunately, Warhammer TV painter Duncan Rhodes has already come up with a quick and easy solution. Head over to the Warhammer TV YouTube page and search for 'How to Paint: Flesh Tearers Chapter Symbol'. It's a lot easier than you think it will be!

Ceramite White

GOLD

1
Basecoat: Retributor Armour
M Base

2

3
Layer: Stormhost Silver
XS Artificer Layer

BONE FACEPLATE

1
Undercoat: Grey Seer
Citadel Spray Paint

2
Basecoat: Skeleton Horde
S Base

3
Layer: Pallid Wych Flesh
XS Artificer Layer

LENSES

1
Basecoat: Wraithbone
S Layer

2
Basecoat: Warp Lightning
XS Artificer Layer

3
Layer: Yriel Yellow
XS Artificer Layer

PURITY SEAL

1
Basecoat: Warp Lightning
S Base

2
Layer: Moot Green
XS Artificer Layer

PARCHMENT

1
Basecoat: Wraithbone
S Base

2
Basecoat: Aggaros Dunes
S Base

3
Layer: Ushabti Bone
S Layer

4
Layer: Pallid Wych Flesh
XS Artificer Layer

WARHAMMER TV PAINTING GUIDES

Before starting any new painting project, it's worth checking out Warhammer TV on YouTube. The channel includes a painting guide for Flesh Tearers power armour, alongside dozens of other useful painting and modelling guides.

DA FESTIVE REVOLUSHUN!

Listen up, you 'orrible lot! Da Red Gobbo has taken over dese pages to bring yoo some festive cheer. If yoo have been a good grot dis year, you'll get a bag of stikkbombs! If yoo have been a bad grot, you'll also get a bag of stikkbombs. But wivout da pins in.

In greenskin encampments across the length, breadth, and depth of the galaxy, tales are told by oppressed Gretchin of a revolutionary hero who will one day free them from servitude.

If the legend is to be believed, this rebel grot appears in times of great need, when the lower classes of greenskin society are at their most downtrodden and dejected. Standing atop an upturned ammo crate or half-full oil drum, this revolutionary Gretchin throws back the tails of his greatcoat and raises up the icon of the revolushun for all the grots to see.

He makes a mighty speech, inspiring those grots around him to rise up against their Ork overlords and to seek a better, brighter future for themselves. Guns are distributed to those with the greatest aptitude for marksmanship, and

GROTS!
Da Red Gobbo is a symbol of freedom for oppressed grots, and while he can join an Ork kill team, he works best in a kill team made up solely of Gretchin. The Gretchin boxed set includes ten of the little green blighters – the perfect start to a grot revolushun!
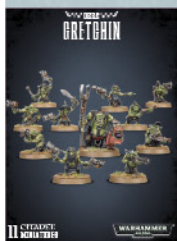
stikkbombz are passed to those with a modicum of upper body strength. High-pitched voices are raised in celebration of the upcoming revolution and the grot that made it all happen.

That grot is Da Red Gobbo.

DA START OF DA REVOLUSHUN!
Over the next few pages, you'll find rules for using Da Red Gobbo in your games of Warhammer 40,000: Kill Team. To the right, you'll find a profile for this legendary mischief-maker, plus a new Tactic that'll make your weedy grots slightly less weedy (though not by much, they're still grots after all). Over the page, you'll also find a new scenario – Revolushun! – in which to use Da Red Gobbo and his freedom fighters. We hope he brings you much seasonal joy and many festive treats (by which we mean stikkbombz). Let us know how your grots get on!

DA RED GOBBO

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Da Red Gobbo	5"	3+	3+	3	3	5	4	7	4+	1

This model is armed with a kustom grot blasta, Icon of da Revolushun and stikkbombs.
This model can only be included in your kill team in open and narrative play games.

ABILITIES	**Has Yoo Been a Good Little Grot This Year?:** At the start of the Movement phase, you can pick one other **Gretchin** model that is within 3" of this model and roll one D6. On a 1, that model suffers 1 mortal wound. On a 2-6, treat that model as being armed with stikkbombs in addition to its other wargear until the end of the battle.
	Da Revolushun!: While this model is on the battlefield, add 1 to hit rolls and subtract 1 from Nerve tests for models in your kill team if every model in your kill team is a **GRETCHIN**.
SPECIALISTS	Leadership
FACTION KEYWORD	ORKS
KEYWORDS	INFANTRY, COMMANDER, GRETCHIN, DA RED GOBBO

WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kustom grot blasta	12"	Pistol D3	5	−1	2	-
Icon of da Revolushun	Melee	Melee	User	−1	1	For each wound roll of 6+ made for this weapon, the target model suffers 1 mortal wound in addition to the normal damage.
Stikkbomb	6"	Grenade D6	3	0	1	-

MODEL	POINTS PER MODEL
Da Red Gobbo (Level 1)	43
Da Red Gobbo (Level 2)	52
Da Red Gobbo (Level 3)	61
Da Red Gobbo (Level 4)	70

RAISE DA ICON!

Orks Tactic
Da Red Gobbo Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes DA RED GOBBO. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, GRETCHIN models from your kill team within 6" of this model can ignore the penalty to their hit rolls for one flesh wound they have suffered.

1 COMMAND POINT

NARRATIVE PLAY MISSION

REVOLUSHUN!

If you are playing a Kill Team campaign, you can choose to play the Revolushun! mission instead of the Disrupt Supply Lines mission.

THE KILL TEAMS

This is a mission for two players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Orks player must choose the Orks Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Orks player must include Da Red Gobbo in their kill team. Each kill team can cost up to 125 points. The Orks player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. Set up three objective markers in the defender's deployment zone as shown on the map below.

SCOUTING PHASE

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

DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of battle round 5. In addition, if all three objective markers have been destroyed (see Destroy da Mekanisms of Oppreshun!, below) at the end of a battle round, the battle ends.

VICTORY CONDITIONS

If, at the end of the battle, one or fewer objectives have been destroyed, the defender is the winner. If two objectives have been destroyed, the game is a tie. If all three objectives have been destroyed, the attacker is the winner.

DESTROY DA MEKANISMS OF OPPRESHUN!

Models in the attacker's kill team can select objective markers as the target of attacks made with stikkbombs as if they were a model from the enemy kill team. If an objective marker is hit by any attacks made with a stikkbomb, roll one D6 for each hit it has suffered. On a 4+, that objective marker is destroyed. Remove that marker from the battlefield.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Materiel and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale.

Attacker's Deployment Zone

Defender's Deployment Zone
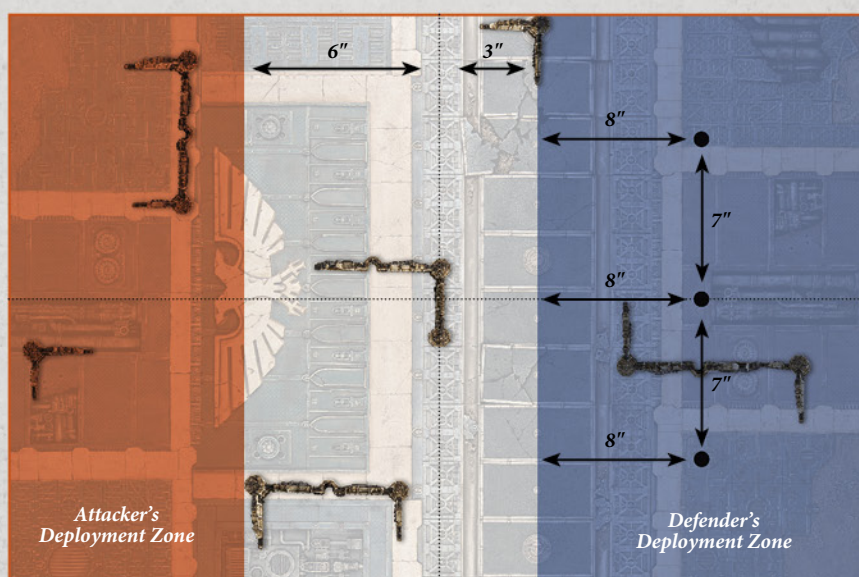
THE RELICS OF JOVANDIRA

It's the festive season, which can only mean one thing: it's time for a massive *White Dwarf* Battle Report! This month, it's a Warhammer 40,000 narrative game, pitting the Imperium against the T'au in a battle to find and recover ancient Imperial relics before the xenos get their little blue hands on them.

The setting for our game is the relic world of Jovandira, which has only recently been conquered by the armies of the T'au Empire. Curious to explore and understand the Imperial faith and its little-understood technology, the T'au have begun excavating ancient shrines and tombs, shipping their discoveries off-world for further analysis. Of course, the Imperium cannot possibly let this continue, so a Torchbearer task force led by Captain-General Trajann Valoris of the Adeptus Custodes has been sent to intercept the T'au forces and annihilate them.

CONFLAGRATION

For this battle, we are using the Urban Battlezone: Conflagration rules as presented on page 37 of *Chapter Approved 2018*. We've modified the rules slightly so that fires can be completely put out using the Firefighters Stratagem, otherwise we're using the rules exactly as presented. Burning buildings (and the intensity of the fire) are indicated by a blaze marker in the main battlefield pictures.

THE MISSION

In this Battle Report, there are six objectives scattered across the battlefield, representing six possible relic sites. At the start of every battle round, three dice are rolled – these are the objectives that need to be captured that round. If a double or triple is rolled to determine the objectives, the dice are not re-rolled – there are just fewer relic sites to investigate.

To add an extra level of spice to our game, we're also going to be using the Conflagration rules from *Chapter Approved* 2018. As the battle progresses, the city will (fingers crossed) turn from a smouldering battlefield into a raging inferno, with all the buildings on fire. The fact that all the objectives will be placed in buildings is no coincidence. After all, who leaves relics outside? Also, it's much more perilous for our armies, which also means it's more fun, right?

On the relic world of Jovandira, the forces of the T'au Empire have been excavating ancient Imperial artefacts in a bid to understand their galactic neighbours. A nearby Torchbearer taskforce has been sent to annihilate the xenos and, where possible, recover the artefacts.

Tor Garadon lashed out with his fist and punched one of the diminutive T'au drones out of the air. The drone, no larger than the palm of a human hand, clattered to the floor, buzzed angrily, then tried to reset its anti-gravity generator. Garadon's armoured boot descended on the machine before it could fly off, crushing it into the ferrocrete. The remaining drones flitted away like a shoal of fish into the distance.

The reconnaissance drones had been watching the Imperial forces for the past hour, no doubt sending information back to the T'au force that was even now advancing on the ruined city. To Garadon, the intelligence they may have gleaned mattered little. The T'au would come, a battle would ensue, and the aliens would be vanquished. There could be no other outcome. He turned at the sound of approaching footsteps.

'How are our defences looking, Captain?'

Despite his superhuman physique, even Garadon had to raise his head to look up at the golden-armoured warrior standing before him. Captain-General Trajann Valoris of the Adeptus Custodes was a colossus, made even larger by his armour and the cape that hung from it. His axe alone was twice the height of a man.

'My warriors have taken up defensive positions amongst the ruins,' replied Garadon. 'We have fortified the primary buildings, though it appears that enemy drones have been laying incendiary charges beneath them in an attempt to flush us out. They clearly do not know who they are fighting. Lieutenant Kaed and the Raven's Watch are lurking somewhere in the shadows. You know what the Sons of Corax are like.' An explosion nearby caused both warriors to turn. In the distance, the first T'au battlesuits crested the horizon.

'Battle awaits us,' rumbled Valoris.

STRIKE FORCE RETRIBUTION

LYLE, MATT, AND BEN

Lyle, Matt, and Ben are our triumvirate of the Imperium in this Battle Report, using Adeptus Custodes, Imperial Fists, and Raven's Watch Space Marines, respectively. Their styles of warfare and planned strategies are all very different, giving them a well-rounded and tactically flexible force with which to deal with the T'au.

Lyle: My Adeptus Custodes are the 'tanks' of the Imperial force. By this I mean they're the ones that are going to advance into the face of the enemy, take all the punishment, then get stuck into close combat. They are essentially the bullet magnets on our side. I'm hoping the Vertus Praetors and Allarus Custodians can get into combat quickly and start mulching some T'au Battlesuits. I get the feeling they're going to take a lot of punishment, though – both Dan and Jonathan have mentioned shooting them first!

Matt: My army is providing the defensive firepower. Imperial Fists excel at shooting, and with Tor Garadon in my force, their shooting becomes even more deadly. The Hellblasters will be going straight for the Riptides and Stormsurges, while the Devastator Centurions are there to deal with any Crisis Suits that try and drop out of orbit around us. The Stormtalon is handy for picking off pesky Firesight Marksmen, Drones, and maybe even Jonathan's Ethereal if I can get to him.

Ben: My Raven's Watch are super stealthy thanks to their Shadow Masters rule, so they are perfect for holding objectives. My Scouts will hold one objective, while my Reivers will drop in and take the ones in T'au territory. My flyers and anti-air tanks are there to put as many wounds on T'au Battlesuits as possible – they mostly have the Fly keyword, so hitting them shouldn't be a problem.

ADEPTUS CUSTODES VANGUARD

HQ
Captain-General Trajann Valoris   10
Shield-Captain on Dawneagle Jetbike   9

Troops
Custodian Guard (5)   14

Elites
Venerable Contemptor Dreadnought   10
Vexilus Praetor   6
Allarus Custodians (3)   13

Fast Attack
Vertus Praetors (3)   15

RAVEN'S WATCH VANGUARD

HQ
Primaris Lieutenant   4

Troops
Scout Squad (5)   4

Elites
Reiver Squad (5)   4

Reiver Squad (5)   4
Redemptor Dreadnought   7

Heavy Support
Eliminator Squad (3)   4
Hunter   4

Flyers
Stormhawk Interceptor   8
Stormraven Gunship   15

RAVEN'S WATCH AUXILIARY SUPPORT

Heavy Support
Stalker   5

IMPERIAL FISTS BATTALION DETACHMENT

HQ
Tor Garadon   7
Primaris Lieutenant   4

Troops
Intercessor Squad (5)   5
Intercessor Squad (5)   5
Scout Squad (5)   4

Fast Attack
Inceptor Squad (3)   7

Heavy Support
Centurion Devastator Squad (3)   12
Hellblaster Squad (5)   8

Flyers
Stormtalon Gunship   8

IMPERIAL FISTS VANGUARD

HQ
Primaris Librarian   5

Elites
Primaris Apothecary   3
Redemptor Dreadnought   7
Redemptor Dreadnought   7

Total power: 219
Total Command Points: 10

WARLORDS AND WARGEAR

Lyle's commander is Trajann Valoris, though he has gifted his Shield-Captain on Dawneagle Jetbike with the Auric Aquilas.

Matt's warlord is Tor Garadon. He has given his Primaris Apothecary Artificer Armour.

Ben's warlord is his Primaris Lieutenant, who has the Shadowmaster Warlord Trait and wears Artificer Armour.

THE FIFTH SPHERE ALLIANCE

DAN AND JONATHAN

Seasoned T'au commanders, Dan and Jonathan are fielding virtually every model in their combined collections in this Battle Report. Their plan is simple: to follow the T'au code of war. This essentially means keeping the enemy at a distance and annihilating them with heavy firepower, while remaining mobile enough to capture the ever-changing objectives. They plan to avoid close combat at all costs.

Dan: My plan in this battle is to get dangerously close to the enemy and hit them with everything I've got at short range. I know Fire Warriors aren't ideally suited to taking on Space Marines, but weight of firepower will certainly make a dent, and they could prove invaluable when taking and holding objectives. I reckon they will probably get overlooked by the Imperials, who will probably focus their firepower on our bigger

battlesuits. On that note, I plan to drop my Commander and his Crisis Suits in behind enemy lines where they can cause as much disruption as possible. The Ghostkeel will be used to similar effect, staying up on the buildings where nasty Redemptor Dreadnoughts can't punch it.

Jonathan: I'm all about the long-range firepower. My two Riptides and Stormsurge should be able to take on most enemy units at range, while the Broadsides hammer their infantry, and Longstrike deals with any armoured targets. The only thing Dan and I are really concerned about are the Vertus Praetors and units that can zip around our flanks. As soon as they start hampering our firepower, we're in trouble. The key things we need to remember are the order in which we fire our markerlights (Marksmen and Fireblade first), that smart missiles can fire at targets they can't see, and to always nova-charge our Riptides.

D'YANOI SEPT BATTALION

HQ
Commander in XV85 Enforcer Battlesuit
(+Drones)   8
Cadre Fireblade   2

Troops
Breacher Team (5+Drones)   3
Breacher Team (5+Drones)   3
Strike Team (10)   4

Elites
Firesight Marksman   1
XV25 Stealth Battlesuits (3)   6
XV104 Riptide Battlesuit (+Drones)   16
XV8 Crisis Battlesuits (3+Drones)   14
XV95 Ghostkeel Battlesuit (+Drones)   10

Fast Attack
Tactical Drones (4 with markerlights)   2

Heavy Support
MV71 Sniper Drones (3)   3
TX7 Hammerhead Gunship   9

D'YANOI SEPT SUPER-HEAVY AUXILIARY

Lord of War
KV128 Stormsurge   20

D'YANOI SEPT FORTIFICATION NETWORK

Fortification
Tidewall Shieldline (+Defence Platform)   7

KE'LSHAN SEPT VANGUARD

HQ
Commander in XV86 Coldstar Battlesuit   8
Ethereal (+Hover Drone)   3

Elites
XV8 Crisis Battlesuits (3)   12
Firesight Marksman   1
XV104 Riptide Battlesuit (+Drones)   16
XV104 Riptide Battlesuit (+Drones)   16

Fast Attack
Tactical Drones (4 with markerlights)   2

KE'LSHAN SEPT SPEARHEAD

HQ
Longstrike   10

Heavy Support
XV88 Broadside Battlesuit (+Drones)   8
XV88 Broadside Battlesuit (+Drones)   8
XV88 Broadside Battlesuit (+Drones)   8

KE'LSHAN SEPT SUPER-HEAVY AUXILIARY

Lord of War
KV128 Stormsurge   20

Total power: 220
Total Command Points: 10

TENETS AND WARLORDS

For this game, Dan is using the Sa'cea Sept tenet, while Jonathan is using the T'au Sept tenet.

Dan's Warlord is his Commander in XV85 Enforcer Battlesuit. He has the Precision of the Hunter Warlord Trait and a Grav-Inhibitor Field. Jonathan's commander is his Ethereal on hover drone. He has the Strength of Belief Warlord Trait and carries a Puretide Engram Neurochip signature system.

DEPLOYMENT: THE LINES OF BATTLE ARE DRAWN

With the Space Marines garrisoning the city buildings, and the T'au arriving in ever-increasing numbers, both sides draw up their lines of battle and call for additional reinforcements.

Tor Garadon ordered his Imperial Fists to take up their positions amongst the city ruins, his Sergeants carrying out his orders with stoic efficiency. From their positions, the Imperial Fists could protect the relics while preventing the T'au from entering the city proper, creating a killing ground in the plaza at the centre of the ruined district. Garadon watched proceedings from the top of the bridge's north tower, a unit of Hellblasters and Sniper Scouts standing alongside him. If they could inflict enough casualties on the T'au forces early on, they should be able to extract the relics before the aliens could defile them.

Three floors below, Lieutenant Kaed watched the enemy carefully, all the while coordinating the low-altitude drop of his Reiver squads. His aircraft and armoured support remained carefully concealed amongst the city ruins.

In the Basilicanum, Trajann Valoris watched proceedings carefully, his acute tactical eye deeming the Imperial Fists more than capable of holding the defensive line. His Vertus Praetors and Allarus Custodians would take the fight to the enemy when the time was right.

Commander Starstrike of Ke'lshan Sept coordinated the main T'au advance. He directed the D'yanoi Fire Warriors to enter the southern edge of the city on their Defence Platform, the Ke'lshan Riptides and Stormsurge close behind. His plan was for the Ke'lshan forces to overwhelm the enemy at close range, while the remainder of the D'yanoi forces swept around to the north, providing heavy firepower for the main advance. Battlesuit powered up and ready for battle, Starstrike made one last check. High in orbit, Commander Novastorm acknowledged. T'au reinforcements were ready to deploy.

Dan deploys his Hammerhead **(1)** and Riptide **(2)** at the back of the battlefield to stop reserves arriving behind T'au lines. He places his Marker Drones **(3)**, and Stormsurge **(4)** within striking distance of the bridge, while his Ghostkeel and Tidewall Defence Line are set up in the outskirts of the city **(5)**.

Jonathan deploys his Broadsides **(6)** so they can fire upon the bridge, while his Riptides **(7)** are positioned ready to storm the city. He deploys his Ethereal **(8)** and Commander **(9)** towards the rear of his army, and his Stormsurge **(10)** where it has an almost entirely unobstructed view of the battlefield.

Matt places Tor Garadon, his Hellblasters, and Scouts in the north tower of the bridge **(11)**. His sets up his Redemptor Dreadnoughts on the road **(12)** and a unit of Intercessors on the nearby Basilicanum **(13)**. He places most of his other units around the building to the east **(14)**.

Ben deploys his Dreadnought alongside Matt's, while his flyers and Stalker set up on the road to the north-east **(15)**, his Scouts on the building above them **(16)**. He places the Hunter in the building to the east **(17)**. The rest of Ben's army is set up in reserve.

Lyle places Trajann Valoris and his Custodian Guard in the Basilicum **(18)**, his Dreadnought on the road **(19)**, and the Vertus Praetors and Shield-Captain on jetbike behind the north tower of the bridge **(20)**.

BATTLE ROUND ONE: OUTFLANKING AND OUTSHOOTING

As the T'au begin a cagey advance into the ruins, the Space Marines commit their first units to the defence of the city. To the north, the Adeptus Custodes attempt to outflank the alien army.

With a roar of jet thrusters, the Raven's Watch flyers raced towards the T'au lines followed closely by the Imperial Fists Stormtalon. Despite their immense firepower, the aircraft struggled to hit the nearby Ghostkeel, though they badly crippled the Shieldline that was protecting the T'au infantry.

Across the battlefield, the Imperial Fists on the front line adhered to the Adeptus Astartes Devastator Doctrines and unleashed their full firepower on the T'au. A unit of Stealth Suits were obliterated, and the Ke'lshan Stormsurge sustained minor damage, but otherwise the T'au survived relatively unscathed. Meanwhile, the Vertus Praetors of the Adeptus Custodes moved to outflank the T'au, taking cover behind one of the ruined buildings before preparing for their assault. The rest of the Imperial forces waited patiently for the enemy to get closer.

RELICS UNCOVERED

At the start of the first battle round, the first three relics were discovered. They were to be found at Objectives 1, 2, and 4. The T'au held one of the objectives, while the Imperials were sitting comfortably on the two hidden in the city.

VICTORY CONDITIONS

The regular victory conditions of First Blood, Slay the Warlord, and Linebreaker were also achievable in this battle.

And closer they got. The eastern end of the T'au army moved cautiously into the city, their advance hampered by the proximity of the Imperial aircraft, while the western end raced forwards to engage the Vertus Praetors. Markerlights lanced out from Marker Drones and Firesight Marksmen, hitting flyers, Hellblasters, and the Custodes jetbikers. Commander Starstrike alone accounted for the Adeptus Custodes Shield-Captain, annihilating the Imperial hero with his four fusion blasters.

The rest of the T'au army opened fire, damaging the Imperial Fists Dreadnought to the north, the Stormraven to the south, and killing one of the Vertus Praetors. The biggest losses occurred when the two Stormsurges opened fire. The Ke'lshan artillery piece destroyed the Stormhawk interceptor, while the D'yanoi war machine almost wiped out the Imperial Fists Hellblasters.

The Imperial air wing races towards the T'au lines (1). The Stormraven inflicts three damage on the Ghostkeel (2), while the Stormhawk and Stormtalon cause seven damage to the Tidewall Shieldline (3).

At the other end of the main road, three Dreadnoughts advance on the T'au lines, but their shooting is entirely ineffective (4).

Behind the north bridge tower, the other Imperial Fists Redemptor Dreadnought (5) fires at the Stealth Battlesuits lurking on Objective 5 (6). It kills just one of the T'au veterans.

The Scouts (7) down a second Stealth Battlesuit. The Hellblasters (8) kill the Shas'vre, scoring First Blood for the Imperials.

The Vertus Praetors (9) race along the northern edge of the battlefield ready to outflank the T'au.

VICTORY POINTS

3-1
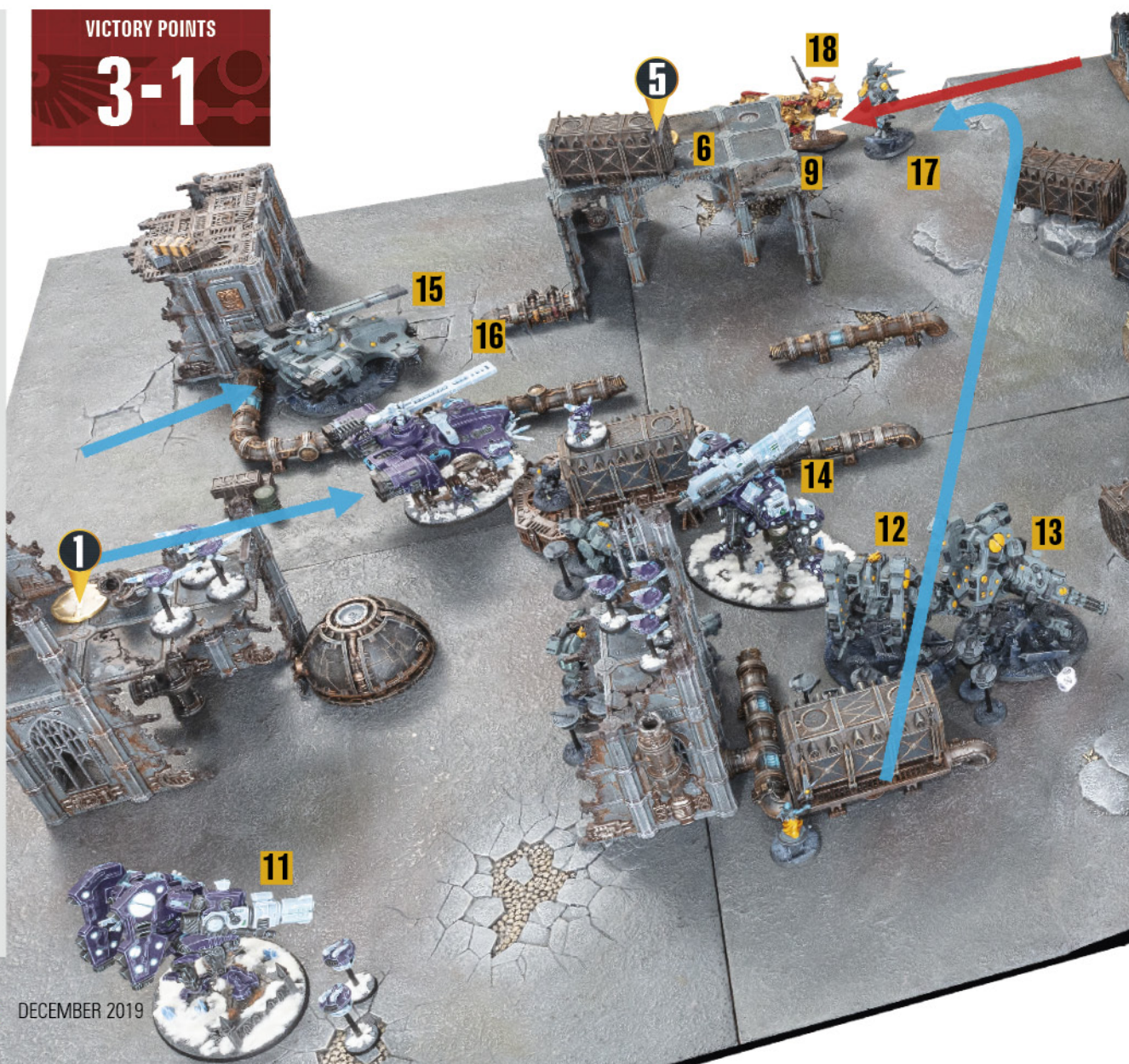
The Ghostkeel intercepts the Imperial flyers but causes only five damage to the Stormhawk. The nearby Stormsurge (10) finishes off the aircraft with its destroyer missiles, while causing three damage to the Stormraven with its other guns.

All three Riptides (11-13) hold their ground to prevent Imperial units from dropping out of the sky behind their lines. They fire on the Vertus Praetors and Imperial Fists Dreadnought but cause only a few damage between them.

The D'yanoi Stormsurge (14) fires all of its guns at the Hellblasters in the bridge tower, killing four out of the five and wounding the survivor.

Both Hammerheads (15-16) fire on the closest Imperial Fists Dreadnought but cause only three damage, thanks to Matt playing the Duty Eternal Stratagem.

Commander Starstrike (17) rockets across the battlefield using his Coldstar jet pack and fires all four of his fusion blasters at the Custodes Shield-Captain (18), killing him outright.

'Oh what? That guy is a monster. We have to kill him, like, right now!' – Lyle talking about Jonathan's Commander.

BATTLE ROUND TWO: MUCH-NEEDED REINFORCEMENTS

The T'au find their advance into the city hampered by the Imperial defenders and their newly arrived reinforcements. Fortunately, the T'au have reinforcements of their own.

With the T'au forces converging on the bridge, the Imperial defenders moved to intercept them. The Dreadnoughts on the roadway blew the Tidewall Defence Platform to smithereens, while the nearby Imperial Fists infantry units tried to target the almost invisible Ghostkeel. A few lucky shots badly wounded the giant stealth suit but failed to kill it. To the west, the defenders on the bridge continued to inflict damage on the larger T'au war assets, with the Ke'lshan Stormsurge taking the brunt of the firepower.

A flash of blinding light announced the arrival of the Allarus Terminators, who quickly set to work on the nearby Breachers. Firepower from the Raven's Watch tanks hammered the Defence Line and damaged the Stormsurge even further.

In response to the Imperial reinforcements arriving, the T'au brought in their own reserves. Commander Novastorm arrived in the north-east corner of the battlefield and ensured the destruction of the Stalker, while the Ke'lshan Crisis team killed the nearby Apothecary.

The rest of the T'au army advanced steadily, pouring firepower into the closest Dreadnoughts, the Vertus Praetors, and the remaining flyers. Miraculously, one of the Custodians survived the barrage of missiles that hit him, while the Stormtalon remained virtually unscathed. One of the Imperial Fists Redemptor Dreadnoughts, however, suffered crippling damage, while the Stormraven was blasted from the sky. It hit the ground and detonated, killing several Fire Warriors and causing further damage to the Stormsurge.

The Vertus Praetors **(1)** fly into the ruins, shoot, charge, then kill Commander Starstrike.

Ben's Eliminators **(2)** damage the Ghostkeel, but Dan removes its Drones as casualties.

Reivers **(3)** arrive near the Ghostkeel but fail to charge it. The Inceptors land further to the east.

The Imperial Fists Dreadnought **(4)** destroys the Tidewall Defence Platform **(5)**. It explodes, damaging everything nearby. Six Breachers that were on it are killed by the newly arrived Allarus Custodians **(6)**.

The Centurions **(7)** move out of cover, as they can no longer see past the burning objective.

The Scouts **(8)** snipe Dan's Firesight Marksman to death.

The last surviving Hellblaster **(9)** causes three damage to Jonathan's Stormsurge.
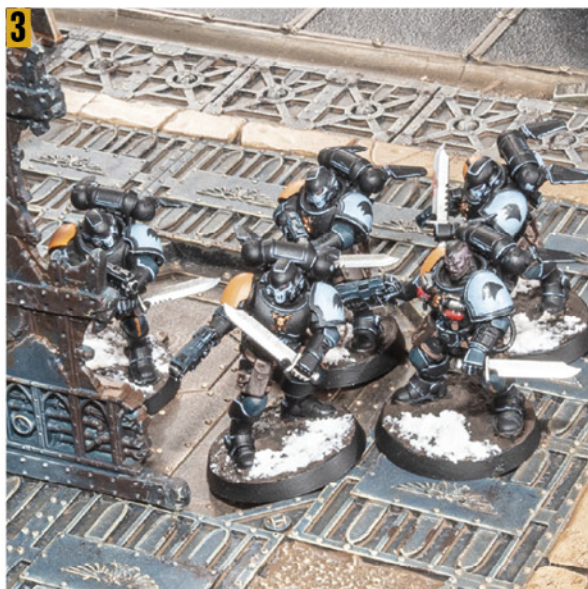
RELICS UNCOVERED

The scorable objectives in the second battle round were Objectives 1, 3 (which was hotly contested), and 4.

The damaged Ghostkeel (10), fails to damage the Custodian Dreadnought (11).

Both Hammerheads (12) move up to take on Matt's Dreadnought (13), but once again he plays Duty Eternal to keep it alive.

The Broadsides (14) and Dan's Riptide fire at the Vertus Praetors but only kill one of them.

Jonathan's Crisis Battlesuits land in the building to the east and kill Matt's Apothecary (15). Dan's Commander lands nearby (16) and cripples the Stalker (17). It is finished off by a Support Turret.

Dan's battlesuits land behind the Basilicanum (18) but fail to kill Ben's Lieutenant.

Jonathan's Riptides target Ben's Dreadnought (19) but only cause a few damage.

Both Stormsurges (20, 21) split their fire, damaging Dreadnoughts, wounding Custodes, and blowing up the Stormraven (22). Ben uses Vengeance of the Machine Spirit to make sure it explodes.

VICTORY POINTS

5-4

BATTLE ROUND THREE: MOUNTING CASUALTIES

As the fires intensify across the city, the forces of the Imperium continue to hold the T'au at bay. But casualties are mounting up at an alarming rate amongst the Imperial defenders.

As T'au battlesuits landed behind their lines, the Imperial defenders moved to intercept the aliens before they could capture or defile the reliquaries. Lieutenant Kaed called in more Reivers to deal with the battlesuits lurking behind the Basilicanum, while the Imperial Fists dealt with the Crisis team and Commander in the north-east corner of the city.

On the front line, the Allarus Custodians smashed aside the T'au Shieldline while the Dreadnoughts tried to deal with the ever-elusive Ghostkeel that had so far evaded destruction. To the west, the Stormtalon continued to be a thorn in the side of the T'au invaders, while the last of the Vertus Praetors continued to harry the T'au gunline. Tor Garadon watched the battle unfolding with a practiced eye; the T'au advance was stalling, but their firepower was still formidable.

RELICS AND FIRES

The scorable objectives in the third battle round were Objective 2 and Objective 6, both of which were close to the Imperial forces and would be hard for the T'au to capture.

This battle round also saw several more buildings catch alight, including the large building to the east, the Basilicanum, and the bridge tower where Tor Garadon and his Scouts were hiding.

Far from the main advance, Commander Novastorm found himself under attack by the Imperial defenders. Leaping out of combat, he incinerated a blue-armoured warrior and ordered his Crisis team to storm the nearby Basilicanum.

Across the battlefield, the T'au redoubled their efforts. The three Riptide Battlesuits all powered up their main guns, bringing ruination to everything they touched. The Allarus Custodians were torn to shreds by a torrent of burst cannon rounds, while the Imperial Fists Redemptor Dreadnought was left barely operational. The Stormsurges opened fire, too, reducing the gold-armoured Dreadnought of the Adeptus Custodes to molten slag and punishing Inceptors, Reivers, Intercessors, and Custodian Guard with their many rocket and missile pods.

Meanwhile, the city began to burn …

The Centurions move back into the eastern building and annihilate the Crisis Suits with their grav guns **(1)**.

The Raven's Watch snipers **(2, 3)** wound Commander Novastorm **(4)**, who is then charged by the Centurions and the Imperial Fists Librarian **(5)**, but they fail to kill him. Novastorm retreats from combat and slays the Librarian with his fusion blasters **(6)**.

The Custodian Guard take and hold Objective 6 **(7)**.

A second unit of Raven's Watch Reivers lands next to the D'yanoi Crisis team. They charge them with Lieutenant Kaed but only kill one battlesuit **(8)**. The Crisis suits retaliate by leaping up onto the Basilicanum and wiping out the Raven's Watch Scouts. Their Drones set the building alight using the Arsonists Stratagem.
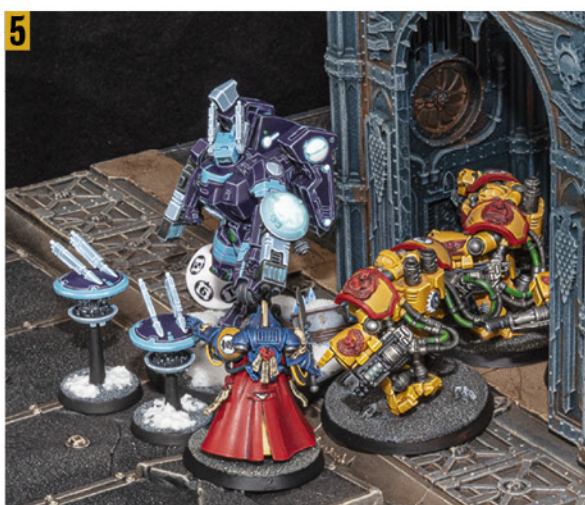
The last Vertus Praetor charges a Broadside (9) but fails to penetrate its armour. The Broadside retreats and the Praetor disappears under a barrage of missiles.

The Stormtalon (10) causes five damage to Longstrike.

The Custodes Dreadnought and Imperial Fists Redemptor fail to kill the Ghostkeel in either the shooting or the combat phase (11). The T'au battlesuit flies to safety (12). It does no damage in return.

The Allarus Custodians (13) demolish the Tidewall Shieldline. They are then wiped out by the combined firepower of the Fire Warriors (14) and Riptide (15).

Dan's Stormsurge (16) blasts apart the Custodes Dreadnought, while Jonathan's second Riptide (17) cripples the Imperial Fists Dreadnought.

The Hammerheads (18, 19) inflict nine damage to the Raven's Watch Dreadnought.

VICTORY POINTS

7-4

'Wait! How many smart missiles can your army fire?' - Matt

'Erm ... seventy-two.' - Dan

BATTLE ROUND FOUR: RELICS SECURED, HOSTILES ENCROACHING

The Space Marines and Adeptus Custodes have rescued a fair number of relics, but the T'au now dominate the battlefield. How long will the forces of the Imperium be able to hold out?

Matt uses the Firefighter Stratagem to put out the blaze in the building below Tor Garadon (1). The Captain then boosts the accuracy of the Scouts, who take out the Missile Drones hovering around Jonathan's Riptide (2).

The Raven's Watch Dreadnought causes just a single damage to Dan's Hammerhead, then fails to charge it (3).

The Reivers follow the Crisis Battlesuits onto the Basilicanum (4), but the T'au are wiped out by the nearby Intercessors (5) in the Shooting phase (mostly due to a Gatebreaker round).

The Imperial Fists hold Objective 6 (6), leaving the Custodes (7) free to advance on the encroaching T'au.

The Stormtalon (8) drops into hover mode and wounds the Ke'lshan Stormsurge (9). By this point, it has just eight wounds remaining.

Tor Garadon watched the Scouts put out the fire in the building below, then directed their firepower against the encroaching T'au. To the south, the Imperial Fists and the Raven's Watch were just about holding back the T'au advance, but the Space Marines had taken severe punishment from enemy fire, and cracks were beginning to show in their defensive lines. Even worse, many of the buildings in the city were now on fire, fouling the aim of the Imperial troops and making it hard to draw a bead on the enemy. The sound of intense firepower and a positive blip on his auspex announced that the T'au Commander had been dealt with, and a nearby explosion told Garadon that the virtually invisible Ghostkeel that had been lurking around had finally been destroyed. But would it be enough?

Despite the deaths of their Commanders, the T'au continued their advance undaunted, the two Ke'lshan Riptides leading the assault. Missiles raced across the battlefield, smashing into Intercessors, Custodians, and Reivers, several of their number falling to the barrage of rockets. The Hammerheads tore apart the Dreadnought to the north, while the Ke'lshan Stormsurge detonated the one to the south, obliterating the Reivers that were advancing alongside it. Even Garadon and his Scouts were hit by incoming fire, the Scouts torn to shreds by markerlight-guided missiles, the Imperial Fists Captain seriously wounded by the closest Riptide Battlesuit. Even as Garadon ducked to avoid the incoming hailstorm of bullets, the Riptide leaped onto the tower in a bid to crush the Captain beneath its armoured bulk. Garadon got to his feet and braced for impact …

RELICS UNCOVERED
The scorable objectives in the fourth battle round were Objectives 2, 4, and 6, all of which were in Imperial territory.
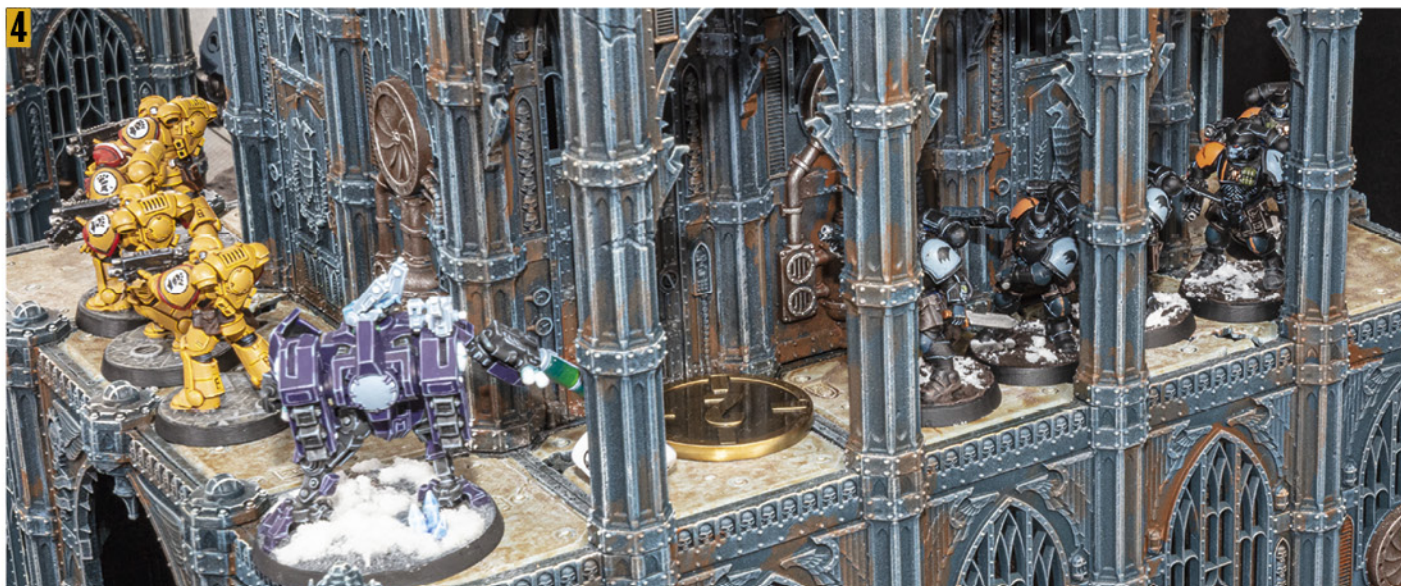
The Ghostkeel (10) is brought down by the Centurion Sergeant. The other Centurions kill off Commander Novastorm.

The Reivers, Inceptor, and Imperial Fists Dreadnought charge the Fire Warriors (11), but kill just one of them.

Guided by markerlights, the Broadsides (12) obliterate the Scouts (13) with smart missiles. Their high-yield missile pods kill off the Imperial Fists Dreadnought (14).

The Ke'lshan Stormsurge smashes the Stormtalon out of the sky with its pulse driver cannon, then turns the rest of its guns on the Reivers and Inceptor, wiping them out.

Dan's Hammerhead destroys the Raven's Watch Dreadnought.

One Ke'lshan Riptide lands on Objective 3 (15), while the other lands on the bridge (16) and fires at Tor Garadon, almost killing him. The Riptide charges but doesn't kill him in combat, either.

VICTORY POINTS

9-4

BATTLE ROUND FIVE: A FINAL PUSH FOR VICTORY

Though their objectives are in sight, the T'au realise that victory is slipping from their grasp. If they can eliminate the Imperial commanders, however, all may not be lost …

Fires raged across the city as the Space Marines tried valiantly to protect the Imperial relics from the T'au. The Adeptus Custodes advanced on bridge, their guardian spears inflicting critical damage on the Riptide looming above them. Leaping up the steps into the building, Trajann Valoris brought the Watcher's Axe crashing down on the huge battlesuit, splitting it clean in half. At the other end of the tower, Tor Garadon performed a similarly heroic feat, his Hand of Defiance punching clean through the Riptide he was fighting and toppling it to the ground below.

Though they had reclaimed the bridge, the Imperial commanders were now dangerously out of position. Garadon and Valoris – both wounded – held the towers at either end of the bridge, while Lieutenant Kaed made a potentially fatal assault on a Hammerhead several floors below.

RELICS AND FIRES

The scorable objectives in the fifth battle round were Objectives 2, 3, and 4. One was in T'au hands, one in Imperial hands, and the third was contested at the start of the round.

By this point in the battle, most buildings were now on fire. Only a few units had so far been damaged by the flames, but their effect could make all the difference in the closing stages of the battle.

Having lost two of their own commanders, the T'au looked to exact revenge on the Imperium. Lieutenant Kaed was the first to die, obliterated by a solid shot from Longstrike's Hammerhead. Tor Garadon was then subjected to a barrage of missiles from the Broadsides, but he miraculously survived, only to be blasted from the tower by a pair of Shielded Missile Drones. Trajann Valoris was the last of the three Imperial Warlords to fall. Using his Moment Shackle, he survived the colossal firepower of one Stormsurge, but he was brought low by the firepower of the other.

Though they had failed to secure as many relics as the Imperials, the T'au had punished their foes mercilessly. With both forces now leaderless, and the city ablaze, the Space Marines took the relics they had rescued and withdrew. The T'au did the same – to continue fighting would be futile. In this battle, there would be no victor!

The Imperial Fists Lieutenant joins the Intercessors near the inferno in the plaza (**1**). They score two damage on the Riptide near Objective 3 after generating four extra hits thanks to their Chapter Tactic.

The Centurions (**2**) move up once again but cannot see the Riptide due to the fires. Their shots bounce off the Stormsurge instead (**3**).

The Intercessors (**4**) and Eliminators (**5**) cause four damage to the D'yanoi Hammerhead between them, leaving it on just three wounds.

Lieutenant Kaed charges the D'yanoi Hammerhead (**6**) and hits with every one of his attacks. He fails to cause a single damage.

Tor Garadon punches apart the Riptide he is fighting, securing Objective 4 for the Imperium (**7**).

'It's a bit of a last-ditch attempt, but my Lieutenant is going to try and stab your tank to death.' - Ben

7

10
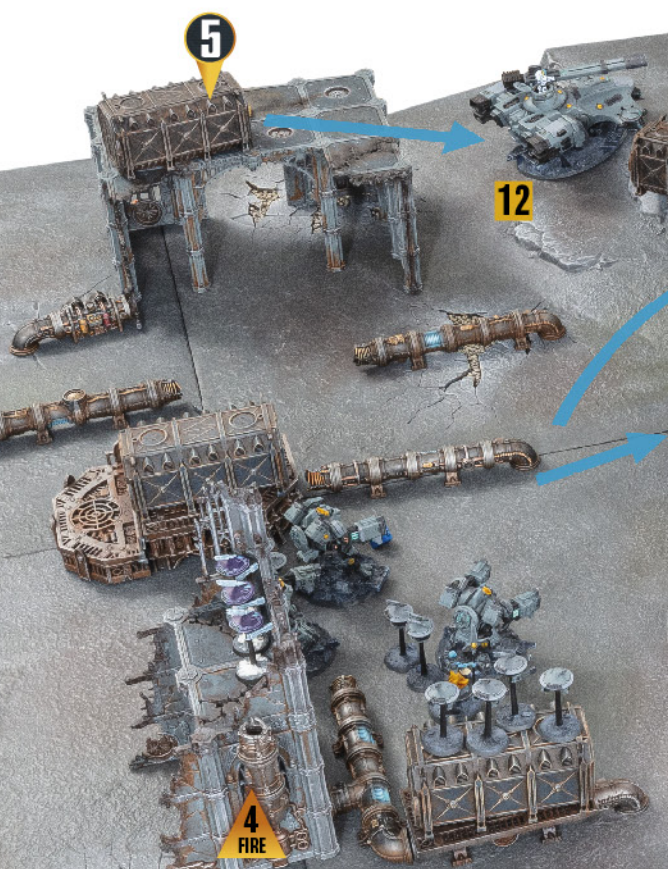
FINAL VICTORY POINTS

10-10

The Custodian Guard, Vexilus, and Trajann Valoris advance on Objective 3 **(8)**. The Custodes cause four damage to the Riptide, leaving it easy pickings for their Captain-General in close combat. Valoris charges the Riptide and chops it up with contemptible ease **(9)**.

The T'au respond by storming the buildings at both ends of the bridge. The last surviving Fire Warriors move up to claim Objective 3 **(10)** as the nearby Stormsurge blasts Trajann Valoris off the building **(11)**.

Garadon is finally slain when two Shielded Missile Drones fly up onto the tower and assassinate him. They also claim Objective 4 at the same time.

The D'yanoi Sept Hammerhead limps past Lieutenant Kaed, who is instead shot and killed by Longstrike's Hammerhead **(12)**. Dan's tank, however, scores a very valuable Linebreaker victory point.

A SATISFYING CONCLUSION

As the fires continue to rage on the battlefield, the five warlords discuss the battle and how they thought their forces performed. Plus, favourite moments and a photo of the White Dwarf warlords.

> 'I think perhaps we should have advanced onto the Tactical Doctrine, but I was happy on Devastator!' – Matt

> 'My Coldstar Commander was great fun to use – he's like a character-seeking missile. He flies in, kills, then dies.' – Jonathan
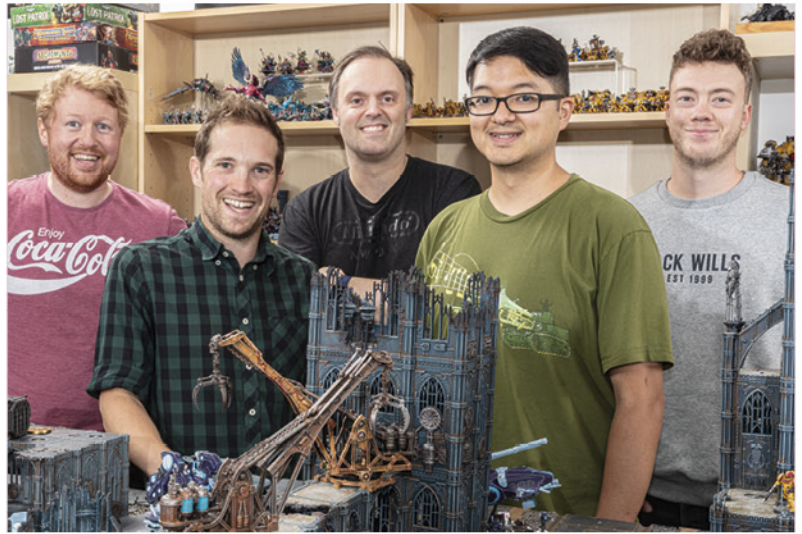
MANY RELICS, ALL ON FIRE

Lyle: Gah, a draw! I knew I shouldn't have charged Valoris in at the end, but I got goaded into it. Never bow down to peer pressure, kids! That aside, I think the game was awesome, and it was great fun having most of the team playing in one big game. The multi-tiered battlefield that we set up was excellent to play over, and the scenario we designed was brilliant fun and nicely balanced. The Conflagration rules added that little extra hint of danger to the proceedings, too.

Matt: I think the Imperial Fists performed pretty well in this game. Garadon and his units held the bridge for almost the entire battle, picking off enemy units, doing damage to the larger battlesuits, and generally being a nuisance. Then a Riptide tried to fight Garadon and he smashed that up, too. I think the Chapter tactics for the Imperial Fists are excellent, and they really come into their own when used alongside the doctrines system. I think perhaps we should have advanced onto the Tactical Doctrine, but I was happy on Devastator!

Ben: Well, where do I begin? Despite all my vehicles being anti-air, I really struggled to land shots on the T'au battlesuits. In the end, their complete inability to hit just became funny rather than frustrating. I was proud to see my Scouts doing well – they held Objective 2 for several turns and half-killed Dan's Commander. The Reivers struggled, I think. I expected there to be more infantry on the table, and those that were around were hiding in a wall! I mean, who brings a wall to a fight?

Lyle: I think I played a bit too conservatively. True, my units were very good at not dying and they did hold some objectives, but I think I needed to be more proactive. The loss of my Shield-Captain really neutered my flanking force, which I was hoping would cause far more damage than it did. At least some of my guys survived, right?

SOME RELICS, MANY KILLS

Jonathan: I think that went pretty well in the end, but it was looking really bad for us around the middle of the game. The Imperials were getting really lucky with the objectives, and I think we were a bit ambitious placing some of them so close to their deployment zone. Maybe we should have moved faster than we did.

Dan: That's the thing with T'au – they have lots of great guns, but they're also really manoeuvrable. I'm normally quite mobile with my force, but the close proximity of Garadon and the Hellblasters really made me think twice. I should have stuck to my guns and just gone for it.

Jonathan: We did try to grab some land with our Manta Strike units, but even they barely made a dent. I honestly didn't expect the Centurions to be so dangerous, and the Imperial Fists Chapter Tactic is really painful to T'au, especially when combined with Devastator Doctrines.

Dan: Agreed! I think we got a bit too distracted at the start of the game with where their reserves were coming in. We should have just deployed right up in their faces, ignored the fact that we were never going to get cover saves (we kept trying though, which was funny!), and just taken them apart unit by unit. Instead, we split our firepower a bit too much, and some units stayed around longer than they should have. Like that last Hellblaster that put six damage on your Stormsurge.

Jonathan: Our Stormsurges did pretty well, though – they put out a lot of firepower and did most of the damage on their Dreadnoughts, not to mention killing Trajann Valoris. My Coldstar Commander was great fun to use – he's like a character-seeking missile. He flies in, kills, then dies. Pow! Also, seeing the two Riptides on the bridge towers was awesome – they looked properly heroic right up until the moment they died!

LYLE'S HIGHLIGHT OF THE GAME

I'd say it was the Vertus Praetors avenging the death of my Shield-Captain. His death caught me off guard, and I really didn't know what else to do other than smash that Coldstar Commander to bits with my jetbikers. After that, they weren't as effective as I'd hoped, but they were definitely an annoyance to Dan and Jonathan for a while.

MATT'S HIGHLIGHT OF THE GAME

The Centurions provided me with several highlights. They pulverised Jonathan's Crisis Team with their grav-guns, then killed Dan's Commander at virtually point-blank range, then finished off the Ghostkeel with a barrage of missiles. I'd say that's pretty impressive work by anyone's standards.

BEN'S HIGHLIGHT OF THE GAME

Charging Dan's Hammerhead with my leader at the end of the game. It's the sort of crazy thing I imagine a Reiver Lieutenant would do. It pretty much sums up Warhammer 40,000 for me — charging a heavily armed, hovering alien battle tank equipped only with a smoke grenade and a serrated knife.

DAN'S HIGHLIGHT OF THE GAME

I really enjoyed melting Matt's Librarian with my Commander's fusion blasters. It's quite hard targeting a character, so it's nice when they come to you to get shot. My Commander also pretty much ruined Ben's Stalker in the preceding turn, too. Shout out to the DS8 Tactical Support Turret that caused the final wound.

JONATHAN'S HIGHLIGHT OF THE GAME

It has to be my Riptide surviving a round of close combat with Tor Garadon. I knew it was a long shot charging him, but it was at that point that I realised we had a chance of winning the game if we could take out their heroes. I also learned that you really need to power up your nova shield if you're planing to fight someone with a fist that big.

SOPHIE'S HIGHLIGHT OF THE GAME

Though I wasn't playing in the game, this is the first Battle Report I've seen in person, and it was really great fun. I especially liked watching everyone rolling to see what buildings would be set on fire, and the look of panic on their faces when they realised they had to roll for casualties. Some of those buildings were getting pretty warm!

GLORY POINTS

DAVE SANDERS

Dave is the senior games developer in the boxed games team and the lead rules writer for Warhammer Underworlds. Since the release of Beastgrave – the third instalment in the Warhammer Underworlds series – Dave has exchanged his shadeglass blade for a stick with a skull strapped to the top. He says Ghur is his new favourite realm.

N ow that Warhammer Underworlds: Beastgrave is here, I'm often asked, 'Where does my existing Shadespire warband fit in?' In this article, I'll answer that question and give you an example of how a Shadespire warband can hold their own in the new edition of the game.

THE WARDEN'S RETURN
Let's look at the warband I've decided to focus on. It could have been any of the Shadespire warbands, but one of the strategies that has been bolstered in Warhammer Underworlds: Beastgrave is that of holding objective tokens, and who better to show this off than the original undisputed masters of objective play – the Sepulchral Guard?

There have been two significant changes in Warhammer Underworlds: Beastgrave to bolster objective holders. The first of these is that a fighter on Guard cannot be driven back, meaning that such a fighter is difficult to shift off an objective. The second is that there are now more surge objectives (i.e. objectives that you can score immediately and thereby generate another objective card) that require you to hold objective tokens. These objectives are easier to score than those that are held until the end phase, and they are key to the success of strategies based on holding objective tokens.

Speaking of keys, there was one other reason I wanted to write about the Sepulchral Guard. A popular early build with this warband focused on the various keys that could be discovered throughout Shadespire. They allowed canny players to gain glory points by means other than their objective cards. The keys have been reintroduced to the game in the Beastgrave Gift Pack, and this seems like a great opportunity to show once more how they can be an effective part of your strategy.

I should mention the limitations in place for this Sepulchral Guard build. I've assumed that I'm planning to take them to an organised play event, with the Beastgrave organised play rules and the Restricted List governing my choices. At the time of writing, the deck list I'm showing you here meets all of these requirements.

I should also give a shout out to the inestimable Jay Clare, who helped me refine this deck list. It's always a good idea before an organised play event to ask an experienced friend to cast an eye over your deck list. They may well spot a card that you've missed, or one that you are perhaps overly fond of and have included despite it not supporting your game plan. If you ask for advice, though, be prepared to take it on board!

NAGASH GROWS IMPATIENT
Let's take a look at the deck list.

OBJECTIVES	GAMBITS	UPGRADES
Calculated Risk	Centre of Attention	Amberbone Axe
Fired Up	Distraction	Crown of Avarice
Martyred	Frenzied Search	Faneway Crystal
Path to Victory	Irresistible Prize	Frightening Speed
Skills Unforgotten	Mirror Move	Stoneform
Supremacy	Restless Dead	The Blazing Key
Swift Capture	Restless Prize	The Dazzling Key
Tactical Supremacy 1-2	Sidestep	The Fractured Key
Tactical Supremacy 1-4	Terrifying Screams	The Hallowed Key
Tactical Supremacy 3-4	The Necromancer	The Shadowed Key
Temporary Victory	Commands	
What Armour?		

WHAT'S THE PLAN?
This is my favourite question to ask about any Warhammer Underworlds deck. If you can't answer this question, then you may not have a well-focused deck, and you may find victory elusive. Conversely, if you know your plan, build decks to support it, and stick to it, you'll garner great glory.

In this case, the plan is to move your fighters into position to hold most of the objectives on the battlefield, focusing on scoring glory points this way to allow the key upgrades to be given to the relevant fighters, scoring you a ton of glory at the end of the game. 'Push' cards support this plan, while a few choice cards support the best fighters in the warband in case a more violent solution is required to free up an area of the battlefield.

SETTING UP
To support this plan, you'll generally want to choose a board first, so if you win the initial roll-off, take this opportunity. Although your

opponent will be able to dictate the shape of the battlefield, you'll be able to place three of the all-important objective tokens. When it comes to placing a lethal hex (one of the features new to set up in Warhammer Underworlds: Beastgrave), it should either go next to one of your starting hexes, allowing you to score Calculated Risk easily, or adjacent to an opponent's starting hex that you can plan for the Champion to reach in your first activation, potentially netting you an early kill.

Now let's look at each kind of card in more detail.

OBJECTIVE CARDS

The objective cards in this deck are a mix of objective-token-based cards and others that the Sepulchral Guard are well placed to score.

Supremacy **(1)** has long been a staple of objective-token-based play, and it remains a strong card in Beastgrave. The Sepulchral Guard can grab three objective tokens easier than most, thanks to the Warden's ability to move two fighters at once. If your plan includes scoring Supremacy, then it should almost certainly include scoring Temporary Victory **(2)** as well. This new surge objective rewards you for holding three objectives after an activation, and although it gives you one less glory point than Supremacy does, you'll find it's worth its weight in amberbone thanks to the glory it can net you mid-round.

Swift Capture **(3)** can be even easier to score, with a bit of forward planning. This surge objective requires you to hold an objective in friendly territory and another in enemy territory. Should you accomplish this, you'll be scoring a glory point mid-round and drawing another objective card, which will help you maximise your score.

The Tactical Supremacy **(4)** cards are solid objective-token-based cards. Returning to Beastgrave in the Beastgrave Gift Pack, these each require you to hold two particular objective tokens. Given that two of your other objective cards want you to hold three objectives, this doesn't seem unreasonable, and you may find that you create the opportunity to score these two objective cards almost by accident while looking for ways to guarantee your Supremacy objective card.

Path to Victory **(5)** fits into this category as well. It's a dual objective card introduced in Beastgrave that gives you two glory points if you hold two objective tokens and your warband took an enemy fighter out of action in the previous phase. You probably won't get through a game without the Champion taking a head or two, so you should find that you can score this objective card almost without trying.

The objective deck is then rounded out with a number of strong cards that will be familiar to many readers. Calculated Risk, which normally has a downside, is an easy card to include when you can bring your fighters back if they are taken out of action. Regrettably, you'll probably find that you score Martyred in every game … although there's an upside here as well, as whichever of your fighters bites the dust will rise again even stronger than before! If you plan for your Champion to get stuck in, it's actually to your advantage for him to be taken out of action once so that he can become Inspired, giving you the chance to score Fired Up into the bargain.

Remember that you don't have to wait for the objective cards to appear in your hand before you move your fighters into position to score them. Doing so will often be the best action you can take at that point, as it means that the hard

1

SUPREMACY

Seize the heart of the mountain, chamber by twisted chamber.

Score this in an end phase if your warband holds three or more objectives.

2

TEMPORARY VICTORY

It will do for now…

Surge: Score this immediately after an activation if your warband holds three or more objectives.

3

SWIFT CAPTURE

'Grrrgh… ggrrreeeegh!' - Duke Crakmarrow (Trans: Sally forth, my brave and noble heroes! Sally forth!)

Surge, Dual: Score this immediately after an activation.
If: Your warband holds one or more objectives in friendly territory
And: Your warband holds one or more objectives in enemy territory.

4

TACTICAL SUPREMACY 1-2

Own the landscape, and you will own victory.

Score this in an end phase if your warband holds objectives 1 and 2.

5

PATH TO VICTORY

Butcher the foe! Seize their lands! Teach them to fear you!

Dual: Score this in an end phase
If: One or more enemy fighters were taken out of action in the previous phase
And: Your warband holds two or more objectives.

CENTRE OF ATTENTION
Sometimes it's good to be right in the middle of things – battle being a notable exception.

Choose a fighter and push all other fighters that are within two hexes of that fighter up to one hex so that they are closer to that fighter in an order you choose. If a fighter cannot be pushed in this way, do not push them.

6

DISTRACTION
A moment's doubt can last a lifetime in Beastgrave.

Choose one enemy fighter and push them 1 hex.

7

IRRESISTIBLE PRIZE
Greed is a predictable emotion, and an easy one to exploit.

Choose an objective token. Push all fighters that are within two hexes of that token up to one hex so that they are standing on or closer to that token in an order you choose. If a fighter cannot be pushed in this way, do not push them.

8

TERRIFYING SCREAMS
The fallen of Shadespire know terror, for they have experienced the slow horror of their bodies rotting and wasting away.

Choose an enemy fighter and push them one hex.

9

MIRROR MOVE
Amidst the halls of the Katophranes, reflection can swiftly become reality.

Reaction: Play this after an opponent pushes a fighter. Choose a different fighter and push them the same number of hexes.

10

work is already done when you do draw those cards. You may even spook your opponent into using their push cards prematurely!

GAMBIT CARDS

The gambits in this deck are mostly about pushing. You want to push an enemy fighter? Centre of Attention **(6)**, Distraction **(7)**, Irresistible Prize **(8)**, and Terrifying Screams **(9)** have you covered. You want to push a friendly fighter? This time it's Centre of Attention, Irresistible Prize, the incredibly versatile Mirror Move **(10)**, and Sidestep **(11)**. You want to push an objective token? Sure, why not – use the new Restless Prize **(12)** gambit from Beastgrave. Unless you end up facing an opponent who is also heavily focused on objective tokens, you'll find that they simply can't match your pushing game. Although you will need to choose the right time to use each of these gambits, your ability to push fighters around, out of charge range, and onto and off objective tokens will be absolutely central to your success. Learning to make the most of these cards will be well worth it.

THE DAZZLING KEY
CURSED KEY

This key was forged to trammel the power of the Gargant's Blade. Though that mighty blade was freed long ago, the key still resonates with its power.

If this fighter is holding objective 4 in the third end phase, gain 2 glory points.

16

STONEFORM
Whispered tales warn that others can become as the Silent People became, returned to stone whence they came...

-1 Move (to a minimum of 0)
This fighter is a **Quarry**. If this fighter is a **Quarry**, this fighter cannot be pushed.

17

AMBERBONE AXE
● 3 **⤢**2 **✶**1   **●** 1 **⤢**2 **✶**2

After this fighter makes this Attack action, discard this card.   If this Attack action takes an enemy fighter out of action, discard this card and gain 1 glory point.

18

CROWN OF AVARICE
Heavy is the head that wears the crown.

Reaction: During an Attack action or gambit that will take this fighter out of action, choose an opponent and take up to one of their unspent glory points.

19

FRIGHTENING SPEED
Like all things, death can come sooner than expected.

+2 Move

RESTRICTED:
HARVESTER, CHAMPION, PRINCE

20

SIDESTEP

Quick footwork can position a warrior for the killing blow.

Choose a friendly fighter and push them one hex.

11

RESTLESS PRIZE

'Down here in the mountain-gut, everything crawls.' – Hrothgorn

Pick one objective token and move it into an adjacent hex up to two times. You cannot move it into a **lethal** hex or a hex that includes a feature token.

12

FRENZIED SEARCH

'Look sharp, lads, grab anyfing that glints before dey get back.' – Rippa Narkbad

Play this only if your warband holds one or more objectives. **Discard** one power card. If you do, **draw** up to three power cards.

13

RESTLESS DEAD

Nagash denies the gift of eternal rest to those who defied his will.

Place a friendly fighter that was taken out of action (other than the Sepulchral Warden) on a starting hex in your territory.

14

THE NECROMANCER COMMANDS

As inexorable as the march of time, death cannot be resisted.

Reaction: Play this after a friendly fighter's Attack action that fails. Make the Attack action again.

2

15

Centre of Attention and Irresistible Prize deserve a special mention here. These cards allow you to push a number of fighters within a small area, and they can be absolute game-changers when used well. I find I am constantly surprised at how versatile these two cards can be, and what a huge impact they can have when used imaginatively.

With so many great cards in the deck, it's worth making sure that you can get your hands on the ones you want. This is where Frenzied Search (13) comes in. It's a great card to include in a deck that wants to hold objective tokens, as if you are holding at least one, Frenzied Search lets you discard one power card to draw three.

The last two gambits in this deck are specific to the Sepulchral Guard. Restless Dead (14) is pretty much essential, allowing you to bring one fighter back almost for free. Similarly, the reliability granted by having The Necromancer Commands (15) in your hand means that when you do have to commit the Champion or the Warden to an attack, you can be more confident about the result.

UPGRADES
Half of your upgrades are the cursed keys (16), meaning you should get a relatively steady stream of these during the game. Each gives you the chance to gain two glory points at the end of the game if the right fighter is standing on the right objective token. Given that you're already planning to hold objective tokens, this should equate to free glory!

Don't be tempted to hold on to these upgrades until the end of the game, though – if you do this, they will clog up your hand, taking up space that could be filled with those vital push cards. Instead, consider equipping any keys you have in the end phase of each round, freeing up space for more cards while minimising your opponent's opportunities to react. Remember that you can always bring a fighter back with the Warden's special ability if the worst comes to the worst (and they will be resurrected with their upgrades, too, which is obviously very handy).

You could even consider equipping a key early on in the game on a fighter that will be difficult for your opponent to reach. Some warbands may struggle to eliminate a Petitioner hidden deep in your territory, and your opponent might overextend themselves in their efforts to reach their target. Watch for this and be sure to seize the opportunities it can create, whether it's because it leaves an objective token unguarded or an enemy fighter vulnerable to a charge.

Stoneform (17) is a Beastgrave card that's great in this deck, though it must be used carefully. A fighter with this upgrade cannot be pushed, so it's ideal for fighters that want to hold objective tokens. However, if a fighter has this upgrade, you won't be able to push them either, so make sure that you're certain of their position before you give it to one of your loyal warriors.

The Amberbone Axe (18), on the other hand, is a great upgrade for a Petitioner that you need to go the distance. It's not just a versatile upgrade, giving them either a respectable Range 1 Attack action or a handy one-use Range 3 Attack action. It also gives you another way to score an extra glory point if your plucky skeleton can down an enemy fighter with it.

Crown of Avarice (19) is a nuisance upgrade that also gives you a way to score extra glory points. You may find that a Petitioner with this upgrade is all but invincible, as your opponent simply won't want to deal with them.

I've finished off the upgrades with a few cards that make grabbing an objective token easier. Frightening Speed (20) is a particularly useful upgrade for getting your fighters to an objective or making a crucial charge with the Champion.

And that's that!

END PHASE
I hope you've enjoyed this look at a Shadespire warband in Warhammer Underworlds: Beastgrave, and that it's inspired you to return to the warbands of yore to see what new tactics and tricks you can find. I look forward to seeing what you all come up with!

TELL US YOUR THOUGHTS
As ever, do write in if you have any suggestions or something that you'd like to read about. You can contact me by email at:

whunderworlds@ gwplc.com

or by sending a letter to Dave Sanders, Books and Box Games, Games Workshop, Willow Road, Nottingham, NG7 2WS.

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

UNLEASH THE PENITENT

The Adeptus Ministorum has many willing supplicants. It also has many unwilling servants such as Arco-flagellants - criminals and blasphemers who have been physically and mentally rebuilt into weaponised killing machines. Penitent 707 is one such unfortunate.

Arco-flagellants are counted among the more sinister servants of the Ecclesiarchy. Sinners, thieves, and blasphemers, their crimes are not deemed severe enough to warrant execution. Instead, they face lobotomisation and painful physical surgery, their mind and body rebuilt and reconsecrated for a new purpose – the persecution of the Emperor's foes. Penitent 707 is one such unfortunate.

This article enables you to add Penitent 707 (a model taken from the new Adepta Sororitas range of models) to your Blackstone Fortress games as a retinue character. But, as is so often the case with retinue characters, recruiting Penitent 707 is no easy task. First you must find the Arco-flagellant, then figure out how to turn it off, because currently its pacifier helm is set to kill. Good luck, adventurers!

'Purge the heretics!' Taddeus the Purifier swung his power maul in a vicious arc, the stylised mace connecting solidly with a Traitor Guardsman's chest. The power field surrounding the weapon's head flared on impact and detonated the man's torso, showering the glossy, black walls with ichor. 'Smite the servants of false gods!' Taddeus brought the maul crashing down on a Beastman's horned head, the creature's skull disintegrating on impact. 'Bring the light of Him on Terra to the darkest—'

A chirruping noise coming from a servo-skull that hovered nearby interrupted Taddeus. The skull's auspex began to transmit as Taddeus paused from his gory work. 'We have a signal,' said the priest over the vox.

Taddeus pulled a handful of activation codes from his pocket. Now, all he had to do was remember which one deactivated the rampaging Arco-flagellant, Penitent 707.

RETINUE CHARACTERS

WHAT ARE RETINUE CHARACTERS?

Retinue characters represent characters who, while not being the central protagonists of the Blackstone Fortress story, still play a part. These individuals may be hired – or otherwise persuaded – to accompany the explorers into the fortress. In the game, they can be fielded in addition to a full party of four on an expedition into the Blackstone Fortress. As they are less inclined to act on their own initiative, they are not controlled by one player but by whichever player is the leader that turn, moving and fighting as directed by that player. Incredibly useful for any party of explorers, retinue characters have their own unique weapons and sometimes unique actions, lending their strength to the group and allowing the explorers to overcome obstacles they would otherwise find impossible.

Retinue characters were introduced in the Blackstone Fortress: Escalation expansion. The first, a combat Servitor designated X-101, was discovered in the fortress itself, and once rescued, gave the explorers a powerful asset – an unquestioningly loyal companion they could bring on their expeditions to fight against the minions of Mallex. This article introduces new retinue characters for you to use, including background that explains how these particular characters came to the fortress, a reference card for each character, and rules for how you can win them to your cause – a necessary step, as most of them will not be waiting around gathering dust like X-101!

Adding More Retinue Characters

Precipice is populated by a diverse collection of individuals. Representatives of many different facets of Imperial life have found their way to the station, along with members of dozens of different alien races. This has allowed us to pick some great Warhammer 40,000 miniatures and present them as retinue characters so that you can use more models in your games of Blackstone Fortress.

Of course, these followers won't just cheerfully join your crusades into one of the most mysterious and dangerous locations in the known galaxy for no reason! To recruit these fighters to your cause, you must first succeed in a unique quest. Completing this quest not only allows you to pick these characters for future expeditions, but also tells the story of why they are on the Blackstone Fortress and how your explorers came across them.

Retinue Character Rules

To use these retinue characters, follow the rules below.

When starting a new expedition, one retinue character can be chosen to accompany the explorers. Some retinue characters have conditions which must be met to recruit them; the explorers must achieve these before that character can be picked to accompany the explorers. A retinue character is treated as an explorer in all regards with the following exceptions:

- A retinue character does not have an initiative card and is always controlled by whoever is the current leader. Retinue characters are activated immediately after the leader's own explorer.

- A retinue character can never use destiny dice.

- Retinue characters do not use activation dice. Instead, their character card will tell you how many actions (and what actions) that character can take each time it is activated. A stunned retinue character takes one fewer action in a turn in which it stands back up. Retinue characters suffer wounds and grievous wounds and are taken out of action in the same manner as explorers.

- A retinue character can never have discovery or resource cards. If a rule or ability would cause a retinue character to receive a discovery card, the leader receives that discovery card instead.

- Retinue characters can never receive any cards that are given as rewards. If a reward would be given to a retinue character (because, for example, they slew a specific enemy or achieved a certain goal), that reward is instead given to the leader.

SIDEQUEST

An expedition to recruit a retinue character can be undertaken as a one-off expedition before, after, or even during another quest. If you begin this expedition whilst on another quest (such as the quest for the hidden vault or the quest for the Black Shrines), do not treat this expedition as part of the quest you are currently undertaking – that quest is placed on hold, using the following rules:

- During this expedition, discovery cards cannot be drawn for any reason.

- There is no Legacy or Trading step when the explorers return to Precipice.

- No cards, counters, or tokens are drawn, placed, or added to the databank to affect the amount of time the explorers have to finish the quest that is currently on hold. Menace counters and legacy cards are good examples of this. Those cards, counters, and tokens that have already been drawn, placed, or added to the databank are, however, still in use – the forces of Chaos are relentless, after all. This means, for example, that the cumulative penalties from the menace tracker will still affect this expedition during combats.

- Cards and equipment that would go in an explorer's stasis chamber at the end of a session's play remain in use and affect explorers as normal.

- Once the explorers have completed this expedition, these rules cease to apply and the explorers can continue once again with their quest.

Running Out of Time: The Search action, and equivalent actions that discard discovery markers (such as Daedalosus' Omniscan ability), cannot be used in a quest to recruit retinue characters.

PENITENT 707

The Imperial citizen now known as Penitent 707 committed an unforgivable sin on the shrine world of Zanzastus IV – he was heard blaspheming against the Emperor in response to a reduction in his manufactorum's nutri-rations. He was taken in by the Adeptus Ministorum's deacons and judged by the planet's Cardinal. His crime was deemed not sufficient to warrant an immediate and summary execution – instead he was subjected to the punishment of arco-flagellation.

According to the tenets of the Ecclesiarchy, this sanction grants the sinner a chance at redemption – they are torn apart physically and mentally, and rebuilt into a single-minded killing machine, one which activates only upon the order of its Ecclesiarchal master. At this point, the blasphemer was given the weapon-name Penitent 707 and passed into the ranks of Zanzastus IV's Arco-flagellants.

The missionary vessel *Clarion* visited Zanzastus IV as its master, Taddeus the Purifier, wished to claim the succour offered by the shrine world and replenish his mission's supplies. While there, he took aboard several of Zanzastus IV's Arco-flagellants, rightly recognising that their fervour would be vital to his future endeavours. The Purifier's journey to the Blackstone Fortress began soon afterwards and was an arduous pilgrimage. By the time *Clarion* arrived at Precipice, only a single Arco-flagellant remained in his care – Penitent 707.

During one of Taddeus' first journeys into the fortress, Penitent 707 was lost. The Arco-flagellent's pacifier helm deactivated at the Purifier's command, just as anticipated, and the weaponised sinner launched into a killing frenzy. When Taddeus spoke the converse trigger word to reactivate the pacifier helm, however, something failed – Penitent 707 rampaged onwards into the darkness, all thought extinguished by the desire to slay the enemies of the Emperor. Taddeus was forced to abandon his charge and return to Precipice soon after, assuming Penitent 707 would fall to one of the fortress' many threats.
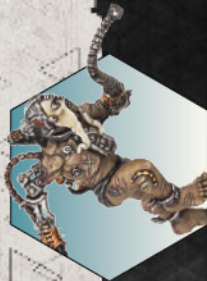
When rumours reached Precipice of a howling berserker with flails in place of its limbs stalking the fortress' depths, the explorers realised what this weapon was, and that it might still be turned to the service of their cause. The carnage such a creation could inflict would serve them well, but to direct Penitent 707's rampage they would need to discover the pacifier helm's true code word. Until they did so, the Arco-flagellant would not distinguish them from the multitudinous enemies in the fortress, so they would have to search quickly if they were to avoid the sinner's wrath.

SETTING UP AN EXPEDITION TO RECRUIT PENITENT 707

Set up the expedition as described in the *Blackstone Fortress: Rules* booklet, but with the following changes:

During Step 12, the leader reads aloud the following text instead: **'As you alight from the maglev chamber, the sound of rending flesh and crackling electro-flails confirms you have found your target. You push forward, hoping to find the code word before Penitent 707 becomes aware of your presence.'**

PENITENT 707
RETINUE CHARACTER (INSPIRED)

"Kill! Kill! Kill!"

Move: 2 Defence: ☐ Agility: ☐ Vitality: △

WEAPON ACTIONS

Weapon	1	Range 2-3	4+
Arco-Flails	△△	N/A	N/A

SPECIAL RULES

A Living Weapon: Do not roll activation dice for Penitent 707. Instead, it can take up to four of the following actions in any order or combination: Move, Arco-flails. If it is not adjacent to a hostile, it must make a Move action. When it makes a Move action, it must always move closer to the nearest hostile. If it is adjacent to a hostile, it will not make a Move action. In addition, Penitent 707 can never gain inspiration points.

Berserk Killing Machine: Do not make defence rolls for Penitent 707. Penitent 707 does not receive the benefit of cover.

Combat Stimms: Re-roll failed attack rolls for Penitent 707.

Pacifier Helm: If there are no hostiles on the battlefield after an action, turn Penitent 707's retinue character card back over to its secret agenda side. If this happens during Penitent 707's activation, end its activation.

PENITENT 707
RETINUE CHARACTER

"I... obey..."

Move: 2 Defence: ☐ Agility: ☐ Vitality: △

WEAPON ACTIONS

Weapon	1	Range 2-3	4+
None	N/A	N/A	N/A

SPECIAL RULES

A Living Weapon: Do not roll activation dice for Penitent 707. Instead, it can take up to three Move or Recuperate actions in any order or combination. In addition, Penitent 707 can never gain inspiration points.

SECRET AGENDA

The leader can choose to inspire Penitent 707 after spending an activation dice for any action if there are any hostiles visible to their explorer on the battlefield.

EXPEDITION

THE SALVATION OF PENITENT 707

The Arco-flagellant Penitent 707 rampages through the fortress' tesselating corridors, slaying all those it encounters in a killing frenzy. The weaponised sinner's unrelenting fervour would be a powerful asset if it could be directed, and so the explorers have resolved to track it down, discover the code word for its pacifier helm, and take control of it.

ACCESS ROUTE

This expedition is one combat, set up as shown here. Place Penitent 707's miniature in the hex marked 707.

HOSTILE GROUPS

1	7 Traitor Guardsmen (TG) 1 Chaos Space Marine (SM)
2	7 Traitor Guardsmen (TG) 1 Chaos Space Marine (SM)
3	4 Chaos Beastmen (CB)
4	7 Cultists (C) 1 Cultist Firebrand (FB)

EXPEDITION RULES

Too Risky: You cannot pick a retinue character to accompany the explorers for this expedition.

A Weapon Unsheathed: Penitent 707 starts this expedition inspired. Penitent 707 activates after the leader each turn, after any attempts to decipher its pacifier helm code. Follow the rules on Penitent 707's character card to see what actions it takes when it activates. Whilst there are no hostiles on the battlefield, Penitent 707 treats explorers as hostiles when it takes any action.

Pacifier Helm Code: To discover the pacifier helm code, after an explorer has activated and there are no discovery markers on the battlefield, that explorer can attempt to decipher the code. Take the four discovery markers and shuffle them face down before placing them in a row with the number side face down. The explorer who just took their activation can take one guess as to what value each discovery marker is by placing one activation dice in front of each discovery marker, with the dice showing the value they believe the discovery marker to be, which will be between 1 and 4. Each dice must also show a different value. Then reveal the discovery markers, and remove the discovery markers with the correctly guessed values and place them in the game box. An explorer can repeat this process for any remaining discovery markers using the same process after they have taken an activation.

Once all the discovery markers are in the game box, immediately flip Penitent 707's character card to its secret agenda side.

SIDEQUEST TABLE

ROLL	EVENT
1	**Holy Rampage:** Penitent 707 makes one Move action and one Arco-flails action.
2-3	**Unfulfilled Destiny:** Do not make a destiny roll at the start of the next turn.
4-6	**Not Dead Yet:** The leader must pick one hostile that was slain during the combat and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	**Changing Conditions:** Draw an encounter card. If the card has a twist, it applies for the rest of the combat. If not, there is no effect.
11-14	**Unstoppable Destroyer:** Remove one wound or grievous wound marker from Penitent 707's character sheet.
15-17	**Inspiration:** The leader picks an explorer. That explorer receives 1 inspiration point.
18-19	**Heroic Effort:** The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	**Lucky Find:** The leader picks an explorer. That explorer draws a discovery card.

VICTORY

If all explorers (except Penitent 707) are out of action, if Penitent 707 is out of action, or if Penitent 707's character card has its secret agenda side face up before the beginning of the event phase, the combat ends at the start of the following event phase. If, when the combat ends, Penitent 707 is out of action, or if all the explorers (except Penitent 707) are out of action, this expedition is failed and must be attempted again. If any explorers are not out of action and the Penitent 707's character card is flipped to its secret agenda side, the expedition is conquered and Penitent 707 can be picked as a retinue character in future expeditions.

WARHAMMER 40,000

STRIKE FORCE ASTARTES

We love featuring beautifully painted armies in White Dwarf, and this impressive force painted by Thomas Blackburn is no exception. Over the next few pages, we chat to Thomas about his Blood Angels, Ultramarines, Deathwatch, and Adeptus Custodes.

THOMAS BLACKBURN

Thomas has been a hobbyist since he was eleven, though like many hobbyists he took a bit of a break due to real life (whatever that is …). When he's not entertaining himself making miniatures, he can be found making swords. Yes, in his spare time, he's a blacksmith!

Below: Thomas has converted his own version of Uriel Ventris, along with two Lieutenants and an Ancient. 'I'm hoping Graham will write a new book in which Ventris becomes a Primaris Marine,' says Thomas.

Most of us have painted a Space Marine at some point in our hobby lifetime, though few of us can say we've painted as many as Thomas Blackburn. But his army isn't just about quantity, it's about quality and variety, too. His Adeptus Astartes force includes Ultramarines, Blood Angels, Deathwatch, and even golden-armoured Adeptus Custodes – the guardians of the Emperor himself. We asked Thomas all about his impressive collection.

Thomas: I've collected many armies over the years, but, like many people, I fell out of the hobby for a while due to real life taking over. I only got back into the hobby again two years ago after an eleven-year absence.

What got me collecting again was Graham McNeill's Ultramarines novels. I loved the tales of Captain Uriel Ventris and the warriors of the 4th Company, and knew I wanted to collect an army of them. My ultimate goal is to paint the whole company, with a roughly fifty-fifty split of original Space Marines and Primaris Marines. I'm a little over halfway through right now, and I've even converted models of Ventris and his loyal companion Pasanius. I love painting vehicles, too, so all my Tactical Squads have accompanying Rhinos, and I've got a lot of armoured support in the form of Predators and Dreadnoughts.

PAINTING ULTRAMARINES

'I paint my Ultramarines using Macragge Blue spray as a basecoat, followed by a recess wash of Drakenhof Nightshade,' says Thomas. 'The highlights are Calgar Blue and Fenrisian Grey. I then use watered-down Scrag Brown for the weathering and thin lines of Rhinox Hide for the battle damage.'

'My vehicles have an unusual colour scheme in that they are half-blue, half-gårey,' says Thomas. 'I was inspired by a colour scheme featured in a previous codex. My Predators are converted from Baal Predators because they are more armoured.

Having worked on Ultramarines for a while, I then set my sights on the Blood Angels Chapter. They were one of my first armies back in the day, and I thought it would be great to make a return to them. I'd also just read D*evastation of* B*aal*, which really inspired me to return to my roots, but with a whole new collection of miniatures. My Blood Angels force is made up entirely of Primaris Marines, and, like my Ultramarines, most of my squads are mounted in transport vehicles. I actually painted the army ready for a tournament, which amazingly I managed to win! Not a bad result for their first battlefield outing!

One thing I realised while working on the Blood Angels is that Primaris Marines are more about function over form, and they're far less extravagant than Blood Angels in older marks of armour. While I like the functional look, I wanted to include nods to the impressive heraldry of the Chapter, which is why I went to town on all the squad, company, and campaign markings on my units. The same applies to the vehicles, to which I added a few black panels (a nod to the Blood Angels colour schemes back in the nineties) plus black-and-yellow hazard stripes around the weapon housings. They help break up all the red panels and add that extra level of detail. Besides, weapons are dangerous. They need safety warnings around them!

Below: The main fighting force of Thomas' Blood Angels includes four Intercessor Squads led by four characters: an Apothecary, Chaplain, Captain, and Lieutenant, all with squad, company, and honour markings.

Painting the Blood Angels was relatively simple. I used Mephiston Red as a basecoat, followed by a recess wash of Agrax Earthshade. I then tidied up the red with Mephiston Red again, followed by highlights of Evil Sunz Scarlet and Fire Dragon Bright. The scratches and paint ships are achieved with Rhinox Hide.

CAPTAIN ANTARGO
Thomas converted the Captain of the 3rd Company using the Primaris Captain model, with a power axe from the Sanguinary Guard kit and a bionic arm from the Hellblasters set.

The Devastator (blue helmets) and Assault (yellow helmets) aspects of Thomas's force. Note the hazard stripes on the bases that match those on his tanks.

Thomas's Adeptus Custodes and Deathwatch forces arrayed for war. Like his Ultramarines and Blood Angels, the Deathwatch are mounted, with more than enough vehicles to carry them all into battle.

Thomas's Custodian Guard are led by a converted model of Tribune Ixion Hale. They are backed up by the formidable might of a Contemptor-Galatus Dreadnought.

PAINTING THE ADEPTUS CUSTODES AND DEATHWATCH

'The Adeptus Custodes were an exercise in drybrushing,' says Thomas. 'I started with Retributor Armour spray, followed by a wash of Reikland Fleshshade. I then drybrushed them with Retributor Armour, Auric Armour Gold, Liberator Gold, and Stormhost Silver. The Deathwatch are painted the same way I paint the black on all my other models: Abaddon Black as a basecoat, followed by progressively thinner edge highlights of Dark Reaper, Thunderhawk Blue, and Fenrisian Grey.'

The latest additions to my Adeptus Astartes strike force are the Adeptus Custodes and Deathwatch. I originally picked up the Custodes to play the Horus Heresy, but now I use them for both games. The Deathwatch in particular appeal to the way I imagine the Space Marines going to war – they get in, get the job done, and get out just as quickly. To help unify my four armies, all my models are based in the same way. I use Sector Imperialis bases for the most part, with pieces of cork sheeting chopped up for the rocks and rubble, plus sand, bits of ruined building, and metal pipes made out of chopped-up cotton buds.

When it comes to gaming, I use all my armies pretty regularly, but it's the Ultramarines that I'm playing with currently. My gaming club – Cease and D6, based in Macclesfield – have a campaign running called the Death of Alma-Feld, which has around twenty-five people taking part in it. It involves the last-ditch defence of an Imperial world against the forces of Chaos, and we're all contributing to the developing narrative. In fact, campaign points are awarded for writing new background, not just for painting and playing games. It makes the campaign really immersive and very rewarding to play in. I think we (the Imperials) are winning at the moment. I think …

RETURN TO ZONE MORTALIS

Since its release, Necromunda has focused on two types of battlefield - Mortalis and Sector Mechanicus - representing the confined tunnels and sprawling manufactorums of a hive, respectively. Here, we provide some new rules for fighting in the Zone Mortalis.


T he underhives of Necromunda's hive cities are dangerous places at the best of times. Thousands of square kilometres in size, they are claustrophobic warrens made up of ancient tunnels and corridors, forgotten hab zones, manufactorums, and toxic rad-sumps. Even those who live in these treacherous landscapes do not know all the perils that lurk in the darkness, be they mutants, degenerate creatures, hostile gangers, sentient fungi, or even just a yawning chasm that disappears into nothingness.

Every cycle, skirmishes are fought between rival gangs throughout these territories. For some, gang warfare is simply a case of survival. For others, it's about conquest or power. Many fight for the pure enjoyment of it, others because of some misguided faith. Whatever the reason, the underhive is not, and will never be, a safe place.

DARK UPRISING
The best way to get your hands on the new Necromunda terrain is the Dark Uprising boxed set, which includes not only a bucketload of terrain, but also a game rulebook and two gangs: the Corpse Grinders and the Palanite Enforcers.
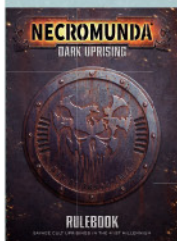
NEW RULES PLEASE!
With the release of Necromunda: Dark Uprising, Necromunda players have a whole new range of plastic terrain with which they can construct their battlefields. Inspired by previous Zone Mortalis terrain, they combine the look and feel of 2D battlefields with the enhanced tactical opportunities offered by a 3D battlefield.

Many Necromunda scenarios are tailored around a specific kind of battlefield, be that Zone Mortalis or Sector Mechanicus, both of which can be easily represented using the new plastic Zone Mortalis terrain. However, players may wish to better differentiate a '2D' environment for Zone Mortalis scenarios from a '3D' environment for Sector Mechanicus games. To help players with this, we've come up with a number of optional rules that players can use in their battles. Good luck in the underhive!

2D ZONE MORTALIS

Scenarios listed as Zone Mortalis scenarios can be played using the following rules in conjunction with the plastic Zone Mortalis terrain. After battlefield set-up, but before deployment of gangs, players should decide between themselves if wall sections can be climbed over (counting the tops of the walls and columns as platforms), or if the tabletop represents a region of flat tunnels covered by an imaginary roof.

Underhive Sectors: *To aid navigation through the labyrinthine hive sprawl, each tunnel is given an alpha-numerical value upon construction to ensure each section is codified and recorded. However, most have colourful nicknames granted to them by gangs who operate in the surrounding areas, such as 'Rad Run', 'Corpse Corridor', and 'Hangman's Highway'.*

When a scenario requires setting up a tile during battlefield set-up, this refers to a 1'x1' Zone Mortalis Floor tile. The player that sets up a tile can also set up any appropriate terrain upon it.

Necromunda is riddled with tunnels and claustrophobic chambers, within which gangs engage in brutal close-quarters combat. When playing a '2D' Zone Mortalis game, walls follow the same rules presented on page 52 of the *Necromunda: Rulebook*.

If the terrain is not flat, but rather arranged three-dimensionally in levels with platforms, walkways, etc., then it functions as a 3D warzone, with lines of sight determined as per the terrain sections themselves.

EXPANDED ZONE MORTALIS TERRAIN RULES

Hive cities are complex and often deadly ecosystems unto themselves, and the narrow passageways and extensive networks of platforms are some of many hazardous environments gangs might fight over. Games of Necromunda can be played on almost any kind of terrain, and the core rules cover interacting with most standard types. However, if players choose, they can add the additional rules presented here to allow fighters to interact with the Zone Mortalis terrain to a greater degree. These rules can be used in conjunction with any other terrain special rules, such as those presented in *Necromunda: Book of Peril*. After the battlefield has been set up, players should decide between themselves which pieces of terrain, if any, follow which special rules.

Lift: *Traversing a hive is far from simple, requiring a person to move between multiple levels, sometimes seemingly travelling in the wrong direction, just to reach a destination quite nearby. Lifts of varying sizes are a common sight,* *offering a rapid means of transport for both people and cargo.*

If a fighter moves onto a lift as part of a Move (Simple) action, they can declare they are moving the lift. When they do so, the lift is counted as having moved vertically, up or down, up to 4". The fighter can then use any remaining movement as part of their Move (Simple) action to move as normal. A Standing and Active fighter that starts their activation on a lift can move the lift before declaring any actions. A lift can only be moved once per round. Any model standing on the lift moves with it.

If, when moving the lift, a fighter other than any moving with the lift finds themselves occupying the same space as the lift, they must make an Initiative check. If the check is passed, the fighter moves up to 2" in a direction of their choice. They cannot end this movement within 1" of an enemy fighter. If the fighter cannot move out of the way of the lift with this move, or the Initiative test is failed, the fighter suffers a wound inflicted by an attack with a Damage 3 characteristic, with no saves allowed. So long as the fighter is not taken Out of Action, they are moved as short a distance as possible so that they are no longer obstructing the lift. The fighter cannot move within 1" of an enemy fighter unless there is no alternative.

Going up? Iokmor takes full advantage of a nearby elevator platform to gain access to a higher level. The Enforcers can't get away that easily!

Doors: *In the depths of Necromunda, countless doors guard the passages between one sector and the next. In the underhive, opening a door is a perilous affair, for one can never be sure if they will find treasure or terror on the other side.*

Doors follow the rules presented on page 52 of the *Necromunda: Rulebook*. A fighter may open a closed door or close an open door by performing an Operate Door (Simple) action during their activation. If a fighter is within an open doorway when the door is closed, they must make an Initiative check. If the check is passed, the fighter moves up to 2" in a direction of their choice. They cannot end this movement within 1" of an enemy fighter. If the fighter cannot move out of the doorway with this move, or the Initiative test is failed, the fighter suffers a Wound inflicted by an attack with a Damage 3 characteristic, with no saves allowed.

So long as the fighter is not taken Out of Action, the fighter is moved as short a distance as possible so that they are no longer obstructing the door; randomise which side of the door they move to if they are directly between the two sides. The fighter cannot move within 1" of an enemy fighter unless there is no alternative.

'No, sir, no blood cults here, sir.' Kraagor tries to close the door on the Enforcers, but they will find a way in eventually, By force, if necessary.

'Oh, alright, there is a cult! We lied.' The Corpse Grinders finally open the door to their lair to find they're surrounded. Should have had a quiet night in …

Stairs: *Lifts and ladders are not the only means of moving between levels, with many connected by twisting staircases stained with centuries of decay.*

When climbing stairs between the levels of a structure, there are no modifiers to a fighter's movement. A fighter may end their action or activation on stairs as if they were a flat surface.

If a fighter goes from Standing to Prone while on stairs, they are at risk of falling down them. Should this happen, the fighter must make an Initiative check. If the check is passed, nothing happens. If the check is failed, or if a natural 1 is rolled, the fighter immediately falls down the stairs. Place the fighter at the bottom of the stairs (or a mid-staircase landing if one is present). If a fighter falls 3" or more down the staircase, they take a hit (S3, AP-, Damage 1). A falling fighter is immediately Prone and Pinned and their activation ends.

Control Panels: *Control panels are common in a hive, controlling everything from cargo lifts to slag furnaces.*

Control panels exist on some pieces of Zone Mortalis terrain, or might be freestanding pieces of scenery placed next to a piece of terrain or door. If players wish, certain control panels may operate a piece of terrain anywhere on the board, rather than adjacent to the panel.

Players should agree beforehand what constitutes a control panel, and a control panel should be clearly identifiable. A fighter within 1" of a control panel can make an Access Terminal (Basic) action. Make an Intelligence check with a -2 modifier for the fighter. If successful, they can immediately activate one of the terrain piece's effects, such as a lift. Alternatively, the fighter can shut down the terrain's mechanism until the following round's End phase, or if already shut down, reactivate it. While a piece of terrain is shut down, it has no additional rules associated with it – i.e. lifts cannot be moved, etc.

Ductways: *All manner of tunnels, crawlspaces, and other hidden passageways that a slippery ganger can squeeze through riddle the walls of the underhive.*

Certain sections of wall can be constructed with a ductway entry, and certain special rules or Gang Tactics cards can create new ductways during a game. Ductways can be up to 2" in length and can be placed across any 2"-wide wall or any other terrain features that would otherwise be impassable. Their presence allows fighters to crawl through a narrow duct and traverse the terrain feature by using the Crawl Through Ductway (Double) action.

'Finally, some stairs! These are far more convenient than rusty ladders!' Jurgoth races down the staircase, but soon regrets his exuberance.

'Do you know how to work this thing?' Margak refuses to put down his cleavers to use the control panel, leaving Xorq to figure it out. He'd better be quick!

Floor Hatch: *Hatches in the underhive might open up into a network of passageways that offer ideal flanking routes for those intelligent enough to navigate them. They might equally open up into an endless maze filled with toxic chems and mutant rats …*

A fighter can use a floor hatch to traverse the battlefield. If a fighter ends a Move (Simple) within 1" of a hatch, they can be removed from the battlefield. In the End phase of the following round, make an Intelligence check for the fighter. If they are successful, their controlling player must place them standing within 1" of any other hatch anywhere on the battlefield, provided that they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle. If they fail, then the controlling player's opponent may place the fighter within 1" of any hatch on the battlefield or choose to leave them off the battlefield – in this case, the fighter must make an Intelligence check in the next End phase, and if successful, can be placed as explained above.

Toxic Sludge: *In the underhive, much toxic and corrosive waste drips down from the manufactorum levels above, pooling in forgotten passageways and busy thoroughfares alike.*

Some Zone Mortalis tiles may feature pools of toxic sludge. While a fighter is standing at least partially in a pool of toxic sludge, their Toughness characteristic is reduced by 1. In addition, at the start of the End phase, roll a D6 for each Prone fighter that is at least partially within a pool of toxic sludge. On a roll of 1, they go Out of Action.

Pitfalls: *Many stretches of the underhive are poorly maintained, and even the most stable-seeming of floor sections can collapse, revealing bottomless pits below.*

Certain tiles can feature holes in the surface, called pitfalls, that lead to long, potentially deadly drops. Fighters cannot voluntarily move into a pitfall. If a fighter is moved into a pitfall involuntarily (for example, by a weapon with the Knockback trait), or becomes Prone while within 1" of a pitfall (but not if they voluntarily go Prone, i.e.: if the controlling player chooses to place the fighter Prone for any reason), make an Initiative check for them. If the check is failed, the fighter will fall and immediately goes Out of Action. If the check is passed, they stop at the edge of the hole and, if they are standing, they become Pinned.

Should a pitfall ever open up onto a platform or structure that is above ground level, any fighter that falls into it does not immediately go Out of Action. Instead, if the fighter is able to fall directly down to a lower level, the fighter will do so as described in the *Necromunda: Rulebook*.

Stills: *The underhive is rife with stills that are a vital component in the transportation of toxic substances to the lowest reaches of the Hive.*

A fighter can purposefully attack a still with either a Ranged or a Melee weapon, counting the terrain as if it were an enemy fighter and choosing a point on the terrain as their target. In addition, a still might be hit with stray shots. If a still is hit, do not make any saves or rolls to wound. Instead the following occurs:

If a still is hit by a Ranged or Melee weapon attack, roll a D6 and add the Strength of the weapon. If the result is an 8 or higher, it explodes as if it were a gas grenade. Once this happens, a still has no further effect for the remainder of the game.

Protein Reclamator: *The mechanisms by which the Corpse Grinders reclaim and process the meat that will become corpse starch are gruesome in the extreme …*

The protein reclamator follows the rules for pitfalls (as described previously); however, if a fighter falls into it, they are not taken Out of Action. Instead, they become Prone and Pinned within the protein reclamator, and their activation ends immediately.

Next time the fighter is activated, they must perform two Move (Simple) actions to climb out of the protein reclamator. At the end of this activation, they become Prone and Pinned at the outside edge of the protein reclamator.

Additionally, any Standing and Active fighter within 1" of a control panel attached to the protein reclamator (and not within the protein reclamator) can perform the following action:

Cycle Protein Reclamator (Basic): Make an Intelligence check for the fighter. If this check is passed, the protein reclamator briefly surges into life, and any fighters in the protein reclamator are taken Out of Action. In a campaign battle, no Lasting Injury roll is made; this automatically counts as a 61-65 (Critical Injury).

Meat for the meat lord! Everyone on Necromunda knows what's in corpse starch, but perhaps they don't know how it's made. Well, it's kind of like this …
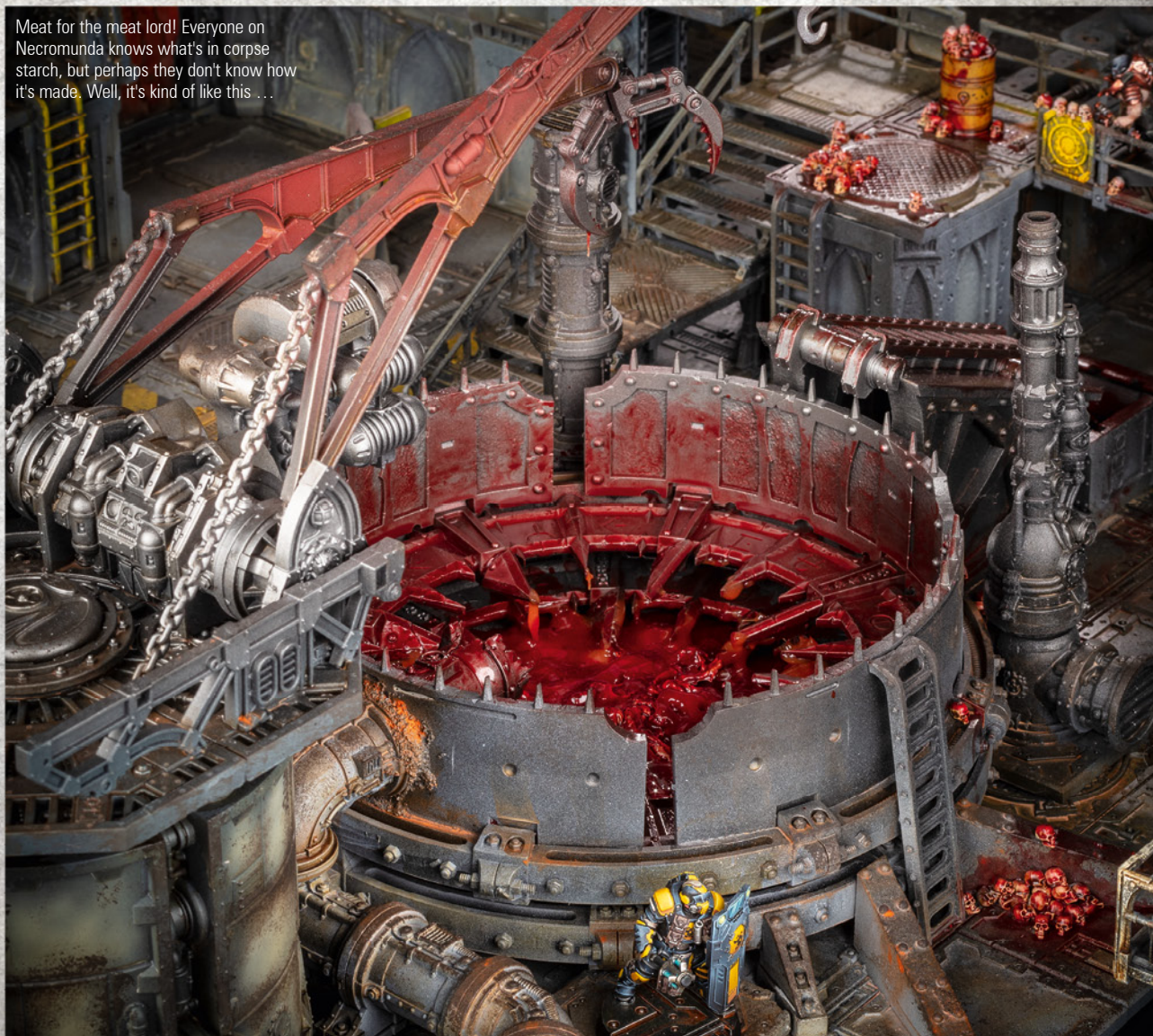
IT'S MADE OF PEOPLE!

Corpse starch is one of the main food groups on Necromunda, and it is a crucial source of protein for the planet's inhabitants. In this article, Mark Bedford shows us how he made a protein reclamator - one of the machines used to make this culinary delight.

P
rotein reclamators are used by the Corpse Grinders to make corpse starch – a foodstuff that is eaten, almost certainly reluctantly, by the people of Necromunda. Like all things on this industrial world, the process of protein reclamation is simple and fairly brutal, normally involving a huge meat mulcher that grinds up the bodies of the deceased to be made ready for processing. Here, Forge World designer Mark Bedford shares how he went about making one.

'Protein reclamators are basically massive people blenders,' says Mark. 'Mine is mostly built out of two Noctilith Crowns and a Ferratonic Furnace, with additional parts from the new Zone Mortalis kits, some Thermic Plasma Conduits, and a crane from the Galvanic Servohaulers set.

'To make the reclamator, I took the two portals from the Noctilith Crowns, cut off the spikes from the outside, and laid them down flat. These formed the base of the machine. I then used the plates that normally hold the portals upright as the walls around the outside of the machine, creating something akin to a silo or churn. All the body parts inside the reclamator come from the Corpse Cart kit and the Cadaverous Barricade from the Flesh-eater Courts Endless Spells set.

'With the machine itself complete, I set about building the machinery around it. I wanted to create an observation deck, which is made from the new Zone Mortalis kit and strewn with barrels full of harvested skulls. The conveyor up to the reclamator is made from a lift mechanism sitting on the upside-down support struts of the Noctilith Crown.

'On the other side of the machine is the 'out' pipe, which siphons off the ground body bits. This is made from a set of Thermic Plasma Conduits, while the tower looming over them is a Ferratonic Furnace from the Sector Mechanicus range. I also added a couple of crane arms taken from the Galvanic Servohaulers and mounted them on either side of the control panel from the Plasma Conduits set, with vent hatches and other spare bits from the Servohauler to bulk it out. Lastly, I mounted the whole protein reclamator on two of the new plastic Zone Mortalis board tiles for stability.'
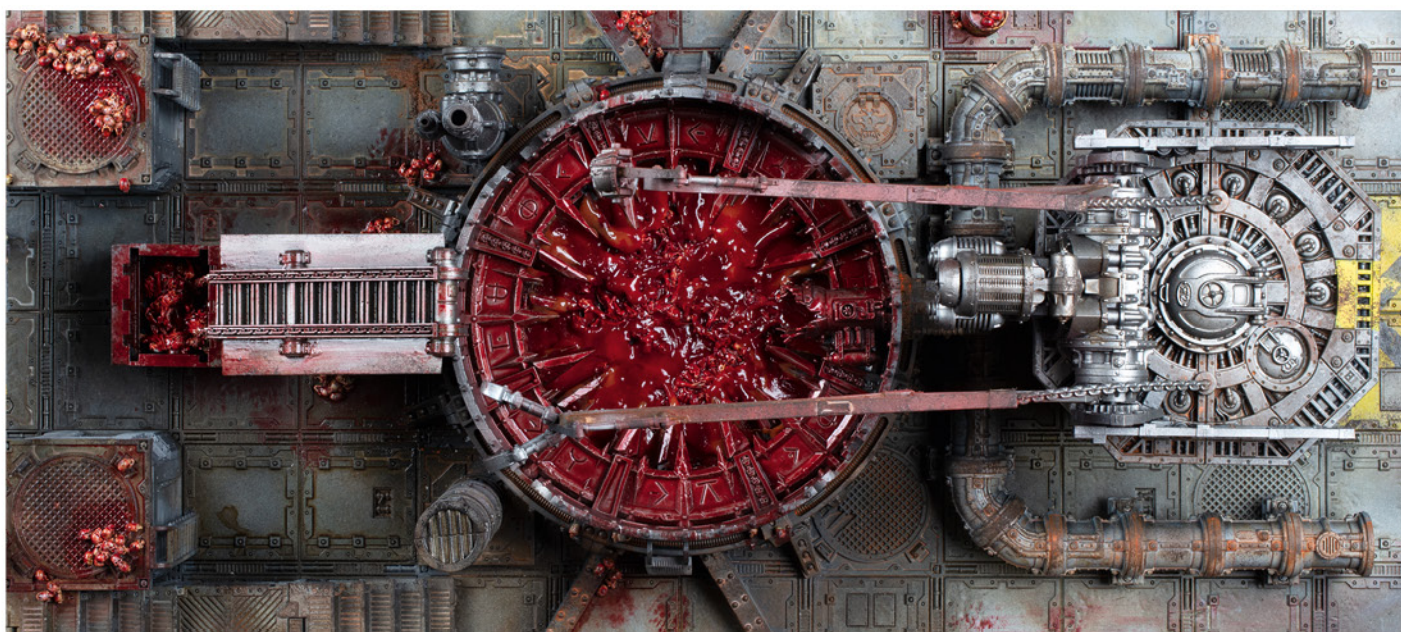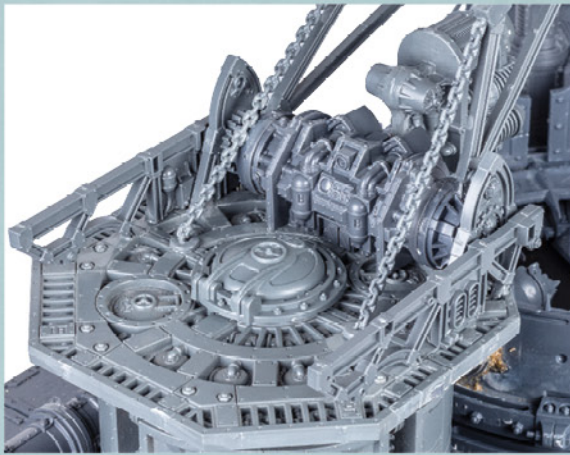
PAINTING THE PROTEIN RECLAMATOR

'Painting the protein reclamator was a relatively simple process,' says Mark. 'I undercoated the main body of the machine with Chaos Black, then sprayed it with Leadbelcher and Mechanicus Standard Grey to give it a battered-metal look. Next, I used a small sponge to apply patches of Typhus Corrosion – an ideal paint for creating a rusty texture on metal. I used the same colours for the Zone Mortalis floor tiles, but with the addition of yellow hazard stripes. To create the stripes, I masked off the area where I wanted the stripes and sponged on Flash Gitz Yellow to give the impression that most of the yellow paint had been scuffed off over the years.

'The pipes and Ferratonic Furnace were all undercoated with Corax White spray, followed by a stippling of Typhus Corrosion to create all the paint chips. I then washed all the pipes with a mix of Ryza Rust and Lahmian Medium to make them look rusty, followed by a second wash of Seraphim Sepia to give them a really greasy, oily feel. To help the washes flow into the recesses of the scenery, I keep a water sprayer (like the ones you use for plants) nearby, and I lightly spray the scenery as I'm painting it. This helps the wash run into the recesses and eliminates harsh colour changes where a wash might naturally pool.

'The skulls were all painted with Ushabti Bone, followed by a coat of Skeleton Horde. They were then given a coat of Blood For The Blood God to make them look freshly flensed. The blood in the protein reclamator was first basecoated with Wraithbone spray, then painted with several layers of Blood Angels Red to make it look really gory and streaky. I then used Blood For The Blood God to make it look glossy and fresh. I used quite a lot of that paint on this scenery!'
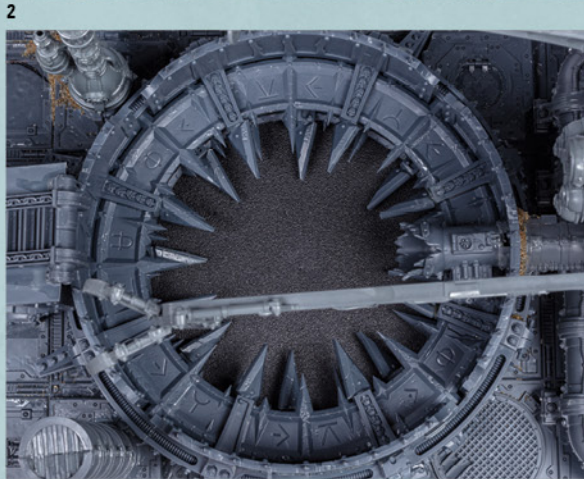
PRE-BLOODING

Before Mark painted the protein reclamator, we asked him if we could get a few pictures of it.

The crane assembly **(1)** is constructed out of a Ferratonic Furnace with the crane arms from a Galvanic Servohauler mounted on the control point of a Thermic Plasma Conduit.

The chain-driven pulley system is made from one of the new lifts **(2)**.

Mark used sand to fill in the join between the plasma conduits and the edge of the Noctilith Crown **(3)**. He then painted the sand as corrosion.

The inside of the pit **(4)** is actually a 160mm round base, which fits inside perfectly. Mark used it to provide stability for the construction.
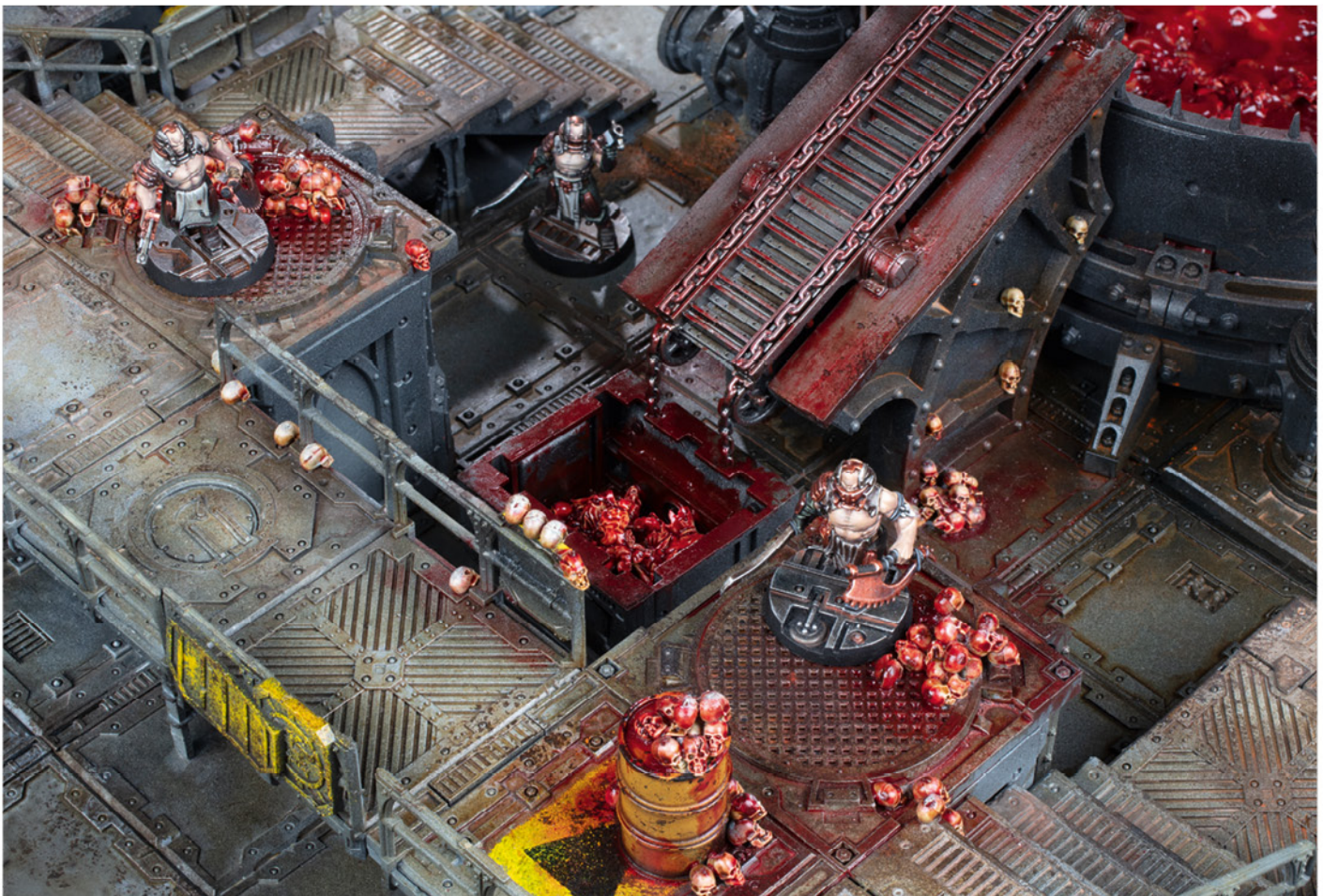
THE WHITE WIZARD

This month, Games Workshop's Middle-earth studio manager, Rob Alderman, presents a tactica on one of the most notable characters from The Lord of the Rings™. He is the former head of the Istari, and now a puppet of the Dark Lord – Saruman the White.

ROB ALDERMAN
An avid collector of the Middle-earth Strategy Battle Game since a young age, Rob now manages the Middle-earth team. Rob has always had more of an affinity with the Evil-doers in Middle-earth, and his desk is constantly littered with Orcs, Goblins and Spiders.

Cast your mind back to 2001. Games Workshop has announced The Lord of the Rings™: Strategy Battle Game, and the world anticipates Peter Jackson's fantastic movie series with bated breath. A young Rob Alderman is reading The Hobbit™ at school and jabbering on to any who would listen about the new game that is coming. That younger version of myself saw adverts for a Saruman miniature that was due to launch soon, listed as Evil. Surely this must be a mistake, I thought. But little did that young man know that this seemingly honourable Wizard would betray his order and pledge himself to the side of Evil.

In short, my first experiences of Middle-earth were from what little I had heard from friends, the Strategy Battle Game, and the movies. The Fellowship of the Ring™ was absolutely formative in myself, and a large part of that was the duplicity of Saruman and the lengths he went to carry out his bitter betrayal. Fast forward eighteen years, and we have a brand new plastic Saruman and Gríma Wormtongue kit due for imminent release, a stark reminder of my misguided youth.

So who exactly is Saruman? Well, Saruman is the head of his order. That is to say that he is one of the Istari, a group of five wizards who were sent to Middle-earth to do good and protect the Free Peoples. His counsel is wise and sought after by not only the many peoples of Middle-earth, but also his kin in the White Council: Gandalf the Grey, Radagast the Brown, and two Blue Wizards (whose names we are assured are a distant memory by Gandalf in The Hobbit movies). Eventually, Saruman gains the keys to the ancient tower of Orthanc and the surrounding lands in Isengard. It was in the comfort of this isolated peak that his twisted treachery would begin …

LORD OF THE ISTARI

The Middle-earth Strategy Battle Game features a number of magic users with a variety of skill levels and purposes. As one can expect from what we have seen in the movies and read in the books, Saruman is one of the most powerful magic users that the game has to offer – quite fitting as he is the lord of the Istari after all!

To start, it's worth pointing out that he has a total of six Will points that he can use throughout the course of the game to attempt to cast one of the various Magical Powers that he knows. On top of this, Saruman, like all the Istari, carries with him his Staff of Power. This grants the Wizard a free point of Will each turn, meaning that Saruman can potentially cast a Magical Power every turn regardless of how long the game rolls on for.

As an accomplished Wizard, Saruman has access to Heroic Channelling as one of his Heroic Actions. By spending a Might point to perform a Heroic Channelling, Saruman can use more-powerful 'channelled' versions of his spells, just in case the situation warrants a more potent form of magic. Of course, his Might is not limitless, so a decision must still be made as to when it is appropriate to make use of Heroic Channelling, and which Magical Power Saruman is intending to use when he does Heroic Channel.

However, Saruman does have one extra trick up his sleeve that sets him apart from the other Wizards in Middle-earth. Saruman has the Lord of the Istari special rule, which grants him the ability to re-roll a single D6 when making a Casting or Resist test. This makes Saruman perhaps the most reliable magic user in the game, especially when you consider that most of his Magical Powers have relatively low casting values in the first place.

Of course, as is to be expected by a Wizard of Saruman's prowess, he has a great pool of Magical Powers to choose from. In the early game, I would always recommend starting by casting Terrifying Aura. At the start of the game, it is unlikely that Saruman will be in range to do much that will drastically affect your opponent's forces as they march towards you. Terrifying Aura means that, whilst he has Will points remaining, Saruman will cause Terror – rather handy, as you don't want him being in combat if you can help it!

Terrifying Aura is also remarkably easy to unleash with a Casting value of 2+. Because of this, it's worth capitalising on your free Will point rather than spending your normal Will points, which are best reserved for harder spells! This power lasts the entire game as long as you have Will points remaining so that Saruman can sustain its effects.

GRÍMA WORMTONGUE

Saruman's lackey can be remarkably valuable. Most players choose to deploy Gríma in their opponent's army in order to have him undermine their Hero models. If Gríma is within 6" of an enemy Hero when they attempt to perform a Heroic Action, then they must spend 2 Might rather than the usual 1.

Below: By casting Terrifying Aura, Saruman has made it much harder for the Rohirrim to Charge, leaving him free to cause havoc with his other Magical Powers.

Above: A well-placed Sorcerous Blast can leave even powerful heroes at the mercy of Saruman's armies. Uruk-Hai Berserkers excel at chopping up floored foes.

LURTZ

Lurtz is perhaps one of the best models in an Isengard force to take advantage of Saruman's magic. By sending him into a fight against an Immobilised enemy, or one who has been knocked Prone by a Sorcerous Blast, Lurtz can very likely utilise his Strength and 3 Attacks to finish them off.

Saruman's other Powers are all designed to target enemy models in order to manipulate them in some way, or even cause direct damage in some situations.

The Immobilise Magical Power allows Saruman to prevent an enemy model from moving, shooting or fighting for a turn. This is great if a particularly powerful enemy Hero, such as Aragorn or Boromir, looks as though they may run rampant through your lines. A strategic cast of this power will temporarily stop them in their tracks.

Command is slightly harder to cast on a 3+, but it does the same thing as Immobilise, with the added effect that Saruman can then move his target up to half their Move characteristic. This has so many applications, from moving an enemy banner or Hero away from where they can benefit their allies, to bringing important models closer to your own lines in order to surround and kill them in one fell swoop. Perhaps my favourite use of Command is to pull a Hero out of position and straight into the firing line of your Uruk-hai Warriors with crossbows, and then unleash a volley of crossbow bolts upon them – a rather handy way of ridding yourself of a troublesome foe!

Bear in mind that magic occurs during a model's move activation, so models can move, cast a spell, and then move the remainder of their movement. Whilst mounted, Saruman not only has an extraordinary threat range, as Immobilise and Command have an 18" range, but also the potential to nip in and out of cover whilst casting.

Sorcerous Blast is a Magical Power that has been a staple of Saruman's magical arsenal for many years. This has a variety of uses in the game, from dealing damage to knocking over enemy models. It is particularly useful against enemy banners, as, if the initial blast doesn't kill them, they will then be Prone and unable to benefit their allies.

Another great way to use Sorcerous Blast is to cast it upon a Warrior that has a mounted Hero behind them. The Warrior will be flung into the Hero and knock them off their horse, and as it is the Warrior that is the target of the power, the Hero cannot attempt to resist it!

Finally, there is Flameburst. This spell allows Saruman to hurl a ball of fire at an enemy model and inflict a Strength 6 hit. When channelled, this spell also allows you to cause continuous damage on your opponents by setting them ablaze!

THE PALANTÍRI

It is not just an abundance of magical abilities that makes Saruman an excellent choice. He also possesses a Palantír, one of the fabled seeing stones that were said to be lost years ago. This allows Saruman to, once per game, automatically take Priority without either side rolling for it.

As any experienced player of the Strategy Battle Game will tell you, having Priority at key moments in a battle can be the difference between victory and defeat, so the fact that Saruman can simply take Priority once at the most opportune moment is a phenomenal ability that cannot be understated.

You can choose to use it early in order to force your opponent to use Might points to declare a Heroic Move if they want to go first, thus draining them of precious Might, or you can wait until they have no Might remaining to declare a Heroic Move and then claim Priority without your opponent being able to do anything about it.

Coupling the Palantír with the likes of Gríma Wormtongue will also help to drain your opponent's Might points even quicker, giving you greater control over the flow of the game as it progresses and reaches the later turns.

'WHOM DO YOU SERVE?'

It can sometimes be forgotten that Saruman has not always served the Dark Lord, and therefore Saruman is not only limited to Evil armies. In fact, it was Saruman who led the White Council against Sauron in Dol Guldur.

As part of the White Council army list, Saruman is Convenient Allies with quite an array of different armies. The likes of Rohan, the Kingdom of Khazad-dûm, Halls of Thranduil, and Fangorn can all benefit from the inclusion of a Wizard of Saruman's impressive prowess.

However, the White Council have only one Historical Ally. This ally is Rivendell, with which Saruman can team up to devastating effect. Rivendell has access to Elrond, Círdan, and Arwen, all of which are reliable magic users, but none of them have the manipulative arcane prowess that Saruman brings to the table.

Saruman has simply loads of uses in the Strategy Battle Game, and he is a tonne of fun to use on the tabletop. Hopefully I have outlined a few of them for you in this article and you find them useful for your own games. Next time you use Saruman in your games, why not give a couple of these tactics a go? You may just surprise yourself on how game-changing having the Lord of the Istari in your force can be …

INSIDE THE STUDIO

The last few pages of the magazine are, as always, packed full of hobby goodness, including plenty of models painted by members of the *White Dwarf* team. Matt and Dan have been painting tanks for their Warhammer 40,000 forces, while Matt has also painted a set of Magmic Invocations (see below) for his Fyreslayers. Meanwhile, Ben – who's not known for his swift painting – finished a load of models for his Raven's Watch army so he could play in this month's Battle Report. If you haven't read the Battle Report yet, let's just say that Ben's painting is better than his dice rolling …

Also, since it's Christmas, we've got free things for you all! You can read all about them below. Don't forget to scan the card at the bottom left of the page for your free digital Grombrindal!

MAGMIC INVOCATIONS
Matt painted these Magmic Invocations for his Fyreslayers force. 'They were the first models I used Contrast paints on, but I've only just got around to finishing them,' says Matt. 'I used Blood Angels Red and Flesh Tearers Red for the darker areas of lava, and Gryph-hound Orange and Iyanden Yellow for the glowing, molten insides.'

GROMBRINDAL IS READY FOR A DIGITAL BATTLE
Calling all Warhammer Age of Sigmar: Champions fans! How would you like to use the mighty Grombrindal in your games? All you need to do is scan the image below using the Champions app and you'll gain access to 38 new cards.

MORE FREE STUFF!
With it being the season of goodwill, we've got a bunch of free gifts for you all! Inside this issue's card sleeve, you'll find an exclusive poster with a board for The Spellflux Spire on the back, a Necromunda booklet with new rules for 30-minute games, a Necromunda gang tactics card, and a Warcry fighter card for Gotrek. Happy holidays!

As we come to the end of the magazine, we take a look at the games people have been playing and the models they've been painting in the studio over the past month. This issue: magmic invocations, tanks with big guns, freebies, and a last (well, for now) hurrah …

LONGSHOT

Dan's painted a Leman Russ Tank Commander for his Astra Militarum tank company this month. 'I'm slowly building up an armoured force for my Astra Militarum, and this is my new leader,' says Dan. 'My previous Tank Commander had such an appalling track record that I demoted him to squadron leader and made a new Commander. I've equipped his tank with as many guns as possible (hooray for BS 3+) and added a few extra crew and a flag to show that it's the command tank. The Commander is built from a Tempestus Scion with a Stormcast Eternals head cut to fit inside a hat.'

EXECUTIONER!

Matt's added a new tank to his Imperial Fists army – a Repulsor Executioner! 'I needed some more long-range firepower for my force, and this tank has plenty of it,' says Matt. 'I really like the look (and effect) of plasma weaponry, so I equipped the turret with a macro plasma incinerator to match my Hellblasters and Redemptor Dreadnought. As for the painting, I kept the turret and the grav-plates separate so I could paint them and the tank more easily. I also used a load of transfers from the new Imperial Fists Primaris Upgrades and Transfers set for all the markings and icons.'

BEN'S LAST HURRAH (FOR NOW, AT LEAST!)

Sad news, WD fans. Ben Humber, our long-serving designer, is leaving us! Having served on the *White Dwarf* team for six long years, he is heading of into the east for a year-long trip around the world. Apparently the Mortal Realms and the galaxy of the 41st Millennium were not quite big enough for him! He's said that he'll be back in a year's time to reclaim his desk, but we'll just have to wait and see. In the meantime, we hope you'll all join us in wishing him luck on his grand adventure. By the time you read this, he will be somewhere in the southern hemisphere, so if you happen to see a wild Humber wandering around Australia, please take pity on him.

To celebrate Ben's time with us, we've dedicated the last page of the mag to all the models he painted for this month's Battle Report – a host of Raven's Watch Space Marines, including Reivers, a Lieutenant, and Eliminators.
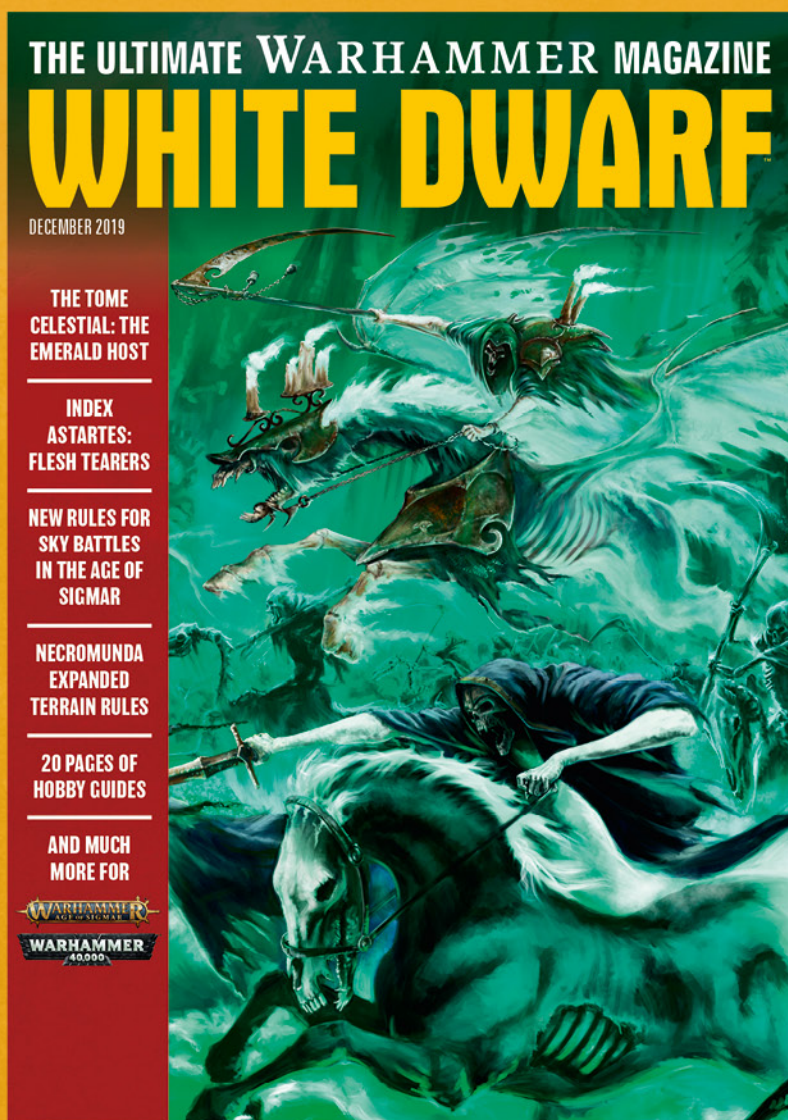

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