



WHITE DWARF

ISSUE
461

THE RISE OF
THE CHARNEL
KINGDOM

REALMS
OF CHAOS:
SLAANESH

EXCLUSIVE
MAELSTROM OF
WAR RULES

TACTICS FOR
WARHAMMER
UNDERWORLDS

A TALE OF FOUR
WARLORDS:
AGE OF SIGMAR

AND MUCH
MORE FOR



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EXCLUSIVE SUBSCRIBER COVERS!

If you subscribe to *White Dwarf*, you may have noticed that you have a different cover on your magazine compared to the ones found in shops. Subscriber copies feature a piece of artwork without the contents listing down the side, allowing you to appreciate the art in all its glory. This month's cover features the Hedonites of Slaanesh fighting the Lumineth Realm-lords by Catherine O'Connor.

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



MEET THE WHITE DWARF TEAM

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



LYLE LOWERY
Managing Editor

Lyle's been painting more Chainrasps for his ever-growing army of death. He has also managed to play a few socially distanced Crusade games with his Tome Keepers against *Mortal Realms* editor Nyle and his army of Necrons.



MATTHEW HUTSON
Senior Designer

The Legio Ignatum grows once more as Matt has just finished painting a Warmaster Titan. Yep, that's the super massive Titan with laser batteries in its knees! No doubt we'll get some pictures of it soon to show off in the magazine.



DAN HARDEN
Staff Writer

Dan has been working on some Kharadron Arknauts this month, but he's also started working on his Armies on Parade board to enter into November's contest (which obviously is way in the past by now. Stupid warp travel!).



JONATHAN STAPLETON
Photographer

As you can probably guess, Jonathan is working on more Necrons ready for next month's A Tale of Four Warlords. He's currently working on the models that came in the Indomitux box, but he's got a lot more in the pipeline!



SOPHIE BOSTOCK
Designer

Sophie has just finished painting a pack of Fenrisian Wolves for her Space Wolves Successor Chapter, and she's now started work on Logan Grimnar. She's also considering kitbashing a Chapter Master for her force. But out of what?



BEN HUMBER
Designer

Now that he's got his hands on some paints again, Ben has painted his Funko POP! Space Marine in the colours of his Chapter – the Raven's Watch. He's also working on his Reivers now before he treats himself to a Gladiator tank.

THIS MONTH'S CONTRIBUTORS

Nyle Ajina, John Ashton, Nick Bayton, Mark Bedford, Martyn Cashmore, Andy Clark, Adam Cooper, Robin Cruddace, Callum Davis, Miyuki Foulkes, Paul Foulkes, Ben Gathercole, Simon Godwin, Jordan Green, David Guymer, Guy Haley, Jervis Johnson, Phil Kelly, Nick Kyme, Martyn Lyon, Calum McPherson, David Meschede, Tom Moore, Chris Peach, Rich Packer, Sam Pearson, Dave Sanders, Duncan Waugh, Steve Wren



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WHITE DWARF

ISSUE 461

SIGMAR STRIKES BACK



Last issue started out the year with the glorious return of A Tale of Four Warlords and the beginning of a new Flashpoint for Warhammer 40,000, the latter of which continues here. Certainly not to be outdone, Warhammer Age of Sigmar strikes back with the first episode of its A Tale of Four Warlords series in this issue! Four new warlords are ready to take on the stiff challenge of assembling, building and painting heroic (or nefarious) armies to battle for the Mortal Realms. Two warlords represent Order, and two fight in the name of Chaos. Lumineth Realm-lords, Cities of Sigmar, Slaves to Darkness and Hedonites of Slaanesh, they all will muster mighty forces while forging new heroes on the Anvil of Apotheosis.

This issue also features the first Flashpoint for Age of Sigmar! As the Legions of Nagash invade the realm of Hysh, this new Flashpoint series will let you experience firsthand the events of the Mortal Realms as they unfold. The Flesh-eater Courts and the Ossiarch Bonereapers

are dangerous deadly foes when unified towards a single goal. But can such an alliance hold? And what happens when their goals run at cross purposes, and Death turns upon Death? Here you will experience the trials and treachery of Xaramos and his Bonereapers as he leads this alliance of Death alongside Varshorn, the 'noble' Flesh-eater Courts king. And after you've caught up on the current events of Hysh, you'll have the opportunity to recreate pivotal battles with a set of three battleplans. In addition, you'll be able to create your own Flesh-eater Courts and Ossiarch Bonereapers heroes (or villains, depending on your point of view) with the new Anvil of Apotheosis rules presented within.

Fans of 40K are certainly not forgotten, as the Charadon Flashpoint continues, and the much-loved Maelstrom of War rules from eighth edition are revived for the new edition, topped off with a Battle Report to put the rules into action!

WHITE DWARF CONTENTS

4 CONTACT!

Letters, painting advice and beautifully painted miniatures. Plus, Blanchitsu-inspired conversions.

10 WORLDS OF WARHAMMER

Phil Kelly returns with part three of his Ages of the Mortal Realms series. This time, it's the Age of Sigmar!

WARHAMMER AGE OF SIGMAR FLASHPOINT: BROKEN REALMS



16 THE TOME CELESTIAL: THE CHARNEL KINGDOM

Arkhan the Black invades Ymetrica, but more bodies are required if the Ossiarch legions are to prevail ...

24 RISE OF THE DEAD

Three new battleplans pitting the Flesh-eater Courts against the Ossiarch Bonereapers.

32 ANVIL OF DEATH

New rules for creating heroes of undeath for Flesh-eater Courts and Ossiarch Bonereapers.

WARHAMMER AGE OF SIGMAR

40 PAINT SPLATTER: CRYPT GHOULS

Two quick and easy stage-by-stage painting guides for Crypt Ghouls.

WARHAMMER AGE OF SIGMAR

44 A TALE OF FOUR WARLORDS

Four new warlords take to the fields of battle in the Mortal Realms. This time it is Order versus Chaos!

WARHAMMER AGE OF SIGMAR

54 REALMS OF CHAOS: THE REALM OF SLAANESH

Prepare yourself for a sensory overload as we delve into modelling and painting advice for the servants of Slaanesh.

WARHAMMER 40,000

82 MAELSTROM OF WAR

Maelstrom of War returns to the battlefields of the 41st Millennium with a brand-new set of rules exclusive to the pages of *White Dwarf*.

WARHAMMER 40,000

94 BATTLE REPORT: NEVER SURRENDER

The Necrons take on the Genestealer Cults and their Tyranid 'allies' using the new Maelstrom of War rules in this month's exhilarating Battle Report.



Cover art by Thomas Elliott



Subscription cover art by Catherine O'Connor



16

OUR VERY FIRST AGE OF SIGMAR FLASHPOINT

KICKS OFF WITH ARKHAN THE BLACK'S INVASION OF YMETRICA. INCLUDES NEW BACKGROUND AND RULES FOR THE ARMIES OF UNDEATH.

54

REALMS OF CHAOS:
THE REALM OF SLAANESH



**SUBSCRIBE TO
WHITE DWARF
TODAY!
SEE INSIDE
BACK COVER**



66 THE SECOND PART IN THE CHARADON FLASHPOINTS SERIES. INSIDE, YOU WILL FIND NEW RULES AND BACKGROUND, ENABLING YOU TO PLAY THROUGH THE NEXT PART OF THIS CAMPAIGN.



94 BATTLE REPORT: NEVER SURRENDER



118 PATH TO VICTORY



WARHAMMER 40,000 FLASHPOINT: CHARADON



66 THE INVASION OF ALUMAX

The Alumax System is assailed by the Traitor Legions, leaving Forge World Metalica no choice but to intervene.

72 THEY ARE US

A truly horrifying short story featuring the survivors of a Death Guard attack, written by Callum Davis.

76 THE ALUMAX SYSTEM

New rules for fighting in the Alumax System, including Relics, actions and Stratagems. Exciting stuff!

WARHAMMER 40,000

110 ECHOES FROM THE WARP

Robin Cruddace joins us to talk about putting the rules in their place. Oh, those naughty rules!

WARHAMMER UNDERWORLDS

114 GLORY POINTS

Mollog's packed up his squigs and gone for a wander in Direchasm. Dave Sanders explains how to get the most out of this troublesome troggoth.

WARHAMMER UNDERWORLDS

118 PATH TO VICTORY

Dave continues his wanderings in Direchasm with an in-depth tactical look at the core set's two new warbands – Myari's Purifiers and the Dread Pageant.

BLACK LIBRARY

128 DAWN OF A NEW ERA

Guy Haley, Nick Kyme and Andy Clark join us to talk about the ongoing saga of the Dawn of Fire series and what the future holds for the Indomitus Crusade.

WARHAMMER AGE OF SIGMAR

132 CHRONICLES OF THE WANDERER: OLD WHITEBEARD'S SPECIAL

The second part in David Guymer's series of tales about a mysterious duardin traveller. This time, ale is involved!

142 OUTSIDE THE STUDIO

We talk about the models we've painted and the games we've played while working in our Administratum hab units.

CONTACT

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

Harlequins Troupe Master, Solitaire and Shadowseer
by Yael Guery



Tyrannid Maleceptor
by Gavin John



PAINTING QUESTION: THE LORD OF SKIN AND SINEW

Greetings, *White Dwarf* team!

Due to the troubles currently going on in the world, regular games nights have been put on hold. However, with some restrictions starting to be lifted, I find myself being drawn into the grim underbelly of Necromunda. Hearing the call of the Lord of Skin and Sinew, I've decided I would like to paint a gang of Corpse Grinder cultists. Would you be able to find out how the ones on the box are painted?

Jon Bales
Peterborough, UK

'Hearing the call of the Lord of Skin and Sinew'. Well that's pretty grim, Jon. We imagine it sounds something like a mincing machine. Or maybe a big blender. That aside, we got in touch with Drew Palies and Pedro Wiegus, who painted the Corpse Grinder models, and they gave us the following lists of colours. The red armour does involve quite a few washes to build up that patina of crusted-on gore, but it's quite easy to apply them, and the effect is well worth the effort. Drew and Pedro also used a few Layer and Base paints as washes. If you're doing this, just make sure you thin the paints down with Lahmian Medium to make the washes the right consistency before applying them.

ARMOUR

- Basecoat: Hashut Cooper
- Wash: Reikland Fleshshade
- Wash: Carroburg Crimson
- Wash: Drakenhof Nightshade (recesses)
- Wash: Abaddon Black & Lahmian Medium (recesses)
- Layer: Hashut Copper & Stormhost Silver

GREY CLOTH

- Basecoat: Mechanicus Standard Grey
- Layer: Dawnstone
- Layer: Administratum Grey
- Layer: White Scar
- Wash: Eshin Grey & Lahmian Medium

SKIN 1

- Basecoat: Cadian Flestone & Screamer Pink (4:1)
- Layer: Cadian Flestone
- Layer: Kislev Flesh
- Layer: Pallid Wych Flesh
- Wash: Screamer Pink & Lahmian Medium

SKIN 2

- Basecoat: Jokaero Orange
- Layer: Tau Light Ochre
- Layer: Ungor Flesh
- Layer: Kislev Flesh
- Layer: Wraithbone





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FUTURE PROJECTS

Dear *White Dwarf*,

Greetings from your loyal colony down under! Warhammer has been a part of my life since 2002, when my mother surprised me with an awesome (and as yet unknown to me) magazine called *White Dwarf*. Issue 274, I think it was. I was instantly hooked! From an Index Astartes article on some cool-looking chaps called the Salamanders to Pete Haines' Iron Warriors and Gav Thorpe's cheeky smile after winning that issue's Battle Report, it was the thing for me to unwind after a day of high school. I've collected *White Dwarf* mags on and off ever since. By far the best features for me are the Battle Reports, A Tale of Four Warlords and seeing Matt Hutson age over the years in photos. Without *White Dwarf*, I likely would never have gotten into Warhammer and would never have met the lifelong friends that I have!

Now with children of my own, and with health concerns that will eventually in five or so years make it too difficult to paint, I have embarked on a project to paint an army for each of my children so they have a reminder of what I was passionate about when I was in my prime. Orks for my little boy (obvious choice) and Genestealer Cults for my daughter. I just finished my test model for the cults yesterday, which you can see in the attached picture. Got a long way to go, and much to learn! Finances are tight, so I can't often afford to buy another box of miniatures, but I won't give up!

Keep up the good work over there, guys and girls – *White Dwarf* is as good as ever! And I will keep spreading the

word of such a great magazine to anyone who will listen (not the wife, though, as she is starting to get frustrated at all her bookshelves in the sitting room being taken over by *White Dwarf* magazines).

Jason Bryan
Gympie, Australia



Hey Jason, good to hear from you over on the other side of the world! It was indeed issue 274 that featured the original Index Astartes: Salamanders, and you're right about Gav's suspiciously cheeky grin! Matt also appreciates how you think he hasn't aged a day. We know you didn't say that exactly, but it's implied, right?

As for your latest project, we think painting armies for your kids is a wonderful idea. Your first cultist looks great, and the colour scheme is superb – nice work! We hope you have many years of painting ahead of you, but if not, get those brushes working overtime now, then enjoy playing loads of games with your kids and your fully painted collection in the future.

Ultramarines Chaplain, Captain and Bladeguard Ancient
by Damien Tomasina



Ork Big Mek in Mega Armour
by Rob Davis



ASK GROMBRINDAL

Hello there, mighty Grombrindal. I was just wondering if the skaven (who are always plotting and back-stabbing) are ever manipulated by Tzeentch or their ranks infiltrated by his servants? Or does Tzeentch consider that to be a pointless affair. Like, as they say, selling axes to Dwarfs?



Patrick Mullins
Harbor City, CA, USA

Eurgh! Skaven and Tzeentch in one letter. That makes my beard itch something terrible! I wouldn't rule out the Changer of the Ways getting involved in the affairs of the ratmen, but I think it's unlikely to be a regular occurrence. Tzeentch meddles in everything he can get his weird, multi-jointed fingers into, but he takes more interest in corrupting things that are not already broken. And the skaven are more than capable of breaking themselves! Old bird-face would probably just sit back, watch, then shake his head in bafflement at all the amateurish scheming.

Grombrindal

TOP PHOTO TIPS

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

www.warhammer-community.com/the-model-photo

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

Always use a white background.

Make sure you've got good lighting.

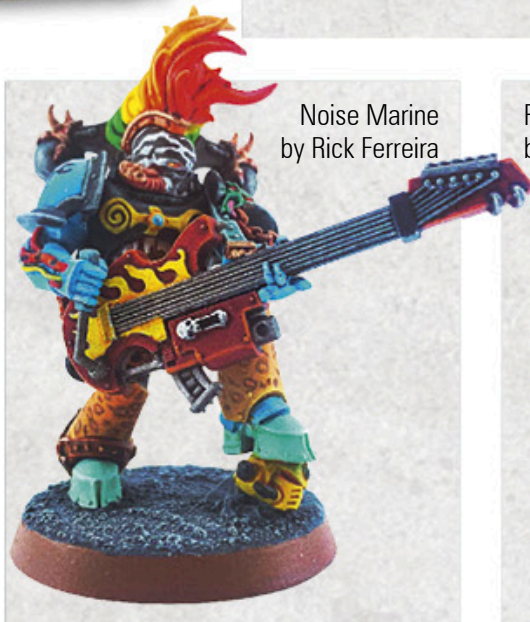
Ensure the whole model is in focus, including the base and all its weapons.

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

Sloppity Bilepiper
by Gerald Bray



Noise Marine
by Rick Ferreira



Rogue Psyker
by Gianluca Sharbaf Azari



BEST EVER!

Dear servants of the Emperor: Recently, I was lucky enough to pick up an Indomitux box. My son and I (got to induct the new generation at some point, right?) are putting the models together. Games Workshop, this has been the best hobbying experience I think I've ever had with you! It's such a pleasure.

I've been in this game since Rogue Trader, and you'd think I could put a Space Marine together without gluing it to my fingers by now. Not so. Honestly, I'm rather done with the assembly aspect of this hobby (sit down, Inquisitor, it's not heresy). I'd buy single-pose models at this point if you offered them already assembled and I could just get painting. My conversion skills were always pretty good – I can change stuff if I really feel the need to change anything.

Please, please consider making more and more kits like this. Sure, leave some 'Master Grade' kits for the hardcore hobbyists, but by Terra would I welcome some shortcuts in the assembly phase of the hobby! These Indomitux models look great, and I love the genius your Tech-Priests put into their design. Keep 'em coming.

Mike Slater
Wrightsville, PA, USA

That's great that you and your son are enjoying the Indomitux box set, Mike. And you're right, the new models really are something! It's likely that over the coming years there will be more Easy-to-Build kits released, but also more regular kits, too, catering for all level of hobbyist. Modeller, painter or gamer, there will be something for everyone.

Knight-Incantor
by Francesco Olivieri



MODEL(S) OF THE MONTH: STORMCAST ETERNALS

This issue's model of the month is not one miniature but five: a command group of Stormcast Eternals painted by Jonathan De Vos. We asked him how he went about painting this stunning selection of shiny Stormcasts.

Jonathan: I painted this Stormcast Eternals unit a few years ago and entered it into Golden Demon at Warhammer Fest 2018 in Germany. I got a finalist pin with them. This was my first time ever painting non-metallic gold, and I think stormcast Eternals are the perfect models if you want to try painting non-metallic effects for the first time. The shapes of their armour are perfect for practicing this technique.

When I paint the non-metallic areas on my miniatures, I wet blend the biggest transitions. For example, I load my brush with the mid-tone, then put a bit of white on the tip. This way I can paint a nice transition directly onto the model. To enhance the contrast between light and dark, I finish with a few glazes in the recesses and add some pure white highlights for the light reflection points. The colours I love to use for non-metallic gold are Rhinox Hide as the basecoat, XV-88 as the mid-tone, Averland Sunset for the brighter parts and pure white for the final highlights. The painting process for the blue armour and the non-metallic gold is exactly the same.



Necron Annihilation Barge
by Laurent Lethuillier



Alpha Legion Master of Possession
by Ladislav Majer

A STEALTHY RETURN TO THE HOBBY

Firstly, thank you for the cracking work you do for the hobby. I've loved Warhammer 40K since I was a boy – Necromunda and second edition is where it all started for me. I used to take my *White Dwarf* issues to school with me for lunch time breaks, I'd play games on the weekend at my best friend's farmhouse and paint my models on my parents' dining-room table. It was a really happy, carefree time in my life.

School ended and I joined the army. That was the end of my hobby for a long time. I conducted multiple tours in Afghanistan, Iraq and Northern Ireland. Often I felt like a Guardsman in a heartless Imperium of Man. I kept my toe in the hobby through Black Library novels and the odd *White Dwarf* issue. I made some great friends in the army, and it felt like my own Gaunt's Ghosts.

Now, I'm a father and at the end of my military service. I've rediscovered my love of the hobby again through Kill Team (see one of my Lictors, attached) and Blood Bowl. My dining-room table is used for gaming in the evening with friends. It's funny because this hobby started in my parents' dining room in 1993.

Carl Jordan
Colchester, Essex, UK

Gah, those Lictors really do get everywhere, Carl! We've been Lictor-free (that we know of ...) for months, and now you spring this extra-galactic beastie on us. That aside, we think it looks super in the colours of Hive Fleet Kraken, and we love how it blends in with the colours on the base.

It's wonderful to hear that you're back in the hobby, too. Games such as Kill Team and Blood Bowl are the perfect 'gaming night' games, as they can be played quickly and easily, and there is plenty of scope for running a campaign or league that takes place over several weeks or months. Don't forget, there's a new edition of Blood Bowl out now, too, featuring exciting new teams and loads of awesome new rules. You might find one of the new teams to your liking!



Ork Painboy
by Hans Dampf



Sanguinary Priest
by Tom Danvers



Knight-Incantor
by Shane Hickman



Blood Angels BladeGuard Veterans
by Matthew O'Toole

CONVERSION CORNER

This month's conversion corner has been taken over by a John Blanche-inspired warband. Their creator - Adrien Brissonnet, aka Jean Peinture - tells us all about his creations.

Adrien: This is the Wendelheim clan – a group of Electro Hunters from the Milton Gate, protectors of the Old Ashes Trail and gatherers of holy metallic wastes of the Malachai Desolation. The idea for them came about because I'm a big fan of all John Blanche's work, and after talking with a few friends, we thought it would be interesting to come up with a Warhammer 40,000 version of the Warcry setting. I picked Stormcast Eternals for the base of the models and turned them into big-game hunters using a few Adeptus Mechanicus heads and arms, big guns from Orlocks and Space Marines and a lot of spare bits from the bits box. For painting, I tried to go full Blanchitsu, using loads of washes, inks, dots and splashes and lots of desaturated, earthy tones. I painted a few clean details like optics and scriptures, then used weathering powders to add another layer of filth to the bases and up the legs of the models.



Quarry carrier H3ph7aim 8



First Huntress Birghith Wendelheim



Alaister

Servo spotter K3r0ub1n



Theodosia



Odeon

THINGS THAT THE EVERYDAY FOLK LEAVE BEHIND

Hi, *White Dwarf* team. I'm an avid collector, and I got the *White Dwarf* subscription for my birthday, so I am enjoying the magazines in lockdown (the exclusive covers are amazing!). Not only am I an Age of Sigmar fan (you can cheer now), but I am constantly competing with my sister (a 40K follower) to see who has the best miniatures. I am only twelve, though, which means that no matter how much I pester my parents, they refuse to raise my pocket-money allowance.

The reason I am writing in is because I have a question about that astounding modular board – The Rust Pit – that James Acons built in issue 454. How did he set about building it? I noticed that he used a lot of Warhammer pieces, but there were parts like the septic tanks that were made out of everyday trash. I live in a family of six,

so we have a lot of waste. I was wondering if you have any tips for using some of it in modelling projects, especially for scenery. Also, I like Nighthaunts.

Zeb Lovick
Crossborough Hill, UK

A great question, Zeb, and it's a brilliant way to recycle things, too! James used tin cans (be careful of sharp edges!) on his board, but cardboard tubes would also work well. Just remember to use PVA or super glue to stick plastic components to them, because plastic glue won't work. In the olden days we made ruins out of polystyrene packaging. Just remember to paint it by hand, as spray paints will melt polystyrene! Also, make sure you have a vacuum cleaner on standby, because polystyrene really doesn't like being cut up!

WORLDS OF WARHAMMER



PHIL KELLY

As the Warhammer Studio's senior background writer, Phil is almost permanently (some might say eternally) immersed in the lore of the Mortal Realms and the 41st Millennium. After a short family holiday to the Squelchlobe Nations for a spot of diving, Phil returns to his column to tell us all about recent events in the Mortal Realms.

¹ In the Age of Sigmar, the precise chronology of those times is lost to history and instead detailed by oral tradition, owing as much to myth as to the facts of the matter. All rumours that there might also be the odd 'retcon' here and there are likely due to a skaven plot.

² Sorry to cut that short – we had a power cut there for a moment, and now there's a giant bearded guy behind me who wants a word.

The Age of Sigmar has a rich tapestry of history behind it, and since its release, the world has watched it grow from its stark beginnings to a deep and involving story encompassing several new eras, campaigns and crusades. Over the last few

months, we've catalogued the most important events of the Age of Myth and the Age of Chaos¹ – those legendary times that set the scene for the stories we tell on the tabletop and beyond. Now it's time to finish the series with a look at the most significant of the three epochs – the one with its name on the front, if you like – the one and only Age of Nagash.²



THE AGE OF SIGMAR

THE BREAKING OF SIGMAR'S TEMPEST

The celestial storm that is Sigmar's wrath made manifest rolls out across the cosmos, lit from within by a thousand bolts of lightning. The Stormcast Eternals are to bring his righteous anger to all the realms, hurling back the forces of Chaos, Death and Destruction that are poised to destroy them.

BATTLE OF THE BRIMSTONE PENINSULA

The Hammerhands Warrior Chamber becomes the first Stormcast brotherhood dispatched into the realms. The warriors strike at the Igneous Delta, on the periphery of the Brimstone Peninsula. Revelling in their new powers, the Stormcasts topple the brass sentinel towers of the Goretide before besieging the Gate of Wrath and the Red Pyramid itself. After the beheading and permanent death of his fellow Lord-Celestant Jactos Goldenmane, Lord Vandus crosses blades with Korghos Khul, the killer of his sons in his mortal life. Khul is forced to retreat towards the Red Pyramid, his crowning

glory shattered by lightning at the last. The first key gateway to Azyr is opened.

AT THE GATES OF DAWN

A force of Hallowed Knights and Astral Templars, led by Lord-Celestants Gardus and Zephacleas, attacks the corrupted Gates of Dawn in northern Quogmia. The Stormcasts are successful in destroying the realmgates, though in luring the leader of the enemy away from his troops, Gardus is trapped in the Garden of Nurgle with the greater daemon Bolathrax in close pursuit. Gardus' purity is such that he later escapes, though he is forever mentally scarred by the experience.

THE DISCOVERY OF GHAL MARAZ

The Celestial Vindicators claim the Silverway realmgate in Anvrok before marching on Ephryx's Eldritch Fortress. Though they are ultimately slain to a man, with his death, Lord-Celestant Thostos Bladestorm brings word to Sigmar of Ghal Maraz's location, setting in motion the bloody sequence of events leading to its recovery.

SLAUGHTER AT THE STARLESS GATES

A resurrected Nagash returns through the Starless Gates to annihilate a Chaos

horde, beginning his campaign to retake Shyish from the forces of the Ruinous Powers. Soon afterwards, the Anvils of the Heldenhammer are dispatched to Shyish, both to seize realmgates and search for Nagash in the hopes of repairing the ancient alliance.

THE HELDENHAMMER CRUSADE

The Heldenhammer Crusade, led by Vandus Hammerhand and Thostos Bladestorm, is launched to reclaim Ghal Maraz. The battles draw the attention of Kairos Fateweaver and his daemonic convocations as well as the godbeast Argentine, but eventually Vandus is able to reclaim Ghal Maraz. In the wake of the relic hammer's recovery, the Celestant-Prime is awakened from the Chamber Extremis and entrusted with Ghal Maraz.

THE WAR OF LIFE ROLLS ON

Gardus returns from his ordeal in the Garden of Nurgle and forges an alliance with the Lady of Vines, a foremost lieutenant of Alarielle. Reunited with their commander, the Hallowed Knights continue their quest to find Alarielle. They slay the greater daemon Pupa Grotesse and gain passage to Athelwyrd – but the Glotkin have followed them, and their hordes spill into the Hidden Vale. In the wake of the Nurglesque conquest,

Worlds of Warhammer delves into the background of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. In this issue's instalment, Lord-Chronologist Phil Kelly delves into the history of the Age of Sigmar.

the Hallowed Knights and Sylvaneth flee Athelwyrd with Alarielle's soulpod, pursued by Torglug the Despised's hosts. Though they are reinforced by the Knights Excelsior as they cross the Jotunberg Vortex, it is only when the Celestant-Prime descends to smite Torglug with Ghal Maraz that the Stormcasts escape.

THE REVENGE OF NAGASH

The Anvils of the Heldenhammer arrive in Nulahmia just in time to reinforce Neferata's legions and prevent the city from being entirely overrun by the Slaaneshi hosts of Lascilion. Nagash himself appears to consider the offer of alliance proposed by the Stormcasts as Nagashizzar is reconquered by the forces of Death.

BATTLE OF MOUNT KRONUS

The Hammerhands are dispatched to Mount Kronus in Chamon to prevent the daemon-seer Kiathanus, one of the Tetrarchs of Ruin, from escaping its prison. They are intercepted first by the daemonic armies of the Watcher King – who seeks Kiathanus' power to escape servitude to Archaon – and then the Everchosen himself, alongside a vast host of the Swords of Chaos. Vandus and the Hammerhands are wiped out to a man, and the Watcher King is subjected to the Everchosen's displeasure.

CONQUEST OF ORB INFERNIA

Archaon sends Korghos Khul to invade Orb Infernia, the hollow Aqshian moon that passes near the Land of the Chained Sun. The Goretide slaughter not only the warring daemon factions there but also the Seraphon of Starmaster Xen'phantica who have been keeping the four sides at war. Orb Infernia becomes the Goretide's base of operations.

THE BINDING OF IGNAX

Alongside the armies of Orb Infernia, Archaon's hosts seize the Solar Drake for their master – for Archaon intends to use the godbeast to shatter the Gates of Azyr. The Extremis Chambers fight alongside Fyreslayers of the Austarg lodge but cannot prevent the Everchosen's armies from freeing the godbeast from her prison. Archaon does not realise that the Runesons of Austarg have sacrificed themselves to secretly place the Rune of Binding upon the Solar Drake's hide.

FALL OF THE WORLD TITAN

A coalition of Stormhosts battles the forces of Nurgle and the Clans Skryre in the Scabrous Sprawl, both on land and upon the mystical Great Green Torc. The Chaos forces plan to awaken Behemat using skaven parasite engines before binding him into service by corrupting the Torc and affixing it round his neck. The Stormcasts are forced to slay Behemat as he begins to rise, the Celestant-Prime splitting his skull with Ghal Maraz before killing him with the power of the Great Bolts. In the wake of Behemat's death, Mega-Gargants become an increasingly common sight across the realms.

REBIRTH OF A GODDESS

Alarielle's soulpod is planted in the Grove of Heroes atop Blackstone Summit, and she regrows into her war aspect. The Lady of Vines is resurrected from Alarielle's own severed right hand. A Royal Moot is called for the first time in centuries, and the Sons of Durthu are recalled to their goddess's side.

THE ALL-GATES

A combined force of Sylvaneth and Hallowed Knights, under the command of Alarielle and the Celestant-Prime, assaults the Genesis Gate in Ghyran. The battle ends with the waterfall that comprises the realmgate being purified and sealed, preventing the forces of the Eightpoints passing through.

The Celestial Vindicators and Greyfyrd lodge launch an attack on Chamon's Mercurial Gate, attempting to strike from hidden subterranean passages. However, they are outmanoeuvred in turn by Archaon, the Gaunt Summoner Stilskeen, and the godbeast Argentine – who is soon engaged in a battle against Dracothion. Much diminished by his Reforging, the Lord-Celestant Thostos Bladestorm is devoured by Dorghar, and the Stormcast and Fyreslayer rearguards are forced to retreat.

In Ghur, a convergence of Ironjaw warclans lays siege to the Chaos-controlled Mawgate within the gullet of the godbeast Fangathrak. The battle becomes a three-way affair when the Tempest Lords descend to stake their own claim to the Arcway. The arrival

of Gordrakk and the Great Waaagh!, however, decides the matter. Fangathrak breaks its bonds and begins to wreak a path of destruction across Ghur, denying the realmgate to both Order and Chaos.


In Shyish, Nagash's armies once again fail to materialise to recapture the Endgate, leaving the Anvils of the Heldenhammer – who believed they had won his alliance – to be slaughtered to a man. Meanwhile, under the command of a Reforged Vandus Hammerhand, a large force of Hammers of Sigmar and Fyreslayers launches an attack on Aqshy's Brimfire Gate. They are opposed not only by the armies of Khorne, accompanied by Skarbrand, but also by the godbeast Ignax. The tide is turned, however, when the Fyreslayers are able to trigger the Rune of Binding, breaking Archaon's command over the Solar Drake. The Brimfire Gate is claimed and sealed by the forces of Order, and with that, the Realmgate Wars come to a close.

THE SEEDS OF HOPE

As battles against the Chaos oppressors continue across the realms, Sigmar puts the next phase of his plan into action. In Ghyran, three new free cities rise. The Living City is the first of these to be founded, grown by Alarielle over the course of fourteen days and nights. The next two Seeds of Hope rise in Ghyran – firstly the Ironweld stronghold of Greywater Fastness, then the resettled Aelfgrove, now named the Phoenicium in honour of its Phoenix Temple discoverers. The artifice of Valius Maliti is at play in many of these strongholds; however, unbeknownst to the forces of Order, Maliti is in fact the Changeling working his own sinister schemes.

THE FREE CITIES

Along with the Hallowed Knights and the Anvils of the Heldenhammer, the Hammers of Sigmar fight a running battle against orruk warclans either side of the Stormrift Realmgate. As they push the greenskins back, the foundations of the Twin-Tailed City begin to rise. Alongside Hammerhal, other free cities are founded across the Mortal Realms. First come Anvilgard, Hallowheart and Tempest's Eye in Aqshy. Excelsior is built near the Spear of Mallus in



Ghur, Lethis is constructed around the Midnight Tomb, and Vindicarum is founded in the caldera of Mount Ketnus. As well as what will become the great fortress-cities, lesser settlements such as Draconium, Edessa and Glymmsforge are also established.

Seeing lucrative trading partners in the free cities, the Kharadron Overlords descend to ratify formal treaties with the Sigmarite nations. A force from Barak-Zon first fights alongside the Stormcasts above the forests of Gazan Zhar. Tempest's Eye becomes a particularly key trading city.

THE BLIGHTWAR

Neave Blacktalon is dispatched to hunt down and banish Horticultural Slimux as the Grand Cultivator returns to Ghyran. Though they clash several times, the Knight-Zephyros is ultimately unsuccessful.

THE SEARCH FOR IMMORTALITY

Forces from across the realms begin to travel to the ruins of Shadespire, passing into the Mirrored City in search of shadeglass. Few ever return, though some Kharadron privateers do manage to escape, carrying with them the Magnificent Mirror.

THE SKY-PURGE

Kharadron fleets and Angelos Conclaves of the Hammers of Sigmar join forces to purge Tzeentchian forces from the skies of Chamon. Though it is an impossible

task, they do succeed in opening many new airways and aether-gold mining routes.

COALESCENCE

Many Seraphon fleets begin to land across the realms, becoming the Coalesced. The Fangs of Sotek begin to establish embassies within the free cities while keeping much of their strength in the vaults of Azyr.

THE GREAT PURGES

The influence of the Chaos Gods – particularly Slaanesh and Tzeentch – takes root within the Cities of Sigmar. The Knights Excelsior and Celestial Vindicators crack down especially hard on the rebels. Shell-shocked Vindicarum becomes a religious stronghold, and as protector attacks ward in a score of devastating purges, the paradoxical Chain of Utmost Betrayals around Slaanesh is broken.

THE TIME OF TRIBULATIONS

Across the Mortal Realms, seers and prophets receive visions of a deathly fate coming to pass. However, many of these doomsayers are slain or exiled by warlords focused on more immediate threats, and their secrets die with them. Lunaghast is called forth from the aetheric void, and the Knights of Shrouds are seen in increasing number. They are not alone in their role as emissaries, for many Lord-Ordinators and Darkoath Warqueens begin to receive visions of the calamities to come.

DRAINING OF THE KHAPHTAR SEA

As the Great Black Pyramid nears completion, the Masterclan detects the presence of a vast quantity of realmstone at the heart of Shyish. The Clans Skryre are charged with burrowing into the Realm of Death so a surprise attack can be launched and the realmstone stolen. However, the skaven accidentally tunnel into the bed of the Khaphtar Sea, draining it through gnawholes into their workshops and laboratories. An Idoneth enclave is revealed on the bed of the sea, confirming the suspicions of both Archaon and Nagash. War rages through Blight City as the corpses that choked the Khaphtar Sea continue to flood in. Only the appearance of Grey Seer Thanquol allows the skaven to turn the tide, though he soon flees in the aftermath before the Council of Thirteen can remove this fresh rival.

THE FIRST SIEGE OF GLYMMSFORGE

The city of Glymmsforge in the Zircona Desert comes under siege from armies marching under the flag of Dolorum. The defence is masterminded by Knossian Glymm, Serafin Heldett and Vorgen Malendrek. In saving the city, Glymm and Heldett are taken to be Reforged by Sigmar, but Malendrek is spurned. As his bitterness grows, he is convinced to betray the city by Nagash and is remade as a Knight of Shrouds.



THE GREAT MARCH

Many hosts converge on Nagashizzar. However, the manipulations of Tzeentch bring Vorrus Starstrike and Marakarr Blood-Sky into conflict, removing their two powerful armies from the equation. To make matters worse, Nagash has prepared a trap for the invaders, and they are soon pitched into the Great Oubliette, there to be bound until the work is done. The trapped armies manage to fight their way free of the Great Oubliette, in doing so releasing many of the trapped souls. The Anvils of the Heldenhammer are greatly reinforced.

THE NECROQUAKE

Nagash's ritual comes to a head. However, the presence of Clans Eshin agents within the Great Black Pyramid throws his calculations awry at the last minute. Instead of bringing all the Mortal Realms under his rule, the ritual sends rogue shock waves of deathly energies across the cosmos and disrupts the fabric of magic itself. The Shyish Nadir is formed as the Great Black Pyramid sinks into the heart of the realmcrust, drawing the underworlds into its hungering maw. Gheists rise in the tens of thousands, and the armies of dead attack the living with increased vigour.

THE ARCANUM OPTIMAR

As a direct result of the Shyish Nadir's formation, the laws of the arcane go haywire, with more powerful and lingering incantations able to be summoned – albeit not necessarily controlled. The Chain of Cosmic Law around Slaanesh is snapped.

Sacrosanct Chambers from fifty-five Stormhosts are dispatched to the Prime Innerlands, both to reclaim lost Shyishan territories and to search for answers to the flaw in the Reforging process unveiled by the Necroquake. By leaving their posts at the Anvil of Apotheosis, the flaw is accelerated.

THE SECOND SIEGE OF GLYMMSFORGE

The Soul Wars, also known as the Second War of Heaven and Death, begin when the hosts of the traitor knight Malendrek attack Glymmsforge. The Hammers of Sigmar under Knossus Heavensen and Zeraphina Heldensdottor, supported by the armies of Glymmsforge and the Anvils of the Heldenhammer under Balthus Arum, manage to hold off the dead and prevent the Ten Thousand Tombs beneath the city from being ransacked. Soon after, in a bid to give the Nighthaunt phenomenon focus,

Lady Olynder is named Mortarch of Grief and given command of the ghostly processions.

THE VAULTS CRACKED OPEN

The shock waves of the Necroquake disrupt the mechanisms of the Penumbra Engines. Stormvaults are revealed across the realms. Alarielle the Everqueen is particularly perturbed by Sigmar's presumption in hiding dangerous artefacts amidst her sacred lands.

THE SKRAPPA SPILL UPRISING

Under the light of the Bad Moon, the Gloomspite hordes of Skragrott the Loonking rise across Ayadah. The iron mountain of Skrappa Spill is conquered by the grots. The Bad Moon is so pleased that it vomits a cloud of debris into the skies over Ayadah, bathing it in a permanent eerie twilight.

EMPIRE OF CARRION

A skaven swarm under Warlock Bombardier Skatchnik invades the kingdom of Metallurgica, seeking the Palace of Miracles. They are opposed by the Flesh-eaters of Archregent Thyador.

THE SIEGE OF SORROW

Lady Olynder leads the Legion of Grief to attack the city of Lethis. An alliance of Anvils of the Heldenhammer from the Sempiternals Sacrosanct Chamber, Idoneth Deepkin and Fyreslayers of the Greyfyrd lodge stand against them. Despite the treachery of the Fyreslayers, the city is ultimately saved, due in part to the unexpected arrival of the mordants of Castle Drachmir. However, Olynder slays the Celestant-Prime and completes her primary mission: releasing Katakros from the Midnight Tomb.

After rampaging across Shyish, Katakros returns to Nagashizzar to be remade. Vokmortian begins levying the bone-tithe, while Arkhan the Black is gifted the remnants of skeletons used in the construction of the Great Black Pyramid to aid in the creation of the Null Myriad.

BATTLE OF NEITH'Y'GHALLICH

Squigalanches from Skrappa Spill are dispatched to the Sylvaneth enclave of Neith'y'Ghallich in western Ayadah, intent on claiming the Mirror of Wisdom's Light – a mystical prism that can be used to summon the light of the Bad Moon at will. They are opposed by the Sylvaneth, who take the battle to the labyrinth of underground passages beneath the enclave.

THE FEAST OF BONES

The Tarkan Warglutt breaks the Pact

of Bones. Vokmortian and his legions travel to the fortress of Cartoch, from which they conduct a campaign against the rebellious ogors. In the end, the Tarkan are forced to flee to northern Hallost, though they are far from eradicated.

CORRUPTION OF BEASTGRAVE

The Katophrane Curse spreads to Beastgrave. Many warbands are drawn there, each for their own purposes.

AETHER WAR

New leaps in Kharadron technology allow them to harness aether-gold from the magical ground zero of Griffon's Eyrie. However, in so doing, an intrepid team of prospectors discovers a plot against Barak-Nar. The plot is foiled, but the Great Sky War between the Tzeentchians and Kharadron intensifies.

THE DARK PRINCE ENCHAINED

Through the schemes of the Gaunt Summoners, Archaon discovers the location of Slaanesh's prison. The Everchosen succeeds in shattering the Chain of Leashed Wrath around the Dark Prince. However, visions of unfolding calamity in the Eightpoints draw him away.

INVASION OF THE EIGHTPOINTS

The Mortarchs Katakros and Olynder lead an invasion of the Eightpoints, having reconquered the Endgate. The fortress of the Arx Terminus is raised, the first permanent outsider stronghold in the Eightpoints. In the end, it is the return of Archaon that turns back the invasion. Olynder is defeated by Be'lakor, while Katakros temporarily falls to the Slayer of Kings.

THE MARCH OF LIGHT

Aware of the threat posed by Nagash and the prospect of Slaanesh's release, Teclis leads vanguards of Lumineth out of Hysh to seal parts of reality battered by the Arcanum Optimar.

SIEGE OF THE TUSKVULT

Gordrakk and Skragrott unite a grand horde of Destruction to breach the Tuskvult, within which is contained a shard of Gorkamorka's own club. The Heavenhost Warrior Chamber, along with its Sylvaneth and Fyreslayer allies, resists long enough to bring down the mountain, sealing away the vault.

BROKEN REALMS

A new chapter unfolds as the aelven gods make their play for supremacy, kicking off a chain of events that will change the Mortal Realms forever.

A LITTLE EXTRA READING

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

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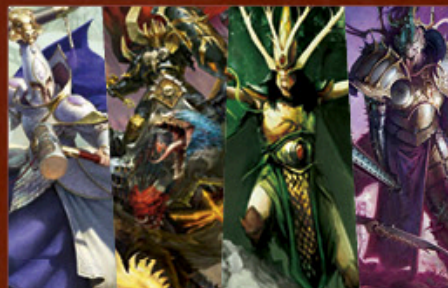
From the maelstrom of a sundered world, the Eight Realms were born. And with their birth began a war to claim them. This time: war in Hysh, new Death rules, a trip to the Realm of Slaanesh and four new warlords.





CHARNEL KINGDOM

All is not as it seems when the Legions of Undeath invade the Realm of Light. New background and rules for Nagash's followers begin on page 16.



A TALE OF FOUR WARLORDS

Four more warlords step up to the plate to take on the ultimate hobby challenge. Turn to page 44 to find out what our newest heroes are up to.



FLASHPOINT BROKEN REALMS

THE TOME CELESTIAL

Beneath the mountains of Avalenoria in the Realm of Light lurk the mordant children of Ushoran. Cursed to degenerate lives of cannibalism and deluded grandeur, they are nonetheless called to join Nagash's vast legions of Ossiarch Bonereapers in the conquest of Ymetrica.



THE CHARNEL KINGDOM

By Jordan Green, Jervis Johnson and Sam Pearson

THE DYING LIGHT

Long before the war of flesh and bone, another battle raged. Nagash, God of Undeath, had set his gaze on the domination of the Mortal Realms in their entirety. Many were the forces ranged against this ambition, but few drew his ire to such an extent as the mystical Lumineth aelves of Hysh. They had to be punished – terminally so.

Nagash's war against the living ground onwards. Across the realms, on every battlefield imaginable, his armies formed his executioner's axe. It was the era of the nadirite blade and the ice-cold claw of the gheist. Now more than ever, the Undying King fixated upon the foundation of his necrotopia – an eternal kingdom of death with him as sole master.

Furthermore, Nagash believed this end lay within his grasp. Already his armies had conquered much of Shyish. The raging fires of Aqshy could be quenched, the endless cycles that define Ghyran laid barren. Yet Hysh – that illuminated realm of wisdom and symmetry – presented Nagash with a more stubborn problem. Long had this radiant land been obscured from his sight, for the ordered magic of Light is a bane to impure necromantic energies. Though he understood little of the specifics, Nagash also knew full well that the twin gods Tyrion and Teclis had been using reclaimed – some would say stolen – souls to craft a new race in their image. No doubt these aelves would be endowed with the martial mastery and thaumaturgical prowess befitting their status. If any force in the realms had the potential to thwart Nagash's ambitions, it was undoubtedly the denizens of Hysh.

When the Lumineth Realm-lords finally marched out from Hysh to check his dark ambitions, Nagash met their aggression with typical cold ire – but also a flicker of relief. At last, Teclis, one of the few beings perhaps capable of matching him in matters of spellcraft, had shown his hand. War raged between the aelves and the dead across the Ossiarch Empire: necropolises were toppled, and upon the plains of Praetoris, a host of the elite Bonereapers was defeated by the finest of Hysh's military orders. The Ossiarch Bonereapers, however, had elevated the fashioning of undead warrior-constructs to macabre artistry. In their ancestral heartlands, and with the bones of so many aelven dead at their disposal, they were soon able to replenish their losses. All this was known to the Lumineth, but theirs was a war to spark hope in those peoples ground under the heel of the Ossiarch Empire, to prove that the deathless tyrants could be resisted. Even as the aelves returned to Hysh, however, Nagash was plotting retribution. Teclis had made his play. Now it was his turn.



THE YMETRICAN OFFENSIVE

Though doubtless satisfying on a personal level, the counter-invasion of Hysh was not purely an act of vindictive spite on Nagash's part. It was instead but one movement in the black clockwork of his schemes. While his armies spread ruin and terror, the Supreme Lord of the Undead had devised a new sorcerous ploy for ultimate victory. It was a notion horrifying in its demented brilliance, for Nagash intended no less than to spread the hunger of the Shyish Nadir across the cosmos through the darkest of rituals, draining the realms of vitality and life like sludge dragged through a Ghyranite swamp-skimmer's proboscis. Eventually, all would become one in Shyish, just as all beings became one in death.

Fulfilment of this insane master stroke could only be entrusted to Nagash's most formidable servants – the Mortarchs. Two of their number, Katakros and Olynder, were occupied with the campaign in the Eightpoints. Two others, cunning Mannfred and adaptable Neferata, had their own roles to play in this omnicidal war. The task of humbling Hysh, therefore, fell to Arkhan the Black, Mortarch of Sacrament and most trusted disciple of Nagash. None save the Great Necromancer himself were as steeped in necromantic lore as Arkhan, and as such he was the natural choice to challenge this most mystic of realms. His personal Ossiarch legion – the Null Myriad – was the bane of sorcery, capable of withstanding even the deadly magics that the Lumineth would assuredly bring to bear against it.

Yet the Null Myriad did not advance upon Hysh alone. Cohorts of the Iron Masters, the Petrifex Elite and the Oblivion March all featured in the Ossiarch order of battle. So too did a detachment of the Mortis Praetorians, vaunted tithe-masters and the legion of Katakros himself. Overlords of Praetoris, they regarded the Lumineth's sully of their fiefdom as a personal insult and wished to repay the aelves in kind by assailing one of their foremost Great Nations: Ymetrica, land of a thousand peaks.

Amongst the Praetorian host was the Boneshaper Xaramos. A renowned member of the Mortisan order, Xaramos would play a vital role in the tithing of Ymetrica, ensuring that each Ossiarch cohort remained able to fulfil its role in Arkhan's strategy. But Xaramos was to prove his worth in other regards, particularly in the capacity of a diplomat. Though such matters were typically the province of the Emissarian caste, as representative of the premier Bonereaper legion, Xaramos was in a position to accept many oaths of fealty from other servants of Nagash. Arkhan's armies were therefore bolstered by dabblers in proscribed magics fled from the colleges of Settler's Gain, as well as hordes of degenerate mordants drawn from the shadows of Ymetrica.

Arkhan's invasion of Ymetrica, though a great scourge upon the Lumineth, was ultimately to be repulsed. This by itself was not a disaster; Arkhan had already acknowledged the possibility of Ymetrica's resistance exceeding his expectations and thus was prepared to flee to Haixiah, the Great Nation closest to the Perimeter

Inimical and most suffused in pure arcane energy. Though not as satisfying a target as Ymetrica, here the Mortarch could do Nagash's work confident in his security, for surely nothing alive could traverse so magically volatile a climate. However, circumstances gave Arkhan pause. Though his Null Myriad could withstand the aetheric pressure exerted upon Haixiah, the legion had been sorely battered in the retreat. More pressingly, the Lumineth had learnt from earlier mistakes: now, after each battle, the dead from both sides were immolated by the aelves. While this was a source of great spiritual anguish for the Hyshians, for the Ossiarchs, it presented a severe logistical problem. Without the harvested dead as a raw resource, they could not balance the ashen scales of war long enough to ensure victory. New sources of tithe-matter would have to be found, and swiftly.

Xaramos and his Praetorians had remained as a rearguard in Ymetrica during the Mortarch's retreat. As a result, the Boneshaper was well positioned to serve the Mortarch's designs. He was to locate a new supply of raw bone at any cost, use a portion to bolster his own forces and then deliver the remainder to the borders of Haixiah as part of a great pincer action. Any aelven force seeking to march on Arkhan would be caught between the Null Myriad and the Mortis Praetorians, soon to be destroyed. With their threat removed, the Mortarch would be free to complete his dread scheme, and Hysh's countdown to oblivion would begin.



THE CURSED MOUNTAINS

In the darkest corners of Hysh, unclean things lurk. Though the Lumineth have striven to elevate their home realm to a place of bright enlightenment, that radiance nevertheless casts long shadows – and in those forlorn places, the malodorous courts of the Flesh-eaters hold dominion.

Standing towards the terminus of the sacred Avalenoria mountain range, the Vertiginous Peaks claw at Hysh's radiant skies. Yet though the aelves of Ymetrica have long possessed a bond with the spirits of their rugged home, no ascetic shrine-temples stand on the flanks of these clustered spears of rock. No sonorous lays echo through the valleys; no sacred offerings are left at the foot of the mountains. Alarith warrior-sages guard their perimeter, but they are content to accept the truth taught to them by their patron earth spirits: the Vertiginous Peaks are cursed, and to trespass there is to invite a terrible fate.

The mountains of Avalenoria are right to ward their disciples away. The curse of Ushoran has festered amidst the Vertiginous Peaks for many long years. Though ghouls keep no records, and their memories are filtered through a haze of madness, it is said that Ushoran once travelled through those lands and left behind a portion of his own radiant essence. Of course, what is majestic to the mordants is horrific madness to the sane. Whether or not this legend is true, the curse's claws have sunk deep into the Peaks. Chasms ring to the snarls of foul cannibals, and the air is choked with the stench of blood. Perhaps the Lumineth could expel the ghouls with enough conviction, but the cost of such a thorough purge would inevitably prove dreadful indeed.

The oxidised hue of the ghouls' flesh and slivers of chivalric temperament betray them as an offshoot of the Hollowmourn Grand Court. A more confounding question is whether they had brought their madness with them or if they degenerated only after settling in the Peaks. Amongst the scholars who know of the ghouls' presence, some even wonder whether the mountains themselves have succumbed to the abhorrants' curse, their once-noble spirits corrupted by insidious madness. If this were true, they would be as great cyclopean gods to the mordants, atavistic beings that demanded a consistent tribute of fresh gore from their cannibal worshippers.

Though the ghouls have long infested the Peaks, starvation has never blighted the morbid kingdom. Internecine cannibalism doubtless plays a part in this sustainability, but the indigenous creatures that prowl the ghouls' dominion also provide a steady source of meat, as do roaming Chaos warbands that would turn the Vertiginous Peaks into a staging area from which to strike deeper into Ymetrica. It is possible that this is why the lords of the Lumineth have permitted the ghouls to remain; the ruins of at least one half-built monastery belonging to the Slaaneshi Myrmidesh order speaks to the folly of those who attempt to settle within the mordants' domain.

As the cataclysm of the Soul Wars ignited, rulership of the Vertiginous Peaks belonged to the Archregent Gorstane Morteveall, otherwise known as the Bright Emperor. While some abhorrant monarchs loathed and feared Nagash as a tyrannical deity, Morteveall was most assuredly not amongst them; he was a true-in-the-blood devotee of the Great Necromancer, and in the strangely complex feudal structure that held sway in the Vertiginous Peaks, it was





those who shared his gory faith who stood highest in his favour. Many of the foremost abhorrants of his court served as priests of the Undying King, their deranged flocks carving the flanks of the mountains into cadaverous shrines to Nagash's glory.

But not all the abhorrant nobility were so eager to join the Bright Emperor's cult. Chief amongst these was the Ghoul King Varshorn. Though just as deranged and hungry for warm flesh as any of his cursed kindred, Varshorn was no fool. He recalled the tales of the Carrion King's imprisonment and knew that Nagash held no love for their people, save as a resource to be mercilessly exploited. Such heretical doubts did not endear him to the zealous Morteveall. Varshorn was exiled in the guise of an honour and charged with custodianship of Starfang Mont. Though amongst the tallest of the Vertiginous Peaks, it was situated farthest from the gore-shrines dedicated to Nagash the Father and thus considered the least of the court's holdings. To Varshorn, however, it became a haven. There, he could shelter those who owed him fealty, preside over his domain and keep a weather eye out for the storm that, more and more, he believed would come to break against Morteveall's empire.

Yet Varshorn was not content simply to react to whatever doom awaited them. Cautiously – the better to ward off scurrilous rumours of host-mustering that might stoke Morteveall's suspicion – the Ghoul King dispatched his scouts to the highest reaches of their new mountain home. They were ordered to search for beasts infused with necrotic power and drag them back to the lair in mouldering chains.

The cursed blood of these monsters was then served on Varshorn's banqueting table, blended with his own tainted ichor. Those mordant hunters afforded this boon morphed and twisted, their bodies swelling as claws elongated and gangly forearms became membranous wings. So was the Deadwatch of Starfang Mont expanded in force. The hulking Crypt Flyers were loosed into the mountain's rocky spires, there to establish hidden lairs and pre-emptively strike at anything deemed a threat.

In Varshorn's delusion, he believed these cannibalistic predators to be noble Pegasus riders, sworn to defend the realm against danger from both without and within. Brooding deep within his mountain fastness, the Ghoul King turned his fractured mind towards preparing for the worst – whatever form it took.



BLACK HARVEST

The Ossiararch Bonereapers are pitiless executors of Nagash's will. When faced with adversity, they will do whatever they deem necessary to achieve victory – no matter how wantonly malevolent their actions seem to those who oppose them. To the Bonereapers, such criticisms are immaterial next to fulfilling their master's commands.

The inevitable bloodiness of the Ymetrican offensive did not particularly faze Gorstane Morteveall. The Bright Emperor was quick to swear allegiance to Arkhan and was amongst the most zealous in committing his forces to the Mortarch's cause. Though out of favour, Varshorn and his serfs were still expected to do their part. While the Deadwatch of Starfang Mont continued its secretive vigil, the Archregent marshalled his warriors and took to the battlefield alongside the Bonereaper legions. To many of the deluded ghouls, this was only natural – these majestic warriors were none other than the chosen of Morteveall's god, clad in shining battle plate and wielding holy weapons blessed in the waters of Nagash's own magnificent palace.

The Bonereapers saw this arrangement somewhat differently. To them, the mordants were little more than a barbarous auxiliary force – a necessary evil that would soon become obsolete. The ghouls were herded to the forefront of the advancing legions, rooting out would-be

ambushes and absorbing the brunt of the Lumineth's arrows and lances. Given that the mordants were so eager to fight and perish, who were the Bonereapers to deny them? That the ghouls also provided a ready supply of osseous matter did not go unnoticed, though any such harvests were carried out cautiously at first, in an effort to avoid dissent.

The Bonereapers also identified those Flesh-eaters who were not consumed by Morteveall's credo. While Arkhan masterminded the unravelling of Ymetrica, it was left to Xaramos and the Emissarian caste to negotiate with – and, if necessary, ensure the 'disposal' of – such undesirable elements. As such, the Mortis Praetorians often took to the field alongside Varshorn's court, the ferocity of the mordants alloyed to the tactical expertise of the Bonereapers. If these battles also saw certain mordant 'nobles' left exposed at key moments to be cut down by vengeful Lumineth, such things would be accepted as the tragic consequences of war.

It was expected that Varshorn would meet such an end. But over time, Xaramos found himself developing a militaristic appreciation for the Ghoul King. Though deranged and grotesque, the abhorrant could at least command his mordants with a measure of competency. In return, while Varshorn had not abandoned his suspicions, he found the focus on tangible goals and purity of purpose displayed by Xaramos to be a refreshing contrast to Morteveall's escalating religious mania. Together, Xaramos





and Varshorn achieved notable successes, from the Silencing of the Glassisles to the Ravage of Elthond. But when the Mortarch retreated, the intricate mechanisms of the bone-tithe began to derail. Xaramos was commanded to find a new supply – and fast.

THE REAPING HOUR

Perhaps even Xaramos could not say when he decided that the Flesh-eaters would be the target of this accelerated tithing. Likely it was not immediate, since for a time the progress of the Mortis Praetorians ground to an uncharacteristic halt. If anything, as their cohorts massed in the allied territory of the Vertiginous Peaks, their focus shifted to consolidation: first rose watchtowers, then walls, then nexus points around which the tithe would be massed. Bone was the resource required for Xaramos' osseomantic craft, and bone he received – willingly, at first.

The Ymetrican offensive had accomplished what decades of isolation could not – it had bled the Vertigon Court. The teeming population had been halved, sacrificed to appease the red equations of the Ossiarch strategoi. One might have predicted this would shake Morteve's faith. If anything, however, the reverse was true. This was the testing hour, the Archregent proselytised, when Nagash the Father would call upon his most devoted disciples to prove themselves. So were countless bone-strewn lairs ransacked and the great corpse-fanes torn down in search of raw materials. The ghouls believed they offered up stone and timber to their gracious allies; the Bonereapers saw no reason to disabuse them of this notion, provided their ever-escalating quota continued to be met.

Yet no matter how Xaramos tried to meet expectations, Arkhan's demands left no room for hesitation. Ghoul patrols were dispatched to hunt down monsters and claim their bones, heedless of the casualties they suffered in the process. Mortek Guard hauled away any mordant they claimed had blasphemed against the Great Necromancer. Abhorrants and courtiers who voiced dissent regarding this new regime disappeared without trace. Still the pressure on Xaramos to meet his grisly timetable did not slacken, even as his demands stretched the ghouls to their limits.

Although his exile to Starfang Mont had been intended as an insult, it also saw Varshorn evade the worst of the tithing. It was a hollow crown, for the Ghoul King seethed at the growing desolation of the realm. Yet though he had come to loathe the Ossiarch as callous tax collectors in service to an unseen master, he could not bring himself to believe Xaramos was responsible. If the Boneshaper could be negotiated with, then perhaps an agreeable line in the sand could be drawn. Varshorn sent word to Xaramos, bidding him travel to Starfang Mont and discuss their grievances over a feast. To his mild surprise, Xaramos accepted. Passing into one of the mountain's great caverns, the Boneshaper and his Mortek guardians were also accompanied by what the ghouls believed to be opulent wagons festooned with exotic spices and foodstuffs.

It was a trap. As the ghouls moved to 'break bread' with their guests, the closest of the wagons let out a rattling rumble. The Gothizzar Harvesters drew up to their full height as Mortek warriors unsheathed their nadirite blades. Varshorn's chief advisors were summarily slaughtered, spitted on glowing swords. Serfs were trampled under the steady advance of the Harvesters. From behind the Ossiarch lines, Xaramos watched the cavern descend into bloody bedlam. Who knew what thoughts danced behind his balefire eyes – what regrets, if any, unfolded as he watched the ruin of his old ally?

Varshorn escaped thanks to the devotion of his serfs. Long had their king sought to shield them; now this feudal debt was to be repaid. Mordants threw themselves forward with reckless abandon, selling their lives so the vampiric noble could flee. The Ghoul King howled in wrath, near overwhelmed by the desire to tear the traitors bodily asunder even as he withdrew into the caverns of Starfang Mont. All the while, the merciless stamp of the advancing Ossiarch hosts echoed, never fading from earshot.

But Varshorn knew that, in their haste to maintain the tithe, the Bonereapers had not reconnoitred Starfang Mont to the fullest extent. As the clamour of battle rang out from below, the Deadwatch stirred, wings flexing as they smelled blood on the wind ...



TIMES OF FLESH AND BONE

Though Hysh is a land of symmetry and reason, the taint of undeath can be found even here. The Vertigon Court has long nestled near the heart of mountainous Ymetrica like a cannibalistic cyst – and with the coming of the Ossiarch Bonereapers, the power of Shyish waxes ever further across the realm.

AGE OF MYTH

ORIGINS OF OBLIVION

Ushoran, the primogenitor of the abhorrant curse, falls from Nagash's favour, leading to a chain of events that will ultimately see the rise of the legendary First Court. At the same time, the Great Necromancer begins work on what will eventually become the Bonereaper legions – though this remains a closely guarded secret for many long centuries.

AGE OF CHAOS

AN OATH SUNDERED

As the Age of Chaos begins and daemons pour into the Mortal Realms, the Knights of the Hollowmourn – a gallant assemblage of royal families originating from Chamon – are charged by their emperor with finding and securing secret treasure vaults across the realms. But their enemies prove too mighty, and the crusade is reduced to tatters. The ragged survivors are easy prey for the spreading curse of Ushoran and soon degenerate into the Hollowmourn Grand Court. One branch of the court finds its way to the Vertiginous Peaks of Ymetrica, though none now recall whether this was before or after their ghoulish devolution. Here the Vertigon Court takes root, and the Peaks soon echo to the snarls of countless mordants.

HALLOWED GROUND

Though the Lumineth dearly wish to exterminate the ghouls and reclaim the Vertiginous Peaks, they are faced with far more immediate concerns. The Spirefall has erupted across Hysh, and as this civil war rages, the daemons of Slaanesh emerge to devour the prideful hearts of the aelves. Eventually a host of howling mortal Sybarites follow, including the Vyzamar blade-sect of the Myrmidesh. The doyenne of the Vyzamar, Thakaira of the Last Breath, seeks to establish a Slaaneshi citadel high amongst the Vertiginous Peaks. The blade-queen, however, has reckoned without the Vertigon Court's tenacity.

At first the ghouls assail the Hedonites in mere trickles, but those trickles soon become a torrent, and that torrent a flood. Eventually mordants spill from every shadowed nook and offal-strewn cranny. So thick is the press of bodies that the Myrmidesh have no room to

employ their bedazzling blade techniques. As their outrage at such artless war grows, so do the cracks in their mental defences – through which the curse of Ushoran takes hold. The few surviving Vyzamar are spared by the lords of the Vertigon Court and subsumed into their cannibal fiefs. As Lumineth sryers look upon these deeds, they realise that the ghouls serve a macabre purpose of their own and so choose to enact a strategy of uneasy containment as long as Hysh remains under the threat of Chaos.

AGE OF SIGMAR

THE BRIGHT EMPEROR

Through what he believes to be cunning politicking – in reality, an outpouring of violence against his rivals – Gorstane Morteveall becomes the dominant abhorrant in the Vertiginous Peaks. The Hollowmourn have traditionally numbered amongst the most zealous of all mordants, but Morteveall takes this to a new level. Dubbing himself the Bright Emperor, he declares his intent to bring the light of Nagash the Father to all the realms. Ghouls by the thousands are charged with erecting morbid corpse-fanes and carving the mountains into leering visages of Nagash, piling up colossal offerings of bone with the conviction of true fanatics.

Though Morteveall affects the image of a benevolent ruler, those abhorrants who remain loyal but are deemed lacking in faith are all but banished. Amongst these is the Ghoul King Varshorn. 'Gifted' with custodianship of lonely Starfang Mont, Varshorn – aware even in his own madness of Morteveall's instability – begins to take steps to expand the ranks of his winged Deadwatch. Should disaster strike, he is determined to be ready for it.

YMETRICA WITHERS

Led by the Mortarch Arkhan, the Ossiarch Bonereapers launch a mass offensive into Ymetrica. Amongst the ranks is a cohort of Mortis Praetorians including the Boneshaper Xaramos. It is urbane Xaramos who takes on much of the responsibility for coordinating with other deathly forces in Ymetrica, employing them as auxiliary troops to clear the way for the Ossiarch advance. Morteveall is swift to swear fealty, bringing with him almost the full force of the Vertigon Court.

THE RAVAGE OF ELTHONDU

The Ymetrican port of Elthondur has long stood against the predations of Chaos. To humble it, so judge the Ossiarch strategists, would send a powerful message. Xaramos and Varshorn are commanded to join forces to see it done, though at first neither thinks very much of the other.



Varshorn's scouts soon discover that the colossal, moss-covered pachyderm sages that roam along the Great Daiko River are honoured by the denizens of Elthondu. While the abhorrant leads a party of mordant beast-hunters, Xaramos considers how to exploit this information. He is surprised when Varshorn restrains his subjects long enough to return with several of the creatures' bloated carcasses. Working his boneshaping magic, Xaramos fashions ribbed hollows within the dead sages, complete with air pockets for the mordants. The carcasses are sent drifting downriver, where they are encountered by river patrols from Elthondu. With great solemnity, the bodies are returned to the city to be ritually burnt. Only then do the Shyishan hosts burst free, catching the Lumineth utterly by surprise. The aelves fight bravely, but as the remainder of the Ossiarch and mordant armies cross the Daiko on bone rafts, the city is overwhelmed. Elthondu becomes a charnel port, and Xaramos even agrees to attend the victory feast of the Flesh-eaters – though, of course, he does not partake.

DREAD CALCULUS

Though the undead win a score of victories across Ymetrica, Arkhan is eventually forced to retreat. To make matters worse, the Lumineth begin to fastidiously burn the remains of both sides in the aftermath of battle, threatening a logistical nightmare for the Bonereapers. Xaramos begins the process of tithing the Flesh-eaters. Though Morteveall alters his teachings to accommodate this dark reaping, pressure soon piles upon the ghouls. Temples of bone are torn down to be replaced with Bonereaper strongholds, prized heirlooms of the Flesh-eaters are snatched away, and mordants vanish as the Ossiarchs enforce the brutal demands of their tithe.

THE CHARNEL WAR

Varshorn, incensed by the insidious occupation of the Bonereapers, reaches the limits of his patience and refuses to pay the bone-tithe. However, with respect to his old ally Xaramos, he proposes a reconciliatory feast in which both sides may come to a more manageable arrangement. The Ossiarchs use this as an opportunity to spring a vicious trap, butchering many of the abhorrant's inner circle and forcing Varshorn to retreat along the crooked paths of the mountain. But the Bonereapers err in their haste to meet the tithe's demands and fail to scout out the area. Even as Varshorn flees, the Deadwatch of Starfang Mont hurry to their beloved king's side.



RISE OF THE DEAD

As Arkhan the Black's generals assail the Vertiginous Peaks, they find themselves lacking the resources to maintain their skeletal legions at full strength. Yet the mountains of Ymetrica are home to many ghoulish creatures. Perhaps reinforcements can be mustered.



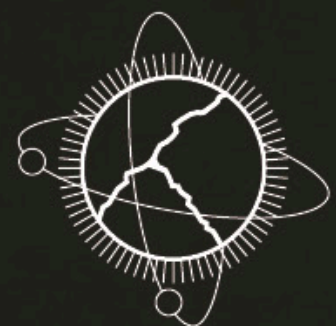
As you will likely have read in this issue's Tome Celestial, Arkhan the Black had to go to unusual lengths to maintain his armies at full strength during the invasion of Ymetrica. The Mortisan Boneshaper Xaramos even instigated an extermination of the Flesh-eater Courts in a bid to generate enough material to rebuild the Ossiarch legions. Over the next few pages, you will find Region of War rules for the Vertiginous Peaks and battleplans that pit the Ossiarch Bonereapers against their former allies: the ghouls of the Flesh-eater Courts.

WHAT ARE FLASHPOINTS?

Flashpoints are collections of articles that explore a particular region or conflict at a specific point in time. Flashpoints contain new rules for you to try out on the battlefield, plus new stories and background about the setting, giving you plenty of opportunities to theme your games. You could recreate some of the battles mentioned in the background, convert characters based on the heroes in the stories or build a new battlefield to represent one of the regions of war.

Flashpoints span multiple issues, and articles

are always marked with the Flashpoint's symbol, making them easy to find in your copy of *White Dwarf*.





REALM OF BATTLE

REGION OF WAR: THE VERTIGINOUS PEAKS

Even in glorious Hysh, there are unhallowed places that are steeped in darkness. Amongst the most sinister are the Vertiginous Peaks that stand at the heart of Ymetrica. There, the curse of Ushoran – the reality-warping madness that gave rise to the Flesh-eater Courts – lingers in the air like the ever-present scent of blood. Those whom it touches are likely to fall into crazed and violent delusion the longer they dwell among the mountains.

Should a traveller be of sufficiently strong will to resist this madness, they must still contend with the cannibal mordants and foul beasts that lurk in hidden lairs, ever hungry and ready to pounce upon the unwary. There is light here, but it is of a bloody and strange hue, refracted through the crystal shards that protrude from the sides of the mountains. The Archregent Gorstane Morteve, self-proclaimed Bright Emperor of the Vertiginous Peaks, has gone one step further by erecting grisly shrines to Nagash that watch over the mountain range, corrupting the natural magics of Ymetrica with the suffocating powers of Death. Even Starfang Mont, seat of the outcast Ghoulish King Varshorn, is redolent with these dark energies, the soul of the mountain crying out for offerings of gore.

REALMSPHERE MAGIC

WIZARDS know the Pha's Protection spell from page 259 of the *Warhammer Age of Sigmar Core Book* in battles fought in this region, in addition to any other spells that they know.

REALM COMMANDS

You can use the Strike Quickly command ability from page 259 of the *Warhammer Age of Sigmar Core Book* in battles fought in this region, in addition to the command abilities that you are normally allowed to use.

REALMSCAPE FEATURES

If a battle takes place in this region, the player who picked the realm can roll a dice and look up the result on the table to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- Blood Light:** *Glowing red crystal shards tear through the surface of the Vertiginous Peaks, filling the landscape with a pale sanguine light.*

This realmscape feature has no effect on the battle, but it gives off a lovely light.

- Unhallowed Places:** *The Vertiginous Peaks are desolate and steeped in darkness.*

Subtract 1 from the Bravery characteristic of units that do not have the DEATH keyword.

- The Curse of Ushoran:** *The reality-warping madness that gave rise to the Flesh-eater Courts lingers in the air like the ever-present scent of blood.*

From the start of the third battle round, add 1 to hit rolls for attacks made with melee weapons, and subtract 1 from save rolls for attacks made with melee weapons.

- Cannibal Mordants:** *Crazed flesh-eating creatures dwell in the hidden places of this realm.*

Roll a dice for each unit that finishes a normal move or charge move within 1" of any terrain features. On a 1, that unit suffers D3 mortal wounds.

- Shrines to Nagash:** *Scattered across the Vertiginous Peaks are cadaverous shrines erected by Morteve and dedicated to Nagash, which cry out for offerings of death and gore.*

At the start of each combat phase, you can pick 1 friendly unit within 1" of any terrain features and roll a dice. If the roll is less than the number of models from that unit that have been slain, you can add 1 to the Attacks characteristic of that unit's melee weapons in that combat phase.

- Redolent with Dark Energies:** *Many areas of the Vertiginous Peaks are filled with the corrupting energy of death magic.*

If you are using the Spells of the Realms rules from *Malign Sorcery*, **WIZARDS** in both players' armies know the Spells of Shyish instead of the Spells of Hysh. In addition, add 1 to casting rolls for **WIZARDS** when they attempt to cast **SHYISH** endless spells.

A DESPERATE REARGUARD

The Boneshaper Xaramos has grievously betrayed Varshorn, his minions slaughtering many of Starfang Mont's finest 'knights'. Now, as the Ossiarchs seek to add them to their macabre tithe, the Ghoul King and his loyal serfs must survive long enough for reinforcements to arrive.

Varshorn bade his warriors halt (*howled a wordless command*) and turned back the way they had come. Around them, the walls of the cavern echoed to the relentless march of the Ossiarchs. Their pursuers did not close with any great speed, but neither did they slip out of earshot. In hindsight, Varshorn wondered why he had allowed himself to trust them. He had seen how worship of Nagash had unmade Morteveel. It was foolish to think that an army crafted by the Father (*raised by the Great Necromancer's black arts*) could ever have had the wellbeing of the Vertigon Court in mind.

'My lord,' gasped the sergeant-at-arms of his surviving militia (*snarled the Crypt Ghast from a mouth of broken fangs*) as he halted beside Varshorn. 'We must not tarry. The Reapers will be upon us before we know it.'

'Nothing can stop that now,' Varshorn said (*gibbered, eyes alight*

with the need for violence), his head inclining in a brief nod. For a moment, the need to throw himself at the invaders and exact retribution – *to feed his bloody hungers* – proved nearly overwhelming. One thought, clear amidst the rage, suppressed it – Xaramos. Xaramos must pay. As his composure returned, his warriors bowed their heads (*stared at him with wild, bloodshot eyes, subdued by their monarch's aura of brutality*), awaiting his next command with utmost loyalty.

'We cannot stop them. But perhaps we can slow them long enough for salvation to reach us,' he said as his eyes settled onto the elegantly fluted pillars (*jagged columns of rock festooned with mouldering entrails*) worked into the stone hall. 'We must bring down those pillars. Summon the men; sound the clarion horn. Each second we claim is a chance to repay the Reapers their infidelity.'

'Let us do this, your highness,' the sergeant-at-arms insisted as he drew his blade (*swung a blood-caked femur through the air*) and snorted with battlelust. 'Long have you safeguarded us from the Bright Emperor's madness. It is our turn to serve you. We will not fail.'

Varshorn did not reply at first, his eyes focused on the cavern's entrance. Figures were coming into view, accompanied by the merciless tread of armoured feet. Alongside columns of infantry clad in the colours of false nobility strode the fire-breathing drake that had slaughtered so many of his knights. And there – a flicker of abyssal magic, skulking behind the lines. Faithless Xaramos was here. Varshorn drew his sword with an elegant flourish (*bared his fangs with a predatory growl*) and silently swore revenge upon the sorcerer once more.

'So be it,' he nodded. 'Let us deny them their prize long as we can.'





BATTLEPLAN 1 CAVERNS OF DEATH

THE VERTIGINOUS PEAKS

Use the Region of War rules from page 25. The realmscape feature for this battle must be Shrines to Nagash.

THE ARMIES

One player is the Flesh-eater Courts player. Their opponent is the Ossiarch Bonereapers player.

The Flesh-eater Courts player must use a Flesh-eater Courts army and the Ossiarch Bonereapers player must use an Ossiarch Bonereapers army. Their armies must consist of the following units:

Flesh-eater Courts:

- 1 Abhorrant Ghoul King (Varshorn). Varshorn is the general of the Flesh-eater Courts army.
- 2 other FLESH-EATER COURTS units.

Ossiarch Bonereapers:

- 1 Mortisan Boneshaper (Xaramos). Xaramos is the general of the Ossiarch Bonereapers army.
- 2 other OSSIARCH BONEREAPERS units.

UNIT SELECTION

With the exception of Varshorn and Xaramos, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A HERO with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The Flesh-eater Courts player sets up their army first, wholly within their territory.

The Ossiarch Bonereapers player then sets up their army wholly within their territory and more than 12" from any enemy units. The territories are shown on the map.

FIRST TURN

The Ossiarch Bonereapers player takes the first turn in the first battle round.

SCATTERED DEBRIS

In order to slow the progress of the Bonereapers' advance, Varshorn has ordered his serfs to tear down stone columns around the chamber.

Units cannot run in this battle. In addition, subtract 1 from charge rolls in this battle.

BATTLE LENGTH

Starting from the third battle round, at the end of each battle round, roll a dice and add the number of the current battle round to the roll. On a 7+, the battle ends. On any other roll, the battle continues.

GLORIOUS VICTORY

At the end of the battle, if Xaramos has been slain and Varshorn has not, the Flesh-eater Courts player wins a **major victory**.

At the end of the battle, if Varshorn has been slain and Xaramos has not, the Ossiarch Bonereapers player wins a **major victory**.

At the end of the battle, if neither Xaramos nor Varshorn has been slain, the Flesh-eater Courts player wins a **minor victory**.

At the end of the battle, if both Xaramos and Varshorn have been slain, the Ossiarch Bonereapers player wins a **minor victory**.



FLIGHT OF THE DEADWATCH

As Varshorn and his ghouls fight to delay the Ossiarch onslaught, salvation takes wing. Alerted by the battles now raging across Starfang Mont, the Deadwatch sally forth from their mountaintop eyries to their lord's side. But so too do the Bonereapers seek to tip the balance of war in their favour...

Sir Pazzuli nudged his winged steed (*adjusted his leathery pinions*) to swoop downwards, gritting his teeth as the bracing high-altitude winds whistled around him. Even from on high, the champion of King Varshorn's Pegasus riders (*favoured Crypt Infernal*) could hear the sounds of battle ringing across the flanks of their mountainous citadel. Great hosts of Nagash's Reapers marched along the outer passes, preparing to join those in pursuit of the king.

Brave bands of the peasantry formed ranks against their advance (*packs of mordants spilled from the darkness, screaming in maniacal outrage as they fell upon the invaders*), only to be mercilessly cut down by the Reapers' ensorcelled blades.

Pazzuli did not know exactly what had occurred to bring the two sides to blows, but it mattered little. All

that was important was reaching Varshorn's side.

'There, kinsmen!' As his alabaster-white Pegasus brayed between his legs (*he let out a soul-rending screech of fury*), Pazzuli spied a column of enemies snaking through an undefended mountain pass. A cohort of armoured riders accompanied one of their hulking thrall-beasts, their pace slow but unrelenting. The armies of the king were hard pressed as it was. Few could be spared to defend this opening into Starfang Mont; worse still, Pazzuli realised, this path was one of many that led to the inner chambers of the mountain where King Varshorn had likely formed his defence. Should they arrive uncontested, it could prove the tipping factor in a decisive encounter.

Loosing a mighty battle cry, Pazzuli drew his gleaming silver blade (*flexed his wicked talons*), its edge

catching the brilliant light of Hysh. The knight-commander led his brethren in a daring dive, swooping into the narrow mountain cleft. They ducked and weaved around spars of rock and tumbling boulders, never breaking pace, though Sir Azathain let out a strangled cry as he clipped the jagged edge of the pass and plummeted to the ground in a ragged heap.

The rearmost Reaper knights turned to face the charge of the Pegasus riders. Pazzuli briefly stared into the leering face (*skull that was not a skull*) of the closest before lashing out with his blade. The Reaper was pitched from his saddle and smashed into the ground as his fellows wheeled about. But still the flame-spitting monster lumbered on, eating up the distance towards the opening to the mountain. If they could not stop it, Pazzuli knew, then King Varshorn's life was surely measured in hours.





BATTLEPLAN 2

A RACE AGAINST OBLIVION

THE VERTIGINOUS PEAKS

Use the Region of War rules from page 25. The realmscape feature for this battle must be Cannibal Mordants.

THE ARMIES

One player is the Flesh-eater Courts player. Their opponent is the Ossiarch Bonereapers player.

The Flesh-eater Courts player must use a Flesh-eater Courts army and the Ossiarch Bonereapers player must use an Ossiarch Bonereapers army. Their armies must consist of the following units:

Flesh-eater Courts:

- 1 unit of Crypt Flyers.
- 2 other FLESH-EATER COURTS units.

Ossiarch Bonereapers:

- 1 Gothizzar Harvester.
- 2 other OSSIARCH BONEREAPERS units.

The Flesh-eater Courts player can pick 1 Crypt Infernal in their army to be Sir Pazzuli (see right).



UNIT SELECTION

With the exception of the Crypt Flyers and Gothizzar Harvester units, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A HERO with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The Ossiarch Bonereapers player sets up their army first. The Gothizzar Harvester must be set up as shown on the map. Then, the rest of their army must be set up wholly within 12" of the Gothizzar Harvester.

The Flesh-eater Courts player then sets up their army wholly within 6" of the Deadwatch edge of the battlefield and more than 12" from all enemy units.

DANGEROUS PASSAGE

The route to the battlefield is fraught with peril for flying creatures.

The Ossiarch Bonereapers player must roll a dice after each Flesh-eater Courts Crypt Flyer model other than Sir Pazzuli is set up. On a 6, that model is slain.

SIR PAZZULI

Sir Pazzuli is the leader of the Deadwatch of Starfang Mont.

Sir Pazzuli is a Crypt Infernal. In addition, add 2 to Sir Pazzuli's Wounds characteristic, and add 1 to hit rolls for attacks made with Sir Pazzuli's Piercing Talons.

BATTLE LENGTH

The battle ends either when the Gothizzar Harvester is destroyed or if, at the start of the Ossiarch Bonereapers player's turn, the Gothizzar Harvester is within 6" of the mountain pass edge of the battlefield.

GLORIOUS VICTORY

At the end of the battle, if the Gothizzar Harvester has been destroyed and Sir Pazzuli has not been slain, the Flesh-eater Courts player wins a **major victory**.

At the end of the battle, if the Gothizzar Harvester has been destroyed and Sir Pazzuli has been slain, the Flesh-eater Courts player wins a **minor victory**.

At the end of the battle, if the Gothizzar Harvester has not been destroyed and Sir Pazzuli has been slain, the Ossiarch Bonereapers player wins a **major victory**.

At the end of the battle, if the Gothizzar Harvester has not been destroyed and Sir Pazzuli has not been slain, the Ossiarch Bonereapers player wins a **minor victory**.

THE GREED OF NAGASH

Varshorn's resistance has proven irritatingly spirited, but now matters are drawing to a close. The Bonereapers set a ferocious pace of pursuit, and the abhorrant has nowhere left to run. For Xaramos, it is a chance to end the whole sorry affair – but such can only be achieved if the Ghoul King falls.

Blood splashed around the Boneshaper's feet as he entered the cavern. Smell was one of many things discarded upon his fashioning, and for that he was grateful. Gore showered the walls and no doubt reeked to wretched Azyr. Still, there was bone to be found in plentiful quantities, even before one considered the slain ghouls. The thudding tread of the Harvesters followed close behind his advancing Praetorians, punctuated by the hissing roar of the green-black fireballs they vomited forth into the milling ranks of mordants.

'Xaramos!'

The bellow echoed through the caverns, bringing the Boneshaper's advance to a halt. He already knew the source. Varshorn waited atop an ancient dais. Light crept in from the open clefts in the cavern roof, refracted crimson by the bloody crystals set into the walls. Beneath

its glare, the abhorrant waited with something approaching patience, restraining his fury for a singular foe. It was almost admirable.

No. It was foolish and would be punished accordingly.

'Xaramos, you craven,' the abhorrant slurred. 'You, whom I named friend and considered the greatest of your kind. Now look at you, come to do the bidding of a tyrant realms away, at the cost of your honour.'

'Honour is immaterial,' Xaramos said, not entirely able to hide his irritation at this latest delay. The Boneshaper's talons twitched; a nearby Gothizzar Harvester shivered as its bone breastplate thickened. 'The Supreme Lord of the Dead must have his tithe.'

'No god is worth this!' the Ghoul King howled as the last of his brood congregated around him. 'You fight

for nothing save Nagash's vanity.'

'I fight for Nagash's vision. Not a mountain caked in gore.'

'It did not have to be this way,' Varshorn said in a faintly mournful tone. Something twinged in the back of Xaramos's mind, some emotion his blended souls half recalled. He told himself that it was displeasure. Nothing more.

The Boneshaper was about to reply when a screech shook the air. From the clefts in the cavern swooped winged mordants, their shrieks staggering even him. His Mortek warriors reacted quickly, forming a tight shieldwall as the Ossiarch cavalry charged into the throng of ghouls. Resolve hardened within Xaramos. There was no going back now.

'It always had to be this way.'

OSSIARCH BONEREAPERS PLAYER'S TERRITORY

FLESH-EATER COURTS PLAYER'S TERRITORY



BATTLEPLAN 3 TITHE IMMORTIS

THE VERTIGINOUS PEAKS

Use the Region of War rules from page 25. The realmscape feature for this battle must be Shrines to Nagash.

THE ARMIES

One player is the Flesh-eater Courts player. Their opponent is the Ossiarch Bonereapers player.

The Flesh-eater Courts player must use a Flesh-eater Courts army and the Ossiarch Bonereapers player must use an Ossiarch Bonereapers army. Their armies must consist of the following units:

Flesh-eater Courts:

- 1 Abhorrant Ghoul King (Varshorn). Varshorn is the general of the Flesh-eater Courts army.
- 4 other FLESH-EATER COURTS units.

Ossiarch Bonereapers:

- 1 Mortisan Boneshaper (Xamos). Xamos is the general of the Ossiarch Bonereapers army.
- 4 other OSSIARCH BONEREAPERS units.

UNIT SELECTION

With the exception of Varshorn and Xamos, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A Hero with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The players roll off, and the player who lost the roll-off sets up their army first, wholly within their territory.

Their opponent then sets up their army wholly within their territory and more than 12" from any enemy units. The territories are shown on the map.

DRAWN-OUT CONFLICT

As the battle progresses, new units arrive for both sides, replacing units that had been destroyed.

At the end of your movement phase, you can pick 1 friendly unit that has been destroyed and return it to your army. Set up the unit wholly within your own territory, within 6" of the edge of the battlefield and more than 9" from any enemy units.

BATTLE LENGTH

The battle lasts until either Varshorn or Xamos is slain.

GLORIOUS VICTORY

At the end of the battle, if Xamos has been slain and no wounds are allocated to Varshorn, the Flesh-eater Courts player wins a **major victory**.

At the end of the battle, if Xamos has been slain and any wounds are allocated to Varshorn, the Flesh-eater Courts player wins a **minor victory**.

At the end of the battle, if Varshorn has been slain and no wounds are allocated to Xamos, the Ossiarch Bonereapers player wins a **major victory**.

At the end of the battle, if Varshorn has been slain and any wounds are allocated to Xamos, the Ossiarch Bonereapers player wins a **minor victory**.



ANVIL OF DEATH

As undead warlords rise to prominence amidst the peaks of Ymetrica, some of them begin to make names for themselves on the fields of battle. Such martial skill and bloodthirsty savagery will not go unnoticed by the most benevolent Lord of Undeath.

This year's General's Handbook features the Anvil of Apotheosis, a set of rules named after Sigmar's forge upon which he creates the mighty Stormcast Eternals. These rules allow you to forge a unique warscroll from the ground up to represent your very own custom-made heroes in your Age of Sigmar battles. In this issue of *White Dwarf*, we expand on those rules and focus on the Flesh-eater Courts and Ossiarch Bonereapers, giving you a whole host of options for each of these

factions that you'll be able to use even if you don't have a copy of the current General's Handbook.

For the most noble paladins of the Flesh-eater Courts, you'll find a feast of gory details to make a uniquely delusional **ABHORRANT** or one of their loyal **COURTIERS**. For those of you that would rather throw in your lot with the Ossiarch Bonereapers, you'll be able to piece together your own **MORTISAN** or **LIEGE** bone by magical bone. Enjoy!

The rules in this section will enable you to create a unique hero of your own design for either the Flesh-eater Courts or the Ossiarch Bonereapers. A blank warscroll to record your hero upon can be printed out from www.warhammer-community.com.

There are 5 steps to follow to create your own hero. As you follow the steps, you will have a host of options to choose from, including powerful weapons and ferocious mounts. After completing all of the steps, you will be able to field your hero in your narrative play games of Age of Sigmar.

The 5 steps are as follows:

1. Set a destiny point limit for your hero.
2. Choose your hero's archetype.
3. Equip your hero with weapons from the armoury.
4. Choose a bestial companion (if any) for your hero.
5. Spend your remaining destiny points on any characteristic enhancements or abilities for your hero.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

Many of the steps include **options** to give your hero a [Characteristic Enhancement] or an [Ability]. If the option gives a [Characteristic Enhancement], modify the characteristic as noted. If it gives an [Ability], write the ability in the 'Abilities' section of your hero's warscroll. The same characteristic enhancement can be chosen up to 3 times for your hero; however, the same ability cannot be chosen more than once. Lastly, some options will have **restrictions** that limit which keywords can or cannot take a certain option.

STEP 1 - THE DESTINY POINT LIMIT

When creating your hero, the first step is to pick 1 of the following destiny point limits for your hero:

Champion

Limit: 20 destiny points

Conqueror

Limit: 40 destiny points

As you complete the rest of the steps, each option you pick for your hero

will cost a certain number of **destiny points**. This will often be abbreviated as **DP**. Keep a running tally of the number of destiny points you have spent. The tally cannot exceed the limit you have set.

STEP 2 - ARCHETYPES

The second step is to pick the archetype for your hero. There are 4 to choose from in total: 2 for the Flesh-eater Courts – Abhorrant and Courtier – and 2 for the Ossiarch Bonereapers – Liege and Mortisan. The archetype you pick will cost a number of destiny points (as indicated in the upper-right corner of the archetype) and will populate your hero's Move, Wounds, Bravery and Save characteristics. The archetype will also give them a set of keywords and starting abilities, and there may be an optional rule you can choose for them. Write all of these down on your hero's warscroll after making your choice.



7

MOVE 6"

WOUNDS 6

SAVE 5+

BRAVERY 10

ABHORRANT

[Ability]	<p>(Add the following to the warscroll):</p> <p>MAGIC</p> <p>This HERO is a WIZARD. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. In addition, they know any spells you have picked for them from the Spell Table.</p> <p>COMMAND ABILITIES</p> <p>Summon Men-at-arms: You can use this command ability at the end of your movement phase. If you do so, pick 1 friendly model that has this command ability and has not used it before in the battle. That model summons 1 unit of up to 10 SERFS to the battlefield. The summoned unit is added to your army and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.</p>
Optional Rule:	You can pick 1 spell from the table overleaf and add it to the warscroll.
Keywords:	DEATH, VAMPIRE, FLESH-EATER COURTS, ABHORRANT, HERO, WIZARD

5

MOVE 6"

WOUNDS 4

SAVE 5+

BRAVERY 10

COURTIER

[Ability]	<p>(Add the following to the warscroll):</p> <p>ABILITIES</p> <p>Muster Serfs: In your hero phase, if this model is in your army and on the battlefield, roll 6 dice. For each 2+, you can return 1 slain model to a friendly SERFS unit that is within 10" of this model. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.</p>
Keywords:	DEATH, MORDANT, FLESH-EATER COURTS, COURTIER, HERO



6

MOVE 5"

WOUNDS 5

SAVE 4+

BRAVERY 10

MORTISAN

[Ability]	<p>(Add the following to the warscroll):</p> <p>MAGIC</p> <p>This HERO is a WIZARD. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. In addition, they know any spells you have picked for them from the Spell Table.</p>
Optional Rule:	You can pick 1 spell from the table overleaf and add it to the warscroll.
Keywords:	DEATH, OSSIARCH BONEREAPERS, MORTISAN, HERO, WIZARD

6

MOVE 5"

WOUNDS 5

SAVE 4+

BRAVERY 10

LIEGE

[Ability]	<p>(Add the following to the warscroll):</p> <p>COMMAND ABILITIES</p> <p>Endless Duty: You can use this command ability in your shooting phase or any combat phase. If you do so, pick 1 friendly OSSIARCH BONEREAPERS unit that is wholly within 12" of a model with this command ability. Add 1 to the Attacks characteristic of weapons used by that unit in that phase. You cannot pick the same unit to benefit from this command ability more than once per phase.</p>
Optional Rule:	You can chose to give this hero the LIEGE-KAVALOS keyword, but if you do so, it must be given the Mounted Beast option (see step 4).
Keywords:	DEATH, OSSIARCH BONEREAPERS, LIEGE, HERO

SPELL TABLE
<p>Ravenous Hunger: <i>The wizard invokes a relentless hunger for the flesh of the living, driving the warriors into a rabid frenzy.</i></p> <p>Ravenous Hunger has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 18" of the caster that is visible to them. Add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase.</p>
<p>Raise the Dead: <i>Powerful necromancy saturates the land around this wizard, bringing warriors back to the fore to fight again.</i></p> <p>Raise the Dead has a casting value of 7. If successfully cast, pick 1 friendly unit within 12" of the caster that is visible to them. You may return a number of slain models that have a combined Wounds characteristic of D6 or less to that unit.</p>
<p>Necrotic Leech: <i>Amethyst tendrils reach out from the caster, sapping the life force of the enemy before replenishing their allies with stolen vigour.</i></p> <p>Necrotic Leech has a casting value of 6. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them and 1 friendly unit wholly within 12" of the caster that is visible to them. That enemy unit suffers D3 mortal wounds, then you can heal up to D3 wounds allocated to that friendly unit.</p>
<p>Immortal Will: <i>Nearby allies are in thrall to the will of the caster, who drives them forward to unleash fury upon the enemy.</i></p> <p>Immortal Will has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster that is visible to them. You can re-roll hit rolls of 1 for attacks made by that unit until your next hero phase.</p>
<p>Wall of Dust: <i>The caster conjures forth a wall of dust with the ferocity to strip flesh from bone.</i></p> <p>Wall of Dust has a casting value of 5. If successfully cast, pick 1 enemy unit and roll 1 dice for each model from that unit that is within 18" of the caster and visible to them. For each 6, that unit suffers 1 mortal wound.</p>
<p>Circle of Death: <i>The caster draws upon powerful Shyishan energies to unleash a wave of necrotic magic that engulfs nearby foes.</i></p> <p>Circle of Death has a casting value of 7. If successfully cast, roll 1 dice for each enemy unit within 12" of the caster and visible to them. On a 1, nothing happens. On a 2-3, that unit suffers 1 mortal wound. On a 4+, that unit suffers D3 mortal wounds.</p>



STEP 3 - THE ARMOURY

The next step is to arm your hero with weapons from the armoury. There are different weapon options for the Ossiarch Bonereapers and the Flesh-eater Courts, as well as a Shield option that can be taken by both. A hero can be armed with 1 of the following weapon options:

- 1 one-handed melee weapon.
- 2 different one-handed melee weapons.
- 2 of the same one-handed melee weapon (+1 DP).
- 1 one-handed melee weapon and a shield.
- 1 two-handed melee weapon.

The weapons and their profiles are listed in the table below, and each weapon costs a number of destiny points as noted in the rightmost column of the table.

For each weapon chosen, add the profile to your hero's warscroll and write the name of the weapon in the description section.

If your hero is armed with 2 of the same one-handed melee weapon, only add the weapon profile once to the warscroll but double its Attacks characteristic. This costs 1 additional destiny point on top of the destiny points cost for each weapon. For example, if your hero was armed with 2 Nadirite Blades, the Attacks characteristic would be 6 and it would cost 5 destiny points in total.

In step 5, you will be presented with options to improve your hero's weapons.



OSSIARCH BONEREAPERS ONE-HANDED WEAPONS							
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Spirit Dagger	1"	3	4+	4+	-1	1	1
Nadirite* Blade	1"	3	3+	4+	-	1	2
Dread Falchion	1"	3	4+	3+	-1	1	1
Nadirite* Spear	2"	3	4+	4+	-	1	2
Ossified Talon	1"	2	4+	4+	-1	1	0
<i>*If your hero is armed with a Nadirite weapon, add the following ability to your hero's warscroll:</i>							
[Ability] Nadirite Weapons: If the unmodified hit roll for an attack made with a Nadirite weapon is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.							
OSSIARCH BONEREAPERS TWO-HANDED WEAPONS							
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Soulcleaver Greatblade	1"	3	3+	3+	-2	2	3
Soul Scythe	2"	4	4+	4+	-1	1	1
Soul Staff	1"	3	4+	3+	-1	D3	1
Dread Halberd	2"	3	4+	3+	-2	2	2
FLESH-EATER COURTS ONE-HANDED WEAPONS							
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Bone Club	1"	3	4+	3+	-	2	1
Bloodied Fangs	1"	1	4+	3+	-1	3	1
Barrow Blade	1"	3	3+	4+	-	1	1
Decrepit Spear	2"	3	4+	4+	-	1	1
Filthy Talons	1"	4	4+	4+	-	1	1
FLESH-EATER COURTS TWO-HANDED WEAPONS							
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Massive Bone Club	1"	3	4+	3+	-1	3	2
Rusty Halberd	2"	3	4+	3+	-1	2	2
Ancient Great Sword	1"	3	3+	3+	-1	2	2
SHIELD							
[Characteristic Enhancement] Improve your hero's Save characteristic by 1						DP 2	

STEP 4 - BESTIAL COMPANION

In this step, you need to decide whether or not your hero will have a bestial companion. There are 3 types of bestial companion: **Minor Beast**, **Mounted Beast** and **Gargantuan Beast**. A hero can only ever have 1 bestial companion picked for them. A Minor Beast follows or guards your hero, such as a swarm of bats or a constructed throne of bones. A Mounted Beast can be anything from an undead

stallion to an ethereal steed. A Gargantuan Beast is a truly colossal mount, such as a Zombie Dragon, Terrorgheist or Dread Abyssal. If you do not want to choose a bestial companion for your hero, you can skip this step.

You can pick 1 of the following bestial companions. Each costs a number of destiny points as listed in the table.

MINOR BEAST

<div> <div>[Characteristic Enhancement]</div> <div>Add 1 to your hero's Wounds characteristic</div> </div>						DP 4
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3

Add the following text to your hero's description:

MINOR BEAST:

This model's Minor Beast attacks with its Claws and Maw. For rules purposes, it is treated the same as a mount.

MOUNTED BEAST

<div> <div>[Characteristic Enhancement]</div> <div>Add 2 to your hero's Wounds characteristic</div> <div>Change your hero's Move characteristic to 8"</div> </div>						DP 6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3

Add the following text to your hero's description:

MOUNT:

This model's Mounted Beast attacks with its Claws and Maw.

GARGANTUAN BEAST

<div> <div>[Characteristic Enhancement]</div> <div>Add 8 to your hero's Wounds characteristic</div> <div>Change your hero's Move characteristic to 8"</div> </div>						DP 15
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	2"	2	4+	3+	-1	2
Maw	2"	2	3+	3+	-2	2

Add the following text to your hero's description:

MOUNT:

This model's Gargantuan Beast attacks with its Claws and Maw.

Add the following keywords to your hero's warscroll:

MONSTER

Add the damage table on the right to your hero's warscroll.

DAMAGE TABLE			
Wounds Suffered	Move	Claws	Maw
0-3	10"	6	4
4-6	8"	5	3
7-9	6"	4	2
10-11	4"	3	1
12+	2"	2	1

If you have picked a bestial companion for your hero, you can pick any of the following options for them. Each option costs a number of destiny points as listed in the table.

BESTIAL COMPANION OPTIONS		
Winged Beast	<p>[Ability] Add the following text to your hero's description:</p> <p>FLY: This model can fly.</p> <p>Restrictions: No Minor Beast</p>	DP 4
Breath Attack	<p>[Ability] Breath Attack: In your shooting phase, you can pick 1 enemy unit within 6" of this model. Roll a number of dice equal to the number of models from that enemy unit that are within 6" of this model. For each 6, that enemy unit suffers 1 mortal wound.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 4
Vicious Charge	<p>[Ability] Vicious Charge: After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.</p>	DP 1
Razor-sharp Claws	<p>[Characteristic Enhancement] Improve the Rend characteristic of the bestial companion's Claws by 1 (to a maximum of -3).</p>	DP 2
Poisonous Bite	<p>[Ability] Poisonous Bite: If the unmodified hit roll for an attack made with the bestial companion's Maw is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.</p>	DP 2
Gobble Attack	<p>[Ability] Gobble Attack: Each time this model attacks, after all of this model's attacks have been resolved, you can pick 1 enemy model within 1" of this model and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 3
Terror	<p>[Ability] Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 1
Savage Frenzy	<p>[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Add 1 to the Attacks characteristic of that weapon. For Gargantuan Beasts, add 1 to each row of the appropriate column in the damage table.</p>	DP 1
Lashing Tail	<p>[Ability] Lashing Tail: At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. If the roll is less than the number of models in that unit, that unit suffers D3 mortal wounds.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 3
Savage Ferocity	<p>[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Hit characteristic of that weapon by 1.</p>	DP 1
Savage Strength	<p>[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Wound characteristic of that weapon by 1.</p>	DP 1
Stomp	<p>[Ability] Stomp: At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 2

STEP 5 - CHARACTERISTIC ENHANCEMENTS AND ABILITIES

The final step is to pick any other options for your hero. Each costs a number of destiny points as listed in the tables. In this step, you can also choose for your hero to

be accompanied by a Spirit Host. If you do so, this can be in addition to any other bestial companion they already have.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Unnatural Speed	[Characteristic Enhancement] Add 1" to your hero's Move characteristic.	DP 2
Dark Fortitude	[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic.	DP 1
Extra Armour	[Characteristic Enhancement] Improve your hero's Save characteristic by 1 (to a maximum of 3+).	DP 2
Ferocity	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Attacks characteristic of that weapon.	DP 2
Weapon Master	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Hit characteristic of that weapon by 1.	DP 2
Unholy Strength	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Wound characteristic of that weapon by 1.	DP 2
Mighty Weapon	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Damage characteristic of that weapon. Weapons that have a random Damage characteristic cannot be picked.	DP 2
Honed Edge	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the Rend characteristic of that weapon by 1 (to a maximum of -3).	DP 2
Master of Dark Magics	[Characteristic Enhancement] Increase the number of spells this hero can attempt to cast and unbind by 1. Restrictions: WIZARD only	DP 3
Dark Acolyte	[Ability] Dark Acolyte: Add 1 to casting and unbinding rolls for this model. Restrictions: WIZARD only	DP 3
Immortal Champion	[Ability] Immortal Champion: Add 1 to the Attacks characteristic of this model's melee weapons if it is within 3" of 10 or more enemy models when you pick the target unit(s) for its attacks.	DP 3

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Loyal Adjutant	[Ability] Loyal Adjutant: This model can be given a command trait in addition to the model picked to be your general.	DP 5
Insane Brilliance	[Ability] Insane Brilliance: Each time you spend a command point to allow this model to use a command ability, roll a dice. On a 5+, you receive 1 extra command point.	DP 3
Feed on Necromancy	[Ability] Feed on Necromancy: Each time a spell is successfully cast by a DEATH WIZARD within 12" of this model, you can heal 1 wound allocated to this model after the spell has been resolved.	DP 3
Harrowing Shriek	[Ability] Harrowing Shriek: In your hero phase, pick 1 enemy unit within 9" of this model and roll 2D6. If the roll is higher than that enemy unit's Bravery characteristic, that enemy unit suffers a number of mortal wounds equal to the difference between its Bravery characteristic and the roll.	DP 4
Master of Fiends	[Ability] Master of Fiends: In your hero phase, you can pick 1 friendly unit with a Wounds characteristic of 10 or more that is wholly within 9" of this model. If you do so, you can either heal up to 3 wounds that have been allocated to that unit or, if no wounds have been allocated to that unit, you can add 1 to the Damage characteristic of melee weapons used by that unit until your next hero phase.	DP 4
Hunter of the Living	[Ability] Hunter of the Living: This model can run and still charge in the same turn.	DP 4
Decapitating Strike	[Ability] Decapitating Strike: If the unmodified wound roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.	DP 4
Ride them Down	[Ability] Ride them Down: Add 1 to the Damage characteristic of melee weapons (not including mount weapons) with a Range characteristic of 2" if this model made a charge move in the same turn. Restrictions: Heroes on a Mounted Beast only	DP 1

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Ebon-wrought Armour	[Ability] Ebon-wrought Armour: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+, that mortal wound is negated.	DP 4
Ethereal Nature	[Ability] Ethereal Nature: Ignore modifiers (positive or negative) when making save rolls for attacks that target this model. Restrictions: Cannot be taken by a hero with a Save characteristic of 3+ or 2+.	DP 4
Shyishan Ward	[Ability] Shyishan Ward: Roll a dice each time a wound or mortal wound is allocated to this model. On a 6, that wound or mortal wound is negated.	DP 3

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Bat Wings	[Ability] Add the following text to your hero's description: FLY: This model can fly.	DP 4
Blood Frenzy	[Ability] Blood Frenzy: If the unmodified hit roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.	DP 3
Deathly Vigour	[Ability] Deathly Vigour: In your hero phase, you can roll a dice for this model. If you do so, on a 4+, heal up to D3 wounds allocated to this model.	DP 3

SPIRIT HOST						
Add the following melee weapon to your warscroll:						DP 4
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Claws and Daggers	1"	2	5+	5+	-	1
Add the following text to your hero's description:						
COMPANION: This hero is accompanied by a host of spirits that attack with their Spectral Claws and Daggers. For rules purposes, they are treated in the same manner as a mount.						
[Ability]	Add the following ability to your hero's warscroll: Frightful Touch: If the unmodified hit roll for an attack made with this model's Spectral Claws and Daggers is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).					
Optional Rule:	You can spend an additional 2 destiny points to add 2 to the Attacks characteristic of the Spirit Host's Spectral Claws and Daggers, or you can spend an additional 4 destiny points to add 4 to the Attacks characteristic instead.					

USING YOUR HERO IN BATTLE

Once you have created your hero, you are ready to field them in narrative play battles. Below are a number of ideas of how to incorporate your hero into your games of Age of Sigmar.

Campaign Games: If you are playing a campaign, you could agree that after each battle, players accrue D3 destiny points with which to improve their hero.

Open Play Games: With your opponent's permission, if you are using the Open War army generator, your hero can be picked to be a Champion or Conqueror

in your army depending on the destiny point limit for that hero.

Matched Play Games: Using these heroes in matched play is strictly a house rule and requires your opponent's permission. If you do so, count the number of destiny points you have spent on your hero and multiply the total by 10. This is the Pitched Battle points cost of that hero. In addition, your hero has the Leader battlefield role, unless it has the **MONSTER** keyword, in which case it has the Leader and Behemoth battlefield roles.

CRYPT GHOULS

Having read the exciting new rules and background for the Charnel Kingdom, you'll no doubt be wanting to paint some Crypt Ghouls, right? Studio army painter Tom Moore shows off two painting guides - one in the classic style, the other with Contrast paints.

Tom: Crypt Ghouls make up the rank and file of a Flesh-eater Courts army, so it's likely that you're going to need to paint quite a few of them! These two painting guides are designed to help you get your rank-and-file models painted quickly and easily but to a great standard.

CLASSIC STYLE

Because Crypt Ghouls are mostly flesh, I decided to undercoat the classic-style model with Grey Seer spray to give the skin a lighter, more sickly tone. Instead of using a humanlike flesh tone, I opted for the horrible rancid green skin that you can see in the battle tome. The easiest way

BATTLE READY

Using the stages to the right, Tom painted a Crypt Ghastr Courtier so that it is ready for the battlefield. An army painted to this standard this would look brilliant.



GHASTRY SKIN



Basecoat: Celestra Grey

L Base



Wash: Athonian Camoshade

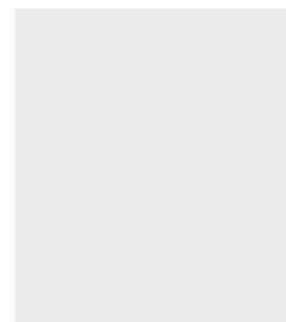
M Shade

LANK HAIR



Basecoat: Rhinox Hide

S Base



TEETH



Basecoat: Rhinox Hide

M Layer



Layer: Pallid Wych Flesh

XS Artificer Layer

PARADE READY

With a few extra highlights to each area of the model, Tom took the Battle Ready Courtier and made it Parade Ready. This cannibal is ready for war/lunch.



Layer: Nurgling Green

S Layer



Layer: Screaming Skull

XS Artificer Layer



Layer: Gorthor Brown

S Layer



Layer: Baneblade Brown

XS Artificer Layer

to achieve this look is with a wash of Athonian Camoshade, which does a lot of the work on the model for you. While I applied the Shade paint neatly for the sake of this painting guide, you really can slap on the paint when applying a wash like this. You're going to be basecoating the other areas with a different colour anyway, so who cares if you get a bit of green on the claws or bones?

TOP TIP

Once you've got a batch of Crypt Ghouls to a Battle Ready state, why not drybrush them to completion? Many of the final Layer colours are very similar, so instead of layering each colour on, you could try one overall drybrush of Screaming Skull instead. The final result will appear softer (as in fewer edge highlights) but still very effective. You could even apply a wash of Agrax Earthshade thinned down with Lahmian Medium to the whole model to help tie all the colours together.

PAINTING EYES

The Crypt Ghast Courtier that Tom painted lacks eyes, but we would be remiss not to show you how to paint them! Tom started by blocking out the area around the eyes with Rhinox Hide. He then painted in a tiny dot of Pallid Wych Flesh for the white squidgy bit and an even smaller dot of Abaddon Black for the iris and pupil.

1



Basecoat: Rhinox Hide
S Layer

2



















Layer: Pallid Wych Flesh
XS Artificer Layer

3



Layer: Abaddon Black
XS Artificer Layer

NAILS	BONE	SCARS	OLD ROPE	METAL HOOK	BLOOD AND GORE
<div>1</div>  <div>Basecoat: Rhinox Hide M Layer</div>	<div>1</div>  <div>Basecoat: Morghast Bone M Base</div>	<div>1</div>  <div>Wash: Carroburg Crimson M Glaze</div>	<div>1</div>  <div>Basecoat: Steel Legion Drab S Base</div>	<div>1</div>  <div>Basecoat: Leadbelcher S Base</div>	<div>1</div>  <div>Basecoat: Blood for the Blood God M Layer</div>
<div>2</div>  <div>Layer: Balor Brown S Layer</div>	<div>2</div>  <div>Wash: Seraphim Sepia M Shade</div>		<div>2</div>  <div>Wash: Agrax Earthshade M Glaze</div>	<div>2</div>  <div>Wash: Agrax Earthshade M Glaze</div>	
<div>3</div>  <div>Layer: Ushabti Bone XS Artificer Layer</div>	<div>3</div>  <div>Layer: Ushabti Bone S Layer</div>	<div>2</div>  <div>Layer: Kislev Flesh S Layer</div>	<div>3</div>  <div>Layer: Baneblade Brown XS Artificer Layer</div>	<div>3</div>  <div>Layer: Stormhost Silver S Layer</div>	
	<div>4</div>  <div>Layer: Pallid Wych Flesh XS Artificer Layer</div>				

CONTRAST STYLE

The Contrast version of the Crypt Ghoul Courtier looks very similar to the classic version, but the process is significantly quicker – almost twice as fast, in fact!

The first thing to ensure is that you apply each of your Contrast paints carefully, particularly the Militarum Green basecoat. While this stage may take a little more time than the slap-it-on approach of a Shade paint, it essentially creates your shade and your first highlight for you, thereby saving time in the long run. As with most models, I started by painting the largest area first – in this case, the skin.

TOP TIP 1

If you accidentally get Contrast paint on an area that you've already painted (such as Wyldwood on the green skin), try mixing the relevant Contrast paint (in this case Militarum Green) with the undercoat colour (Grey Seer)

and reapplying it to the area you accidentally painted over. We've found this to be a lot quicker than reapplying the undercoat and then the Contrast paint.

TOP TIP 2

Why not combine the two painting styles across your whole army? You could use the quicker Contrast paints on the rank and file and use the classic-style painting guide for your characters. You can even use the drybrushing tip we mentioned on the previous page for the final stages of your Contrast Ghouls.

TOP TIP 3

Why stick with green? There are thirty-four colours in the Contrast paint range, and pretty much all of them are perfect for Ghoul skin. You could have Flesh Tearers Red Ghouls from Aqshy, perhaps. Or maybe Shyish Purple Ghouls from, well ... Shyish! There are lots of options.

BATTLE READY

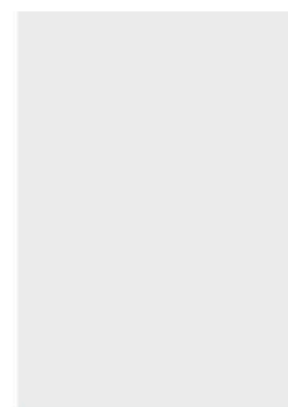
Using the stages to the right, Tom painted a Crypt Ghast Courtier using Contrast paints to great effect. Nice and simple, right?



GHASTLY SKIN



LANK HAIR

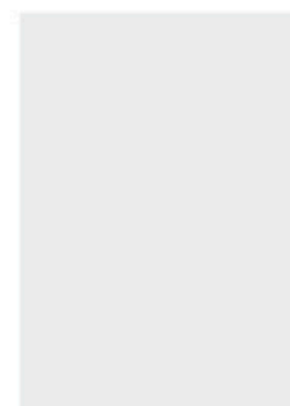
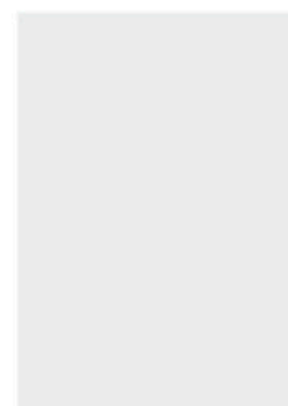
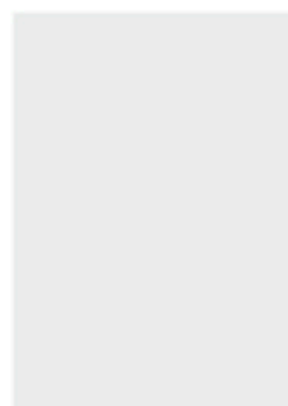


TEETH



PARADE READY

Tom added one or two highlights to each area of the model, taking this Courtier from Battle Ready to Parade Ready in no time at all.



ALTERNATIVE SKIN TONES

Don't fancy painting green Ghouls? Not a problem, because Warhammer TV has you covered. There are three videos for painting Ghouls on our YouTube channel – one with green skin, one with pale skin (shown below) and one in painted in bright orange.

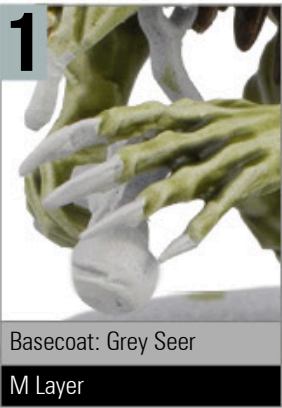


PAINTING BASES

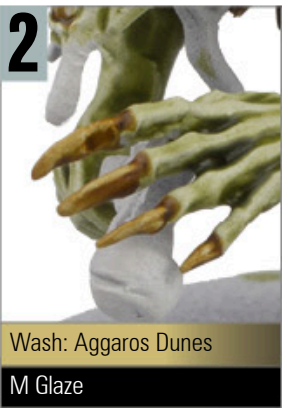
Tom painted the bases of his Crypt Ghouleer Courtiers using the traditional studio method. For the Battle Ready models, he applied a basecoat of Stirland Mud Technical paint and left it at that. For the Parade Ready Courtiers, he drybrushed the bases with Balor Brown and Screaming Skull. The base rim is painted with Steel Legion Drab. The patches of grass are from the Middenland Tufts set.



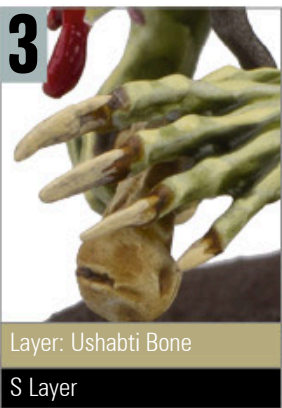
NAILS



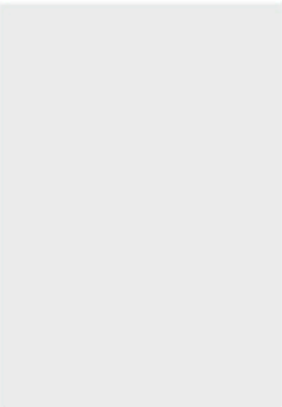
Basecoat: Grey Seer
M Layer



Wash: Aggaros Dunes
M Glaze



Layer: Ushabti Bone
S Layer



BONE



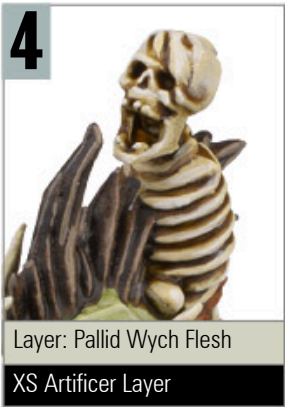
Basecoat: Grey Seer
S Base



Wash: Skeleton Horde
M Shade



Layer: Ushabti Bone
S Layer

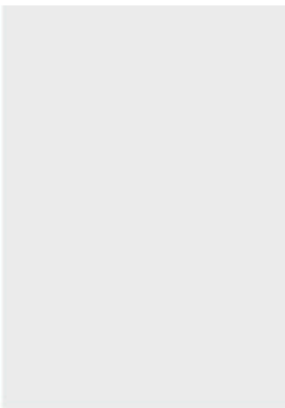


Layer: Pallid Wych Flesh
XS Artificer Layer

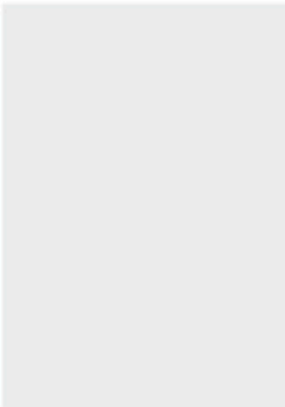
SCARS



Basecoat: Volupus Pink
M Glaze



Layer: Kislev Flesh
S Layer



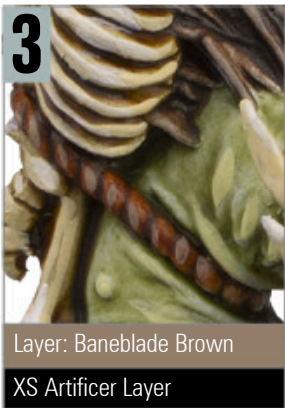
OLD ROPE



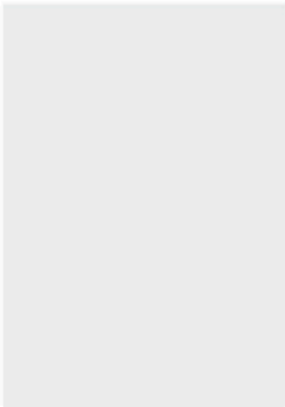
Basecoat: Grey Seer
M Layer



Wash: Gore-grunta Fur
M Glaze



Layer: Baneblade Brown
XS Artificer Layer



METAL HOOK



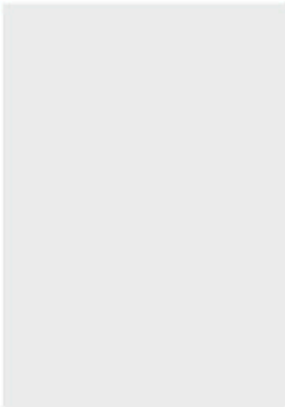
Basecoat: Leadbelcher
S Base



Wash: Agrax Earthshade
M Glaze



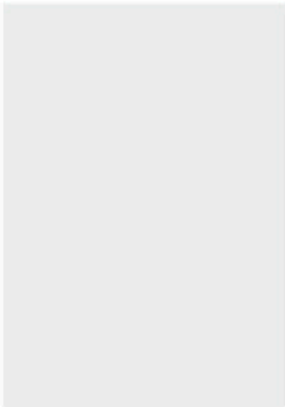
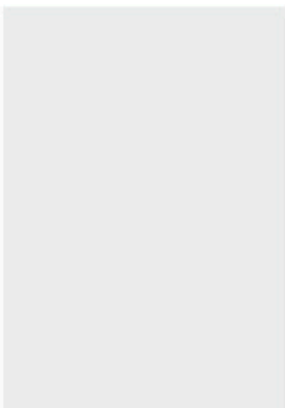
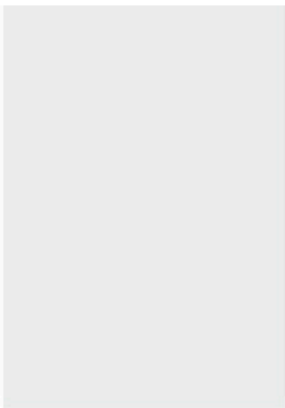
Layer: Stormhost Silver
S Layer



BLOOD AND GORE

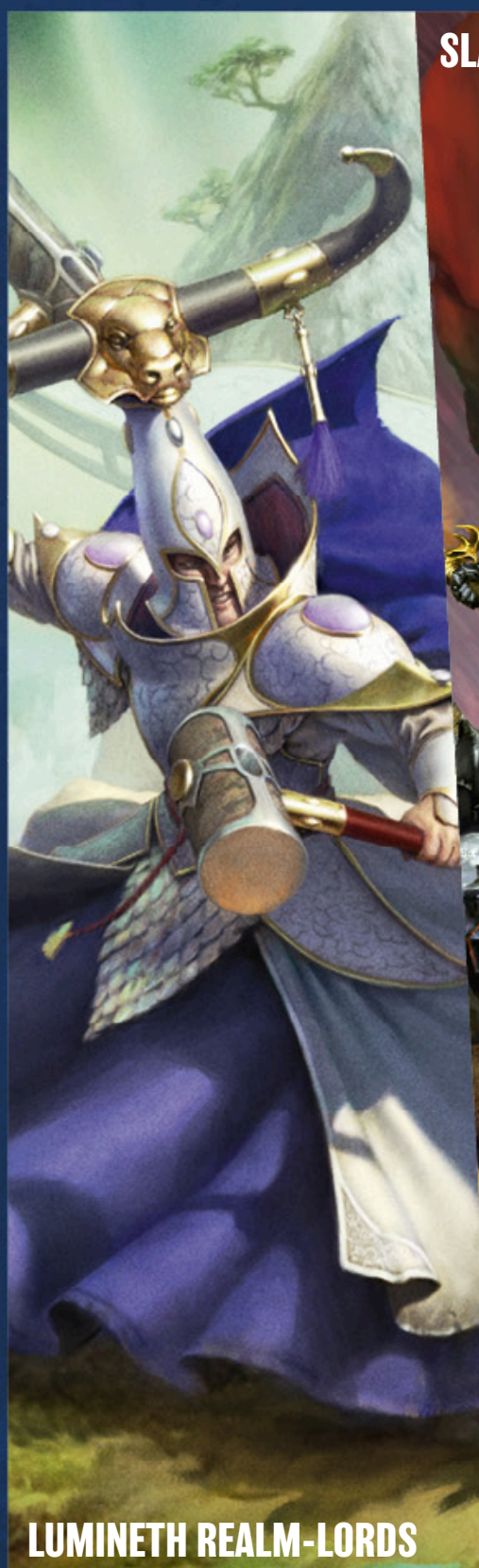


Basecoat: Blood for the Blood God
M Layer

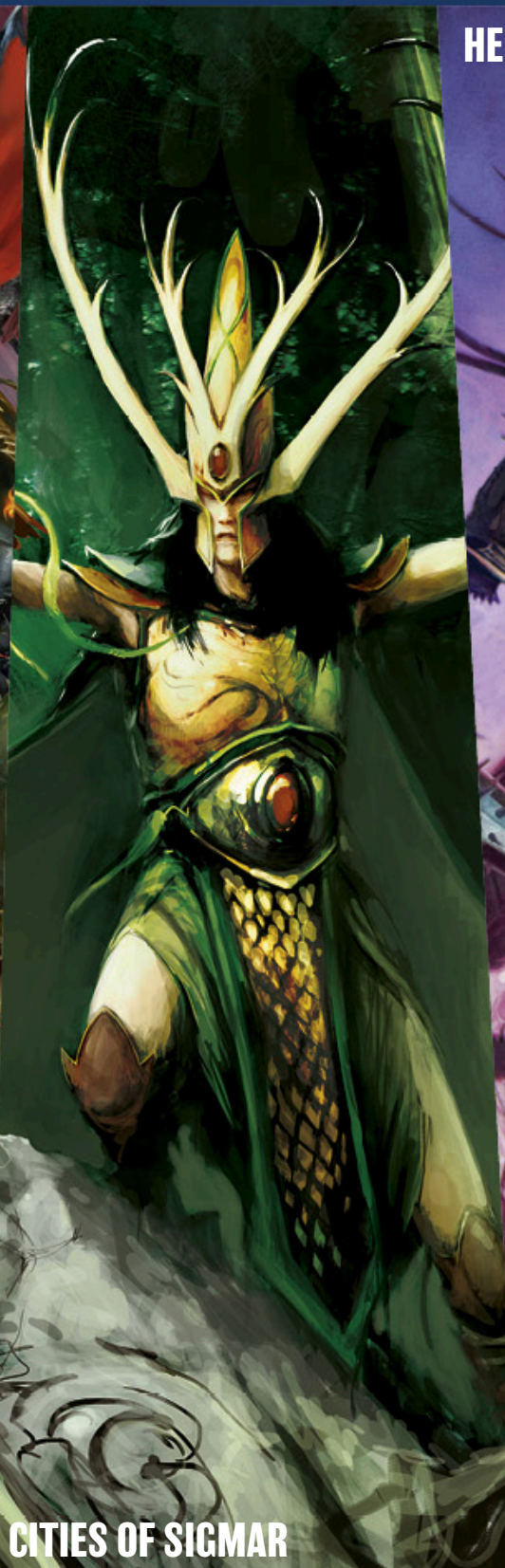


A TALE OF FOUR WARLORDS

The Mortal Realms are in turmoil following the Shyish Necroquake, and the dominion of countless lands hangs in the balance. Now is the time for mighty heroes to assemble their armies and rise up for good or evil. This is A Tale of Four Warlords.



SLAVES TO DARKNESS



HEDONITES OF SLAANESH



As promised last issue, A Tale of Four Warlords returns once more, again and with feeling, but this time in the Mortal Realms! Over the course of 2021, two series will run concurrently – one for Warhammer 40,000, the other for Warhammer Age of Sigmar – making a grand total of eight warlords for you to follow, take inspiration from, admire (from a safe distance) and emulate. This issue, the Warhammer Age of Sigmar series kicks off in splendid fashion. Enjoy!

WHAT IS A TALE OF FOUR WARLORDS?

The premise is simple – four keen hobbyists have a year to build and paint an army of their choice, with their latest creations being shown off every other issue in the pages of *White Dwarf*. For this series, we've challenged our four warlords to start a new army using the battletome of their choice. However, we've chunked in the additional challenge of creating a hero for that force using the Anvil of Apotheosis rules from the *General's*

Handbook 2020. These heroes don't have to be the generals of their respective armies, but we hope they will play an important role in the creation of that army's story and provide a focal point for several exciting games. By the end of the challenge, our warlords should have not only a beautifully painted army but also some cool battlefield memories and some heroes worthy of becoming legends in the Mortal Realms. In the first episode of the new series, our four warlords introduce themselves and set out their plans for their armies while showing off their test models.

As with previous years, we encourage you at home to join in, too. Many Warhammer stores, independent stockists and gaming clubs like to run A Tale of Four Warlords alongside the series in the magazine, so why not ask them if they're planning anything this time around? If you do get involved, make sure you send some pictures of your creations to team@whitedwarf.co.uk – we would love to see what you've been working on.

WARLORDS: A BRIEF HISTORY

A Tale of Four Warlords first appeared in *White Dwarf* back in 1997, and there have been eleven iterations of the series since then, with this being the twelfth. The game systems featured in this series include Warhammer, Warhammer 40,000, the Middle-earth Strategy Battle Game and Warhammer Age of Sigmar, with a total of forty-nine armies being painted to date. No, not forty-eight as you might expect ...

UNTO THE ANVIL OF APOTHEOSIS!

For this edition of A Tale of Four Warlords, our four hobbyists will be adding new units to their forces over the course of the next year. For the first article of the series (which you're reading right now), our four warlords painted some test models to show us the colour schemes for their armies. For the second article, they will be painting the first battleline units of their armies, a hero to lead them and whatever else they can fit in a 500-point battle roster (well, 500-ish points – we're not that strict). This means that they can start playing games straight away with their fledgling forces. Well, depending on social distancing rules, of course – we're writing this in September, so who knows what might change over the next few months!

In each subsequent article, our warlords will add roughly 500 points to their force. They can paint whatever they like, but ideally they will have enough battleline units to fulfil a Pitched Battle roster at each step (so two or more at 1,000 points, three or more at

2,000 points, and so on). By the end of the series, they will have a sizeable collection of miniatures to their name. Pretty simple stuff, really!

For the most part, our four warlords will be playing narrative games, the rules for which can be found on page 278 of the *Warhammer Age of Sigmar Core Book*. This also ties in nicely with the side quest we've given them of forging a hero of their very own using the Anvil of Apotheosis rules as presented on page 56 of the *General's Handbook* 2020. This is a new aspect of the hobby that most of the warlords have yet to explore, but we've already seen a few of their ideas floating around in the team chat, and they look pretty exciting. We're looking forward to seeing how these characters perform on the battlefield and how their journeys influence the background that the warlords have been creating for their armies. Remember, if you've created a character of your very own, you can share them with us at team@whitedwarf.co.uk.

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LUMINETH REALM-LORDS

DEFENDERS OF MOUNT AVALENOR



MARTYN LYON

Martyn was once a member of the *White Dwarf* team, though he's risen in the ranks to become the senior photographer for Warhammer 40,000. Despite his allegiance to the guns-'n'-tanks team, he's still a firm fan of all things fantastical. Especially aelves.

Martyn Lyon is one of the two warlords of Order in this series, shining like a beacon of hope in the darkness. A fan of High Elves in the World-that-Was, it was little surprise that Martyn chose to collect the Lumineth Realm-lords for this challenge.

Martyn: The first time I saw the Lumineth Realm-lords, I knew I had to have them. I've been a lifelong fan of all things aelf, especially the High Elves of the world-that-was. I've always liked their elegance as described in their background and how this translates to both the miniatures and how they play on the tabletop. For me, the High Elf Spearmen and Archers were the most iconic miniatures in the range – shining examples of martial prowess, regimented and noble yet armed with deadly weaponry. I think most armies are defined by their core troops, as they set the tone and design language for the whole range. The Lumineth took everything I loved about High Elves and added that unique Age of Sigmar spin, resulting in one of the most exciting miniature ranges I can remember. The Vanari Auralan Wardens and Sentinels are fantastic reimaginations of the spearman and archer archetypes, the Wardens with their huge spears and the Sentinels with their triple-strung bows. They're great examples of the way Warhammer Age of Sigmar really amps up what is possible on a miniature.

Before joining the Warhammer 40,000 team, I was lucky enough to be part of the *White Dwarf* team for five years, and I got to work on a lot of the previous A Tale of Four Warlords series. Now that I've moved departments, it seemed like a great time to throw my hat in the ring and beg to be part of this iteration.

A REALM OF POSSIBILITIES

With the army chosen, the next task was to pick a colour scheme. I'm not one for making up my own schemes, so I settled in for the evening with the battletome and a cup of tea and looked through the fantastic work the army painting team did for the gallery section. Two colour schemes jumped out at me immediately: the clean white and orange of Iliatha and the silver and blue alternative colours for Ymetrica. I usually choose my army colours based on the colours I like to paint, and then I read up on the background of that choice. As I couldn't make up my mind, I set about reading through the battletome and pretty quickly decided on the silver Ymetrica scheme, as it tied in really well to the mountain theme that runs through the miniatures range. I'm quite particular about my painting, so rather than dive in head first with a bunch of units, I tried out the colour scheme on one model (see opposite). I feel that aelves look best when painted in a clean style, with neat shading and fine edge highlights. This can be a bit time-consuming, but I have already found a few shortcuts involving Contrast paints that get great results really easily.

THE HILLS ARE ALIVE

Aelves have a close and considered relationship with the realms in which they reside, and the relationship between the Alarith and the mountains really interests me. The stories in the



WHO ARE THE LUMINETH REALM-LORDS?

The Lumineth are often mistaken for angelic beings of pure light, for they glow with the glorious power of Hysh. Their incredible intellects were once turned to the pursuits of art, magic and philosophy, but now they are attuned to the business of war. To fight them is to battle not only the aelven warhosts but the Realm of Light itself.

In battle, the Realm-lords fight with impressive precision. Each pinpoint thrust of the blade, each weaving evasion, each step is executed with the poise and confidence of a

master fencer. Their spells are crafted with expert skill, beams of light and darts of pure energy searing out to strike with unerring accuracy, for to the Lumineth, a spell is not a weapon but an art form. It is not rage or battle-lust that drives the aelves of Hysh to such lethality but painstaking, logical analysis. Yet for all their knowledge and skill at arms, there still remains a kernel of hubris that they cannot acknowledge – or perhaps cannot even see. It is said that the Lumineth see furthest of all, yet perhaps they are blinded by their own brilliance.



FROM BACK IN THE DAY

This was the miniature that got me back into Warhammer. It's a High Elf Archer from the 4th Edition starter set for Warhammer, and it's about as basic a miniature as you can get. The bow is chunky and the details are simple, but I love these guys. Somehow the mono-pose nature of an old kit works with elves, or at least, it did back in the day! I didn't have many paints at the time, and I had even less experience painting, but it was the start of something glorious. To say the Lumineth Realm-lord kits are better would be a huge understatement! The banner in the Stoneguard kit is a particular highlight for me. In the old days, we had to make banners out of paper or paint them by hand. Sculpted banners are a boon for ten-thumbed painters such as myself!



battletome about the Alarith enduring trials to gain the favour of the mountain are exciting, and the idea of sacrifice in order to gain power feels like a great theme to build an army around.

For this reason, I'm going to feature as many of the Alarith units in my army as possible. One of the great things about building an army from Ymetrica is that I'll get to take Alarith Stoneguard as battleline, which will give me a really hard-hitting core unit and a rock-hard foundation on which to build the rest of my army. From there, I'll definitely want to add in Avalenor, the Stoneheart King. He makes for an incredible centrepiece miniature, and he hits like an avalanche of Hyshian fury made manifest! The cover art for the battletome really sums up my plans for this army – the Stoneguard fighting alongside the Spirit of the Mountain in such a way that they literally have each other's backs. It's a beautiful image,

and it really evokes the elite nature of the Lumineth and makes them feel like nothing else in the Mortal Realms.

HEROES IN THE MAKING

I've also got a few ideas for converting one of my heroes. I want to convert a wizard to ride a mount, and I've been looking at the Dawnrider kit and wondering how to go about it. Conversions are really not my strong suit, so I'm hoping to get some help from my fellow warlords! Rich seems to have a good eye for conversions, as well as a penchant for all things aelf in the Mortal Realms. Perhaps I can enlist his services, what with him being a representative of Order, too!

I'm looking forward to getting some games in soon. The Lumineth look like such fun to play with, and I can't wait to test them out in battle against the other warlords!

NEXT TIME ...

My goal over the next month and a bit is to paint twenty Vanari Wardens. These will form the core of my force and make up the bulk of my regular infantry. I also plan on painting the Spirit of Eltharion. Eltharion was one of my favourite characters in the Old World, so to have him reborn in the Mortal Realms is awesome. The miniature is very cleverly designed, too – I love how there's nothing inside the armour!

TEST AELF

Before starting my army, I decided to paint a Vanari Warden to test my colour scheme. I used the excellent painting guide from the battletome, and I found that applying Akhelian Green Contrast paint over Ironbreaker is a really satisfying and fun way to paint the bulk of the miniature. I wanted the base to represent the Realm of Light, opting for a blue glow beneath black cracks.



SLAVES TO DARKNESS

UEM-NAI'S WRATH



MIYUKI FOULKES

Miyuki works in our marketing team as a graphic designer, helping to bring the worlds of Warhammer to the people of Japan. She has painted quite a few miniatures over the years, her creations often inspired by Japanese history and culture.

Guided by visions of greatness, Miyuki Foulkes has begun assembling an all-conquering horde of Chaos to bring bloodshed and ruin to the Mortal Realms. Here she tells us why she picked the Slaves to Darkness for this Warlords challenge.

Miyuki: The first time I read *White Dwarf*, I enjoyed the magazine, but I wanted to see more Japanese representation! I wanted to find a way to add to the diversity of people featured in the magazine and help show a larger range of people who enjoy the Warhammer hobby. If I could get into the magazine somehow, that would encourage other people from Japan (and other countries) to imagine themselves in the magazine, too. I also felt that if other Japanese people saw me, then they would feel closer to the hobby, and *White Dwarf* would become more familiar to them. So when *A Tale of Four Warlords* came up and I was asked if I would like to take part, I knew my time to infiltrate had come!

My initial army choice was skaven, as 2020 was the Year of the Rat in Japan. But I do collect Daughters of Khaine for Warcry, and my husband had a lot of unpainted Stormcast Eternals that I could build into an army (*which, incidentally, Miyuki did! See opposite. – Ed*). I was also attracted to Slaves to Darkness, and that was the army I finally chose. I wanted an army that was a bit more traditional with infantry and cavalry, and many Slaves to Darkness troops ride mounts of some sort or another. I also saw that they were really popular in Japan. But what finally won me over were the Vanguard miniatures. A friend on Twitter had painted some, and they really struck a chord with me. I wanted to do the same.

TESTING THE WATERS

I picked up the Start Collecting! Slaves to Darkness set and painted a few test models to get a feel for the miniatures. I discovered that Chaos Warriors are very highly detailed and that I would need more practice before I fully tackled them for this project. I tried some different methods of painting, and my friend Masahito in Japan showed me a way to paint using a Chaos Black undercoat followed by drybrushing with Corax White to bring out the detail, then finishing with Contrast paints and metallics. I found this method pretty easy, as it brought out details that I found difficult to see.

Contrast paints are incredibly fun and easy to use. I think I'm using them a bit unconventionally compared to how I've seen them being used in Warhammer TV painting videos since I'm using a black undercoat, but it really works! Having not painted Chaos miniatures before, I'm paying close attention to the colour scheme on the box and following it pretty closely. The pictures are a useful guide for what colours go where and give me confidence to branch out and try different things on my own miniatures. Over time, I will introduce more challenging models and experiment with colours and maybe even kitbashing. Hopefully I can become more adventurous and maybe paint a hero that uses a colour scheme completely of my own creation. Perhaps I will even introduce some elements with a bushi theme to the army.



WHO ARE THE SLAVES TO DARKNESS?

Clad in hellish iron and wielding cruel rune-marked blades, the Slaves to Darkness spread war across the Mortal Realms. To look upon them is to witness the doom of civilisation; barbarous tribes march alongside chosen warriors swollen with the favour of the gods. Their weapons glow with baleful light, while ragged banners bearing twisted sigils snap in the hot air. As the hordes of the damned crash into the enemy, the roars of fell monsters assault the senses, their very presence warping the lands around them into forms of unrecognisable horror.

Yet even these are not the most dreaded warriors of the ruinous hosts. That dark honour belongs to the Champions of Chaos. Brutish chieftains, fallen knights and cunning sorcerers vie to earn the favour of the gods, their lives dedicated to battle and carnage in pursuit of divine favour. There is no act, no matter how heinous or vile, that these damned souls will not commit in pursuit of glory everlasting. In time, the worthy ascend to daemonhood and immortality. The unworthy descend into madness, spawn and an ignominious death.



RUNNING IN THE FAMILY

If you're thinking the name Foulkes sounds familiar, it's probably because Miyuki's husband, Paul, works alongside us in the *Mortal Realms* magazine team. In fact, pretty much all of the Foulkes clan have painted a Warhammer model at some point, with Miyuki being the third to appear in *White Dwarf*!



PRACTICE ARMY

During the UK lockdown, I practised painting some Stormcast Eternals. They are simpler models to paint than Warriors of Chaos, so they were really useful for testing out painting styles and techniques. I painted one Liberator first, then used what I learned to batch paint a whole unit. I got quite carried away by the end and even painted a Stardrake! My test army really helped me prepare for this challenge.



CHAOS UNDIVIDED

I've also been working on a story for my army. In time, my force will be led by three brothers who are all in Archaon's Varanguard. They are three warrior kings from the Eightpoints whose kingdoms were separated by the river Uem-nai. They were continuously at war with each other, but like the Chaos Gods, no one brother was able to rule supreme before the other two pulled him down. They all entered the Varanguard and gave up their personal kingdoms and goals, but now Archaon has tasked them with conquering faraway lands for the Everchosen. I plan to make as much of my force mounted as possible, representing the fact that it's an army of conquest and always on the move. I also like how the Slaves to Darkness use horses that, despite their Chaos-tainted appearances, look quite similar to the creatures in our world. I want my force to look quite realistic – I think this will make them stand

out. I also think that Slaves to Darkness lend themselves really well to the Anvil of Apotheosis rules, as there are always new champions rising through the ranks in their search for glory. Aside from the three brothers, I want to create another hero who will be kind of like a samurai. The three brothers will have great respect for this hero, and he will be greatly feared not only across the realms but also by the other warriors in the force. He lends his hand to help the brothers, but they do not know why. He will be mysterious and dark and very, very evil.

I'm still learning the ins and outs of the game, but as I get better and understand how the game works, I think that will influence the choices I make for what units I add to my army. I am very nervous about my first game, but I'm getting lots of help from my family, who are being very patient and answering all my questions!

NEXT TIME ...

I'm hoping to complete the Start Collecting! Slaves to Darkness set for my first month of the challenge, but I've also started work on a Mindstealer Sphirax. I don't see it as a Chaos creature but more of a pet for my Chaos Lord. Samurai often have pets accompany them into battle, and this is something I want to explore as I build my force. The Anvil of Apotheosis rules will help me achieve this.

TEST MODELS

I painted four Chaos Warriors to help me decide which painting techniques I want to use on my army. Also, Paul helped me kitbash one, because I want to try out a samurai theme. I think kitbashing is a bit beyond my ability at this time, but it's something I want to work on during the challenge. Ultimately, I've decided to paint my army using a different method, but the learnings were very useful.



CITIES OF SIGMAR

THE ORDER OF MORRDA



RICH PACKER

Rich has painted many armies over the years, including his Empire army that we featured in issue 395 back in 2012. His gaming room at home is nothing short of a shrine to Warhammer, with all his models neatly ordered and displayed. He's living the dream!

Also representing the forces of Order is Rich Packer, who has journeyed to Hallowstone Hold in the Realm of Life to recruit a new army. Yet his force is inspired by a group of adventuring heroes that he remembers from his childhood. Rich explains all.

Rich: *White Dwarf* has been a source of inspiration since I began collecting Warhammer over thirty years ago. I've always enjoyed the various 'A Tale of ...' articles and the personal journeys that each general took, so I was excited to join A Tale of Four Warlords and be involved in not just developing my own hobby journey but also interacting with the journeys of my fellow warlords. I immediately started to think about what I wanted to do.

THE OTHER GOD OF THE DEAD

For me, all my projects need a great theme or story. I had just finished a Cities of Sigmar army based around Hallowheart wizards from different lores of magic and their personal retinues. One of these units was focused on the lore of death and the ancient god Morrda, who is mentioned in the background of the Anvils of the Heldenhammer, and I decided I wanted to expand upon this idea. The Pale Rider, Master of the Bleak Raven, Morrda is revered in legends as an ancient god who defied Nagash yet remained whole. Morrda protects departed souls from corruption and capture by Chaos and necromancers, protects the dreams of the living from subversion by daemons of Chaos and protects the dead from having their rest disturbed and defiled by grave robbers. Unlike Nagash, Morrda does not seek dominion over the dead. The Order of Morrda was formed to fulfil these sacred duties, and its most common foes are Chaos and undead.

The army's colour palette primarily consists of purple, green, bone and gold. Having already used these colours on a unit of ten models in my Hallowheart army, I knew I liked painting them, and using it across an army will allow me to experiment with different combinations on different units. The units will also use classic death-themed iconography and accoutrements that fit with Morrda, from skulls and ravens to hoods, scythes and hourglasses.

THE ORDER OF MORRDA

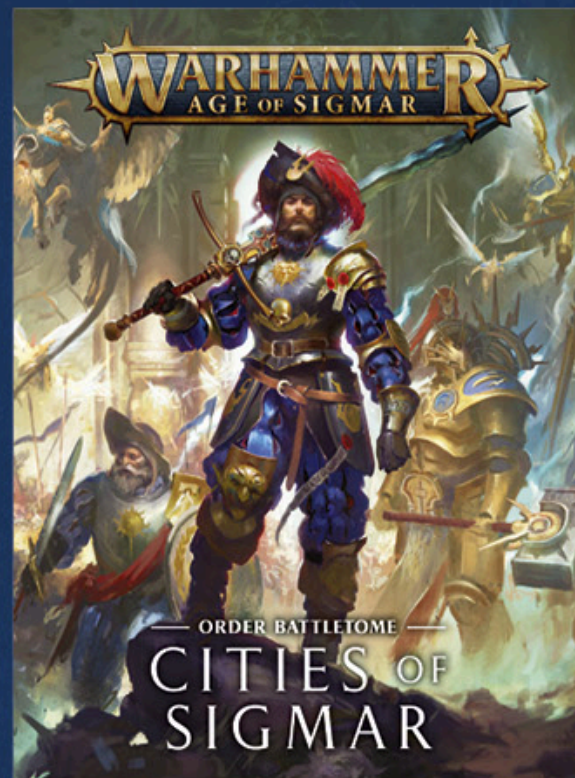
While reading issue 25 of *Mortal Realms*, I was inspired to base my Order of Morrda at Hallowstone Hold, a bastion in Kurnotheal in the Realm of Life. Hallowstone Hold was thought to be inhabited by malevolent spirits until Xandria Azurebolt, Knight-Incantor of the Hammers of Sigmar, banished the revenants. Shortly after, the garrison was left under the command of Lord-Arcanum Boreas Glorymantle. It was to Glorymantle that the Order of Morrda revealed themselves. They had deceived people into thinking their hold was inhabited by spirits, for it deterred curiosity, but they realised the Hammers of Sigmar could be allies and were gracious towards them. They confided to Glorymantle that there was a vast tomb-complex under Hallowstone Hold. Many secrets were interred there and had remained hidden from prying eyes by a Penumbra Engine. However, the



WHO ARE THE CITIES OF SIGMAR?

Across the length and breadth of the Mortal Realms, the Cities of Sigmar stand proud and defiant against the barbarous masses. They are visions of civilisation and hope, gleaming metropolises where humans, duardin and aelves thrive in peaceful coexistence. Many of these cities stand sentinel over realmgates or sources of incredible power – a bulwark against the ever-encroaching darkness. Yet they are also bastions from which the God-King's armies sally forth to defend the realms and bring Order to Chaos.

The armies of the free cities are an eclectic mix of regiments, units and races, each city drawing on the civilisations of neighbouring lands to form its fighting forces. The armies of Hammerhal-Aqsha, for example, bear little resemblance to those of Excelsis in Ghur, though they are both invariably composed of humans, aelves and duardin all watched over by the ever-present Stormcast Eternals. When united armies such as these march to war, it is with the blessing of Sigmar and the light of Azyr shining brightly behind them.



Necroquake had made the Order's secrets vulnerable, and those with long memories, like the servants of Nagash, remembered slivers of truth in the myths and legends surrounding Hallowstone Hold. Now the Order of Morrda are preparing for their enemies to close in.

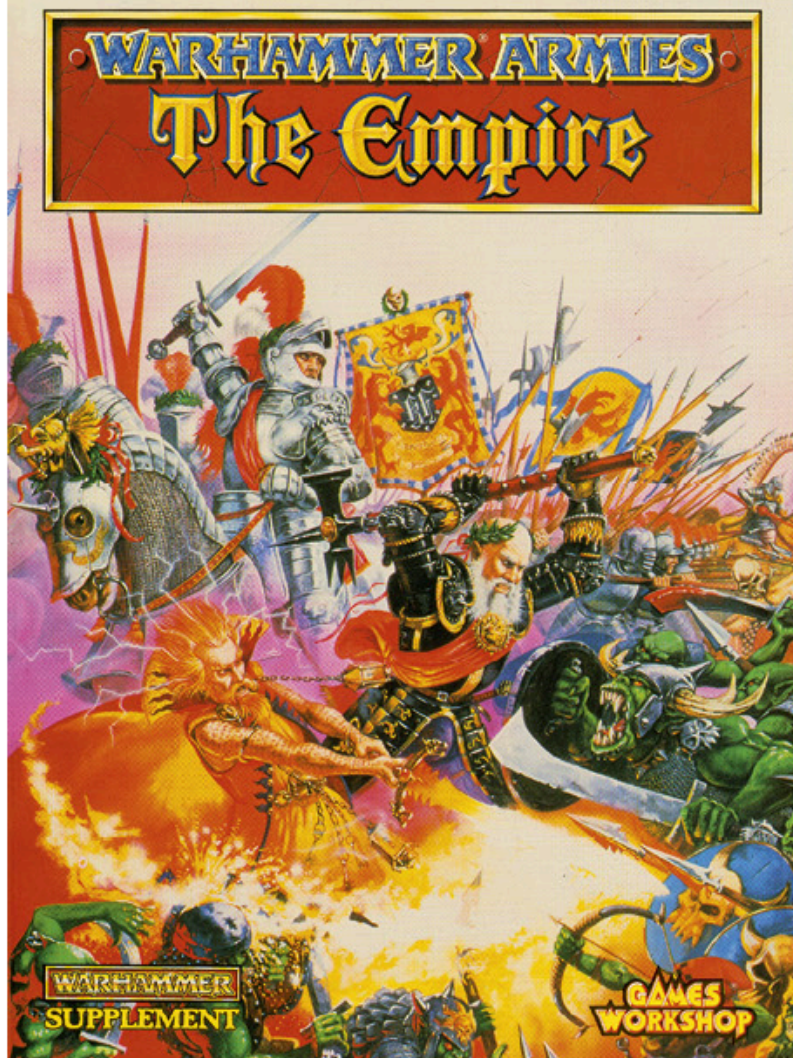
FROM BACKGROUND TO MINIATURES

Having come up with a story, I thought about what models I wanted to paint. I've painted a lot of humans, so I decided this was an opportunity to fill in some of the blanks in my Cities of Sigmar collection. There's such a variety of units to choose from, and I envisaged having a vast array of painted units in my cabinets that would allow me to play with lots of fun combinations. Looking at what I didn't have painted, I decided this army would focus on aelves, duardin and Sylvaneth, because Hallowstone Hold is in the lands of Kurnotheal where the Heartwood Glade is located.

My army will also need a leader. I first started the hobby with HeroQuest, but it was Advanced HeroQuest and the adventures of those four heroes that completely hooked me. They were Heinrich Löwen the human warrior, the wizard Magnus the Bright, Sven Hammerhelm the Dwarf and Torallion Leafstar the Wood Elf. Years later, they commanded my Warhammer armies, and my Freeguild and Hallowheart armies have done much to expand upon Heinrich Löwen and Magnus the Bright. I decided it was time to explore Torallion Leafstar and his son, Torannion, in the Age of Sigmar. With this in mind, I wrote a few army lists that reflected my theme. I won't spoil the surprise too much, but there are a few Wanderers involved, plus some Tree-Revenants. I also want to convert wizards to represent unit champions, since this will fit with my Order of Morrda theme. I can't wait to get some units converted and painted and play some games!

BUILDING AN EMPIRE

One of my biggest hobby inspirations of all time is the *Warhammer Armies: The Empire* book from back in the nineties. I love the cover art with the Bright Wizard, the hero and the Reiksguard Knight, plus all the flags and heraldry. The book itself also enabled you to build a really eclectic collection that included Halflings and Ogres. That mix of different races and unit types is something that has always appealed to me, and it's one of the reasons why my Order of Morrda force will be made up of men, aelves and duardin. It should make for a colourful-looking collection.



NEXT TIME ...

The plan for the next part is to get the first contingent of aelves painted for the army. This will include a unit of Phoenix Guard, an Anointed (the Phoenix will hopefully come later) and a unit of Tree-Revenants. These will be the warriors who inhabit the upper reaches and surrounding lands of Hallowstone Hold. In later months, I will delve further into the tomb-complex and, eventually, underground ...

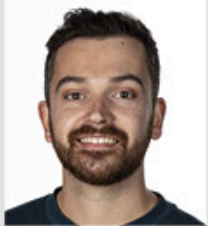
MEMBERS OF THE ORDER

Here are some models I painted for my Hallowheart force, which inspired the colour scheme for the Order of Morrda. The model on the end is a homage to one of my favourite *White Dwarf* Battle Reports – the Battle of Grimdal's Tomb in issue 153. Her name is Helena Bonsanté, the Amethyst mage from the Bretonnian force. She rode a horse in that issue, but now she levitates!



HEDONITES OF SLAANESH

THE HOST OF EXCESS



CALUM MCPHERSON

Calum joined the Warhammer 40,000 team as a photographer in June 2019. Despite this being his debut *White Dwarf* appearance, somehow he managed to sneak into the magazine not once but twice, as he's also in this issue's Battle Report!

Having been lured to Chaos with promises of power and glory, Calum McPherson has joined forces with Syll'Esske to bring horror and torment to the Mortal Realms. Here he explains what drew him to the Hedonites of Slaanesh.

Calum: As a relatively new member of the Warhammer Studio, I was stoked to be given the opportunity to be involved with A Tale of Four Warlords. *White Dwarf* was one of my entries into the hobby nearly twenty years ago, with one of my lasting memories being a feature called A Tale of Good & Evil – a slimmed down version of A Tale of Four Warlords focusing on the Middle-earth Strategy Battle Game. I still have the magazine – issue 289.

As a kid, my first army was Chaos Space Marines, specifically starting with a box Khorne Berzerkers and the old metal Khârn the Betrayer. I love the art of all the Chaos factions (the Wayne England artwork for the third edition *Codex: Chaos Space Marines* is one of my all-time favourite pieces of Warhammer art), and this was what led me to picking those models when I got into the hobby. Choosing Hedonites of Slaanesh for this challenge was an easy decision, as Slaanesh is the only Chaos God I have not previously collected. World Eaters were my first army, then the classic big-handed Pink Horrors of Tzeentch that I got on a family holiday to Canada as a ten-year-old spawned a Tzeentchian force. During the Eye of Terror campaign, I collected Death Guard led by Typhus, and I converted my own Plague Zombies by following a how-to article in *White Dwarf*. I also had a fairly sizeable Beasts of Chaos army for Warhammer Fantasy.

With the development of Warhammer Age of Sigmar, I started a Skryre skaven force, as I could build an army and get into the game fairly quickly. This made me realise how heavily weighted towards Chaos my past armies have been. So when the opportunity came to take part in A Tale of Four Warlords, I knew exactly what I would be collecting!

THE DARK TEMPTRESS

Aside from wanting to complete the Chaos pantheon of armies, I really love the new range of Slaanesh miniatures. The Keeper of Secrets and Syll'Esske are some of my favourite models that we've released in recent years, and the new mortals are out of this world. I plan to build this army around a phalanx of Myrmidesh Painbringers led by the most perfect of Slaanesh's followers, Sigvald. I'm going to start the challenge with some daemons that will act as the summonable units for the mortal part of the army as it marches to war in service to the Dark Prince. I am also really keen to paint up Glutos Orscollion as a centrepiece to the army. Painting is probably my favourite part of the hobby, so it would be great to tackle such an amazing (and slightly intimidating!) model and hopefully learn some new techniques along the way. One thing I am keen to try to replicate on some models is marbling. It could end up going terribly wrong, but I'm going to give it a shot!



WHO ARE THE HEDONITES OF SLAANESH?

The Hedonites of Slaanesh thrill at all forms of sensation, and the more extreme that stimulus the better. Though their ranks number mortals as well as daemons, they are united by a singular, supernatural focus on their own desires for excess. Hedonites will compete among themselves to perform the most outrageous acts in service to their dark deity, hoping that in the perfection of their unrestrained behaviour, they will lend power to their god, eventually setting him free – and though it may be a horrifying thought, they are right.

If the worshippers of Slaanesh bring enough wilful violence and wickedness to the Mortal Realms, in time they will restore Slaanesh to his former place in the Pantheon of Chaos. The Dark Prince could then use his calamitous imprisonment as a means to infiltrate and conquer the lands of his jailers, turning his misfortune back upon itself. If he succeeds in this, all of reality will pay the price, and the Hedonites will ride the swell of his pre-eminence and become demigods in a cosmos full to bursting with delicious, forbidden sensation.



THE HOST RESPLENDENT

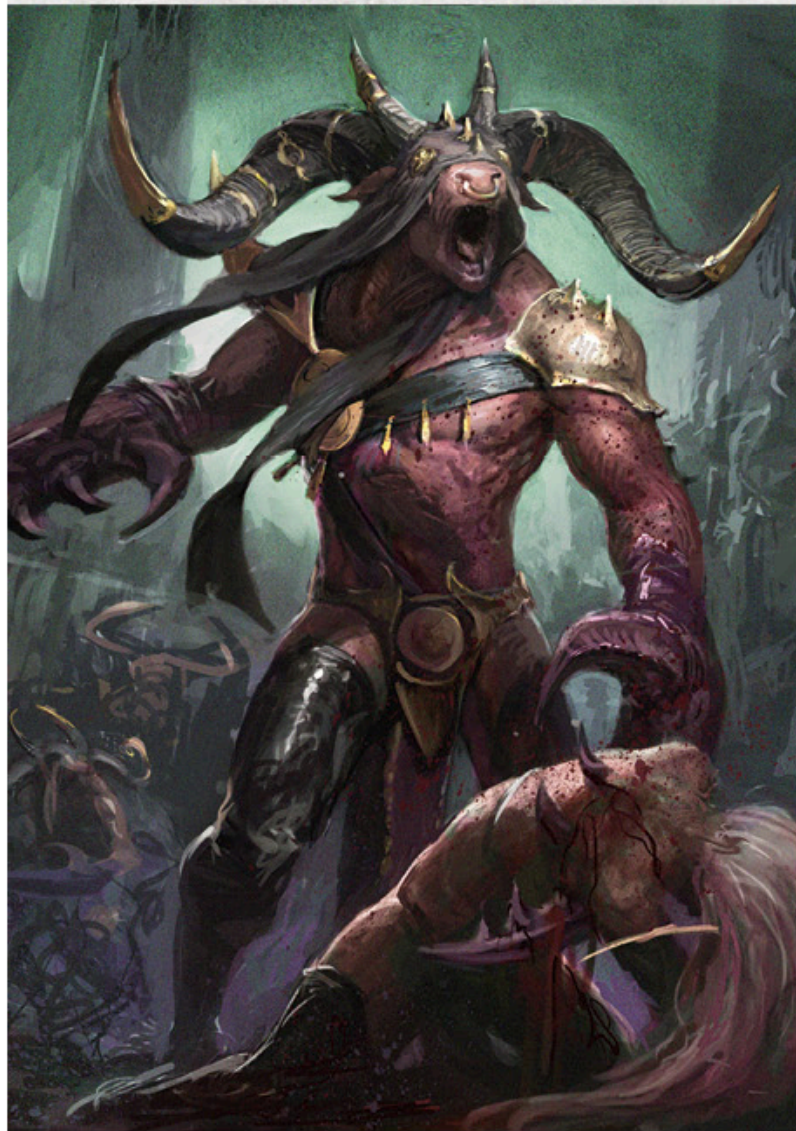
I had a few ideas for colour schemes and what I wanted my models to look like, but I couldn't settle on one idea, so I painted a few testers to help me decide. One thing was certain, though – I wanted to paint my models' bases like desert sand dunes. This idea was inspired by previous warlord James Karch's Raven Guard collection. The colour for the basing is simple: Zandri Dust drybrushed with Ushabti Bone. That's it! I also plan to create some new terrain for my army, which can be used for battles and photography in future articles.

I used Daemonettes for test models, as they are pretty simple to paint compared to some of the newer units like the Blissbarb Archers. I painted three tests. One uses Night Lords Blue as a base colour with Blue Horror over the top applied through an airbrush. The second uses Barak-Nar Burgundy and Screamer Pink. The third follows the more traditional studio scheme of white, black and pink. In the end, I settled on the pale-blue colour scheme, which contrasts well with the warmer colours of the base. I really like the colour of the Screamer Pink variant, though, so I have decided to use those colours as spot colours throughout the army on things like robes and plumes.

Similar to most hobbyists, I do like to jump around between armies, and I rarely manage to build forces larger than 2,000 points (except for the one time I painted nearly 5,000 points of Alpha Legion for the Horus Heresy ...). So this challenge is kind of the driving force I need to dive head first into a faction and keep going right to the end – there's pride at stake here! I can be a bit competitive, too, so seeing the progress of the other warlords will no doubt motivate me along the way.

BEAUTY AND THE BEAST(MAN)

As I mentioned before, I love a good bit of Warhammer art, and there are plenty of new pieces in *Battletome: Hedonites of Slaanesh*. One of my favourite pieces (aside from the awesome cover, of course) is this Slaangor, which shows that unholy union between the Pleasure God and the Beasts of Chaos. Having collected Beastmen in Warhammer Fantasy, this piece hit me with a wave of nostalgia. It's got a really creepy feel to it, with a lot of dark and brooding tones that are reminiscent of the older style art but brought up to date with the new aesthetic of the Age of Sigmar.



NEXT TIME ...

My first challenge is to paint the daemon contingent of my army, which will include a trio of Fiends, a unit of ten Daemonettes and Syll'Esske (just because it is such an awesome model!). I should be able to get them painted reasonably easily using the techniques I developed for my test model. Once they're done, I can start thinking about the mortals I want to add to the force later. And more daemons, of course!

FIRST TO BE SUMMONED

Here are the a few Daemonettes that I tried out my colour schemes on. After a bit of deliberation, I chose the pale-blue scheme (third from left) and added to it by highlighting the Blue Horror with a mix of Blue Horror and Pallid Wych Flesh. One of the great things about this colour scheme is that I've never seen a Slaanesh army painted like this, so hopefully mine will end up looking pretty unique.



THE REALM OF SLAANESH

Realms of Chaos is a series exploring how you can build and paint your models to show what realm they come from. Prepare yourselves for an assault on the senses, because this month we're journeying to the unadulterated realm of Slaanesh, the Prince of Excess.



The realm of Slaanesh is a place of excess where every wild desire, passion and dream is pushed to all-consuming obsession. Those who enter the realm of Slaanesh rarely leave, for they are destined to find what they desire most, the land morphing around them to match their impulses. Within the six circles of seduction can be found many rare treasures to please the avaricious and halls of pleasure to tantalise the carnal. Opulent arenas draw those of great martial pride, while the vainglorious lord over those they perceive to be less important than themselves. Yet it is all an illusion, for the Dark Prince's realm is one of abject horror. For every marble hall, there is a palace wrought from tortured flesh. For every pile of gold, there is a mountain of shattered hearts. For every caressing feather, there is a host of serrated claws, waiting to slice and shred. In the realm of Slaanesh, you must be careful what you wish for.

THE ICON OF SLAANESH

Slaanesh's symbol is a fusion of the male and female icons, representing the fact that Slaanesh is neither one nor the other, yet both at the same time. It is traditionally worn as a pendant, though it is often branded onto the skin, normally somewhere hidden.



SERVANTS OF SEDUCTION

Slaanesh's followers are decadent in the extreme and revel in their outrageousness. No colours are too garish and no patterns too clashing for these riotous warriors. Many wear delicate clothing and flowing robes offset with soft leather or fur and draped with fine gold or silver chains. Their armour is chased with intricate patterns and engravings and inlaid with precious stones, yet its edges are razor-sharp and as deadly as the highly polished blades they carry into battle. Everything is smooth and precise, crafted to perfection. Those mortals who please Slaanesh will often be rewarded with glorious mutations that enable them to experience even greater sensations in battle. Their eyes become larger and often turn jet black. Tongues elongate until they become sensuous whips. Fingers lengthen into dextrous claws, and feet become daemonic hooves. A bovine or wholly androgynous aspect are both highly coveted.

FORGING AN ECSTATIC HOST

So what would an army dedicated to Slaanesh look like? Imagine renegade guardsmen built using Unmade heads or Chaos Marauders converted with weapons from the Hellstriders kit. How about adding sonic weapons to the new Chaos Space Marines to make Noise Marines? What about converting Craftworld Aeldari with Daemonette heads and claws to show they have been tainted by the Dark Prince? You could use the robed heads in the Wildwood Rangers kit on human models to show they are hiding some kind of dark secret or that they are part of a forbidden sect. In fact, why not use the Wildwood Rangers to create a whole army of aelven Slaanesh-worshippers? Then again, maybe your untainted army is fighting on a Slaanesh-held world – you could add cracked flesh and daemononic claws to your bases or even cover them in the gold of avaricious warlords.

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

LORDS OF EXCESS

Telemachon Lyras is a great example of what a servant of Slaanesh can look like. His armour is dark and glossy but covered in brightly coloured filigree with a pink trim. It is also warped and twisted, not least to accommodate his mutated legs, which have developed into vicious claws. The left side of his chest sports a symbol of Slaanesh, which has been fashioned into a representation of a single breast, much like that of the Dark Prince. Like many followers of Slaanesh, Telemachon's skin has turned a sickly grey and is visibly stretched across his many augmetics, while his eyes have become a soulless and reflective black.



THE COLOURS OF SLAANESH

Slaanesh appreciates all colours but tends to favour fleshy hues such as pink, apricot and purple. These colours can be pastel or lurid in appearance, sometimes luminescent or iridescent, or all of the above! They are often contrasted with jet-black leather, armour or skin and shining gold or silver jewellery. Opulence is key with Slaanesh.



PAINTING YOUR ARMIES OF EXCESS

The followers of Slaanesh are no strangers to showmanship, and they will march to war wearing the most opulent and extravagant finery they can lay their well-manicured hands on.

Pink, purple and black are the traditional colours of Slaanesh's followers, though spontaneous eruptions of colour are not unheard of among his legions. Daemonettes are as likely to have shimmering grey skin as they are to be pale white, pastel pink, electric blue or midnight black. Similarly, the Dark Prince's mortal followers may wear pink robes, leopard-print trousers, purple-tinted armour or cloaks of golden cloth. There really are no rules when it

comes to fashion in the realm of Slaanesh. The key to understanding Slaaneshi colour schemes lies in contrast. If you give your models bright-pink armour, try offsetting it with black leather or skin. If you're painting the armour dark purple, try painting the skin tones and capes in pale colours. The ideal result is something that catches the eye but isn't jarring. While that may be what Slaanesh desires, it doesn't necessarily look great on a two-inch-high model!

THE FLAWLESS HOST

The Flawless Host wear dark-purple armour with sharp highlights, which contrasts well with the fleshy-pink armour that blends smoothly to crimson in the recesses. The metal is painted a cold silver to contrast with the warm flesh tones.



RIOT OF COLOUR

This Noise Marine features lots of different colours and patterns. Each pattern is placed next to an area of solid colour to help keep them distinct. The head is picked out with the most intricate pattern in the brightest colour: white.



A REALM OF POSSIBILITIES

Daemonettes come in all shades and hues. Sometimes they're influenced by the realm or planet they're fighting in or on. Sometimes they pick colours to please their patron. These Daemonettes are painted to reflect the colours of the Realms of Life, Beasts, Death and Fire.



DEBASED ADDICTS

The Unmade are yet to become fully fledged followers of Slaanesh, but they still share a similar colour palette. Pink, grey and purple tones are prevalent, though they are more muted than those on blessed warriors.



THE PATH OF EXCESS

This Chaos Warrior wears deep-purple armour with gold details – an opulent colour scheme for one of Slaanesh's followers. His cape has been painted to look like flayed human flesh, giving the model an overall warm tone.



MARAUDERS OF THE DARK PRINCE BY STEVE WREN

Steve's fast-moving Slaanesh followers are currently on campaign in the Realm of Light, searching for signs of their missing god. He painted them in bright purples and silvers with opulent bases to really capture that feeling of decadence.

The chariots (which have been converted to be pulled by Steeds of Slaanesh) were all sprayed with

Leadbelcher and then airbrushed with Runefang Steel Air. Steve then airbrushed them with Xereus Purple but only from above, creating a gradient effect. Druchii Violet was used for shading. In contrast, the bases (which are made from chopped-up Shattered Temples) were sprayed Grey Seer, then sprayed again but very lightly with Corax White. The green marble is Incubi Darkness sponged with Gauss Blaster Green.



CONVERTING YOUR LEGIONS OF LAVISHNESS

The Prince of Pleasure can bestow great gifts upon his followers, though many alter themselves to show devotion to their sinful god. Here are a few examples of how you can convert your own Slaanesh models.

Converting warriors dedicated to the Lord of Excess may seem like a tricky endeavour, but there are many kits out there that are perfect for converting Slaaneshi models. Hellstriders include loads of spare parts that are ideal for converting humans, both for the Mortal Realms and the far future. Daemonettes are equally versatile thanks to the many spare heads and claws that come in the kit. But it's easy to look further afield, too. Anything that's clawed or

tentacled (Tyranids have a few interesting parts) are fair game, as are models wearing robes and cowls. Look to Wildwood Rangers, Lumineth, Idoneth and Craftworld Aeldari for spare parts of even base models for Slaaneshi warriors. Blood Bowl Wood Elves and Kairic Acolytes both have physiques that would please the Dark Prince, while the extravagant hairstyles of House Escher and House Goliath are sure to turn a few heads!

DAEMON PRINCE BY JOHN ASHTON

This Daemon Prince was converted from the Syll'Esske model. John swapped its usual boney back altar for wings and Syll's regular face for a black mask taken from a Talos pain engine. The model's blade has been pilfered from the Avatar of Khaine that stands on the Cauldron of Blood. To really emphasis the Slaanesh allegiance, John gave his Daemon Prince bright purple and leopard print robes.



DAEMON PRINCE BY MARTYN CASHMORE

Martyn used an Ogroid Myrmidon for his conversion, giving it the head of a Fiend and a spare claw from a Keeper of Secrets. It's ornate headdress is made from Shalaxi Helbane's hair!



GODSWORN HUNT BY NICK BAYTON

Nick converted the Godsworn Hunt using heads, shields and mutated spear arms from the Hellstriders kit. He converted Theddra to carry a Daemonette banner that features a very large and obvious Slaanesh symbol! The colour scheme was inspired by the Studio's monochrome Daemonettes.



WARBAND OF THE WRITING SERPENT BY CHRIS PEACH

Chris initially started this collection as a Warcry warband but it has since grown into an army in its own right! The army is a mix of humans, duardin (singular) and aelves. Chris used the Wood Elf Blood Bowl team as the base models for most of his aelves with a few Chaos Cheerleaders and Harlequins thrown in, plus spare parts from Hellstriders, Black Ark Corsairs and Drukhari Wyches. Other models in the army are

converted out of Sisters of Silence with Executioner glaives and Sisters of Slaughter heads. Still more have been built out of the Splintered Fang models from Warcry. Chris's leader (shown below) is converted from a Genestealer Cults Magus, while a Drukhari Raider has been turned into a Warshrine with the addition of Cauldron of Blood steps and the hand and mirror from the Mesmerising Mirror endless spell.



NOISE MARINES BY JOHN ASHTON

John converted these Noise Marines using the Chaos Space Marines kit and blast masters taken from the Noise Marine Sonic Weapons kit. The heads with their distinctive Mohawk hairstyles come from the Goliath Heads Upgrade Set from Forge World, while other

details such as the vox operator's microphone come from a Skitarii Ranger. John painted his Noise Marines in the pastel pink and glossy black now commonly associated with the Emperor's Children, while giving them different-coloured hair to make them unique.



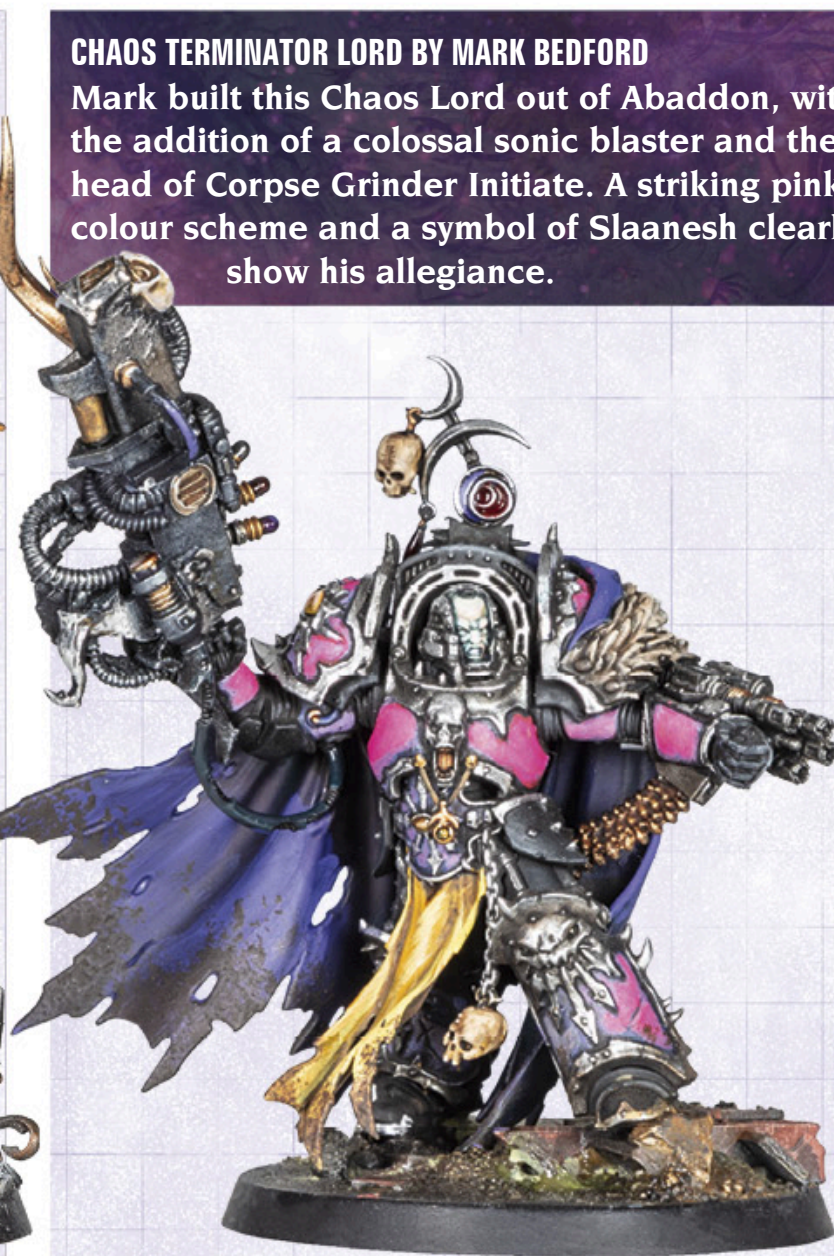
TECH-PRIEST DOMINUS BY JOHN ASHTON

John also converted this Tech-Priest to show that he's been corrupted by the Lord of Pleasure. He replaced the model's gun with a sonic blaster and his cane-holding hand with a Daemonette's claw. He also added a symbol of Slaanesh to the top of the model's Omnissian axe and horns to his cowl. The model is painted in the traditional purple of Slaanesh but with plenty of weathering to show that he hails from a filthy forge world. Perhaps he'll clean up in time ...



CHAOS TERMINATOR LORD BY MARK BEDFORD

Mark built this Chaos Lord out of Abaddon, with the addition of a colossal sonic blaster and the head of Corpse Grinder Initiate. A striking pink colour scheme and a symbol of Slaanesh clearly show his allegiance.



RENEGADE KNIGHT BY DAVID MESCHEDÉ

This Renegade Knight was sent in to us by David Meschedé, who painted it to add to his Emperor's Children army. David used the Knight Valiant as the basis for his insane conversion, while the many spikes and blades come from the Seeker Chariot of Slaanesh kit. The blades on the knees, for example, are the chariot's wheels, while the ribcage of the chariot neatly frames the eye on the Knight's head with a symbol of

Slaanesh. The fighting platform of the chariot has been placed above the Knight's head and a Noise Marine mounted on top to belt out some banging tunes. His sound system is actually a pair of backpack vents from the Daemon Prince kit, mounted vertically so that the exhaust ports look like speakers. The Legion's heraldry can just be seen on the Knight's left shoulder pad.



BASING YOUR ARMIES

Bases are an important part of any Warhammer miniature. Not only do they keep your models standing, they also help to tie them to the worlds they fight over. Here are a few Slaanesh-inspired examples.

Slaanesh's influence on the realms is nothing short of an assault on the senses. This can manifest in many ways: colours, shapes, smells and visual and auditory stimuli. Of course, some of those are quite hard to represent on a base (they are normally silent as a rule), but they can certainly be suggested. A base covered in freshly peeled flesh conjures truly nasty images that undoubtedly

involved a bit of screaming, while brightly coloured foliage clearly appeals to the sensory stimulation desired by Slaanesh's minions. They probably smell pretty intoxicating, too. Perhaps you could make bases that hint at the avarice of the Pleasure God's minions. Or maybe you just take the easy route and cover them in tentacles. If in doubt, Slaanesh's minions do love a good tentacle.

TORTURED FLESH



1 Cover the base with a layer of PVA glue. This helps the Technical paint stick to the base.



2 Apply a thick layer of Agrellan Earth to the base using an M Texture tool. Don't worry about being neat at this point.



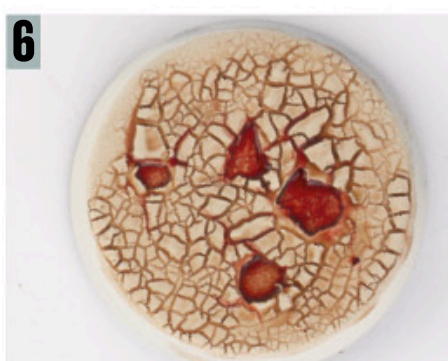
3 Once the paint has dried, scrape off some of the chunks with the M Texture tool to create open wounds.



4 Spray the base with Wraithbone. This will also help seal the textured Technical paint to the base.



5 Apply a 1:1 mix of Guilliman Flesh and Contrast Medium to the whole base. Make sure it doesn't pool anywhere.



6 Apply Flesh Tearers Red to the open wounds and to some of the deeper cracks around the wounds.

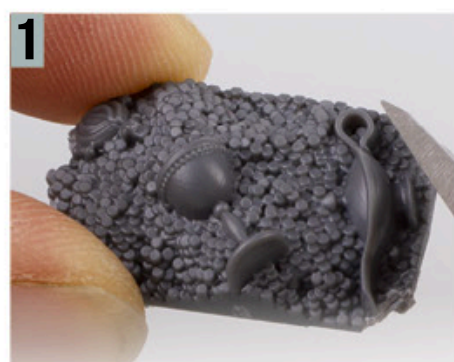


7 Paint a layer of Ardcoat varnish to the open wounds to make them glisten as if wet and fresh.

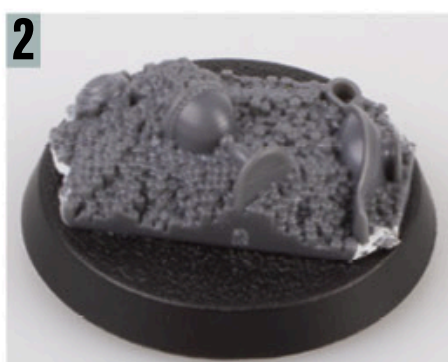


8 Paint the rim of the base in a contrasting colour to emphasise the skin tone. We used Dryad Bark.

HOARDED WEALTH



1 Take the treasure from the Shattered Dominion Objectives set and clip off the edges so that it fits onto a base.



2 Glue the pile of treasure down with Plastic Glue. Don't worry if the edges aren't neat – they will be hidden later.



3 Spray the whole base with Retributor Armour. This will make the gold really easy to paint.



4 Wash the pile of gold with Reikland Fleshshade (use the gloss version if you want it really shiny).



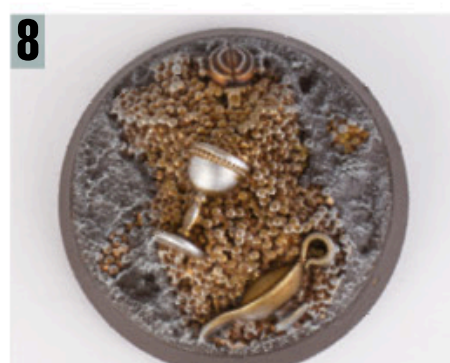
5 Drybrush the pile of gold with Liberator Gold, then again with Stormhost Silver to pick out all the coins.



6 Pick out details such as the chalice and the lamp with other metallic paints and Contrast paints to make them stand out.



7 Cover all the bare areas of the base with textured Technical paint. Apply it thickly to match the depth of the gold piles.



8 Drybrush the dirt with Administratum Grey. Drybrush over some of the gold to help blend it into the dirt.

PSYCHEDELIC SHRUBBERY



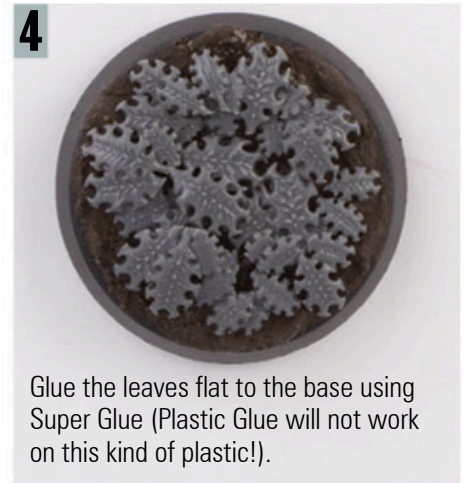
Cover the base in textured Technical paint. It doesn't really matter what colour, but we used Stirland Mud.



Use Fine Detail Cutters to clip leaves off the Barbed Bracken frame. You can cut the branches off at this stage ...



... or wait until you have a pile of leaves. For this project we just need the leaves, not the stalks.



Glue the leaves flat to the base using Super Glue (Plastic Glue will not work on this kind of plastic!).



Spray the base Grey Seer, then start painting the leaves. These ones are painted Casandora Yellow.



The rest are painted using Aethermatic Blue, Warpstone Green and Volupus Pink Contrast paints.



Paint any areas of textured Technical paint in the colour of your choice. Here, the base is painted with Zamesi Desert.

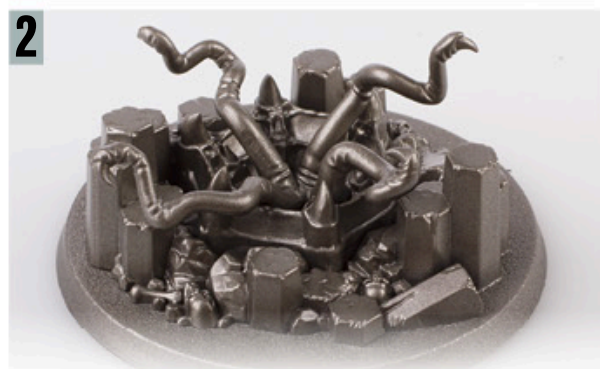


Drybrush the dirt and the leaves very lightly with Corax White to help pick out the details.

NEST OF TENTACLES



A lethal hex from the Primal Lair set is glued to a 60mm base. Pieces like this are perfect for larger models such as Daemon Princes and Heralds.



Spray the base with Leadbelcher. This may seem like an odd colour, but it will make painting the rocky outcrops much quicker and easier.



Give all the rocky areas a coat of Magos Purple Contrast paint. Make sure it doesn't pool at the bases of the columns.



Drybrush the rocks with Stormhost Silver. This replicates the colours shown on the metalwork of the Seeker Chariot of Slaanesh.



Paint the maw and the tentacles at the centre of the base with Bugman's Glow and the skulls around the edges of the base with Wraithbone.



Drybrush the fleshy areas with Cadian Fleshtone and Kislev Flesh. Wash the skulls with Skeleton Horde and apply Armageddon Dust to the base.



Wash the flesh with a 1:1 mix of Carroburg Crimson and Lahmian Medium. Drybrush the skulls and base with Screaming Skull.



Paint the claws and teeth around the maw and tentacles with Abaddon Black. Follow this up with a layer of Ardcoat to make them shiny.



Take an old drybrush and apply splatters of Blood For The Blood God into the maw and on parts of the tentacles to give them a more visceral look.

In the grim darkness of the far future, there is only war! This month, the Alumax System comes under attack in the Charadon Sector, plus new Maelstrom of War rules and an all-alien Battle Report.





FLASHPOINT: CHARADON

The second part in the Charadon Flashpoint series kicks off on page 66 and features new background, rules and a truly horrifying short story.



MAELSTROM OF WAR

Page 82 features updated Maelstrom of War rules, which are then put into service in this issue's Battle Report: Never Surrender.





THE INVASION OF ALUMAX



The galaxy is being torn asunder, new war zones exploding into life with ever-increasing frequency. In the second part of this Flashpoint series, the Alumax System comes under attack and the Charadon Sector descends further into anarchy.

WHAT ARE FLASHPOINTS?

Flashpoints are collections of articles that explore a particular region or war zone at a specific point in time. Flashpoints contain new rules for you to try out on the battlefield, plus new stories and background about the setting, giving you plenty of opportunities to theme your games. You could recreate some of the battles mentioned in the background section, convert characters based on the heroes in the stories or build a new battlefield to represent one of the theatres of war.

Flashpoints span multiple issues, and articles are always marked with the Flashpoint's symbol, making them easy to find in your copy of *White Dwarf*.



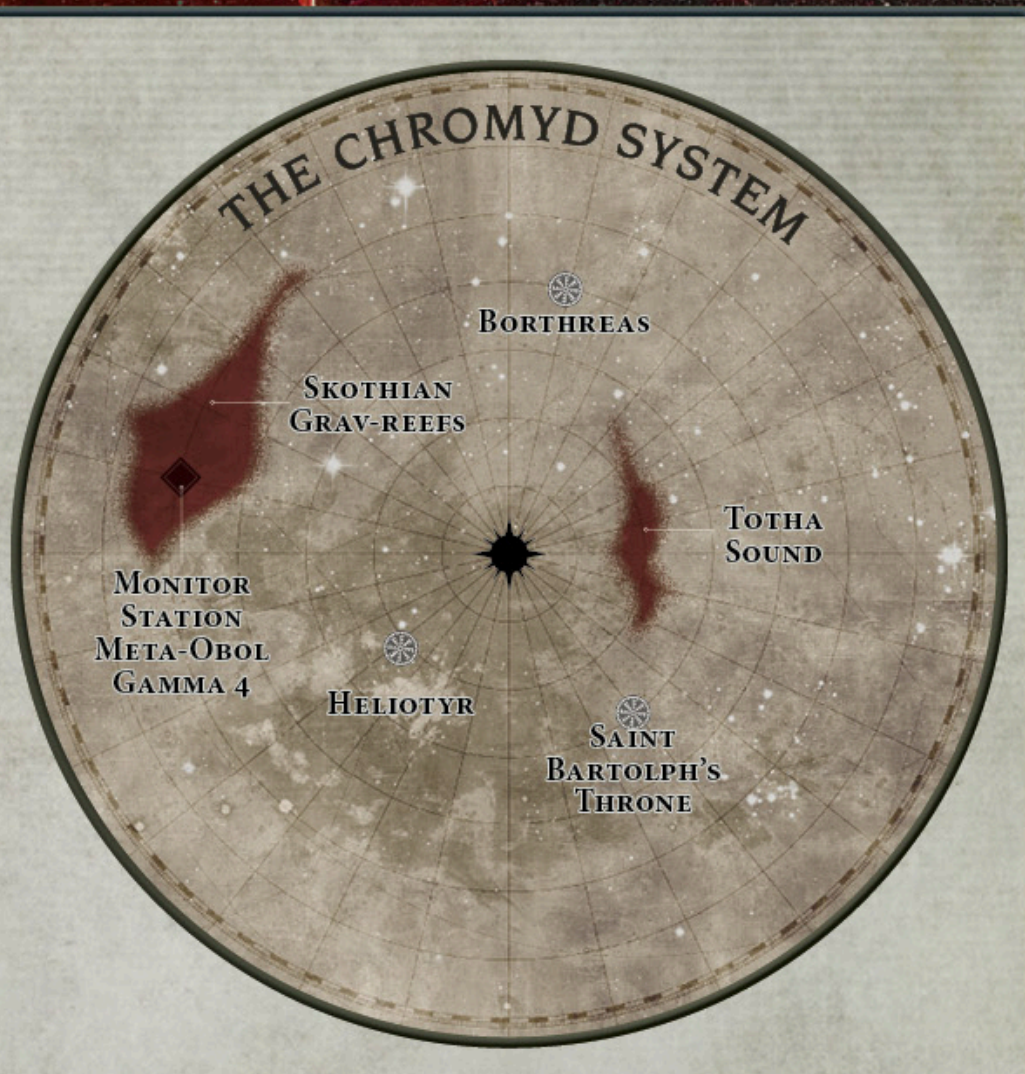
The Alumax System was the target of the second prong of Typhus' invasion of the Charadon Sector. The heretic forces, led by the formidable Plague Captain Oghlosmus Bilge of the Death Guard, struck with terrifying speed and with the benefit of surprise. Much of the system fell in short order.

Fabricator Khleng of Forge World Metalica made the false assumption that in the aftermath of the Great Rift's emergence, the forces of the Archenemy would find navigating the warp as difficult as Imperial fleets did. He was wrong, proven so by Oghlosmus Bilge's plunge into the Alumax System. From his flagship, *Cankersore*, the Plague Captain was at the head of a fleet of plague ships. Along with them came plague hulks, the vessels of

numerous renegade warbands and Chaos cults as well as the macro-landers of the Traitor Legio Morbidus, which was commanded by Balequeen Lathfyr. Their overwhelming assault crushed almost all of the Imperial defences in fairly short order, the handful of survivors either retreating to Monitor Station Meta-Obol Gamma 4 or reduced to fighting desperate guerrilla wars amidst the devastated ruins of their worlds.

++ SYSTEM PLANET CATEGORISATION — Alumax System ++

Alumax was a comparative backwater before the Death Guard invasion. Though it had been plagued for years by the Freebooter Orks of Kaptin Dregbad Skullbusta with little relief from the wider Imperium, it nonetheless yielded considerable quantities of shockmined splinter-ores among other valuable resources. The hardship of life in a frontier system produced hardy, pragmatic and independently minded people. Over time, however, many became bitter due to the relatively weak Imperial support they received to deal with the Ork threat that faced them as well as the general neglect resulting from being a backwater world.





BORTHREAS

A harsh frontier world, Borthreas was settled mainly by agri-herders, prospectors, explorers and loggers, as well as peoples whose existence on the world apparently predated what was considered to be the 'official' point of original colonisation. Swathes of the planet's surface were barely mapped. The hardy people trusted in their ability to navigate by the stars and survive whatever conditions they encountered as they endeavoured to scratch a living for themselves.

Despite this, when the Metalican magi deigned to dispatch the eradication arks to quell uprisings and rebellions, Borthreas was one of the worlds struck. Before the Death Guard invasion, the eradication ark *Omnissiah Optimalis* scoured the planet's northern continental landmass, which Metalica's leaders believed was suffering a plague of psykers. Large numbers of refugees from the territories bordering the targeted regions fled south, bringing with them many grievously injured and sick. The planetary government had no experience in dealing with such a phenomenon, nor the resources to do so, given that the population was generally so self-sufficient and widespread. Thus, it was glacially slow in establishing camps for the survivors, in which extortion, black markets, brutal crime and horrifying depravity became rampant. The result was much more unrest than there had been previously. When the Death Guard struck, Borthreas was swiftly overrun, its leadership and military in no state to resist anything like organised attack. Nonetheless, there were moments of fierce fighting as well as battles remarkable in nature.

In what was later called the Flaying of the Kunrit Blackforest, a warband of Night Lords known as the Shadow Flayers sent a number of cults who worshipped them into the huge expanse of woodland. The Night Lords descended on the defenceless towns and villages that

bordered the forest. Their cults attempted to find the clans within but came up against much stronger opposition. The nomadic loggers and beast trackers who dwelled in the forest fought against them tooth and nail, conducting ambushes, raids and even pitched battles with the chainblades, heavy axes and long hunting rifles that were the core of their businesses. It took the intervention of the Night Lords themselves to slaughter the tenacious natives.

In the dried-up bed of the Yanglur Sea, sodium-mining guilds and Astra Militarum troops fought a war of their own against a cult of Nurgle worshippers known as the Plaguechildren. They fought well within the mines and amongst the huge bleached bones of long-dead sea monsters and the enormous shells of extinct crustaceans. At first, they were winning their war. That changed when a latent psyker working for the Imperial commander Harmian Laythil literally exploded without warning. This resulted in thousands of Nurglings pouring out of the warp rift created in the psyker's ruptured remnants in a matter of seconds. They destroyed equipment, slaughtered staff and ate Laythil alive. The handful of survivors rushed to other complexes, unwittingly taking plagues of Nurgle with them.

Life somehow survived the rad-cleansing carried out by the *Omnissiah Optimalis* – but only the kind that the Metalican magi had wished dead. Some of the psykers they had sought to destroy did not succumb to the rad-weaponry, surviving thanks to their powers. Many were heavily mutated, however; others were made insane. Regardless, some advanced south, unleashing their powers on the impoverished villages, farms and outposts they discovered in some attempt to get revenge. Defence militia troops, not remotely prepared to face an unrestrained psychic onslaught nor mentally capable of comprehending what they were witnessing, were slaughtered en masse.



THE LAST STAND OF THE BORTHREAN

The Borthrean was Borthreas' principle spaceport and the world's political and bureaucratic capital. The only place on the entire planet resembling a city, it was accordingly well defended. Its defences were built up over successive generations in the face of Ork Freebooter raids, not least by native-born General Sonnen Akhter, who held overall command of the garrison. He had spent years as a mining overseer after a time spent hunting local macro-ursuns before joining Borthreas' military. At his command were four Cadian regiments: the 14th armoured, 103rd artillery and the 653rd and 239th Shock Troops. Four Sentinel brigades of Borthrean Groundbreakers also served in defence; the scout walkers were particularly popular on Borthreas due to the tough terrain. Akhter could call upon the 66th 'Sky Tigers' Valkyrie Aeronautica Imperialis division and the Vultures of the 430th 'Bloody Talons' division to dominate the skies. Other elements of his forces included regiments of Borthrean Portguard, numerous Borthrean Free Companies and detachments of enforcers. The venerable Freeblade Knight Valiant known as Godslayer also formed a part of the defence, though it operated according to its own desires, and no one knew who piloted it.

The Iron Warriors of Abrial's Claw and renegades of the Beasts of Annihilation besieged the spaceport, along with tens of thousands of cultist followers. Akhter responded quickly, following defensive patterns honed fighting against the Orks.

Sectors too hard to defend were ceded immediately, these areas of the spaceport having also been deliberately designed to be near useless to an attacking force, with little cover and no supply caches of any kind. Blast doors were shut, the machine spirits of defensive auto-turrets were roused, and pre-sighted guns were manned and loaded.

To the Iron Warriors, overcoming these defences was child's play. The cover and potential supplies denied them by the opening defensive moves of the garrison meant little to power-armoured, post-human warriors. The Iron Warriors Legionaries had little difficulty predicting the fire arcs of the garrison's pre-prepared defensive weapon enfilades. The warband's siege masters accurately calculated the hidden positions of defending artillery positions and then destroyed them with pinpoint earthshaker cannon fire. With the ease of those who knew victory was assured, they identified weaknesses in the defences and forced breaches with Vindicator assaults supported by salvos of more earthshaker fire. Into the gaps charged the maniacal Possessed of the Beasts of Annihilation and the cultists. Within, the defenders inflicted massive casualties on the attackers, who lacked the more careful methods of the Iron Warriors. But Akhter's defenders could not win. Corridor by corridor, hanger by hanger, chamber by chamber, the spaceport fell. In the end, not one soul survived.





HELIOTYR

Before Oghlosmus Bilge's invasion of the Alumax System, the mining world of Heliotyr was affected by the Great Rift's emergence just as so many other worlds were. Among many other incidents of mutation outbreaks and rogue-psyker crackdowns, the emergence of a particular prophet of doom from amongst the world's itinerant labour-dregs was one of the greatest challenges. His ravings were only silenced thanks to the efforts of hundreds of enforcers, but by the time his bolt-ridden corpse was thrown into a megafurnace along with those of his followers, much damage had been done. Hours of valuable shift work had been lost, mining infrastructure was damaged beyond repair, and many thousands were dead.

Heliotyr's considerable mineral wealth was such that during the Death Guard invasion, it drew the attention of the Balequeen of Legio Morbidus. The world fell within a cycle, its defenders ultimately powerless against her god-engines, though some they toppled by luring them into vast craters formed by seeding the planet's surface workings with mining explosives.

Other actions included the efforts of the Ratlings and Ogryns of an abhuman penal colony. The criminally hardened light-fingered Ratlings and brutish Ogryns were armed by their desperate overseers when Titan-worshipping fanatics stormed their tunnels and open-cast mineral-extraction sites. The abhumans killed their oppressive overseers in an act of vengeance but still took the fight to the cultists rather than fleeing. The Ratlings made excellent use of the tunnels only they could fit through to ambush and evade throngs of



fanatics, and the Ogryns made light work of many of the emaciated wretches they fought thanks to sheer strength and endurance. Despite their dogged resistance, sickness and hunger overwhelmed them, and the few survivors were soon put back to work in the very mines they had fought to escape, this time at the lash of the diseased followers of Legio Morbidus.

Elsewhere on Heliotyr, the 1st Heliotyrian Lancers made a frontal charge against a maniple of the Balequeen's Legio in an attempt to stop it from reaching the Holitor Hivesprawl and its millions of inhabitants. The Leman Russ crews knew they had to get within the minimum ranges of the god-engines' weapons and within their void shields. The tanks had to move fast. Knowing that their light weapons and outer armour plates were of little value against Titans, the crews shed them all to decrease their tanks' weight and increase their speed. Their plan was to target leg armour joints and any other weak points they could exploit. Hundreds of tanks were destroyed in the heroic charge, and in the ensuing battle, the Leman Russ Executioner *Plashound* succeeded in bringing down the Traitor Reaver Titan *Walking Dread*. A handful of other Traitor Titans sustained damage, but the armoured regiment's charge, for all its bravery and determination, was ultimately futile.

Legio Morbidus was accompanied by a number of cults in addition to its elite Huntbands Venetarae. One of these cults, called the Tri-fold Scourge, followed the advance of the Titans wherever they strode, eager to pick over what was left of the enemy after the god-engines moved on. The cult's demagogue, a bloated, diseased individual known only as Queen Virolia, kept hundreds of thousands of plague zombies as pets. When the Legio Titans passed over the underground hivesprawl of Huletar, Queen Virolia saw an opportunity to pick over not dregs but the wealth of a full city – one she could claim for herself. Guiding her entire menagerie of walking dead, she launched them into the city. They descended into it like boiling water pouring through the tunnels of an ants' nest, devouring all they found and leaving the wealth of a city ready to be taken.



THE BATTLE FOR THE DOOMSKULL

One of the Titans felled by the Imperial defenders was the Warlord Titan Doomskull. Though knocked out of the conflict and lying face down in the middle of a huge crater, much of its superstructure and weapons remained reasonably intact. Heliotyr Command hoped that somehow it could be captured and turned against the heretic invaders. General Rolior Holn of the 74th Heliotyrian Militia regiment conceived the idea. Though many of his superiors considered him delusional, his request to carry out the attack was granted, if for no other reason than to give some kind of purpose to the militia troops, who had been on the retreat since the beginning of the invasion and had suffered terrible casualties. Three other regiments were merged into the 74th to bring it to around 70% strength and therefore at minimum combat effectiveness for the task. Much of the regiment's mission was to secure the crater, forming a perimeter for three companies and a dozen Engineers to enter the crater and force their way into the Titan's wreckage. Such was the daring of the plan that it galvanised the despairing loyalist commanders across the beleaguered front. Aeronautica Imperialis wing commanders, artillery officers and tank commanders all offered their services to the effort, committing what little resources they still had. The Engineers protested that they could not possibly use the fallen Titan in any way, least of all one corrupted by the enemy, but they were overruled. General Holn did not care. The mission put his forces on the offensive and gave them some initiative. It gave them an opportunity to

take the fight to the enemy and bloody their nose.

The attack was one of barely a handful of Imperial offensives in the entire Heliotyr conflict. The Imperial troops fought regiments of dogged Legio Morbidus Secutarii and Huntbands Venetarae, who were themselves attempting to secure the Doomskull for their masters. Hand-to-hand combat broke out in multiple places, loyalist and traitor alike grappling amongst ruined basilica and factorums with all the hate they could muster. With incredible determination, the Imperial forces pushed the traitor infantry back, paying for every inch of ground with blood. The companies assigned the task of securing the Titan wreckage directly suffered 95% losses but were successful. What they found inside the Titan itself turned their stomachs. Instead of cabling, it had throbbing veins. Instead of enginarums and ammunition silos, it had fleshy organs. It all stank of pestilence, and flies and worse hid their nests in every nook and cranny. There was no chance that the Titan could be turned against the enemy.

Within minutes of this discovery being made, a pair of Legio Morbidus' Warhound Titans smashed through the cordon set up by the rest of the Heliotyrian forces. They stood at the lip of the crater as the devastated militia and the Engineers emerged from the Doomskull's wreckage. When they saw the Imperial troops, the Titans opened fire, flooding the crater with torrents of burning promethium that incinerated everything there.





SAINT BARTOLPH'S THRONE

Saint Bartolph's Throne was the principle base of operations for the Cadian 727th Army Group and the planet on which Colonel Elena Broski had her headquarters. Of all the planets in the system, Saint Bartolph's Throne held out longest, thanks primarily to the Cadians' efforts. They repulsed Death Guard scouting parties, quelled heretical uprisings and succeeded in dispatching an astropathic distress call from Hive Rastigan, though in the face of a mass Death Guard invasion, these were as a castle of sand against a tsunami. After nineteen cycles, two hives had fallen, as had the world's equatorial maglev network. Oghlosmus Bilge secured his final victory by seizing the eradication ark *Omnissiah Optimalis* and scuttling it over Hive Rastigan, sending it into a death-dive. The resulting explosion vapourised the hive city, Colonel Broski and her entire command staff. It also banished the machine spirits from the shield and weapons systems defending the hive cities still in Imperial hands.

One of the two southern hives that fell earlier in the invasion was Hive Drangis. It did not fall easily, however, and the barren landscape it was built upon became the site of a furious tank battle. Cadian armoured regiments alongside Bartolphian Ironclads and Phrunxon Super-heavies fought for weeks. Their aim was to keep Death Guard tanks and a number of traitorous Astra Militarum armoured regiments collectively known as the Poxgrinders from reaching the hive. Imperial tanks raced to battle, fought until their ammunition was spent, returned to the hive for resupply and then were dispatched out again,

with crews swapping regularly. Hive Drangis itself had a large Leman Russ construction capacity, and battle tanks were rolled straight off production lines and thrust immediately into battle. Daring Chimera drivers raced onto the battlefield to rescue crews of wrecked tanks to bring them back to crew new vehicles. Despite the Imperial troops' fury and determination, they could not hold back the heretics' advance indefinitely and were pushed further and further back.

The Death Guard warband known as the Filthfavoured assaulted Hive Tharn not by armoured assault but by infiltration. The hive was built a handful of kilometres from the hideously polluted Cooronid Sea, and it pumped industrial quantities of sewage into it daily. Such was its scale, the sewer delta had become a huge ecosystem in its own right, populated by all manner of hideous creatures. This was the Filthfavoured's avenue of attack. The warband's diseased warriors could stride through the viscous filth and cut down the monsters within it with little difficulty. It was an attack the hive's leaders would certainly not expect. Though it was not undefended, the troops stationed to protect the hive at the sewage pumping station were undertrained and poorly disciplined; all were serving punishment for petty crimes, as otherwise it was impossible to find volunteers for such a task. Many threw themselves at the feet of the Filthfavoured when the Death Guard attacked, only to be given as a gift to the many giggling Nurglings that followed in the warband's wake. The Death Guard went on to sweep through the lower portions of the hive with relative ease, and once within, they could not be stopped.

THE HIVE DRANGIS REMNANTS

Hive cities are colossal habitations; to capture one and assert dominance over all its inhabitants is a process that can take years. When the Death Guard conquered Hive Drangis, they moved on quickly to prepare for future efforts to capture the world. In their wake they left thousands of their cultist followers to assert full control over the hive and infect or kill any citizens who remained alive.

As many as a fifth of the hive's defenders survived the invasion, hiding in the underhive, long-abandoned factorum regions and territories that had been forgotten about millennia before. These isolated pockets — made up of Cadian and other Astra Militarum troops, conscripted hive gangs, enforcers and varied militia forces — held out for months in the labyrinthine mass of the hive after the Death Guard moved on.

Many believed they were the only survivors. Others declared the Imperium had abandoned them and acted for themselves. Some rallied around strongmen. Some maintained military cohesion, keeping what chain of command they could. Many of these leaders became little more than petty warlords, with some finding it easier to slide into this role than others. They slowly became more and more desensitised to brutality in their unenviable quest to keep their people alive.

Some groups were as willing to attack fellow survivors as they were the cultists, taking slaves from surviving civilian populations or the last food and medical supplies from wandering groups. Others retained a sense of their humanity even in the incredibly harsh conditions of a hive conquered by the Death Guard and ruled by their hideously diseased and fanatical followers. These groups rescued other survivors, shared supplies and formed underground resistance movements. It was these the cultists came for first; they were content to let the gangs terrorise and kill for the time being.

What followed was a three-way war between the cultists, the gangs and the resistance movements. Amidst the narrow confines of the hive, the malnourished combatants, the industrial waste of the underhives and the bodies of the dead, disease ran rife, stoked to greater potency by the cults' plaguebrewers and poxpriests. Such was the toxicity of the contagions developed that they played a part in the months-long rituals conducted by Typhus' sorcerers on the planet. They were consumed by the countless Miasmatic Malignifiers planted by Typhus' followers and fed the pestilential magics that brought about the later death of Saint Bartolph's Throne.

THEY ARE US

In the ruins of Hive Grangis, the bedraggled survivors of an ongoing war seek salvation. Surrounded by the Arch-enemy, starving to death and running low on ammunition, their only hope is one final attack. Horror abounds in this short story by Callum Davis.

The young woman's death rattle made Lern sigh.

Another one, he thought.

He closed her eyes. Her face was marked with clusters of pustules. Her skin was a pallid green. She was so thin she was practically skeletal. She had been so malnourished most of her teeth had fallen out.

Lern knelt there for a few seconds longer.

Why did you forsake her, he prayed.

He had long since given up on expecting an answer, though he still hoped for one.

A figure knelt next to him, clutching a rusted cleaver.

'Move, Captain, we need the flesh,' the figure said.

'Tarvax ... you can see the boils. She's pox-ridden. Burn her ... intact.'

Tarvax smacked the ground in frustration. He was just as skinny as the dead woman. His uniform marked him as hive gang militia, recruited to defend Saint Bartolph's Throne. It hung from his spare frame in tattered rags.

Lern put a hand on Tarvax's shoulder. He felt nothing but bone.

'We'll send out more patrols. We will find food,' he said.

Tarvax shrugged off Lern's hand. 'Do not touch, me, Cadian.' The term of address was filled with venom, but Lern said nothing. He understood the man's frustrations. His stomach growled and moaned too.

He stood up and walked around the tiny scrap of Hive Grangis his people called home. Everywhere emaciated wrecks hunched around feeble fires that reeked of burning excrement. Many coughed and wheezed. Some gnawed on bones that had been stripped of flesh days ago, desperate to find the merest morsel of nourishment on them. He saw one figure lapping from a tiny puddle of black water. Many were clad in ragged militia uniforms.

'Captain,' called a voice. It was Harala, the only other Cadian left. She limped over to him and saluted. Lern had long since stopped telling her there was no need to do that anymore. It had become more than a habit of discipline.

She needs it. Some semblance of normality. It gives her hope, he thought.

'Patrol's back in, Captain,' she said. 'They've been torn up.'

Lern ran to the gatehouse. That's what they called it, anyway. In reality, it was a few sheets of corrugated ferrum sheet barred with some mangled autoguns that were beyond repair.

Half a dozen of his troops sat around the gate, exhausted. Most were clutching wounds. They were no less starving





than the rest of his people, and wore the tattered scraps of old militia uniforms or Militarum fatigues from worlds he had never heard of.

A man a foot taller than Lern stood up slowly and walked over to him.

Lern looked at him. The man shook his head.

The patrol had left with eight.

'Ayna and Parentha are dead,' the man said. There were tears in his eyes.

Lern had no tears. He just felt a cold anger. 'We will kill the heathens for this, Kendar, I promise you that.'

'Yes, we will. We found out where they're hiding out down here,' Kendar said.

'You can't be serious. We've been searching for months,' said Lern.

'They got sloppy,' Kendar said. 'I want them dead.'

'By the Throne,' said Lern. 'That is excellent work.' Revenge was the best they could ever hope for down here.

Lern had hated Kendar, once. When this all began. When hundreds had hidden from the Death Guard and their diseased followers. Kendar was a gang leader, pressed into service. Only the fact that there had been more Cadians than gang members at the start had stopped Kendar from trying to take over. But there had been many battles since. Both men had seen the strengths of the other. First by necessity and then by respect were they bonded. Now Lern considered Kendar one of the best war leaders he'd ever seen.

'You know they still have the gall to yell 'for the Emperor', to taunt us,' Kendar said

'Show me where they are,' Lern said.



The heathens put up a furious fight. Lern crouched behind a damaged wall that was peppered with lasfire. The enemy had chosen their defence well. Most of Lern's

troops were pinned down in a bottleneck they couldn't get around. Pools of toxic sludge and girder forests meant there was only one route into the heathens' base.

Thank the Throne they don't have a heavy bolter, Lern thought. Had the heathens had heavier weaponry than small arms, Lern's group would have been slaughtered.

The enemy had three positions. The forwardmost was covered by the two to its rear.

'We need to suppress them all at the same time,' said Lern. 'Then rush the first, and from there take the others.'

'That'll take a lot of ammo,' said Kendar.

Most of Lern's troops had no more than two power cells for their lasguns, or a couple of magazines for their autoguns. Some only had pistols. Kendar had the only two frag grenades left in the entire group.

'It will have to be enough,' said Lern. 'Only half will fire at a time. They'll take turns. Once we've got a position, we'll take the heathens' weapons and use them. The Emperor will have to forgive us the touch of their unclean machine spirits.'

Kendar nodded. 'How many do we think there are?'

'Throne only knows. There might be more inside after we knock them out here.'

Kendar shrugged with a smile. 'All the more for His justice, then.'

'That's it,' Lern said.



The order was passed among Lern's troops. The squads were all allocated a target to suppress. Once Kendar had smashed the first position, Lern would send the next squad up to take the second position. Then he would lead the third attack.

Kendar was leading the first assault. The big man had three others with him. Henx, another gang member, had a shotgun with two shells left. Lena, of the Drangis Militia, had lost an eye six weeks ago but was just as dangerous with her brass knuckles as she was before. Jarn still carried the autogun she began the war with, which was now customised with a serrated bayonet made from torn metal sheeting.

They were ready to go.

'Suppressing fire!' yelled Lern.

Half of his troops opened fire, pouring out some of the last of the group's ammunition.



Three ...

Two ...

One ...

Kendar and the others charged the first position. They had a hundred metres to cover. Lern sneaked a look over the top of the wall he was crouched behind. A few of the heathens were still taking pot shots even when under fire, though most missed. One hit Henx in the leg. The man fell to the ground. The others kept running – they had a job to do. Henx managed to get to his feet and hobbled after them.

When Kendar and the others got close, Lern's troops' suppressing fire against the first position stopped, to prevent them from hitting Kendar and the others.

Lern couldn't see what happened once they reached the position. Barricades blocked his vision.

Please let them win, he prayed. Let them kill the heathens.

He was shaking with relief when he saw las and autofire strike the other enemy strongpoints. Kendar had done it. Now he was suppressing the next target.

'Go!' shouted Lern to the next assault group, led by Parj. He watched them charge across as well. One of them fell, struck in the head. They crumpled forward and collapsed to the floor.

Curse you, heathens, Lern thought.

Once again he couldn't see the fighting.

You've been with me so far, just a little longer, please, God-Emperor.

The seconds were agonising.

The wait was longer than when Kendar took the first position. Lern's heart raced. They were too committed to give up now; even more would die if they retreated.

Finally he saw shots being fired from the second position upon the final one they had to overcome. Not many, but some.

Our turn, Lern thought. *Emperor, grant me but a portion of your strength to lead your dutiful followers through this.*

He looked at those around him. Heavy bags sat under their eyes. Some were coughing. Some had bloated stomachs caused by malnutrition. All were incredibly thin and pale. Now they had to charge across an open field to attack and kill armed enemies who had killed many of their friends and comrades before.

'Emperor be with us all,' he said. He could think of nothing else to say.

He sprinted as hard as he could, trusting the others to follow him. Within seconds, he was fighting for breath and his weak leg muscles burned. The covering fire supporting his advance stopped when he grew close to the enemy. He started firing at the final position from the hip to keep the heathens' heads down just a little longer.

As soon as Lern saw enemy troops, he poured fire on them without any thought for ammunition.

Just die, Lern thought, as he cut one down in a hail of lasfire. Before he had the chance to turn his weapon on the others in the makeshift bunker, the rest of his troops killed them.

Lern panted heavily, adrenaline still pumping through his body.

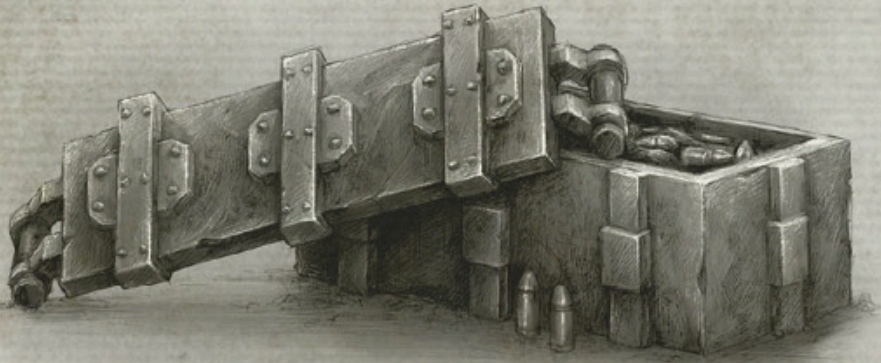
'Ready for counter-attack,' he ordered his troops. Ideally they would have kept moving forwards to maintain their momentum, but they were too exhausted to make another surge. They needed time to recover. Lern took the time to examine the bodies of the dead heathens and their equipment.

They were as emaciated as his own troops. Most were clothed in the rags of civilians or gang members. One he saw was wearing parts of Cadian body armour. Lern spat.

They dare wear our armour?

He searched the bunker for weapons and ammunition. They had a few lasguns and autopistols, a handful of charge packs and clips. That was it. Barely enough to replenish the stocks his team had used in this attack. He had expected more.

They've been killing and robbing us for months ... this can't be it ...



They waited for a few more minutes before Lern brought Kendar and Parj to his position.

‘What did you find?’, Lern asked.

‘Lasguns, autoguns, a shotgun. Some ammo. About enough to take us back to the amount we had at the start of all this,’ said Kendar.

‘Same,’ said Parj. ‘They all looked starving.’

‘Are your troops ready to go in?’ asked Lern.

‘About as ready as they can be,’ said Kendar. ‘They’re tired ... but they’re out for blood.’

‘They’ll take this to the finish,’ said Parj.

‘We’ll go in slowly,’ said Lern. ‘Be ready for ambush. No stupidity, not after we’ve come this far. None of our lost friends died for us to waste this chance in the last minutes. I’ll lead the way.’

Kendar and Parj nodded.



Lern and his team advanced slowly, weapons raised to their cheeks. They each covered a fire arc around them. Just as Lern had taught them. They hadn’t found anything so far, just detritus. The place stank, but no worse than their own home.

They must have retreated further in, Lern thought.

After ten more paces, Lern jumped when a man attacked their line with a stick. One of Lern’s troops punched him to the floor.

‘Begone, heathens!’ the man shouted.

The audacity of these traitors, Lern thought. He walked to the man, ready to kill him. He was old, heavily wrinkled. His white beard was matted and filthy. He exhibited no signs

of corruption. That didn’t mean anything when it came to the Arch-enemy, but it threw Lern off.

‘Keep him under guard,’ he ordered one of his troops.

As they slowly delved deeper into the heathens’ base, they still found nothing. Some areas branched off from others.

‘Split up,’ he said. ‘In pairs, no one goes anywhere alone.’

A few more minutes passed. Lern advanced slowly, pausing at every corner and every sound. He was taking no chances.

‘Captain!’

It was Harala. She ran to him.

‘You need to see this,’ she said.

Lern followed. She took him to a room full of people. They huddled on the floor, many with heads wrapped in rag-draped arms. They cried. They stank. They were unarmed. Some clutched prayer beads. Some were openly praying.

To the Emperor, Lern realised. Prayers were scratched on to walls made of sheet metal, next to shrines dedicated to Humanity’s ruler.

Lern’s whole body started shaking.

‘No,’ he said aloud. The denial had no strength. ‘You’re all heathens!’ he roared. The people before him flinched before the sudden outburst of noise. Some screamed. More started crying.

He grabbed one of the people on the floor. The woman was missing both legs. He didn’t know why he did it. A part of him was desperate for them to be heretics. He looked into her eyes, knowing he would see the treachery there if nowhere else. They were purple. Just like his.

They’re not traitors, he realised.

It all came crashing down on him.

Why did I not see this? It was right there, for me to see!

He was exhausted. What he and his troops had been through for the past months was beyond nightmarish. There was so much disorder, so much confusion.

That’s no excuse! So many are dead!

He looked at the people again. They were just like his own. Barely surviving. Barely maintaining their faith.

Lern dropped to his knees.

He placed his forehead to the floor.

He sobbed.

THE ALUMAX SYSTEM

The Charadon Sector has come under attack by the Death Guard, leaving many worlds cut off without any chance of rescue. The Alumax System is one such region. Over the next few pages, you will find new campaign rules enabling you to fight in this blighted war zone.

Over the following pages, you will find several Theatres of War set within the Alumax System during the invasion of the Charadon Sector, as well as a number of unique Relics that can be discovered by your forces when they secure victory within these environments. You can use this content on its own or combine it with the rules found within *War Zone Charadon Act 1: The Book of Rust*, which also contains in-depth details of these war-torn locales and a wide range of exciting new rules for your games of Warhammer 40,000.

FLASHPOINTS

Flashpoints represent specific areas of conflict at particular moments in time. Some of the rules content found within the following pages is tagged with the Flashpoint that it belongs to. Rules that are labelled as belonging to one or more Flashpoints, in this case the Charadon Sector, are thematically linked to them and are not intended to be combined with rules from different locales.

When playing a game, if both players wish to use any Flashpoint rules, they should agree ahead of time which Flashpoint their battle is

set in. After this choice has been made, the only Flashpoint rules that can be used in that game are ones labelled with that Flashpoint.



ALUMAX THEATRES OF WAR

If you are playing a Flashpoint, you can, when selecting your missions, choose to set that mission in a Theatre of War that is found within that Flashpoint; these are themed locations that will provide you with new rules to represent the battlefield conditions within that locale. Theatres of War are a fantastic way to add an extra level of narrative to your games as well as adding new and exciting challenges to your battle. You and your opponent can either select an Alumax Theatre of War to use for the battle, or you can randomly select one from those available.



HELIOTYR PENAL COMPOUND



The penal compounds of Heliotyr are harsh places. Visibility is almost impossible due to thrown up dust and vehicle smog. Semi-operational defence automata watch for targets, and searchlights scan the area with intermittent beams of blinding light.

Flashpoints: Alumax System, Charadon War Zone

Designer's Note: If playing using this Theatre of War, we recommend that the battlefield features a large number of Buildings, Walls and Ruins to represent the penal colony.

When fighting a battle in the Heliotyr penal compound, the following rules apply:

Searchlights: At the start of the battle round, identify the six units closest to the centre of the battlefield and assign each a number from 1-6. Roll one D6: until the end of the battle round, the unit assigned that number is targeted by the compound's searchlights:

- Each time a model makes a ranged attack, they can ignore the Look Out, Sir rule if they target that unit.
- Each time a ranged attack is made against that unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

Perpetual Smog

Heliotyr's mining operations kick up huge columns of dust and produce great volumes of pollutants.

Before the battle, after determining who the Attacker and Defender will be, the Attacker rolls one D3 and consults the table below to determine how bad the area's visibility is.

D3	SMOG EFFECT
1	Dust Storms: Each time a ranged attack targets a unit, if the Attacker is more than 18" away, the target is treated as having the benefits of Dense Cover against that attack (see the <i>Warhammer 40,000 Core Book</i>).
2	Masking Ephemera: Each time a ranged attack is made against a unit, it receives the benefits of Light Cover against that attack. If a unit makes a Normal Move, Advances or Falls Back during its Movement phase, it loses this ability until the start of its next Movement phase.
3	Obscuring Trails: All terrain features on the battlefield gain the Obscuring Terrain Trait, if they do not already have it (see the <i>Warhammer 40,000 Core Book</i>).

Aged Defences

Heliotyr's penal colonies have a number of defensive features, built to contain the inmates and aid in putting down riots. Many are old and decaying after many decades of neglect. A significant number of automated defensive systems do not function well, flickering on and off.

At the start of the battle round, the Attacker rolls one D6 for each objective marker on the battlefield: on a 5+, that objective marker's defence net reactivates. The Attacker rolls one D6 and consults the table below to see which defensive protocols come back online.

D6	DEFENSIVE PROTOCOL
1	Blinding Charges: When this defence net reactivates, if a player controls this objective marker, they can select one unit from their army within range of this objective marker. Until the start of the next battle round, each time a model in that unit makes a melee attack, if its unit is still within range of this objective marker, add 1 to that attack's hit roll.
2	Sensor Nodes: When this defence net reactivates, if a player controls this objective marker, they can select one unit from their army within range of this objective marker. Until the start of the next battle round, each time a ranged attack made by a model in that unit targets an enemy unit, if that enemy unit is within 12" of this objective marker, it does not receive the benefits of cover against that attack.
3	Sally Ports: When this defence net reactivates, if a player controls this objective marker, they can select one unit from their army within range of this objective marker. In their opponent's next Charge phase, if that unit is within 6" horizontally of an enemy unit, it is eligible to perform a Heroic Intervention as if it were a CHARACTER , and when performing a Heroic Intervention move with that unit, you can move each model in it up to 6".
4	Tripwires: Until the start of the next battle round, each time a model finishes a charge move within 6" of this objective marker, roll one D6: on a 1, that model's unit suffers 1 mortal wound.
5	Comms Jammers: Until the start of the next battle round, each time a unit attempts to start performing an action within range of this objective marker, roll one D6: on a 1-3, that action automatically fails.
6	Flakk Emplacement: Until the start of the next battle round, each time an AIRCRAFT model ends a move within 12" of this objective marker, roll one D6: on a 2-5, that model's unit suffers D3 mortal wounds; on a 6, that model's unit suffers 3 mortal wounds.



When playing a game using this Theatre of War, both players have access to the following Stratagem:

ACTIVATE DEFENCES

1CP

Strategic Ploy Stratagem

Rousing the machine spirits of the defensive systems can give either side a distinct advantage.

Use this Stratagem at the start of the battle round, before rolling to determine if an objective marker's defence net reactivates. Select one objective marker that you control and roll one D6, adding 1 if you have a unit from your army with the Troops Battlefield Role within range of that objective marker: on a 3+, that objective marker's defence net reactivates. Select one Defensive Protocol above to come back online for that objective marker. Do not roll again for that objective marker's defence nets this battle round.

SAINT BARTOLPH'S THRONE MANUFACTORA



At the height of the fighting on Saint Bartolph's Throne, the world's tank manufactora were alive with activity as vehicles were produced, sanctified and repaired. This kept vehicles ready for war, but the machinery was vulnerable to sabotage.

Flashpoints: Alumax System, Charadon War Zone

Designer's Note: If playing using this Theatre of War, we recommend that the battlefield features a large number of Industrial Sectors and Fuel Pipes to represent the manufacturing district.

When fighting a battle in the Bartolph's Throne manufactora, the following rules apply:

Equipment Stores

The manufactora's equipment stores were replete with ammunition, armour parts and other equipment troops could salvage from.

Before the battle, after determining who the Attacker and Defender will be, the Attacker rolls one D6 for each objective marker on the battlefield and consults the table below to see which parts upgrades are stored at that objective marker.

At the start of each player's Command phase, for each objective marker they control, they can select one **VEHICLE** model from their army within range of that objective marker. That model gains that objective marker's parts upgrade; the player should make a note of this on their army roster. A model cannot gain the same parts upgrade more than once in a battle.

D6	PARTS UPGRADE
1	High-explosive Rounds: Select one ranged weapon this model is equipped with. Until the end of the battle, each time this model makes an attack with that weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
2	Micro-void Shield: Once per battle, when a saving throw is failed for this model, its player can choose to use this upgrade. If they do, the Damage characteristic of that attack is changed to 0.
3	Barrel Extension: Select one ranged weapon this model is equipped with. Until the end of the battle, add 6" to the Range characteristic of that weapon.
4	Reinforced Dozer Blades: Until the end of the battle, each time this model finishes a charge move, select one enemy unit within Engagement Range of it and roll one D6, adding 1 if that unit has the INFANTRY keyword: on a 3-6, that unit suffers D3 mortal wounds; on a 7+, that unit suffers 3 mortal wounds.
5	High-gain Optics: Select one ranged weapon this model is equipped with. Until the end of the battle, improve the Armour Penetration characteristic of that weapon by 1.
6	Power Field Generators: Until the end of the battle, improve the Armour Penetration characteristic of melee weapons this model is equipped with by 1.



ADDITIONAL ACTIONS

When playing a game using this Theatre of War, both players have access to the following actions:

Booby Traps

Your forces booby trap caches of supplies to deny them to the enemy and inflict casualties.

INFANTRY units from your army can attempt the following action, as described in the *Warhammer 40,000 Core Book*:

‘Booby Trap (Action): At the end of your Movement phase, any number of **INFANTRY** units from your army can start to perform this action. Each must be in range of a different objective marker that you control and that is not booby trapped. This action is completed at the end of the turn. When this action is completed, that objective marker is sabotaged by you. At the start of your Command phase, for each objective marker sabotaged by you, if it is controlled by your opponent, select one enemy unit within range of that objective marker and roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds. That objective marker is no longer sabotaged.’

Jury-rigged Repairs

In the field, many units improvised repairs to damaged vehicles to keep them operable.

INFANTRY units from your army can attempt the following action, as described in the *Warhammer 40,000 Core Book*:

‘Jury-rigged Repairs (Action): At the end of your Movement phase, any number of **INFANTRY** units from your army can start to perform this action. Each must be in range of a different objective marker that you control. This action is completed at the end of the turn. When this action is completed, select one **VEHICLE** model from your army that has not regained any wounds that turn and is within range of that objective marker. That model regains up to D3 lost wounds.’

Hack Security Feeds

Units at supply caches often interfered with integrated pict feed, seeing what activity was occurring at other caches and gaining tactically useful telemetry.

CHARACTER units from your army can attempt the following action, as described in the *Warhammer 40,000 Core Book*:

‘Hack Security Feeds (Action): At the end of your Movement phase, one **CHARACTER** unit from your army that is within range of an objective marker you control can start to perform this action. This action is completed at the start of your next Movement phase. When this action is completed, select one enemy unit within range of an objective marker. Until the end of the turn, each time a model from your army makes a ranged attack against that unit, add 1 to that attack’s hit roll.’

BORTHREAS SALT PLAINS

Portions of Borthreas’ surface were given up to dried up seabeds where once in history vast oceans existed. These great bodies of water have long since dried up, leaving enormous salt flats. These areas were mined heavily by the world’s populace.

Flashpoints: Alumax System, Charadon War Zone

Designer’s Note: If playing using this Theatre of War, we recommend that the battlefield is fairly flat with few hills or tall terrain features.





When fighting a battle in the Borthreas salt plains, the following rules apply:

Even Footing:

Players can re-roll Advance rolls made for units from their army (excluding units that can **FLY**) that do not contain any models with a Save characteristic of 3+ or better.

- Models do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.

BONEFIELDS



The dried seabeds of the Borthrean salt plains were littered with the bleached bones of long-dead sea monsters. The nature of many of these creatures was strange indeed, and their bones retain elements of this even centuries after the creature's death.

Before the battle, after determining who the Attacker and Defender will be, starting with the Defender, players alternate placing bonefield markers on the battlefield one at a time, until each has placed three bonefield markers. Each bonefield marker cannot be placed:

- Within 6" of any battlefield edge.
- Within 12" of another bonefield marker.

The Attacker rolls one D6 for each bonefield marker on the battlefield and consults the table below to see what ability that bonefield has for the battle. Alternatively, if both players agree, the Attacker can roll one D6 and the corresponding ability applies to every bonefield marker for the battle.

D6	BONEFIELD EFFECT
1	Psychic Power-infused Skeleton (Aura): While a PSYKER unit is within 3" of this bonefield marker: <ul style="list-style-type: none">• Each time that unit attempts to manifest the psychic power Smite, add 2 to the Psychic test.• Each time that unit suffers Perils of the Warp, it suffers 1 mortal wound instead of D3.
	Bone Spike Barricade (Aura): While a unit (excluding VEHICLE or TITANIC units) is within 3" of this bonefield marker, each time a model in that unit makes a melee attack against an enemy unit, if that enemy unit made a charge move this turn, improve the Armour Penetration characteristic of that attack by 1.
3	Fused Rib Cage (Aura): While an INFANTRY unit is within 3" of this bonefield marker, if every model in that unit has a Wounds characteristic of 1, each time a ranged attack is made against that unit, it is treated as having the benefits of Light Cover against that attack (see the <i>Warhammer 40,000 Core Book</i>).
4	Explosive Fragments (Aura): While a unit is within 3" of this bonefield marker, each time that unit is selected as the target of a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.
5	Bone-shard Floor (Aura): While a unit is within 3" of this bonefield marker, each time that unit is selected to Fall Back, roll one D6: on a 1-3, that unit cannot Fall Back and must Remain Stationary instead.
6	Forest of Bones (Aura): While a unit is within 3" of this bonefield marker, each time that unit declares a charge, the targets of that charge cannot Set to Defend or Fire Overwatch.

When playing a game using this Theatre of War, both players have access to the following Stratagem:

ATTUNED CORPSES

1CP

Strategic Ploy Stratagem

Some species of sea creature that once inhabited Borthreas were psychically attuned to others of their family groups. Elements of this power still linger within the remains, and can be exploited by savvy forces.



Use this Stratagem in your Command phase. Select two bonefield markers on the battlefield. Until the start of your next Command phase, units within 3" of either of those markers count as being within range of each others' aura abilities.

When playing a game using this Theatre of War, both players have access to the following action:

Destroy the Remains

The skeletons of the dead creatures proved to be a boon for forces operating on the salt plains, and many commanders ordered their destruction.

Units from your army can attempt the following action, as described in the *Warhammer 40,000 Core Book*:

'Destroy the Remains (Action): At the start of your Charge phase, any number of units from your army can start to perform this action. Each must be in range of a different bonefield marker. This action is completed at the end of the turn. When this action is completed, that bonefield marker is destroyed, remove it from the battlefield.'



ALUMAX CRUSADE RELICS

When a unit from your army gains a Crusade Relic, if you have just won a battle on one of the **Alumax System** Theatres of War you can instead select the relevant Relic from the list below. All the usual rules for selecting Crusade Relics, as described in the *Warhammer 40,000 Core Book*, apply.

ARTIFICER RELICS

A **CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the *Warhammer 40,000 Core Book*.

Heliotyr Penal Compound: Gambler's Coin

This coin, which is certainly not double-sided and certainly not a forgery, has brought much luck to those who have held it since it was smuggled to the Heliotyr penal compounds.

Once per battle round, before you make a hit roll, wound roll or saving roll for the bearer, you can use this Relic. If you do, select one of the dice you are about to roll. Do not roll that dice: it is treated as having rolled a 6.

Bartolph's Throne Manufactora: Machine-spirit Conduit

An item of ancient archeotech, this conduit allows the bearer to communicate with nearby machine spirits through mysterious and irreplaceable means.

In your Command phase, the bearer can commune with one friendly **VEHICLE** model (excluding **TITANIC** models) within 3" of it. Until the start of your next Command phase, each time that model makes an attack, you can re-roll the hit roll.

Borthreas Salt Plains: Sea-dragon Tooth

The power of this dead sea-dragon was such that its teeth still retain a portion of the creature's strength, and are no less sharp than they were in the monster's life.

This Relic cannot be given to a **VEHICLE** model. Each time the bearer fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, each time it makes a melee attack, an unmodified hit roll of 5+ scores 1 additional hit.



MAELSTROM OF WAR

During the heat of battle, mission objectives can change in the blink of an eye. Troops once held in defensive positions are ordered to attack. Objectives once deemed inconsequential are now high priority. These new rules let you experience the ever-changing face of war.

Maelstrom of War games are another way to enjoy matched play games of Warhammer 40,000. They offer varied and dynamic gameplay experiences with the players' objectives changing regularly throughout the battle, forcing them to adapt and overcome as they try to best their opponent.

Over the next twelve pages, you will find brand-new beta rules for playing Maelstrom of War games. These rules include six missions, four Stratagems and six sets of Tactical Objectives that will test your tactical acumen to the limit. Good luck, commander – you're going to need it in the Maelstrom of War!

Beta Rules – Maelstrom of War

We are always looking to try out new ideas that we think will make Warhammer 40,000 even better than it is, and the same is true for the Maelstrom of War missions from eighth edition. While it's perfectly possible to use those rules to play a mission in ninth edition, we wanted to try out something that was purposefully different to the previous iteration. Sometimes, when we are exploring new rules possibilities like this, we have found that publishing them first as 'beta' rules has been a very successful part of the development process. So what is a beta rule? These are experimental rules that we believe will improve the overall experience of the game and, to that end, we invite players to provide feedback on them, specifically their impact and ramifications on the games they play. They are a very real and direct way that you can influence the rules for Warhammer 40,000, and the feedback we receive is perhaps the most important part of the beta rules process. There are three outcomes of this feedback:

1. The rules are well received by the community and will likely form the foundation of a brand-new mission pack.
2. The rule is well received by the community but requires some generally accepted modifications before it is ready to appear as final in another publication.
3. The rule receives mixed feedback from the community – some players love it, others don't. In these cases we will go back to the drawing board and develop an alternate solution (or revert to the original version).

We hope that you will play and enjoy this beta mission pack and the changes to Maelstrom of War contained within. But this is a beta rule, so really – what do you think? What worked well? What could be improved? Please get in touch at 40kFAQ@gwplc.com and let us know (please make the subject of your email 'Beta Maelstrom feedback'). This feedback will then inform the final rules that will appear in the future.

TACTICAL OBJECTIVES.....(83-86)

Tactical Objectives are what set Maelstrom of War apart from other methods of play. They offer small, discrete challenges for the player to attempt, and it is only through the successful accomplishment of a wide range of these that any commander will secure victory. This section explains what Tactical Objectives are and how to use them, and it provides a complete list of them for use in play.

MAELSTROM OF WAR GAMES . (87-89)

This section outlines the entire process of playing a Maelstrom of War game, from the second you sit down at the table to the final moment of your magnanimous victory or bitter defeat.

DEPLOYMENT MAPS.....(90)

In Maelstrom of War games, the Deployment Maps are not tied to the missions. This section collates the maps used by all of the different missions into a single place.

STRATAGEMS(91)

When playing a Maelstrom of War game, these Stratagems can be used to interact with the Tactical Objectives mechanic, allowing players to offset a string of bad luck or to capitalise on their earlier successes and push on to victory.

MISSIONS.....(91-93)

Six missions are provided for playing Maelstrom of War, each usable at any of the supported battle sizes. These missions provide unique twists on the game's mechanics, ensuring a wide amount of variety across battles.

TACTICAL OBJECTIVES

Players score victory points in Maelstrom of War games by completing Tactical Objectives. They are generated dynamically as the game is played and will change over the course of the battle, the specifics of which are determined by the mission being played. At the start of each battle round, both players will generate their Tactical Objectives as described in the mission briefing. A player can only score their own Tactical Objectives, and each Tactical Objective can only be scored by each player once per battle round.

Tactical Objectives are organised into Tactical Objective categories. In most missions, players will be able to select a number of categories for their army to attempt to complete. This choice will be determined by what army they are playing, the opponent's army and other factors, such as the battlefield itself and what mission is being played.

Each time a player is instructed to generate a Tactical Objective from a specific category, that player rolls one D6 and consults the relevant table for that category. The corresponding Tactical

Objective is then generated for that player and they will be able to score it during that battle round. If a player generates a Tactical Objective that they have already generated that battle round, generate another objective from that category instead.

UNACHIEVABLE TACTICAL OBJECTIVES:

If a Tactical Objective mentions a unit with a specific keyword from either your army or your opponent's, and there are no units with that keyword in that army on the battlefield, then that Tactical Objective is considered unachievable.

Any time a player generates an unachievable Tactical Objective, they can instead select a different Tactical Objective from the same category to replace it.

The available categories and their Tactical Objective tables are shown on the following pages.



BROUGHT LOW

The death of every mighty hero and the destruction of every battle tank weakens the foe greatly.

D6	TACTICAL OBJECTIVE
1	Tear Down Their Heroes At the end of the turn, score 8 victory points if the enemy unit that had the highest Power Rating of units in your opponent's army that were on the battlefield that turn was destroyed that turn.
2	The Bigger they are, the Harder they Fall Incursion/Strike Force: At the end of the turn, score 5 victory points if one or more enemy VEHICLE or MONSTER models were destroyed that turn. Onslaught: At the end of the turn, score 5 victory points if two or more enemy VEHICLE or MONSTER models were destroyed that turn.
3	Crippling Blow At the end of any phase, score 5 victory points if a model from your army made any attacks that phase that caused an enemy VEHICLE or MONSTER model with a damage table to move down to a lower row on their damage table. When this Tactical Objective is generated, if there are no enemy VEHICLE or MONSTER models with a damage table that have not already been destroyed, or if all such models are already on the lowest row of their damage table, generate a new Tactical Objective from this category to replace this one.
4	Overwhelm At the end of the battle round, score 5 victory points if you control more objective markers than your opponent.
5	Outmanoeuvre At the end of the battle round, score 5 victory points if you control more objective markers in your opponent's territory than your opponent.
6	Coordinated Strikes Incursion: At the end of any phase, score 5 victory points if an enemy VEHICLE or MONSTER unit was destroyed and it lost one or more wounds as a result of attacks made that phase by models in at least two different units. Strike Force/Onslaught: At the end of any phase, score 5 victory points if an enemy VEHICLE or MONSTER unit was destroyed and it lost one or more wounds as a result of attacks made that phase by models in at least three different units.

RAID

Storm the enemy lines.

D6	TACTICAL OBJECTIVE
1	Overwhelming Assault At the end of the battle round, score 8 victory points if you control two or more of the objective markers within your opponent's territory.
2	Driving Rush At the end of the battle round, score 5 victory points if one or more units from your army (excluding AIRCRAFT units) are wholly within your opponent's territory and are outside Engagement Range of any enemy units (excluding AIRCRAFT units).
3	Slay the Defenders At the end of the turn, score 5 victory points if an enemy unit was destroyed that turn and any models in it had been within your opponent's territory that turn.
4	Push Them Out At the end of the battle round, score 5 victory points if you control objective marker 1 within your opponent's territory.
5	Storm the Line At the end of the battle round, score 5 victory points if you control objective marker 2 within your opponent's territory.
6	Take and Hold Incursion: At the end of the battle round, score 5 victory points if you control either objective marker 1 within your territory or objective marker 2 within your opponent's territory. Strike Force/Onslaught: At the end of the battle round, score 5 victory points if you control objective marker 3 within your opponent's territory.

TERRITORY SEIZURE

Seize ground and deny it to the foe.

D6	TACTICAL OBJECTIVE
1	Take it Back At the end of the turn, score 8 victory points if you control an objective that your opponent controlled at the start of the turn.
2	Make a Stand At the end of the battle round, score 5 victory points if your WARLORD is within 6" of the centre of the battlefield.
3	Area Denial At the end of the battle round, score 5 victory points if there are no enemy models (excluding AIRCRAFT models) within 6" of the centre of the battlefield.
4	Lines Breached At the end of the battle round, score 5 victory points if there are two or more units from your army (excluding AIRCRAFT units) wholly within your opponent's deployment zone.
5	Expelled At the end of the battle round, score 5 victory points if there are two or more quarters of the battlefield that do not have any enemy units (excluding AIRCRAFT units) wholly within them.
6	Dominate Incursion: At the end of the battle round, score 5 victory points if there are two or more quarters of the battlefield that each have one or more units from your army (excluding AIRCRAFT units) wholly within them and those units are outside Engagement Range of any enemy units. Strike Force/Onslaught: At the end of the battle round, score 5 victory points if there are three or more quarters of the battlefield that each have one or more units from your army (excluding AIRCRAFT units) wholly within them and those units are outside Engagement Range of any enemy units.

HOLDING THE LINE

A successful defence yields no ground to the enemy.

D6	TACTICAL OBJECTIVE
1	Targets Held At the end of the battle round, score 8 victory points if your opponent does not control any of the objective markers within your territory.
2	Enemy Repulsed At the end of the battle round, score 5 victory points if there are no enemy units (excluding AIRCRAFT units) wholly within your territory that are outside Engagement Range of any units from your army (excluding AIRCRAFT units).
3	Push Them Back At the end of the turn, score 5 victory points if an enemy unit was destroyed that turn and any models in it had been within your territory that turn.
4	Never Give In At the end of the battle round, score 5 victory points if you control objective marker 1 within your territory.
5	Hold Your Ground At the end of the battle round, score 5 victory points if you control objective marker 2 within your territory.
6	Fall Back Position Incursion: At the end of the battle round, score 5 victory points if you control either objective marker 1 within your territory or objective marker 2 within your territory. Strike Force/Onslaught: At the end of the battle round, score 5 victory points if you control objective marker 3 within your territory.

HEROIC DEEDS

The greatest warriors perform deeds that change the face of the battle.

D6	TACTICAL OBJECTIVE
1	Cut Off The Head At the end of the turn, score 8 victory points if the enemy WARLORD was destroyed that turn.
2	Trading Blows At the end of any phase, score 5 victory points if a CHARACTER model from your army made any attacks that phase that destroyed a CHARACTER unit.
3	Savage Duel At the end of any phase, score 5 victory points if a CHARACTER model from your army made any attacks that phase that caused the enemy WARLORD to lose one or more wounds.
4	Leading the Charge At the end of the turn, score 5 victory points if a CHARACTER model from your army made any attacks that turn that destroyed an enemy unit and that CHARACTER model had made a charge move or performed a Heroic Intervention that turn.
5	Burn Them Out Incursion/Strike Force: At the end of your Psychic phase, score 5 victory points if psychic powers manifested by PSYKER units from your army caused enemy units to suffer a combined total five or more mortal wounds that phase. Onslaught: At the end of your Psychic phase, score 5 victory points if psychic powers manifested by PSYKER units from your army caused enemy units to suffer a combined total eight or more mortal wounds that phase.
6	Applied Tactics At the end of any phase, score 5 victory points if a model from your army made any attacks that phase that destroyed an enemy unit and that model, or its unit, had been affected by a Stratagem (for example, it was selected for a Stratagem or a Stratagem was used when that unit was selected to fight or shoot) you used earlier in the turn.

ERADICATION

The enemy's numbers are overwhelming – they must be slaughtered.

D6	TACTICAL OBJECTIVE
1	Hit Them Hard Incursion: At the end of the turn, score 8 victory points if two or more enemy units were destroyed that turn. Strike Force/Onslaught: At the end of the turn, score 8 victory points if three or more enemy units were destroyed that turn.
2	Cut the Head From the Serpent At the end of the turn, score 5 victory points if an enemy CHARACTER unit was destroyed that turn.
3	Expunge the Witch At the end of the turn, score 5 victory points if an enemy PSYKER unit was destroyed that turn.
4	Break Their Will Incursion: At the end of the Morale phase, score 5 victory points if three or more enemy models were destroyed during that phase. Strike Force: At the end of the Morale phase, score 5 victory points if six or more enemy models were destroyed during that phase. Onslaught: At the end of the Morale phase, score 5 victory points if nine or more enemy models were destroyed during that phase.
5	Decimation Incursion: At the end of any phase, score 5 victory points if attacks made by models from your army destroyed ten or more enemy models that phase. Strike Force: At the end of any phase, score 5 victory points if attacks made by models from your army destroyed twenty or more enemy models that phase. Onslaught: At the end of any phase, score 5 victory points if attacks made by models from your army destroyed thirty or more enemy models that phase. If your opponent's army does not have enough models to be able to score this objective, generate a new Tactical Objective from this category to replace this one.
6	Crushing Strike Incursion/Strike Force: At the end of any phase, score 5 victory points if attacks made by VEHICLE or MONSTER models from your army destroyed one or more enemy units that phase. Onslaught: At the end of any phase, score 5 victory points if attacks made by VEHICLE or MONSTER models from your army destroyed two or more enemy units that phase.



MAELSTROM OF WAR GAMES

A Maelstrom of War game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Incursion, Strike Force or Onslaught. The table below gives a rough guide of how long each should take.

BATTLE SIZE	BATTLE DURATION
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. MUSTER ARMIES

Each player must then select a Battle-forged army. The points limit of each player's army and the number of Command Points each player starts with when they begin mustering their army are shown in the table below:

BATTLE SIZE	POINTS LIMIT	COMMAND POINTS
Incursion	1000	6
Strike Force	2000	12
Onslaught	3000	18

Details of how to Battle-forge an army, how to use a points limit, how to select a Warlord and what information your army roster must contain can be found in the *Warhammer 40,000 Core Book*. You cannot include any Understrength units in your army. All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common, and this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network (this has no effect on your Army Faction).

If either player has access to any Stratagems that are used before the battle to upgrade units, these must be used now and the details of the upgrades noted on the player's army roster. Each player must then provide a copy of their army roster for their opponent to read through.

3. DETERMINE MISSION

The players determine which mission will be used for the game by either agreeing between themselves or rolling one D6 and consulting the following table:

D6	MISSION
1	Territorial Control (pg 91)
2	Ambitious Surge (pg 92)
3	Complex Front (pg 92)
4	Subterfuge and Interference (pg 92)
5	Chaotic Engagement (pg 93)
6	Never Surrender (pg 93)

4. DETERMINE DEPLOYMENT MAP

The players determine which deployment map (pg 90) will be used for the game by either agreeing between themselves or rolling one D3 and consulting the table below:

With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to your army during the battle that cost Reinforcement points, each player can only include the same datasheet in their army two times (if you are playing an Incursion battle) or three times (if you are playing a Strike Force or Onslaught battle).

For the purposes of this restriction, the Daemon Prince, Daemon Prince of Chaos, Daemon Prince of Nurgle and Daemon Prince of Tzeentch datasheets are all considered to be the same datasheet. In addition, if by deleting the word 'Cult' or 'Brood Brothers' from a datasheet's title in *Codex: Genestealer Cults* it would match the title of a datasheet from *Codex: Astra Militarum*, then for the purposes of this restriction, those datasheets are considered to be the same.

D3 DEPLOYMENT MAP

1	Dawn of War
2	Hammer and Anvil
3	Search and Destroy





5. READ MISSION BRIEFING

Each mission has a mission briefing that will detail how many Tactical Objective categories players must select in the Select Tactical Objectives Categories step. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your battlefield depends on the battle size you have selected, as shown in the table below (the table shows the minimum size of battlefields):

BATTLE SIZE	BATTLEFIELD SIZE
Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines detailed in the *Warhammer 40,000 Core Book*.

7. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

8. PLACE OBJECTIVE MARKERS

Starting with the Defender, players alternate placing objective markers on the battlefield one at a time, until each has placed the number of objective markers shown in the table below:

BATTLE SIZE	OBJECTIVES PER PLAYER
Incursion	2
Strike Force/Onslaught	3

Each time a player places an objective marker, that objective marker must:

- Be wholly within a player's territory.
- Not be within that player's deployment zone.
- Not be within 3" of any battlefield edge.
- Not be within 12" of any other objective marker.

No more than half the objective markers can be set up within either player's territory.

9. CHOOSE DEPLOYMENT ZONE

The Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

Each player then numbers the objective markers in their territory, starting at 1. So, for example, in an Incursion game, each player will end up with one objective marker numbered 1 within their territory and another numbered 2 within their territory. In a Strike Force game, each player will also have an objective marker numbered 3 within their territory.

10. SELECT TACTICAL OBJECTIVE CATEGORIES

Each player then secretly selects their Tactical Objective categories for the game as specified in the Mission Briefing and writes them down on their army roster. Once both players have selected their Tactical Objective categories, they reveal their selections to their opponent.

11. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules as detailed in the *Warhammer 40,000 Core Book*. Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now) and which of their units will start the battle embarked within Transport models (they must declare what units are embarked on what model). When both players have done so, they declare their selections to their opponent.

No more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined points value of all your Strategic Reserve and Reinforcement units (including those embarked within Transport models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In Maelstrom of War missions, Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does

not apply to units that are placed into Strategic Reserves after the first battle round has started).

12. DEPLOY ARMIES

The players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention, perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

13. DETERMINE FIRST TURN

The players roll off. The winner declares whether they will take the first or second turn.

14. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have and resolving any Stratagems that are used before the battle (excluding those that upgrade their units or those that enable them to set up a unit in a location other than the battlefield), starting with the player who will take the first turn.

15. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

ENDING THE BATTLE EARLY OR CONCEDING

Ideally, a battle should always be played until the end. On occasion, though, one or both players may not be able, or may not wish, to complete the battle.

If you and your opponent both agree to end the battle early, then you can end the battle at a mutually agreed point (we suggest at the end of a battle round). You and your opponent can then calculate your final victory points totals, taking into account any objectives achieved, to determine the victor.

If only one player wants to end the battle early then that player must concede and remove all their models from the battlefield. A player who concedes scores 0 victory points for that battle and their opponent is automatically the victor (even if they scored 0 victory points during the battle). The other player may continue to play out their turns until the battle ends if they wish, perhaps to accrue a few more victory points, or they can choose to end the battle now.

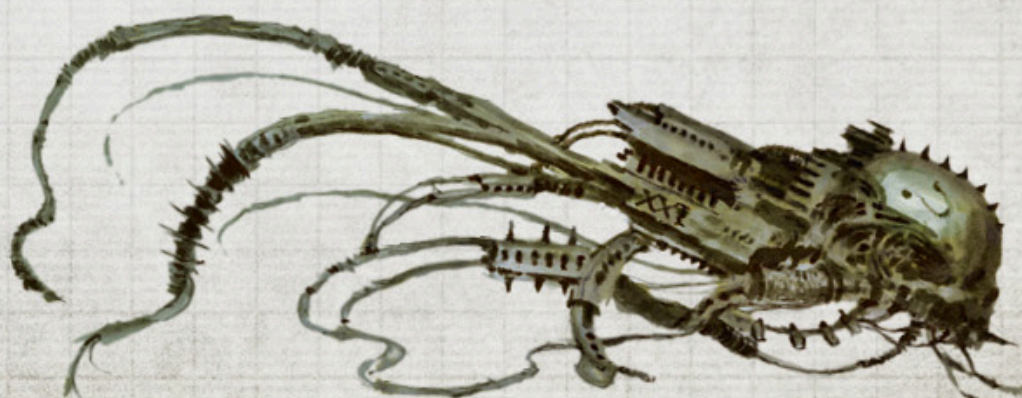
16. ENDING THE BATTLE

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

17. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

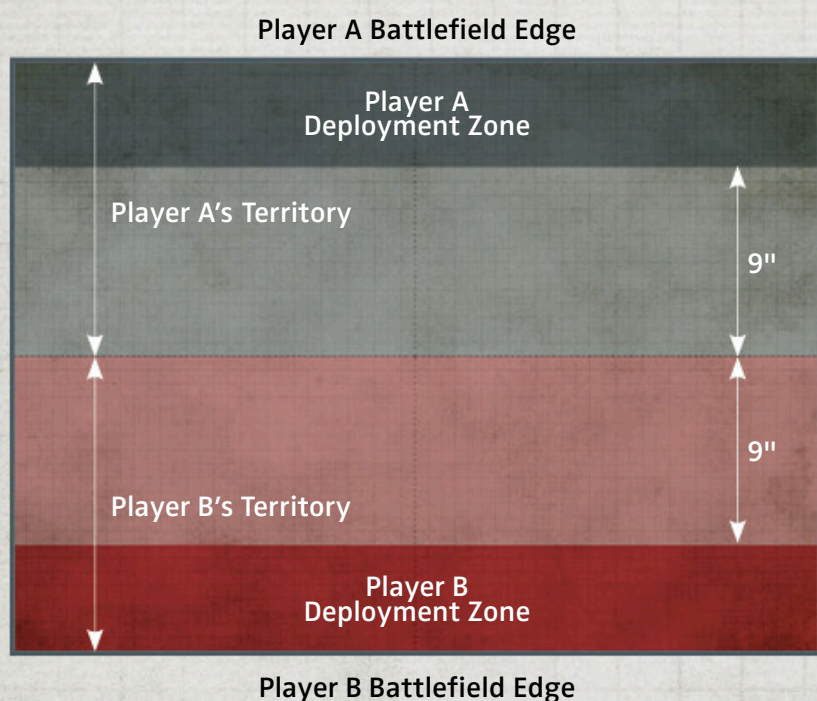
Each player can score a maximum of 90 victory points from Tactical Objectives (any excess victory points awarded are discounted). If every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.



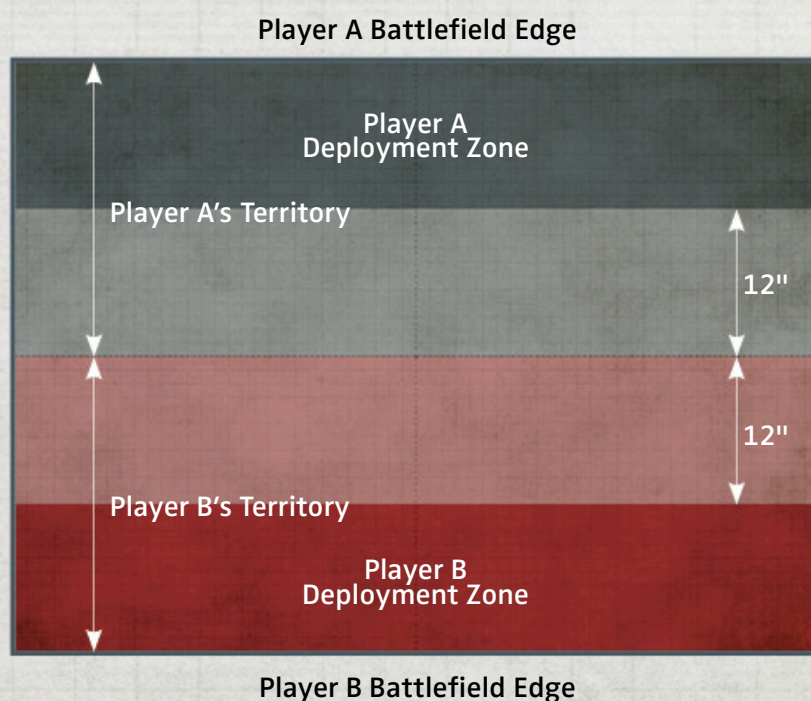
DEPLOYMENT MAP

1. DAWN OF WAR

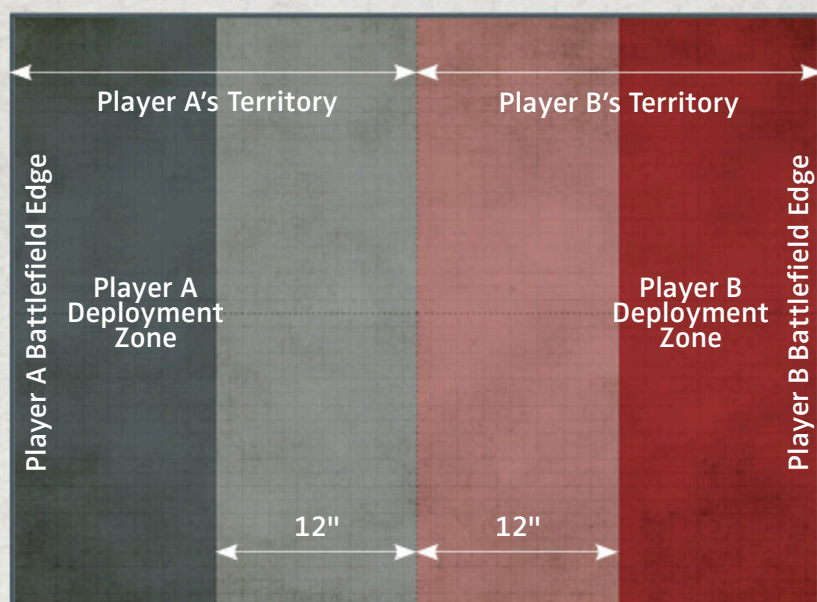
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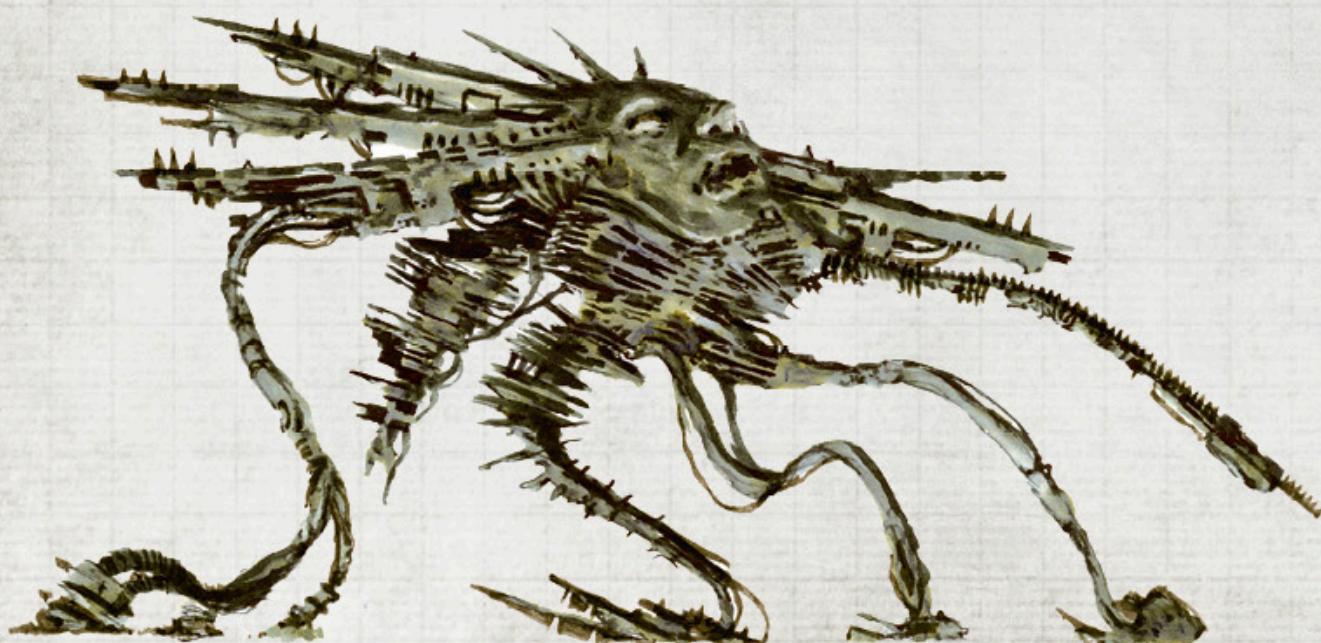
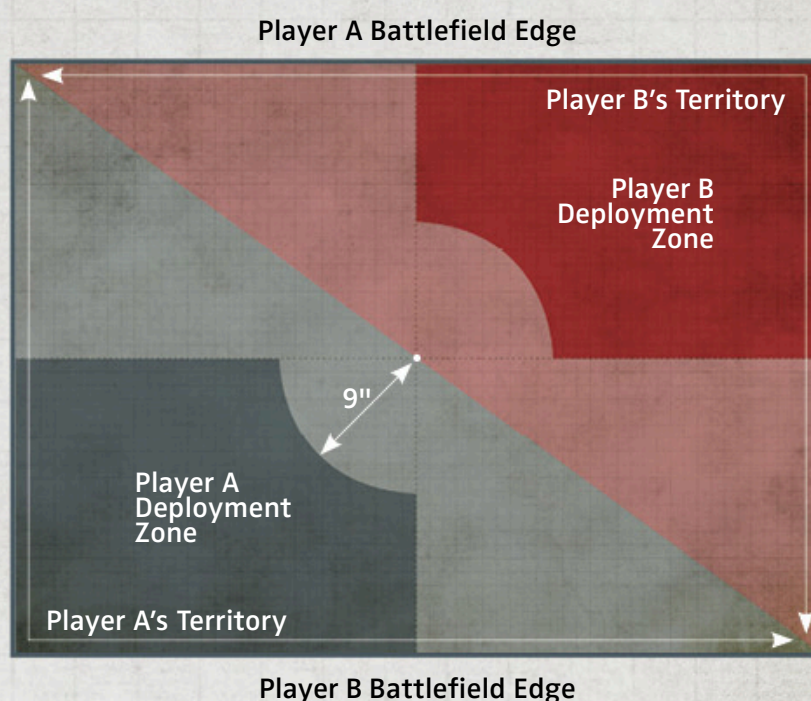
STRIKE FORCE/ONSLAUGHT:



2. HAMMER AND ANVIL



3. SEARCH AND DESTROY



STRATAGEMS

When playing a Maelstrom of War game, both players have access to the following Stratagems:

FIXED DETERMINATION [1CP]

Maelstrom of War – Strategic Ploy Stratagem

Despite the chaotic nature of battle, your forces push on, refusing to fail in their duty.

Use this Stratagem at the start of the battle round, before generating Tactical Objectives. Select one of the Tactical Objectives that you generated in the previous battle round but did not score. That Tactical Objective is treated as having been generated by you for this battle round and counts towards the limit of how many Tactical Objectives you generate in this battle round (if playing the Complex Front mission (pg 92), do not generate another Tactical Objective from the selected Tactical Objective's category).

NEW INTEL [1CP]

Maelstrom of War – Strategic Ploy Stratagem

In light of new intelligence, the demands of the operation have changed completely.

Use this Stratagem at the end of the battle round. Select one of the Tactical Objective categories that you selected for your army at the start of the battle. You can replace it with one of the categories that you did not select. You can only use this Stratagem once per battle.

QUICK THINKING [1CP]

Maelstrom of War – Strategic Ploy Stratagem

Identifying a unique opportunity, the commanders in the field adapt their orders to better exploit the situation.

Use this Stratagem at the start of the battle round, when you have rolled to generate a Tactical Objective. Add 1 to the roll or subtract 1 from the roll. You cannot use this Stratagem to change the roll to a Tactical Objective that you have already generated this battle round. You can only use this Stratagem once per battle round.

STANDING ORDERS [1CP]

Maelstrom of War – Strategic Ploy Stratagem

In the swirling confusion of battle, the forces fall back to standing orders until clarity is gained.

Use this Stratagem at the start of the battle round, when you have rolled to generate a Tactical Objective. Change the roll to a 1. You cannot use this Stratagem if you have already rolled a 1 when generating a Tactical Objective for that category this battle round. You can only use this Stratagem once per battle round.

MISSIONS

1. TERRITORIAL CONTROL

MISSION BRIEFING

The warlord who dominates the battlefield will force the enemy to fight on their terms, in locations of their choosing. If they can surround their foe, their foe's hopes can be crushed.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories, assigning one to each of the following:

- Objective Category Alpha
- Objective Category Beta
- Objective Category Gamma

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D3 to see which of that player's selected categories it is generated from, as shown in the table below:

D3	TACTICAL OBJECTIVE CATEGORY
1	Objective Category Alpha
2	Objective Category Beta
3	Objective Category Gamma

MISSION RULES

Territorial Control: From the second battle round onwards, at the start of each battle round, if one player controls more objective markers than their opponent, that player generates a fourth Tactical Objective that battle round.

2. AMBITIOUS SURGE

MISSION BRIEFING

By careful anticipation of the enemy's moves, you can prepare for them and exploit any weaknesses.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories, assigning one to each of the following:

- Objective Category Alpha
- Objective Category Beta
- Objective Category Gamma

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D3 to see which of that player's selected categories it is generated from, as shown in the table below:

D3	TACTICAL OBJECTIVE CATEGORY
1	Objective Category Alpha
2	Objective Category Beta
3	Objective Category Gamma

MISSION RULES

Ambitious Surge: At the start of each battle round, after Tactical Objectives have been generated, the players attempt to guess each other's battle plans. Starting with the player who had the first turn, each player selects one of the objectives generated by their opponent. If their opponent scores that Tactical Objective this battle round, they score twice as many victory points for it.

3. COMPLEX FRONT

MISSION BRIEFING

The battlefield is a nightmare of confusion, both sides attempting to fulfil a number of tasks that contribute to a larger overarching strategy.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories.

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who

had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives, one from each of their three selected categories.

MISSION RULES

Overriding Orders: At the start of the battle, each player secretly selects one of their Tactical Objective categories and makes a note of it on their army roster. Each time they score a Tactical Objective from that category, they score an additional 5 victory points. The first time they do so, they must reveal their selection to their opponent.

4. SUBTERFUGE AND INTERFERENCE

MISSION BRIEFING

Both sides are seeking to interfere with the orders of the foe, whether that be with planted operatives, disruptive technologies or other means.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories, assigning one to each of the following:

- Objective Category Alpha
- Objective Category Beta
- Objective Category Gamma

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated four Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D3 to see which of that player's selected categories it is generated from, as shown in the table below:

D3	TACTICAL OBJECTIVE CATEGORY
1	Objective Category Alpha
2	Objective Category Beta
3	Objective Category Gamma

MISSION RULES

Subterfuge and Sabotage: At the start of each battle round, after Tactical Objectives have been generated, players sabotage each other's orders. Starting with the player who had the first turn, each player selects one of the objectives generated by their opponent. Their opponent cannot score that objective this battle round.

5. CHAOTIC ENGAGEMENT

MISSION BRIEFING

War has raged for many weeks between two enemies. Both seek any advantage they can over the other in the quagmire of horrendous conflict, launching raids and assaults and making fraught defensive actions.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Players do not select Tactical Objective categories in this mission; all of the categories are used instead.

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D6 to see which category it is generated from, as shown in the table below:

D6 TACTICAL OBJECTIVE CATEGORY	
1	Holding the Line
2	Raid
3	Territory Seizure
4	Eradication
5	Brought Low
6	Heroic Deeds

MISSION RULES

Stubborn Conviction: Players can use the Fixed Determination Stratagem (pg 91) for OCP.

6. NEVER SURRENDER

MISSION BRIEFING

Neither side is willing to give an inch of ground to the enemy, fighting back all the harder whenever battle turns against them.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories, assigning one to each of the following:

- Objective Category Alpha
- Objective Category Beta
- Objective Category Gamma

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D3 to see which of that player's selected categories it is generated from, as shown in the table below:

D3 TACTICAL OBJECTIVE CATEGORY	
1	Objective Category Alpha
2	Objective Category Beta
3	Objective Category Gamma

MISSION RULES

Never Give Up: From the second battle round onwards, at the start of each battle round, if one player has fewer victory points than their opponent, that player generates a fourth Tactical Objective that battle round.



NEVER SURRENDER

Blackstone deposits have been discovered on the mining world of Kloravael, and the Necrons of the Omthek Dynasty have moved to claim them. Yet the Cult of the Bladed Cog have designs of their own on this valuable material. Conflict is inevitable.



The battlefields of the 41st Millennium are chaotic at the best of times – roiling, seething hotbeds of violence and destruction that stretch as far as the eye can see. Yet amongst the carnage, battle groups, regiments, units and even individual warriors are tasked with completing vital missions – missions that could change the face of the battle entirely. Success in these missions may bring about a resounding victory – failure, an ignoble defeat.

Such missions are many and varied. Some armies are tasked simply with gaining ground – of taking and holding territory and denying it to the enemy. Others are asked to protect, destroy or even defile certain key positions such as gun emplacements, medicae facilities or power nodes. Illustrious generals and infamous warlords become targets for snipers and assassins, while sometimes gratuitous bloodshed and unbridled



**CALUM
MCPHERSON &
DUNCAN
WAUGH**

It's photographer versus games developer in this Battle Report. But who will command their army most effectively in the Maelstrom of War?



carnage are all that's asked of a strike force's warriors. In the heat of battle, these objectives can change at a moment's notice, leaving even the canniest commanders wrong-footed, their units left in disarray. Such is the maelstrom of war.

This month's Battle Report uses the Maelstrom of War rules presented on the previous twelve pages of the magazine, including the Never Surrender mission. Representing the Warhammer 40,000 games developers is Duncan Waugh, who will be using the studio's Necron collection. Opposite him stands studio photographer Calum McPherson and his army of Genestealer Cultists (with Tyranid chums as backup). It should be an interesting match-up, as both armies include a lot of infantry and plenty of fast-moving elements that can dash around the battlefield to steal objectives. Turn the page to see their armies before the battle commences.



Jaeslink looked down at her chronometer. One readout displayed the system date and time, the long row of numbers counting inexorably higher. The other readout, sitting below it, counted down. Less than four minutes remained. The Jackal Alphus sat back in her saddle and listened. All was eerily quiet around the mine workings. This was as she expected. Their foe was silent and implacable, while her own forces were covert and stealthy. Even though she knew where they were lurking, she could not see them, hidden as they were among the pipes, containers and refining towers.

Three minutes remaining. She wiped the sweat from her ridged brow. Solar energy bathed the deserts of Kloravael in oppressive heat, and even in the shade the temperature was close to unbearable. She looked up at the creature that was creating the patch of shade that surrounded her and, not for the first time, felt a

surge of adrenaline course through her body. The Exocrine sat motionless, a mountain of flesh and chitin beneath the blistering sun. It was a monster from the darkest depths of space, an all-consuming colossus, yet Jaeslink felt only blissful joy at its presence. The liberation of Kloravael was surely at hand.

Two minutes remaining. A stolen auspex vibrated against her thigh, and she snatched it up quickly. The enemy was approaching. To the north she could see a large concentration of infantry. To the east, some kind of fast-moving skimmers. She watched intently.

One minute remaining. She felt a tingling behind her eyes as the glory of the Hive Mind filled her senses. She knew immediately what she must do. Through her, the will of the Star Children would be carried out. Her chronometer hit zero. Jaeslink launched her assault.

OVERLORD OF THE OMTEKH DYNASTY

Duncan: The Necron army has two features that work well with Maelstrom missions. Firstly, Reanimation Protocols make it much easier to hold objective markers once you control them. Secondly, good access to fast-moving flying units means they can reach out and secure the battlefield. With that in mind I've taken a fair amount of infantry, Praetorians and Lokhust Destroyers in my list. My plan is to begin the game with the Holding the Line and Territory Seizure objective categories and transition from Territory Seizure in to the Raid category using the New Intel Stratagem. An Overlord with the Veil of Darkness will allow me to jump across the board if required to capture objectives (or deny them to Calum), while the C'tan will hopefully soak up a lot of firepower and prove a useful distraction. Their necrodermis ability makes them particularly tough!



CULT HERO OF THE BLADED COG

Calum: My Genestealer Cults army is based around the idea of a mobile gun platform headed up by the Jackal Alphus and a big unit of Ridgerunners. I have always enjoyed playing fast armies so this leans into that idea, using units such as the Atalan Jackals and the Rockgrinders to harass the enemy while the hybrid units I place in Cult Ambush show up all over the battle grid to take objectives or attack enemy units. That ability to appear anywhere at any time is pretty devastating and a real boon in Maelstrom missions, as you can react to the objectives you generate more quickly and effectively.

I've also added a Tyranid Patrol Detachment to my force, which will provide some much-needed staying power. They can hit the enemy from afar while the ambushing units lay in wait to spring the trap.





THE OMTEKH OFFENSIVE

Dynastic Tradition: Immovable Phalanx
Circumstance of Awakening: Relentlessly Expansionist

Battalion Detachment

- 1 Overlord** **140 Points**
 - Warlord
 - Warlord Trait: Implacable Conqueror
 - Relic: Veil of Darkness
- 2 Lokhust Lord** **110 Points**
 - Warlord Trait: Honourable Combatant
 - Relic: Voltaic Staff
- 3 16 Necron Warriors** **208 Points**
 - 5 gauss reapers, 11 gauss flayers
- 4 5 Immortals** **85 Points**
 - Gauss blasters
- 5 5 Immortals** **95 Points**
 - Tesla carbines
- 6 C'tan Shard of the Void Dragon** **350 Points**
 - Powers of the C'tan: Voltaic Storm, Sky of Falling Stars
- 7 5 Lychguard** **140 Points**
 - Hyperphase swords and dispersion shields
- 8 5 Triarch Praetorians** **125 Points**
 - Rods of covenant
- 9 5 Triarch Praetorians** **125 Points**
 - Voidblades and particle casters
- 10 5 Lokhust Destroyers** **275 Points**
- 11 4 Lokhust Destroyers** **220 Points**
- 12 Annihilation Barge** **120 Points**
 - Tesla cannon

Total Points: 1993
Starting Command Points: 10



THE ASCENSION OF BLADES

Cult Creed: The Bladed Cog
Tyranid Hive Fleet: Kronos

BATTALION DETACHMENT

- 1 Jackal Alphus** **75 Points**
 - Warlord
 - Warlord Trait: Single-minded Obsession
- 2 Magus** **85 Points**
 - Psychic Power: Undying Vigour
- 3 10 Acolyte Hybrids** **127 Points**
 - 4 heavy rock saws, cult icon, lash whip and bonesword
- 4 10 Neophyte Hybrids** **97 Points**
 - Mining laser, webber, power pick, web pistol, cult icon
- 5 10 Neophyte Hybrids** **92 Points**
 - 2 mining lasers, power pick, web pistol
- 6 Kelermorph** **80 Points**
 - Relic: Oppressor's Bane
- 7 Locus** **45 Points**
- 8 3 Achilles Ridegrunners** **210 Points**
 - 3 heavy mining lasers
- 9 4 Atalan Jackals** **126 Points**
 - Atalan Wolfquad
- 10 Goliath Rockgrinder** **125 Points**
 - Clearance incinerator
- 11 Goliath Rockgrinder** **125 Points**
 - Clearance incinerator

PATROL DETACHMENT

- 12 Neurothrope** **95 Points**
 - Psychic Power: Symbiostorm
- 13 5 Genestealers** **75 Points**
- 14 6 Hive Guard** **300 Points**
 - Impaler cannons
- 15 Exocrine** **170 Points**
- 16 Exocrine** **170 Points**

Total Points: 1997
Starting Command Points: 10

DEPLOYMENT: THE CALM BEFORE THE STORM

Amongst the ruins of the mining facility, the Cult of the Bladed Cog wait patiently to make their move. They do not have to wait long, for their Necron adversaries are eager for battle.

OBJECTIVE MARKERS

In Maelstrom of War missions, each player places three objective markers in their territory, labelling them 1-3 (as shown below in the deployment map). Depending on the mission and tactical objectives generated, each player may then be required to take their opponent's objectives or hold their own. Flexibility is key in Maelstrom missions!

DEPLOYMENT

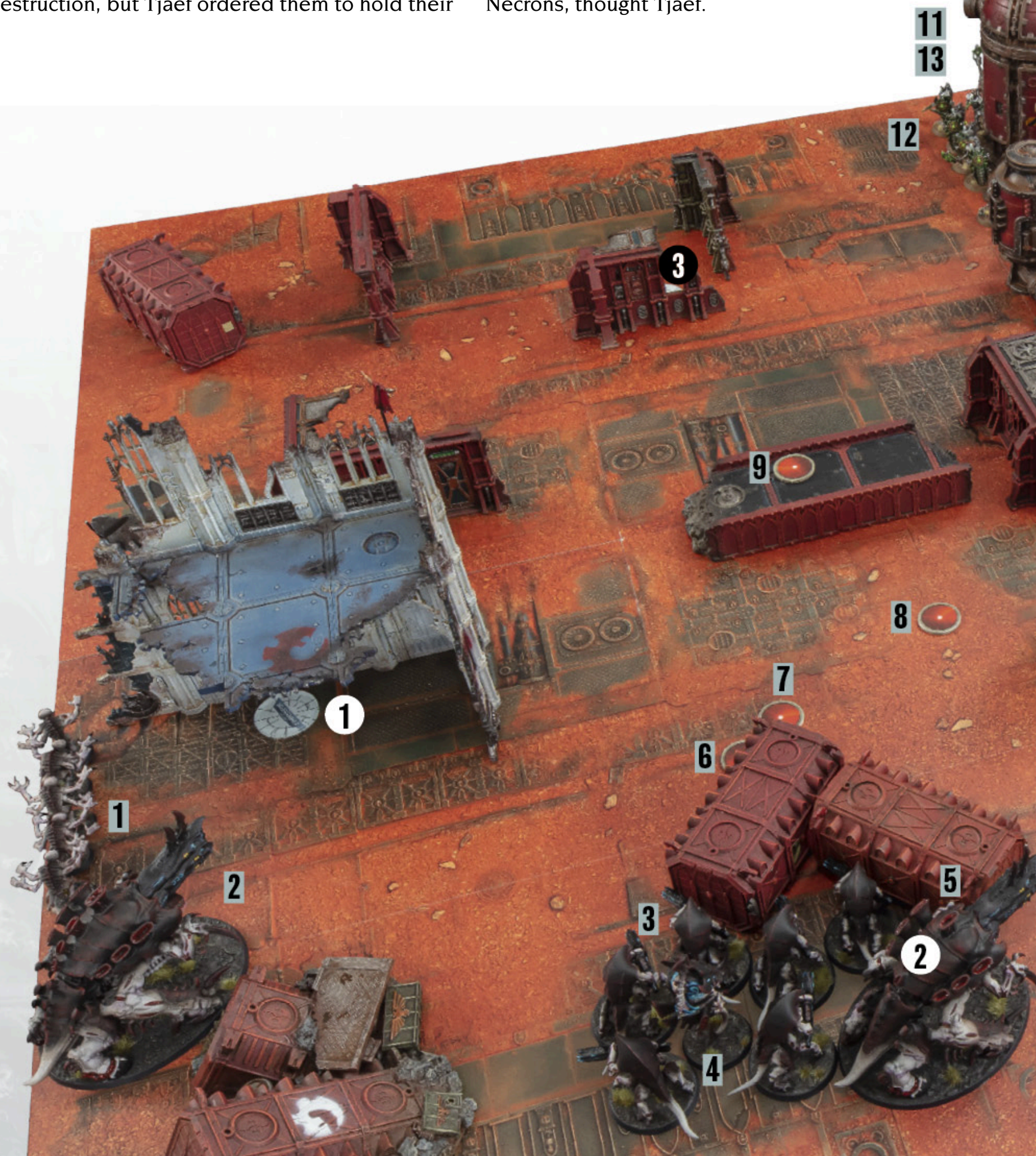
Calum deploys his Genestealers (1) and Exocrine (2) on the battlefield's western flank. He places the Hive Guard (3), Neurothrope (4) and his second Exocrine (5) behind the Munitorium containers near his Objective 2. All of his infantry units and heroes are kept in Cult Ambush, while his other units (vehicles and Atalan Jackals) are deployed as blips (6-10).

Duncan deploys his Overlord (11), Lychguard (12) and one of his units of Immortals (13) around the silo to the north, with the Necron Warriors arrayed in front of them (14). To the east of the silo he places the C'tan Shard of the Void Dragon (15) and the Annihilation Barge (16). The Lokhust Destroyers (17-18) deploy across the boundary of his deployment zone along with the Lokhust Lord (19), leaving the Triarch Praetorians (20-21) and Immortals (22) to cover the eastern approach.

Overlord Tjaef of the Omtekh Dynasty surveyed the mine workings with a critical eye. He could see the aliens to the south-west, their monstrous bio-forms lurking amongst the ruins. But there were suspiciously few of them. Tjaef had not become an Overlord through brute force alone – his rise to power had required a fair degree of cunning, too. The enemy were in hiding and they were waiting for him to make the first move. So be it.

Standing in the shadow of a large ore silo, Tjaef ordered his Necron Warriors forwards. They shambled along on time-worn legs, moving slowly towards the central building. To the east, a flight of Lokhust Destroyers hove into view, eager for destruction, but Tjaef ordered them to hold their

ground. The enemy had not yet revealed itself and their priority targets were not yet easy to ascertain. He watched the enemy carefully. More Tyranids were appearing amongst the buildings to the south-west, including a pair of living artillery pieces and a large brood of creatures that the Overlord recognised as Hive Guard. If they were present then there was truly something worth defending nearby. Tjaef ordered his Immortals to defend the flanks of his force while the Triarch Praetorians acted as mobile reserves. He could not see any gaps in his grand strategy, but should any appear, he always had his secret weapon. Next to the silo, a C'tan Shard shimmered with barely contained energy. These galactic usurpers would soon feel the wrath of the Necrons, thought Tjaef.





RELENTLESSLY EXPANSIONIST

Duncan: The Circumstance of Awakening that I chose for my force allows me to move all eligible units (everything except the Praetorians and C'tan) up to 6" at the start of the first battle round. This meant that I could generate my tactical objectives, then move my units accordingly. It's a useful ability in Maelstrom, where victory points are sometimes scored at the end of your turn, not the end of the battle round.

16



TACTICAL OBJECTIVES

In the Never Surrender mission, each player selects three Tactical Objective categories before the battle. When required to generate objectives, they can only be generated from these categories. Duncan and Calum both pick Territory Seizure (**TS**) and Hold the Line (**HTL**), with Duncan also picking Heroic Deeds (**HD**) and Calum choosing Eradication (**E**).

MAELSTROM!

If you're getting ready to play a Maelstrom of War mission, you'll need to get your hands on a set of objective markers (so you can capture, control or defile them as you see fit). The Battlezone Objective Set is perfect for this, as it includes six objectives (three Necron, three Imperial) to help denote each players' battlefield objectives. You can find them on games-workshop.com

BATTLE ROUND ONE: OFFENSIVE MANOEUVRES

As the Necrons advance to claim the mine workings, the Cult of the Bladed Cog springs its ambush. A desperate firefight ensues with both sides taking crippling casualties.

With uncharacteristic swiftness, the Necrons advanced upon the mine workings with the intention of routing out their foes. Camouflaged and scanner-blocked vehicles soon revealed themselves amongst the ruins, resolving into clear and distinct targets. Overlord Tjaef ordered their immediate destruction.

As one, the Necrons of the Omtekh Dynasty unleashed their firepower. Arcs of gauss energy coruscated across the cult's more heavily armoured vehicles, but the lightly armoured dune runners were no match for the insane warriors of the Destroyer Cult. Speeding across the parched earth, the Lokhust Destroyers annihilated two Ridgerunners before turning their guns on the closest Rockgrinder. The resulting explosion tore through the Atalan Jackals, knocking several from their bikes.

TACTICAL OBJECTIVES: ROUND ONE

Duncan:
Expelled (TS)
Area Denial (TS)
Fall Back Position (HTL)

(Note: Duncan originally generated the Line Breached (TS) objective, but used the Quick Thinking Stratagem to swap it for Expelled instead.)

Calum:
Dominate (TS)
Expelled (TS)
Enemy Repulsed (HTL)

Despite the destruction happening around them, most of the cultists of the Bladed Cog remained hidden, leaving the Tyranids to take on the encroaching Necrons. Guided by the will of the Hive Mind, the Hive Guard and Exocrines targeted the Lokhust Destroyers, almost wiping them out. The first shots had been fired, but blades had yet to be drawn ...

Necron objectives scored: Fall Back Position (5VP)

Genestealer Cult objectives scored: Dominate (5VP), Enemy repulsed (5VP)

VICTORY POINTS

5	10
Necrons	Genestealer Cults





The Necron Overlord (1), Warriors (2) and C'tan Shard (3) move forwards, then fire at the white Rockgrinder (4) when it is revealed. They barely scratch the paintwork.

The Destroyers (5-6) move into the south-east quarter of the board, backed up by the Immortals (7). Duncan plays Extermination Protocols on the Destroyers, who fire at the newly revealed units when the blips are turned over. They destroy two Ridgerunners (8) and the blue Rockgrinder (9), the explosion killing the Wolfquad in the Jackals unit (10).



The Annihilation Barge (11) and Immortals (12) target the last Ridgerunner, taking it down to a single wound. Calum moves the damaged vehicle into the south-east quarter and his Genestealers (13) into the north-west quarter in order to claim the Dominate objective.

The surviving Atalan Jackals (14) race towards the Necron Warriors. Calum plays the Extra Explosives Stratagem, giving them a grand total of 18 attacks with their blasting charges. They hit just twice and both Necron Warriors reanimate ...

The Rockgrinder, Exocrine (15) and Hive Guard (16) annihilate the unit of five Destroyers. Calum plays the Single-Minded Annihilation Stratagem, allowing the Hive Guard to shoot again and kill three out of the four other Destroyers (17). One of them reanimates.



BATTLE ROUND TWO: AGGRESSIVE EXPANSION AND OBLITERATION

The Omtekh Dynasty continue their relentless advance on the Cult of the Bladed Cog, but find themselves surrounded by ambushing units.

With the Cult of the Bladed Cog digging in, Overlord Tjaef summoned a veil of darkness around himself and his bodyguard and reappeared right in the heart of the enemy's territory. As his Lychguard moved to assassinate the enemy commander, Tjaef ordered the rest of his force to advance, his Immortals making short work of the outlying cult and Tyranid units while his Praetorians finished off the bikers. Behind him, the Shard of the Void Dragon speared the last cult vehicle with a beam of energy and floated relentlessly onwards.

Yet the Bladed Cog were far from cornered. Speeding away from the Lychguard, Jackal Alphus Jaeslinik called in her reinforcements. Caught

unawares, the Immortals and Praetorians to the east were almost obliterated in cult and Tyranid crossfire, while Overlord Tjaef was shredded into metal splinters by a work gang of Acolyte Hybrids. Jaeslink rejoiced as the Lychguard were blasted apart by the Hive Guard. The Necrons had gained a lot of ground, but the Bladed Cog were holding most of the key mine workings. Still, the big shiny god-creature could be a problem.

Necron objectives scored: Area Denial (5VP), Never Give In (5VP)

Genestealer Cult objectives scored: Targets Held (8VP), Hit Them Hard (8VP)

TACTICAL OBJECTIVES: ROUND TWO

Duncan:

Never Give In (HTL)
Cut Off the Head (HD)
Enemy Repulsed (HTL)
Area Denial (TS)

(Note: Because Duncan is behind on victory points going into the second battle round, he generates four tactical objectives instead of three.)

Calum:

Targets Held (HTL)
Hit Them Hard (E)
Break Their Will (E)

VICTORY POINTS

15 **26**

Necrons

Genestealer Cults





The Necron Overlord **(1)** uses his Veil of Darkness to move himself and his Lychguard **(2)** across the battlefield and into the cult's firebase. The Lychguard charge but fail to kill the Jackal Alphas **(3)**, while the Overlord fails to charge the Hive Guard **(4)**.

The Immortals **(5)** wipe out the Genestealers, while the Shard of the Void Dragon **(6)** and the Lokhust Lord **(7)** target and destroy the Rockgrinder. It explodes, killing a nearby Triarch Praetorian. The Praetorians then charge the Atalan Jackals and slice them up easily.

The other unit of Immortals to the east **(8)** finish off the Ridgerunner.

Ten Acolyte Hybrids **(9)** perform a Perfect Ambush and arrive next to the Overlord. Their rock saws make short work of him.

Ten Neophyte Hybrids **(10)** and the Kelermorph **(11)** appear behind the Lokhust Lord but fail to kill him or any of the Immortals. One of the Exocrines **(12)** does kill three of the elite warriors, though.

The Magus arrives **(13)** and casts *Undying Vigour* on the Acolytes.

After killing one of the Lychguard in combat, the Jackal Alphas retreats beneath the nearby building, leaving the Exocrine **(14)** and Hive Guard **(15)** to blast the Lychguard to pieces. Calum plays Single-minded Annihilation on the Hive Guard again, this time wiping out a unit of Praetorians **(16)**.



BATTLE ROUND THREE: TO KILL A GOD

The C'tan Shard of the Void Dragon finds itself the target of enemy aggression. But while the Bladed Cog target the god-creature, the Necrons begin to dominate the battlefield.

Seeing the death of his Overlord, Lokhust Lord Mannok Pha took command of the Necron forces. Obsessed with destruction, he urged the C'tan Shard to attack the Tyranids while he set about killing the closest thing he could find – the unfortunate Kelermorph. The C'tan Shard immediately caused a dimensional destabilisation and launched a transdimensional thunderbolt into the Hive Guard, killing one and wounding the nearby Magus. It then ignored the nearby cultists and hovered imperiously in the centre of the battlefield. Frustrated, Mannok Pha ordered the distant Immortals to wipe out the Acolytes before they could cause any more trouble.

TACTICAL OBJECTIVES: ROUND THREE

Duncan:
Applied Tactics (HD)
Push Them Back (HTL)
Area Denial (TS)
Leading The Charge (HD)

Calum:
Targets Held (HTL)
Break Their Will (E)
Take It Back (TS)

As the last of her reinforcements arrived from the north, Jaeslink accepted that she had ignored the C'tan Shard for long enough. While the Hive Guard wiped out the Immortals to the north and one of the Exocrines took out the Praetorians to the east, the Magus, Neurothrope and the second Exocrine blasted the metal being with psychic powers and alien projectiles. She smiled as one brave Acolyte tried to fell the C'tan Shard with a rock saw, but knew instinctively that her minion would fail. More guns were required here.

Necron objectives scored: Applied Tactics (5VP), Leading the Charge (5VP), Push Them Back (5VP), Area Denial (5VP)
Genestealer Cult objectives scored: Targets Held (8VP)



VICTORY POINTS

35

Necrons

34

Genestealer Cults



The C'tan Shard of the Void Dragon deigns not to charge the Acolyte Cultists **(1)**, even with a re-roll. The Annihilation Barge and Immortals kill off most (but not all) of the Acolytes instead.

The Destroyer Lord and Triarch Praetorians turn on the Neophyte Hybrids and Kelermorph **(2)**. The fight is swift and brutal, with not a single cultist left alive at the end **(3)**.

The Void Dragon comes under attack **(4)**. It suffers three wounds in the psychic phase from the Neurothrope casting *Smite*. It takes a further three wounds in the Shooting phase from one of the Exocrines **(5)**, leaving it on just three wounds.

The last surviving Acolyte charges the C'tan Shard **(6)**. It hits and wounds twice with its rock saw and Duncan fails both saves! He gingerly picks up the dice and uses a Command Re-roll. The Shard survives on a single wound. The Acolyte, unsurprisingly, dies moments later.



BATTLE ROUND FOUR: MUTUALLY ASSURED DESTRUCTION

Though they control much of the battlefield, the Necrons are struggling under the punishing firepower of the Tyranids. The Cult of the Bladed Cog, however, has suffered even greater casualties.

Jaeslink watched in horror as the C'tan Shard unleashed the full fury of its otherworldly abilities on the Hive Guard, blasting all but a couple of the hulking beasts to chunks of meat. The cult's Magus disintegrated equally quickly, torn to shreds by the Annihilation Barge's huge guns. Across the battlefield, the Necron Warriors – though slow and shambling – wiped out her cultists. With a sudden pang of fear, the Jackal Alphus realised that she was the only member of the cult left alive. But she still had faith in the Star Children. Bio-energy surrounded the Neurothrope as it fired a lance of azure energy into the C'tan Shard, which disappeared in a sudden blaze of light. The Hive Guard and Exocrines unleashed a torrent of bio-ammunition into the distant Necrons and the encroaching Annihilation Barge. More metal bodies fell and phased out. But would it be enough?

Necron objectives scored: Applied Tactics (5VP), Area Denial (5VP)

Genestealer Cult objectives scored: Crushing Strike (5VP), Never Give In (5VP), Enemy Repulsed (5VP)

TACTICAL OBJECTIVES: ROUND FOUR

Duncan:

Expelled (TS)
Cut Off the Head (HD)
Applied Tactics (HD)

Calum:

Never Give In (HTL)
Crushing Strike (E)
Make a Stand (TS)
Enemy Repulsed (HTL)

Having almost run out of units, Duncan moves his Immortals and Lokhust Destroyers (1) behind a building in an effort to keep them alive so that they can help him achieve the Expelled tactical objective.

The Annihilation Barge (2) easily annihilates the cult Magus (3).

The Lokhust Lord (4) moves behind the main building and zaps four of the newly arrived Neophytes with his

Voltaic Staff. Duncan then plays the Disintegration Capacitors Stratagem on the Necron Warriors (5). Their weapons boosted, they wipe out the Neophyte Hybrids and slay the nearby Locus, too.



5



The C'tan Shard of the Void Dragon **(6)** regains one of its lost wounds, then drops Sky of Falling Stars on the Hive Guard **(7)**, slaying one of them. It kills another with Voltaic Storm.

Duncan declares a charge with the C'tan Shard on the Hive Guard and Neurothrope **(8)**. The living metal being takes a wound from Overwatch then fails the charge on a double 1.

The Neurothrope casts *Smite* on the C'tan, destroying it. It does not explode, much to everyone's disappointment. The Neurothrope then casts Symbiostorm (for the first time in the game) on the Hive Guard. The gun-beasts subsequently blast the hiding Immortals apart.

Calum plays Symbiotic Devastation on one of the Exocrines, enabling it to shoot twice even though it moved. The two Exocrines **(9-10)** target the Annihilation Barge and blast it out of the sky.

1



9



VICTORY POINTS

45

Necrons

49

Genestealer Cults

BATTLE ROUND FIVE: THE FINAL SHOTS

With so few warriors left alive on either side, the survivors consolidate their positions around the mine workings. Only one force can emerge victorious, but at what cost?

With the Omtekh Dynasty's forces facing total destruction, Lokhust Lord Mannok Pha ordered his last surviving troops to consolidate their ground. The Necron Warriors shambled east while the Lokhust Destroyers headed south. Mannok Pha himself moved north. If between them they could hold the mine workings, they could secure the blackstone for the dynasty. More importantly, great honour would be bestowed upon him! Yet he had to concede that the enemy forces were perhaps just a little too powerful. As he watched, several of his warriors were blasted apart by the brain-bug as it floated ominously towards them. Then almost half the remaining warriors were torn apart as one of the massive gun-beasts lurking in the ruins fired into them. To the south, Mannok Pha's last two Destroyers were also smashed out of the air, targeted by bio-ammunition that seemed able to go round corners. The Lokhust Lord, filled with rage and a desire to cause great harm, had a moment of sudden clarity. Perhaps survival was more important this day. It was his last thought he had as the Exocrine's bio-plasmic rounds melted his living metal body into slurry.

For now, the Cult of the Bladed Cog ruled Kloravael. Soon the Tyranids would liberate it.

Necron objectives scored: Area Denial (5VP)

Genestealer Cult objectives scored: Enemy Repulsed (5VP), Fall Back Position (5VP)



TACTICAL OBJECTIVES: ROUND FIVE

Duncan:

Dominate (TS)
Lines Breached (TS)
Take It Back (TS)
Area Denial (TS)

Calum:

Enemy Repulsed (HTL)
Fall Back Position (HTL)
Lines Breached (TS)

The Necron Warriors turn around once again and head west in an effort to control the north-west corner of the battlefield (1). Calum moves the Jackal Alphus to intercept them in a bid to stop Duncan scoring the Dominate tactical objective. A Necron Warrior gets sniped soon after.

The Exocrine finally moves (2)! It leaves the relative safety of the Munitorum containers and heads east, aiming for Calum's Objective 3. This enables him to secure the Fall Back Position tactical objective.



FINAL VICTORY POINTS

50

Necrons

59

Genestealer Cults

THE STEEP COST OF VICTORY

With only sixteen warriors left alive on the table, and most of them pretty badly wounded, victory in this battle came at a very steep price. Here, our generals discuss their first Maelstrom of War mission.

‘One more wound caused on the Jackal Alphus and you would have won the game with that risky little move.’ – Calum

‘I used a lot of Command Re-rolls on those charges. I’m beginning to think that Stratagem is a trap!’ – Duncan



Calum: Well it’s fair to say that the Maelstrom of War rules work really well – that was an awesome game, and so close at the end, too!

Duncan: It really was. At the start I really thought you were in trouble, you know. My Lokhust Destroyers made a real mess of your Ridgerunners and Rockgrinders and I have no idea how many times I had to apologise for my jammy reanimation rolls, but it was a lot.

Calum: Yeah, I was a bit sad that the Ridgerunners got taken down so quickly, but we both knew that if they got moving they would be hard to catch. You did the right thing by hitting them early with the Destroyers. Actually, it was that extra 6" move at the start of the game that really helped you get them in position I think. That’s a really handy Dynastic Tradition, not just in Maelstrom games, but in general. I had to make the Destroyers priority number one after that onslaught.

Duncan: You certainly did that! You established some really strong firing lines at the start of the game and held onto them. The Tyranid Detachment really complements your Genestealer Cult forces. The Exocrines kept up a continuous barrage of firepower throughout the game, while the Hive Guard can just shoot at anything anywhere. I have newfound respect for them. They really helped you take out my units that I needed to hold onto objectives or battlefield quarters, There was no hiding from them. They made taking objectives really difficult and I had to take silly risks to score points or deny them to you. Point in case is teleporting my Overlord and Lychguard across the battlefield unsupported. What was I thinking?

Calum: You had the Cut Off the Head objective and it’s worth eight victory points. You would also have denied me the Targets Held objective, which was also worth eight points. One more wound caused on the Jackal Alphus and you would have won the game with that risky little move. I really thought you’d got me at that point.

Duncan: Then it all went wrong. Just so many failed charges! The Overlord and the C’tan Shard both refused to charge, and both would have bagged me a unit pretty comfortably – the Neurothrope with the Overlord and the Acolytes with the Shard. And if I’d charged the Hive Guard, too, you wouldn’t have been able to shoot with them. So many simple little actions that could have had such a big impact. I used a lot of Command Re-rolls on those charges. I’m beginning to think that Stratagem is a trap!

Calum: That Stratagem kept the Shard of the Void Dragon alive though. I honesty thought that was going to be my moment of glory – killing a star god with a rock saw. C’tan Shards are really difficult to take down in one turn unless you have psykers to help you cause damage in three phases. For me, that was the easy bit – it was the combat phase where things were a bit iffy. But two hits, two wounds and two failed armour saves – I nearly got it!

Duncan: It would have been heroic, I agree, but also incredibly embarrassing for me. I think while the Shard didn’t kill a huge amount – well, most of the Hive Guard, I guess – it did dominate quite a bit of the battlefield. You can be really bullish with them and throw them aggressively into a fight, which is perfect in Maelstrom missions where you need to distract the enemy a lot.

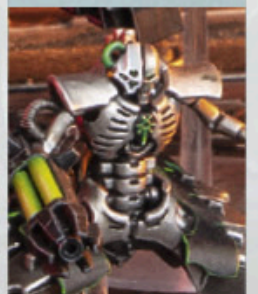
BIO-FORM OF THE MATCH

Calum: The Hive Guard were easily the stars of the show. Being able to shoot 36" at things you can’t see is a very handy ability! When boosted by Symbiostorm, they become ridiculously dangerous. They took out four, maybe five units this game.



ANDROID OF THE MATCH

Duncan: For me it was the Lokhust Destroyers. They created breathing room for my other units that might have struggled to destroy the Rockgrinders. They are very good all-rounders – tough, fast and with lots of firepower.



ECHOES FROM THE WARP



ROBIN CRUDDACE

Though his ocular implants twitch with frenzied mechanical action, none know if it is because he is calculating the deeper benedictions of the Omnissiah or because some deeper insanity has taken root. Whatever the truth, Robin has scribed this month's column in which he shares his thoughts about making sure every rule is put in its proper place.

It is perhaps not surprising, in a game as fantastically large and varied as Warhammer 40,000, that there are a lot of rules. In addition to the basic and advanced rules set out in the core book, there are dozens of other publications such as codexes, mission packs, campaign books and more, all of which contain additional rules. The good news is that in any given game, you only need a small fraction of these – specifically the rules for the models you choose to use and any psychic powers, Stratagems, Warlord Traits, etc. they will use in battle.¹ Every single one of these rules has been carefully invented from the (sometimes manic and fevered) imaginations of a games developer who, in addition to coming up with the right rules, has also thought carefully about the right place for those rules to live. I'd like to spend a little time in this article talking about how we go about doing this.

Now, after the core rules, a unit's datasheet is the single most important part of rules writing you will need. At this point, you have the minimum number of rules you need to start playing games. A datasheet is also the primary interface to you, the gamer, and the mechanism by which we translate an awesome Warhammer miniature (and all its wonderful background) into rules on the tabletop. At its heart, that's what we as games developers do: we take what the models should be doing in the background and translate that into rules on the tabletop that make for a fun and exciting game. So it is, in theory, possible to write every single rule that describes how a unit works as an ability on a datasheet.

As a thought experiment, let's imagine we actually did this: we reflected every aspect of a model and every iota of its background and put that all on its datasheet. Clearly, every datasheet would be bloated to a ludicrous size, they would be incredibly complex, and the size of our

codexes would go up tenfold. It's clearly silly to do that, but to help illustrate my point, let's imagine we've done it nonetheless.

Now that we have all the rules we want to describe a particular unit in a 'mahoosive' datasheet, we need to carefully review these rules and ask if there are any better places for these rules to live, and if by moving them, will it make our datasheet less intimidating and more user-friendly?²

COULD THE RULES BE ARMY RULES?

This is an easy first step in decluttering our imaginary 'all rules included' datasheet. Typically, most if not all units in a codex have some common 'army' rules. Rather than duplicate those on every datasheet, we can simply write them down once and reference them. In Space Marines, this is what we did with Angels of Death and other rules such as Combat Squads and Teleport Strike. There are also some units, such as Psykers or Priests, that have access to a raft of additional powers. These are all just extensions of these datasheets, but as several units all have access to the same rules, we can again move them off the datasheets and put them in a single self-contained section for ease of reference. Now that we've done the obvious things, we need to start looking for space-savings elsewhere.

COULD THE RULES LIVE IN THE CORE BOOK?

Sometimes a rule is better placed not on the datasheet for the unit but as part of the core rules themselves. Transport rules are a good example. Though the total number of Transport units in Warhammer 40,000 is relatively small, the rules pertaining to embarking and disembarking models, while not the most complex of rules, are simply too long to replicate on each and every one of these datasheets. In this case, it was decided it would be better to place these rules in the core book, once, under an advanced rules tab. The decision here is one driven simply by the desire to keep datasheets tight and uncluttered. Now, it isn't always possible or practical to use the core book in this way, if for no other reason than the core rules only get rewritten once an edition. Sometimes, though, even though a rule is long, it will apply to too few units to warrant its placement in the core rules. For example, while Aircraft have several rules pertaining to how they move, there are only a dozen or so such units, and the number of them that can hover is a smaller fraction still. For this

¹ That's a much narrower set and a far less daunting prospect, and even better, you'll have an army roster with everything you need on it in any case.

² As a rule of thumb, we have found that simple datasheets are better, and we typically wish to limit the abilities to the minimum number to make the unit in question cool.

Echoes from the Warp is a regular column about the rules, tactics and ongoing development of Warhammer 40,000 presented by the team's games developers. This month, lead games developer Robin talks about putting the rules in their proper place.



reason, it is better to write the rules for 'hovering' aircraft to live on those individual datasheets rather than create an entire section in the core book for them.

But where else could rules for a unit live? If we look at *Codex: Space Marines* (and its supplements)³ as a case study, there are lots of possibilities: Stratagems, Chapter Tactics, Crusade, and more. So how do we go about working out where the right rules should live?

COULD THE RULES BE DETACHMENT RULES?

Detachment-level rules are typically things like Chapter Tactics (or whatever the faction equivalent is). Essentially, if a rule is dependent upon having a certain sub-faction's keyword that you must choose yourself (e.g. **<Chapter>**), and all the units with that keyword should have the same rule, it's a pretty good bet it should be a Chapter Tactic and placed within the Battle-forged Detachment rules section. There are other places where such '**<Chapter>**-specific' rules could live, such as Warlord Traits or Stratagems, but typically if it's an ability that is common to every unit, then a Chapter Tactic is the first port of call.

There are some occasions, though, when what seems an obvious rule for a Chapter Tactic is not

best placed there, and I'm often asked why some rules are Warlord Traits or Stratagems and not Chapter Tactics. I'll try to explain using White Scars as an example. In this case, the White Scars' mounted proficiency is represented with Biker-specific Stratagems, rather than through a Chapter Tactic that only benefits Bikers. Why? Well, there is only a small handful of Biker units available to Space Marines. Outriders are in fact the first Biker unit that White Scars can field that has ever been available in a launch box. Before this, if you loved White Scars, got your launch box and painted them all up as White Scars, you would have been very disappointed to learn your Infantry didn't benefit from your chosen Chapter Tactic. By ensuring the White Scars' Chapter Tactic benefits as many of your units as possible (a good goal for any Chapter Tactic), if you did field a White Scars force without any Bikers, you would still get the benefits of your Chapter Tactics. And there are still plenty of non-Biker Stratagems that you could use with your Command Points as well.⁴

COULD THE RULES BE STRATAGEMS?

There are several other reasons why a rule might be better as a Stratagem than an ability on our imaginary datasheet. Top of that list is a simple question: 'Is that rule something the unit should do in every battle, or is it something it might do

³ Deciding whether a particular rule should live in the main *Codex: Space Marines* or in the appropriate *Codex Supplement* is fairly straightforward. Wherever possible, rules that all Space Marines should have access to live in the 'parent' codex, and any faction-specific rules belong in the codex supplement. We still wanted to give players a 'flavour' of the individual Chapter, though, hence things like Chapter Tactics and a smattering of Chapter-specific Warlord Traits do feature in the main *Codex*.

⁴ Though whether you are truly a Son of the Khan or not at that point is debatable.

⁵ Actually, let me rephrase: no one on the receiving end of a Hellfire shell is going to argue it shouldn't come at some cost.

in some battles?'. If the answer is 'it happens in each and every battle', then it is a core aspect of what that unit does and should probably be an ability. Otherwise, it is something that you as the commander can decide whether to do or not, and as such it is better as a Stratagem. This is, after all, what Stratagems were originally designed for: dramatic things that happen occasionally in order to help turn the tide. Orbital Bombardment is a great example for this. Should a Space Marine Warlord be able to call upon the might of orbiting battle barges to rain fire upon his foes? Yes. Do they do so in every single battle? Probably not – even the Imperial Fists might think it overkill for a Combat Patrol ...

The second question to ask is 'does this rule need to be limited in some way?'. My example for this is Hellfire shells. Loading a Hellfire shell into a heavy bolter and inflicting mortal wounds

at range is a powerful ability, and no one is going to argue it shouldn't come at some cost.⁵ We could have charged some points for this ability, but even if we did, it's still not a pleasant experience to have to face twelve being shot at you in a single Shooting phase – such a salvo would spell the doom of anything smaller than a Titan. However, by making this rule a Stratagem, it still costs you some resource to use (Command Points), and by virtue of it being a Stratagem, it is limited to one use per turn. It also nicely neatens up your army roster, as you no longer need to be so literal about exactly which model has bought Hellfire shells. We can assume that such items of wargear are scattered throughout your forces and when needed are in the hands of the right troops. Win-win.

The third big question to ask is simply 'would this rule be cooler as a Stratagem?'. There are some rules, such as smoke launchers, that were repeated on dozens of datasheets in eighth edition that were rarely used because their effect was rather minimal. While we could have deleted the rule altogether and had little impact on the game as a whole, there was an opportunity to transform the ability into a Stratagem and in doing so make it cooler and more impactful. Now that Smokescreen is a Stratagem and costs a CP to use, it can be worth that CP, and its overall efficacy and usefulness have been improved as a result.

There are lots of other times when a rule is best suited as a Stratagem, but these three questions are good for sorting out the majority of rules and hopefully demonstrate that Stratagems are an excellent place for lots of rules to live. But sometimes there can be even better places.

STRATAGEMS VERSUS UPGRADES?

During eighth edition, Stratagems were a rules writer's go-to place for pretty much any new rules mechanic. They were flexible enough to do anything we needed them to do. However, this led to an ever-increasing demand for Command Points, and as more and more were being spent before the game, it sometimes meant that you started the battle with insufficient CPs to do any of the cool stuff you really wanted to. That is part of what drove the decision to move certain 'new upgrade' rules away from being Stratagems. The Chapter Command section in *Psychic Awakening: Faith and Fury* let you pay some Command Points to upgrade the heroes of your Space Marines to become Chapter Masters, Chief Librarians, Masters of the Forge, and so on. Obviously such upgrades do require some cost, but unlike with the similar case regarding Hellfire shells above, these upgrades applied to specific Character models, so in this example, increasing their points value and Power Ratings is more appropriate than using Command Points.



WHAT RULES SHOULD GO IN CRUSADE?

The ninth edition of Warhammer 40,000 has introduced a whole new place into which games developers can place rules: Crusade. Some rules by their nature are just better suited for Crusade due to the timescale of the background they are trying to reflect. Blood Angels and Dark Angels are both fantastic examples here. The Flaw, and a Blood Angels' eventual descent into madness, is a fundamental part of the Sons of Sanguinius' background, and in editions past, there have been several different attempts to represent this on the tabletop. However, these rules were rather random in nature, and whilst they helped you field models that had succumbed, you were never able to get that feeling of the Black Rage slowly creeping up to overcome a warrior's psyche. The same is true for the Unforgiven and their Hunt for the Fallen. It's a key part of their character, but in the past on the tabletop it could feel a little forced to be randomly hunting one of the Fallen. Representing either of these with a Stratagem would help to eliminate the randomness a little, but it doesn't feel like it flows naturally from the background (if anything, a Stratagem works contrary to this – these things happen whether you want them to or not). However, having either of these events slowly develop and unfold over the course of a campaign is appropriate, hence Crusade is the correct place for such rules to live.

Crusade Relics, in particular Legendary Relics, are another good example of something that would be difficult to insert as a rule for use in every game. They are items that are so powerful they can change how the bearer will operate on the battlefield. Do we want such domineering relics in every single battle? No. But if – after dozens of games and all those Requisitions claimed, Battle Honours won and Battle Scars suffered – you finally earn one, will it be a great reward and great fun? Oh yes. And because such rules are, by their nature, going to be rather rarely encountered, they can be more elaborate than normal as we make a virtue of it. For example, the Relic of the Primarch⁶ will create a new Agenda should the bearer fall, and if the Space Marines fail to recover it, it's bad news indeed and could well cost them the battle! In a one-off pick-and-play game, or at a tournament, this could be very swingy (for either side), but in a narrative-driven campaign after the culmination of dozens of battles, it's great!

And with that, I've run out space for this column. I hope this article has shown you that inventing rules is just one part of the puzzle that games developers must face, and that placing the right rule in the right place for maximum effect is just as important. Until next time ...

⁶ If anyone takes this Legendary Relic, I strongly encourage you to name it on your Order of Battle and give it a suitably heroic backstory before going into battle. During one playtest, whilst testing this out, I was casually asked what my Relic of the Primarch actually was, and, caught off guard, I hastily answered 'Vulkan's Flaming Underpants, which are paraded in battle atop a fire-proof banner pole in all their blazing glory.' I haven't been asked to name Relics off the top of my head since ...

WOULD YOU LIKE TO KNOW MORE?

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

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GLORY POINTS



DAVE SANDERS

Dave is the senior games developer in the Boxed Games Studio and the lead rules writer for the immensely popular Warhammer Underworlds. Having recently completed work on the latest iteration of the game – Direchasm – Dave felt he deserved a well-earned rest and booked a couple of days away in Shadespire. We hope that works out for him.

Shortly after Warhammer Underworlds: Beastgrave was released, I wrote a Glory Points column about bringing older warbands into this new setting, using the Sepulchral Guard as an example. I'm doing the same thing in this column, taking a tour of Direchasm with none other than Mollog the Mighty!

ESTABLISHING PRIMACY

Primacy is a new mechanic in Warhammer Underworlds: Direchasm that represents the surge of primal rage swelling in the depths of Beastgrave. Fighters are caught up by the mountain's emotions and overcome with the desire to prove their superiority. It's a mechanic that favours an aggressive style of play (though is certainly still accessible to other play styles), and I thought it'd be great to showcase this mechanic with the original big guy of Warhammer Underworlds: Mollog.

One of the great things about Warhammer Underworlds is the variety of warbands you can use, and I love to see warbands from the original season, Shadespire, still being used in the latest season. Mollog's Mob are a warband from Warhammer Underworlds: Nightvault, but as you'll see here, they fit very comfortably into the new environment of Direchasm.

The Primacy mechanic is enabled by a card, which rather than describe I'll just show you (1).

As you can see, it's a mechanic that works well when you expect to be taking a lot of fighters out of action, which is Mollog's bread and butter. If we can pump up his already impressive Damage characteristics and keep him on his feet until the end of the battle, we should cover ourselves with glory.

I should mention the limitations I've set myself when building these decks: I've assumed that I'm

planning to take Mollog to an organised play event, with the Direchasm organised play rules and the Forsaken and Restricted list governing my choices. At the time of writing, the deck lists I'm showing you here meet all of these requirements.

LET'S GET SMASHING

After a bit of tinkering, here are the deck lists I ended up with.

OBJECTIVE DECK

Absolute Dominance
Awesome Predator
Bold Conquest
Demolished
Denial
Intimidating Display
Protect the Lair
Savage Exemplar
Steady Assault
Surge of Aggression
The Avatar Risen
Victorious Duel

Predatory Growls
Sidestep
Spectral Wings
Thrill of the Hunt
Unnatural Truce
Wind Up

UPGRADES

Blooming Spores
Claws of the Ur-grub
Foul Temper
Great Fortitude
Hungry Armour
Mandibles of the Ur-grub
Master of Spoils
Savage Speed
Savage Strength
Sting of the Ur-grub

POWER DECK

GAMBITS
Brutal Savagery
Ferocious Blow
Hungry Advance
Overkill

WHAT'S THE PLAN?

Regular readers will have seen this coming. I ask this question about every Warhammer Underworlds deck – if you have a plan, something that you want to achieve during a game, you can pick objectives that synergise well and power cards that will support that strategy. If you don't have a plan, there's a risk that you'll build decks of individually powerful cards that add up to less than the sum of their parts.

With these decks, the plan is quite straightforward: I want Mollog to make as many Attack actions as possible, and for as many of these Attack actions as possible to eliminate a fighter in a single hit, so that I can gain (and keep) the Primacy token. I'll set him up aggressively and start playing whack-a-mole as quickly as possible. With at least average luck on my rolls, I should be taking enemy fighters out of action and scoring aggressive objectives right from the get-go. Mollog exemplifies an all-in aggro play style, and Primacy really lets you double down on this fact.

Glory Points is our column all about Warhammer Underworlds: Direchasm. Curated by the games developers of the Boxed Games Studio, this column delves into the development of the game, plus rules, tactics and gameplay. This month, Mollog travels to Beastgrave!



SETTING UP

To get the best start with this strategy, you want to be able to dictate the shape of the battlefield, so if you win the initial roll-off, get your opponent to pick a game board first. While this will allow them to set up more objective tokens than you, this shouldn't really be of much concern, as any enemy fighter standing still on an objective is simply a sitting duck for our large, ornery troggoth!

You may not wish to set up a lethal hex token at all. If a fighter is taken out of action by a lethal hex, that won't count towards most of the objectives in the deck, and it may limit your mobility with Mollog. While I'm all in favour of high-risk, high-reward plays, in this case there's simply more to lose than to be gained with an additional lethal hex.

When setting up your fighters, Mollog can be front and centre, but you should try to keep your weak fighters out of harm's way – losing one could lose you the Primacy token, which would hamper your chances of victory. You might make an exception for the Stalagsquig, depending on your appetite for risk. It's reasonably tough, and it can be an able supporting fighter, on occasion making the difference between a miss and a solid hit with Mollog's mighty club.

Now let's look at each kind of card in more detail.

OBJECTIVE CARDS

First I want to talk about the objective card that is not an objective card – the Primacy card. As we have cards in our decks that mention the Primacy token, we play with the Primacy card rules, and we'll be trying to earn the Primacy token. This means that when we don't have the Primacy token, we're trying to take the enemy leader out of action, or we're trying to make sure that Mollog's Attack action takes an unwounded fighter out of action. Doing so effectively scores

us a 1 Glory Point objective, as long as we can hold onto the Primacy token.

To do that, we need to avoid our unwounded fighters being taken out of action, and we need to avoid Mollog being taken out of action. We also need to avoid allowing our opponent to hold four or more objectives at once.

The actual objective cards in this deck support this smashing plan (I make no apologies).

Awesome Predator (2) is a new card that is right at home here. You can score this hybrid objective in one of two ways: having the Primacy token in the end phase or having a fighter with a Damage 4+ Attack action. Mollog's Makeshift Club Attack action starts at 3 Damage, so a simple +1 Damage upgrade will get us there, or we can wait for Mollog to get Inspired, at which point the Makeshift Club goes up to 4 Damage.

Surge of Aggression (3) also leans on Mollog's Makeshift Club: it's a surge and hybrid objective that you score either by gaining the Primacy token or by making a successful Damage 4+ Attack action – something that will often happen at the same time with Mollog. If you have it in hand, you'll also be able to score Savage Exemplar (4) at the same time – it rewards you when your leader's Attack action takes an enemy fighter out of action. If that enemy fighter is a leader, even better – you could score Victorious Duel (5) as well.

Intimidating Display (6) is another objective that takes advantage of Mollog's impressive characteristics, and it will often let you score a glory point simply for Mollog being on the battlefield in the end phase. You're very unlikely to score this hybrid objective with its alternative condition, as you'll be trying to activate Mollog, rather than your weaker fighters, in every activation. Speaking of which,



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if you can make three or more Attack actions with Mollog in one phase, you'll score Steady Assault (7). Note that if you use his Whirling Club Attack action, you could score this with a single activation attacking three adjacent targets (though it's a bit of a risky move).

There are some Mollog's Mob objectives that support this deck's strategy, and I've included Demolished (8) (for taking an enemy fighter out of action with a Damage 5+ Attack action) and Protect the Lair (9), which you score in the third end phase if there are no enemy fighters in your territory (hopefully they're all out of action). This doubles up on the more rewarding Denial, for a potential 5 glory point boost from these two objectives in the third end phase.

I've included Bold Conquest (10), an easy card for Mollog to score, but don't charge the big lad in too soon – you could find yourself short of targets and unable to chase them down, or overwhelmed, if you're not careful. Finally, I've also included two more 'big pay-off' cards – the new Absolute Dominance (11), which is a somewhat less demanding version of Annihilation (you can afford to let one enemy fighter get away) and The Avatar Risen (12), which rewards you for getting the three Ur-Grub Aspect upgrades on the same fighter.

GAMBIT CARDS

As getting stuck in with a single fighter is so important to this deck, I've included a few 'push' cards. The familiar Sidestep and Predatory Growls (13) are joined by Hungry Advance (14), a card that lets you push Mollog one hex closer to an enemy fighter and give him a Hunger counter at the same time. Using these cards at the right time will bring enemy fighters who thought they

were safe within range of Mollog's Range 2 Attack action, ensuring a steady supply of targets without using your activations to make Move actions. When you can't avoid making a Move action, the ever-reliable Spectral Wings (15) will carry Mollog wherever he needs to be.

Then there are cards to improve the troggoth's admittedly lacklustre accuracy. Brutal Savagery (16) gives a one-off +1 Dice buff, while the new Ferocious Blow (17) can give Mollog **Cleave** for one Attack action as long as he has one or more Hunger counters. Ferocious Blow also gives Mollog a temporary +1 Damage, enabling you to score some of your Damage-based objectives or helping you gain the Primacy token. The tried-and-true Wind Up (18) does this as well, meaning you can get to a Demolished-scoring Damage 5 even before upgrades or inspiring.

You'll frequently find that Mollog is doing more than enough damage to take his target out of action, so I've included Overkill (19) in the deck. This cheeky gambit gives you an extra glory point for really going to town on some poor unfortunate fighter, and it is right at home here.

Thrill of the Hunt (20), meanwhile, is an all-star player in this deck. You play it as a reaction after a friendly fighter's Attack action takes an enemy fighter out of action to gain the Primacy token, which could be useful enough in itself. However, it then lets you either Heal (1) that fighter, which is very handy for keeping our troggoth on his feet, or lets you push them one hex. It's very versatile and a solid inclusion in any Mollog's Mob deck.

Finally, I've included Unnatural Truce (21), a card that helps us find the different Ur-Grub Aspects faster by drawing additional power cards.



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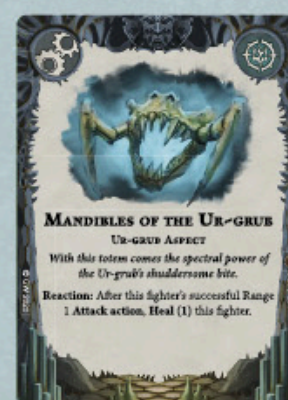
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UPGRADES

Unsurprisingly, our upgrades are focused on making Mollog bigger, badder and harder to take out of action.

Up first are the three Ur-Grub Aspects – the Claws (22), Mandibles (23) and Sting of the Ur-Grub (24). I should point out that although each of these does benefit Mollog, their restriction to Range 1 Attack actions means they only work with Mollog's Whirling Club. That is, of course, until you have all three, at which point you trade them in for Avatar of the Ur-Grub and all the +1 Damage, Ensnare and Heal (1) you can shake a massive club at. However, until that point these are really sub-optimal upgrades for Mollog, and you could certainly swap them out for upgrades that will work for Mollog's Range 2 Attack action for the whole battle. If you do, you'll also want to switch out The Avatar Risen for a different objective.

Then we have the more conventional Blooming Spores (25) for a solid +1 Damage, Foul Temper (26) to allow you to re-roll one dice in each of Mollog's Attack actions, and Great Fortitude for +1 Wounds to help our big lad survive into the final round.

The upgrades are completed with the addition of four new cards, two of which are variants of old favourites: Savage Speed (27) and Savage Strength (28). These give Mollog +2 Move and +1 Damage with no downside, as he only has one defence dice anyway. Then there's Hungry Armour (29), which generates Hunger counters for Mollog (useful for getting the most out of the Ferocious Blow gambit) and, as long as he has one or more Hunger counters, lets you re-roll his defence dice.



Finally, there's Master of Spoils (30), an upgrade that gives you the Primacy token whenever Mollog takes an enemy fighter out of action. This might seem redundant when Mollog should be one-shotting each enemy fighter, but it means if your opponent puts some sneaky damage on one of their own fighters, they still can't deny you the Primacy token for taking that fighter out of action. Master of Spoils does have a downside, in that you lose the Primacy token if the upgraded fighter is taken out of action, but with Mollog's Mob, if that happens, the Primacy token is the least of your worries.

END PHASE

I hope you've enjoyed this tour through some of Direchasm's new cards, and the Primacy mechanic in particular, with the able assistance of Mollog the Mighty. Hopefully it has inspired you to consider how your warbands can tackle the challenges of the new season, with all new tricks and tactics to discover. I can't wait to see what you do with them!

As ever, do write in if you have any suggestions or something in particular that you'd like to read about to whunderworlds@gwplc.com. I may not be able to reply directly, but you might see your suggestion or question in a column in a future issue of *White Dwarf*.



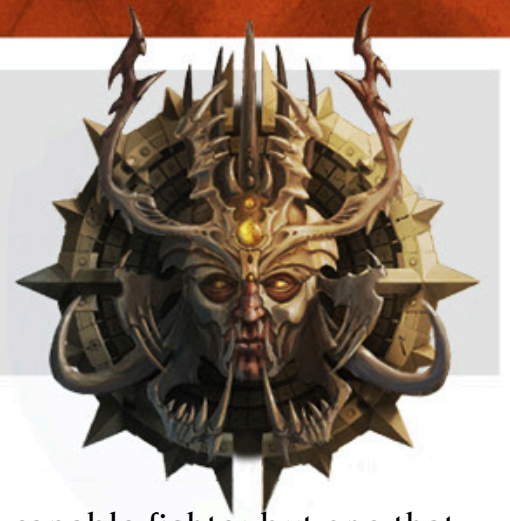


PATH TO VICTORY

In this latest Path to Victory article, Dave Sanders – undecided about whether to bring purity or excess to the depths of Direchasm – presents an in-depth tactical guide to the first two warbands from Warhammer Underworlds: Direchasm.



We've got a new season of Warhammer Underworlds to get to grips with, as well as some new challengers. Taking to the awful depths of Direchasm are the brilliant Lumineth of Myari's Purifiers and the decadent Hedonites of the Dread Pageant. In this article, I'll be giving you a breakdown of the fighters that make up each warband, some choice cards and some tips and tricks to help you get the most out of these warbands on the battlefield.



MYARI'S PURIFIERS

The Lumineth aelves led by Myari are supremely skilled combatants, but they did not descend into Beastgrave just to prove their superiority. Instead they believe that they can quell the mountain's rage, rendering it dormant once more. The Purifiers are a flexible warband, able to contend with aggressive and objective-focused warbands alike. Let's take a look at the fighters.

MYARI LIGHTCALLER

The leader of Myari's Purifiers, Myari is a powerful wizard and a capable fighter. He has a wizard level of 2, meaning that no spell in the game is outside of his reach; a Move characteristic of 4; a Defence characteristic of 2 and a Wounds characteristic of 3. He's nimble, though not necessarily durable, and you'll want to make sure to look after him as the warband's leader and only spellcaster.

In terms of Myari's offensive capabilities, he has a Searing Beams spell Attack action with Range 3, Focus and Damage 1, and his Staff of Enlightenment gives him a Range 2, 1, Damage 2 Attack action. The Staff of Enlightenment's unusual characteristics translate to a low success rate when it comes to making the Attack action, but it synergises very well with the warband's Inspire condition (see below), which makes having a low Dice characteristic something of an advantage.

The Pursuit of Excellence

The fighters of Myari's Purifiers are proud of their expertise, and they each become Inspired when they demonstrate this expertise – specifically when you make an attack, defence or casting roll for them that contains only successes (which includes critical successes). This means re-rolls are very helpful for this warband, and cards which grant extra dice are often better saved until the fighters are Inspired – the more dice you're rolling, the harder it is to meet the Inspire condition.

When Myari becomes Inspired, his Staff of Enlightenment gains one dice, making it a very versatile Range 2 Attack action, and his Searing Beams become a destructive Damage 2, perfect for scoring objectives that require you to damage or take out enemy fighters with spells or Range 3+ Attack actions.

All of this adds up to a very capable fighter but one that you want to protect. A number of the warband's own cards can help here, with Dazzling Light (1) giving you some defence against an attack that you see coming, as well as Heartstone Amulet (2), which can give Myari greatly improved resilience. You could also try a few cards from Warhammer Underworlds: Beastgrave. Beast Armour (3) and Lara's Instant Shield (4) are both great choices for Myari, giving him a chance to flex some magical might (and possibly become Inspired in the process), while making him harder to take down. If you want to make Myari more of a threat, you could do far worse than including cards that increase his prowess as a spellcaster, such as Balanced Soul (5), and spells to make the most of that, such as Wildform (6) from Beastgrave.

AILENN, THE MIND'S EDGE

The second fighter is Ailenn, a swordmaster who hopes to learn mastery of the elements from Myari. Ailenn also has Move 4 and 3 Wounds, but has a Defence characteristic of 1, making her slightly more fragile than Myari. However, she does have a unique ability that lets you re-roll her defence dice when she is the target of a Range 3+ Attack action, as she deflects the missiles with her sword! Speaking of which, she has a solid Attack action in her Greatsword, a Range 1, 2, Damage 2 weapon. When Ailenn becomes Inspired, she becomes a real terror – she gains one additional Defence, and her Greatsword becomes an incredibly accurate 3 with Cleave. Armoured foes should beware.

Ailenn is excellent at carving through weaker fighters at the beginning of the battle, and once Inspired she's happy to go toe to toe with the toughest fighters in the game. To help you get the most out of her skills, you could consider bringing a few Poison gambits. Ailenn is often going to be adjacent to enemy fighters, allowing her to hit enemy fighters with these powerful 'debuffs'. Dulling Dart (7) can be very helpful, reducing the Dice characteristic of a particularly threatening enemy fighter. It's also definitely worth bringing Surety of Purpose (8), which can give Ailenn a timely Damage boost to help her tackle larger fighters.





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BAHANNAR

Next up is Bahannar, the toughest member of the warband. He's slower than the other fighters, at Move 3, but he has a Defence characteristic of 2 from the start of the game, meaning you can put him on the front line even with his Wounds characteristic of 3. That's not to say that he wouldn't benefit from some defensive upgrades, such as Great Fortitude (9) or Formidable Defence (10). Formidable Defence has a downside, in that it gives a fighter -1 Dice. However, depending on the role you have in mind for Bahannar, his Attack actions might be of secondary importance to his survival, and 3 is about as good as it gets. Bahannar's Stone Mallet does lend itself to a more aggressive strategy, starting at Range 2, 2 and 2 Damage, increasing to 3 Damage when he is Inspired. It's hard to overstate the importance of Range 2 in Attack actions, and it more than makes up for his lower Move characteristic.

Bahannar strives to emulate the mountains of Ymetrica, embodying their stillness and fortitude, and as such he has an ability that means he cannot be driven back if he has no Move or Charge tokens. This makes him great for holding objectives, though you might want to employ some trickery to get him there in the first place. Tectonic Force (11) is a neat 'push' card that lets you push one enemy fighter one hex away from Bahannar or push Bahannar one hex towards an enemy fighter. Blindside (12) can also help Bahannar close on an objective under the right circumstances.

Bahannar's stationery theme continues in Mountain Stance (13), a unique upgrade for him that gives him immunity to Cleave and gives his Range 1 and 2 Attack actions +1 Damage while he has no Move or Charge tokens. I like using Desperate Flight (14) aggressively with Bahannar, as it's a semi-reliable and powerful push for a fighter with a Range 2 Attack action.

If you want to take a more direct approach with the Alarith Stoneguard, with a bit more hammer to face, it's worth looking at cards to increase Bahannar's Move characteristic like Savage Speed (15), which despite its drawback can be a great choice for him, as well as those that increase the efficiency of his Attack actions like the aforementioned Mountain Stance, Great Strength (16) or Lambent Light (17), a spell that Myari can cast to increase the accuracy of the whole warband against a single target.

SENAELA

The final member of the warband is Senaela, a Hunter armed with an Auralan Bow. She has a Move characteristic of 4, a Defence characteristic of 1 and a Wounds characteristic of 3, making her the most fragile of the fighters in Myari's Purifiers. However, her high Move characteristic and her bow mean that she can for the most part remain out of harm's way, raining destruction on her enemies with impunity. When Senaela becomes Inspired, she does gain another Defence dice, giving her much better odds of survival should she be unable to avoid combat. You could also try Buried Instinct (18) or Hungry Armour (19) for Senaela. Although the Hungry Armour doesn't 'work' until she begins a round with the upgrade and gets a Hunger counter, you usually have that much time to shore up her defences before she's really at risk.

Senaela's Auralan Bow has two firing modes: she can shoot an aimed shot, with Range 3, 2 and 1 Damage and Cleave or a lofted shot, with Range 4, 2 and 1 Damage. If she gets a critical hit with her Aimed Shot, it deals +1 Damage, allowing it to kill weaker fighters outright with a bit of luck. Meanwhile, when Senaela becomes Inspired, her Lofted Shot goes to a massive Range 5. These versatile Attack actions mean that Senaela can threaten fighters almost anywhere on the battlefield, and she has a high probability of



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hitting her target. If you want to give Senaela an upgrade to give her some close-quarters hitting power, there's the powerful Vanari Dagger (20), a 3 ⚔ Attack action that deals 3 Damage on a critical hit, or you could give her an Amberbone Mace (21) (great for getting Inspired) or a Guardian Glaive (22).

A NEW RESOURCE

I've got this far without even mentioning a new mechanic unique to the Lumineth: Myari gives each friendly fighter (including himself) one aetherquartz counter at the start of the game. Aetherquartz is an important resource for the Lumineth, as it helps them to remain free from destructive emotions. In addition, at need, they can crush one of these crystals to become empowered for a brief period of time. This results in a unique resource for this warband. Each fighter has one crystal, and deciding when and if to use it, and for what, can be a real test of a player's skill.

Each fighter has an innate ability to use aetherquartz on their fighter card. They each have a reaction that allows them to re-roll one dice in an attack, defence or casting roll, at the cost of removing their aetherquartz counter. This can help them Inspire, improve the accuracy of a crucial Attack action, or give them a last-gasp attempt at avoiding a fatal blow; it's already a very versatile ability!

However, there is much more to aetherquartz, and many of the warband's cards rely in some way on this resource, allowing you to trade the aetherquartz for temporary but incredible power.

Some of these cards have two modes: a more powerful version if you use a fighter's aetherquartz and a less powerful one otherwise. Notable examples are the Elemental cards, each of which showcases the elements the Lumineth are attuned to. Channel the River (23), to give

one example, lets you push a friendly fighter one hex, or up to three hexes if you remove that fighter's aetherquartz counter. That's often better than a Charge action for Bahannar. Channel the Wind (24), meanwhile, lets you deal 1 damage to an enemy fighter within two hexes of a friendly fighter, or to two enemy fighters within two hexes of a friendly fighter if you remove that fighter's aetherquartz counter. It's a very useful card for softening up or finishing off a target for Ailenn.

While it's tempting to use your fighters' aetherquartz at the earliest opportunity, some cards are more powerful if a fighter still has their aetherquartz. For example, Untouchable Pride (25) lets you give a friendly fighter a Guard token (very helpful with these relatively fragile fighters) ... unless that fighter no longer has an aetherquartz counter, in which case it simply lets you Heal (1) that fighter instead. Similarly, Speed of Hysh (26) is an upgrade that gives a fighter +2 Move while they have their aetherquartz counter. Once they've used their aetherquartz counter, it gives them +1 Move instead.

Finally, there are upgrades that give you alternative one-off ways to use a fighter's aetherquartz. Heightened Reflexes (27) gives a fighter +1 Move but also a reaction to make an Attack action by using that fighter's aetherquartz. Similarly, Heightened Senses (28) allows a fighter to re-roll one dice in their attack rolls but also gives them a reaction that gives an Attack action Cleave and Ensnare at the cost of their aetherquartz.

WHAT'S THE PLAN?

Myari's Purifiers have a selection of objectives that encourages them to take a balanced approach to a battle, with a mix of aggressive and objective-token-focused cards. While their deck plays well as it is, if you prefer one direction or the other for the warband, there are suggestions below to help you decide what other cards might work well with the Purifiers.

There are some cards that fit well into any version of a Myari's Purifiers deck. For example, you can pretty much guarantee that whatever your strategy is you'll use some aetherquartz for an Elemental gambit at some point, making Elemental Blessing (29) easy to score. Perfectionists (30) rewards you





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for using all of your surviving fighters' aetherquartz, which could happen bit by bit or in quick succession, depending on what you need.

You'll also almost always be trying to ensure that your fighters become Inspired, and that they aren't taken out of action, making Diamond-bright Souls (31) a natural choice. If you want to achieve this in a more aggressive way, Haughty Exemplars (32) synergises nicely with this card while requiring your fighters to get stuck in. Aggressive Display (33) fits well here, and if you want to go all in, you could include Absolute Dominance (34). You'll want to include more cards in your power deck to support these objectives, such as Jealous Defence (35) for an extra Attack action and Ferocious Blow (36) for extra damage.

Continuing this aggro theme, Force of the Avalanche (37) rewards you for dealing damage to a target that is at least equal to the target's Wounds characteristic. If you've taken some Damage-increasing cards like those recommended earlier, this should be relatively straightforward (not to mention an efficient use of an action), and you could fill your deck with complementary objectives such as Awesome Predator (38) and Surge of Aggression (39). Meanwhile, Myari and Senaela get their chance to shine with Unsullied Hands (40), a card that wants them to take an enemy fighter out of action at range. If you want to focus on the ranged fighters, you could also take Predatory Spell (41) and Winged Death (42).

If instead you want to focus more on survival and holding objectives, Perfect Formation (43) and Seal the Beastgrave (44) both require you to hold three objectives. The warband has a number of ways to give fighters Guard tokens, which will help your fighters stand fast on objectives once they've claimed them; consider Channel the Mountain (45), Untouchable Pride (46) and

Mountain's Gift (47) or the universal Dauntless Aspect (48). These will also help you score Patience of the Mountains (49) for each of your surviving fighters having a Guard token (and you can double up with Abundance of Caution (50)).

You'll probably almost incidentally score Purifying Light (51) if you're focusing on objective tokens, as long as Myari is one of the fighters holding objectives, and you could take Dominant Position (52); if you're holding three objectives in the end phase, you're guaranteed to get this as well. With an objective-token focus, you may want to add Slickrock (53) to your power deck. It's perfect for keeping an objective token clear of enemy fighters, and it would be worth bringing The Formless Key (54) to make the most of the objectives you have.

Finally, for those looking for the more balanced path, I will always, always recommend Path to Victory (55) (except maybe to Mollog). There's also Glorious Triumph (56), which increases the number of objectives that your warband is considered to hold when you take an enemy fighter out of action. You could also be daring and take Bold Conquest (57) and Plant a Standard (58) from Beastgrave, both of which reward you in a similar way to Path to Victory for capturing areas of the battlefield while also hitting enemy fighters.



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WHERE TO START

When placing your objectives, consider where you'd like to make Attack actions from; you have two very capable ranged fighters, and if they can be holding objectives for you while attacking enemy fighters, so much the better. Try to identify where your opponent's fighters are likely to be in the early stages of the game, and see if you can place an objective within chargeable distance of a suitable starting hex that will also give you the chance to shoot at sitting ducks from the start of the game.

I'd usually suggest setting Senaela up first. With her mobility and range, it is hard for an opponent to avoid her, giving you more of an opportunity to respond to



your opponent's fighter placement. Next I'd either set up Myari in a relatively safe location, again intending to use his Range 3 Attack action with relative impunity, or Bahannar in a forward position. Your opponent is likely to anticipate this, so you're not likely to lose anything by showing your hand early here. I'd set up Ailenn last, when you know where her best targets are.



THE DREAD PAGEANT

The Hedonites of the Dread Pageant are a very different warband to Myari's Purifiers. Having descended into Beastgrave in search of their missing god, they have found ample sport to keep them entertained amongst those who have succumbed to the call of the mountain. In battle, the warriors of the Dread Pageant are chiefly concerned with inflicting the maximum amount of pain, sometimes even to the point of avoiding taking enemy fighters out of action just so that they can suffer more. This gives them a unique take on an aggressive strategy.

VASILLAC THE GIFTED

The Dread Pageant is led by Vasillac the Gifted, an ostentatious but lethal warrior. He has a Move characteristic of 4, a Defence characteristic of 1 , and 4 Wounds. He's armed with an Agonising Spear, which has a Range of 2, 2  and deals 2 Damage. This makes Vasillac a fearsome opponent from the start of the battle. His

combination of high speed, relatively high survivability and a very respectable Range 2 Attack action mean that he can threaten a large part of the battlefield. When he's Inspired, he becomes even more dangerous, as his Move becomes 5, and his Agonising Spear becomes Damage 3 with Cleave – enough to dispatch a Lumineth warrior in a single blow.

Vasillac also has an unusual reaction that you can use after the deal damage step of his Attack action (which means you can only use this reaction if the Attack action is successful). When you use the reaction, you pick one: deal 1 damage to Vasillac or Heal Vasillac for 1. While the latter use has obvious application in a game of Warhammer Underworlds, why would you want to damage your own fighter? The answer lies in the Inspire condition shared by all of the Dread Pageant.





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SENSATIONAL INSPIRATION

The warriors of the Dread Pageant become Inspired if, after an activation, there are a total of 6 or more wound counters on the fighter cards of surviving fighters. Note that when a fighter is taken out of action, they don't count for this. Note also that there is no requirement for those counters to be on enemy fighters. As long as there's plenty of sensation to go around (chiefly pain, on a battlefield), then the Hedonites feel they are doing Slaanesh's work.

This means that a Dread Pageant player has to consider when to take an enemy fighter out of action and when instead to deal an amount of damage that leaves them able to fight back. They also have to consider when it might be worth damaging one of their own fighters for the sake of Inspiring the warband. These somewhat perverse deliberations are absolutely appropriate for a Hedonite warband and make them unique in Warhammer Underworlds.

There are plenty of cards to help a player along when looking to Inspire their warband. Cards like Cruel Pangs (1) have two uses. You can use them to damage enemy fighters, but if there aren't any enemies obligingly standing on an objective, you can instead use them to damage a friendly fighter if that gets you closer to meeting the Inspire condition. Fuelled by Sensation (2) also plays a dual role. You can use it to damage a friendly fighter or to Heal them once you have met the Inspire condition. Enervating Perfume (3) seems ideal for helping your fighters to survive, but you can instead use it to reduce the damage of a friendly fighter's Attack action to ensure that their target is only wounded rather than taken out of action! Finally, Shared Pain (4) can help you not only save one fighter from being taken out of action but also get you closer to Inspiring your fighters.



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SLAKESLASH


The second member of the warband is Slakeslash, a Slaangor bonded to Vassilac. Slakeslash is huge, featuring a Wounds characteristic of 5 and other characteristics that are more than respectable, with Move 4 (5 when Inspired), 1  and a Lethal Flurry Attack action that is Range 1, 3  (4 when Inspired) and 2 Damage. With these characteristics, Slakeslash can charge into the fray straight away and start

damaging stronger fighters or eliminating weaker ones while toughing out the attacks that might be aimed its way. Slakeslash also has the distinction of being Warhammer Underworlds' first fighter to be a Hunter and a Quarry from the start of the battle.

Slakeslash's Wounds characteristic make the Slaangor just perfect when you're looking for places to put wound counters while ticking up towards your Inspire condition. Without upgrades, you can have four wound counters – two thirds of the requirement to Inspire your warband – on Slakeslash without taking it out of action. Then you just need two more. Slakeslash has the same reaction as Vassilac, meaning that if your opponent isn't playing ball by dealing damage to the Slaangor, you can do it for them each time Slakeslash makes a successful Attack action.

To get the most out of the Slaangor, consider taking Bonded Bodyguard (5), which can work as a kind of 'countercharge' to help Slakeslash get stuck in, and Mark of the Dark Prince (6), which not only gives Slakeslash access to Cleave and Ensnare but also enables you to deal damage to the Slaangor when you need to. As Slakeslash is a Quarry, you could add Ahead of the Hunt (7) to your objective deck, which you score 'for free' as long as Slakeslash makes it to the end phase. Slakeslash can also make great use of the Buried Instinct (8) gambit, which will grant the Slaangor a Guard token and a re-roll on its defence roll. You could also try Go to Ground (9), which can teleport Slakeslash anywhere within your territory – although it does give the Slaangor a Charge token.

GLISSETE

Glissete is an acrobatic fighter who likes showing off and taunting her opponents before beheading them in incredible displays of skill. Like the other fighters in the warband, she has a Move characteristic of 4 that rises to 5 when she is Inspired, but she has a Defence characteristic of 2  from the start of the battle and a Wounds characteristic of only 2. This might make her seem flimsy, but she has an ability that means she is always on Guard – making her harder to hit than an Inspired Stormcast Eternal!

Glissete has a Dazzling Glaive Attack action which is Range 2, 2  and 2 Damage, going to 3



✕when Inspired. She also gains a Scything Attack action when Inspired, although to get the most out of it, you may want to give her a +1 Damage upgrade. Her Dazzling Glaive Attack action, though, is good enough that you'll want to get her stuck in. She can quickly boost the amount of damage on the battlefield and get your warband closer to being Inspired.

There are a few cards that I'd recommend to help you get the most out of Glisette. The Dance Without End (10) upgrade is a perfect example that lets you push her one hex after another friendly fighter's Move action (or two hexes if you deal 1 damage to her). You can use this to get Glisette into a supporting position, to grab an objective or just to advance on her next victim. Shared Pain, which I mentioned above, is another fantastic card to support Glisette. She's likely to be targeted for her low Wounds characteristic but with Shared Pain you can ensure that, even if your opponent manages to land a blow, another fighter (looking at you, Slakeslash) takes the damage instead.

Finally, there's a point worth considering as you try to get your warband Inspired. If each surviving enemy fighter deals two or more damage with their Attack actions, then dealing 1 damage to Glisette yourself (to get your warband closer to being Inspired) is almost 'free'. If any successful Attack action will take her out of action regardless of whether she's damaged or not, then it might be worth using a gambit or a lethal hex to get you that bit closer to being Inspired.

HADZU

The final member of the warband is Hadzu, an archer and a Hunter. He has the same Move characteristics as the rest of the warband and a 1 Defence characteristic that rises to 2 when he is Inspired. Like Glisette, Hadzu only has 2 Wounds, but he doesn't have Glisette's defensive ability. This makes him your most vulnerable fighter, and you'll want to try to keep him relatively safe (although the final point I made about Glisette applies to Hadzu as well).

Fortunately, Hadzu has a ranged Attack action that is perfect for helping him keep his distance. The Arrows of Desire Attack action has a Range of 3 (4 when Inspired) with 3 ✕ and 1 Damage – an accurate, if not particularly high-damage attack.

However, it has a unique reaction that is used in the drive back step of the Attack action, which lets you push the target one hex instead of driving them back. This is a very versatile reaction – you essentially get to use Distraction (11) for free on any target Hadzu makes a successful Attack action against.

To get the most out of Hadzu, give him the Cruel Volley (12) upgrade, which allows you to make two Attack actions for the price of one once each action phase. If you want to give Hadzu a more damaging Attack action, then the Sadistic Goad (13) is a good choice. This Range 2, 3 ✕ Attack action has a Damage characteristic that is one higher than the number of wound counters on the target, allowing for potentially devastating Attack actions against any fighter, regardless of their Wounds characteristic.

SET THE TEMPO

The Dread Pageant perform at their best when they dictate the terms of the engagement, and in particular when they decide – as far as possible – who is damaged and when. They are already well suited to do this with their high Move characteristics and their Range 2+ Attack actions (with Slakeslash the notable exception to the latter), but you'll definitely benefit from bringing 'push' cards as well to help you keep the pressure on and to move fighters from both warbands into position so your Attack actions and defensive gambits can have the greatest effect.

I've already mentioned Hadzu's Arrows of Desire and Glisette's Dance Without End, but there are many other options. Amongst these, Lure of Slaanesh (14) has the potential to be the strongest push card in the game; it gets more powerful as more of your fighters get damaged. Dark Desires (15) is a great card that lets you choose a fighter and then makes your opponent pick whether that fighter gets a Move token – almost certainly counting them out for the rest of the phase – or allowing you to push that fighter one hex.

Improving your fighters' manoeuvrability will also increase your advantage. Use Rush of Sensation (16) for a free Move after taking an enemy fighter out of action – with your fighters' high mobility, this free action can be a game-changer. Slakeslash and Vasillac can also take Savage Speed (17)



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(and Savage Strength (18)) at no disadvantage, as they both only have one defence dice in any case. If you take Savage Speed, you might include the Winged Death objective in your deck.

HIGH-RISK, HIGH-REWARD

Leaning into the Hedonites' high-risk, high-reward strategy is a great way to play them, and they have a number of cards that will reward you for doing so. Strength from Pain (19) is an upgrade that gives a fighter's Range 1 and Range 2 Attack actions +1 Damage if the fighter is damaged, while Swift as Desire (20) is an upgrade that gives a fighter +1 Move, or +2 if that fighter is damaged. These upgrades certainly reward you for taking risks with your fighters, and if it all goes wrong for one of them, you can always use Deadly Embrace (21) for a chance to make an extra Attack action on their way out. Finally, if you're looking for a very showy pay-off for managing to get the precise amount of damage you want on Slakeslash, why not give him the Bloody Axe (22) upgrade. This Attack action becomes Range 1, 3 X and a horrifying 4 Damage when the wielder of the axe has two or more wound counters.

If you're looking for more ways to benefit from the Hedonites' unusual relationship with damage, you could try Dangerous Prize (23). This gambit will make an objective an unappealing prospect for most fighters but might be just the thing one of the Hedonites is looking for. Similarly, the Greedy Gauntlet (24) from Beastgrave is the perfect upgrade for a fighter who doesn't mind making a bit of a sacrifice for a lot of power.

Of course, whenever a fighter is taken out of action, that actually takes your warband further from becoming Inspired. That means it may be worth bringing some cards that help you keep your fighters on the battlefield. Of these, two of the best are Distracting Ostentation (25) – an

upgrade that gives adjacent enemy fighters -1 Dice from their Attack actions – and Sickening Resilience (26), an upgrade that gives you a one in three chance of reducing any damage suffered by that fighter to 1 damage.

WHAT'S THE PLAN?

I think you'll have got a sense by now of the Hedonites' plan. They want to take enemy fighters out of action but not so quickly that the fighters of the Dread Pageant don't get Inspired. After all, when they're Inspired they get better at taking enemy fighters out of action. Instead, they want to take enemy fighters out of action in almost staged circumstances for greater rewards.

This plan is supported by a number of their objectives. Excess of Carnality (27) and Excess of Gluttony (28) both care about the positions of both friendly and enemy fighters. Often, trying to score one or both of these objectives will call for the use of one or two push cards and perhaps some restraint when it comes to making Attack actions. If you're trying for these two objectives, you'll likely get a good chance to use the Crushing Charge (29) gambit for a chance at dealing a bit of extra damage that is not likely to take fighters out of action outright.

Scintillating Sadism (30), meanwhile, rewards you when each surviving enemy fighter has one or more wound counters. This obviously synergises well with the warband's Inspire condition and with Cavalcade of Madness (31), which you score when you have three or more Inspired friendly fighters. Scoring Scintillating Sadism does require some precision damage-dealing, and there are a number of Beastgrave cards that can help you with this (and with getting Inspired) – consider Rocksnake Toxin (32), Spinetoad Toxin (33), Spiteful Dart (34), Caltrops (35) and Snare (36) (for Hadzu or Slakeslash). These are all extremely useful cards for the Hedonites.



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Grisly Tableau (37) and Excess of Vainglory (38) both continue the theme of rewarding you for orchestrating particular Attack actions. The former you score for taking an enemy fighter on an objective out of action, and the latter you score for taking an enemy fighter with two or more upgrades out of action or when a friendly fighter with three or more upgrades takes an enemy fighter out of action. You can combine Excess of Vainglory with Show of Force (39), which also works well with Godseekers (40), discussed below.

The Dread Pageant have a secondary theme, which is one of constant motion and advance. This is supported by Endless Revel (41), which you score when each surviving friendly fighter has a Move or Charge token, and Godseekers, which

you score for each surviving friendly fighter being in enemy territory. Godseekers also works well with Intimidating Display (42), which you can also score for having the highest Wounds characteristic (Slakeslash can often score this for you without any help), and it works well with Conquest (43).

Beautiful Deaths (44) is the boldest of the Dread Pageant's objectives and may only find a home in the most daring decks. This objective rewards you with a massive six glory points in an end phase if there are three or more surviving friendly fighters and three or more enemy fighters are out of action. You can combine this objective with Absolute Dominance (45) and Aggressive Display (46), or for an easier goal, exchange it for one or both of those cards.

WHERE TO START

The key thing for the Dread Pageant is to ensure, as far as possible, that you control when a fighter is damaged. This means that you need to take care when setting your fighters up, so that they are neither too exposed to enemy charges nor too isolated from the action.

I normally start by setting up Hadzu somewhere I'm fairly sure he can't be charged. As he's the most vulnerable of your fighters, keeping him out of harm's way is quite important. I then set up Glissete and Vasillac. Ideally, I'll set them up in positions that will

allow them several choices for a first-activation Charge action, without exposing them to too much risk. Remember their Range 2 when you're considering this, as you may be able to set them up further back in your territory than you might think. Finally, I'll set up Slakeslash at the front of my territory as the most obvious target. Slakeslash is certainly not invincible, but you can rely on the Slaangor absorbing one big hit for your team (and propelling you on your way to Inspiring your fighters).



END PHASE

That brings us to the end of this article. I hope that you've found it helpful, and I'd love to know what you think. Do you have some favourite cards or tactics that you think I've missed? Is there a warband you'd like me to feature in a future article? Let me know by sending an email to whunderworlds@gwplc.com, and you might see your suggestions appear in *White Dwarf*.



DAWN OF A NEW ERA

Deep within the sanctums of the Black Library, a team of scribes toils away. With quill and ink they record the saga of the Indomitus Crusade and the many wars being fought in the Emperor's name. Three such honourable scribes join us now to talk about the Dawn of Fire.



These are the dying days of the 41st Millennium, and the galaxy is in flames. Wars untold have been fought. Vast armies have been vanquished. Heroes have fallen. Entire planets, stars and systems have been consumed by foes too terrible to imagine. The Imperium of Mankind is beset on all sides by horrors uncounted, assailed by foes both without and within. The fabric of the universe bends and buckles under the strain, for forces are at work that could unmake reality. Faith, sanity and truth are eroded and replaced with fear, hatred and superstition.

This is Humanity's darkest hour.

Yet there is a glimmer of hope, for the fates have conspired to return a hero to lead Mankind in this time of dire need. Resurrected from his deathly slumber, Roboute Guilliman, Primarch of the Ultramarines and son of the God-Emperor, stands tall as Lord Commander of the Imperium. His domain lies in ruins, yet he is resolute in the face of adversity. He will not see Humanity fail.

In this darkest hour, the Avenging Son launches a crusade. It will scour the stars and bring light to the darkness. It will reunite Mankind and herald in a new era in which the Imperium not only survives but thrives. This is the Dawn of Fire, the opening moves of the Indomitus Crusade.

It may sound like a bit of a cliché, but there's never been a better time to get into Warhammer 40,000! Aside from the new rules and incredible miniatures that accompanied the release of the game's ninth edition last year, the background of the Warhammer 40,000 universe – like the galaxy itself – has been expanding. This new age in the Warhammer 40,000 timeline is known as the Era Indomitus and marks the beginning of Roboute Guilliman's crusade to reclaim the stars in the name of Humanity.

Sounds like a great story to write some books about, right? Well, that's exactly what the Black Library team have been up to. After preparation and planning, they have begun work on the Dawn of Fire series – what can only be described as the most epic story since the Horus Heresy. The first novel in the series – *Avenging Son* – was released last year to much acclaim. The second – *The Gate of Bones* – has just released. The third – and at the time of going to print, untitled – will be out very soon indeed! But what is Dawn of Fire all about? We caught up with three of the leading figures in the series – Nick Kyme, Guy Haley and Andy Clark – to ask them all about it.

Nick Kyme: The ideas for Dawn of Fire actually started forming several years ago. There were a lot of changes and advancements made to the background of the Warhammer 40,000 universe during the eighth edition of the game, including the return of the Primarch Roboute Guilliman and the formation of the Great Rift that effectively split the galaxy in half. There were clearly the makings of some great stories in there. But what really captured our imaginations was the Indomitus Crusade – the underlying story arc for the Imperium of Mankind. At that point, we had been working on the Horus Heresy series for over fifteen years, and it was hard not to see a parallel between the Emperor's Great Crusade and the Indomitus Crusade. Could we create a new story that had the same weight and gravitas, the same drama and tension that we had created in the Horus Heresy series, but set in the 'present day' of the Indomitus Crusade? That was our goal: to go on an exciting, revelatory deep dive into the mythos of the Warhammer 40,000 universe.

Guy Haley: Nick approached me and asked if I would like to take on a new role in the Black Library team as the lead writer for the Dawn of Fire series. Not only would I be writing novels for it, but I would also be responsible for coordinating all the writers, working out the overall story line and ensuring that no one trod on anyone else's toes. My first mission was to get totally up to date with everything going on in the Warhammer 40,000 universe, which meant quite a lot of reading!

The Warhammer Studio team work incredibly hard to create the story arcs, war zones and cataclysmic events that people use as the backdrops for their games and inspiration for their armies. All of that needs to be considered when writing a book, let alone a whole series of novels. Because we tell our stories within an existing galaxy, we – as authors – have to be very mindful of what we can affect. The principal driving force of a story is change, but we can't just write a novel about Guilliman and then suddenly turn him to Chaos. Or kill off Belisarius Cawl. We have to think of ways to tell meaningful stories within the Warhammer 40,000 mythos that depict exciting character journeys while staying true to the existing storyline.

For Dawn of Fire, we are creating a lot of new characters whose stories often align with those of the major players but that are also heroic tales in their own right. These are characters akin to Loken and Garro in the Horus Heresy series, through whose eyes we experienced the events of the Heresy. If you have read *Avenging Son*, you already have met several of these characters, such as Vitrian Messinius – the head of Guilliman's security detail – and the historitor Fabian Guelphrain. Their worlds are very different, giving us the opportunity to explore the Imperium from unique (sometimes conflicting) angles and delve into the events of the Indomitus Crusade in incredible detail.

NK: And that is where the esteemed Andy Clark comes in. Andy has two roles when it comes to the Dawn of Fire series. His first is as a novelist, as Andy penned the second book in the series: *The Gate of Bones*. His second is as a Warhammer Studio representative. When we wrote the Horus Heresy series, we didn't have much studio involvement as we were working in the past of the Warhammer 40,000 universe outside the current timeline. Dawn of Fire is different in that it ties in directly with the main releases for the game – the miniatures, campaign books, war zones, and so on. Part of Andy's job is to help tie it all together.

Andy Clark: And what a job that is! One of our key goals while working on the ninth edition of Warhammer 40,000 was to broaden and deepen the background of the Indomitus Crusade that we had introduced in eighth edition. We really wanted to get across the immensity of Guilliman's task and explore every aspect of the crusade in a level of detail that we'd never really done before. This isn't some whim of the Primarch cobbled together and lobbed out into space. It is a grand undertaking that takes years of preparation and many decades to execute.

This, of course, required a level of planning within the studio that Guilliman himself would be proud of. We talked a lot about how a crusade



GUY HALEY, NICK KYME & ANDY CLARK

Guy, Nick and Andy are the dynamic trio at the heart of the Dawn of Fire series, the trinary stars around which a solar system of authors, artists, editors and countless other Black Library staff are working to bring this epic series to life.

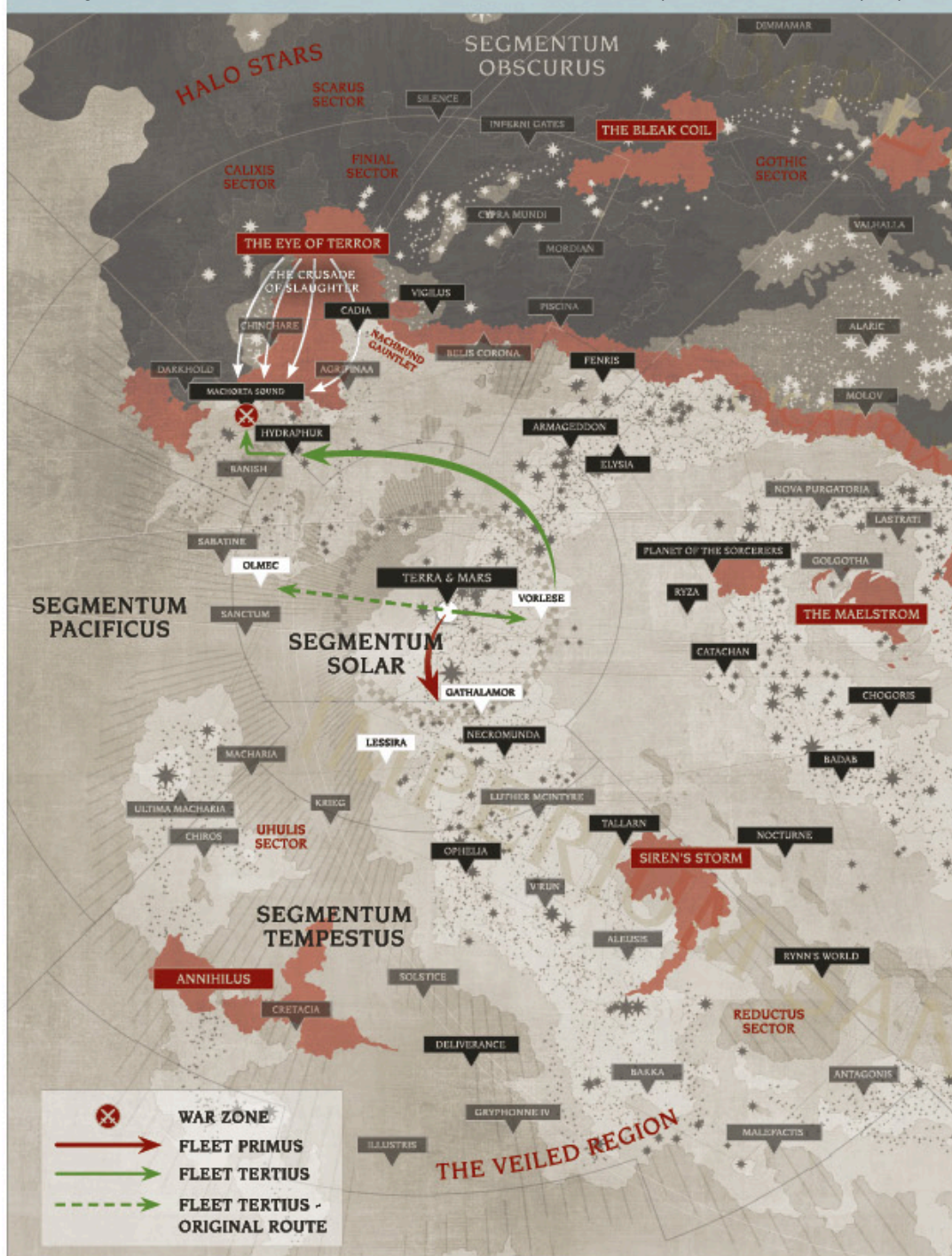
THE STORY SO FAR ...

The first two novels in the Dawn of Fire series – *Avenging Son* and *The Gate of Bones* – are already available from the Black Library and Games Workshop websites, in Warhammer stores and from many independent stockists. The third novel in the series – penned by Gav Thorpe – will be released very soon!



THE BEGINNING OF A GALACTIC CRUSADE

The novels in the Dawn of Fire series feature detailed maps, showing you where the fleets of the Indomitus Crusade are heading in the Imperium Sanctus. In *Avenging Son*, Fleet Primus is shown heading towards Gathalamor, while Fleet Tertius aims towards the Imperial naval base of Hydraphur.



MORE READING

Need more stories? Well, there are several Black Library novels set during the Era Indomitus already available. Type 'Indomitus' into the Black Library website search bar to find them.



would come together – how it would be broken down into fleets, battle groups, strike forces and other elements. We talked about logistics, Torchbearers and the various military wings of the Imperium. A lot of spreadsheets were made!

When Black Library said they would like to write novels about the Indomitus Crusade and tie them into the source books, codexes and other articles we were writing, I took those notes along to the meetings. I felt like a representative of Guilliman's Officio Logisticarum, bringing loads of documents for people to look over. One of the most rewarding aspects of my job has been seeing those spreadsheets grow and expand over the last few years as new stories are written about the Era Indomitus. We're working very hard to keep everything coherent. If a character is in one such battle group, they're not going to magically appear somewhere else in the galaxy in a different battle group, for example. All the Black Library novels, all the codexes, all the *White Dwarf* articles – all of them are meticulously catalogued and recorded so that we know exactly what is going on where and when in the galaxy.

GH: Well, 'when' is an interesting concept! Dawn of Fire covers roughly the first twelve years or so of the Indomitus Crusade, but as we know, time has gone a bit weird by this point.

AC: Even before the Great Rift, the Imperium struggled to keep track of time. Warp travel alone makes it a nightmare to figure out what is happening when, and the Noctis Aeterna destroyed what semblance of timekeeping there was in the Imperium. Now planetary systems and sectors record their own time, as we showed in the *Vigilius* books. A lot of this is explained in the appendices of the Dawn of Fire novels.

NK: We're less concerned about time and more about consequences. What characters do and how it may affect others at a later date. As writers, we can't just write about a battle and then have everyone go home later as if they've had a fun day out. There has to be an outcome to the events, and they all have to tie together chronologically. Even seemingly isolated events in the Dawn of Fire series have far-reaching consequences. Sometimes these are borne out in the next novel. Sometimes it will be two or three novels later. Others you may not even realise are important until much further down the line. But do not be fooled – everything has significance.

GH: One of the big differences between writing about the Indomitus Crusade and the Horus Heresy was that we knew the outcome of the Horus Heresy before we even started working on the first novel. We knew Horus and the Emperor would fight and that Horus would be defeated but at a terrible cost. In time, this would bring about the Warhammer 40,000 universe that we know and love. Again, consequences! Indomitus is different in that we didn't have a conclusion when we started the project. I say that in the past tense because a few of us do know the ending. I think it will shock people when we get there.

NK: For the meantime, though, we need to work out all the many narrative threads that are taking place. Ultimately the story is about the Imperium's great struggle against Chaos, but there are other stories entwined in there that encompass the wider galaxy. What's happening in the Nephilim Sector, for example, and what impact will that have on Guilliman's plans?

GH: One of my key jobs is advancing those stories and creating an arc of change through which we can take our characters on their heroic journeys. We're focusing on the first two fleets to leave Terra to begin with – fleets Primus and Tertius. But there are at least ten fleets to begin with. Some are very secret, with secret missions, while others might pop into the narrative here and there. There's a lot of opportunities for hobbyists to create their own

stories and collections around the unfolding saga, whether they're reading the novels, the studio source material or a combination of the two. Most importantly, we're not nailing Warhammer 40,000 to a canvas and saying 'this is how it is'. We are exploring just one exciting story within a massive war-torn galaxy. There's plenty of space for other things to be going on at the same time. What's going on in the Imperium Nihilus, for example? What are the T'au and the Tyranids up to during all of this? There are billions of other stories to explore outside the Indomitus Crusade.

The first few novels – particularly *Avenging Son* – are a deep exploration of what the Imperium has become over the last ten thousand years. Though Guilliman rarely shows it, characters like Messinius can see that he is deeply disturbed by what his father's vision for Humanity has become. Yet there is virtually no explanation for it, because records have been suppressed, hidden, lost or never written in the first place. Guilliman's attempts to discover the truth are desperately frustrating to him. It's a theme that will continue throughout the series – mostly through the eyes of the Logos Historica Verita – the historitors – who will often come into direct conflict with members of the Inquisition. The many offices and departments of the Imperium are mutually antagonistic for the sole purpose of ensuring that none of them become too powerful. The return of Guilliman has upset that fragile balance, and there are some who would rather he had never returned at all. Their stories are seeded throughout the series, too, though they aren't immediately apparent. In many ways I feel quite sorry for Guilliman, because he has inherited what can only be described as an utter disaster! Is it possible to fix it? Probably not. And he can't be everywhere at once, which means he has to trust others to complete the tasks in his name. And he really doesn't know who to trust yet.

AC: The second book – *The Gate of Bones* – is mostly about faith. And war – there's a whole lot of war in it. Everything gets very violent! Actually, it's a combination of the two – focusing on the weaponisation of faith and how it can be used for both good and evil. The story is set on the shrine world of Gathalamor (which fans of Warhammer 40,000 will know has a pretty chequered past) and quickly devolves into brutal urban warfare amidst the shrines and sepulchres. Several military arms of the Imperium are involved, including the Astra Militarum, the Adeptus Custodes and, most crucially, the Adepta Sororitas. They play a pivotal role in the novel, and it's through them that we explore how the armies of the Imperium maintain their faith in such dark and horrific times. Do they crack under pressure when their faith is challenged, or do they redouble their resolve when their beliefs come under attack?



The cover art for *Avenging Son* and *The Gate of Bones* were illustrated by Johan Grenier. We look forward to seeing his next cover!

GH: If the Emperor protects, why can't he protect this holy shrine world of all places?

AC: Quite! It all gets very grim and gothic. The unremitting bleakness of the Imperium is one of the underlying themes of the series. Guilliman came from a secular world of enlightenment and progress, but he returns to an Imperium plagued by misguided faith and superstition. It's really dark and dystopian. There are parts in *Avenging Son* that are painfully bleak on a deeply personal level, whereas *The Gate of Bones* is horrifying on a much larger scale. Both have an emotional impact but in different ways. The Imperium of Mankind is without a doubt the most appalling human civilisation imaginable – it's a place where people literally have to travel through hell to get to the other side of the galaxy. But it is the best it can possibly be right now, and it is hanging on by a thread. Fortunately, there are moments of light in the darkness – glimmers of hope amidst the horror. The heroism of the characters becomes all the more meaningful when you understand the colossal trials they must overcome. It's going to be an incredibly exciting journey!

THE ERA INDOMITUS AWAITS!

To see all the books in the Dawn of Fire series (plus many more!), take a look at www.blacklibrary.com.

OLD WHITEBEARD'S SPECIAL

By David Guymer

The duardin brewery of the Bearded Dragon is famed for its ales and people of all races flock to the warmth of its fires. Yet times are changing, and even now a terrible darkness is stirring. Perhaps now is the time to heed the words of Old Whitebeard. Part II of VI.

The Bearded Dragon had been in the keeping of the Edrundour duardin for three hundred years. The eldest longbeard who drank there would remark with approval that naught about it ever changed but that year's signature brew and the sawdust on the floor. Those with longer memories still would recall too that it was Brognor Edrundour who, having led the return of his folk from Azyr, had built an exact replica of the one kept by his distant forebears on the same site. Those grey hills, irrevocably tainted by the occupation of Chaos, were a hard place to make any kind of living. But they were duardin lands, and it is often rightly said of the Dispossessed that they would sooner be poor in the homes of their ancestors than be rich elsewhere.

'But the Edrundour were not poor. Indeed, with the occasional guidance of one white-bearded patron of extraordinarily lengthy memory, they prospered...'

Brida Edrundour padded down the stairs barefoot. It was late, well past time for beardlings to be abed, but the nightmare that had wakened her wouldn't let her fall back to sleep. In it, she had seen the moon transformed into a leering skull, growing larger in the sky and darkening the hills around it as it leaned towards her room. Now, the bars of moonlight that fell around the curtains into the living quarters became a source of horror, and the windowless dark of the stairwell strangely welcoming. At the bottom, she crossed the small landing and pushed against the taproom door. Light streamed through the joins. The wood trembled with the noise. She pushed it wide.

As usual, it was standing room only in the Bearded Dragon. Duardin from all over the Copperback Hills packed round its tables. Human travellers from further afield drank and laughed under the beams. Two roaring hearths banished thoughts of *outside* to the corner snugs. A half gross of musical instruments and several competing strains of song filled the air. The dream made it all seem surreal. Clutching the small ironoak hammer that her mother had carved for her as a Grungni's Day gift, she ventured from the safety of the dark.

The rain spattered against the leaded glass where a troupe of travelling aelves sat. The Wanderers were garbed in drab greys and cold browns, and spoke amongst each other in voices as weary as old wood and as musical as rain on the brewery roof. The aelves, too, were a familiar sight, if not regular patrons. The Bearded Dragon had once, long ago, sat on the trade road between Barak-Zilfin and Barak-Urbaz, but as the land had altered, so too had its great

cities and the nature of the routes that linked them. Such was the character of the realm and its peculiar magicks. Nevertheless, the more experienced traveller allocated their journey the extra days required to make a stop at the Bearded Dragon. Bjarn, her father, had never hidden his dislike for aelvenkind – or humanity, for that matter. This was partly on principle, for they could not match a duardin's appetite for food or ale and, in his words, *they brought down the mood*. By way of redress he billed them treble for stabling. If they ever knew, they clearly felt the warmth and fine food of the Bearded Dragon worth the price paid.

But even the sharp eyes of the aelves slipped over her as she shuffled by their table.

'Crowded tonight,' grumbled Druri, the wagoner, standing with arms crossed, heavy coat stinking of pipe smoke and horse.

'Not like in my day,' said Gudruntarn.

'Wouldn't have seen a longbeard standing while an aelf sits in Brognor's time,' added Dain, a duardin of no particular employ who made a living out of performing odd jobs for younger and less able duardin.

'Shouldn't you be on the road by now anyway?' said Gudruntarn to Druri. *'Bjarn's ale won't deliver itself.'*

Druri chuckled. *'It'll deliver me, one way or another.'*

Leaving the longbeards to their grouching, Brida picked her way through the throng towards the bar. Her face brightened as she saw her father. Bjarn was as broad as the barn door, but his build was workmanlike rather than that of a warrior, built through lugging barrels instead of swinging the ancestral greataxe, Reliable, which was mounted above the bar. His shoulders were huge, his hands big and scarred, and his belly round to match. His beard had the scruff of a recently widowed father. The face it covered was mottled red, from the warmth of the hearth and too much drink, but also from his permanent state of near breathlessness. Brida's first instinct was to run straight towards him, but something held her back. He was polishing a metal tankard and chatting distractedly with Thodrun, the local constable. The true object of both duardin's attentions however, and indeed that of most of the brewery's clientele, was sat alone, a few empty stools from them down the bar.

The old duardin's hair was as white as the snow on a mountain top and he wore it long. So long in fact that it flowed into his white beard, which itself lapped over his knees and fell well past the soles of his boots on the stretcher of his stool. His cloak was travel-worn. His trousers were muddy. Silver mail and the occasional jewel twinkled below the outer layers. Brida, with the insight of one as yet clear of the grudges and oaths of later life, had the strongest impression that if she could look even deeper she would find something worth more than silver and gems. She wondered if he might be a descendent of the kings of the Khazalid Empire. The fortunes of the duardin were such that it was not uncommon to see kings and thegns drinking in the Bearded Dragon alongside goatherds. And even aelves.

He was nursing a tankard of the Bearded Special.

The annual tradition of *The Special* was one that the Edrundour line had always observed. Even in their long exile in the star-halls of Azyrheim they had continued to craft their commemorative ales, although the Specials of those years were known for being sorrowful and bitter.

Whitebeard raised the tankard to his lips. To Brida's astonishment, she saw that he was drinking from the metal tankard that Bjarn normally kept in pride of place on the mantle by Reliable. The quart tankard was pewter, with a hinged lid and a golden rune in old Khazalid that no one in the Edrundour line could still read, but which looked to Brida like two mountain peaks stacked on their sides. Whitebeard dampened his moustache as he took a considered sip. He smacked his lips thoughtfully. The circle of duardin and men around him grew hushed. Bjarn stood at the far end of the bar with his elbow in the air as though frozen mid-polish. Whitebeard nodded to himself and muttered as he lowered the tankard to the counter. The watching longbeards leaned in.

Oblivious, Whitebeard lifted the tankard and took another sip.

Half the taproom sighed, and Brida giggled despite herself.

Whitebeard turned on his stool, hearing what even the aelves had failed to, and gave her a crooked smile. His eyes sparkled like jewels in ancient treasures, and Brida felt her earlier unease lift from her at once.

'You're up early, lass,' he said, gesturing one-handed towards her woollen nightdress and bare feet. 'Or up late.' He winked and beckoned her towards him. 'Come, girl, and help me, for I'm as yet undecided on this year's Bearded Special.'

Brida glanced to her father. She was expecting a stern look and the promise of strong words to follow after closing, but he looked stunned that this stranger had spoken to her and waved her towards the empty stool beside him. Whitebeard bent down, displaying surprising flexibility for one so long of beard, and hoiked her onto the seat beside him. Brida became very aware of the hubbub dying

around her. She swallowed and turned to Whitebeard as the old traveller leant in towards her. His beard smelled of her father's beer and the Copperback Road. His face, for all its twinkling good humour, looked worn.

'Are they still watching, lass?'

Brida looked over her shoulder. 'Yes.'

Whitebeard chuckled, and then pushed his tankard across the counter towards her. 'Go on. Take a sip. Tell me what you think.'

Brida did as she was asked. Despite not yet being ten she was a brewer's daughter and a duardin to boot, and knew her way around an ale.

Whitebeard nodded approvingly as she took a taste, leaning back from the counter to fish in his travel bags for tobacco and pipe. 'Go on then, lass. Speak up.'

'It's nice.'

Whitebeard laughed until his mail rustled against his chest. 'I suppose you'd have to say that. What with your father hovering over my shoulder like the ghost of Grimnir.' He tamped a pinch of dried leaves into the bowl of his pipe and lit it. Shaking off his fingers, he took a sup on the stem, still chuckling to himself. 'Aye, I know who you are, and I know whose blood runs in your veins. So, tell me what you really think.'

Brida took another sip. She concentrated hard.

'It could be sweeter.'

'Spoken like every beardling who was ever asked about anything. Have another go.'

Brida supped again. 'This has been a good year. The beer is too bitter for it. It should be...brighter.'

'And when the Bearded Dragon prospers so too does the Copperback, eh?'

'That's what my father says.'

'And you always heed your father?'

Brida looked shocked. 'Of course.'

'Good.' Whitebeard chewed thoughtfully on his pipe. 'A duardin should always heed their elders. Master their ways and learn from their mistakes.' He puffed a moment longer. 'If it were me...The Dregsons who work the valley over yonder hill have cultivated a fine crop of klinkinberries this year. Storing this beer in old klinkinberry barrels will stand it in fine stead, and spread your good year a little wider to those as have need of a little fortune.'

Ignored by Whitebeard himself, the taproom set itself to muttering, Bjarn hauling Druri the wagoner over from his

grumbling to arrange for the purchase of all the klinkinberry barrels that the Dregsons would be able to sell. Whitebeard took his beer back and proffered his pipe. Brida screwed her face up at the smell.

The duardin laughed. 'Quite right, lass.' He puffed amiably. 'Quite right.' Sinking the rest of the tankard in one gulp, he replaced the pipe in his mouth and drew up his hood. Then he stood, bending to pick up the large rune-axe that stood propped against the bar.

'You're leaving already?' said Brida.

'Aye. I must.'

'Why?'

Whitebeard gave her a tired grin. 'Been a while since anyone's asked me that.'

'You look tired.'

Whitebeard sighed as he adjusted his cloak over his armour, then he winked at her, and the sadness she had thought she'd seen disappeared into the lines of his smile. 'Maybe I'll pass this way again some time. Mine is thirsty work.'



Indeed, Brida saw the old Whitebeard many times thereafter.

She never knew how he managed to always appear at the same time each year, just as the nights were drawing in and Bjarn brought out the first samples of Bearded Special for tasting. The old calendar of her ancestors was the one piece of ancient craft that Brognor Edrundour had reluctantly set aside (though he had put it in a chest rather than throw it away). In the Spiral Crux, even time was changeable. And yet, somehow, in the handful of days between the tester cups going out and the barrels being passed on to the traders Brida would wander into the taproom and see him sitting in the same stool, supping the Special from the old tankard.

'What is the story behind that cup?' she asked her father during one visit. She was nineteen. Old enough, so he said, to wait tables as well as sweep floors and muck out stables. If it had anything to do with the worsening wheeze of his lungs then neither of them said so, and no duardin patron ever made mention of his cough, however severe it got. 'It looks rather plain apart from the old rune.'

'It's a Klinkerhun letter,' said Bjarn. 'From the old empire. Brognor knew that much, but even he wasn't old enough to remember the ancestors' language.'

'How did he get it?'

Bjarn nodded towards Whitebeard where he sat, sampling that year's Special as he had every year since Brida had been nine, and long before. 'The first year after Brognor

reopened the Bearded Dragon *he* came in through that door, sat in that very stool, gave it to your grandfather and asked for a taste of the Special. He gave Brognor some suggestions, which my father was not too proud to heed, and when he was finished the old Whitebeard asked him to keep the tankard for his next visit. Said he'd be doing him a favour, taking it off his hands, and that it'd bring the brewery luck. And it did. After a hundred years or so, Brognor started displaying it up there on the mantle next to Reliable.'

'What was he like back then?'

Bjarn coughed into his hand and thought a moment. 'I can only tell you what he was like when I was young.'

'Which was?'

He nodded again towards the old duardin. 'Like that.'

'You mean he's not aged in three hundred years?'

Bjarn shrugged. 'Maybe it's because he drinks Bearded Special.' He coughed some more, wiping the blood on a rag before Brida could see.

But she was too old now not to notice.



The years went on, and even in the absence of a working calendar Whitebeard marked them with his regular but infrequent visits. The duardin of the Copperback Hills observed it as religiously as their ancestors had Grungni's Day. Every winter's night they took to gathering in the warmth of the Bearded Dragon to wait for his arrival and then to watch the ritual sup and eventual, almost casual mutter of 'might have been a tad stronger' or 'bit hoppy this year, wouldn't you agree?' For a few weeks each year it brought the disparate communities of the Copperback and its neighbours under one roof, and for a long while they all prospered. The fortunes of the Bearded Dragon grew beyond those enjoyed in Brognor's day, as did its fame, built on the popularity and constant renewal of its Bearded Special. And if the nights seemed darker and the winters colder, then it was so gradual as to only have become apparent to Brida in hindsight. And if the taproom never again seemed quite as full as it had been, then it was with the eyes of a matron looking back at the golden years of a girl.

'Has the trade road moved further to the north?' Bjarn asked one year of a human caravan master, having not seen another of his race from beyond the hills in months.

'What trade?' the man snorted. 'It's become too expensive to move goods by road. Too dangerous. The number of mercenaries we need to hire, would you believe it's cheaper to commission a Kharadron skyship these days?'

Even the aelves (beholden to ancient ways, to Bjarn's grudging respect, they continued to frequent the Bearded

Dragon as they ever had) spoke of dead things abroad and the stirrings of evil. Their talk, from what little Brida could pick up of the Wanderers' lilting tongue, was of omens and portents and of reckonings brought forward from their proper time.

'You should leave this place,' their chieftain said to Brida one time, using the common language of Azyr, sipping at a narrow glass of the old klinkinberry vintage as she did so. 'A dark power stirs. His curse weighs heavily upon the roots of the elder hills.'

Brida simply shook her head.

It seemed to please the aelf, who smiled into her glass. Her resignation reminded Brida of any longbeard, except that no longbeard ever smiled.

'Then I congratulate you, Lady Edrundour. If only my people had had the foresight to stay and die.'



Druri burst through the stout wooden door, waving his torn hand above his head for all the room to see, not that there were too many there to care. Brida had, by then, graduated from waiting tables to serving at the bar. Bjarn spent most of his time in the big chair that a couple of the younger duardin had helped carry down for him from the living quarters upstairs. The handful of grim-faced stalwarts grumbled about ghosts and aelven curses as Druri stomped up and planted his axe across the bar, as one might present their landlord with a rat. Brida filled a mug of Bearded Special from one of the early-tapped kegs and poured it over Druri's injured hand. Crystals of what looked like amethyst buried in the cuts hissed as the beer ran over them.

'Chainrasps,' Druri muttered. 'And not five miles from this door.'

Brida didn't answer. Silently, she marvelled at Whitebeard's foresight.

The previous year he had suggested sprinkling in a few Capilarian flameseeds, commenting that the year to come was 'looking nippy'. Flameseeds were a well-known spice, even in Ayadah. They were much lesser known as a medicament against supernatural chills.

'What's the realm coming to?' Druri complained.



Later that year, the Bearded Dragon saw its first alterations since the original had been burned to the ground untold centuries before. Bjarn sat in his chair and directed as strapping duardin lads fitted sturdy shutters to the ground floor windows and braced the old oak door with brass. He even offered old Dain (the failure of so many farms of late leaving him begging for work, had he not been so proud) a permanent job as a doorman. The

longbeard brought his own family axe, and Bjarn further furnished him with a pot helm, a leather cuirass and his own father's shield.

'Could you spare nothing for the protection of the road?' asked Thodrun.

'The roads are your affair,' Bjarn answered gruffly.

Thodrun had wanted to argue, but Bjarn fell to coughing and cut the argument short.

'Shouldn't we help him, father?' Brida asked later. 'We need the roads as much as anyone. More, since we're the last ones here doing any real business.'

'Look first to your own.' Bjarn took her hand in both of his as though he were imparting her something of import. 'Build your walls high and sink your foundations deep. That is the way the duardin have always done things. That is the way we will endure.'



The next time that travellers darkened Bjarn's doorstep on the way to Barak-Zilfin he sent them away with gold for a blunderbuss from the Kharadron skyfort. They returned with it about six months later. In years past they might have returned with change. Bjarn was just glad to have received it at all, and had wealth enough yet to be careless if he chose, much to the grumbling of Thodrun and Druri and those few still present whose fortunes had not weathered the downturn as comfortably as the Bearded Dragon. He took to falling asleep in his big chair with the gun across his lap. It brought him comfort, and so Brida said nothing of it.

'I'm...too old...for...Reliable...now,' he wheezed. He beckoned for water, preferring it of late even to ale, and gestured to the axe above the bar. She saw the shame in his eyes. The frustration of a duardin being failed by his body. 'It's...yours...now.'

No one said a word as Brida lifted him from his chair, so thin had he become, and carried him upstairs to his bed.

Druri pulled his cap from his head and muttered into his beer.



That year, Whitebeard visited early.

The taproom was as full as it had been in many years. Every duardin still in the Copperback Hills was there, but though both fires had been lit for the first time in decades, the mood was grim.

'How did you know to come?' she asked.

Her eyes were raw from the conscious effort of *not* weeping. Her hair was braided in the way her father had

done it when she was a girl, as her mother had worn hers. Whitebeard sat across from her, drinking alone as he almost always did, except for the odd occasion when a human or aelf who did not know him would join him at the bar, invariably departing with a tall tale and words of wisdom they would not soon forget. That had not happened in years. Too early in the year for the Special, instead a quart of the perennial favourite, Dragon's Hoard, filled his usual tankard.

Despite sipping at it for well over an hour, it seemed no closer to emptying.

'I always know where I'm needed,' he said, his voice assuming a sympathetic gruffness. He looked down into his tankard. 'I warned your grandfather not to build here. All of them that returned with him from Azyr. There's Chaos in the rocks here still, and in the water, but they wouldn't hear me.'

'This is where our ancestors built,' said Brida. 'It's where we'll build.'

Whitebeard snorted, without humour. He looked tired as always, but now there were bags under his eyes so deep they seemed to draw down the longbeard's face. 'That's what they said.' With one hand – the other still wrapped around his tankard – Whitebeard fished a small bottle from his cloak pocket and set it on the bar.

'What's this?' Brida picked it up. The glass was too dark for her to make out what was inside, beyond that it was liquid.

'A good beer's all about the water. Brognor knew that, and so did his ancestors when they first brewed beer here.' He shrugged. 'I thought that if he made good enough beer, nobody would drink the water. And there's a kind of power in good beer. Duardin will fight over it, aye, but they'll be best friends afterwards.'

'You won't make much beer with this water.'

'I should hope not,' Whitebeard chuckled. 'This is water from Lake Lethis, from the underworld of Stygxx in the Realm of Death. Drink even this much and you'll wake up sometime next century wondering where you are and what your name is. But add a few drops to the barrel...' He shrugged, sipped his cup of Hoard as though the suggestion was hers to take or leave. 'It'll bring whoever drinks from it a sense of peace.' He looked upwards. 'And when they do, through the waters of Lethis, they might feel the dead of the Ancestors' Hall stirring to join the round by their side.'

Brida's hand closed around the little bottle. Duardin were not known for carelessness, but she was absurdly terrified she might drop it. 'I've never heard of this *Lethis*. From Shyish? It must have taken you months to get it here. If not years. It must have cost you a fortune.'

He sighed, 'It always comes down to cost with the Edrundour, doesn't it?'

Brida's grip on the bottle tightened in anger. 'How long have you known my father was going to die?'

Whitebeard regarded her from beneath bushy white brows, and despite her hundred years Brida suddenly felt very young and foolish for having raised her voice in anger. What he said however, when he decided to, unnerved her even more.

'You think he was the only one?'



Brida poured a tankard of Black Beard from the tapped keg above the bar, circling the mug around the flow to create a swirl in the head. She passed it over the countertop. Faregun, the farmhand from over the Greyfold, grunted as he took it, leaving a smattering of faintly greened coinage on the bar, and retreated, drink in hand, to a corner snug. Half the tables were empty. Of those that were not, few seated more than a single duardin, or two at best, brooding in one another's company. The brewery's timbers spoke louder than its occupants, creaking under the onslaught of wind and rain. Humans, in times of trial and privation, would flock to their temples and fill the air with prayer. The Dispossessed turned instead to their brewery, and instead of song and prayer they bent their bar steward's ear with grumbles about the price of barley and the state of the weather.

Mentally, Brida totted up the coins that Faregun had left to her and, to her mild surprise, found that they came more-or-less right. She scraped them into the front pocket of her apron.

She would not say anything of the sort, but she missed her father. And she longed for Whitebeard's return. After Bjarn's burial, the old longbeard had started to appear every other year. Then every third. Always looking older and more haggard than he had the time before. It had been five years now. Privately, she had resigned herself to the fact that he was not coming back. Travel was hard these days. The Wanderers had not been seen in nigh on a decade either. And Whitebeard was very old.

'Another sign of the times,' she had said once, realising that she had become old when the taproom, her temple, responded with consenting nods and many an approving 'Aye.'

She swept up a rag to polish Faregun's ale ring from the counter when a moan, like a trapped breeze from outside, sounded through the beer cellar.

The trapdoor rattled under her feet.

'There's that sound again,' said Thodrun, as though laying out a long-held and oft-quarrelled position on the hardness of stone. The old constable was semi-retired these days. Hardly anyone ventured abroad at night any more unless sorely pressed, but he still went nowhere without the brace of heavy pistols that now sat on his

table and the notched battle-axe across his back. He was sitting facing the door, so as to eye up or give welcome, depending on their aelvishness or demeanour, to those coming through. His companion, Vagnar, a barley grower from across the valley, sat across from him, saying nothing and looking sour.

‘Don’t tell me you can’t hear it,’ he said.

‘Sounds like rats,’ said Vagnar.

‘There are no rats in Brognor’s cellar,’ said Brida. ‘And shame on you, Vagnar Ungulsson, for suggesting it.’

The duardin looked duly abashed. He tugged on his beard and mumbled an apology.

Brida stamped on the trapdoor. ‘He dug out that cellar himself. Walled it in stone this thick.’ She spread her hands wide. ‘Had it quarried to order from the Sidereal Mountains in Azyr by master miners of the Starhammerer’s Guild. Every stone he had etched with runes to keep the beer fresh and my ancestors quiet in their tombs.’

‘Forgive the words of an old fool,’ said Thodrun. ‘He means nothing by them. Except, perhaps, to say that he needs more beer.’

‘Well, since he no longer speaks for himself, would you mind telling him that a *please* or even a *thank you* now and then is more likely to earn him a refill.’

The odd creaking sounded again from the cellar.

‘Maybe it’s the pipes,’ said Vagnar.

‘It’s not my pipes,’ Brida snapped, and Vagnar dutifully raised his hand in surrender.

The front door opened and all present started.

Brida went for Bjarn’s old blunderbuss where it lived under the counter.

‘*Whoah!*’ Druri held up his hands, shivering rain off his cloak and stamping anxiously on the floor.

Brida lowered her gun to the bar. ‘Easy now, Dain,’ she said. ‘Back off.’

The burly, but now veritably ancient longbeard was sitting on his stool by the door, a cloak wrapped tightly around Bjarn’s rune-scored leather cuirass, in no obvious peril of standing up any time soon. ‘Close the door behind you, wagoner,’ he said. ‘You’re letting the rain in.’

Druri kicked the door to without so much as turning his head and hastened towards the bar.

Brida poured out a tall flagon of last year’s Bearded Special as Druri took a seat by the bar. He took up the tankard and downed a long, deep swallow.

‘Cold out,’ he muttered, after setting his tankard back down.

‘Did you bring in the hops and barley we need?’

Druri shook his head. ‘Had to go the long way around. More than once I heard what sounded like hooves on the road behind me, only when I turned there was nothing following but mist. Could still hear them, though.’ He shuddered. ‘Those farmers as will still come to their doors when a longbeard knocks speak of strange lights over the hills, and of black coaches on the old tradeway. Hexwraiths and dreadblade harrow share the roads with the living now, they say, and claim a toll on any who dare to move about the hills by night. Versaldus is besieged by a legion of the numberless dead and soon to fall, or so I hear from those who flee it, and those on our roads are mere outriders for the hosts of Shyish. Is it a wonder we’ve seen nary a hair of an aelf or a human traveller in all these years?’

‘Good riddance, I say,’ said Thodrun. ‘To each of us our own.’

‘And what of Whitebeard?’ said Druri.

‘He’s from faraway hills,’ Thodrun mumbled, but he was grumbling for grumbling’s sake and his heart was no longer in it.

The taproom fell to sombre reflection.

‘Aye,’ said Druri. ‘I thought so. The old longbeard has withdrawn his blessings from this place. Whatever fortune he set over these four walls in Brognor’s day has surely passed.’ He swirled his tankard of Special. ‘This is good, but it’s far from your finest. When was the last time a trader from Barak-Zilfin or Merchants’ Mouth or even from free cities beyond the realm came for a taste of Bearded Special? When?’

Brida glared. ‘I’ll take it off you and pour it down the basin if you find the taste so off.’

Druri drew it protectively towards him. ‘I said it was good, didn’t I?’

‘Whitebeard will be back. See? He has left his cup.’

Druri muttered, but said nothing. A duardin could set great store by the smallest of things.

‘Will you need Kimli stabling for the night?’ Brida asked.

‘Aye,’ said Druri, looking down as though addressing someone at the bottom of his tankard. ‘I parked the wagon round back, and took the liberty of bolting the stable gate behind me too. I’ll not be heading out again this night. There are times when I think about just upping and leaving in the night, like Gudruntarn. Taking Kimli, loading up my wagon with all I have left and leaving these accursed hills. But where would I go? I’ve a cousin still in Azyrheim. But if Versaldus really has fallen then what hope is there that the Gates of Azyr still stand.’ He shook

his head, falling back to every longbeard's familiar grumble. 'These are dark days, worse even than those endured by our far ancestors with the first rising of Chaos.'

The faint wind rattled again from the cellar.

Vagnar muttered grumpily into his tankard. 'Sounds like rats.'

'For the last and final time.' Brida undid her apron strings. 'There are no rats in Brognor Edrundour's cellar.' She hoisted the apron over her head and slapped it on the counter beside Druri. He was so tightly wound that he jumped. 'Mind the bar for me.'

'Dain's the one you're paying.'

'Don't remind me.'

Squatting down beside the trapdoor she took the brass ring handle in one hand, twisted, and pulled.

Cool air gusted out. It was cool and dry, tasting of stone and smelling of starlight. Nothing kept beer cool and dark magic at bay like Azyrite stone. But Vagnar was right. It did feel unnaturally cold down there. Rolling her sleeves down over her goosebumped arms, she walked down the steps.

No dank human cellar this, the steps were of finely carved stone. Glimstones set into the corner seams between the ceiling blocks gave off a low, blueish light that would not disturb the beers. They rested in tun barrels in great racks thrice her height. The tinted light turned those barrels grey. Hot breaths rose from Brida's mouth as she waited at the bottom step. *Listening*. She could hear the murmur of conversation from the taproom. The patter of rain and the drone of wind outside. Nothing to suggest either was getting into the cellar somehow. She was about to turn and head back up when she heard what sounded like a scratching. As though someone further in was sanding stone. A faint moan followed it, a shiver and a dull creak running through the pipes overhead. She swore under her breath.

Vagnar was right after all. It *was* the pipes.

She padded further in, absurdly reminded of the night that she had crept downstairs, barefoot and in her nightdress, to see Whitebeard for the first time. She shook her head. She had not thought herself a child in a hundred years. Halfway along the run of pipes, directly underneath Brida's living rooms two storeys up, the ranks of barrels parted respectfully around the arch of a doorway. Its stone lintel was engraved with runes of permanence. The Edrundours' ancestral tomb. With a wary look down the length of the beer cellar, Brida went inside.

The hairs on the back of her neck bristled as she passed under the warded threshold. It was even colder in the crypt than it had been in the beer cellar. The runes written on the walls and into the lids of the tombs shone like frost in moonlight.

A dozen stone tombs filled the modest crypt. Three had

carved lids representing the ancestors they held. Brognor. Brunhilda. Bjarn. The rest were unsealed and empty, waiting for ancestors yet to come. She brushed her hand reverently across the carved likeness of Bjarn Edrendour.

'I've let Thodrun and Vagnar make a fool of me,' she whispered.

There was nothing here. A draft, nothing more.

Brida had made the decision to head back and say nothing more of it when she heard the noise again. A rubbing and a patting and a scratching. And what sounded like a breath. Very close. The pipework immediately on the other side of the threshold behind her vibrated.

She whirled as the partially mummified corpse of a duardin staggered out of the beer cellar, where it must have been stumbling backwards and forwards for days, and into the light of the crypt. 'Brognor...' she mumbled, fumbling behind her over her father's tomb for anything she might be able to wrench loose and use as a weapon. But there was nothing. 'No.'

The mummy lunged for her, arms outstretched and fingers grasping. It bundled her into Bjarn's tomb, its mouth creaking open and shut as it strained for her face. Gritting her teeth against the embalmed stench, Brida pushed the heel of her palm up under its jaw. It worked its mouth, not yet realising that its teeth were not sunk into living flesh.

'Druri!' she yelled, punching the corpse of her grandfather repeatedly in the ribs. The muscles of its chest squelched and caved under her blows. Meat strung away on her knuckles. Acting to some kind of fighting instinct, the mummy slid both hands around her throat. Her back hit the wall. 'Thodrun! Dain!'

Spilling loose coins over the floor, she pulled the ring on which she kept the brewery keys from her trouser pocket. The back-door key was a jag-toothed beast of Azyr-made bronze. Finding it on the ring, she rammed it into the mummy's belly. Already-dried blood oozed from the wound. She stabbed it again and again and again. Blood tarred her arm to the elbow. But it couldn't cut deep enough.

The duardin corpse pushed against her restraining hand, buckling her elbow, and it snapped towards her. Its breath on her face was like a damp cloth soaked in grave mould. 'Help!' she screamed again as its teeth gnashed nearer towards her face. 'Anybody!' She turned her head aside. Dry lips sanded her cheek. She rammed her key into the side of its neck and sawed frantically, as though with infinite time and a patient foe she might sever its head from its body. Tubes and gristle frayed from its throat, but no blood gushed over her, no air whistled over her face.

It bit, pulling away a mouthful of her cheek.

She screamed.

Suddenly there was a *thunk* of a sharp blade hitting meat.

The mummy spasmed. It released its chokehold and collapsed on top of her. Lifeless again. She gasped and rolled it off her, struggling to get out from underneath it and upright with her back secure against Bjarn's tomb.

Whitebeard stood over her. He looked bone tired, leaning on his axe with both arms crossed over its bloodied head, his long beard tumbling over the ornate blade, past the haft, and to the floor. Even so, he found it in him to smile like a beardlessling who had just helped his grandmother to find a lost coin.

'I heard you shouting.'

Brida's mouth worked, but no sound seemed to come out of it. Her head rolled until it was staring at the corpse on the ground.

'Brognor Edrendour,' Whitebeard sighed. 'He deserved better.'

'How did this happen?' Brida said. 'The runes on the tombs are supposed to keep the bodies from being tampered with or their spirits disturbed. They were written by runelords in Azyrheim over three centuries ago.'

Straightening with some clear discomfort, Whitebeard took the cheek of his axe like a crutch and ran his spare hand across Bjarn's tomb. It might have been the sudden rush of air to her brain making her vision blurry, but the runes appeared to glow faintly, as though newly struck, as his hand passed over them. 'You might want to renew these, if you've inherited any of Brognor's rune-skill. If not ...' He frowned, and gestured back over his shoulder. 'If not then I'd double the locks and put something stout and heavy on top of that trapdoor.'

'But ...' she trailed off, turning again to look at her grandfather, strewn and ruined on the floor of the crypt.

'I know, lass, but when you grow a beard as long as mine you get a keen sense of what can and can't wait until morning.'

'You look exhausted.'

'You're not exactly skipping about yourself.'

'No. I suppose not. But then some of us are older than we used to be.'

'We're all a little bit older, lass. That's just the way of things.'

'You've not aged an hour since I was a girl.'

'Then you're not looking close enough,' he snapped. The longbeard's brow prickled, until his flush of temper seemed to subside. 'Forgive me, girl. It's been a hard road getting here, and a long night. It's been a year of long nights, and then some. I've a lot of work to do in the realms and those I do it for have a habit of making it harder for me, and themselves.'

'Then won't you stay this one night?'

Whitebeard lowered his head and sighed. 'How many times have you asked me that over the last hundred-odd years? How many ways can a duardin come up with of saying no? If I'm here, then I'm not out there.'

'Don't you need to rest?'

'Even Grungni needs to down tools every once in a while. Or so I'm told.' His moustaches twitched in what, had he been less weary, might have become a smile. 'But then he's a god and he has that luxury.'

'What about a home?'

'Once.' For a moment he looked wistful. 'In that, at least, I'm not so estranged from my people. Few of us have one in these times. And that's why I can't stay. But I wouldn't say no to a swift half of the Bearded Special for the road.' He turned to lead her back upstairs, when Brida reached out to touch his arm.

A tingle ran down her fingers, as if from touching a great weight of gold, and not unlike the first time she met the old duardin she had the sense of something deeper and greater than the stone under the hills.

'Rest,' she said. 'Just for one night. If not for yourself, then for me.'

He turned back. 'For you, you say?'

'The dead assail my door if you'd listen to Druri. My own ancestor stirs beneath my house.' She shivered and hugged herself. 'I doubt I will have any rest myself tonight, but having you and your axe under my roof will do my chances no harm.'

Whitebeard opened his mouth, but she saw his protestations crumble under the weight of a sigh. His brow unfurrowed. His stern jaw unclenched. Whatever had busied him for the last half decade, it had left him too weary to argue any more about it.

'Well...if it's for you. It would be nice to feel the comfort of a bed, I suppose. And to look forward to a proper breakfast in the morning.'

'You will have both,' Brida promised. 'And first thing in the morning I will have Druri prepare his wagon to take you wherever you need to go.'

'That does all sound appealing, lass. Though someone will have to pay for it in the morning I don't doubt.'

'Oh no. After all you've done for my father and my grandfather, I'll not take a penny from you now.'

Whitebeard's face again tested that almost smile.

'I wasn't thinking about myself.'



Eventually, the runes on the door failed. But they did not fail all at once. The bladedgeist fell partway through the door before becoming stuck around its middle, its upper body and the scythe blade throwing a greenish pulse over the Bearded Dragon's threshold. Brida lifted Bjarn's blunderbuss. The gun was heavy in her old hands. Muttering a prayer to Grungni and to her ancestors, ignoring the beating and scraping of the dead on the shuttered windows, she took aim and fired.

Lead shot whizzed through the spirit and drummed the solid oak-and-brass door behind it. The pellets had been cast by the Kharadron, however, relations of the Dispossessed in distant times, and Brida liked to think that the intercession of her ancestors added further efficacy to her shot.

The bladedgeist thrashed, stuck fast in the solidity of the door and dispersed with a silent wail.

There was no time to celebrate.

The shutter to her left splintered. Glass crashed over the taproom floor as a skeletal arm clothed in a mist of greenish robes pushed through. Heedless of broken glass, the hexwraith climbed inside.

Another shutter gave.

Then another.

And another.

The dead spilled in, all hellish eyes and grinning skulls. Their whisperings beckoned to her. They looked almost happy.

Brida swung her blunderbuss towards the hexwraith on the left, but there were too many for her to make any difference now and she hesitated over her shot. The trapdoor beside her feet gave an urgent rattle against the heavy barrel she had rolled on top of it. She scrunched her eyes shut. She wished Dain was here to stand beside her, but he had died in his sleep years ago. She had burned his body and buried the ashes in the lake in a lead casket. Druri had taken the wagon out one night and had, as he had said he would, simply never come back.

The farms were gone.

The duardin were gone.

Only Brida was left.

Opening her eyes, jaw set with hardened resolve, she sent a blast of shot into the horde. Shifting aim to the right, she fired again. Spirits cursed her as Kharadron shot tore them to aether. And still they came.

Throwing down the blunderbuss, she reached up behind her to pull the ancestral greataxe, Reliable, from its mount on the wall. As far as she knew it had never been taken

down. Even Brognor had never spoken of having wielded it on the return from Azyr. Where it came from, and who it had originally belonged to, was a mystery. And yet it seemed to welcome Brida's grip as much as she did its weight in her hand. Wraith-light shimmered across its blade. The centuries had blunted its edge somewhat. But these were foes without form to cut. She did not expect its physical sharpness to be of any consequence here.

'I am Brida Edrundour, daughter of Bjarn, son of Brognor. You may take these hills for your master in Shyish, but only when the last daughter of the duardin fails.'

She turned with a roar as a leering hexwraith drifted through the counter. She knocked aside its sword on the head of her axe, the ancient runes stamped into the blade head pulsing as she reversed the swing to carry the axe blade through the death knight's spectral chest. It grasped and wailed as its body dissolved into the pervading gloam.

Another revenant came around the side of the bar. She swung at it. Reliable clove through its shoulder as though it were fog. The spirit's body turned to mist behind her axe even as the blade passed through it. She moved quickly to engage another. A swirl of green light and shadowed folds, a barbed helmet so aethereal she could see the ghostly skull inside. At the same time as she and it crossed blades, two more wraiths floated through the bar to attack her from behind. She had been thinking of it as a barrier, but to the dead it was nothing of the kind. At best it was worthless. At worst it was an impediment to her axe.

She cut down the helmeted wraith, turning to fend off the other two while more closed, looking desperately around the taproom. There had to be a better place to mount a last stand. One of the broken windows caught her eye. It was a few yards away from her, a handful of spirits between her and it. Even then, she hesitated, taking a last despairing look around the Bearded Dragon. She saw Whitebeard's tankard on its mantle, and something made her reach up and grab it. If she could not save the brewery, she could at least honour her grandfather's oath to Whitebeard and save this. Clutching the tankard to her breast, she ran towards the window.

The dead veered to intercept her, but they were slow to react and slower to move, and most were still drifting towards the bar as she hurled herself bodily through the broken window.

Duardin were infrequently acknowledged for their agility. Even as a beardless girl she doubted she would have emerged from such a leap with dignity. But what the duardin were, and what was often said, was rugged, proud, and stoic to the point of disaffecting pain. Her joints might have niggled, her hearing, like Reliable, had lost some of its sharpness over the centuries, but her bones were still hard, and her skull blessed with duardin thickness.

Barely bruised, she checked first that the tankard was undamaged before attending to herself, dragging herself up off the ground.

It had been years since she had last stepped outside of her home. She had almost forgotten what the Copperback Hills looked like. It had not been a conscious decision to remain inside and look to her own walls, merely a culmination of choices that had felt right to her at the time. The wind was jagged against her cut face, and cold. It carried no smell. Tattered scraps of cloud raced across the huge, skull face of a moon. Her breath misted in front of her, but not enough to hide that horror in the sky. She could hear the panicked babbling of the stream. The whispers of the dead.

Behind her, the Bearded Dragon was thoroughly ablaze. Or so it appeared. It was no earthly fire that consumed it, but the flickering manifestations of hexwraiths and bladeghosts and chainghasts, their bodies merging and splitting like the tongues of a spectral pyre as they tore the brewery apart. A few lonely spirits wandered mournfully around the front yard and the stables, or milled mindlessly on the little stretch of moon-silvered road that was visible before it wound into the Copperback Hills. Others drifted past her, more intent it seemed on the destruction of the brewery and whatever stamp of permanence it represented to them than they were on her.

'You came,' said a voice from the road behind her. 'Good. There's clearly hope for you yet.'

Whirling back from the burning inn, she lowered Reliable in astonishment at the sight of Whitebeard. Nighthaunt gloam haloed his unruly mane of white hair. His cloak was flung back over his shoulder, gromril scales and bright gems shining by witch-fire and fell moonlight. His axe rested idle on his shoulder, but from the slump in his posture and the drawn look to his face he had been fighting hard. The dead seemed to avoid him, flowing around him or fleeing outright to the hills rather than approach too near.

'What do you mean?'

He gestured towards the brewery. 'You could have died for it. But what would that have achieved? The Dispossessed cleave to the old ways, but don't forget, your ancestors are those who had the good sense to up and run when all was lost. This land of yours...' He stamped his boot on the ground. 'This is just stone. You will find it anywhere.'

'But...'

Squinting into the haze of ghosts at Whitebeard's back she caught a few of prouder aspect and duardin shape. They appeared to be with him. Duardin with tall draconic helms. Duardin with cropped beards and strange suits of armour. Others that looked like...

Her knees felt weak and she sank to the ground.

'Mother. Father. My ancestors.'

'I warned Brognor not to build here,' said Whitebeard. 'Chaos in the rocks and in the water, I told him. But he wouldn't listen. Too proud. Your father was the same. For the obvious want of a Special on which to pass comment this year, let me pass on this wisdom instead.' He tilted his head back, looking up as the brewery's roof slowly collapsed. 'This is what will always happen when the duardin seal themselves away behind their gates and wait out the darkness. You asked me to stay and watch over your hall. In a moment of weakness for the hearth I once knew, I agreed. But what is the brewer without the farmers and millers and carters, without the merchants and buyers in distant lands? What are any of us without our fellow duardin? Without the humans and the aelves who'd join us in shunning the darkness if we let them? The shadow will pass, aye. But it must be made to.'

Brida listened to every word, but she was no longer looking at him. The ghost of Brunhilda Edrundour smiled at her from Whitebeard's halo. She was wearing the wooden hammer that she had made for Brida's sixth birthday gift. She looked proud. She looked entirely untroubled by the defilement of her tomb. Despite the destruction of her world, Brida felt freer at that than she had in a long while. Since she had been a girl.

Brida lifted the tankard. She had held on to it without thinking.

'This is yours,' she said.

'Keep it. Build again somewhere else. Anywhere else. If the beer is good enough then the duardin will come. And perhaps others too. Turn no one away.'

She looked at the tankard, studying the ancient Klinkerhun character on its metal face. 'Why me?'

'An ancestor of yours held something for me once. Long ago. As I told your grandfather, you do me a favour by keeping it for me.'

'I will do as you ask.'

She looked up to thank him, but Whitebeard had already turned from her and was walking away into the mist. He seemed to sink into the stone of the hills as the ranks of the ancestral dead closed around him and then themselves faded into the wind. Shivering from its touch, she turned, taking one last look at her ancestral home as it disintegrated in cold fire.

Then she took up Whitebeard's tankard, shouldered Reliable, and walked away.

OUTSIDE THE STUDIO

Another month passes by faster than a speeding Snazzwagon, but that hasn't stopped members of the studio getting their hobby groove on. Most of the *White Dwarf* team have concentrated on painting their many grey plastic miniatures (let's face it, we all have lots that need painting), but Lyle has managed to sneak in a few Crusade games with *Mortal Realms* editor Nyle, as you can see opposite. Jonathan has continued working on his Necrons for *A Tale of Four Warlords*, while Dan and Matt have been discussing Armies on Parade boards. It looks like Warhammer 40,000 is still very much the talk of the studio right now (the new edition has only just come out at time of writing), but there are plenty of Age of Sigmar models being worked on, too. Hopefully we'll have a few to show next month.

WHO LEFT THE KEYS IN THE IGNITION?

Warhammer World studio member Adam Cooper has been working on these looted Sentinels (read: Killa Kans) for his Goff Ork horde. Apparently the grots ran in and stole them from the Astra Militarum when no one was looking. Adam used spare weapons from Killa Kans and Deff Dreads that he'd already built to 'upgrade' the Sentinels with a bit more close-combat punch. He opted for the armoured cockpits, too – those lucky grots!



THAT'S (NOT) ALL, FOULKES!

Remember Miyuki Foulkes from *A Tale of Four Warlords*? Well, her husband, Paul, has also been hobbying, and he's painted a load more Silver Templars for his collection. This month, we've got just enough space for his latest creation: the Primaris Repulsor 'Imperator'. Paul painted his tank with a Leadbelcher undercoat followed by a wash of Nuln Oil and a drybrush of Necron Compound. He also added in bullet holes, which he made with a 1mm drill bit and then widened with a slightly larger drill bit and a hobby knife (watch out for your fingers, kids) to create a crater. He painted the company markings red to show that this Repulsor hails from the Chapter's 3rd Company.



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 safety of their own homes over the past month. This issue: stolen Sentinels, Space Marines, resolutions and a little blue guy.

WHEN LYLE MET NYLE

Our American editors Lyle and Nyle have been meeting up every few weeks to play some Crusade games with their Tome Keepers and Necrons, respectively. Lyle's units have been rapidly gaining in experience, particularly Inceptor Squad Khalid, whose sergeant now wields a master-worked, auto-loading plasma exterminator (ouch!). Lyle's even made custom datasheets for his personal tome, in which he also keeps his Crusade records.



THE FIRST OF SOME

Dan enjoyed painting his Cypher Lords warband for Warcry and is hoping to expand them into a Tzeentch army in some way. So he tried out a colour scheme on a Blue Horror. He sprayed the model Grey Seer, applied a 1:1 layer of Talassar Blue and Contrast Medium and then highlighted with Blue Horror. The green tongue and flames are Moot Green with White Scar added in to highlight, just like the gems on his Cypher Lords.



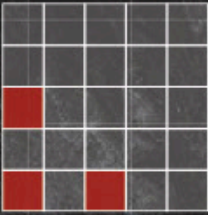
VOX CHATTER

In December, we introduced our White Dwarf Hobby Bingo resolutions. Here's how we're getting on. Let us know how you are doing at team@whitedwarf.co.uk!

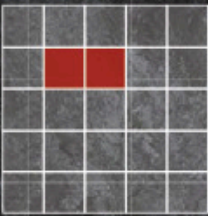
HOBBY BINGO!

HERO OR CHARACTER	ANY MODEL	UNIT OF 2+ MODELS	KITBASHED MODEL	HERO OR CHARACTER
ANY MODEL	FORTIFICATION OR SCENERY	VEHICLE OR MONSTER	UNIT OF 2+ MODELS	UNIT OF 10+ MODELS
UNIT OF 10+ MODELS	KITBASHED MODEL	ANY MODEL	VEHICLE OR MONSTER	FORTIFICATION OR SCENERY
UNIT OF 2+ MODELS	VEHICLE OR MONSTER	HERO OR CHARACTER	UNIT OF 10+ MODELS	ANY MODEL
HERO OR CHARACTER	UNIT OF 10+ MODELS	LORD OF WAR OR BEHEMOTH	ANY MODEL	HERO OR CHARACTER

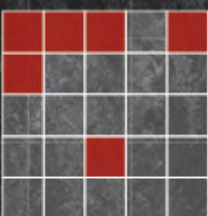
SCORING TABLE
Box: 10
Line: 50
Entire grid: 400



Lyle has been painting whatever happens to take his fancy right now, including Chainrasps, a Knight Armiger and a Chaos Lord! It all counts, right?



Dan has been painting more scenery for Warcry, but he's also completed a Forgefiend for his Iron Warriors. He's aiming to get a 10-model unit painted next.



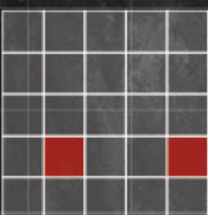
Sophie has filled in six squares of her bingo sheet, having painted quite a few heroes over the last couple of months. She'll have to start on some units soon!



Matt is now up to six squares completed, including models from four different game systems! His Imperial Fists can be seen over the page.



Jonathan's bingo sheet is filling up with all the Necron units he's been painting for A Tale of Four Warlords. He might even be able to fill the whole sheet with them.



Ben's painted just two models so far – a test Reiver to get his sea legs back and his Funko POP! Intercessor. We counted the Funko POP! figure as a monster.

ANOTHER THREE BRICKS IN THE LAST WALL

Matt has continued to add to his Imperial Fists this month by painting an Impulsor, a unit of Eliminators and a squad of Infiltrators, ticking off three boxes on his hobby bingo sheet, including the elusive 'Unit of 10+ Models' box.

'These are all part of the "Phobos wing" of my 3rd Company army,' says Matt. 'I've painted quite a few Imperial Fists now, but I need more Troops units – a role that the Infiltrators fill nicely. I've got another unit of Intercessors on the way, too, which will give me a solid

core of thirty infantry in my army. I've painted them in the same company colours as the rest of my force, as I imagine they're all the same units, simply swapping equipment and wargear as needed for different missions.

'I also reckon that the Impulsor is my favourite Space Marine tank I've painted. I like painting tank interiors, and the Impulsor's interior is kind of on the exterior, so you have to paint it! I painted it in sub-assemblies to make getting to all the consoles and details easier.'



NEXT ISSUE INDEX: EXORCISTS

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