



WHITE DWARF

ISSUE
466

**BIG GUNS IN A
TALE OF FOUR
WARLORDS!**

**NEW RULES FOR
TORCHBEARER
FLEETS**

**FANTASTICAL
REALMS: CITIES
OF SIGMAR**

**40 YEARS OF
BATTLE REPORTS
REVISITED**

**NEW RULES FOR
BLOOD BOWL
REFEREES**

**AND MUCH
MORE FOR**



WARHAMMER
40,000

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**FLASHPOINT
OCTARIUS**





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THE AGE OF JERVIS



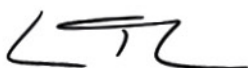
LYLE LOWERY
Managing Editor

In this issue, we pay tribute to a giant of wargaming, Jervis Johnson. Jervis is embarking upon a well-deserved retirement after a long and glory-filled career, and we wish him nothing but the funnest game sessions and the hottest dice rolls.

There are certainly better people to wax eloquently about Jervis's storied career, and Phil Kelly does just that in *Worlds of Warhammer*. However, it is my privilege to say a few words of my own on behalf of *White Dwarf*.

Mr Johnson had a profound impact on my life, as he did with most Warhammer enthusiasts. He helped shape many of my favourite games, and he has always been a vital contributor to *White Dwarf* as well. His work in no small part sparked the passion for wargaming that led me down a path resulting in me penning this very tribute.

Jervis was quick to make an impression. One of the very first things I did when I started working at Games Workshop was participate in a Warhammer Open Day. That's where I met Jervis, and there we talked about our experiences from different gaming, professional and national backgrounds, and we even chatted about design philosophy a bit. That earnest first conversation, in which he was genuinely interested in my thoughts, immediately made me feel welcome. Some time not too much later when I was still very much a neophyte, I was walking home from the office. He was a bit behind me, but he *caught up to me* to chat. I don't even remember about what, now, but Jervis Johnson, this titan of wargaming, caught up to me, this weedy grot, for some polite conversation. He didn't owe me the time of day, but he went out of his way to see how I was getting on. You see, Jervis is a legend, but he is also kind and gracious. That's what I'll remember about him. We don't all get to be legends, to make the impact that Jervis has with his career. But whether we do or not, we can all choose to be kind. We can choose to be like Jervis.

A stylized handwritten signature in black ink.

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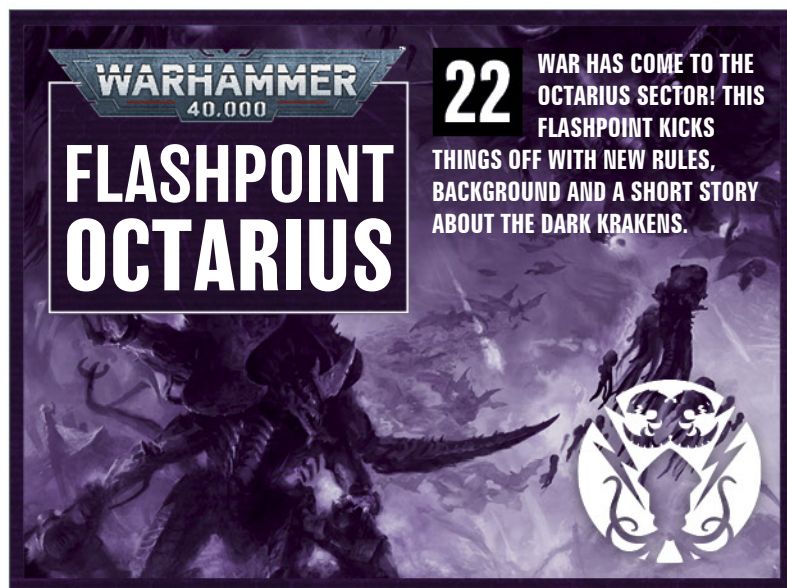
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FANTASTICAL REALMS: CITIES OF SIGMAR



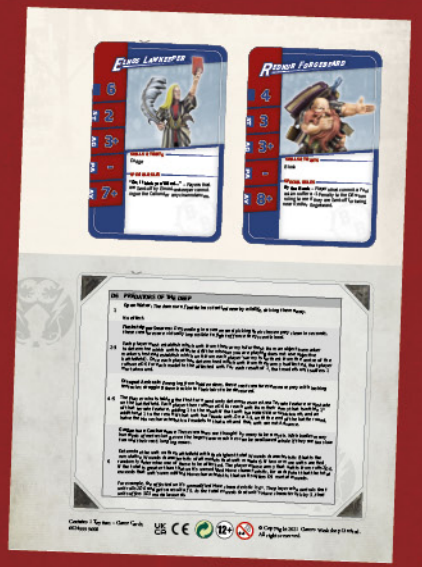
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INTO THE CITIES OF SIGMAR



ON THIS ISSUE'S TEAR-OUT SHEET

This month's card insert features the rules for two Blood Bowl Referees – Redkur Forgebeard and Elnos Lawkeeper. Simply cut out the cards with a pair of scissors and place one of them next to the pitch before your next match along with the relevant model. Consider it a warning to your opponent that fouls will not be tolerated (much).



WARHAMMER AGE OF SIGMAR

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Pack your bags, kids, we're heading for the big city! Modellers and painters prepare yourselves for a treat!

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Two exceptional displays featuring the armies of the free cities. If you love clever conversions, you'll love this article!

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Aragorn is one of the mightiest warriors in Middle-earth. Here's some tactical advice on how to get the most out of him.

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The smallest of the small and the largest of the large wreak havoc and carnage across the lands of Ghur in this short story.

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We talk about some of the models we've painted and the games we've played over the last month.

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



Christof Keil
Darmstadt, Germany





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SIGMAR (RE)BORN

As a long-time Warhammer fan (I believe from an acne-ridden age of around thirteen or fourteen), I stumbled upon a great idea when in October 2019 my wife and I were considering baby names.

'Oh no he didn't!' you say. Oh, yes we did. We named our one and only boy Sigmar.

It's a unique name in Belgium (we looked it up online and there is only one known Sigmar) but still easy to pronounce in Flemish, and it doesn't have a weird spelling. He is nine months old now, and it would be fun if, when he's a little older, I could whip out a dusty *White Dwarf* with this letter in it. I don't know if you guys would print one of his pictures, but I've included the one where he looks most

Sigmar-like. Keep up the good work, and greetings from the small country of chips and beer.

Dominique Michiels
Azyrheim, Belgium

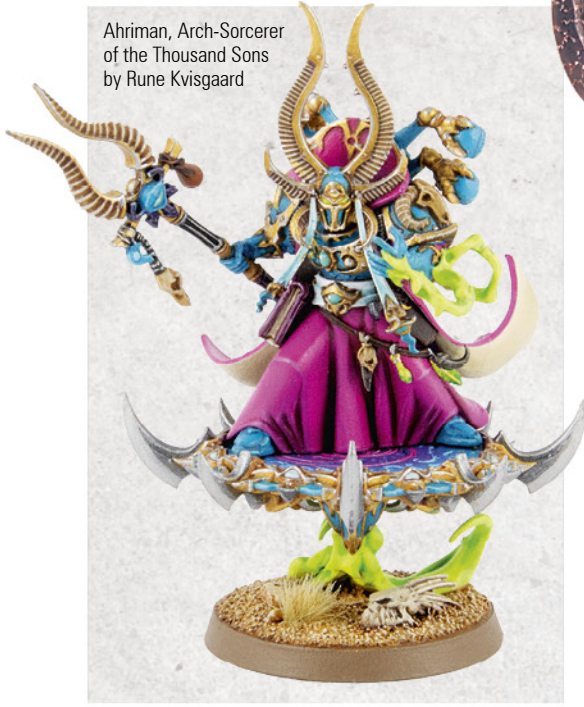
Well that is certainly commitment to the hobby, Dominique! We've seen costumes, tattoos, murals and other randomness, but this might be the first child named after the fictional God-King of the Mortal Realms. We salute you! Now all he needs to do is grow a beard, lead the Unberogen, defeat Nagash, become a myth, survive the ending of the world, find a new world, unite the gods, fight Chaos, create the Stormcast Eternals and rule High Azyr. Got to have a dream, eh?



Macharius Vulcan
by Andrew Gray



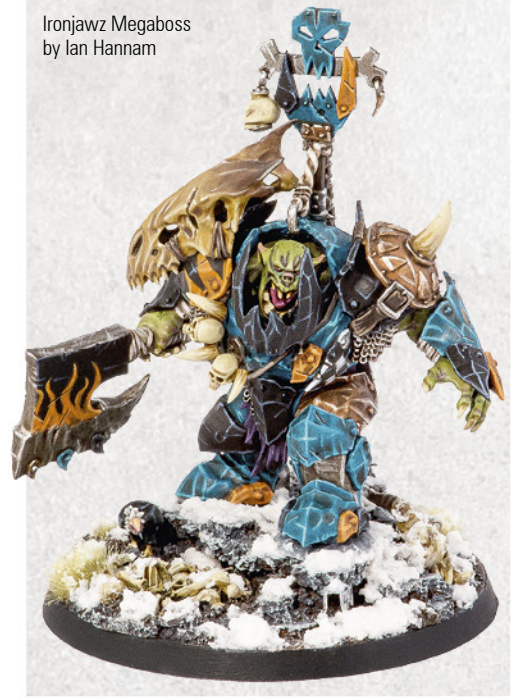
Ahriman, Arch-Sorcerer of the Thousand Sons by Rune Kvisgaard



Captain-General Trajann Valoris by Matt Bunn



Ironjawz Megaboss by Ian Hannam



MODEL(S) OF THE MONTH: THE DEFENDERS OF CALTH

This issue's model of the month would have just been the Ultramarines Contemptor Dreadnought to the right painted by Arran Johnson. Then we saw his Command Squad and knew we had to squeeze them in too! Arran tells us all about them.

Arran: My Ultramarines force is based around the Battle of Calth, which is why they are all so heavily weathered. I start by airbrushing a blue ink over a pre-shaded model, only I use blue and white as my base colours rather than the traditional black and white. I then recess shade the blue with Nuln Oil and edge highlight it with a 1:1 mix of Teclis Blue and Baharroth Blue. The white is Ulthuan Grey applied over a Celestra Grey basecoat then also recess shaded with Nuln Oil. The highlights are White Scar. The final stage is to apply several thin glazes of Baharroth Blue toward the bottom of the white panels to give them a blueish hue.

The last (and longest) stage is the weathering. Scratches are applied to the blue and white areas using the highlight colours, while the rust streaks are created using a water-soluble oil paint. The pale dust around their feet is weathering powder applied with a soft brush.



Lady Olynder, Mortarch of Grief
by Thibaut Lily



ASK GROMBRINDAL

Hail mightiest, and grumpiest, of all dwarfs (duardin). As we all know, the Dread Pageant have entered Beastgrave looking for their lost god. Is Beastgrave one of the paradoxical chains that holds the Prince of Pleasure prisoner? Your thoughts are needed!



Ryan Eastwood
Manchester, UK

Well, beardling, rumour has it that the Dread Pageant entered Beastgrave after receiving visions of their missing deity. While Beastgrave itself has no link to Uhl-Gysh, the shimmering cracks in reality that link the mountain to Shadespire do offer Vasillac and his cronies a tantalising glimpse of the place where Slaanesh is imprisoned. However, during the Dread Pageant's quest to get there, it seems they got a bit waylaid and now take great pleasure in tormenting Beastgrave itself by denying it its 'food'. Very excessive to torture a mountain, but a good way to empower Slaanesh in his prison. I mean, I guess ...

Grombrindal

PAINTING QUESTION: KATAFALQ

In the Tome Celestial for the Anvils of the Heldenhammer, you introduced Lord-Arcanum Lynus Ghalmorian on his Gryph-charger, Katafalq. I'd love to add this model to my Sempiternals force, but I have no idea on how to paint Katafalq. Would you mind sharing the paint scheme of this beautiful Gryph-charger?

Andreas Kuchenbrod
Schweinfurt, Germany

We can certainly help you out with that, Andreas. Below, you will find the colours for Katafalq's skin and feathers. The feather colours are also used on the tips of his tails and the scales on his claws. Try applying a couple of coats of the Coelia Greenshade wash around these darker areas to help achieve a smooth colour transition between the textures.

GRYPH-CHARGER SKIN

Basecoat: Celestra Grey

Wash: Coelia Greenshade & Lahmian Medium 1:1

Layer: Celestra Grey

Highlight: Ulthuan Grey

Highlight: White Scar

GRYPH-CHARGER FEATHERS

Basecoat: Stegadon Scale Green

Drybrush: Thunderhawk Blue

Highlight: Russ Grey

Highlight: Administratum Grey



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.

IN THE SPOTLIGHT: JESÚS MORENO RAMOS

We get sent loads of photos of models every month, but sometimes we receive a great selection painted by one hobbyist. This issue, it's Jesús Moreno Ramos's Adeptus Custodes.

Jesús: I've loved the Adeptus Custodes and what they represent since the release of the Visions of Heresy art book almost twenty years ago. When they were finally released as an army, I simply couldn't resist – the miniatures were even better than what I'd imagined. I bought a ton of them!

Then, they sat on a shelf for a while, because I was a little scared of painting them. I wanted to do those miniatures justice! I decided to finish the Space Wolves I was painting first and go back to the Custodes later. Then, I listened to *The Emperor's Legion* and *The Regent's Shadow* audio dramas, and I decided it was time! For the colours, I chose a simple yellow (gold), red and blue primary colour scheme. The main colours of the Custodes would be their traditional gold and red, with blue on the bases to balance the triad of colours.

THE GOLD

I used Warplock Bronze as the basecoat for all my models and then highlighted it with Retributor Armour. Both colours are applied with an airbrush.

I then washed around the details and into the recesses with Wyldwood.

The highlights are Liberator Gold with a final edge highlight of Stormhost Silver.



Captain-General Trajann Valoris



Legio Custodes Telemon Heavy Dreadnought





Shield-Captain



Custodian Guards



Vexilus Praetor



Custodian Guards with Pyrrhite Spears



Allarus Terminators



Vexilus Praetor in Terminator Armour

THE RED

I applied Mephiston Red as the base colour, using either an airbrush or a brush depending on the size of the area. I used Flesh Tearers Red for the shading. I find that Contrast paints blend so well with the base colours to create really smooth colour transitions.

The final highlights are a 1:3 mix of Evil Sunz Scarlet and Cadian Flestone.

THE BLUE

The bases are Astrogranite Debris sprayed with Chaos Black. I then used my airbrush to spray White Scar onto them from above, creating the basic lights and shadows for the next stage.

Still using an airbrush, I applied thin layers of Terradon Turquoise, Ahriman Blue, then finally a 1:1 mix of Ahriman Blue and White Scar to get the finished glow effect. I think it gives a good alien planet effect.

THE WEAPONS

The Custodes' blades are painted with a 1:1 basecoat of Abaddon Black and Thousand Sons Blue. I highlighted them with pure Thousand Sons Blue and Baharroth Blue. The edge highlights are Baharroth Blue and White Scar.

WORLDS OF WARHAMMER



PHIL KELLY

As the Age of Sigmar Studio's creative lead, Phil is almost permanently (some might say eternally) immersed in the lore of the Mortal Realms as well as the 41st Millennium. This month he's not delving into Warhammer lore but into the history of one of his studio co-workers. Some kind of special mind-reading device may have been utilised.

It's a poignant month for us word-wranglers in the Warhammer Studio. As Lyle has covered in this issue's editorial, we're bidding a fond farewell to one of the wargaming industry's true giants – the gentleman/scholar hybrid known as Jervis Johnson.

Jervis has been with the company for nearly four decades(!), and he has raised the game of everyone he's worked with. I've been lucky enough to work alongside him for a good half of that time, and I've learned a great deal from him in the process. In this column, I'd like to talk about not only the huge influence Jervis has had on the Games Workshop crew but also the gaming community as a whole and the culture that goes with it. I truly believe that the esteemed Mr Johnson has had a profound impact on the way we all play the games we love (yes, that means you, too), as I'll explain in the latter half of this column. We have a lot to thank him for in terms of wargaming culture, as well as much of the lore. So get comfy, grab a handkerchief in case you get a speck of dirt in your eye, and raise a flagon of mjöd to the greatest Wolf Lord of them all.¹

A LONG AND GLORIOUS SAGA

First, let's set a bit of context with a list of Jervis's greatest hits over the years. Mr. Johnson has designed well over a hundred games and supplements, which has to be some kind of world record. Every genre of dice-bothering and card-shuffling he's explored, analysed and in some cases built from the ground up, so there are quite a few success stories to choose from. Still, I've done my best to narrow it down to those that had the most profound effect on the Warhammer universe and the gaming public beyond it.

Jervis was, famously, the mastermind behind Blood Bowl, that foremost fantasy football game that defined the field way back in the eighties.² Blood Bowl gathered such a devoted following that even when we left it fallow in terms of releases for a decade or so, it was still being played by thousands of avid fans across the globe in all manner of events and formats. It's a testament to Jervis's skill as a games designer that Blood Bowl remains much the same in its bones even now. One of the very first games to feature specialised dice that used symbols instead of the common 'pips' variety, it has a push-your-luck element that sees a whole host of play styles possible across a dizzying variety of teams, each with their own strengths and weaknesses. Yet it's not just the on-pitch mechanics that make it so spectacular.

Perhaps Blood Bowl's greatest strength was the way it introduced the 'league' system, in which your players could level up and gain skills and stat boosts over time. That formula of



Worlds of Warhammer delves into the background of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. This month, the very greatest of legends is being celebrated – the Celestant-Prime himself, Jervis Johnson.

advancement – of gaining experience – has been echoed thousands of times since, but at the heart of it, it's the same concept. For me and countless others, the metagame of managing a team (or warband, if you prefer the bashier approach to the game) across a series of linked games is the apex of the tabletop experience. It was this same philosophy of gradual evolution that made Necromunda, another of Jervis's masterclasses in games design, so popular – and in turn informed Mordheim, Path to Glory and a host of other excellent systems that have hooked hobbyists across the globe.

Warhammer was in its infancy when Blood Bowl was devised, but Jervis was neck-deep in its development too, alongside stalwarts such as Rick Priestley, Brian Ansell, Bill King and Richard Halliwell, the author of the original Space Hulk.³ Jervis was a playtester on the original version of Warhammer 40,000 and a veteran roleplayer with a great understanding of what made stories and games work. He put together the exceptionally involving dungeon crawler Advanced Heroquest, which took thousands of dining tables by storm, and its 40K equivalent Advanced Space Crusade ('advanced' was a very popular word at the time). These games, and their predecessors, inspired an entire generation of hobbyists, a good few score of whom work in the Warhammer Studio or write for Black Library as a direct result of that well-spent youth.

The first codexes for Warhammer 40,000 were also largely penned by the same gang of dice-hurling ne'er-do-wells. Jervis and his infamous opposite number Andy Chambers combined forces more than once, as they were fast friends, but in the pages of *White Dwarf* Battle Reports, they were bitter(ish) rivals – serious contenders for the throne of Coolest Tabletop Warlord with the sunglasses, ponytails and mutton-chop sideburns to prove it. It was during this era that the lore for the Chaos Space Marines, Angels of Death, Space Wolves, Tyranids and half a dozen other factions was laid out for the first time by the redoubtable Mr Johnson and his fellows – lore that has seen an entire universe of grimdark goodness grow up around it.

Jervis's battles against Andy on the tabletop are the stuff of legend. These were the first clashes of Ragnar Blackmane and Ghazghkull Thraka, the time when Captain Erasmus Tycho of the Blood Angels got his face burnt off by a Weirdboy's

psychic attack and Yarrick joined forces with the Squats on Golgotha, all portrayed in glorious technicolour with metal models that had the table groaning under their collective weight. Readers of a certain age will remember these clashes from the first time around, and the fact that Jervis rarely came out the better in them. More on this later, as I think there's a very good reason for this.

The 6mm-scale game many players know as Epic, originally called Space Marine and reprised by Jervis in the critically acclaimed Epic:

Armageddon, was another highlight of his long and distinguished career. Here was found wargaming on a different scale, a way to enjoy the maximalist aesthetic of 40K on a scale where you were controlling entire battalions of Space Marines duking it out in the shadow of the vast walking battleships known as Titans. Along the way, Jervis delved into classic fantasy with the third edition of the board game Talisman; he devised Space Fleet, the spacefaring predecessor to Battlefleet Gothic; he drew up the plans of the galleon-busting naval wargame Man O' War and later laid down the basics of the nautical odyssey that was Dreadfleet. Memorably for 40K types, he pioneered a way to play truly huge games of Warhammer 40,000 over the course of a weekend with the mega-game Apocalypse.⁴ Even the skies above were not safe from Jervis's game-designing rampage; Stormcloud Attack allowed you to duel with an extensive range of flyer kits. To this day, you'd be hard-pressed to find someone who knows more about aerial combat, and ways to represent it on the tabletop, on the face of the earth.

Then there is the design of Age of Sigmar. The first edition of this game saw four of us Studio types locked in a small room and, essentially, told not to come out until we'd done the stated vision of the game proud. One critical part of that was that the rules set needed to be able to fit on four (count 'em) pages.

Now, being as the rules for the previous edition of Warhammer had clocked in at some 164 pages, this was some challenge even for a games designer of Jervis's calibre.⁵ I remember us paring away colour text and rewording rules terms until they held the bare minimum of information, both hell-bent on making it all fit the brief – and it did. Not only that, but it formed a rock-solid foundation upon which a truly great edifice of

¹ Jerv, I would apologise in advance for the effusive tone, but you deserve every word of it. Thirty-eight years, man!

² Not the kind with dream-team celebrity footballers in theoretical leagues, but rather the one with the orcs, dwarfs, ogres, chainsaws, bombs, corrupt officials, assassins and gore-hungry minotaurs. You know, the beautiful game.

³ In later editions of that beloved alien-infested spaceship game, Jervis kept its legacy alive, ensuring the magic of those tough early missions was kept intact and had a little extra pizzazz to accommodate the cutting-edge Citadel Miniatures in the box set to boot.

⁴ This was notable not only for its jaw-dropping scale and coolness factor but also the welcome advice on logistics. My key takeaways were that someone will always turn up very late, and you absolutely must ensure you get the pizza in, for use as an ordnance template if nothing else.

⁵ Spin-stabilised 0.75 mass-reactive with a depleted deuterium core, since you ask.

wargaming has been built. The rules set of the present day has a lot more room to breathe, with a few rules subsets should you choose to use them, but it's fundamentally the same game, and it owes a lot to the cleanliness and elegance of Jervis's first published version. I have a suspicion that it will remain true to his vision for a long time to come.

Now we've established Jervis's credentials, I'd like to examine something a little more ephemeral, yet arguably far more important. The gaming culture that we all enjoy has, at its heart, a code of conduct. It's that code of not just how to play a game on the tabletop, i.e. with Citadel Miniatures, but also beyond it. By that, of course, I mean the interpersonal side that connects you with your opponent.

This is something Jervis has addressed in his many *White Dwarf* contributions for decades, whether it be in their earliest incarnations, the J Files (final episode can be read on page 92); in the Standard Bearer columns of the 2000s-2010s,⁶ or in the relatively recent form of his Rules of Engagement column. Across these perennial formats, Jervis covered more or less every topic about gaming imaginable, but there was a through line, a central theme that he always returned to year after year, and that is the gentle art of sportsmanship.

Sportsmanlike behaviour is something that has always been held in high esteem by the founders and proponents of wargaming – not only their pioneer, a splendidly surnamed Prussian called Hellwig, but also von Reisswitz (author of the seminal *Kriegsspiel* in 1812) and his contemporaries. Somewhat closer to home, H G Wells brought the concept to an English audience alongside his fellow author and gaming partner Jerome K Jerome,⁷ then later Donald Featherstone and Charles Grant, a man of a very

similar stripe to Jervis by all accounts. Bringing that long-standing culture of integrity and respect into the modern generation of wargaming is, for me, a more defining part of Jervis's legacy than any one game or system.

High time for an anecdote, I hear you cry. Let's go back to the old rivalry between Jervis and former 40K Overfiend Andy C, reprised recently in a showcase Kill Team game (see *White Dwarf* February 2019). Appropriately enough, it saw Jervis using Commissar Yarrick and his intrepid Steel Legion against the Goff Orks of Ghazghkull Mag Uruk Thraka⁸ on that same old stomping ground of Armageddon. Jervis had built something of a reputation for coming off worse in these clashes, as I mentioned earlier. He has long maintained that the designer of a game is not the person you want playing it – they are too focused on game mechanics and how to improve them rather than their own objectives.⁹ But whilst watching these two titans of old-school Warhammer clash one last time in the *White Dwarf* gaming bunker, I realised something very interesting about the man behind the games.

Over the course of each linked battle, when the luck went Andy's way, all was fine and normal. But when the laws of probability leaned in the other direction, Jervis stepped in to help his opponent make a comeback – he would point out tactics and strategies that might help Andy regain the initiative, offer timely advice and make suboptimal choices to ensure the tension of the scene played out to best effect. Jervis wasn't trying to win at all, and he wasn't really helping Andy win either, for that matter. He wanted the *game itself* to win. He wanted to show off what it could do, reveal how much fun could be had at the apex of the experience, whilst quietly analysing what could be done better next time. Better yet, he wanted to make sure that his friend

⁶ These ranged across manifold topics from the nature of luck, to gaming etiquette, to the majesty of Chaos Black spray paint.

⁷ These guys just have the best names.

⁸ Andy C's original Ork Warboss, a character that has not only stood the test of time but stomped it, shot it and likely given it a nasty bite into the bargain.

⁹ A theory propounded not only by Mr Johnson but also by the honourable Dr Cruddace, author of the latter-day rules column Echoes from the Warp.

¹⁰ This stands for 'Games Master', for the uninitiated, rather than 'genetically modified'. Though the latter would explain Jervis's height, his basso profundo voice and his Chaplain-level gravitas. Fun fact: he once voiced a Terminator Captain in a computer game of Space Hulk, and a very good job of it he did too.



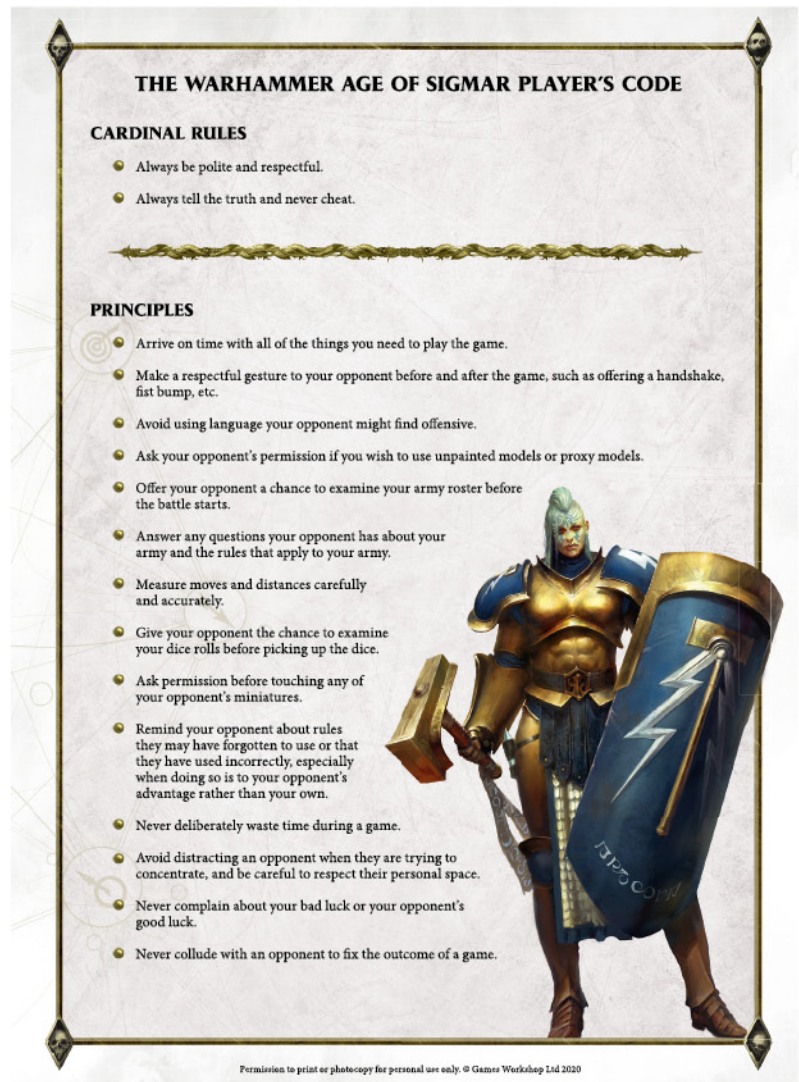
had a good time. And in my opinion, that is what makes him a truly great designer.

This admirable quality can be found, to a lesser degree, in many a GM type,¹⁰ or that person at the table who teaches others how to play. It's even present in some players when it comes to cooperative games in which you're all working toward the same end, such as Warhammer Quest or Blackstone Fortress.¹¹ Often, in such games, one player ensures that the game's 'artificial intelligence' gets a fair crack of things and makes decent decisions despite the considerable handicap of the AI player not actually existing. After all, if the romp is too easy, and if the players conspire to win without any challenge, they're only really cheating themselves.

In the *General's Handbook* 2020, Jervis laid out the Player's Code for the first time. These are not hard and fast rules – you're not going to be expelled from a gaming event for not following them to the letter – but they are aspirational and may make everyone's experience a lot better across the board (if you'll pardon the expression). There will always be some players who were already doing these things as a matter of course, just as there will be others who take no notice, but for the vast majority of us, I think these informal rules will elevate the standard by which we play games. Mr Johnson has often referred to the business of spending time rolling dice with a like-minded person as a 'social contract' – that being the agreement to spend a couple of hours of precious free time with another person, sometimes a complete stranger at that. Quick thought exercise: of all the people you walk past in a given day, with what proportion of them would you be able to have an animated and enthusiastic talk about the hobby? Very few, if any. But if you do somehow find such a connection, you're likely to be a very small step away from making a lasting friendship. When you are lucky enough to find such a kindred spirit, why would you wish them anything other than a good time?

Unfortunately, in the heat of dice-based conflict, bad habits do creep in, even to the extent of various forms of cheating and skullduggery.¹² We've all seen it in one form or another, and they can sometimes lead to a negative experience. There are no real rules as to the conduct within that social contract, just as there are no real rules against standing up in the cinema and loudly declaring the end of the film. For a long time, the rules of conduct befitting a wargame remained unwritten, taken for granted, even, but the problem we have found is that with unwritten rules, not everybody has the same copy.

So this time around, Jervis codified them (it's something he's rather good at), and now we all



have the same gaming standards to aspire to. You don't have to stick rigidly to them all (shaking hands, for instance, is not currently in vogue), but it's well worth bearing them in mind and consciously making the effort until they become a sort of standard behaviour that you do without realising. You'll get more games that way, for a start; a pleasant and fair gamer will find more opportunities for wargaming, with more opponents and even lasting friendships blossoming as a result.

And that's where I run out of space, unfortunately. Though Jervis's saga is long and glorious, I'll have to leave it here. His defining trait, that inherent decency of character, is why we are making such a point of saying goodbye this issue. Please raise a glass and/or a cup of tea in salute as Jervis goes Into the West, no doubt to roll dice, move models and play cards in the golden sunlight of a well-earned retirement. He is a kind, gentlemanly, scholarly and patient man, with a burning passion and talent for games that has given rise to almost four decades of unrivalled creativity, and we shall miss him greatly.

We salute you, JJ – may your dice always be kind.

¹¹ Before you ask, yes, this was one of Jervis's games too.

¹² As any Blood Bowl player will tell you, this is the worst form of duggery.

A LITTLE EXTRA READING

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

team@
whitedwarf.co.uk

AN ETERNITY OF WARGAMES

After nearly four decades of service, Jervis Johnson is handing over his games designer baton (+1 to hit) to a new generation of creative minds. Here we take a look at just some of the many games and projects Jervis has worked on over the years. Thanks, Jervis!

THE FORMATIVE YEARS

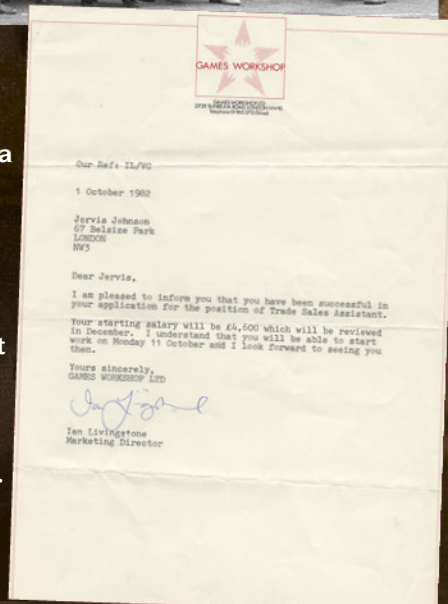
Way back in the mists of time, long before the formation of the Mortal Realms, a celestial being known as Jervis Richard Johnson entered the world. The year was 1959. The place, Charing Cross Hospital in London.

A decade later – around the age most of us take up Warhammer – Jervis was already building and painting model aeroplanes and toy soldiers and creating his own games for them so that they could fight each other. Books such as *Battle: Practical Wargaming*, *The Lord of the Rings* and *Conan the Barbarian* comics lived on his bookshelves. With a desire to fight battles based on the fantastical stories he was reading, Jervis soon began writing his own rules for them too. With a bit of imagination (and some enthusiastically applied modelling putty), models of Roman legionaries were converted into Orcs. Board games, card games, role-playing games and others followed, but Jervis's true love lay on the battlefield. After finishing school, he began working in a games shop ...



1982-84: THE EARLY GW YEARS

... but that shop wasn't Games Workshop! Jervis didn't join the big GW until a few years later in 1982. You can just see him lurking at the back in the staff photo above. Initially he started work in trade sales, selling games to stockists. It was at this time that he was asked to write descriptions of all the products in what was then the 1983/84 catalogue. When GW relocated to Nottingham, Jervis went along for the ride.



1988: BLOOD BOWL 2ND EDITION

The second edition of Blood Bowl featured the much-loved polystyrene pitch (Astrogranite) and even a set of plastic miniatures! Jim and Bob appeared as commentators, but both, curiously, were human at that point!



1987: ROGUE TRADER

'I wasn't involved in the games design for Rogue Trader – that was Rick Priestley's creation,' says Jervis. 'But I was involved in the playtesting side of things. We used to play games on the floor at Rick and John Stallard's house. I'm down the front in the team portrait on page 260.'



1987: WHITE DWARF

Blood Bowl proved pretty popular, and in 1987 Jervis wrote his first rules article for *White Dwarf* issue 86. The article – the Skaven Scramblers – included rules for using the pesky man-rodents in the Game of Fantasy Football. It was also the first appearance of Glart Smashrip.



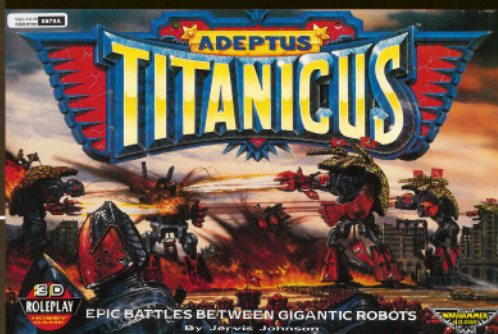
1986: BLOOD BOWL

'I remember going to Bryan Ansell, who was the CEO of the company at the time,' says Jervis. 'I said I thought it would be cool to have some board games based around the miniatures we were selling – perhaps a fantasy version of American football where orcs and goblins fought each other. Bryan said he thought it sounded like a great idea and that I should go away and write it myself. I wrote Blood Bowl in my spare time. It turned out to be quite a hit!'



1988: ADEPTUS TITANICUS

'We wanted to create a game where big robots fought each other,' says Jervis, 'but our tooling department could only make one plastic Titan kit. So we had to figure out why two similar-looking models would fight each other. The solution, inspired by a passage in Chapter Approved 1988, was the Horus Heresy.'



1989: SPACE MARINE

Not content with having Titans battle it out, Jervis and the design team set about creating rules for infantry in Adeptus Titanicus. The result was Space Marine, which also introduced tanks to the game. The box set included 360 miniatures in what was described as 'Epic scale'. The name Epic was later used for the entire game system.



1989: ADVANCED HEROQUEST

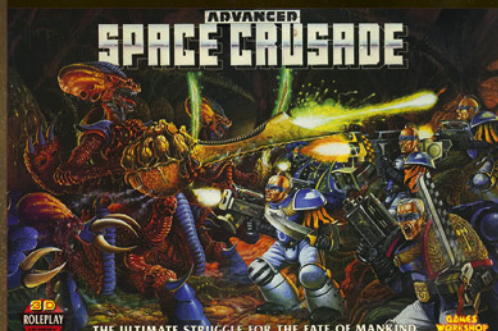
HeroQuest (with a big Q in the middle) was originally made by games company Milton Bradley in a collaboration with Games Workshop. Later that year, Jervis developed Advanced Heroquest (no big Q), which featured a modular game board made up of rooms and corridors as opposed to a static board. It even featured solo-play rules!

1990: THE CRYSTAL MAZE

Way back in 1990, a new game show called The Crystal Maze appeared on UK TV. The show's contestants had to complete a series of challenges to win crystals. In the credits of the first series, Games Workshop was listed as designing some of the games. Of course, Jervis was involved in that, too! The Crystal Maze is still on TV to this day.

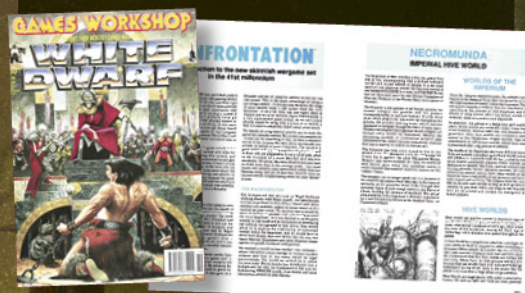
1990: ADVANCED SPACE CRUSADE

Remember Advanced Heroquest? Well, take the same idea and stick it in space. In the far future. 'I remember it all being very colourful,' says Jervis about the board sections, which resembled the insides of a Tyranid Hive ship. In this year, Jervis also conducted a meet-and-greet tour of Games Workshop stores. He wore his dark glasses the whole time.



1989-1990: MORE PLAYTESTING!

'There is always playtesting going on in the studio for new games,' says Jervis. 'In the late 1980s, Richard Halliwell wrote Space Hulk. My contribution to the game was the overwatch rule, but that was about it! In 1990 Bryan Ansell, Rick Priestley and Nigel Stillman introduced Confrontation and the world of Necromunda in White Dwarf 130. Again, I helped playtest the rules – there were D100s!



1990: BLOOD BOWL COMPANION

'I remember working on a number of expansions in 1990,' says Jervis. 'Notably there was the Deathwing box set for Space Hulk and the Blood Bowl Companion, which featured a particularly cheerful cheerleader on the front cover. It was very definitely a product of its time, that book!'



1992: CITADEL COMBAT CARDS

'It's basically Top Trumps with pictures of Warhammer models on the cards. It's not a hard game to understand,' says Jervis. 'We developed it as a way to introduce new people to the hobby.' The Combat Cards logo inspired the logo design for the reinvention of the game in 2017.

1992: WARHAMMER FANTASY 4TH EDITION

'I'd done some playtesting on previous editions of Warhammer, but the fourth edition was the first one in which I was an active games developer,' says Jervis. 'I wrote a few of the early army books, too, including Dark Elves and Undead with Bill King.'



1991: KERRUNCH!

In 1991, a wave of box games was released, including Ultra Marines, Space Fleet, Mighty Warriors and Kerrunch. Jervis worked on these games along with games designer Andy Jones. Most of the games used existing miniatures, but Space Fleet featured a whole new range of tiny starships. In later years, it would become known as Battlefleet Gothic.



1991: SPACE MARINE 2ND EDITION

Jervis and Rick Priestley returned to 6mm scale in 1991 when they revisited Space Marine. The box set featured 546 models, including Orks and Eldar along with Space Marines and a Warlord Titan. Four expansions were released across 1991 and 1992 that featured rules for Imperial armies, Chaos, Eldar, Orks, Squats (who?) and Tyranids.

1992-1993: THE WARGAME SERIES

'Apparently there are four games in the Wargame Series, but I can only remember three of them!' says Jervis. Each set features a board and card counters but, unusually, no miniatures! Battle for Armageddon pitches Orks against the Imperium during the Second War for Armageddon, while Doom of the Eldar details the Tyranid invasion of Craftworld Iyanden. Horus Heresy (without the definite article) tells the tale of the Siege of Terra during that fateful war.

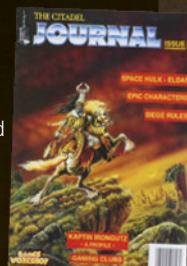


1993: WARHAMMER 40,000 2ND EDITION

Rick Priestley and Andy Chambers were the main names on this edition of Warhammer 40,000, but Jervis was also one of the games developers involved. During this period, Andy and Jervis regularly appeared in *White Dwarf* Battle Reports.

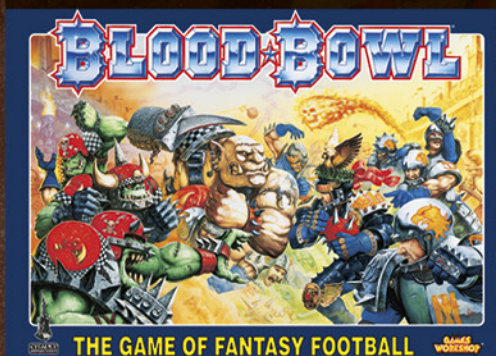
1994: THE CITADEL JOURNAL

The Citadel Journal began in 1994 and featured articles for all the main game systems. Jervis's first official article about tournaments appeared in issue 6, but he also contributed to the magazine under a pseudonym: the mysterious and enigmatic Richard Glazer. His first undercover article appeared in issue 5 and focused on siege warfare in Warhammer Fantasy.



1994: BLOOD BOWL 3RD EDITION

'The third edition of Blood Bowl was a breakthrough moment for me in terms of games design,' says Jervis. 'As I wrote more, I learned the craft of writing and, alongside that, the skills required to design games. Up to this point, my work was mostly just adapting Rick or Hal's (Richard Halliwell's) game. This edition was when I really got into my stride. It's one of my favourite games that I've worked on.'



1994: TALISMAN 3

'I'd worked on several expansions for Talisman over the years,' says Jervis. 'Talisman Dungeon in 1987, Talisman Timescape in 1988, Talisman City in 1989 and Talisman Dragons in 1993. In 1994, I got to write the third edition of the game, which was the first one to feature miniatures.'

1994: CODEX: ORKS

'This was one of the first codexes I worked on for the second edition,' says Jervis. 'I've always had a soft spot for the Orks. Curiously, while Andy is normally known for using the Orks in Battle Reports, I think I used them more often than he did.' This codex also made Ghazghkull an official special character.



1995: NECROMUNDA

Remember Confrontation? Well, nothing much happened with it for a while. Then, in 1995, Jervis and Andy Chambers took the new rules for Warhammer 40,000 and built them into an immersive skirmish game set in the underhives of Necromunda. The game spawned one supplement: Outlanders.



1995: WARHAMMER TOURNAMENTS & WORLDWIDE CAMPAIGNS

Back in 1995, Jervis set up the first worldwide campaign: the Battle for Ichar IV. 'I wanted an event that people all over the world could join in with,' says Jervis. 'The premise was simple: there's a planet somewhere that everyone fights over, then they send in their results. I read all those letters myself – no one wanted to help me!' In the same year, Jervis also hosted the first International Warhammer Tournament, held at Nottingham University. 'I remember asking my boss for some money to run a gaming weekend, and he was very dubious about the whole thing!'

PORTRAIT OF A SCRIBE

It wasn't all fun and games in the Games Workshop design studio. Sometimes Jervis had to do some real work! And sometimes he had to put a sheet over his head and pose for some fancy black-and-white photography! This was part of a series of portraits by photographer Fred Marcarini that was featured in *White Dwarf* 199 from 1996. They also included Michelangelo McVey and Andy Jones as a Chaos Cultist. Good times!

1995: MORE CODEXES

Jervis worked on more codexes, including Ultramarines, Imperial Guard and Chaos. 'Codex: Chaos was a landmark, really,' says Jervis. 'I went into so much depth and breadth with that book, especially the extra army list options at the back. It was one of my favourite books to work on over the years.'



1995: TALES OF VICTORY

Not content with just being a games designer, Jervis conducts an interview for *White Dwarf* with Gareth Hamilton, who won the Best Painted Army Award at the 1995 Warhammer Tournament. The army in question? Chaos Dwarfs. Big hats and short legs all round! Grombrindal was not best pleased.



1995: THE RESULT ARE IN!

The final results of the Ichar IV Campaign are published in *White Dwarf* 192. The Ultramarines soundly defeated Hive Fleet Kraken and the Brotherhood Genestealer Cult. The campaign was so successful that it spawned many successors over the following decades.

1996: WARHAMMER FANTASY 5TH EDITION

Jervis returned to the fantasy realm to aid Rick Priestley with the fifth edition, which featured Lizardmen as a full army for the first time. By this point, Jervis was focusing his efforts more on rules writing than background writing.



1996: SPACE HULK (AGAIN)

'After working with Hal on the original game, I was really excited to revamp Space Hulk for its second outing,' says Jervis. 'The production value of the game shot up, what with the new card boards, Genestealer models, and Jes Goodwin's fantastic new Terminator miniatures. We included extra missions and rules in *White Dwarf* based around other Space Marine Chapters.'



1996: THE J FILES

Jervis has written many columns in *White Dwarf* over the years, beginning with the J Files in *White Dwarf* 196. Each article would focus on a new topic, from games design to campaign ideas, rules and tournament reports.



1998: WARHAMMER 40,000 3RD EDITION

'The third edition of Warhammer 40,000 involved a complete redesign of the rules from the ground up,' says Jervis. 'It was a bold move, but it turned the game from a small-scale skirmish game into the mass-battle game that it is today.'

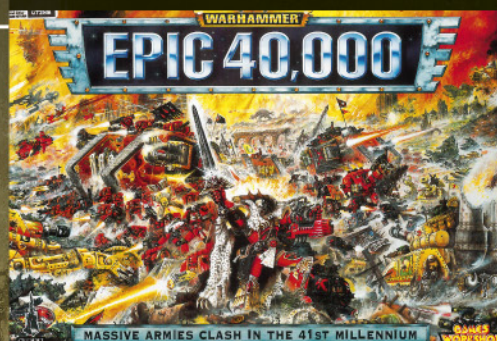
1998: LAST STAND AT GLAZER'S CREEK

Jervis' favourite Battle Report from *White Dwarf* 222. While Jervis didn't play in it (he would have lost if he did), he did write the rules for the scenario. The battle was refought in 2018 in homage to the original.



1997: EPIC 40,000

Epic 40,000 was a redesign of Space Marine undertaken by Jervis and Andy Chambers. The game featured blast markers that were used to indicate damaged units. The same mechanic was used many years later in Apocalypse.



1999: EVEN MORE CODEXES!

Not content with designing and developing the rules for Warhammer 40,000, Jervis also penned several codexes, including *Codex: Imperial Guard*, *Codex: Dark Angels* and *Codex: Space Wolves*.



2000: FANATIC MAGS!

In the early 2000s, a range of magazines was released to support the Specialist Games ranges of Blood Bowl, Necromunda, Battlefleet Gothic, Inquisitor and other such games.



2000: WARHAMMER FANTASY 6TH EDITION

While Jervis had moved on to the Fanatic Studio by the time the sixth edition of Warhammer came out, he was still very much involved in its genesis, most notably as a developer and playtester of the rules. He'd keep a beady eye on the game for the next few years.



1999: BATTLEFLEET GOTHIC

The spiritual successor to Space Fleet, Battlefleet Gothic took the conflicts of the 41st Millennium into space. Jervis worked on the game with Andy Chambers and Gav Thorpe.



2000: HEAD FANATIC!

'In 2000, I became the head of the newly established Fanatic Studio,' says Jervis. 'Our role was to provide support in the form of new rules and miniatures for games such as Epic, Blood Bowl, Inquisitor, Warmaster, Necromunda, Battlefleet Gothic ... the list goes on!'

2000: WARMASTER

It was only a matter of time before Warhammer was shrunk down to epic scale like Warhammer 40,000 had been. While Rick Priestley headed up the game, Jervis and the Fanatic team offered ongoing support for the system through the Warmaster magazine.



2001: MORE MORE CODEXES!

Jervis's work on the third edition of Warhammer 40,000 continued with a couple of supplementary codexes – Craftworld Eldar and Catachans. These codexes offered new, more in-depth rules for specific factions, a format that Jervis started back in *Codex: Chaos* that continues to this day.



2001: CHAPTER APPROVED

(AKA The Second Book of the Astronomicon) compiled Warhammer 40,000 rules articles from *White Dwarf* into one convenient tome. A number of Jervis's rules articles appeared in this book. He also wrote rules for several of the upcoming Index Astartes articles.

2004: FANTASTIC FANATICS!

In 2004, the seven magazines produced by the Fanatic Studio were combined into Fanatic magazine. As Head Fanatic (which means he had the biggest ball and chain), Jervis occasionally contributed to the mag with more J Files articles. Fanatic magazine ran for 10 issues throughout 2004.



2003: NECROMUNDA UNDERHIVE

Necromunda returned with a new edition. As one of the developers of the previous edition and now head of the Specialist Games studio, Jervis also had his hand in this edition. New rules and miniatures for Necromunda were released over the next few years.



2002: BLOOD BOWL 4TH EDITION

A fourth edition box set of Blood Bowl was released. The rules were also published in Blood Bowl magazine issues 1 and 2. They were later uploaded to the Games Workshop website as a living rulebook that constantly evolved through player feedback.



2004: WARHAMMER 40,000 4TH EDITION

Jervis rejoined the main studio and plunged straight into the fourth edition of Warhammer 40,000. One his main contributions to this edition is the mass-battles game Warhammer 40,000: Apocalypse!

2005: WARHAMMER ANCIENT BATTLES

With his love of historical battles, it was no surprise that Jervis got involved in writing some rules for historical wargaming. Those involved (which included Rick Priestley and the Perry twins) wrote most of the books in their spare time.



2006: WARHAMMER FANTASY 7TH EDITION

Jervis returned once more to the battlefields of the Old World to help playtest and develop the seventh incarnation of Warhammer Fantasy. He focused most of his efforts on designing new scenarios and revamping the campaign section of the rulebook.



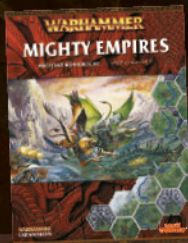
2006: STANDARD BEARER

Jervis returned to the pages of *White Dwarf* (issue 315) with Standard Bearer, a new column that waxed as lyrically as its predecessor. Jervis tackled such topics as army books, collecting new armies and sculpting miniatures. The first article focuses on expansions and supplements.



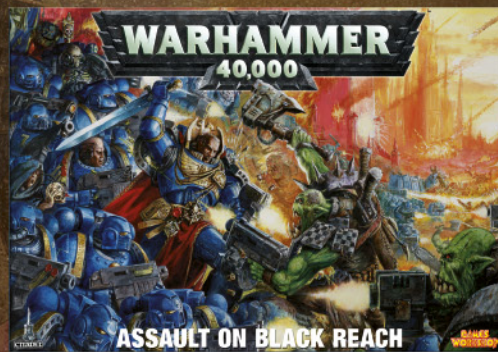
2007: MIGHTY EMPIRES

'I wanted to create a system that could link Warhammer games together,' says Jervis. 'The Mighty Empires map was a visual representation of how well you were doing in the campaign, while the rules were deliberately brief to make running and completing a campaign easier.'



2007: CODEX DARK ANGELS

After six years without writing a codex, Jervis returned to write *Codex: Dark Angels* alongside Andy Hoare. 'The break definitely helped,' says Jervis. 'It allowed me to look at the project with fresh eyes. My son had just turned thirteen at the time, so he was the perfect test subject to try out some new ideas.'



2008: WARHAMMER 40,000 5TH EDITION

Jervis continued to work on new ways to play in this edition and wrote the popular *Warhammer 40,000: Battle Missions* book that included thirty-three unique missions. One involved dropping pieces of paper to represent orbital bombardments.



2009: SPACE HULK 3RD EDITION

'Space Hulk is a classic game that is always at the back of our collective minds,' says Jervis. 'In this edition, we revisited some of Hal's original rules (like the timer!) while pushing forward with the quality of the boards and miniatures.'

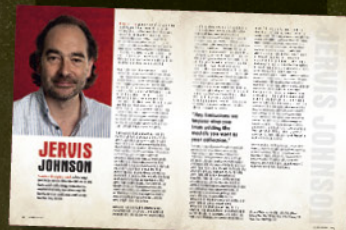


2010: WARHAMMER FANTASY 8TH EDITION

Jervis teamed up with hobby veterans Jeremy Vetock and Dave Andrews to pen the Warhammer Battles section of the eighth-edition rulebook, which focused on different ways to play Warhammer. That sounds vaguely familiar ...

2012: A NEW COLUMN

When *White Dwarf* was relaunched in 2012, Jervis also returned with his own column. Topics of conversation included limiting the limitations on your armies, playing in campaigns and what to do with your dice when they don't behave. He also re-wrote Apocalypse in 2012!



2016: STORMCLOUD ATTACK

In 2016, Jervis developed a set of rules for using flyers in dogfight scenarios. Everyone in the studio started walking the corridors with arms outstretched and barrel-rolling round each other. This is entirely true. The rules were later developed into Skies of Slaughter for Age of Sigmar in 2019.

2015: BETRAYAL AT CALTH

'I really enjoyed helping develop Betrayal at Calth and its sequel Burning of Prospero (2016),' says Jervis. 'From a games design perspective, it was really interesting bringing in different-sized dice for armour saves. The D12s returned a few years later in Blackstone Fortress.'



2015: WARHAMMER AGE OF SIGMAR

After many years of work (most of it locked in a room with blank white walls), Jervis and the games developers unveiled something phenomenal: Warhammer Age of Sigmar. Incredibly, the core rules fitted on just four pages!

2016: LOST PATROL

'I can't take credit for the difficulty of the original game, but when I brought Lost Patrol up to date, I inadvertently made it even tougher!' says Jervis. The deaths of thousands of Blood Angels Scouts are on his conscience.



2018: WARHAMMER AGE OF SIGMAR 2ND EDITION

The lead-up to summer 2018 saw Jervis concentrate all of his efforts on developing the rules for Warhammer Age of Sigmar. He returned to the pages of *White Dwarf* the following year with a new column, Rules of Engagement.

2019: WARCRY

'Everyone loves a good, in-depth skirmish game,' says Jervis. 'Kill Team was doing well, so I pitched the idea of Warcry. I came up with the core of the game, and it was brought to glorious fruition by Sam Pearson.'



2017: SHADOWS OVER HAMMERHAL

'Warhammer Quest had been absent for a long time when we developed Silver Tower,' says Jervis. 'James Hewitt did the majority of the work on Silver Tower, while I handled its more classic dungeon-crawl successor, Shadows over Hammerhal.'



2018: BLACKSTONE FORTRESS

Jervis then went on to design the first futuristic edition of Warhammer Quest, Blackstone Fortress. The gameplay was unusual in that it featured dice with no numbers on them but symbols instead. They had more than six sides, too. For Jervis, it was a dream come true.



2021: DESERVED RETIREMENT

'So this is it, the culmination of my thirty-eight-and-a-bit-year career. There are a few projects that I've worked on that are yet to come out, but they are now in the care of an exceptional team of games developers. I look forward to reading about them all from my sun lounger!'



WARHAMMER

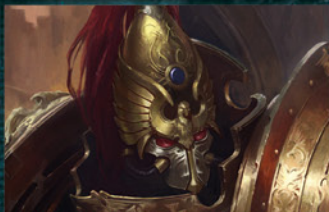
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In the grim darkness of the far future, there is only war! Not to mention new Torchbearer rules and background, a new Flashpoint series, A Tale of Four Warlords and two short stories. Phew!





FLASHPOINT: OCTARIUS
Turn the page to read about the latest Flashpoint series set in the xenos-ravaged Octarius Sector. Warning: there may be tentacles involved.



TORCHBEARER FLEETS
Head to page 52 for new Crusade rules and background for Torchbearer fleets. Plus, a painting guide for the Emissaries Imperatus.





BLOOD AND SNOW



The galaxy is being torn asunder, with new war zones exploding into life with ever-increasing frequency. In the first instalment of a new series, we travel deep into the Ultima Segmentum to the beleaguered worlds of the Octarius Sector, where something wholly alien is about to occur ...

With the savage conflict between the Tyranids and Orks of War Zone Octarius spilling over into the Pankallis Sub-sector, Space Marine Chapters have raced to the region's aid. Among these are the Dark Krakens, an Ultima Founding Chapter descended from the Salamanders. A powerful assemblage of these warriors fight to defend the Bianzeer's Hollow System against the Tyranid swarms.

The Pankallis Sub-sector borders the Octarian Empire, Ork-held space that has been fought over by greenskins and Tyranids for many years. A part of the Cordon Impenetra established by Inquisitor Nashir Sahansun, the Pankallis Sub-sector was in the midst of preparing for xenos invasion when attacks came without warning. Now the xenos have arrived, and they must to be halted lest they break out of the Cordon Impenetra and push into Imperial systems beyond.

THE CORDON IMPENETRA

By luring a tendrill of Hive Fleet Leviathan into the Ork Octarian Empire, former Inquisitor Fidus Kryptman sought to have the two xenos hordes destroy one another. However, his plan backfired. The Tyranids were fed with incalculable quantities of biomass and adapted to countless kinds of new and different threats. The huge scale of the conflict, which claimed

millions of Ork and Tyranid lives each day, drew in ramshackle greenskin fleets from light years around, and the Orks themselves grew bigger on a diet of endless conflict.

Many Imperial observers believed that it was only a matter of time until the roiling conflict spilled out into neighbouring Imperial systems and inflicted untold damage. One of these was Inquisitor Nashir Sahansun, who devised what he called the Cordon Impenetra. Drawing a sphere around the outer reaches of the space fought over by the Orks and Tyranids, he declared almost every Imperial world within the zone of demarcation lost, and he pushed hard for every sub-sector bordering the boundary to fortify itself and be reinforced. Many worlds joined the Cordon Impenetra, which both served as a man-made boundary and was the name given to a defensive organisation made up of worlds along the border. As the worlds of the Cordon were reinforced, efforts were made by Imperial troops to destabilise the warring xenos forces to ensure that neither concentrated their strength sufficiently to break through the cordon. Ultimately, these actions proved to be in vain.

THE DARK KRAKENS

When the Pankallis Sub-sector was attacked, every invaded system called for aid, and multiple forces responded. Deathwatch from the Eye of Octos Watch Fortress and warriors of the Wolfspear Chapter were among the first to arrive. They were followed by a large strike force of warriors from the Dark Krakens Chapter under the command of Chapter Master Mezonyki Reio. Reio dispatched warriors to all three planets in the Bianzeer's Hollow System, tasking Captain Krijeni Luceior and the 5th Company with fighting the Tyranids on the unusually named planet Death of

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





+++ PLANET DEATH OF BIANZEER +++

- > Population — c.350m, made up mostly of rugged frontiersmen, skimmers, prospectors, loggers, hunters, ice-pescid trawlermen, trappers, trackers and miners.
- > Primary Classification(s) — Death World, Ice World.
- > Secondary Classification(s) — Mining World, Agri-world.
- > Notable Output — Methane from equatorial permafrost, blue algae scraped from methane pumps, promethium from sea-floor extraction sites, pescid-based foodstuffs, lumber.
- > Notable Local Fauna — Tamed and wild ice-canids, ursun-wolf packs, megaloceros herds.
- > Notes — Population holds tightly to its faith to see it through a multitude of everyday present dangers. Population centres relatively small and close-knit. Makes it very difficult for heresy to take hold — unusual behaviour or ideas swiftly isolated.
- > For further data, see file Z71DF-P.

+++ Thought For The Day: A questioning mind betrays a treacherous soul. +++



Bianzeer. This frozen death world was the furthest planet in its system from its star.

After arriving in Death of Bianzeer's orbit, Captain Luceior swiftly partook in a council of war with other Imperial commanders. It included Battle Leader Rakmeyr Bluewolf of the Wolfspear, Watch Master Akrep Xie of the Eye of Octos Deathwatch and Lord General Militant Arneld Heifaast, commander of the Astra Militarum stationed on the planet.

Before the Dark Krakens' arrival, much had happened, and much had gone wrong. The Wolfspear had slaughtered a huge horde of Tyranids by causing an avalanche that drove all the creatures that survived into the Mirror Sea. However, the resulting tsunami destroyed the access point for the promethium rigs on the sea's bed. On the frozen Great Lakes of Peldathusa, thousands of locals had driven swarms of Tyranids onto the weakest part of the ice, sending countless Tyranids into the freezing waters. Despite the apparent victory, many Tyranids survived, bursting out from the lakes and devouring the people who had orchestrated the trap. More mysteriously, troops from the Death of Bianzeer Trackers militia had observed Tyranids stalking packs of ursun-wolves in the Herrdalo Forests north of the world's equatorial permafrost. The wolves were highly intelligent, pack-hunting alpha predators with instinctive knowledge of the local terrain and where human settlements lay. Their genetic material would be of great value to the Hive Fleet.





CAPTAIN KRIJENI LUCEIOR OF THE 5TH COMPANY

The Dark Krakens are an Ultima Founding Chapter descended from the Primarch Vulkan and made up entirely of Primaris Space Marines. Thus, the most experienced of their warriors are former Greyshields – Primaris Space Marines created on Mars by Archmagos Belisarius Cawl – including their most senior commanders. The rest of their strength is made up of warriors who have been recruited from the Chapter's home world of Naktis after the Dark Krakens claimed it for themselves. Captain Luceior is deeply aware that he has little more combat experience than many of those he commands, and he feels that he has much to prove to earn their trust and respect.

As a Greyshield, Luceior fought alongside many warriors descended from the White Scars, Space Wolves and Raven Guard. He was greatly influenced by their penchant for hunting, taking trophies and hanging fetishes from their armour. Thus, he fully embraced the similar cultures the Dark Krakens found on Naktis. He wears a scaled cloak made from the skin of a maredrak – a kind of sea dragon native to Naktis – that he slew. He wears a necklace of shark teeth and squid beaks, and upon his helmet there is a bladed and stylised dorsal fin modelled on those of the impossibly quick lightning sharks that make their homes in

Naktis' many shallow reefs. Being a Primaris Space Marine, Luceior is trained and skilled in the use of a huge range of weapons and armour. However, during the fighting on Death of Bianzeer, he spent much of the time wielding the power sword Ice Piercer and the master-crafted stalker bolt rifle Raven's Reach, from which corvid skull and feather fetishes hang. The latter was a gift from a fellow Greyshield that Luceior fought with who was descended from Corax – Primarch of the Raven Guard – who went on to join the Rift Stalkers Chapter.

Like many Dark Krakens, Luceior has adorned his armour with symbols daubed in bioluminescent chemicals taken from Naktis' deep-sea creatures. Each of his arms is painted with one of the Kraken's Tentacles, representing his ability to strike a foe from a long distance, as well as his implacable tenacity and hunting skill. The Beak of the Kraken represents his captaincy and is painted on his right shoulder pad. He has had a laurel of viperfish teeth painted around the crown of his helmet – representing a Chapter award for bravery. Other symbols painted onto his armour include angler fish maws, skulls and spine-limpets that represent kill markings, victories, oaths and the like.



LEXICANIUM PARAON UARI

Newly ascended to the Dark Krakens' Librarius, Lexicanium Uari is a psyker gifted well beyond his experience and is already tapped to one day command all the Chapter's Librarians. He is an adept wave caller — a skilled master of Aquavitalis psychic powers — as many Dark Krakens Librarians have learned to become. They are masters at corralling the power of the ocean and have embraced the Naktis people's reverence for the sea as a beautiful life-giver and merciless destroyer. He also has a strong grasp of telekinesis and beast calling, the latter of which has influenced him greatly.

Uari has a deep affinity with wildlife of all kinds, to the extent that he can sometimes enter their minds and take over their bodies, and so he eschews the hunting of beasts that so many of his battle-brothers enjoy when not at war. As such, he bears no fetishes, sea-beast skulls, teeth or skins. He does, however, adorn his armour, cloak and robes with bioluminescent symbols, the inks for them harvested from animals he husbands himself so none are slain for the chemicals to be acquired.

Octopoid tentacles running horizontally over his arms represent the mastery of the many levels of psychic discipline he has achieved and the series of arduous tasks he completed to join the Dark Krakens' Librarius. Uari paints a symbol or image of every Naktis beast he has ever psychically linked with. Some of these images are so small they are invisible to the naked eye; others he has emblazoned boldly. They include razor sharks, coral scorpions, spine-stars, pliosaurs, helikoprids, and tyrannofins.

Uari has also painted a skull set in the gaping maws of a shark on each vambrace. Each represents a close battle-brother who was killed by Uari during the fire mastery trial of his Librarius training. Uari was hideously disfigured in the same trial, to the extent that he never takes off his helm. In battle, Uari's powers are more than enough to overcome most foes. However, he also wields the force sword Nightclaimer with great skill, delivering controlled, psychically enhanced blows which sever limbs and lop off heads.

Leaving five squads with his ships under the command of Chaplain Talin and Codicier Ekko, Luceior deployed the rest of his forces to the surface. His intention was to engage the Tyranids in the Herddalo Forests, drive them from the area and therefore stop them from consuming the ursun-wolves. Though it was an unorthodox mission for them to protect wild beasts, if the Tyranids wanted something, Luceior was determined they would not be successful. Success would also mean pushing the xenos away from the world's methane pumps and relays. When additional reports warned of Tyranid monsters attacking the now isolated promethium extraction rigs beneath the Mirror Sea, Luceior ordered Lexicanium Uari and Techmarine Eroan to aid in securing them. Deathwatch Kill Teams deployed alongside them. Akrep Xie of the Deathwatch declared that he would aid the Dark Krakens personally in the forests, alongside several of his own Kill Teams. Lord General Militant Heifaast also approved of the plan, committing dozens of Astra Militarum regiments to sweeping the forests clear while defence militia regiments increased their patrols around the permafrost's industrial areas.

The Imperial forces fighting in the forests faced harsh challenges from the outset. They had to scale treacherous cliff faces and wade through towering snow drifts, all while at the mercy of the bitter cold. Soldiers plunged through broken ice into freezing pools or were struck by heavy branches as they broke and fell beneath the weight of accumulated snow.

This all meant little to the Dark Krakens. They had slain beasts three times their size on their home world of Naktis' ocean floor. On a hundred and more battlefields, many had fought all manner of xenos and abominations

of the warp in the most gruelling conditions imaginable. They had all the rugged determination, stubbornness and resilience of their gene-sire, and they put down any and all Tyranids they encountered, most of their squads operating in loose skirmish formations. Incursors followed the barest tracks from both xenos and ursun-wolves alike, leading Intercessors armed with stalker bolt rifles to dens and nests. Reiver squads rappelled over the most arduous terrain whilst covered by the careful aim of Eliminator squads, who picked off beasts with perfectly aimed shots as ursun-wolves or other predators attempted to intercept the manoeuvring terror troops.

This did not mean the fighting was straightforward. The Dark Krakens so admired the power of the ursun-wolves that they endeavoured to shield them from the Tyranids and even forbade Imperial Guardsmen from killing them, though some did so out of necessity. But the ursun-wolves cared little for that fact, and they attacked Space Marines and Guardsmen alike to defend their territory as well as claim prey. Those with young fought especially viciously, and several Dark Krakens were severely wounded or even killed when these predators successfully isolated them and struck en masse. For the Tyranids' part, broods of Hormagaunts burst from piles of snow, savaging Imperial Guardsmen and bowling into the Space Marines. Lictors emerged from hidden tunnels and cliff overhangs behind and amongst the Dark Krakens, inflicting many casualties before being brought down. Gargoyles hung perfectly still from the highest tree branches, only diving down to attack the Space Marines once the Adeptus Astartes had advanced past the trees they were hidden in. Dark Krakens and Tyranids fought bloody running battles through the forests as the xenos surged against spread-out Space Marine squads. The

DARK KRAKENS STRIKE FORCE LUCEIOR

Here follows the force disposition of Strike Force Luceior at the outset of the fighting on Death of Bianzeer, third world of the Bianzeer's Hollow System in the Pankallis Sub-sector.

COMPANY COMMAND

Captain Krijeni Luceior
Lieutenant Suharth Keneddyr
Lieutenant Tuemarl Hena
Company Ancient Cahy Taimon
Chaplain Aperah Talin

COMPANY SPECIALISTS

Apothecary Rirhen Mullel

CHAPTER SPECIALISTS

Reclusiarch Herrahdura Zitadan
Codicier Daranshi Ekko
Lexicanium Paraon Uari
Techmarine Kusnad Eroan

SQUADS

Squad 1: Battleline – Squad Mohici
Squad 2: Battleline – Squad Acaran
Squad 3: Battleline – Squad Iriaget
Squad 4: Battleline – Squad Qiaol
Squad 5: Battleline – Squad Tyrzahn
Squad 6: Battleline – Squad Simae
Squad 7: Close Support – Squad Batulan
Squad 8: Close Support – Squad Andati
Squad 9: Fire Support – Squad Cixin
Squad 10: Fire Support – Squad Onoto

Squad 11: Veterans – Squad Taiome¹
Squad 12: Vanguard – Squad Ketene²
Squad 13: Vanguard – Squad Nomeaor²
Squad 14: Close Support – Squad Akalubis³
Squad 15: Close Support – Squad Rindyah³

NOTES

1. Squad Taiome seconded from the 1st Company.
2. Squads Ketene and Nomeaor seconded from the 10th Company.
3. Squads Akalubis and Riundyah seconded from the 8th Company.

ARMOURY

3 Repulsors
2 Repulsor Executioners
10 Impulsors
2 Gladiators
5 Storm Speeders (and crews)
1 Astraes

DREADNOUGHTS

Redemptor Dreadnought – Brother Neanzou
Redemptor Dreadnought – Brother Jughatun

FLEET ASSETS

Strike Cruiser: *Fathom*
Gladius-class Frigate: *Skyllae*
Gladius-class Frigate: *Taniwha*

xenos threatened to break through Imperial lines on multiple occasions, only to be stymied at significant loss.

The campaign became increasingly protracted. The ursun-wolves knew their territory well and fought ferociously to defend it. The Tyranids were equally unwilling to cede ground, launching countless raids and counter-attacks that stalled the Imperial advance across the entire front. To force any advance at all in some areas against the aliens, Imperial forces called in continuous Aeronautica Imperialis bombing runs. Marauder bombers dropped countless tons of incendiaries and mole bombs that bored several metres down before detonating. There was no simple way to achieve victory, no single foe to slay that would signal the end. The campaign was pure attrition. Fresh waves of troops were sent behind the first to ensure that cleared areas remained clear. Wherever the Dark Krakens fought, the advance moved more quickly, the Space Marines slaughtering the toughest enemies and inspiring the exhausted troops who had become anxious and disquieted by the ever-present threat of ambush.

The Space Marines were utterly resolute in their task. Just as stalking a megabasilosaur in the depths of the Kesurami Ocean required patience, this was no different. Success meant outlasting their foe and meeting its displays of strength with even greater might of their own.

The Dark Krakens were as an adamantine tidewall against a ship-breaking storm. They threw back the Beast-surge of the Glonhill Valley, emerged bloody but victorious after the Night of a Hundred Horrors and held the line after five companies of the 602nd Truskan Snowhounds vanished without a trace. Even as the Space Marines' casualties mounted, they did not waver, spurred by the fiery zeal of Reclusiarch Zitadan.

It was many months before the first Imperial forces reached the forests' northern boundaries, having finally pushed the Tyranids out. It had required more than four dozen regiments of Astra Militarum and the combined efforts of the better part of a Dark Krakens Battle Company and several Deathwatch Kill Teams. Even then, some forces fighting in other parts of the forests still had much further to advance, their progress hampered by harsh terrain and vicious fighting. Luceior would only declare the mission complete when every Tyranid was driven from the forests. He was drawn away before he could. Word came from Deathwatch Kill Teams elsewhere on the planet. A huge Tyranid swarm was descending on the half-complete Glacialix, a colossal fortress under construction by the Adeptus Mechanicus close to several of the planet's larger population centres. Akrep Xie immediately pulled his forces from the Herrdalo Forests. Knowing the strategic importance of the citadel, Luceior deployed some of his warriors to defend it, joining them himself.



RECLUSIARCH HERRAHDURA ZITADAN

Reclusiarch Zitadan's role as Reclusiarch has in some ways been harder than that of those in pre-Ultima Founding Chapters, for the warriors that made up the Dark Krakens upon its formation were all Greyshields. They had spent years fighting alongside battle-brothers hailing from different gene-sires and did not have the centuries of tradition so many Space Marine Chapters could look to for strength and inspiration.

It has been important for Zitadan, and for Master of Sanctity Sukerno, to forge a culture for their Chapter around which to unite hundreds of otherwise disconnected battle-brothers. To do this, they wholly embraced the cultures of Naktis' population – the hunting of colossal ocean beasts, taking skins, teeth and bones to adorn their armour and more. They knew that in time, the Greyshields would be replaced by warriors recruited from Naktis, so it naturally followed that the world's cultures influenced the Chapter's own.

Zitadan spent much of his time as a Greyshield fighting alongside scions of Guilliman, Sanguinius, Rogal Dorn and

Ferrus Manus, and so he gained little inclination to slaughter beasts for trophies from them. However, he has all the tenacious pragmatism of his own gene-sire, Vulkan, and in the interest of his Chapter now partakes in these pursuits. Upon his right shoulder pad is painted the Eye of the Kraken, which in darkness appears in a fluorescent green. This represents his role as the Chapter's secondmost Chaplain and the Reclusiam's total oversight and care for the Chapter's traditions and culture.

The handle of Zitadan's crozius arcanum, Hadosmite, is wrapped with the skin of a deadly sea serpent found around Naktis' equatorial volcanic island chain. His Raider-pattern combat bike, Hastam Veneatoris, is adorned with all manner of trophies taken from slain sea monsters. The book chained to it is the second copy ever produced of the Codex Tenebris Abyssor, the collected beliefs, values and legends of the Chapter. The writing on its night-black pages is visible only in darkness, for it is written in the same bioluminescent inks as that many Dark Krakens use to daub symbols on their armour.

SYMBOLS OF THE DARK KRAKENS

The number of different symbols the Dark Krakens paint onto their armour is countless, and their meanings are incredibly varied. These can even change depending on their colour or where on a warrior's armour they have been painted. Many are unique to the battle-brother. They can refer to past

battles, the slaying of particular beasts or foes, great victories, awards for bravery, personal or unit-wide oaths, campaigns or aesthetic preference, rank and the area of Naktis from which the warrior hails. They can also reflect mourning, bitter defeats and terrible shames. Shown here are but a few examples.

DEATHCLAMP

The Deathclamp is used by the Dark Krakens most commonly to signify being a part of a crushing victory, as well as an oath that they will deliver one.



HAMMERHEAD

The Hammerhead is frequently used by Dark Krakens' Sergeants to represent the dual aspects of their role, one of combat commanders and the other as front-line warriors.



FANGCOIL

The Fangcoil is typically worn by those who have demonstrated incredible tenacity in battle and overcome ferocious odds. It represents the sinking of teeth into an enemy and not relenting until the foe is vanquished. It is also favoured by Dark Krakens hailing from Naktis' northern polar regions, where life is incredibly arduous for the local population, and to survive each day is a victory unto itself.



HYDRASERPENS

Naktis is home to thousands of species of deadly sea snake, many of which display incredible patience when hunting and lethal speed when striking. Particularly popular with 10th Company Space Marines, the Hydraserpens represents total self-control in battle and extreme violence of action.



GLOOM WALKERS

Deep beneath the Mirror Sea, Space Marines of the Dark Krakens Chapter make slow progress towards their objective. The denizens of the deep watch them hungrily, for there are new predators in the ocean that consume all in their path ...

Even with the enhanced autosenses built into his helmet, and the augmented vision of a Space Marine, Lexicanium Uari could barely see a thing advancing along the bed of the Mirror Sea. Visibility was reduced to a few metres. All he could make out in the environment was small rocks, ugly diminutive animals and the sand puffing up from the ground as he stepped his armoured boots forward.

The only things clearly distinguishable in the endless gloom were the bioluminescent symbols painted on to his armour and that of his fellow Dark Krakens. The Chapter's colours of black and deep purple made the warriors almost invisible in this darkness, but the symbols many daubed on to their armour glowed all the brighter. He identified Techmarine Eroan by the images of stylised ammonites that were part cog. He identified Sergeant Mohici by the hammerhead symbol painted on the back of his right leg and left knee plate. Both bore many more images than these, and Sergeant Mohici wore more than any other battle-brother in his squad.

Even with his power armour compensating for it, Uari still felt cold through to his augmented bones. Though he could smell the recycled air within his armour, it could not entirely filter out the salty tang of the water.

Though there was little Uari could see, he could hear much more. Closest was the gentle thump of his battle-brothers' steps. From further away came the keening calls of the creatures of the Mirror Sea. Thanks to his affinity with wild beasts, Uari could decipher mourning cries for missing mates, aggressive territorial claims and the tactical chatter of pack-hunting sea creatures. To anyone else listening, they were little more than snarls and long-noted songs.

Uari's limbs were heavy in the water due to the crushing pressure of the sea. A handful of amber warning runes for external oxygen and his atmopressure augury shimmered in the peripheral of his autosenses.

Uari, Eroan and the Heavy Intercessor Squad of Sergeant Mohici advanced slowly to a large promethium extraction hub set on to the seabed. Its surface-based access points had been destroyed when warriors of the Wolfspear Chapter caused an avalanche that plunged into the Mirror Sea, which in turn caused a tsunami that tore over a great swathe of the sea's surface.

++How far are we from the hub?++ Uari projected into Sergeant Mohici's mind.

'Three hundred metres.'

It could have been a thousand miles, based on the sheer blackness of the deep Uari could see.

++And there has been no contact from it?++

'None, Lexicanium. Not even from Kill Team Galiel.'

The Dark Krakens knew the Deathwatch had already deployed to the hub and planned to link up with them once they were inside.

Their progress was slow. Every step and gesture the Dark Krakens made in the deep water appeared as if it was happening in slow motion. They advanced in a circle formation, with those at the rear walking backwards. In this kind of terrain, the Dark Krakens' incredibly high reactions would be tempered by the water. The Space Marines had to be skilled in predicting where attacks would come from so they could react in time. With each warrior in the formation given a strict sector to cover, they could be confident that an attack from any direction could be met in time. Though the Dark Krakens carried auspexes, it was impossible to tell if a creature found on it was hostile or otherwise.

The Dark Krakens had made themselves experts in fighting on seabeds. But they all acknowledged that this was not their home. It was that of the predators who dwelled there, which had millions of years of evolution to perfect them for it.

Uari heard different sounds. He heard the creatures' fear, pain, anger, bloodlust.

He felt a change in the water flow. It moved against him at speed, in a different direction to the current. There were creatures not far away, spearing through the water.

'That one was close,' said Brother Aronus.

++What was it?++ asked Uari.



'Eel of some kind. Five metres long. Jaws large enough to wrap around one of my greaves. Brushed past. Threat non-immediate.'

++It was probing,++ said Uari.

More creatures drew closer to the Dark Krakens now. Uari could not just hear them. He could feel them. Many were curious about the strange beings that invaded their domain. All were hungry – that was a given for the monsters of the gloom. Most were wary. But some were hungrier – and more daring – than the others.

Sudden movements in the water and the feeling of a determination to kill caused Uari to stop.

One of them is coming.

He closed his eyes and reached out psychically for the creature's mind. He found it. It was powerfully aggressive, steeped in an insatiable desire for blood and meat. It was a dominant creature, a king in these waters.

It was only ten seconds away from him.

Uari battled for control of its mind. He thrust his will like a blade into the crimson maelstrom of its thoughts, to sever the beast's intentions. He attacked them over and over, trying to force his way through. The beast's hunger was almost implacable.

The creature was five seconds away.

Uari gritted his teeth, grunting with effort.

Blood dripped from his nose.

Finally, he forced a breach in the animal's mental wall. He bore through it, smashing it wide with psychic power.

When the beast turned away at Uari's behest, it was so close that it was low enough over the Space Marines' heads to reach up and touch. Uari looked up. It was the size of a Thunderhawk Gunship.

Brother Oengir let out a low whistle over the vox.

Uari panted with exhaustion.

When he sensed another creature coming in for the attack, Uari knew he lacked the mental strength now to stop it psychically. Raising his hands, he parted the water around the animal, and it flopped to the soggy seabed, convulsing in confusion and terror as suddenly it was out of water.

A Dark Kraken fired a burst of Hellstorm bolt rifle fire. The normally booming thumps were muffled by the sea, and the bolts drove through the water like miniature torpedoes. They continued on their path into the writhing body of the beast and detonated in an explosion of gore. Uari immediately let the waters enfold its shredded flesh.

I'm sorry, noble creature, thought Uari. He never wished death on any beast like this. He was glad it was too dark to see the slain animal.

It is a tragedy that you should have to fall in such a manner, thought Uari. *But just as I cannot take your life, you cannot take mine or my brothers'.*

For all that, he could not help but admire the Techmarines' skills in fashioning bolt rounds that were so effective beneath the waves.

Another creature surged towards the Dark Krakens. Uari could tell it was a large brute. Larger than the monster he had driven away earlier.

As quickly as it charged, it turned away. He sensed suddenly its wash of fear.

Strange.

++Brothers, be aware. A very powerful creature has been scared away by something. And it was not any of us.++

'We have two hundred metres left to advance, brothers,' said Mohici.

'Multiple auspex readings,' said Brother Kaurahi.

'Stay alert, but do not slow down,' replied Mohici.

Seconds later, Uari saw some of his battle-brothers fire, as well as the bubble-trails of unleashed bolts.

'Tyranids!' shouted Brother Kaurahi.

'Scores,' followed Brother Oengir.

Why can't I sense them? thought Uari. He had had no idea the xenos were attacking. When he tried to reach out through the deep, to find them and where they might be coming from, he felt blocks and barriers.

Are these the deliberate actions of intelligence ... or merely a natural part of their biology?

The only way Uari knew the Tyranids were there was because Mohici's squad were firing at them. He saw the creatures in the light of the bolters' strobing muzzle flare. They were like Hormagaunts, only their rear legs were fused together into fins.

Though he could not see it, he knew gore and viscera would be filling the water all around them, attracting all manner of creatures.

At least they will attack the xenos, and not us, he thought.

'Their numbers are increasing,' said Brother Oengir.

'Keep advancing! We are the Dark Krakens, as inexorable as the tide itself!' roared Sergeant Mohici. *'As the waves shape the shore, endurance shapes us!'*

Uari ignited his force sword, Nightclaimer. The blade rippled with azure energy, which caused the water around it to fizz and bubble.

An eel-like Tyranid whose maw made up more than half its body length rushed at Uari out of the darkness. With a gesture of his free hand, Uari increased the pressure of the water around the creature to crush it. He heard bones crack and saw ichor pour out of dozens of wounds. The creature drifted to the ground, dead.

Another attacked. Uari pulled all of the fluids out of the creature, leaving it a husk of dust slowly crumbling apart in the sea's currents.

'One hundred metres, brothers,' said Sergeant Mohici.

He maintains strong tactical focus, thought Uari. A fine leader. Mohici was not swept up by bloodlust or distracted from the mission.

The Dark Krakens' gunfire only increased in volume as battle-brothers fired burst after burst from their Hellstorm bolt rifles. Some of the warriors, Uari could tell from the ceaseless muffled chugging, were firing on full automatic against swarms of xenos. Every sector of the Dark Krakens' circle was under attack. Battle-brothers at the rear of the formation fired as they walked backwards, trusting in those at the front to clear the way.

Soon Uari's vision was filled with the sight of shredded Tyranid corpses, their remains floating with the current or sinking to the sea floor.

The braver creatures of the Mirror Sea approached the xenos flesh. After the briefest investigation, all swam away quickly.

Even the most ravenous predators and desperate scavengers reject that flesh, it is so alien, Uari thought.

There was a roar of pain.

Brother Oengir.

Uari looked over to him. Bubbles rushed out of his armour.

He is pierced.

Oengir was as good as dead as pressurised air poured out of his otherwise contained suit of armour. The evacuating air would keep much of the water out for now. But once it stopped, Oengir's suit would flood. Even if they could reach the promethium hub quickly enough, the failure of the pressure containment would make it impossible to get Oengir to the surface without causing catastrophic harm.

Oengir poured fire into the Tyranids around him.

++Yes, brother. Fight. Take them with you,++ Uari said to him.

While the rest of the Dark Krakens kept moving and tightened the circle, Oengir held his position, covering the advance of his brothers.

Beautiful, Uari thought.

With a flick of his wrist, Uari broke the neck of an aquatic Hormagaunt racing towards him. In a single fluid motion, he brought up Nightclaimer through the throat of another. This was how deep-sea war was fought. Warriors had to anticipate the enemy's movements and allow for the inertia caused by the water before striking accordingly.

He kept pace with the rest of the squad.

With a quick glance behind him, he saw Oengir finally succumb to his wounds and the damage his armour had sustained. The warrior had sunk to the sea floor.

I will not leave you here, brother.



Uari sheathed Nightclaimer. Raising both hands, he grunted as he channelled his mental strength into lifting Oengir's armoured body. Small animals that had already started climbing over it scattered as their feast was lifted off the seabed. The corpse drifted through the water towards the centre of the Dark Krakens' fighting formation.

++Form up around me, brothers. I cannot fight and hold Oengir at the same time.++

Uari walked into the centre of the circle, teeth gritted and head pounding, gliding Oengir's body in position next to him.

Uari took a deep breath. Keeping the body up next to him was less taxing than reeling him in had been.

Looking around, Uari saw the Dark Krakens were holding well against the xenos attackers, keeping them at distance and inflicting dozens of casualties with disciplined sector-watching and controlled fire.

We endure.

Out of the corner of his eye, Uari saw a disturbance in the sea floor behind the feet of—

++Rahati!++ he roared, too late.

A Ravener burst out of sand. It wriggled free of the soft ground with powerful thrusts of its long, snake-like body, which had narrow fins running along the length of it. Plumes of dust came up from the floor with it, creating a tempest of sand and wicked claws. In a pair of swift motions, it brought its blade-arms down and into Brother Rahati's back. The warrior screamed.

The creature had barely pulled its claws from Rahati's body when Sergeant Mohici put a burst of fire into its

torso, ripping it apart. Uari released Oengir's corpse and increased the water pressure to such an extent around the Ravener it crushed its head.

It had been a short distraction. But it had been enough to break the formation, and this the Tyranids could exploit.

The xenos gathered in a dark mass all about the Dark Krakens, half-visible in the gloom. Their eyes and fangs flashed as they thrashed forwards in an overwhelming mass to finish the Space Marines off before they could reach sanctuary.

'Hold them, brothers! Twenty-five metres,' roared Mohici.

The dark was so impenetrable that even at this distance the promethium extraction hub was invisible. It was as if they had made no progress at all from where they had started.

Uari was powerless against the incoming Tyranids. He needed all his strength to keep the bodies of Oengir and Rahati moving at the centre of the Dark Krakens' formation. He saw as the Tyranids closed in. Even if he stopped to intervene, to fight to protect his battle-brothers, it would only slow them all down. The Tyranids were growing more and more numerous as they sensed the Space Marines' vulnerability.

To slow is to die.

Uari watched another Ravener emerge from the gloom, its razor-toothed maw lit by the flashes of firing Hellstorm bolt rifles. He saw as it lunged for Sergeant Mohici. He saw its head blown apart by a round that did not come from the Dark Krakens.

'This is Sergeant Galiel of the Eye of Octos Deathwatch. We have you under our cover. Welcome to Promethium Hub 17-PZ-5. Let us purge these abominations together.'



THE DARK KRAKENS

The war in the Octarius Sector has begun, the Tyranids of Hive Fleet Leviathan running rampant across countless worlds. But has the alien menace met its match with the Dark Krakens, a highly adaptable Chapter of Primaris Space Marines?



The Ultima Founding saw the creation of many new Space Marine Chapters using the Primaris technology developed by Archmagos Belisarius Cawl. Among their number was the Chapter known as the Dark Krakens, a rare successor of the Salamanders and the Primarch Vulkan.

Over the next few pages, you will find suggested successor Chapter rules for the Dark Krakens (see right), datasheets for two of the Chapter's named heroes – Krijeni Luceior and Paraon Uari – a Theatre of War that involves fighting underwater (bring your scuba gear!) and a new mission: Dangerous Specimens.

DESIGNER'S NOTE

The Dark Krakens were created during the Ultima Founding and are a successor Chapter of the Salamanders. For all rules purposes, we suggest that the Dark Krakens are considered to be a Salamanders successor Chapter, and so they can use all the rules for a Salamanders successor Chapter that are presented in *Codex: Space Marines* and *Codex Supplement: Salamanders*.

We also recommend that Dark Krakens use the Fearsome Aspect and Indomitable Successor Chapter Tactics, as described in *Codex: Space Marines*, to best reflect their Chapter's style of waging war.



FLASHPOINT DATASHEETS

If you are playing a battle in the Bianzeer's Hollow or Octarius Flashpoint, you can, when mustering your army, select any of the following units. If you are playing a Crusade battle, these units can be added to your Order of Battle, and they are treated as named characters, but they can only be included in your army if you are playing a battle in one of the listed Flashpoints.

NAMED CHARACTERS AND WARLORD TRAITS

If one of these characters gains a Warlord Trait, they must have the one shown below:

NAMED CHARACTER	WARLORD TRAIT
Krijeni Luceior	Fear Made Manifest (See Codex: Space Marines)
Paraon Uari	Rites of War (See Codex: Space Marines)

KRIJENI LUCEIOR

6 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Krijeni Luceior	6"	2+	2+	4	4	6	5	9	3+

Krijeni Luceior is equipped with: bolt pistol; Raven's Reach; Ice Piercer; frag grenades; krak grenades. Your army can only include one KRIJENI LUCEIOR model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Raven's Reach	36"	Heavy 1	5	-2	3	-
Ice Piercer	Melee	Melee	+2	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (See Codex: Space Marines)

Iron Halo: This model has a 4+ invulnerablesave.

Rites of Battle (Aura): While a friendly DARK KRAKENS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Hunter of Great Beasts: Each time this model makes an attack against a MONSTER unit, you can re-roll the wound roll.

Captain of the 5th Company: If KRIJENI LUCEIOR is included in your Crusade army, he automatically gains the Master of the Marches Honorific (see Codex: Space Marines), even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a DARK KRAKENS model with that honorific in your Order of Battle, you cannot add KRIJENI LUCEIOR to your Order of Battle.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK KRAKENS
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, CAPTAIN, KRIJENI LUCEIOR



PARAON UARI

5 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Paraon Uari	6"	3+	3+	4	4	5	4	9	3+

Paraon Uari is equipped with: bolt pistol; Nightclamer; frag grenades; krak grenades. Your army can only include one PARAON UARI model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Nightclamer	Melee	Melee	+2	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (See Codex: Space Marines)

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

Wave Caller: Each time this model manifests a Witchfire psychic power, add 1 to the number of mortal wounds inflicted.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Librarian discipline (see Codex: Space Marines).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK KRAKENS
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PSYKER, LIBRARIAN, PARAON UARI



POINTS VALUES

Krijeni Luceior

Unit size.....1.model
Unit cost110 pts

Paraon Uari

Unit size.....1.model
Unit cost100 pts

THEATRE OF WAR

If you are playing a Flashpoint, you can, when selecting your mission, 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 additional level of narrative to your games as well as add new and exciting challenges to your battle. You and your opponent can either select an Octarius Theatre of War to use for the battle, or you can randomly select one from those available.

BENEATH THE MIRROR SEA



On occasion, necessity calls for forces to do battle underwater, or even on the sea bed. Some easily adapt to such unconventional and deadly environments, fighting in all-enclosed armour or with genetic adaptations allowing them to breathe and move through water with little impediment. Others require specialised equipment. Whatever the case, the freezing, lightless depths are deadly to many who find themselves thrust into battle there.

Designer's Note: Fighting battles underwater is obviously an environment entirely unsuited to certain types of units. While we would encourage players to use their imagination to justify how certain units' equipment could be modified to allow for moving, fighting and breathing underwater, some units such as **AIRCRAFT** are more difficult to justify. As such, before agreeing to fight a battle using this Theatre of War, we would encourage you to discuss with your opponent what kinds of units might not be suitable, and to modify your army roster as necessary.

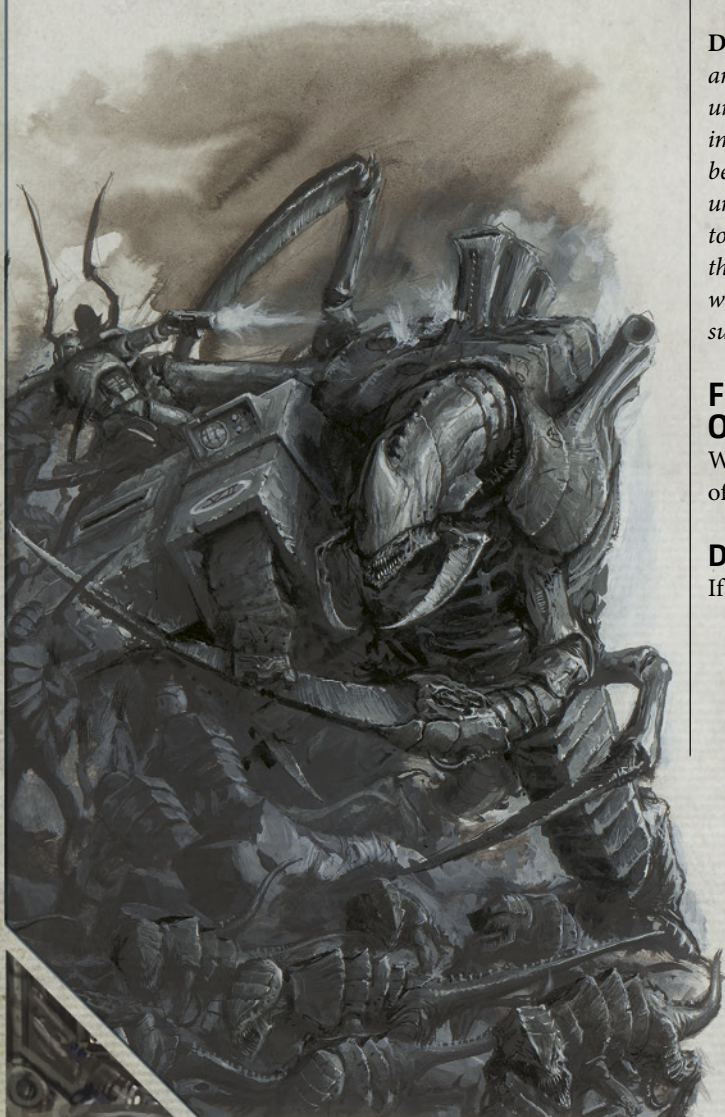
FLASHPOINTS:BIANZEER'SHOLLOW, OCTARIUS

When fighting a battle beneath the Mirror Sea of Death of Bianzeer, the following rules apply:

Deadly Environment

If you are playing a Crusade battle:

- At the end of the battle, each unit that has a Crusade card that was part of your army list gains 1 experience point.
- At the end of the battle, gain 1 Requisition point.





Restricted Movement

- Subtract 1" from the Move characteristic of units.
- Subtract 2 from charge rolls.

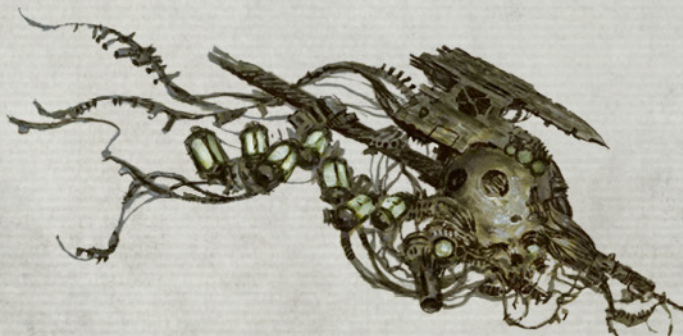
Modified Weaponry

Each time an attack is made with a ranged weapon, halve the Range characteristic (to a minimum of 1").

Predators of the Deep

At the start of each battle round, the player who is taking the first turn rolls one D6 on the following table and applies the result.

D6 PREDATORS OF THE DEEP	
1	<p>Open Water: The clamour of battle has startled nearby wildlife, driving them away.</p> <p>No effect.</p>
2-3	<p>Fleshstripper Swarms: Descending in a swarm and picking their chosen prey clean in seconds, these creatures are virtually impossible to fight off once they scent blood.</p> <p>Each player must establish which unit from their army is furthest from an objective marker to determine which unit is affected (if the mission you are playing does not use objective markers, instead establish which unit from each player's army is furthest from the centre of the battlefield). Once each player has determined which unit from their army is affected, that player rolls one D6 for each model in the affected unit. For each result of 1, that model's unit suffers 1 mortal wound.</p>
4-5	<p>Octopod Ambush: Emerging from hidden dens, these vast creatures ensnare prey with lashing tentacles, dragging them back into their lairs to be devoured.</p> <p>The player who is taking the first turn randomly determines one Area Terrain feature or obstacle on the battlefield. Each player then rolls one D6 for each unit from their army that is within 1" of that terrain feature, adding 1 to the result if that unit is a MONSTER or VEHICLE unit, and an additional 1 to the result if that unit is a TITANIC unit. On a 1-3, until the end of the battle round, halve the Move characteristic of models in that unit and that unit cannot Advance.</p>
6	<p>Gargantuan Carcharosaur: These creatures are thought by many to be a myth. With bodies many hundreds of metres long, even the largest war machines can be swallowed whole if they are too slow to avoid their vast, lunging maws.</p> <p>Determine the unit on the battlefield with the highest total Wounds characteristic (that is the cumulative Wounds characteristic of all models that unit contains). If two or more units are tied, randomly determine one of these to be affected. The player whose army that unit is from rolls 2D6. If the total is greater than that unit's unmodified Move characteristic, for each point that the total exceeds that unit's unmodified Move characteristic, that unit suffers D3 mortal wounds.</p> <p>For example, the affected unit's unmodified Move characteristic is 6". The player who controls that unit rolls 2D6 and gets a result of 9. As the total exceeds that unit's Move characteristic by 3, that unit suffers 3D3 mortal wounds.</p>





DANGEROUS SPECIMENS: STRIKE FORCE FLASHPOINT MISSION

This mission can be played as part of the Eternal War or Crusade mission pack.

Mission Briefing

As the Tyranid menace sweeps across Death of Bianzeer, the Dark Krakens scramble to interpose themselves between the devourer and the world's predatory fauna – lest the Hive Fleets incorporate the deadly creatures' genetic code into new and ever more horrific bioforms.

Mission Rules

Dense Forests: At the end of the Deploy Forces step, the Attacker can select up to three **INFANTRY** units from their army and redeploy them. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any

additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

Cornered Beasts: At the start of each battle round, each player rolls four D6 for each unit from their army that is within range of any objective markers. For each result of 1, that unit suffers 1 mortal wound.

Desperate Intervention: Every unit in the Defender's army (excluding **TITANIC** units) is eligible to make Heroic Interventions as if it were a **CHARACTER** unit.





Mission Objective

Victory points are awarded as follows:

The Ursun-wolf Dens (Progressive)

Knowing the terrible threat the Tyranids will pose if they gain access to these creatures' genetic code, the Dark Krakens sell their lives dearly to prevent it.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control three or more objective markers.

This mission objective cannot be scored in the first battle round.

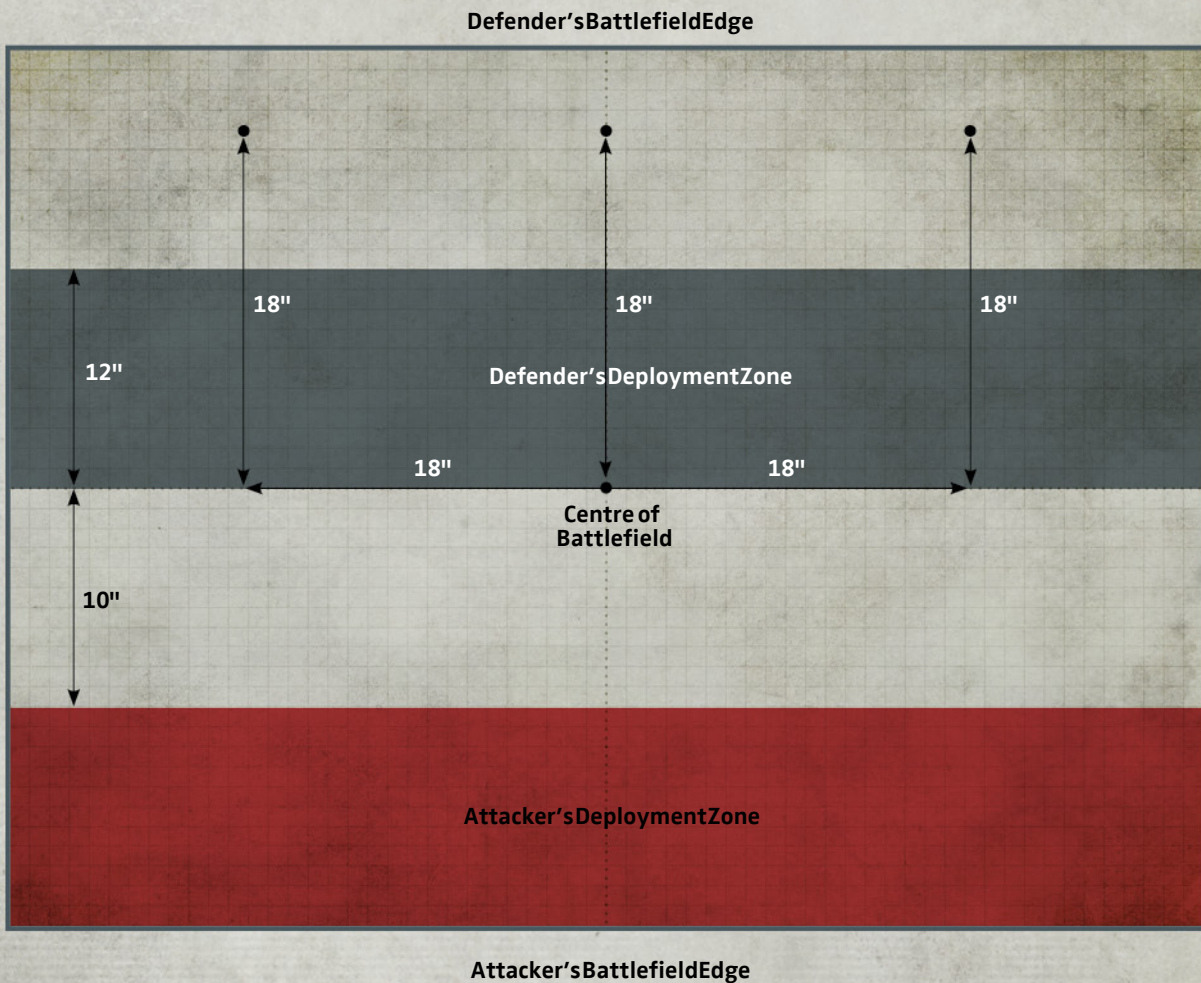
The Great Devourer (End Game)

Ursun-wolf dens are critical to both sides. The force that has control of them at the end of the battle will reap great benefit in the wars to come on this world.

At the end of the game, if one player controls more objective markers than their opponent, that player scores 20 victory points.

Victor Bonus

If this battle was a Crusade battle, the victor can select two units from their army to be Marked for Greatness after the battle, instead of just 1.



A TALE OF FOUR WARLORDS

In a galaxy sundered by an eternity of battle, four mighty warlords are assembling their armies. Will they defend the Imperium of Mankind, or do they seek to crush it underfoot? In part four of the series, our warlords' forces smash 75 Power.



The cold, dark winter months were the perfect time for our four futuristic warlords to hunker down in a warm room somewhere and get plenty of painting done. The big news is that they have now hit the 75 Power mark! Well, most of them have. A sneaky errata saw some units fall in cost, leaving a couple of our challengers slightly below their target goals. Of course, we can't possibly hold this twist of fate against them. But we probably will. You know, for comedic effect. Regardless, they are determined to over-deliver next time to make up the shortfall. But enough of falling Power Levels, what have our quartet of warmongers been up to over the last few months?

Joel Martin has begun to mechanise his Sons of Medusa force by adding a Repulsor to his collection. This massive hover tank will transport another new unit into battle – a squad of chainsaw-wielding Assault Intercessors – which Joel hopes will shred all before them.

Also upholding the honour of the Imperium is Drew Palies, whose Sisters of Battle army from the Order of the Argent Shroud is growing rapidly, thanks to the inclusion of the flaming pyre of righteousness that is Saint Celestine. Drew's conversion of her is certainly hot stuff ...

Representing the alien menace is Necron Overlord (and *White Dwarf* team representative) Jonathan Stapleton. His Thokt Dynasty Necrons have requisitioned some heavy firepower in the form of not one but two Canoptek Doomstalkers. He assures us that disintegration is imminent.

Also causing galactic carnage is Lydia Grant, whose Orks (mostly grots) have slowed their rapid numerical growth in favour of some quality troops and a few suits of 'murder armour'. We'll let Lydia explain!

Turn the page to see what each warlord has been up to, followed by a gallery of their armies so far!

BECOME A WARLORD

As with previous years, we encourage you at home to join in with our challenge. 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.

THE ONGOING CRUSADES

For this edition of A Tale of Four Warlords, our four hobbyists will be using the narrative play *Crusade* rules, which begin on page 313 of the *Warhammer 40,000 Core Book*.

For those of your new to *Crusade*, the premise is simple. Once you have established the core of your *Crusade* force, you can fight any number of battles against any number of different opponents, and as you play more games, your army will grow in size and experience. For A Tale of Four Warlords, we decided that our warlords would need to paint 25 Power of new units to add to their force every two months. While this may be more than can ordinarily be added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to their force, while providing an exciting visual feast for everyone reading the article.

Gaming has continued to be tricky for our warlords this series as the UK battles on through the Noctis Aeterna (also known as Lockdown 3, Return of the Lockdown and the Artist Formerly Known as Lockdown). With Joel and Drew confined to their houses and Jonathan looking after a small child (his own, not one he found), only Lydia has managed to play any games recently. Fortunately, her gaming anecdotes are always hilarious, and this time was no exception. Her nemesis, the Imperial Guard, brought along two Wyverns, a Leman Russ and a Hellhound to pound the grots into paste and then give them a light toasting. Their plan was going well until Da Legion of Boom teleported in, punched a tank to pieces, then a Command Squad, an infantry squad and another tank. The Bubblechukka is still yet to kill anything.



Top: Nuggz and Da Warpups face off against a Leman Russ. They somehow survive the encounter. The Leman Russ did not.
Bottom: Lydia's newly painted Deff Dread introduces itself to James Gallagher's Hellhound. Choppy choppy chop chop!

SPACE MARINES

THE SONS OF MEDUSA



JOEL MARTIN

First it was green, then black, then camouflage, now back to green (with a bit of black). No, don't worry, Joel hasn't got some terrible disease; we're just talking about the colours he's using on his Sons of Medusa. He should really get that rash looked at, though.

Fierce and uncompromising, the Sons of Medusa excel at close-quarters fighting. Like their parent Chapter, the Iron Hands, the Sons of Medusa also have an affinity with machines, which is why this month Joel has added a Repulsor to his force.

Joel: Having built and painted a core block of infantry and characters for my Sons of Medusa army over the last few months, I decided it was time to start mobilising some of my units and adding some more tactical options ready for the day when they can finally take to the battlefield.

SENDING TROOPS TO THE FRONT

Assault Intercessor Squad Acchus joins my other Troops units as a close-combat option for the army. They're not a big squad, but hopefully they should be able to hold their own and keep enemy units off key objectives. My plan is to advance them up the battlefield and target any gun lines that might be sitting in the backfield.

The Assault Intercessors are a brilliant unit to paint, and I love their dynamic poses. It was also a great opportunity to paint some yellow and black hazard stripes on their chainswords! Nothing screams danger like hazard stripes. Like a lot of painters, I find painting yellow a little daunting, and sometimes it isn't very forgiving, so I decided to take a different approach and try a new technique. I painted the stripes I wanted to be yellow onto the black base of the sword using Wraithbone, which covers really well. Then I used Iyanden Yellow Contrast paint to glaze the area, creating a nice tone on the sword using just these two easy steps. As an extra touch, I added a few scratches and chips to the yellow using Black

Templar contrast and a very fine brush to show where the blade had been slammed into things.

THE BIGGEST PROJECT

I spent the main portion of this month's Power allowance (and a fair chunk of my painting time, too!) on a Repulsor tank. Over the years I've always had a fondness for painting vehicle units of all shapes and sizes. I enjoy being able to focus on different painting techniques, adding weathering and battle damage to really make them a focal point for an army.

Looking again at the different ways the Sons of Medusa have been presented over the years in various publications, I decided to paint the Repulsor in a similar style to my Redeptor Dreadnought. Instead of green, it uses black as the primary colour with a bold green stripe across the hull to match the Chapter colour of the Sons of Medusa. I used masking tape around the hull and a few thin layers of Death Guard Green to get a solid base colour and a neater line. Then I started to build up the layers of Warpstone Glow and add battle damage using a brush and sponge. For now, the Repulsor will provide a fast-moving transport for the Assault Intercessors and help soften up enemy units before unleashing them onto the battlefield. In the future, I plan for it to transport an even more deadly cargo of Aggressors. Well, that's the plan, anyway!



THE 75 POWER MARK

My army sits exactly on the 75 Power mark, but I can easily add a few extra units with Requisition points if I'm ever able to get to the battlefield! The great news is that I now also have three Troops units, enabling me to fulfil a Battalion Detachment. My future army choices – a Gladiator and Outriders – should help to fill out the other available slots on the force organisation chart, while some extra Dedicated Transports will help get my units up close and personal with the enemy. The Infiltrators, meanwhile, will already be there, lurking in the shadows, waiting to strike ...

CRUSADE CARDS

		POWER RATING	Crusade Points
UNIT 1:	Primaris Captain Morn Graevarr	5	1
UNIT 2:	2 Primaris Lieutenants	8	
UNIT 3:	Primaris Ancient Maarkol Dourr	4	
UNIT 4:	Squad Torvokh: 5 Intercessors	5	
UNIT 5:	Squad Ghorrean: 10 Infiltrators	10	
UNIT 6:	Squad Acchus: 5 Assault Intercessors	5	
UNIT 7:	Squad Skorrgok: 5 Hellblasters	8	
UNIT 8:	Squad Draak: 3 Eliminators	5	
UNIT 9:	Xeriis the Unrelenting: Redeptor Dreadnought	9	
UNIT 10:	The Emperor's Retribution: Repulsor	16	



The Repulsor adds some much-needed manoeuvrability to my force, not to mention some big guns. It's the perfect centrepiece for a Space Marines army.

ANCIENT DOURR

I really enjoyed painting the Primaris Ancient miniature (now available in the Heroes of the Chapter set). It was great to sit down at the painting table and focus solely on one character for a while rather than a unit of models. To mark him out as a Veteran, I painted the faceplate of his helmet and the Aquila on his chest black in honour of the Iron Hands, the parent Chapter of the Sons of Medusa.

PARCHMENT

Basecoat: Wraithbone

Wash: Skeleton Horde

Layer: Ushabti Bone

Layer: Screaming Skull



NEXT TIME ...

Because I enjoyed painting the Repulsor so much, I want to add some more vehicles to my force. An Impulsor transport will be a fun addition and help further mobilise my force, with support from some Outriders that can move quickly to where they are needed most. Lastly, I will add a Gladiator tank to increase my army's firepower, though I'm still undecided on which variant to build.

NECRONS

THE THOKT DYNASTY



JONATHAN STAPLETON

It's rumoured that Jonathan's paint water is so sparkly due to all the metallic paints he's been using that he had prospectors turn up on his doorstep asking if they could pan it for precious metals. He made a tidy profit and bought some cake in the canteen.

With the tomb worlds of the Thokt Dynasty awakened and emptied, many of their Canoptek constructs have abandoned their duties, taken up arms and accompanied their soulless masters to war. This month, Jonathan introduces us to the big guns!

Jonathan: This month, I wanted to add some heavy firepower to my Necron force. In the games I've played against the other studio photographers (we're the only staff allowed on site right now!), I've found I much prefer to fight my battles at range rather than getting bogged down in undignified close combat. To that end, more big guns!

STALKING DOOM – TWICE

I really wanted to include a Doomstalker in my force this month, so that was where I focused my attention first. It's a very impressive construct. Looming is a good word for it. I can only imagine how terrifying it would be for a little grot or newly press-ganged Guardsman to see such a unit striding across the battlefield, melting everything in its path with beams of devastating blue energy. I actually found the kit so much fun to build and paint (and very quick, too) that I decided to add a second one to my army.

Because the Doomstalkers are pretty large models, I decided to introduce a new metallic tone to the colour scheme to add contrast between the main body and the legs. For this I used Iron Warriors, a really dark silver colour that I then shaded with a mix of Nuln Oil and Nuln Oil Gloss (instead of Leadbelcher shaded with a mix of Nuln Oil Gloss and Agrax Earthshade on the other areas). It's a subtle change, but the darker

metal tone and cooler Shade paint really help define the metal areas on models.

Another thing I did notice while painting their carapaces is that the Contrast paints I'm using to achieve the teal colour – Akhelian Green and Terradon Turquoise – enable me to achieve a really nice blend from light to dark that I don't normally have the skill for. I apply them thinly as a glaze rather than a wash so that I don't drown the area I'm working on.

DO YOU WANT TO LIVE FOREVER?

With the two Doomstalkers completed, I decided to paint a unit of ten Immortals armed with gauss blasters to bulk out my Troops choices. Interestingly, Immortals were the first Necrons I painted way back in 2019, long before this series of A Tale of Four Warlords began. We'd seen some of the new Necron models but hadn't been able to get our hands on them, so I started coming up with colour schemes on a few Immortals I had lying around. Seeing as I had them built and basecoated, it seemed only right to revisit them and add them to the force.

You'll notice that they have teal torsos in addition to teal shoulder plates. This is to emphasise their importance within the dynasty hierarchy as the Phaeron's bodyguards. They're not just mindless automatons, you know.



THE 75 POWER MARK

Well, I almost got to 75 Power. I'm at 70 right now, so a little behind schedule, but I should be able to make it up next time. More importantly, the addition of my Immortals now means that I can field my army as a Battalion Detachment, giving me more Command Points to spend. That's perfect because I have a new Stratagem I want to try out: Revenge of the Doomstalker! If one of my characters gets destroyed, a Doomstalker can immediately shoot the unit that destroyed it. I get the feeling the Royal Warden might soon be used as bait ...

CRUSADE CARDS

		POWER RATING	CRUSADE POINTS
UNIT 1:	Overlord Onryx	6	3
UNIT 2:	Skorpekh Lord Anaurus	7	2
UNIT 3:	Royal Warden Accipitek	4	
UNIT 4:	Plasmancer Khaphtex	5	
UNIT 5:	Slave Unit Khaphtex: 2 Cryptothralls	2	
UNIT 6:	Warrior Phalanx Safhat: 10 Necron Warriors	6	
UNIT 7:	Warrior Phalanx Manat: 10 Necron Warriors	6	
UNIT 8:	Immortal Phalanx Sajouk: 10 Immortals	8	
UNIT 9:	Canoptek Reanimator	4	
UNIT 10:	Skorpekh Host Oberet: 3 Skorpekh Destroyers & Plasmacyte	6	
UNIT 11:	6 Scarab Swarms	4	
UNIT 12:	Canoptek Doomstalker Khaneph	7	
UNIT 13:	Canoptek Doomstalker Karos	7	



The Doomstalkers are really tall and imposing kits, so they immediately add a lot of height to my force. But they're still not the main centrepieces ...

A MONOLITHIC TASK

I've stolen a march on next month's projects by planning out how I want to paint my Monolith. It's a pretty involved kit, and I've found it easier to build and paint it in sub-assemblies that I can glue together when I'm done. I'm using the same techniques as the rest of my army but on a much larger scale. My current dilemma is working out how to paint the blackstone panels so they contrast with the blue.



NEXT TIME ...

I've got a few Necron projects on the go at the moment as I'm not quite sure what I want to paint next for my army. I've built some Lokhust Heavy Destroyers, but as you can see to the left, I'm also working on a Monolith, which is easily one of the most impressive kits in the range – it's huge! I also want to try and get Illuminor Szeras painted for next month, time permitting, of course!

ORDER OF THE ARGENT SHROUD



DREW PALIES

Stop press! Drew hasn't painted any Sisters of Battle models for almost two days! He got distracted by the Dread Pageant for Warhammer Underworlds, so we sent in the Enforcers to get him back on track. They were told not to damage his fingers.

In fire and flame did she descend upon the plains of Daemenor, and her wrath was most terrible to behold, for she was fury and rage incarnate. No, we're not talking about Drew but rather the latest addition to his army: Saint Celestine the Incandescent.

Drew: Due to the pandemic, I still haven't been able to play any games, and my will to burn the heretic and purge the unclean has never been so high! So it makes sense that this month my army is joined by a bunch of zealots and a furious saint.

THE ONGOING SAGA

Although I haven't been able to play, the story behind my army has really started to take shape in my mind. After Canoness Eleanor joined up with the force led by Celestian Superior Erhynica, they continued their campaign on the Planet Daemenor, a cardinal world that had fallen to Chaos after the opening of the Great Rift. The Order of the Argent Shroud often engage the foe even if they know they are going to be heavily outnumbered, and Daemenor was no exception. As they faced annihilation at the hands of the enemy, suddenly a miracle happened. The sky burned and the clouds unfurled to reveal angels led by a burning saint, while from the horizon appeared a wave of Repentia to crash screaming into the rear ranks of the enemy's army.

THE ANGELS

To represent these reinforcements, I added ten Zephyrim to my force. In the codex they are described as fervent zealots who have a persistent connection to the God Emperor, and it was this connection that led Sister Superior

Angelica to have a vision and know where to find her Sisters and arrive at the right moment to save them. I slightly converted the whole squad by cutting some arms just above the gloves and repositioned the swords and bolt pistols so that each of them is unique.

THE SINNERS

I also added a unit of nine Repentia and a Repentia Superior to my force. I really love the hooded heads from the previous versions of the models, so I asked all my friends if they had any spare so that they could all have their faces covered. I painted them in dark, gritty tones that I feel suits their background.

THE SAINT

I wrote a bit of background about Celestine from the point of view of Canoness Eleanor.

'... and at the heart of the battle, the dark sky above us rumbled. The heavy clouds ignited with divine fire, and she came to us, a furious and bright flame, her eyes incandescent. And so did she descend from on high to deliver the wrath of the Emperor and the vengeance of Mankind upon the heretics who had dared step foot on our sanctified lands. She is hatred and the promise of a terrible death. She is the will of my Sisters made manifest. She is the rage and determination in all our hearts.'



THE 75 POWER MARK

While my army still hasn't been able to play a game, I've still been planning out how I want to use it. The Order of the Argent Shroud excel at close-range assaults and can close really quickly with the enemy when they need to. Celestine, the Zephyrim and the Repentia will lead the charge while my other units get nice and close to use their flamers and assault weapons. Having just seen the sweet new rules for melta weapons (especially multi-meltas), I'm also really excited to get my Immolators into the action and add a couple of units of Dominions to my force.

CRUSADE CARDS

		POWER RATING	CRUSADE POINTS
UNIT 1:	Celestine, the Living Saint	8	
UNIT 2:	Canoness Eleanor	3	1
UNIT 3:	Squad Briar: 5 Sisters of Battle	4	
UNIT 4:	Squad Euphemia: 10 Sisters of Battle	7	
UNIT 5:	Squad Cordelia: 10 Sisters of Battle	7	
UNIT 6:	Squad Erhynica: 5 Celestians	4	
UNIT 7:	Repentia Superior Ebba	2	
UNIT 8:	Squad Ebba: 9 Sisters Repentia	5	
UNIT 9:	Squad Angelica: 10 Zephyrim	8	
UNIT 10:	Dialogus Weldina	2	
UNIT 11:	Imagifier Beatrice	3	
UNIT 12:	Sororitas Rhino Clarice	4	
UNIT 13:	Sororitas Rhino Sariah	4	
UNIT 14:	Immolator Iona	6	
UNIT 15:	Immolator Lellia	6	



Saint Celestine is the centrepiece for my force, her fiery presence driving the Battle Sisters around her to even greater acts of faith and heroism.

CONVERTING CELESTINE

I converted Celestine to better capture that feeling of wrath and fire and fury that characterises the Order of the Argent Shroud. I gave her bare feet and added a censer like the illustration of her from *Codex: Adepta Sororitas*. I changed her head for one from the Seraphim kit and used modelling putty to add fire to her hands, feet, sword and head to make it look like she has ignited from the inside.



NEXT TIME ...

I'm planning to add yet more infantry and tanks to take my army up to the 100 Power mark. I've already got two units of five Dominions built and two Immolators assembled and ready to transport them into battle. My Battle Sisters travel to war in style! I'm also painting the Hospitaller model because I think it is a really cool and characterful piece that will fit well with the theme of my army.

ORKS

WAAAGH! DA GOFFS



LYDIA GRANT

If it's small and green, then Lydia has probably painted it. And if it's big and rusty with something small and green inside, then Lydia's probably painted that, too. She said she draws the line at catering-sized tins of peas (unless they've got buzz saws).

The grots of the Crooked Hand Waaagh! have decided that their diminutive stature is holding them back in their quest for galactic conquest, so they bribed some Big Mek to build them some super-killy murder armour. Lydia explains all.

Lydia: Okay, so it might look like there aren't a whole load of grots in my painting offerings this month, but you would be wrong. But also kind of right, I guess. There aren't a whole lot of them, but there are definitely some grots!

UNLEASH DA KANS!

Despite their consistently awful performance on the battlefield (save for Nuggz and his Warpups), I still want to keep adding grots to my army, but they need to be tougher. So naturally I decided to paint grots encased in their very own suits of murder armour – Killa Kans! Killa Kans were one of the first releases when I started working at the Warhammer store in Oxford, and though I've built many over the years, I've never actually painted any. I suffer from painters block when tackling war machines – I find it hard to find the spirit within and discover the character of the model.

This month was not my fastest painting, but I am pretty happy about how the Killa Kans came out. When I started thinking about the little grot inside, being thrown about as he operates this giant (compared to the grot) death machine with two sticks to control four limbs, I started to get more of an idea about them. I took a great amount of pleasure in posing the Kans in mad rampaging poses. Are they being aggressive? Are they about to fall over? Is something possibly on fire inside? Who knows?

UNLEASH DA BIGGA KAN!

For the Deff Dread, I wanted to give him a big scary skull face but also keep the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust and weathering appeared on them. By mixing Skeleton Horde and Gryph-hound Orange together, I had a really neat colour that had the look of rusty water streaks. I applied it in layers to the teeth and pooled it around rivets to make it look like there had been some seeping coolant. Maybe the Mekks are good at banging this kind of stuff together, but upkeep and maintenance perhaps aren't in their repertoire.

DA UVVER STUFF

The true sign of madness is to do the same thing over and over again and expect a different result. I'm not 100% mad but maybe about halfway there. Despite poor results from the Bubblechukka on the battlefield, I decided I would make another Mek Gun, but this time I thought I would try out the Smasha Gun. It's definitely a more reliable way of doing damage than totally random bubbles, but that probably means that I'm going to miss every time I fire it. Hope (and Gork) springs eternal. I also added a second Big Mek to my force, this time wearing a suit of mega armour. He'll provide some extra short-ranged firepower to the force and give the grots a bit of backup. Not that they need it, of course ...



THE 75 POWER MARK

Not only has my army surpassed the 75 power mark (79!), it has also gained quite a few Crusade points. Da Orkkanik Mekaniak is now Blooded and has acquired a conversion field Crusade Relic, while Da Legion of Boom are now Fleet of Foot because clearly what these guys need is more speeeeeeeeeeeeee! Their blood is clearly high orktain crazy blood. Meanwhile, Nuggz and the Warpups have become Battle-tested and Grizzled, both of which fit their miraculous ability to avoid danger perfectly. My other grot units haven't been quite so lucky ...

CRUSADE CARDS

		POWER RATING	CRUSADE POINTS
UNIT 1:	Da Orkkanik Mekaniak: Big Mek with Shokk Attack Gun	7	2
UNIT 2:	Big Mek in Mega Armour	6	
UNIT 3:	Weirdgrot Skrappaking Smolwyrd	4	3
UNIT 4:	Da Legion of Boom: 10 Nobz	12	1
UNIT 5:	3 Meganobz	6	
UNIT 6:	30 Gretchin (the Warpups led by Nuggz)	6	2
UNIT 7:	30 Gretchin	6	
UNIT 8:	30 Gretchin	6	
UNIT 9:	3 Killa Kans	9	
UNIT 10:	Deff Dread	6	
UNIT 11:	Bubblechukka and Smasha Gun	6	
UNIT 12:	Mekboy Workshop	5	



Da big boy grots have arrived! They're wondering who's been messin' with their little mates and plan to sort them out buzz-saw style.

KONVERSUN KORNER: SKRAPPAKING SMOLWYRD

The base model for Skrappakings is the Boggleye from the Gobbapalooza set. I cut his staff off above and below his hand and replaced it with some Ork Trukkk exhaust pipes (as the branch didn't really fit the scrap-pile theme). Then I added the top of the classic Ork Weirdboy staff. To make Smolwyrd a little less small, I built him a pile of scrap and tyres to stand on. I have plans to convert him a little more, maybe building up his scrap pile as the power of the Waaagh! grows within him. Perhaps I'll give him some scrap bionics depending on how his next few battles go. I painted him using the same colours as the rest of my grots; he may be the boss, but he knows that wearing fancy clothes will quickly get him shot at!



NEXT TIME ...

I will introduce you to Max. Max will be the biggest model in my army so far. Max is a Gorkanaut. Or possibly a Morkanaut. Either way, he is very excited about smashing up some puny humies. I'm also going to paint the other two Meganobz that came with the Big Mek in Mega Armour. That will take my unit up to five strong. They should be able to pulp pretty much anything!

SPACE MARINES

THE SONS OF MEDUSA



NECRONS

THE THOKT DYNASTY





ADEPTA SORORITAS

ORDER OF THE ARGENT SHROUD



ORKS

WAAAGH! DA GOFFS



A TALE OF FOUR WARLORDS



A LIGHT IN THE DARKNESS

During the Indomitus Crusade, Torchbearer task forces were assigned the duty of furnishing Space Marine Chapters with Primaris technologies. They are amongst the most clandestine and important enactors of Roboute Guilliman's grand strategy.



FORMATION OF THE FIRST TORCHBEARERS

The creation of the first Primaris Space Marines by Archmagos Cawl was nothing short of a miracle in the eyes of many among Terra's halls of power. In an age when Mankind stood closer to the precipice of extinction than perhaps at any other time in ten thousand years, Cawl's technological genius provided an opportunity for the Imperium not only to survive but also to strike back against the numberless legions of heretics and xenos that assailed the Emperor's realm. The Archmagos' design and manufacture of the advanced weapons, armour and war engines with which the Adeptus Astartes would wage war in this dark epoch were visionary. Yet such strength meant nothing if those in most need of it were beyond reach. What use is a newly crafted blade hung above a smith's forge when the questing knight fights empty handed?

The task of deploying tens of thousands of Space Marines, fully matured with all of Cawl's genetic bio-science, fell for the most part to many of the initial task forces and battle groups of the Indomitus Crusade. But such a burden was never their primary objective. Where the fleets' scheduled mission to throw back the onslaught of invaders and usurpers took them into contact with established Chapters, their armadas would deliver intakes of Primaris Space Marines, already blooded on the dangerous journey. Thus did Guilliman's own vast forces from Fleet Primus supply what became known as the Primarch's Gift to the Space Wolves and the Blood Angels, amongst many notable others. So too did elements of Fleet Tertius reinforce the Verydian Hawks and the Hammers of Dhrex, while Fleet Secundus delivered to the Selenarchs the strength with which to retake the Garredes Cluster.

From the very inception of the Indomitus Crusade, Guilliman understood that many successors to his and his brothers' genetic legacy would never be reached with such coincidental logistics. So the Primarch formed specialised fleets that would seek out those Chapters that might not be contacted by the Indomitus Crusade for many years, if at all. These smaller naval formations were initially identified only through ciphers and cryptological ident runes. In time, these and their successors who followed their lead became known – at least among those few aware of their presence – as the Torchbearers.

The Torchbearer fleets are tasked with searching the war- and warp-ravaged Imperium for specific brotherhoods of the Adeptus Astartes. It was intended that each Torchbearer fleet would be assigned a single, definitive target, though there are authorised exceptions and mission improvisations that cause some to contact more

than one in a single expedition. Torchbearer fleets are designed to seek out many of those Chapters whose home world lies beyond the Cicatrix Maledictum, those who are known to be stretched most thinly and in danger of being ground into extinction, those whose home world no recent record can even locate and those whose crusading, isolationist or nomadic modus operandi mean their current location is uncertain.

A Torchbearer fleet would take on its infinitely precious cargo at one of a number of shadowy operations hubs in the Sol System or in certain neighbouring sub-sectors. The majority of these fleets embark strike forces of fully matured Space Marines bearing the specialist organs and genetic markers devised by Cawl, alongside armoured containers of weaponry and carefully laden squadrons of battle tanks. Differing fleets carry varying amounts of these physical specimens and materiel, but all Torchbearer fleets carry sealed canisters shrouded in wards and wreathed in anti-empyric stasis loops. Inside are cryogenically preserved genetic material and tissue samples, along with thrice-blessed crystalline wafers. These encrypted data wafers store the arcane methods by which to use these biological specimens. This is the most precious knowledge, the means by which the Chapter would create Primaris Space Marines for themselves. Depending on where a particular Torchbearer fleet is laden and which specific Chapter it has been assigned to locate, the nature and complexity of the technological and arcane wards around these canisters could vary widely. Embedded also in a shrine-tended cogitator core, utterly divorced from any ship systems, are the encrypted engrams that would enable the Chapter's Techmarines, vehicle crew and battle-brothers to maintain and operate additional marks and patterns of wargear and armoured vehicles. A senior Apothecary from the recipient Chapter would often co-monitor the transfer of this data closely, as it would form a key component of future hypno-indoctrination procedures.

'Lieutenant, inform the captains of the Cardinal Taris XI and the Bullshock they will turn about and hold off those Aeldari phantom-ships. Remind them only the cargo in our hold matters. Then thank them and block their transmission.'

– Admiral Shand, Battlefleet Solar, Commander of the Torchbearer Fleet Imperator Judicium

The safe delivery of this genetic and technological knowledge is the primary overriding imperative for the Torchbearer fleets, and the majority of their duties are inextricably linked to this goal. As a secondary imperative, many are also tasked with gaining an understanding of what lies beyond the Great Rift (if anything) and with finding a way through. The smaller size of Torchbearer fleets enables them to more easily gather intelligence without drawing attention either from local authorities or roving fleets of enemies. The stability of warp channels, the integrity of a system and its society, the presence (or lack) of enemy and allied assets, the alteration of established stellar phenomena – all of these



and more fill the databanks of the Torchbearer ships. When it comes time to call an end to their mission, whether successful or not, the fleet's commander would return to a designated system. There, in addition to a rigorous debriefing and a thorough purification of the ships and crews in body and spirit, any intelligence gathered is passed through a series of psycho-osmotic screenings before being passed to Guilliman's priesthood of the Logisticarum.

COMMAND AND COMMISSIONING

The task forces and battle groups of the Indomitus Crusade bear to war immense and often extremely varied armies capable of subduing entire systems and even sub-sectors. By contrast, the armed forces of Torchbearer fleets are commonly more compact, elite and focused. The Emperor's bodyguards of the Adeptus Custodes are found amongst the majority of them. Of all the Custodians' shield hosts, the Emissaries Imperatus are the most commonly represented, although Custodians belonging to other shield hosts are not unknown. The presence of the Adeptus Custodes serves to enforce the receipt of the Gift and is seen by some Chapters as a guarantee of its bonafide or even divine nature.

The Adeptus Mechanicus maintains a widespread Tech-Priest presence aboard Torchbearer ships, though there are relatively few martial or zealous followers compared to the retinues of Tech-Priests Dominus who accompany crusade fleets. The expertise of numerous creeds of Tech-Priests is essential to the safety of the Gift throughout transit and the successful transfer of their priceless cargo should the mission be successful. Many



'This is a gift from the Emperor to his chosen instruments of death. Pray be mindful, Chapter Master, of your honour-bound duty before you repeat your refusal.'

– Shield-Captain Graentis, Shield Host of the Emissaries Imperatus, Commander of the Torchbearer Task Force Aggarmenus

Torchbearer task forces are joined by an Inquisitor and their retinue. Some of these investigators oversee security and sequestration protocols of the sensitive technology. Others provide local knowledge of the systems the fleets travel through, their reputation and clearances helping to secure passage through suspicious planetary governments. Astra Militarum forces do not often see service with the Torchbearers. Those that do are typically elite special forces such as Tempestus Scions. Otherwise, they are hardy veterans skilled in defending against boarding actions, the requisitioned retinue of some senior officer, or perhaps a regiment whose past dealing with the Chapter might engender some goodwill towards the unusual Gift. Other forces known – at least to the Logisticalum and certain Inquisitors – to travel within or alongside a Torchbearer fleet are cadres of Sisters of Silence, demi-brotherhoods of Grey Knights, Adepta Sororitas missions as well as Rogue Traders and their diverse, colourful retinues. Sleek warships, redirected from their usual commissions to serve Torchbearer fleets, often carry small armies of experienced Navis Imperialis

boarding parties, many of whose members are brutal, void-born veterans.

The Torchbearer fleets comprise small numbers of fast, powerful and resilient ships. They typically boast more than enough firepower to dissuade piratical raiders from attacking. They require the belligerent muscle to break out of enemy encirclements and the speed to outpace more dangerous fleets. The Office of the Paternoval Envoy selects expert and adaptable Navigators under a discreet accord Guilliman brokered with the Paternova himself. Specialist local knowledge of the warp in those regions the fleet passes through is no longer the boon it once was – having become more unpredictable – and only those Navigators able to guide ships through the most hazardous warp storms and rift quakes are sequestered for Torchbearer service.

Command of a Torchbearer fleet is commonly vested in the highest ranking officer aboard. Usually, this would be the senior Custodian, though some fleets are commanded by a sinister Sister of Silence, the lordly Noble of a Knight household or the ranking Navis Imperialis officer. Among the Adeptus Astartes being transported by the fleet to their intended Chapter, their senior officers offer advice and tactical expertise, usually only taking up a commanding position during rare battles the fleet becomes embroiled in. On occasion, some fleets are accompanied by small contingents of Space Marines hailing from Chapters other than that sought out. These are often representatives from brotherhoods known to have established ties with their target, and they act as a way of reassuring their allies once found.

THE MISSION BEFORE ALL

Torchbearer fleets could spend months or years seeking the Space Marine Chapter whose future they are entrusted with. The tormented state of the warp makes any interstellar travel a deadly proposition, even within the Imperium Sanctus. The successful conclusion to a fleet's mission comprises the identification and location of the Chapter, the safe arrival of the precious cargo at their home world and the peaceful handover of the Primarch's Gift before returning via the same dangerous tides and undertaking a new mission. Yet so much hangs in the balance, and catastrophic failures blight many Chapters' legacies.

With the desperation, greed and warmongering furore that permeates the galaxy, especially beyond the Great Rift where the Emperor's Light is still only a memory, even the superlative warriors of the Space Marines face frequent annihilation. A Torchbearer fleet that has the fortune to find the Chapter they have searched for may have come upon them in what might be the Space Marines' last gasp. The targeted Adeptus Astartes might be deployed in Chapter strength to one particular war zone where their foes have swelled in numbers and threaten the Space Marines with extinction, or their home world itself may be under invasion. In such circumstances, the Torchbearers' own forces do not hesitate to commit to the fray, allying their full resources to the defence of the Chapter. Should

NAMING CONVENTIONS

Roboute Guilliman was conscious of the dangers of prescribing a standardised naming convention for the Torchbearer fleets. Many unorthodox fleets dispatched on sealed orders with the highest clearance risk drawing unwelcome attention if they also bear patterns in their fleet identity signals. He thus left each fleet commander to determine his or her own signifier. Many of these shadowy flotillas acquire names born of the commander's inspirational faith in their endeavour, such as Task Force Hopelight and the Beacon Angelis Task Force. Some bear the name or title of their commander. The Mahj of Cironis' Fleet was led by the ruling Noble of House Th'arkone, a Knight household hailing from the rad-blasted world of Cironis. Task Force Aggarmenus, meanwhile, was formed from the twenty-third name inscribed inside the golden armour of its commanding Shield-Captain Graentis.

Others brazenly identify their target Chapter. Torchbearer Task Force White Sentinels did not know when they launched whether the eponymous Chapter survived due to their affinity for dangerous close assaults. The task force became unavoidably engaged in a number of fierce void battles against Aeldari Corsairs, Heretic Astartes raiders and bands of greenskin privateers. Their commander, Admiral al Pre'golsa, inflicted such stinging defeats upon all he came across that the fleet's name came to be feared by pirates across the Karemma sub-sector. When he finally encountered the doggedly surviving White Sentinels, al Pre'golsa had inadvertently secured a deadly new reputation for them as expert naval tacticians to be avoided in void combat at all costs. Torchbearer fleets built around a core of Adeptus Mechanicus vessels typically include alpha-numeric sigils alongside more prosaic elements, while those captained by especially zealous commanders may be named for specific miracles, saintly heroes or holy worlds.

the Space Marines fall in battle, or if the Torchbearers arrive to find evidence that the Chapter was in fact long since destroyed, the fleet's specialists would endeavour to re-found the brotherhood. The Space Marines intended to reinforce their Chapter would establish themselves on the fallen Chapter world if safe, or they would select a new one. The Torchbearer ships would often serve as the Chapter's initial fleet, enabling them to undertake early missions while helping to set up communications with nearby forge worlds that would continue to supply the nascent Chapter.

'We cannot help the Bedenite Fusiliers, Captain. If the Emperor decrees that they fall resisting the Tyranids, then that is their duty. I have another. Now, seal off that damned Astropath from broadcasting to the bridge; I will not have that Bedenite colonel's weeping distracting my flag officers.'

– Count-Commander Torustan Hin-Brahey,
Commander of the Illuminated Right Task Force

The successful reinforcement or re-founding of Space Marine Chapters is not always the outcome for the Torchbearer fleets. The task forces find some Chapters, embattled but surviving, and yet who dare to query or even refuse the technology. Some may fear a loss of independence, even the erosion of their identity. Many Chapters are deeply suspicious when confronted by unknown warriors claiming to share their genetic lineage, a Gift seemingly offered by a Primarch – a figure of legend – whose influence and power reflects unknown intentions. Their duty as defenders of Mankind, and the technology's status as being ultimately from the hand of the Emperor, is impressed upon such wayward Chapters. The Torchbearers may brand those who steadfastly maintain their refusal as heretics and then take on the mantle of the Chapter's executioners. Other Chapters may already be so far down the dark path of heresy that the fleet does not

enter into any dialogue with them. Accompanying forces of Grey Knights or Sisters of Silence may deploy in strength to exterminate such stains upon the Imperium's roll of honour. In either case, the pristine genetic material held in suspension may be deemed to be tainted somehow and may never be used to found a Chapter.

Most disheartening of all outcomes for a Torchbearer fleet is being unable to find the Chapter at all. The galaxy is unthinkable immense, and it is almost impossible to find worlds or fleets unless one knows already where to locate them. Finding such information, thanks to the Imperium's byzantine bureaucracy, is already difficult, though Guilliman ensured that his Torchbearer fleets have the most trustworthy reports available and are barred from few datasources. Some Chapters are known only by a name and the region of space they guard. Some might have become little more than legend, their deeds known only by an account of a single battle – perhaps centuries or millennia ago – whose location is uncertain. Some may have relocated to a different home world, the notification either never having been made or else buried in a sealed office, slowly fossilising beneath the weight of centuries of paperwork. There have also been Torchbearer missions where the outcome itself was not certain. The Gladius Ad Umbra Fleet could not locate the Lions Azure in the Afqal sub-sector, but they did unexpectedly contact the Wardens of the Philae. The Wardens' history over the last three millennia so closely matched the fleet's records of the Lions Azure that the commander could not be certain if they were one and the same or not. Conversely, there have been narrowly avoided catastrophes involving the genetic material for one Chapter nearly being handed over to another founded under the same name and near identical heraldry. Such errors could have long-lasting and horrific consequences for a Chapter if it mixed its own carefully maintained genetic material with that of another Chapter from a different lineage. The resulting Chapter might never be stable, risking insanity, psychosis and mutation, its warriors' forms as roiling as the rift that splits the galaxy.

THE HUNT FOR MHORWEN

Having travelled across the galaxy in search of the Knights of Mhorwen, Custodian Demetriad and Arcanalyst Coparnos finally discover a clue to their whereabouts. But as with all things, such secrets come at a cost.

The thudding of rock hammers and the screech of industrial drills echoed from scattered megaliths that were tens of metres tall. Most were half-buried in the slowly rotting remnants of some old civilisation. Dark sand had piled up over decades, the blocks' tips peeking above a moraine of detritus – piles of masonry fragments, dunes of particulates and torn rebar. The massive blocks stood or lay for more than half a mile around the site of operations where teams of dust-caked servitors worked monotonously at a crumbling mound of plascrete and metal.

To the untrained observer, the cyclopean blocks might have been perceived as ritualistic standing stones, scattered and worn after the action of erosion and tectonic activity. Arcanalyst Phra-Mu Coparnos knew better. The Tech-Priest could read what the pattern should have looked like, his augmented cogitation able to unravel time and perceive these blocks in their proper place. He mentally rearranged them, reconstructing them in his imagination. They were shards of a forge temple, a glorious edifice of knowledge, left in ruin. Coparnos was filled with a mix of unpleasant emotions over the destruction of the holy site, and he struggled to purge them as he mulled over the scope of his mission.

Go forth into the dark and find them, the Primarch told us. The lost, the self-sequestered, even the fallen. And so we come to this dead forge to find just one Chapter of the Omnissiah's Angels of Death, that we might grant them the Gift. Yet none were here to help his most devout servants.

'Do you believe this to be the site after all, Tech-Priest?', asked a giant from behind Coparnos.

Coparnos turned, registering the golden armour and ivory robes of Custodian Regh Thalian Demetriad. Coparnos' upper body swivelled to face the imposing warrior before drive units and mechanical limbs beneath the Tech-Priest's lower robes followed suit. Coparnos' frame lengthened – servos whirring and heavy, rubberised robes creaking – bringing his hooded head up to the warrior's height. In place of a face, metal sutures, hissing microvents, gurgling tubes and a riveted vox grill – unsettlingly offset from where a mouth should be – gave Coparnos a visage that was almost entirely mechanical.

'Arcanalyst is my order's preferred form of address, Custodian. However, in answer: affirmative. The data my info-flocks have absorbed have allowed me to accurately assess this site's original layout. Before whatever catastrophe occurred here, there is a high probability that this was indeed the Archivolt Quranos.'

'You said the same thing about the three other sites,' Demetriad said sternly. 'It is the search for the Knights of Mhorwen that occupies us to the exclusion of all else. I do not wish to waste another three sidereal days in turning up wrecked artefacts of no use to us, not when there remain more tangible options to locate the Chapter. My Emissaries and Vhorlia's Sisters are not here to safeguard a treasure hunt.'

Coparnos emitted an irritated burst of static as he made to reply when a sharp whine and the crash of falling stone interrupted him.

Coparnos and Demetriad rushed to the site, where clouds of dust billowed and falling debris still rattled. One of the servitors lay crushed beneath a slab of plascrete. As the dust cleared, a hole left by the slab became visible. Some two metres inside, Coparnos saw a flat panel of dull bronze set in a framework larger than Demetriad. Angular inscriptions ran in rigid rows around the panel's perimeter, and in the centre was a triad of access ports surrounded by the unmistakable cog shape of the Machine Cult.



'This is it,' whispered Coparnos, his normally strident, reproduced voice couched in reverence.

'Delta-2, Rhovan-7, Vhorlia, converge on my signal,' Demetriad communicated over the encrypted vox network.

Coparnos reached out tentatively with three mechadendrites that emerged from folds in his robes.

'The Archivolt's outer sanctum,' he breathed. 'Beyond it lies this forge world's repository of ancient data-stacks. If the location of the Knights of Mhorwen is recorded



anywhere, it is inside here, at the core.'

It had been hours since they opened the bronze portal to the outer sanctum with surprising ease, but after that it became more difficult. They had found a strange tunnel network of half-collapsed passages. Sheared power couplings spat sparks of emerald energy, the power still flowing after all these years. Coolant ducts had flooded some sections with a frigid mist. Rare chemicals and electrical fields combined to create microclimates that engulfed whole strata – freezing air, arid heat or humid regions where the tunnels were slick with oozing moisture. The web of passages was being reconnoitred by Demetriad's Custodes and Vhorlia's Sisters of Silence, while Coparnos had since found another portal, one much more difficult to open.

Motes of light chased each other like rivulets of mercury droplets over the stratified walls that created a hexagonal chamber. Coparnos ran his lumen-bearing mechadendrites like feelers over three groups of data-ports placed equidistantly around a circular portal before him. From this point, two tunnels led away into darkness, feeding deeper into the archive's labyrinth, while a third way lay barred by this circular barrier. Its iris of acid-etched rhulia steel so far remained steadfastly sealed. The portal reflected his lumens' glare onto the forms of the Tech-Priest's Skitarii, stood in a perfect deltoid formation behind him, and the handful of Silent Sisters and Custodians guarding their flanks.

'What is the delay, Tech-Priest?' asked Demetriad.

'I am ... attempting ... what I believe to have been a process designed for three individuals to carry out at once. My cogitation output ... needs to be both three and one. The locks not only control the portal. They are also ... exquisitely connected to the data-murals around us.'

'Can you access the information stored in them from here?' Demetriad asked.



'Yes, it is breathtaking. Although, of course, it is of purely sacred significance, this info-iconography. We ... we must penetrate to the core for the information we seek ...'

A rumbling vibration ran through every surface. With a smooth motion, the iris of the portal cycled open. A stale draught emerged from the circular doorway, a black passageway leading on from it. Coparnos shivered as he carefully extracted his mechadendrites from the locking mechanisms. He swayed, grasping the doorway as he moved to enter.

'What is it, Tech-Priest?' Demetriad asked, moving swiftly past the ranks of Skitarii to enter the passage alongside Coparnos.

'I estimate it is nothing of concern, Custodian. My periphery data-strands contacted some fringe code. It is likely some sacerdotal programme fragments disturbed by my entry protocols. Their ... "shape", if you will, was unusual. Come, the core lies this way.'

The passage opened out into a broad avenue lined with rows of hexagonal columns. The illumination from the warriors' lumens lessened as it barely reached the receding walls. Demetriad instructed one of his Custodians to follow while the Tech-Priest ordered half of his Skitarii to form a defensive cordon around the circular portal. The rest followed him, small units breaking off to hold position as they penetrated deeper to ensure an unbroken data tether link was maintained. Coparnos estimated that the sanctity of the Archivolt's core was made pure by veils of dense data streams that could obfuscate communication.

What could be seen of the walls in the gloom reared up into a dark space above, their upper limit invisible. Unlit alcoves and open shafts dotted the walls' base, but the rest of their surface was a complex configuration of system ports, arcane displays and layers of data-slabs. The data-slabs *were* the walls, piled one on the other. The walls resembled a cliff face, with dribbling oils running down their flanks like the outflow of hidden streams above and loops of ribbed cabling hanging like vines.

Coparnos and his remaining Skitarii kept pace with the long strides of Demetriad. The Tech-Priest saw the Sisters of Silence as they spread out further, darting around the

columns, disappearing and reappearing as they probed pools of shadow. He detected the ticking of slowly turning cogs, the clank and groan of immense gear systems far above and the occasional rattle of cogitators.

'I am relieved to detect increasing signs of the Omnisiah's Motive Force,' said Coparnos. He paused occasionally, gazing in wonder around him or listening intently before hurrying on.

'There is something amiss that I cannot qualify as yet. I do not know the extent of this archive's defences. We must be on our guard. If the destruction on the surface was the result of invasion, it is possible the Archivolt's keepers had time to starve the data-slabs at the periphery. That would have been the logical measure to preserve the more sacred vaults deeper inside.'

'And that, then, could have caused the programme fragments you sensed,' Demetriad concluded. 'What implications does that have for our search?'

'This world was in full communion with Mars before its silence. But only extracts of its records were submitted to the Red Planet. Only a suggestion lies there of this world's

contact with the Knights of Mhorwen. Here, in this hallowed vault, will be the full records. If the Archivolt's keepers were successful, those records will be uncorrupted and accurate.'

'It is not certain that the magi of this forge world would have known the exact location of the Knights' home world,' the Custodian countered.

'Of course. But there may be analyses of battles in which this world fought with the Knights. Transactions of materiel to the Chapter, the astropathic signatures of their Librarians, the energy fluctuations of their ships – all of this evidence should allow us to trace the Chapter. Or perhaps to discover its fate.'

Coparnos heard a swift rattle on the column behind them. He spun around. A fang-filled mouth the size of his quaternary palm darted forward at head height. Suddenly Vhorlia was in front of him, lancing her sword blade forward. Inches from Coparnos' impassive mask, the blade skewered the maw's owner to the column. Vhorlia withdrew her greatblade and shed the creature from it with a deft flick. Another metallic scrabbling came from behind, and Coparnos flinched as Demetriad loomed over him. The Custodian rammed his guardian blade down next to the Tech-Priest, piercing the body of another bio-mechanical hybrid.

The creatures' steel fangs dripped oily residue, their bodies a crumpled mass of flesh and bionic limbs the size of a felinx. Coparnos reached for one augmented corpse with a mechadendrite. The creature twitched, reaching up silvery filaments from rents in its body to meet the Tech-Priest's own tendril. Coparnos instinctively recoiled in horror, blurting a loud binharic imprecation.

Coparnos glanced up as Vhorlia made a swift and complicated gesture to Demetriad before the Custodian translated the message.

'These things are emerging from the shafts and alcoves in the walls. Vhorlia says there are more and recommends haste. Tech-Priest, where is the information? Quickly!'

Coparnos' data-tether came alive with reports from Skitarii farther back. They were under attack and engaging defensive protocols. He could hear the distant rattle of radium carbines firing. Coparnos re-evaluated his situation, sending out binharic commands to his forces. His guardian Skitarii protectively coalesced around their master.

'This way, Custodian,' he advised. 'We are not far from the core, just keep these abominations from me!'

Coparnos led them all at greater speed. The darkness grew deeper as the immense space opened up farther around them. The tick and clank of overhead machinery quickly grew louder, now discernible as the scrape of iron talons on metal columns. Amalgams of flesh and soiled bionics sprang from the shadow to either side of



Coparnos' Skitarii or dropped from above. The soft whirr of anti-grav engines accompanied flocks of winged cyber-creatures. The Skitarii fired on the move, bursts of shot slicing through the lithe bodies. Vhorlia's Silent Sisters darted along the Skitarii's flanks, cleaving apart the constructs with sweeps of their blades or blasting them to pieces with precision bolter shots. Demetriad and his companion fought apart, crushing feral automata underfoot, splintering flitting attackers with boltfire and scything down others with blade thrusts.

Coparnos detected a growing, bass hum and the smell of ozone ahead. He recognised the fluctuations of a great power reservoir.

'That's it, the core!' Coparnos shouted.

The column-lined avenue began to angle downwards, and Coparnos saw the central access array, lit by the lumens of his advancing bodyguard. Gathered around the hub machinery was a crowd of servitors, dozens of them. The majority were desiccated and withered, their remaining flesh pale and taut. They turned as one, heading straight for Coparnos and the warriors around him.

The Skitarii opened fire on Coparnos' command, cutting down several servitors in a flurry of radfire that tore apart ancient bionics and lacerated grey flesh. Without halting, the surviving servitors clambered over their fallen peers as more emerged from the shadows. Demetriad stormed into them, his thunderous charge sending six flying before his guardian spear crackled into life. He tore a path through the mindless thralls, Coparnos in his wake. The Tech-Priest received data-packets from the Skitarii units fighting far behind him. He shouted to Demetriad.

'Custodian! More of the feral automata have broken through my perimeter guard. The servo-constructs are heading this way. I must reach the central access array!'

'Follow me, Tech-Priest. Stay close. I will carve a path,' Demetriad called over his shoulder.

When they reached the hub machinery, Demetriad spun around, pushing Coparnos behind him and facing the cyber-constructs. Coparnos sped through the Canticle of Awakening, interspersing his chants with blurts of apology to the machine spirits for such disrespectful haste. He connected with the central archive database before being struck by the truth of what was happening.

Whoever had invaded the forge world had not allowed the Archivolt to escape unscathed. A corrupted code had seeped into its systems, melding with the core and spreading to every connected system. The protocols had expanded, taking over automated defences. They had co-opted the servitors and created new constructs from any viable matter in reach, from stray vermin to the archive's keepers. Coparnos inwardly screamed at such sacrilege.

Through the sensors slaved to the core, the Tech-Priest perceived his warriors fighting and dying. He heard

Demetriad giving orders, detected the storm of firepower being unleashed around him and felt the spark leave one Skitarii after another. He felt the loss of control as several Skitarii were dragged down, bludgeoned with industrial tools. Coparnos saw the same silver filaments he had witnessed in the feral constructs snaking out of the servitors, plunging into his warriors and corrupting their cybernetics.

Coparnos mentally raced through the holy strata of the core system, feeling the unwholesome presence encroaching on his data-self. He erected cycling walls of protective protocols and guardian systems, thrusting the malicious influence back as he tracked down the information he sought.

'Tech-Priest, do you have it? We have to go!' Demetriad's roar sounded distant to Coparnos.

I know it's here, we can find them. Just nanoseconds more!

'Tech-Priest, we need the data!'

The corruption is adapting too rapidly. It's jumping my protocol defences. Wait, Mhorwen, there ...!

'Arcanalyst!'

Coparnos screamed as he brutally tore his snaking connectors away from the hub, collapsing after he did so. His disengagement hadn't been quick enough. He could feel the corruption overwriting his mind. Invasive filaments wormed their way up his mehadendrites, digging into flesh and bionics alike. He desperately tried to pull them out, but his strength was failing. Coparnos reached for an artificer-wrought data censer from his robes and thrust it towards Demetriad.

'Take it! Get away, find them!' Coparnos gasped.

Through his dimming optics, Coparnos perceived the Custodian turn and pause. He knew Demetriad could see his augmentations warping; he could feel the profane sensation of heretekal possession. The Custodian grabbed the proffered data censer, lunging away and motioning to others out of Coparnos' line of sight. Coparnos' vox and audio sensors failed. As he ceased to exist, he beheld a silent tableau of a handful of figures fighting their way towards the exit.

Omnissiah, guide them. Light their way, I beg you.



TORCHBEARERS CRUSADE FORCE

Though made up of many different units from several different factions, a Torchbearer fleet is, nonetheless, a formidable fighting force. Here we present new rules for fielding a Torchbearers Crusade force on the field of battle.

A Torchbearers Crusade force functions a little differently to a normal Crusade force. Upon creation, the army will be striking out across the galaxy in an effort to find the Space Marine Chapter or Chapters that they have been tasked with reinforcing. The Imperium exists on a massive scale, and trying to locate the whereabouts of such a comparably small entity during the confusion of the Cicatrix Maledictum is not an easy undertaking. This period is called the Search phase, and it will see players hunting down clues and information to aid them in their quest to find their charges.

Once a player's Torchbearers force has found their loyalist brethren, they enter what is called the Bonding phase. During this part of the campaign, their army is joined by units from the Chapter they are aiding, and the two fight side by side. During this period, the Torchbearer fleet will grow more confident in the continued loyalty of the Space Marines that they are about to reinforce, and the necessary bonds between the new Primaris battle-brothers and the Firstborn can be formed, ultimately allowing the Greyshields to be absorbed into their new Chapter.

SEARCH PHASE

At the start of the **Search** phase:

- Select one Adeptus Astartes Chapter to reinforce and note it down on your Order of Battle.
- Start a Search Points tally for your Crusade force.

When creating a Torchbearers Order of Battle for the first time, and when adding units to it during the **Search** phase of your Crusade campaign, you can only include the following:

- **ADEPTUS MECHANICUS** units
- **ADEPTUS CUSTODES** units
- **ADEPTUS ASTARTES PRIMARIS** units with the **GREYSHIELDS** Chapter keyword

Each time a unit is added to a Torchbearers Order of Battle, that unit gains the **TORCHBEARERS** keyword.

CHAPTER TACTIC

GREYSHIELDS units have the following Chapter Tactic and are not considered to be the successor of any Chapter:

Blooded Reinforcements:

- Add 1 to the Leadership characteristic of models with this tactic.
- Each time a unit with this tactic is selected to shoot or fight, you can re-roll one hit roll when resolving that unit's attacks.

MUSTERING A TORCHBEARERS ARMY

- A **TORCHBEARERS** Detachment is one that only includes models with the **TORCHBEARERS** keyword.
- A **TORCHBEARERS** Detachment counts as an **ADEPTUS MECHANICUS**, **ADEPTUS CUSTODES** and **ADEPTUS ASTARTES** Detachment for the purpose of any Detachment abilities your army gains (e.g. Stratagems you can use).
- When mustering your army:
 - In order to include any **ADEPTUS MECHANICUS** units that do not have the Troops Battlefield Role, your army must contain at least one **ADEPTUS MECHANICUS** Troops unit.
 - In order to include any **ADEPTUS CUSTODES** units that do not have the Troops Battlefield Role, your army must contain at least one **ADEPTUS CUSTODES** Troops unit.
 - In order to include any **ADEPTUS ASTARTES** units that do not have the Troops Battlefield Role, your army must contain at least one **ADEPTUS ASTARTES** Troops unit.
- The inclusion of a **TORCHBEARERS** unit in your army does not prevent any units in your army from using any rules that require every model in your army to have a particular keyword.
- While in a **TORCHBEARERS** Detachment, **ADEPTUS ASTARTES** units, and all the models in them, can still gain a Chapter Tactic, regardless of what other units may be in that Detachment.

AGENDAS

If your Crusade army includes any **TORCHBEARERS** units, you can select one Agenda from the Torchbearers Agendas, listed below. This is a new category of Agendas, and it follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

Augury Data

Torchbearers Agenda

Torchbearer fleets send out scry-probes, intel nodes and data harvesting automata to locate their target Chapter. The self-terminating augury data they reap is invaluable to their search, and if any of these nodes are damaged, they must be secured and retrieved before the data is lost.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within 9" of any battlefield edge. This objective marker represents a **Decaying Intel Node**, but it does not count as an objective marker for any rules purposes other than for this Agenda.

At the end of each battle round, if you control the **Decaying Intel Node**, your Crusade force gains 1 Search Point.

At the end of the battle, you can select one unit from your army that was within range of the **Decaying Intel Node** for one or more battle rounds while you controlled it. That unit gains 2 experience points.

Emissary Down

Torchbearers Agenda

An emissary dispatched by the Torchbearer fleet to gauge the target Chapter's response is clinging to life in a crashed scout craft. The emissary's detailed knowledge of the Chapter to be reinforced must be secured by safely extracting the warrior.

If you selected this Agenda, then after both sides have finished deploying, set up one objective marker in the centre of the battlefield. This objective marker represents a **Crash Survivor**, but it does not count as an objective marker for any rules purposes other than for this Agenda.

At the end of the battle, if you control the **Crash Survivor**:

- Your Crusade force gains D6 Search Points.
- Select one unit from your army within range of the **Crash Survivor**. That unit gains 3 experience points.

Machine Spirit Scripture-logs

Torchbearers Agenda

The energy signature of a barely functioning Servitor has been detected, one separated from the Chapter the fleet is searching for. If the fleet's Tech-Priests can retrieve it, they may be able to crack its machine spirit's encrypted scripture-logs for details on the Chapter's location.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within 3" of any battlefield edge and not within 6" of either player's deployment zone. This objective marker represents a **Damaged Servitor**, but it does not count as an objective marker for any rules purposes other than for this Agenda.

ADEPTUS MECHANICUS CHARACTER units from your army can attempt the following action:

'Harvest Scripture-Logs (Action): At the end of your Movement phase, one **ADEPTUS MECHANICUS CHARACTER** unit from your army that is within range of the **Damaged Servitor** can start to perform this action. This action is completed at the end of the turn. When this action is completed roll one D6: on a 2+, your Crusade force gains D6 Search Points and the **Damaged Servitor** is removed from the battlefield. If an **ADEPTUS MECHANICUS CHARACTER** unit successfully performs this action, it gains 5 experience points.'

Directive Primus

Torchbearers Agenda

Personal glory and honour must be sacrificed by Torchbearer fleets in pursuance of their true directive: finding the Chapter in need of reinforcement. The fleet's forces are focused on locating clues of the Chapter's passing in this region above all else.

If you selected this Agenda, at the end of the battle, do not select a unit for Marked for Greatness. Instead, if you won the battle, your Crusade force gains 4 Search Points; otherwise, your Crusade force gains 1 Search Point.

REQUISITIONS

If your Crusade force includes any **TORCHBEARERS** units and is in the **Search** phase, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the *Warhammer 40,000 Core Book*.

SCOUR THE AREA

[3RP]

When a Torchbearer fleet's sensors uncover a wealth of potential traces, the fleet's entire resources are bent towards scouring the region for every hint of the Chapter's whereabouts.

Purchase this Requisition at any time. Double the number of Search Points you receive from your next battle.



CONVERGENCE OF SIGNS

[3RP]

The fleet's commander believes they are nearing the end of their search. Disparate clues and data suggest that they are closing in on the Chapter at long last.

Purchase this Requisition at any time, if your Crusade force has at least 15 Search Points. Roll one D6 and consult the table below to see if your force has found the Adeptus Astartes Chapter that they have been sent to reinforce:

SEARCH POINTS ACCRUED	CHAPTER FOUND
27+	2+
24-26	3+
21-23	4+
18-20	5+
15-17	6+

If your Crusade force successfully finds the Chapter, it moves to the **Bonding** phase, and its Supply Limit is increased by 15.



BONDING PHASE

During the **Bonding** phase, in addition to the units that you can add to it during the **Search** phase, you can also add **ADEPTUS ASTARTES** units (excluding **PRIMARIS** units) to your Order of Battle, so long as they are drawn from the Chapter that you are reinforcing.

BATTLE-BROTHERS

After having fought enough battles, the Greysields will have become more close-knit with their new brethren and will be better able to coordinate with them. When entering the **Bonding** phase, or when adding a new **GREYSHIELDS** unit to your Crusade force while in the **Bonding** phase, start a Battle-brothers tally for each **GREYSHIELDS** unit in your Crusade force that does not already have one. Each time that unit fights in a battle alongside a friendly **ADEPTUS ASTARTES** model that does not have the **PRIMARIS** keyword, at the end of the battle, add 1 to that unit's Battle-brothers tally.

REQUISITIONS

If your Crusade force includes any **TORCHBEARERS** units and is in the **Bonding** phase, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the *Warhammer 40,000 Core Book*.

INDUCTION

[3RP]

The experienced Space Marines delivered by the Torchbearer fleet have formed strong bonds with the battle-brothers of their Chapter. They have fought shoulder to shoulder with their new-found kin and have become integrated into the Chapter's battle rites and warrior traditions.

Purchase this Requisition at any time. Select any number of **GREYSHIELDS** units that have the required number of Battle-brothers points, as shown in the table below

UNIT	BATTLE-BROTHERS POINTS NEEDED
CHARACTER unit	5
Any other unit	3

Those units have their **GREYSHIELDS** keyword replaced with that of the Chapter that you are reinforcing, and they are considered to be drawn from that Chapter for the purpose of which Chapter Tactic they gain and any other rules. Replace all instances of the **GREYSHIELDS** keyword on their datasheets with the Chapter keyword of the Chapter that you have reinforced.

Once five or more units have been inducted into the reinforced Chapter in this manner, you are able to add **ADEPTUS ASTARTES PRIMARIS** units to your Order of Battle that are drawn from the Chapter that you have reinforced.



BATTLE TRAITS

When a **TORCHBEARERS** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the *Warhammer 40,000 Core Book* to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best

narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the *Warhammer 40,000 Core Book*.

ADEPTUS CUSTODES CHARACTER UNITS

D6 TRAIT

- 1-3** **Martial Exemplar**
The incredible prowess of this Custodian, and his status amongst the Emperor's personal guard, inspire even the vaunted Space Marines to greater heroism.
- In your Command phase, select one friendly ADEPTUS ASTARTES CORE unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, you can re-roll the hit roll.
- 4-6** **Fearless Fleetwarden**
The light of battle seems to shine from this hero as he leads the fleet's warriors into the charge, his allies inspired to follow his lead into the darkest fight.
- After this model makes a charge move, until the end of the phase, this model gains the following ability:
- 'Fearless Fleetwarden: While a friendly TORCHBEARERS unit is within 12" of this model, each time that unit declares a charge, if that charge targets any units that are within Engagement Range of this model, you can re-roll the charge roll.'

ADEPTUS ASTARTES CHARACTER UNITS

D6 TRAIT

- 1-3** **Tactical Coordination**
Augmented by this experienced warrior's tactical firing solutions, individualistic guardians of the Golden Throne unleash their firepower in coordinated salvos of disciplined extermination.
- In your Command phase, select one friendly ADEPTUS CUSTODES INFANTRY unit within 3" of this model. Until the start of your next Command phase, instead of following the normal rules for Rapid Fire weapons, models in that unit shooting guardians spears or castellan axes make double the number of attacks if any of the following apply:
- The shooting model's target is within half the weapon's range.
 - The shooting model is INFANTRY and its unit Remained Stationary in your previous Movement phase.
 - The shooting model is a TERMINATOR or BIKER.
- 4-6** **Unity of Purpose**
The unflinching resolve of the Adeptus Astartes is legendary, and this warrior's mere presence inspires an unshakeable faith in the Torchbearers' endeavour.
- In your Command phase, select one friendly TORCHBEARERS unit within 3" of this model. Until the start of your next Command phase, each time a Combat Attrition test is taken for that unit, ignore any or all modifiers.

ADEPTUS MECHANICUS TECH-PRIEST UNITS

D6 TRAIT

- 1-3** **Master of Munitions**
A tech-savant with access to the Imperium's arcane ordnance and rare, martial machinery, this servant of the Omnissiah provides the fleet with the wargear it needs to complete its long search.
- Once per battle round, if this model is on the battlefield when you use an Adeptus Astartes Wargear Stratagem or Adeptus Custodes Wargear Stratagem, reduce the CP cost of that Stratagem by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.
- 4-6** **Primogineer Mechanicum**
Steeped in the hidden mysteries of the Imperium's armoured assets, the Tech-Priest uses their resources and arcane knowledge to safeguard the machine spirits of the mightiest war engines.
- If this model is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle you can ignore one failed Out of Action test taken for an ADEPTUS ASTARTES VEHICLE or ADEPTUS CUSTODES VEHICLE unit – that test is treated as having been passed instead.



CRUSADE RELICS

ARTIFICER RELICS

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

Stalker Helm

Elements of this artificer-wrought sensor-net are thought to date back to the Dark Age of Technology. Data stacks deep below Mars' surface record that it has been fitted into the helmets or wired into the face masks of the greatest hunters of every age. Within its node-lattice, sigil-etched lens arrays and auto-blessed ocular scanners allow the wearer to analyse their prey's every movement, detect their frailties and predict the fatal misstep that seals their doom.

- Each time you select a target for a ranged weapon the bearer is equipped with, you can ignore the Look Out, Sir rule.
- Each time the bearer makes a ranged attack, add 1 to that attack's hit roll and add 1 to that attack's wound roll.

Blade of Bonding

Fashioned by a dozen master artisans in reverent similitude of the legendary blade of the Emperor, this finely balanced sword was designed to be taken by a Torchbearer fleet into the darkness. At the mission's end, should the fleet find the Chapter they sought, this sword is to be gifted to their commander. It symbolises the Chapter's reforging, alloying advanced power field technology and nano-razor regeneration alongside traditional artifice that recalls the heroes of legend.

ADEPTUS ASTARTES model with a power sword, master-crafted power sword, relic blade, xenophase blade or executioner relic blade only. This Relic replaces the model's power sword, master-crafted power sword, relic blade, xenophase blade or executioner relic blade and has the following profile:

	RANGE	TYPE	S	AP	D
Blade of Bonding	Melee	Melee	+2	-5	2

Abilities: Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds in addition to any normal damage.

Helix-patternNarthecium

This surgical multi-tool is an enhanced version of the equipment commonly used by the healers of the Adeptus Astartes. Fitted with multi-spectral analysers, cocktails of bio-engineered nerve-stimms and flesh catalysts, as well as cortical augurs and fulcrite-toothed nanosaws to shear through the toughest armour, the bearer is able to drag even mortally wounded brothers back from the brink of death.

APOTHECARY or **SANGUINARY PRIEST** model only. Once per game, in your Command phase, the bearer can use this Relic. If it does, select one friendly **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES BIKER** unit within 3" of the bearer. Until the start of your next Command phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

ANTIQUITY RELICS

A **TORCHBEARERS INFANTRY CHARACTER** of Heroic rank can be given one of the following Antiquity Relics instead of one of the ones presented in the *Warhammer 40,000 Core Book*. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Orb of Cleansing

First gifted to the commander of the Torchbearers task force assigned to locate the Silver Phoenixes Chapter, this arcane sphere is able to push back malignant energies. In the darkest regions beyond the Cicatrix Maledictum, its pulsating waves of purity have been seen to cloud psykers' control of their powers and even burn away the minds of witch-spawn.

Once per battle, at the end of your Movement phase, the bearer can unleash this Relic. If it does:

- Roll one D6 for each enemy **PSYKER** unit within 12": on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, it suffers D3 mortal wounds; on a 6, it suffers 3 mortal wounds.
- Until the start of your next Movement phase, the bearer gains the following ability:
'Nimbus of Null Fields (Aura): While a **PSYKER** unit is within 12" of this model, subtract 1 from Psychic tests taken for that unit.'

EMISSARIES IMPERATUS

The Emissaries Imperatus are amongst the most powerful of the Emperor's guardians. Formerly tasked with delivering the Emperor's word to the corners of the galaxy, many joined Roboute Guilliman's Torchbearer fleets at the inception of the Indomitus Crusade.

The model used for this painting guide is a Custodian Warden, which helps show off the traditional white robes of the Emissaries Imperatus. The model was undercoated using Retributor Armour Spray, then basecoated with a thin coat of Retributor Armour paint to ensure smooth coverage over all the armour panels. A useful tip at this stage is to paint

all the metalwork to completion, as it makes up the majority of the model. Make sure you shake your gold paints really well, because metallic paints contain metal flakes that can sink to the bottom of the pot between uses.

While this miniature has been painted using layers and highlights, you could just as easily drybrush the gold

BATTLE READY

Using the stages to the right, this Custodian Warden is now ready for the battlefield. You could easily field an army painted to this standard.



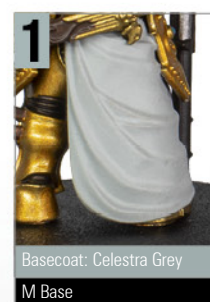
GOLD ARMOUR



RED ARMOUR



WHITE CLOTH



PARADE READY

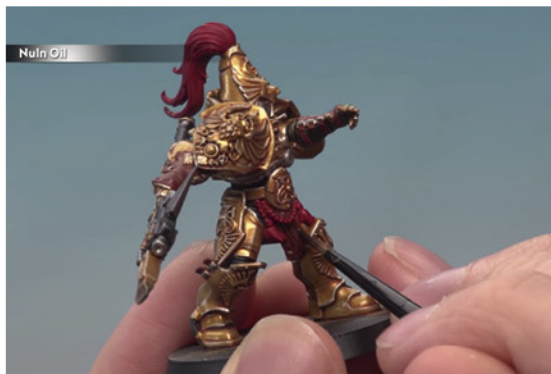
With a few extra highlights to each area of the model, the Battle Ready model has been made Parade Ready. Enemies of the Emperor, may your deaths be swift!



armour for very quick and effective results. When you're done painting all the gold, make sure to wash out your water pot. Otherwise you're likely to end up with sparkly bits in your other colours, and no Custodian wants to go into battle with sparkly white robes!

TOP TIP

With white areas on a model, don't paint the basecoat as pure white. Instead, use a light grey as the basecoat and highlight it with white. Not only will this look more realistic, it will also stop the white areas overpowering the rest of the model. This Custodian Warden's robes were shaded with Russ Grey, which provides a cool, blue tone to the model and works well alongside the other blue spot colours. Brown works well if you're after a warmer-toned white.



SO MUCH GOLD!

After a few more painting tips for the Adeptus Custodes? Well, the Warhammer TV YouTube channel has several guides that might be of interest. There are guides for gold-armoured warriors, black-armoured ones (the mysterious Shadowkeepers) and vehicles. Check out some of the Space Marines and Stormcast Eternals painting guides for alternative colour scheme ideas.

PAINTING LEXICON

Basecoat: A well-applied basecoat makes for a strong foundation for later stages. If using a Base paint, thin the paint with a little water and apply several coats for even coverage. If using a Contrast paint, it can be applied directly to the miniature.

Wash: A wash is an easy way to bring out details and textures on a model. Shade paints are designed for this, though Contrast paints thinned with Contrast Medium also work well. When you apply a wash, most of it will run into the recesses, but some will dry over the whole area, creating all-over shading.

Recess Wash: Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For these focused washes, use a smaller brush and carefully apply the wash directly into the recesses.

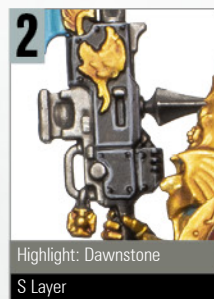
Layer: Layering helps bring out the detail on a model. A layer is applied all over the area you're painting except in the recesses. Layer paints are ideal, as are Base paints thinned with water.

Highlight: Highlights represent light falling on a raised edge and help define an area of your model. Highlights are applied like a Layer but only to the very edge of the area.

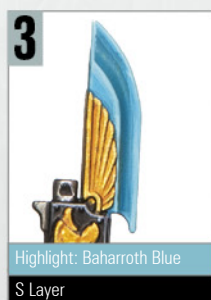
Drybrush: Drybrushing captures raised details and creates natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas.

Glaze: A glaze is a very thin wash applied to an area to tint the colour or to help blend two colours together. Layer and Shade paints thinned with Lahmian Medium are ideal for this technique.

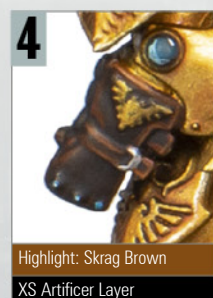
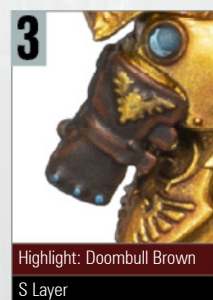
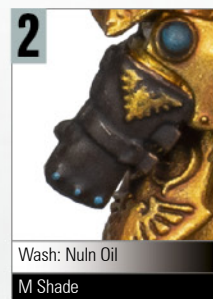
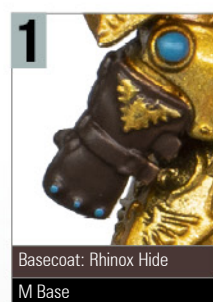
WEAPON CASING



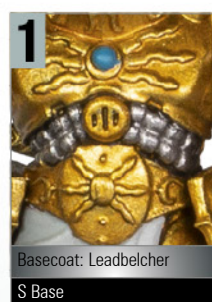
POWER BLADE



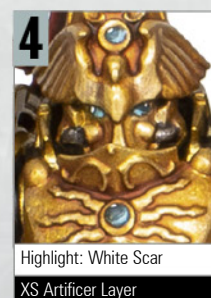
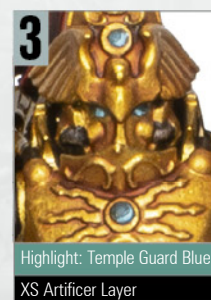
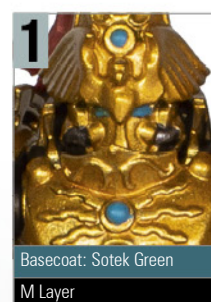
LEATHER GAUNTLETS



SILVER DETAILS



EYES AND GEMSTONES



ECHOES FROM THE WARP



ROBIN CRUDDACE

Robin Cruddace – lead rules writer behind Warhammer 40,000 – was killed in the Fight phase, but he had enough Command Points to use the Only in Death ... Stratagem, and so he has been set back up with 1 wound remaining. Before he is selected to fight, however, he will share his thoughts on secondary objectives in matched play games.

¹ Cheers, Justin.

² In the past, when every game had a different max score, you had to have a separate system to normalise everything at the end, even if it was a simple win/lose/draw system. Now, you can potentially just add together the cumulative score from all your games in a tournament, and that could be a useful metric.

³ These victory points are also a guaranteed way to ensure that you will never leave a battlefield with a score of 0, which when you are as 'victory challenged' when it comes to 40K as I am, is a very good thing. More importantly, the majority of players will all agree that playing with and against painted armies is a much better hobby experience – and on this I wholeheartedly agree.

⁴ The main reason for doing so was to minimise the chance of a single kill scoring multiple objectives, dispensing with the need for lengthy exclusion clauses. However, it also makes for more interesting choices and helps to encourage more varied army builds.

Last month, James Gallagher wrote an article talking about narrative gaming. I thought I'd follow that up with a column dedicated to matched play gaming, and the aspect that I want to talk about concerns secondary objectives. At the time of writing this article, we are preparing the January 2021 updates to the Grand Tournament mission pack, so secondary objectives are much on my mind. Over the past few weeks, I have also had a particularly interesting series of email conversation with one of our external playtesters¹ about the underlying theory and design philosophies around our secondary objectives, so much of this article is inspired by those chats.

Before I get stuck into the details, I'll provide a bit of general context. When we designed the Eternal War mission pack, and soon after the Grand Tournament 2019 mission pack, there were several things we wanted to do. To start with, we wanted to make it so that every mission was scored out of 100. This not only made it potentially easier for tournament organisers to use as a scoring system in their events, by potentially dispensing with the need for a separate tournament scoring system,² it also gave us more granularity and flexibility when it came to writing objectives. We also wanted to break the scoring down so that a potential 45 victory points were earned from primary missions, which are common to both players, 45 from a set of selectable secondary objectives – which I will spend the majority of this article talking more about – and the final 10 for that all-important painted, Battle Ready army.³

So where did the idea of selectable secondaries come from, and why are they important for this style of matched play game? Well, the system of selectable secondary objectives was actually inspired by and evolved from the similar system

in Kill Team Arena, taking some cues from Maelstrom of War tactical objectives used in previous editions, and some from other selectable objective systems that were being used in the biggest independent tournaments around the world, such as the ITC and particularly the NOVA Open (many tournament organisers are also our external playtesters, and we worked closely with them when developing our secondary system). We of course evolved the idea by creating different categories of secondary objectives from which to choose.⁴ As for the second half of that question, there are several things that selectable secondaries are designed to add to the gaming experience of this style of matched play game:

- They give more agency to the players.
- They ensure a player can theme an army.
- They are meant to be challenging to achieve.
- They provide the player with tough choices to make.
- They can keep the game evolving.

MORE PLAYER AGENCY

In previous editions, your objectives in Eternal War missions were all dictated by the mission itself. In many tournaments, your missions were typically preselected too, and you didn't get to choose your opponent (or their army) for each game either. All this could mean that you, as a player, had little agency when it came to determining how you would play. Your lot was cast, as it were, and you either sank or swam. The best gamers could thrive and adapt to that, taking a list that was able to take on any challenge (and any challenger), but sometimes you could still end up feeling that fate was being cruel to you, serving you a mission that your army was not ideally suited to and pitting you against the one army your own would struggle against. Whether that is logically true or not, sometimes you would nonetheless feel you were 'up against it' before the first dice was even rolled, and there was nothing you could do about it.

Selectable secondary objectives sought to change that feeling a bit by lending agency to the players. In Eternal War and Grand Tournament missions, nearly half the victory points on offer are dictated not by the mission – over which you might not have any say in – but by you the player. Even when a primary mission seems challenging and you are up against a foe you feel ill-prepared to face head on, you can, with clever selections of

Echoes from the Warp is a regular column about the rules, tactics and the ongoing development of Warhammer 40,000 presented by the team's games developers. This month's article is about secondary objectives and how to get the most out of them.

secondary objectives, still focus on gaining a good haul of victory points.

So how do you go about selecting secondary objectives? Well, for me there are three different methodologies. The first is to pick secondary objectives that you can forge an army around achieving. If you want a better chance of achieving Battlefield Supremacy objectives, build an army with more Fast Attack slots. Want to have a better chance of scoring Shadow Operations? Take more Infantry units, and so on. In practice it's hard to do this for more than one or two secondary objectives, as the requirement to select objectives from different categories means there is a point at which specialising your force to achieve one type of objective will naturally make it more difficult to score any others. These type of secondaries can be thought of as 'player list' secondaries, because the player's chance of scoring well with them is dependent, in part, by the army list they take.

The second methodology is more reactive and dependent on the composition of your opponent's army. Many Purge the Enemy, and by extension other 'kill stuff', secondary objectives, are designed to help players out when they are facing an army that includes a lot of specialised (and deadly) units that, when fielded en masse, can prove a tougher than usual challenge. Indeed, the primary reason for having this

category at all is to give players some agency when they are in a perceived bad matchup and help them feel that they're not at a massive disadvantage, say, when going up against an army of Imperial Knights and they don't happen to have enough lascannons.⁶ I'll go on to say later why there shouldn't be too many 'kill stuff' objectives, but in principle they are important when they are there to offset the disadvantage one would otherwise have felt when going up against a very specialised army. For this reason, these type of secondaries can be thought of as 'player opponent' secondaries, because the player's chance of scoring well with them is dependent, in part, by the army list your opponent takes.

The final methodology is a bit of a woollier concept to explain, but it revolves around selecting secondary missions that are not based on your army or your opponent's. They tend to be things that many units in your army can do if the opportunity presents itself mid-battle, picking up a few VPs here and there to add to your total. They tend not to be as high scoring as some of the others, because your army isn't specialising at scoring them, but neither are they so swingy.⁷ They are solid, reliable secondaries and are best thought of as 'player mission' secondaries, because the player's chance of scoring well with them is dependent primarily by how well they play the mission.

⁶ This is my highly sophisticated and technical term, honed and used with precision from over a decade's experience of crafting rules.

⁶ Most armies will pack enough firepower to deal with a single Baneblade, Monolith or Knight, but when an entire army of them bears down on you, fighting them head on becomes a lot harder.

⁷ When one puts all their eggs in one basket and specialises, it tends to score fairly high or fairly low.



⁸ That is, it should be hard to score maximum victory points.

⁹ For example, if your entire army and play style is focussed on reliably scoring 15 victory points on a particular secondary, but those choices make it significantly harder to score either your primary mission or your remaining secondary objectives, then that trade off is simply a strategic choice you as a player are making and the secondary objective itself is fine.

¹⁰ They should be that, too, and there are forums, podcasts, tactica and debates aplenty on this very topic.

In practice, many players will mix and match these grossly oversimplified methodologies, and selections might make the difference between victory and defeat, but importantly, it is your decision.

THEME AN ARMY

This is related to the 'player list' secondaries mentioned before. In a nutshell, we wanted players to be able to build a themed force and then for it to play in a way that made sense, and that would only happen if there was some victory point incentive. For example, a player should be able to forge a recon force that is great at scouting, or a hunter-killer assassination force that's great at killing specific targets. Or perhaps, even more simply, a Space Marines army that fights in a very Space Marine way ...

That segues into an important thing that we wanted to do throughout ninth edition, and that was to add faction-specific secondary objectives into the ninth-edition generation of codexes. At its heart, you win battles by achieving objectives, so the choice of objectives can have a fundamental and profound impact on the way in which you play. It seems only logical then that if you want a particular faction to play in a certain way, then there should be some tailored secondary objectives that let you play 'in the correct style'. This is one of the most important facets of secondary objectives in Warhammer 40,000 and one of the things that sets it apart from any previous iteration. As well as having datasheets, stratagems, relics, etc., each faction will have a set of unique secondary objectives to use in this style of matched play game, and they are critical for playing with a themed army.

CHALLENGING TO ACHIEVE

I'll say this succinctly: secondary missions are designed to be hard to max.⁸ There is a common misapprehension with some players that secondary missions should be regularly maxed. That is, that you should be able to easily score the maximum 15 for each. When we design secondary missions, our goal is to make it so that a maximum score of 15 should be an extremely rare event. A good score is 5-8, and if you can score 9-11 points for any given secondary mission, then you are doing really well. A score of 12+ means you've done exceptionally well. It should be a rare game where you score 15, and you can fist pump and get bragging rights because everything fell perfectly into place. If you can reliably score 15 for a secondary mission, and doing so does not come at the cost of scoring any other mission objective,⁹ then chances are that it's too easy, and it's something we would want to investigate.

In fact, that's just what we've done. At the launch of ninth edition, certain secondary objectives, like Bring it Down, were regularly scoring 15 victory points and were too easy. So much so, in fact, that the inclusion of just this one secondary mission in the mission packs was having a measurable impact on army construction in the tournament scene. Taking 3+ monster or vehicles models was seen as tantamount to gifting your opponent 15 victory points, and so the only way to counter that was not to include those models in the first place (which is clearly not what we intended). Abhor the Witch was also disproportionately unfair on armies like Thousand Sons and Grey Knights, who have no choice but to include Psyker units. Having this as an objective is still a good idea; it gives a lot of armies who have no psykers a way to score in this category as well as giving them something to offset getting bombarded with all those Smites – but perhaps it didn't need to be so 'all or nothing' in its scoring ... That's why we will regularly review and update our mission packs, but I'll talk more about that at the end of this column.

Before I move on, a quick aside: it is fine, design-wise, for certain secondaries to be easier than others, so long as they offer fewer victory points or have a limit to the number of victory points they can reward. When we designed the system, the idea was not that every secondary objective would have to have a maximum score of 15. Perhaps a simple objective would give you an easy 5 VPs, but no more, and this just becomes another factor a player must consider when choosing their objectives. Okay, tangent over.

MAKE TOUGH CHOICES

This isn't just about a tough choice of which secondary objectives you select,¹⁰ it's about the



secondary missions themselves making players make tough choices during their battle. For me, the best objectives are those that reward you for doing something different to what you would have done anyway. What do I mean by that? Well, in every Eternal War and Grand Tournament mission, you will be doing two things: killing the enemy and securing objective markers. The latter one isn't so bad, as it requires you to move around the tabletop and hold onto an objective for a length of time, but the first can be problematic. If a unit was just going to remain stationary at the back of the board and shoot enemy units to pieces, then do you also need to award victory points for letting that unit do that? Forcing that unit to move to secure an objective is making the player make a choice and so makes for a more interesting game, as they have to get the balance between scoring victory points and sacrificing their damage output just right.

Really good examples of this are Shadow Operations and Warpcraft – categories based around performing actions and psychic actions, which by their nature prevent you from doing other things (moving, shooting, manifesting other psychic powers, etc.). Indeed, the main reason for creating these mechanics was so that we could use them in our mission design to create an opportunity cost¹¹ to achieve mission objectives. Some players are now intentionally including Infantry¹² units whose sole purpose is to perform actions and score victory points, and that's really encouraging to see. To quote one of my playtesters, 'that's an amazing sign in my mind – people have viewed the cost of actions and found it relevant enough to warrant list-building changes to account for them, which is the perfect middle ground between "this is so easy it doesn't affect my army play style at all" and "this is so cumbersome I'll just ignore the mechanic entirely and pick other secondaries".'

I have seen some comments online that there should be more 'kill stuff' secondary objectives, and that there's not enough reward for 'killing stuff'. I quite heavily disagree with this sentiment, because getting victory points for killing stuff is the most basic version of 'rewarding the thing you're already doing'. They can sometimes lack meaningful opportunity costs and can make army list construction very dull. Instead of taking a varied force that can achieve multiple things, it encourages you to take a mono-tasked army that concentrates on doing a single thing to the exclusion of all else. That's not to say that 'kill things' style secondaries don't have their place. It's just that when done right, they force decisions during the game by shifting your target priorities, and even things like Bring it Down do that to a degree.¹³

Some 'kill stuff' objectives are also hugely important to reflect the core character of a faction. I cannot imagine, for example, writing the Grey Knights codex and there not being a 'kill daemons' secondary objective in there. It is core to the identity of who the Grey Knights are, after all. However, the number of 'kill stuff' secondaries that have been added to codexes is still small in relative terms, and when not there to underline the core character of a faction, they are presented with a particular twist that ties into unique army mechanics.

KEEP THE GAME EVOLVING

Secondary missions are found in one of three places. There are some contained within each ninth-edition codex and some in the big list within the mission pack itself. Finally, there is the secondary listed on the mission itself. This oft overlooked source of a secondary is a good example of the 'player mission' type I mentioned earlier, and as they don't belong to any other categories, they are always something you can select no matter what other secondaries you select.¹⁴ Always keep them in mind.

Now, the secondaries in the codex exist to highlight the particular character and play style of the faction and so are not likely to change until that codex is next updated. However, the secondaries presented within any particular mission pack are only applicable to that mission pack. This means that as we update mission packs and release new ones, we can also design the secondary missions (and the missions themselves) to offer a tailored experience. That could be by tweaking the numbers on some secondaries to make them a more or less appealing choice, deleting certain objectives entirely and replacing them with something new, or potentially adding or removing entire categories of secondary objectives. Time will tell what the landscape will look like, but we have already seen that a small change in just one secondary (Bring it Down) can have a big impact on the army lists that are currently constructed for that style of matched play gaming. As such, we will continue to review our pool of secondary objectives and stir the pot from time to time to keep the 'meta' fresh and provide players with new challenges.

And on that intriguing note, I've just about run out of space. I hope that you've found my ramblings interesting and have a clearer understanding of what we were hoping to achieve with secondary objectives in these mission packs. Next issue, to round out our three ways to play, Echoes from the Warp will dedicate itself to an article about open play. Until then, may the dice gods bless your rolls with better fortune than they usually do mine!

¹¹ Opportunity cost is a concept used in economics. Here I'm using the term to roughly mean 'the value of what you have to give up in order to get what you want', which in this case are victory points.

¹² This is because Infantry units tend to have the largest pool of action-based objectives available for them to achieve.

¹³ Those Terminators are a big threat to my army, and that harmless Rhino over there hasn't got any Troops embarked, and it isn't in range of any objectives either, but I haven't scored all my Bring it Down VPs yet.

¹⁴ Random aside: in an early draft of ninth edition, I wrote it so that if the result of a battle was a genuine draw, and one player scored more VPs than their opponent from the mission-specific secondary, then that acted as a tiebreak. However, when you score out of 100, draws are actually rather rare, and rather special when they happen, so this idea was shelved for the time being.

WOULD YOU LIKE TO KNOW MORE?

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

team@
whitedwarf.co.uk



From the maelstrom of a Sundered world, the Eight Realms were born. And with their birth began a war to claim them. Our creative focus this month are the colourful armies of the Cities of Sigmar.





FANTASTICAL REALMS

Ten pages of modelling and painting inspiration for the armies of the famed and powerful Cities of Sigmar. It all begins over the page.



CITIES OF SIGMAR

What's that? You need more modelling and painting inspiration? Head to page 84 to see two exceptional Cities of Sigmar army displays.



CITIES OF SIGMAR

Fantastical Realms is an ongoing series of articles showing you how you can build and paint your Warhammer Age of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar.



The Cities of Sigmar are visions of hope and civilisation for all those who fight against the enemies of Order, gleaming metropolises that offer safety to those in need of sanctuary and ruination to those who oppose the God-King's might.

Yet the word 'city' is a misnomer, for many of these settlements have grown to such a size that they are almost nations in their own right. Some rise up like shining mountains, their fortress walls and towering bastions standing defiantly against the darkness. Others sprawl across the land like huge warrens, continuously expanding as desperate people displaced by war flock to them for asylum. Many free cities take root in towering forests or mountain fastnesses, their placement determined as much by strategy and resources as by the presence of

HERALDRY OF THE FREE CITIES

Each free city bears unique heraldry. Many feature Sigmar's own iconography, be it a lightning bolt, a hammer or a twin-tailed comet. These are often paired with symbols that reflect the city's background, its realm, or an industry that it is famed for.



colossal realmgates that allow passage between the realms. These cities are centres of commerce and places of learning, their bustling streets home to priests and zealots, warriors and merchants, machinists, inventors, farmers, poets, archivists and countless other professionals. Humans, aelves, duardin and stranger folk besides live in harmony, their goals, for the most part, aligned.

Sigmar's grand cities are, above all else, military staging posts for his reconquest of the Mortal Realms. At the heart of every city lies a Stormkeep, from which sally forth the Stormcast Eternals – Sigmar's lightning-forged warriors. Alongside them march the city's trained militia, predominantly made up of humans supported by swift-moving aelves and heavily armoured duardin, not to mention the noble beasts and

arcane war machines that fight alongside them. To face the might of the Cities of Sigmar is to face the forces of Order united.

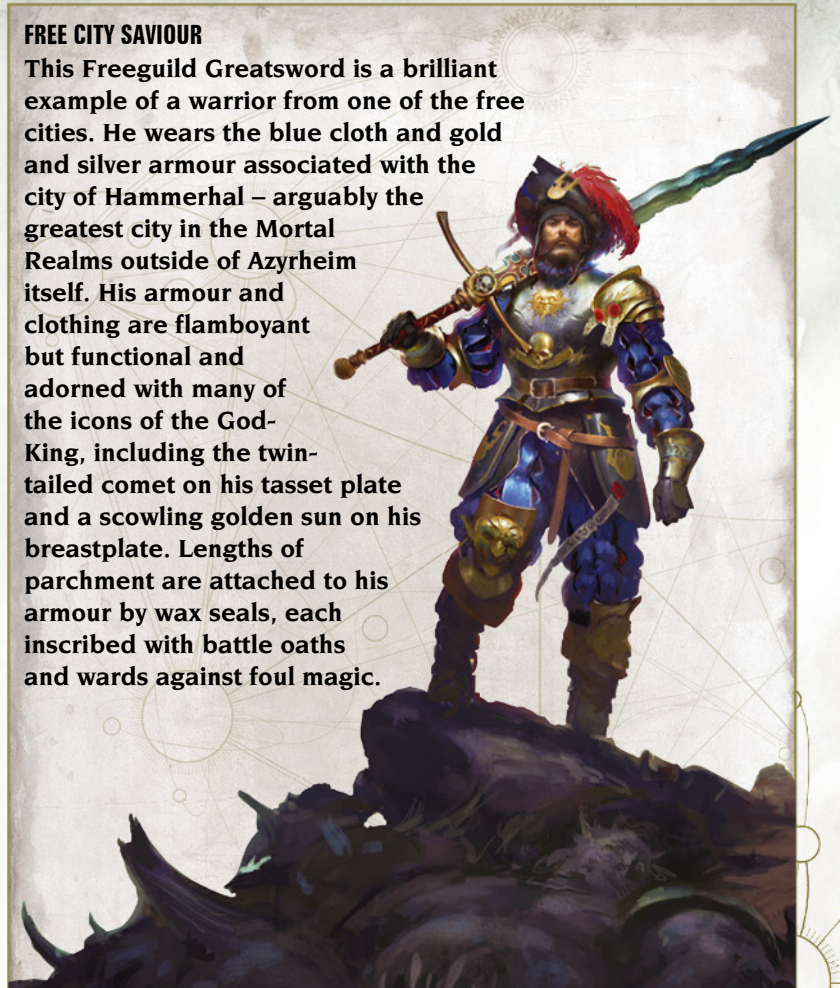
THE CITIES UNLEASHED

So what do armies from the free cities look like? The warriors of the Living City may channel the energy of Ghyran as they carry wooden staves and shields into battle, their green armour and clothing adorned with leaves and trinkets bearing the nature runes of the Realm of Life. Perhaps the aelves who hail from the Phoenicium wield glowing amber blades made from the golden sap that crystallises around their strange city. The warriors of Anvilgard may be equipped for naval battles with short-ranged pistols, cutlasses and boarding hooks, their banners bedecked with sigils of sea creatures. The soldiers of Hallowheart could have weapons and armour imbued with the fire magic of Aqshy, while those from Excelsis may wear the pelts and hides of slain monsters. It could be that the humans of Tempest's Eye wear fur cloaks to protect them from the cold, while the duardin carry stone hammers made from the rock of the Titanspear Mountain where the city is located.

We hope this article provides you with useful inspiration for how to create an army from the Cities of Sigmar. 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.

FREE CITY SAVIOUR

This Freeguild Greatsword is a brilliant example of a warrior from one of the free cities. He wears the blue cloth and gold and silver armour associated with the city of Hammerhal – arguably the greatest city in the Mortal Realms outside of Azyrheim itself. His armour and clothing are flamboyant but functional and adorned with many of the icons of the God-King, including the twin-tailed comet on his tasset plate and a scowling golden sun on his breastplate. Lengths of parchment are attached to his armour by wax seals, each inscribed with battle oaths and wards against foul magic.



The armies of the free cities (and the cities themselves) can easily be recognised by their colours. Most tend to draw their colours from the lands and realms they inhabit.



COLOURS OF THE GREAT CITIES

Each free city bears its own colour scheme. Some are influenced by the realm they inhabit, others by the Stormhost that watches over them. Here's how to paint some of the most famous ones.

ANVILGARD



BLACK ARMOUR

Basecoat: Abaddon Black

Highlight: Dark Reaper

Highlight: Fenrisian Grey

RED CLOTH

Basecoat: Khorne Red

Recess Wash: Nuln Oil

Layer: Mephiston Red

Highlight: Evil Sunz Scarlet

Highlight: Fire Dragon Bright

PURPLE DETAILS

Basecoat: Gal Vorbak Red

Wash: Nuln Oil

Layer: Screamer Pink

Highlight: Pink Horror

Highlight: Emperor's Children



The deadly black kraken is the heraldic creature of Anvilgard, befitting the city's grim reputation.

LIVING CITY



DARK GREEN CLOTH

Basecoat: Caliban Green

Recess Wash: Nuln Oil

Highlight: Loren Forest

Highlight: Ogryn Camo

LIGHT GREEN CLOTH

Basecoat: Elysian Green

Recess Wash: Athonian Camoshade

Highlight: Ogryn Camo

Highlight: Krieg Khaki

METALLIC GREEN ARMOUR

Basecoat: Ironbreaker & Terradon Turquoise 1:1

Wash: Nuln Oil Gloss & Biel-Tan Green 1:1

Layer: Ironbreaker & Terradon Turquoise 3:1

Highlight: Stormhost Silver



The ironoak sigil of the Living City contains the comet of Sigmar and the symbol of Ghyran united as one.

PHOENICIUM



BRASS ARMOUR

Basecoat: Brass Scorpion

Wash: Agrax Earthshade

Layer: Brass Scorpion

Highlight: Stormhost Silver

PURPLE CLOTH

Basecoat: Xereus Purple

Wash: Nuln Oil

Highlight: Genestealer Purple

CREAM CLOTH

Basecoat: Rakarth Flesh

Wash: Skeleton Horde & Contrast Medium 1:1

Highlight: Pallid Wych Flesh



The heraldry of the Phoenicium often features the fiery shrines of the Phoenix Temple, a symbol of rebirth.

GREYWATER FASTNESS



YELLOW CLOTH

Basecoat: Averland Sunset

Recess Wash: Reikland Fleshshade

Layer: Averland Sunset

Highlight: Screaming Skull

Glaze: Iyanden Yellow & Contrast Medium 1:3

DARK TEAL CLOTH

Basecoat: Dark Reaper

Recess Wash: Nuln Oil

Highlight: Thunderhawk Blue

Highlight: Karak Stone

RED CLOTH

Basecoat: Khorne Red

Recess Wash: Nuln Oil

Highlight: Evil Sunz Scarlet

Highlight: Fire Dragon Bright



The angular iconography of Greywater Fastness hints at the city's utilitarian and industrial nature.

HAMMERHAL



BLUE CLOTH

Basecoat: Kantor Blue

Recess Wash: Nuln Oil & Abaddon Black 1:1

Highlight: Teclis Blue

Highlight: Fenrisian Grey

SILVER WEAPONS

Basecoat: Ironbreaker

Wash: Nuln Oil & Nuln Oil Gloss 1:1

Highlight: Stormhost Silver

GOLD ARMOUR

Basecoat: Retributor Armour

Wash: Reikland Fleshshade & Reikland Fleshshade Gloss 1:1

Layer: Retributor Armour

Layer: Auric Armour Gold

Highlight: Stormhost Silver



The iconography of Hammerhal echoes the heraldry of the Hammers of Sigmar, most famed of Stormhosts.

TEMPEST'S EYE



BLUE CLOTH

Basecoat: Kantor Blue

Wash: Drakenhof Nightshade

Highlight: Alaitoc Blue

Highlight: Lothorn Blue

WHITE CLOTH

Basecoat: Celestra Grey

Wash: Drakenhof Nightshade & Lahmian Medium 1:1

Layer: Ulthuan Grey

Highlight: White Scar

METALLIC WEAPONS

Basecoat: Leadbelcher

Wash: Drakenhof Nightshade

Highlight: Ironbreaker

Highlight: Runefang Steel



The sigil of Tempest's Eye features the great tower of Castle Regal, Stormkeep of the Tempest Lords.

THE IRON SQUADRON OF ANVILGARD BY BEN JOHNSON

Ben is well known on the tournament scene for his monster-heavy armies, but this time his monsters are made of metal, and their claws are deadly cannons. Ben tells us all about his Steam Tank army.

Ben: The background for my army revolves around Commodore Bonn Jensen, the duardin in command of Iron Squadron. After making a trade with Anvilgard's Kharadron Guild, he was able to secure some of their technology to improve his iron charges, as well as a detachment of Grundstok Thunderers to crew them. Bonn's Chief Engineer, Vigus de Morenigo, started making modifications to Iron Squadron, upgrading both the survivability and manoeuvrability of certain Steam Tanks.

This enabled me to convert a couple of my tanks, including *Sigmar's Hammer*, which, with the aid of thermalrider technology, can fly through the air and ram anything in its path. Another conversion is *Old Reliable*, which is practically indestructible thanks to the drakescale used in its construction (not to mention the

crew of Endrinriggers that swarm protectively about it). Several of the tanks also feature crew in the turrets converted from Thunderers.

Painting the army was the quickest part of the process. I used a washing-up sponge to stipple the weathered texture onto the hulls and weapons, and I used washes to achieve the oily, grimy look. I also built the tanks in sub-assemblies so that I could drybrush the metal areas without getting paint all over the wooden bits. The bases are made using Eldritch Ruins, Barbed Bracken, Creeping Vines and Citadel Skulls, to represent the ashen jungles of Anvilgard and the shores of the Searing Sea. I imagine the Iron Squadron are off hunting for bounty along the Charrwind Coast right now!



BLACK ARMOUR

Basecoat: Mechanicus Standard Grey & Abaddon Black 4:1

Stipple: Mechanicus Standard Grey

Stipple: Ironbreaker

Stipple: Pallid Wych Flesh

Wash: Mournfang Brown & Lahmian Medium 3:1

WOOD

Basecoat: Abaddon Black

Layer: Rhinox Hide

Wash: Nuln Oil

METALWORK

Basecoat: Leadbelcher

Drybrush: Ironbreaker

Wash: Nuln Oil

Stipple: Ironbreaker

BASES

Airbrush: Caliban Green

Airbrush: Death Guard Green

Airbrush: Averland Sunset

Wash: Agrax Earthshade

Drybrush: Zamesi Desert

Drybrush: Karak Stone

Wash: Coelia Greenshade

Drybrush: Karak Stone

MUZZLE BURN EFFECT

Wash: Talassar Blue & Contrast Medium 3:1

Wash: Nuln Oil

Stipple: Ironbreaker

PAINTING THE IRON SQUADRON

All of Ben's tanks were undercoated with Chaos Black before being painted using the colours to the left.



CONVERTING AND PAINTING MODELS FOR THE CITIES OF SIGMAR

Conversions and paint schemes are a great way to show where your free cities warriors are from, be it one of the major cities in the Mortal Realms or perhaps even one of your own creation.

A Cities of Sigmar army is arguably one of the greatest modelling and painting opportunities available for Warhammer Age of Sigmar. Not only is there an incredible range of miniatures available to choose from and kitbash together, there are also loads of options for painting them, too. Here are a few things to consider when starting your army.

First, think about where your free city is located. Is it one of the known cities with an established colour scheme, or will you make up one yourself? If so, what colours will you use to make them really stand out? Could you tie them to the realm your city is in or the surrounding landscape? Second, what's the story behind your city? If it's one of the cities mentioned in the battletome, then you will already have several potential themes to play with. If you're creating your own city, then what makes it special? Perhaps it's an engineering city and everyone has really fancy weapons (Adeptus Mechanicus kits are a good place to look for these). On the other hand, maybe they're barbarians draped in furs, wielding axes and wooden shields (Chaos kits are ideal). They could be great magic users (Lumineth and Wizard kits), pirates (Corsairs and Idoneth), miners (Dispossessed), a mercantile guild (Kharadron and human) ... Really the options are endless!

DUARDIN RUNELORD BY ASH LOWE

Ash: My duardin Runelord hails from the Living City in Ghyran. He has embraced nature and sports a pair of antlers on his helm taken from the Sisters of the Thorn kit. His druidic staff comes from the same set.



WILDWOOD RANGERS AND ETERNAL GUARD BY ANDREW KING

Andrew: These aelven models are part of my allied army of Wanderers and Sylvaneth from the Realm of Life. They are currently fighting in Ghyran and seek revenge on the forces of Nurgle that have despoiled the realm. The Wanderers in particular hope to atone

for letting the realm fall in the first place. I painted them in autumnal colours (burgundy and orange) to reflect the fact that the Wanderers are slowly dying out. My Sylvaneth have their leaves painted in autumnal colours to tie the two forces together.



FREEGUILD GREATSWORDS BY LUKE DUNFORD

Luke: My Greatswords hail from Hammerhal Aqsha, and I converted them by combining the Greatsword and Wildwood Ranger kits. The hooded heads fit easily on the armoured bodies, and I upgraded a few of the models with fiery Battle Wizard bits (such as the

flaming sword and brazier) to give them a more visual link to Aqshy. I contrasted the flames and orange base colours with pale blue clothes, using Sotek Green as a base followed by a wash of Aethermatic Blue, then highlights of Temple Guard Blue and Baharroth Blue.



WILD RIDERS BY ANDREW KING

Andrew: The burgundy cloth is painted using a 1:1 mix of Khorne Red and Screamer Pink washed with Nuln Oil and highlighted with Screamer Pink and Pink Horror. The orange is Jokaero Orange washed with Reikland Fleshshade and highlighted with Jokaero Orange and Ushabti Bone. The silver armour is Leadbelcher washed with Coelia Greenshade and highlighted with Stormhost Silver.

STEAM TANKS BY JAMES GALLAGHER

James: My Steam Tank force is from Greywater Fastness, which is surrounded by swamps. Because the usual low-riding Steam Tanks would get stuck in the mud, I converted mine to have realmstone-powered mechanical legs instead. The legs are from the Onager Dunecrawler kit. The blue armour is Stegadon Scale Green, while the yellow is Averland Sunset with a Casandora Yellow glaze.



THE HEROES OF SUNHEIM BY CHRISTIAN HARDY

Christian: These models are part of a warband from the free city of Sunheim that some of my friends and I created. The lady on the left is Mother Superior Kaethien of the Order of the Light-Sisters, who is converted from Inquisitor Greyfax with the head of one

of the Geminae Superia. Next is Mrigor, warrior of Hysh, who is converted from a Slaughterpriest with Stormcast legs and Roboute Guilliman's head. The warrior Eada is converted from a Callidus Assassin with a skull for a head. Last up is the Gryph-hound Har'la.





THE HEROES OF SUNHEIM BY CHRISTIAN HARDY (CONTINUED)

Christian: On the left is the Grand Maester of the Sunheim Basilica, which I converted from an old Nurgle Champion. On the right is Vrigor, who, like his brother Mrigor, is converted from a Slaughterpriest. However, as an emissary of Ulgu, all of his many candles have been snuffed out.

LORD-ORDINATOR BY JAMES GALLAGHER

James: Lord-Ordinator Tyros Galerius is one of the engineers in my army. I painted his metallic armour using a thinned-down wash of Aethermatic Blue over a basecoat of Stormhost Silver to achieve a gleaming result.



INTO THE CITIES OF SIGMAR

The free cities of the Mortal Realms boast impressive and eclectic armies made up of well-trained regiments of men, aelves and duardin. So what better way to show off the majesty and splendour of the Cities of Sigmar than with two awe-inspiring army displays?

THE DARKWATER SYNDICATE

BY HENRIK GUNILLASSON

Henrik: In our local community of Umeå, Sweden, we have a local tournament with a Best in Show competition that tends to get quite competitive! This was my entry for last year before world events decided otherwise. I started by converting a bunch of characters and a few units to get a feel for the force. They had a bit of a Mordheim gang feel to them that gave me the idea of developing them into a mercenary company. There is a bit of a World War I theme to the army where old-world clothing meets basic tech advancements. You can especially see this in my use of Thudd Guns as artillery pieces and the design of my Gyrocopters, which are converted using Pteraxii wings. I used a lot of pieces from the Adeptus Mechanicus range, because I think their arcane tech really fits the Cities of Sigmar look I was aiming for. My Trencher Handgunner units, for example, wear Skitarii helmets and carry radium carbines.



1

2

I chose an unusual shape for my display board to catch people's attention. Then when they walk up to it, they notice it has working fountains! I like to think that an army gets judged three times at a competition: at ten feet, three feet and two inches. You need all three to win!



Grombi the Wanderer and a Cogsmith (1) watch over the syndicate's Helstorm Rocket Batteries and Helblaster Volley Guns. The artillery pieces are converted from Forge World Thudd Guns.

The Bleakswords (2) are converted from Eternal Guard with Drukhari heads.

I converted a mage after each unit of infantry I painted (3). On the far left of the picture is a Warrior Priest followed by a Sorceress, a mage of Chamon, another Sorceress, then mages from Aqshy, Shyish and Ghur.



4



5

I have several Stormcast Eternals heroes in my force. These include a Lord-Ordinator (4) converted to have the bearded head of an Exalted Deathbringer, a Knight-Incantor (5) and my rendition of Gavriel Sureheart. They all wear reflective black armour but feature turquoise and magenta as spot colours, tying them to the rest of my force.

I knew the moment I saw Celennar that I wanted to convert them into a monster for my army (6). I swapped Celennar's head for the spare that you get in the Mindstealer Sphiranx set; it was a surprisingly easy swap.

What wasn't easy was making the rider. He's actually the Ynnari Visarch that I cut into pieces and posed so that he is sitting down. I really love the idea of the ancient Aeldari, with the Visarch representing both the light and the dark side of his race. He's a lot like many of the aelves in the Mortal Realm, so he felt like the perfect model to represent a mute warrior monk riding into battle on an arcane monstrosity. In games, I use them as an Anointed riding a Frostheart Phoenix.



6



7



8



9

The big guy converted from the Lord of Plagues represents another Lord-Ordinator within my force (7), while Janus Draik was an easy conversion into the Freguild General Elrig Almgrat. His sword is from a Nighthaunt model.

I converted my Celestant-Prime (8) to have feather wings. They're actually taken from Sanguinius! I also sculpted fur pelts onto him. His shoulder pads are from the classic War Altar griffon statue.

I think my Celestial Hurricanum really represents what my army is all about (9). It's a contraption of arcane tech combined with a regular old steam engine. As I said before, imagine if World War I had taken place in the Mortal Realms, combining real-world themes with the fantasy setting of the Age of Sigmar, including dwarves, elves and monstrous creatures. That's the imagery I'm going for with this army. Also, yes, it is an upside-down, back-side-forward steam tank! I turned the main body upside down to make a platform for the celestial orrery that now sits on top.

THE FREEGUILD OF HALLOWHEART

BY RICH PACKER

Rich: My Armies on Parade entry for 2020 represents the alliance of the army of Löwenhof, commanded by Heinrich Löwen, and the Whitefire Court of Magnus the Bright from Hallowheart. The idea for my army is really an amalgamation of an old Warhammer Fantasy theme – that of a crusading force in Lustria – and the new Age of Sigmar theme where a Hallowheart army is marching to the relief of Anvilgard. Hence the board has exotic plants, vines and creepers, which work for both the jungles of Lustria and the flora of Anvilgard. The board was particularly fun to build, especially the waterfall plunging into a pool, which was a good excuse to add height and help set the scene. The large skulls in the rock faces add some menace. They were taken from the classic Arcane Fulcrums kit.



1

I made, painted and used my conversion of Balthasar Gelt during the End Times (1). In friendly games of Age of Sigmar, I use him as a Gyrocopter.

The Whitefire Court/Hallowheart project was about exploring wizards from different Colleges and what their retinues look like. The grey unit (2) is the Shades of Melkoth, led by the Shadowmancer Frederick Arcanus. I converted them using Bladegeist Revenant robes, Corvus Cabal legs, Shadow Warrior arms, Sisters of the Watch bows and (mostly) Flagellant heads. I use them as Shadow Warriors. The masked unit at the bottom of the pic is the Sons of Aramar, led by the Gold mage Telion. They are converted from Greatsword bodies with Iron Drake arms and heads from the Battle Wizards kit. I use them as Handgunners.

The Piercing Bolts of Burning (3) are led by Anastasija, Guardian of the Seventh Key. Basic bits are Sisters of the Watch bodies, Freeguild arms and crossbows stocks (flaming parts from Sisters of the Watch), plus heads from Necromunda Escher gangers and female Stormcast Eternals.



2



3





The Anvils of the Heldenhammer are my favourite Stormhost because of their links to the World-that-Was. Their colours also fit nicely with the units I've painted for the Bright College (red, gold and black). My Knight-Incantor (4) has had the top of his staff slightly converted, and the rocks he's levitating on are made from the Baleful Realmgate's steps. I feel they're a stronger demonstration of his powers than the little pile of pebbles he normally comes with.

4

My Luminark of Hysh, known as the Gift of the Gateway (5). It's carried by a Bastiladon because I imagine campaigning in the jungle would result in a lot of broken wagon wheels and carriages sinking into the swamps. The obvious answer was for mages to harness the local fauna. The Light College apprentice above the Bastiladon's head is reading one of Kadon the Shackler's Scrolls of Binding, thereby commanding it to do his bidding.

Roxanna the Incandescent (6) is a Sorceress. She was rescued by the army of Löwenhof from the Magebane Dungeons of the Flamescar Plateau. I converted her using the body of a human Blood Bowl Cheerleader, a flaming hand from a Sister of the Thorn, a Drukari head with a key added to the topknot and some flames taken from a Burning Chariot of Tzeentch.

The other Bright mage is Khaleb Kang (7), leader of the Blades of Rhuin (the guys with flaming swords). He's made from the body of Volkmar the Grim with a Bright Wizard head. His burning staff comes from the same kit with the addition of a fiery trail taken from the Terradon kit.



5



6



7



At the top of this pic are Scholz's Black Griffons (8), a unit of Pistoliers rescued from imminent death at the claws of the skaven. At the bottom of the pic are Greisson's Crossbows. The unit includes ten models from my very first Empire army that I started over twenty years ago. The unit has grown to twenty models since then, including a standard, musician and a couple of classic dwarf models. Well, duardin.

Just a few of my many units (9)! On the left are the back ranks of the Skaarsguard. The blue unit is the Cloudweaver Company, a band of treasure hunters in the employ of the Astromancer Vanis Cloudweaver. They were an excuse to paint lots of fun models, including old Estalians, an ogor lugging a cannon, the classic Marco Colombo miniature, a bunch of Celestial apprentices and even a Fyreslayer. Their blue colour scheme helps unite their disparate uniforms and wargear.

On the right of the pic are the Blades of Rhui (all armed with flaming swords) and a unit of Outriders called the Envoys of Altdorf led by Ricohardt Koenig.



8

9

THE J FILES



JERVIS JOHNSON

Jervis has been a staple part of the Warhammer Studio for thirty-eight years, and he's been instrumental in the design of many great games during that time, as you will have discovered throughout this issue. Much to our dismay, he finally found the key to his manacles (they were on his desk all along ...) and made his escape into the real world. Freedom awaits!

It is with a somewhat heavy heart, but also with a feeling of contentment and closure, that I write this, my final ever column for *White Dwarf* magazine. After thirty-eight years at Games Workshop, I have decided it is time to pass on the baton of rules writing (and pontificating in columns like this) to a younger generation. In other words, I have decided to retire. Hopefully, by the time you read this I will be on a beach somewhere, drinking cocktails, reading about the hobby from afar on social media, and probably muttering things like, 'Ha, we wouldn't have done it like that in my day!'

Seriously though, I am going to miss being at the heart of the greatest hobby in the world, and I will always be proud of the contribution I have been able to make towards it. Of course I couldn't have done any of this without lots and lots of help. When people ask me what it's like being a rules writer, I say it's more like being part of the team working on a film than being a novelist or painter working on their own. Just as a film relies on the director, camera crew, set designers, writers, actors and so forth, a game relies on the background writers, artists, miniatures designers, photographers, editors and graphic designers, to name but a few. In short, game design is a collaborative process, and I have been blessed over the years to work with dozens of incredibly talented people. If whatever small part of a project I have created shines, it does so only because of the reflected glow of the genius of my teammates. I've worked at Games Workshop for almost four decades, and in that time, I've worked with literally hundreds of different people, far too many for me to list here. Suffice to say that if you are reading this and we have ever worked together, no matter for how short a period, you have my boundless thanks for making my working career such an



The J Files are an anomaly in the space-time continuum dragged kicking and screaming from the days of White Dwarf's past. In this very last and very special J Files column, Jervis muses on his time at Games Workshop and his hopes for a bright and shining hobby future.

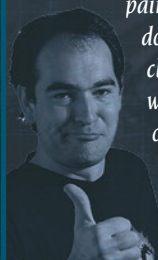
unmitigated pleasure and delight. I really could not have done it without you.

There is another, even larger group of people I must thank, and that is the people who make our shared passion such an amazing hobby. I mentioned earlier that games design is a collaborative process, and part of that collaboration is the relationship between the designers and *you*, the hobbyists. One of the great, great joys for me as a rules writer has been the level of communication I have enjoyed with the people that play the games I help create. From the early days receiving letters through the post about games I'd designed, followed by the birth of the internet with its chat rooms and mailing lists, through to the wonders of modern-day social media like Facebook and WhatsApp, I have been lucky enough to get to know a huge number of incredibly talented hobbyists whose advice and feedback have helped me grow as a games designer. And then there are the people that I have met 'in real life', at shows like Games Day, at games clubs and at tournaments, or when I am visiting a Games Workshop store or Warhammer World. To every single hobbyist I have met, whether you provided me with

encouragement or criticism, thank you from the bottom of my heart for reminding me what this hobby is *really* all about.

The columns I have written for *White Dwarf* over the years have never really been about me; they have always been about the hobby, and I can see no reason why this last column should be any different. The first column I wrote was for *White Dwarf* 196, back in April 1996 no less. It was called *The J Files* (what can I say, I was a fan of Mulder and Scully), and it started off like this:

'Before I get started on the article proper, I should give a word of warning. This article doesn't provide any hard and fast rules (although there are a couple of recommendations). Neither does it have any scenarios for you to use, or tell you how to make terrain, or paint your Citadel Miniatures any better. It doesn't even tell you how to set up a games club or build a wargames table! Instead, I will try to answer a few questions about what our "design philosophy" is when we invent games, and at the same time try to dispel some of the misconceptions players have about our games.'



Since then, I've written dozens of such articles, either under the header J Files, Standard Bearer or more recently Rules of Engagement. One thing I had learnt when I met hobbyists is that it is not always obvious why we do things the way we do. I hoped that my columns could explain a little bit of the thinking behind the decisions we made and aspects of the hobby that I felt were not discussed as much as they should be. As well as that, I have often written about the quirks of the hobby and the strange little things we love about it, be it our love-hate relationship with dice or how painted miniatures seem to fight better than unpainted ones.

Anyway, for the last episode of The J Files, I want to talk a little bit about why I think our hobby is important, above and beyond the pleasure we all get from it. People often ask me what's the best part of my job, and my answer is always that I take immense pride in supporting a hobby that gives the lie to the notion that in this modern day and age, people are only interested in instant gratification. I'll often hear people say that the current generation (it's never their own generation, of course) can't think in the long term and that they no longer have the patience or willpower to do things that require commitment. Whenever I hear this kind of nonsense being spouted, I am more than happy to say that I work for a hugely successful multinational company that takes completely the opposite approach. We have built an incredibly popular hobby that requires the

participants to spend not days, weeks or months but years building up a collection of miniatures, learning the skills required to assemble and paint them and to master the strategy and tactics needed to play games to a high level. In other words, our hobby is the very opposite of 'instant gratification', and it thrives because personal creativity, commitment and dedication are just as important to people today as they have ever been.

I know that these things are not important to everyone, but they are important to enough people to allow our hobby to grow and prosper. The trick is to let people know about the hobby and give them the chance to join in if they wish to. So, if there is a founding principle for Games Workshop, it is getting as many people as possible to take part in this amazing and important hobby. Of course, we know that a business needs to be successful to survive, and I will be the first to say that the things we create and make need to be a commercial success as well as help to build the hobby. However, this business sense is combined with an almost evangelical zeal about the hobby, which has allowed the business and the hobby to which it is dedicated to flourish.

In any case, Games Workshop the business is just part of the reason that the hobby has grown as popular as it has. Arguably, it is the smaller part compared to the importance of the contribution made by the people who take the



things we make and use them to create their own personal expression of the hobby. In my experience, they (and by 'they', I really mean 'you') are extraordinarily passionate about the hobby, dedicating huge amounts of time and energy to it. This has created a community that is unlike any other, with all kinds of local variations and special interests, from those who are fascinated to hear rumours about what we will come up with next to those who want to collect Citadel Miniatures from the 1980s, from those who want to win tournaments to those who want their games to tell stories, and from those who want to collect and paint huge armies to those who want to paint a single Citadel Miniature to Golden Demon standard. This passion often fuels heated (sometimes even acrimonious) debate, but for me at least, the contrasting points of view are simply two sides of the same coin, which is a shared interest in our hobby in all its different aspects.

A hobby that can create this amount of devotion is important above and beyond the simple pleasures it provides. Living through the Covid crisis over the last 18 months or so has underlined to me how important these things are, and the way that the hobby has not just weathered this storm but continued to grow while the storm was raging shows how important a simple hobby can be for our wellbeing. Our hobby tells us about the things that really motivate us, really inspire us and really fulfil us as human beings. So to my successors at Games

Workshop, I say, remember that what you are doing is a vocation as much as a job. In other words, always keep that evangelical zeal for what you do! And for all of the readers out there who don't work at Games Workshop, of whom I will soon be one, take a moment just to reflect on what our shared hobby means to you – and then get back to enjoying the hobby for all of the simple pleasures it provides.

And with that, I will draw to a close. Normally, I finish my columns by saying something like 'write in if you have anything you want to say about this month's column', but that won't work this time. Know that I'm out there somewhere, on a beach, drinking my cocktail, and when I read something about our mutual passion for this great hobby, it will bring a smile to my lips, and I'll say, 'Will you look at that, they are doing things just like we used to back in my day ...'

Have fun, and keep rolling 6s.

Sev





JERVIS JOHNSON'S BATTLE REPORT SPECIAL

Jervis: When I was asked if I would like to pick out my favourite Battle Reports from all of those that have appeared in *White Dwarf*, I leapt at the chance. Sorry, sorry, I couldn't resist starting this – probably my last introduction to a Battle Report – with the most clichéd of all Battle Report intro lines. Of course, clichés become clichés because they are true, and that is certainly the case here. Having a chance to browse through back issues of *White Dwarf* picking out my personal favourite Battle Reports was a bit of a dream come true.

JERVIS JOHNSON'S PLAYER STATS
Games Systems Played:
All of them

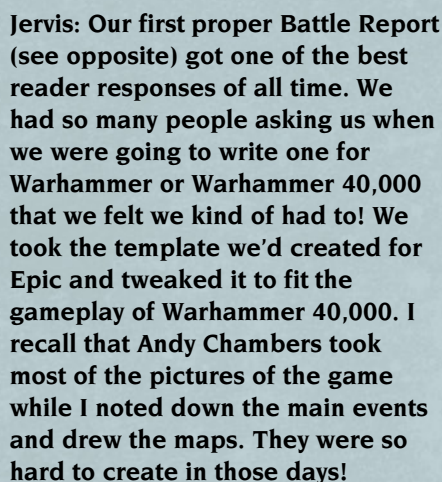
Games Won:
Not many

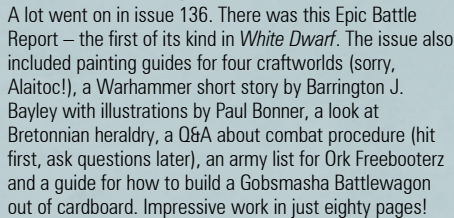
Games Lost:
All the rest

1s rolled on a D6:
Incalculable

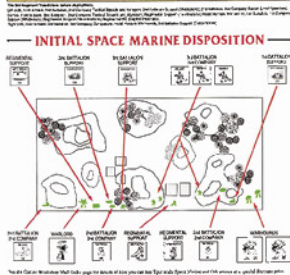
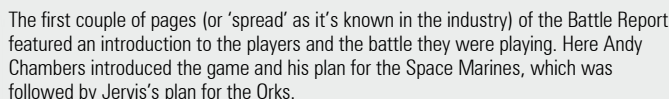
One of the best aspects of working at Games Workshop is that you get to spend your day with a group of people who share your own interests and who you will often spend time with chatting about the hobby. In fact, you need to spend time chatting about these things, because this shared passion for the hobby is actually part of your job. Nowhere is this more true than when you get to collaborate with your friends and colleagues on a Battle Report. I can truly say that each and every one of the reports I have picked out was a joy to participate in, either as a player or as an observer. I hope you enjoy reading about them as much as I enjoyed taking part.

CRAFTWORLD ALAITOC VERSUS THE BLOOD ANGELS

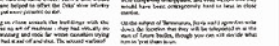




The third and fourth spreads showed off the battle proper, with maps to indicate roughly where all the units were, where they were going and what died when. Andy took the offensive early on in this battle and immediately set about cornering Jervis's Orks. Killboss the Great Gargant, however, had other ideas!



The second spread featured the armies involved (as is still so often the case to this day). The deployment maps for each force were also shown on this spread. On the next page, it was revealed that the players deployed with a screen between them so that they could not see where the other placed their units.



The final spread featured the last turns and the conclusion, just like the majority of today's Battle Reports. In the conclusion, Andy summed up how his tactics had gone pretty much to plan and how Jervis's had, well ... not. Unlucky dice rolls seemed to be a contributing factor – a recurring theme for Jervis!

WARHAMMER 40,000 – ANGELS OF DEATH

BLOOD ANGELS SPACE MARINES VERSUS GOFF ORKS



WHITE DWARF 166, OCTOBER 1993

White Dwarf 166 celebrated the release of the second edition of Warhammer 40,000 and included a free Tactical Space Marine on the front cover. In this issue, the Adeptus Astartes were explored properly for the very first time in an article that detailed their creation and organisation. The Blood Angels were very much the poster boys for this edition of the game, though their Angels of Death mates, the Dark Angels, also featured prominently. Also in this issue: sharks, squids and crabs for Man O' War!

Jervis: I'd say 1993-1995 was the height of the gaming rivalry between Andy Chambers and me. Quite often the models we used in our games were part of the studio collection, and as such, the same models often appeared in Battle Reports. We started writing stories about the hero models in those armies based on what happened to them on the battlefield. We didn't alter the dice; if they did something heroic, we noted it down. If they died, they were probably just badly injured, as was the case with Captain Tycho in this Battle Report. Those stories slowly became part of the Warhammer 40,000 background we know and love to this day.

THE ARMIES

THE BLOOD ANGELS



BROTHER-CAPTAIN ERASMUS TYCHO, BLOOD ANGEL COMMANDER
Power armour, bolt pistol, bolgun, frag grenades.

BLOOD ANGEL TERMINATOR SQUAD
Squad Redeptor
All Terminators equipped with tactical dreadnought armour, targeters, and weapons as noted below.

Sergeant Huon: Storm bolter, power sword.
3 Marines: Storm bolter, power fist.
1 Marine: Assault cannon, power fist.



BLOOD ANGEL TACTICAL SQUAD
All Space Marines equipped with MK7 power armour, bolt pistol, frag grenades, and weapons as noted below.

Battle Squad Paulus
Sergeant Paulus: Bolgun.
3 Marines: Bolgun.
1 Marine: Planter.

Battle Squad Mephisto
Brother Mephisto: Bolgun.
3 Marines: Bolgun.
1 Marine: Missile launcher (Targeter, frag and super-krak ammo).

BLOOD ANGEL DEVASTATOR SQUAD
All Space Marines equipped with MK7 power armour, bolt pistol, frag grenades, and weapons as noted below.

Battle Squad Adorno
Sergeant Adorno: Power fist, bolgun.
2 Marines: Bolgun.
1 Marine: Heavy plasma gun (with targeter).
1 Marine: Heavy bolter (with targeter).

Battle Squad Aristo
Brother Aristo: Bolgun.
1 Marine: Lucannon (with targeter).
1 Marine: Missile launcher (Targeter, frag and super-krak ammo).

'FURIOSO' DREADNOUGHT
Multi-melta, power fist and storm bolter.

TOTAL POINTS VALUE: 1522

Back in the day, this was what a 1,500-point army looked like! The second edition of Warhammer 40,000 was very much a skirmish game, and it was only in later editions that the game became truly viable as a mass battle game. The Tactical Squad in this army hailed from the then-new Warhammer 40,000 box set.



ANGELS OF DEATH

By Andy Chambers & Jervis Johnson

Next month sees the release of the brand new Warhammer 40,000. What better way to demonstrate the new system in action, than to publish a report of an epic game played recently at the Studio between two old adversaries – Jervis Johnson and Andy Chambers. As might be expected, the game turned out to be a bitter and close fought contest between these two superb generals with the result hanging in the balance until the final dice roll of the very last turn.

Brother-Captain Erasmus Tycho stared out across the riot of lush, purple-green vegetation. A ruddy light spilled across the scene from the smolder and sun beating itself over the horizon. These were the equatorial jungles that separated Arragard from Arragard Prime. The captain had listened to the cacophonous dawn chorus as his red-armored Blood Angels reported to over the comm-net.

This was where it had all begun, he thought grimly. This was where the Ork hordes of Ghazghkull Thraka smashed through the meagre border defences and descended upon the unprepared, live-cities of Arragard Secundus in a raging torrent of fire and death. Ahead and to the right he could still see the scarred outlines of bunkers and blockhouses. The chemical defoliants which had been used to clear their fields of fire were still effective in some places. Here and there the darkness stood alone in smother out through the verdant undergrowth.

How could the planetary governor have been so blind as to think that these rock-crete boxes and jungles would keep the Orks at bay? The monstrous, fire-belching OrkGargoyles would have handily broken their stride. Nine after months of fighting and loss of thousands of deaths, the force of humanity had bought their way back to where they had been at the start of the campaign. Now Ghazghkull Thraka was gone and most of his horde too, trapped and destroyed outside Tintarus here by the Blood Angels and their brother-Chapters the Ultramarines and the Salamanders.

But here in the jungle isolated heads of Orks fought on. Where battle-wary Imperial Guardians might fight and fall, the Blood Angels were deployed to remorselessly hunt the Orks down, to destroy their camps and supplies, to finish the task once and for all. He could almost sense the presence of the tens of thousands of hungry ghosts thinking for vengeance; he felt a premonition that today they would have their revenge, but that he might be consumed in the process. If it were so he would have no regrets, the Blood Angels were no stranger to sacrifice.

Suddenly, he heard a single chime, like the tolling of a great temple bell, resonant in his comm-net earbud. He touched the rune of communication and listened to the deep bass voice of the dreadnought Furioso.

"Brother-Captain, my sensor acuities indicate a large force of Orks deploying ahead of us."

"It appears our orbital dispositions were correct and the foe seek to defend their supply dump."

"Or they are simply eager for a fight, Brother-Captain. Never underestimate the Orks' thirst for battle."

"Just so, Brother Furioso, your wisdom is ever my guide. The Emperor be praised."

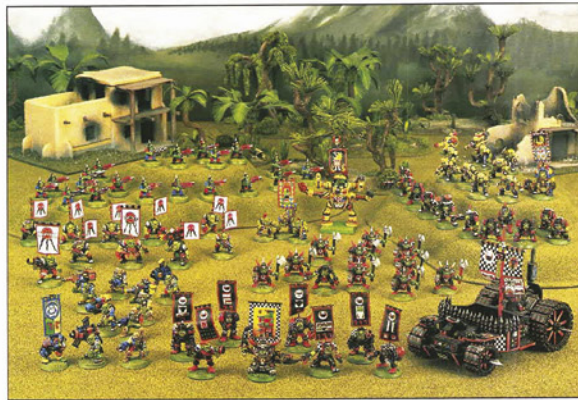
"The Emperor be praised."

Near in the distance Tycho's enhanced hearing could filter out the crack of better rounds as the Orks took potshots at the local wildlife. There was also the rumble of a large Ork vehicle, a half-tracked perhaps. Something heavy was crawling through the jungle too, possibly a heavy tank. He noted the action on his display board, rubbing the ruddy blood drop set in its casing for luck before he tapped the rune of communication again.

"Brother-Captain Tycho to all squads, engage front and prepare for battle. The Orks shall know the fury of righteousness this day."

ANGELS OF DEATH

THE ORK HORDE



WARBOSS MAGROT
Bolt pistol, axe, frag stikkbom, Ork 'vary armour, and the following: Warboss cante: Grotz weapons (meltagun & bolter). Reserve field and throw axe.

GOBRUNT (Runtherd)
Bolt pistol, axe and flak armour.

MAD DOC GROTSNIK (Painboy)
Bolt pistol, power fist and flak armour.

DURBAD (Mekboy)
Mekgun, bolt pistol, axe, flak armour and Wargear and reserve grenades.

ODDGIT
Weather (M2 2 pokers) 1 tank armour, copper staff.
2 Minders: Bolters, frag stikkbom and flak armour.

NOBZ MOB
Sargeant: Ork 'vary armour, bolter, frag stikkbom and power fist.
Magharks: Ork 'vary armour, bolter, frag stikkbom and power fist.
Skumbing: Ork 'vary armour, bolter, frag stikkbom and power fist.
Dew-Ting: Flak armour, bolt pistol, stikkbom and frag stikkbom.
Ugare: Ork 'vary armour, plasma gun, frag stikkbom, bolt pistol & axe.

NAZGUTS MOB (Goffs)
2 Yaku: Bolt pistol, axe, frag stikkbom and flak armour.
18 Orks: Bolt pistol, axe, frag stikkbom and flak armour.

1 ORK DREADNOUGHT
3 Plasma rifles, Lucannon and heavy bolter.

NARBOS MOB (Goffs)

1 Nobi: Bolt pistol, axe and flak armour.
1 Nobi: Bolt pistol, axe and flak armour.

MORGOS MOB (Bad Meons)
1 Nobi: Bolter, power fist and Ork 'vary armour.
1 Nobi: Bolter, power fist and Ork 'vary armour.

GROGS MOB (Evil Sunzi)
1 Nobi: Bolt pistol, power fist and flak armour.
1 Nobi: Bolt pistol, power fist and flak armour.

GROTNOS MOB (Death Skulls)
1 Nobi: Plasma gun, power fist and Ork 'vary armour.
1 Nobi: Plasma gun, power fist and Ork 'vary armour.

2 Orks: Bolter, frag stikkbom and flak armour.
2 Orks: Heavy bolter, frag stikkbom and flak armour.

2 Orks: Heavy bolter, frag stikkbom and flak armour.
1 Ork: Heavy plasma gun, bolter and flak armour.

20 GRETCHIN: Axes and flak armour.

1 ORK BATTLEWAGON

TOTAL POINTS VALUE: 1518

Jervis's Ork army was led by Warboss Magrot, who looks a lot like Ghazghkull but, for the purposes of the scenario, was not! However, he is accompanied by the Painboy Mad Doc Grotz, who soon became a special character in his own right. Many of the Goff Boyz and grotz came from the box set.

A GATHERING OF MIGHT

A 25,000-POINT WARHAMMER FANTASY BATTLE!



WHITE DWARF 181, JANUARY 1995

The first month of 1995 was an exciting time for *White Dwarf*, as it saw the release of several classic kits. First up, the original Scyla Anfigrimm – the first of his three incarnations throughout the years. Then there were the Attilan Rough Riders, new-design Space Marine Terminators and plastic (whoa!) Khorne Berzerkers. Top that off with the release of the Emperor Titan for Epic: Titan Legions, and you've got one seriously good start to the year that was 1995.

Jervis: I love big multiplayer games, but we'd never shown one off in *White Dwarf*. I went to Robin Dews – the editor at the time – and asked if we could fight a Battle Report using all the Warhammer models we had available. I could then write an article alongside it about playing multiplayer games and provide rules for hobbyists who wanted to do the same thing. We started by finding the biggest tables we could, then finding as many miniatures as were available. Finally, we gathered together a bunch of players that could be spared for a few days. The studio ground to a halt; if you weren't playing in the game or helping record it, you were watching it! The battle had a great story, the extra rules were fun and uncomplicated (I recall that allies could only communicate tactics and strategies by writing notes to each other), and there was plenty of good-natured trash talking going on. This Battle Report showed that there really was no limit to what we could do. The public response to the game was overwhelmingly positive, and we knew we'd created something awesome.



A GATHERING OF MIGHT

By Jervis Johnson and Robin Dews

For this month's battle report, we decided to show you something a little different and so we got together eight players and over twenty five thousand points worth of troops for an absolutely massive game...

Karl Franz turned from his companions and gazed out across the dark valley towards the enemy lines. All night long, a tumult of braying trumpets and beating drums had mingled with a cacophony of screams and curses. The sounds had echoed across the plain like a bitter wind, chilling men's hearts that were already numb with fear. Along the length of the valley he could see the disposition of his army marked by the hundreds of flickering campfires to which men crept for food and warmth and succour.

Now there was silence...

His thoughts flew back through the days... no... now it was weeks that this horror had been upon them. First there had been rumours of raids against a few small towns and villages on the fringes of the Empire. Then a bloodied messenger had come from Averland telling a tale of a vast Orc army sweeping down from the Black Mountains. He'd dispatched a force to intercept the invaders and under the command of the Elector Count they'd repulsed a part of the attacking force, but since that day the news had been grim.

Every hour brought new fear. The Orcs had been joined by a horde of Goblins and had now advanced to the very borders of Tababevland, killing, burning and destroying all in their path. In Aldorf itself, the river Rhin had run red with blood and the dozens of corpses seen floating through the capital had caused panic in the city. A curfew had been declared in order to protect the citizens and there were rumours of unrest in the army.

He turned, and drawing his cloak about him he stepped back inside the tent. "My Lords..." his eyes adjusted to the flickering candlelight. "...there is no hope of further assistance. We must face this evil alone."

"Sire, there may yet be time," the voice was that of Ostland, whose army of Halberdiers, Archers and train of Great Cannon had arrived that same afternoon.

"No my dear friend, there has been grievous treachery against my name. No more will come."

Four men stood with him. On his right was Ostland who's honest counsel he trusted, but who's opinion often belied the truth. To his left, muttering to himself, hunched and staring stood the Elector Count of Averland. Despite his heroic victory, the province of Averland had been overrun and the Count's mood now slipped further and further towards madness. And there, standing side by side were his old friends and comrades, Ludwig Schwarzhelm and the Grand Theognist Volkmar.

"There is no news from the Dwarfs and neither Middenland and Hochland will arrive before evening." His voice was steady and showed no emotion. "The enemy are numerous and my spies tell me that they have been joined by the red devils of Hothar in great number."

"Fire and blood! Fire and blood!" yelled Averland between clenched teeth. He began to rock backwards and forwards clenching and unclenching his fists.

The others exchanged glances, but Karl Franz reached out and touched his friend's arm.

The Count's movement ceased and his eyes swivelled to focus on the Emperor's face. "I'm sorry my Lord," spoke the Count, his voice now calm. "I seek only to serve and revenge my murdered kinsmen. I long to see the hated orcs driven from our land and your justice restored."

There was a swift movement behind him and a graceful figure stepped under the awning and cast back his cloak.

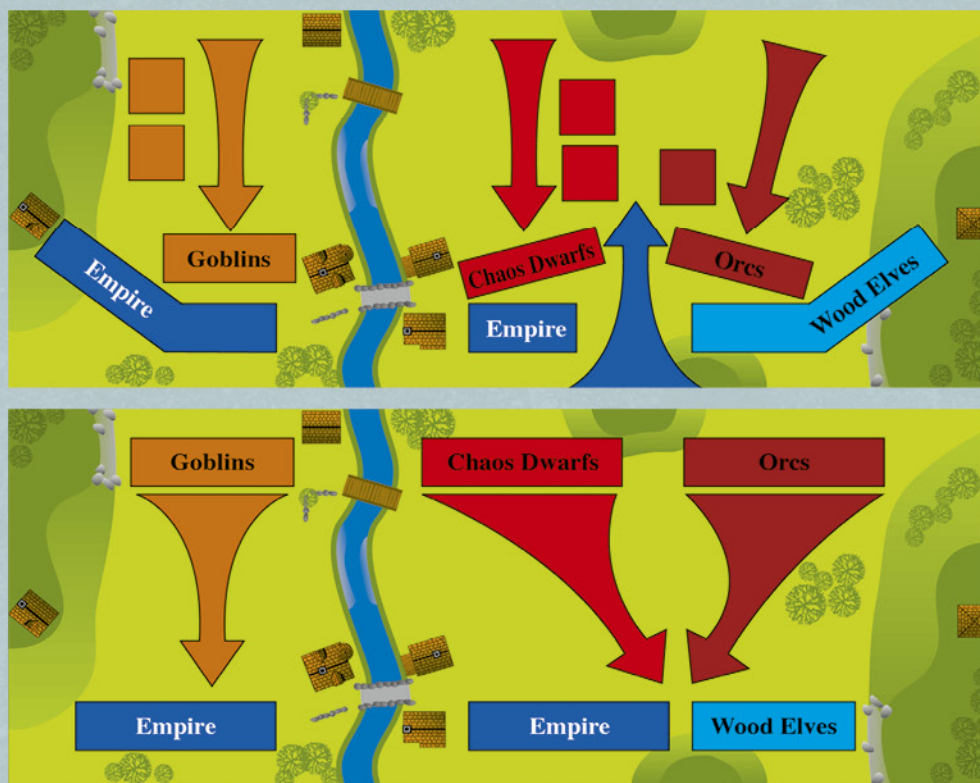
"Lancelot!" exclaimed Karl Franz, reaching out and grasping the Elf by the shoulders. "How come you here?"

"My people have old scores to settle with the boar-headed ones. Many years past, my kindred were slaughtered by their kind at Skull River. Now they are joined with the hated greenskins we could not help but come to your aid. We are ready to serve your banner. Even now my Scouts and Warriors are concealed amidst the trees and waiting for the order to attack."

From the enemy camp a single ominous drumbeat began to sound. Boom!... Boom!... Boom!...

DRAWING BATTLEPLANS

Jervis: Maps are an important part of any Battle Report because they enable you to see, at a glance, what is attacking where and what has died over the course of a game. In the olden days, we took Polaroids of the battlefield, which the *White Dwarf* production team would use as a reference to create 2D map graphics on their Magic Box (also known as a computer). Over time, they built up a library of scenery shapes that could be dropped onto any map. Nowadays, the 'maps' are much more sophisticated, with isometric photography of the battlefield that is far more detailed than anything we could have imagined three decades ago!



THE ARMIES

A GATHERING OF MIGHT



Jervis Johnson
The Big Boss

As long-term readers of *White Dwarf* will know, I like to try to keep my battle plans as simple as possible. This is because a complicated plan has a nasty habit of falling apart if one small thing goes wrong, while a simple plan tends to stand up better to the problems that fate and the opposing army may throw at it. If this is true of a small two player game, then it goes double when you are the supreme commander in a large multi-player game and have to try to co-ordinate the attacks made by your sub-commanders. However, although as supreme commander it's



Ian Pickstock
The Orc Boss

your job to allocate the troops in the army and make the final decisions with regard to what your forces will do, it's still important to get as much advice as possible from your sub-commanders before you make any critical decisions.

Therefore, before I decided on a plan, I had a conference with Nigel, Gavin and Ian, in order to allocate the troops that they would command in the battle, and discuss the tactical options that were open to us. The first thing to do was split the army into three roughly even parts, one each for Nigel, Gavin and Ian to control. This was rather easy, as the army consisted of three contingents – Orcs, Goblins and Chaos Dwarfs. We decided that Nigel



Gavin Thorpe
The Goblin Boss

should command the Chaos Dwarfs, as he had played quite a few games with them recently. Gavin insisted that he should command the Goblins as he likes the way they play. This left the Orc contingent for Ian to control.

Next we sorted out the troops that would be placed in reserve. The bulk of troops we decided to hold back were the poorer quality infantry units in our army. These troops wouldn't be all that much use on the attack, but would be perfectly adequate to fill gaps in our line caused by fleeing units, or to use as supporting troops for the front line attacking units. We also kept a Goblin Master Shaman, an Orc Master



Nigel Stillman
Chaos Dwarf General

Shaman, and Skarnek and Gobbis in reserve. The Goblin and Orc Shaman were held back to replace any of their compatriots that we lost to the 'Eadhangar' table or enemy action, while I wanted Skarnek and Gobbis to be available to beat up any of the Empire's flying forces that landed within charge range of our table edge. In addition, I held back the extremely large unit of Wolf Riders, as I knew that their fast movement rate would make them perfect for exploiting any breakthroughs made by our attacking units. Finally, I held back a unit of Trolls, that I felt might be handy for counter-attacking any Empire troops that might manage to break through our front line.



DID YOU KNOW?

A Gathering of Might was one of the first 'White Dwarf' versus games designers' Battle Reports, and there exists a good-natured battlefield rivalry between the two teams to this day. The adage goes that history is written by the victors, but while the games designers normally win the battles, the *White Dwarf* team hold all the pens.

DID YOU KNOW?

As they prepared for battle, the Dwarfers encountered a few issues. Firstly, Adi Wood had never played a game of Warhammer Fantasy! So they gave him all the big guns to shoot (how very Orky!) Secondly, 'Eavy Metal's Mike McVey hadn't fielded his Wood Elves for over six months. Robin and Jake would be doing a lot of carrying in this game!

A GATHERING OF MIGHT



Robin Dewis
Supreme Commander

brave (or foolish) Goblin commander indeed who will risk advancing his army towards hordes of wildly out-of-control Fanatics! Jervis' reserve rule would allow us to commit our reserves at any point along our own table edge and for them to charge, move, and fight normally on that turn. This meant that I could designate the entrance of the heavy cavalry at the start of any of our turns and they would immediately be able to reach up to 12" onto the tabletop and engage any enemy troops that might advance within range. By keeping these highly expensive units off the tabletop, we could also render them immune from the worst effects of the enemy missile fire and magic. Jervis was bound to have the Chaos Dwarf Earthshaker Cannon, Death Rocket and an assortment of Doom Divers, Rock Lobbers and Bolt Throwers positioned



Jake Thornton
Empire Centre

where they could do the maximum damage and we could simply avoid giving them their most desirable targets while maintaining the option to attack when the right opportunity came. Wood Elves possess the best missile troops in the game and so we placed them on the flank where they would be able to shoot at the main block of the enemy troops as they came in. Similarly, all the best archers and crossbows in the Imperial army were put under Adrian's command and placed on the left flank. The two ends of the line were to fold forward so that the attacking army would be contained within a deadly crossfire. In support of this strategy I resolved to keep the Steam Tanks off the table for the first turn. These highly mobile cannon, would be deployed as soon as the Orc attack developed, in



Adrian Wood
Empire Left Flank

positions from where they could bounce cannon balls along the length of the attacking line. We also decided to use our flying creatures to knock out the enemy artillery. If your army doesn't move, your enemy will quickly find the range and start to drop a hail of rocks and missiles on your head. We would therefore send the two Pegasus riders, the Wood Elf General and Karl Franz to dispose of these elements of the enemy force. Furthermore, if they went aloft during turn one, they could strike in turn two, and then be ready to charge and join battle during turns three and four. The overall strategy was therefore to form a stable line on our side of the table and rain down fire on the advancing hordes. Once they'd come within charge range of the heavy cavalry and War Wagons held in reserve off the table, we would strike



Mike McVey
Wood Elf Allies

a crushing blow and send them reeling back in dismay. As I said at the start, there was a significant and serious flaw in this scheme. By remaining within our own deployment zone, no more than 12" from our table edge, any of our troops that were forced to break and flee would almost certainly be lost before they had a chance to rally. On the other hand, if we used our first turn to advance further onto the table, the entire plan would be weakened because the reserves would no longer be able to strike from the table edge. Every good plan balances risk and danger against the opportunity for triumph and victory. We now had to weld our disparate and untested commands into a unified army with a single aim. With all this in mind we headed for the table.

HAMMER OF THE GODS

GRIMGOR'S GREEN TIDE VERSUS THE DEFENDERS OF WOLFENBURG



WHITE DWARF 340
APRIL 2008

This issue celebrated Warhammer's twenty-fifth birthday. The cover features Harry the Hammer, the original bearer of the Warhammer.

Jervis: Since A Gathering of Might, we have run several huge Warhammer Battle Reports, including the colossal Hammer of the Gods battle to celebrate twenty-five years of Warhammer. This time we put a lot of effort into creating an awesome story and building an amazing board on which to tell it. It was an unusually shaped board, too. It had to be – we had several thousand Orc and Empire models on the table, and we would never have been able to reach the middle if it had been rectangular!



THE TURNS



Turn 3 - The end of the Orcs' combat phase.
Left - The Empire makes their first turn moves.

which he first released them, on every subsequent turn they would move in a random direction and thus prevent a withdrawal to the safety of the hills. In the centre of the battlefield, the third Kislite regiment and a unit of Piousmen moved in front of our troops to take up positions near the village. On the right, the Wood Elf Chariot and Mage moved forward, again covered from harm behind a screen of Kislev Horse Archers.

The next phase of the battle was largely ineffective with the exception of the Wood Elf Archers who killed four of the Savage Orcs and the Wood Elf Mage who caused two wounds on the Giant with the Blue Lance. Over on Mike's flank, he also aimed his great cannon towards the large unit of Savage Orcs in front of the Lambeaux. The missile did not do much, but Mike's missile did cause a single wound to the Chaos Dwarf. Mike's missile did cause a single wound to the Chaos Dwarf. Mike's missile did cause a single wound to the Chaos Dwarf.

The magic phase brought further chaos, chaos between the two armies. With the exception of the three of Mike's, which

allowed the fleeing Kislevites to automatically rally, none of the spells were blocked by the use of Empire spells. The Empire played Drain Magic to the tune.

On the whole I wasn't too unhappy with the way things had gone. We'd pulled out all of the Chaos units from the hill, and Mike's troops had moved forward on his flank.

The Hippogriff on the other hand, was just in range. His charge easily broke the lightly armed Horse Archers, who

was now in a position to deploy the Storm Troops next turn in positions from where they could outflank the advancing Orcs and Chaos Dwarf army. It was in my nature to play a waiting game, but it was early days yet.

ORC HOST TURN 1

Jervis: Apart from the Kislev Horse Archers drawing out all of our Chaos Fanatics to our right flank, and the appearance of the Wood Elf Scouts in the woods on our left, I was very happy with the situation at the end of the Empire's first turn. The fact that the Empire's most powerful units were being held in reserve meant that I could ignore them for the time being, at least and carry on with my plan of attack.

It was not early yet to count any of my successes, but I did decide to bring on a Hippogriff. The Kislev Archers behind the Orcs on our left flank. A quickly written note explained to the Kislev Archers that they were to command the troops that they had originally been part of the Chaos army, and that I was taking them to the front of the battle. The Kislev Archers passed their turn test for being charged by the Hippogriff and were forced to stand and fire, killing two of the Kislev Archers with a well aimed volley of arrows. To add insult to injury, the Wood Elf Scouts moved on to see within charge range of the Kislev Horse Archers, and so their charge failed to happen.

The Hippogriff, on the other hand, was just in range. His charge easily broke the lightly armed Horse Archers, who



Turn 3 - On the right flank the Kislev Horse Archers getting prepared to charge on the Night Goblin Fanatics.

THE FIRST TURN

A grand total of seventy-seven units began the game on the battlefield, with plenty more held in reserve for critical assaults and outflanking manoeuvres. Adi held the Empire left flank against Gav's Goblin horde and promptly sent out sacrificial (brave lads!) Kislev Horse Archers to draw out the inevitable tidal wave of Fanatics from the Night Goblin units. On the right flank, the Wood Elves moved up to engage the Orcs in a very one-sided archery match, while in the centre, Jake's Empire troops took advantage of the Chaos Dwarfs' slow movement to shoot them as much as possible. Meanwhile, Karl Franz flew high ...

THE SECOND TURN

As the Empire shooting went from bad to worse, the Wood Elf Chariot (yep, that was once a thing!) proved immensely effective against the Orcs, destroying one unit and causing three others to flee. However, the Orcs rallied and were joined by Chaos Dwarf reinforcements with blunderbusses, who promptly blasted the Chariot into little woody pieces. A Hippogriff and a Wyvern-riding Shaman made mischief amongst the Empire ranks as Chaos Dwarf artillery rained down all over the battlefield. Meanwhile, the Goblins tried (with a reasonable lack of success) to herd their Fanatics towards the Empire lines.

A GATHERING OF MIGHT



Turn 3 - The end of the Orcs' combat phase and the Imperial retreat is broken.

In the shooting phase, a cannon ball from Mike killed three of the Kislev Archers who were advancing towards him. Firing from across the field, Mike's missile did cause a single wound to the Kislev Archers. Mike's missile did cause a single wound to the Kislev Archers. Mike's missile did cause a single wound to the Kislev Archers.

On the left hand side, Mike's missile did cause a single wound to the Kislev Archers. Mike's missile did cause a single wound to the Kislev Archers. Mike's missile did cause a single wound to the Kislev Archers.

In the Magic Phase, the Empire's Grand Theurgist was able to inflict two wounds on the Hippogriff with a Blast spell. The newly arrived Orc Shaman revealed that he was equipped with the Book of Adam, which he used to cast the Magic spell. The Magic spell was cast on the Hippogriff, which he used to cast the Magic spell. The Magic spell was cast on the Hippogriff, which he used to cast the Magic spell.

It was now time to declare charges, and as according to plan, our Empire troops moved down upon the enemy artillery positioned on the crest of the hill. With a desperate lack of co-ordination, the Kislev Archers moved to charge the Chaos Dwarf artillery. The Chaos Dwarf artillery moved to charge the Kislev Archers. The Chaos Dwarf artillery moved to charge the Kislev Archers.

Finally but unhappily, the Wood Elf Chariot moved his position to the left hand side, as an attempt to draw the Chaos Dwarf artillery into a position where they could outflank the advancing Orcs and Chaos Dwarf army. It was in my nature to play a waiting game, but it was early days yet.

On the left hand side, Mike's missile did cause a single wound to the Kislev Archers. Mike's missile did cause a single wound to the Kislev Archers. Mike's missile did cause a single wound to the Kislev Archers.

A GATHERING OF MIGHT



Turn 3 - The Kislev of the White Elf Chariot in combat against the Hippogriff.

aimed his second Great Cannon towards Grim himself but they managed to damage the Kislev Chariot's chassis. As a result of the impending attack, Mike also concentrated his fire on the Kislev Chariot, but despite hitting it with all nine shots, the Hippogriff managed to survive the attack and only killed one of the Kislev Archers.

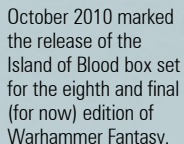
As the cannons made direct, arrows and crossbows bolts were loosed against the enemy and four more Kislev Archers were cut down. Together with the losses from the cannons, this forced a pause in the Kislev Archers' attack, but they still played a role. The remaining Kislev Archers were largely ineffective against the Kislev Archers, but they still played a role. The remaining Kislev Archers were largely ineffective against the Kislev Archers, but they still played a role.

In the combat phase, the Wood Elf Kislev Archers passed their test and moved home their charge against the Kislev Archers. The Kislev Archers moved to charge the Kislev Archers. The Kislev Archers moved to charge the Kislev Archers.

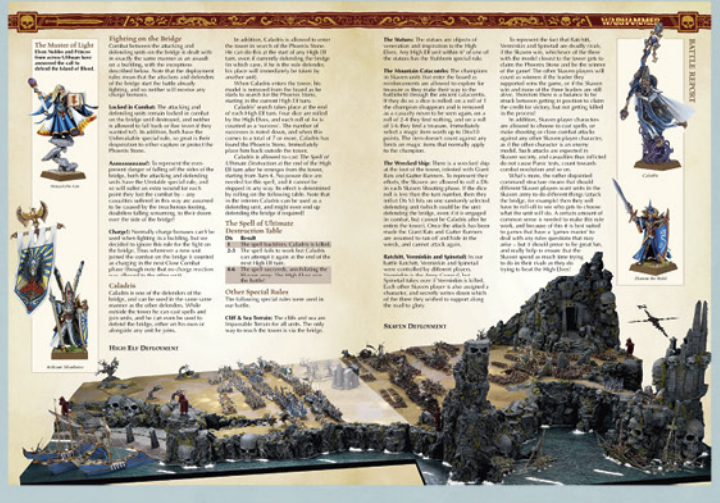
On the left, the Kislev Archers of the White Elf Chariot also passed their test to strike at the Hippogriff, but the combat was drawn. Meanwhile, on the right, the Kislev Archers made short work of the Kislev Archers and killed them all.

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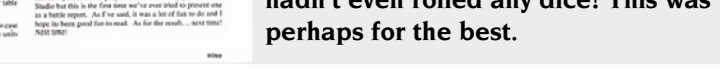
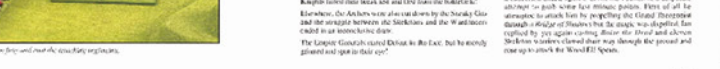
The Kislev Archers of the White Elf Chariot also passed their test to strike at the Hippogriff, but the combat was drawn. Meanwhile, on the right, the Kislev Archers made short work of the Kislev Archers and killed them all.



Jervis: The Island of Blood Battle Report was memorable because of the incredible board that the studio team made for it. When we saw it, we came up with loads of unique rules for the board's many features, which was very much a reversal of how we'd done things for *Hammer of the Gods*. It was an excellent battle because it allowed hobbyists to see how the contents of a boxed game could be expanded out into something truly incredible, as well as how the story presented in the set continued.



The Empire fought back, blasting cannonballs all over the battlefield. Orcs, Black Orcs, Goblins, Bull Centaurs and Niblit (kids, ask your parents) all became victims to black-powder weapons. Meanwhile, the Shaman on his Wyvern was run down after Ian Pickstock rolled a triple 1 to see how far it would flee. The Empire and Wood Elf heroes on their flying mounts descended from the sky to scare off the enemy artillery crews before they were in turn attacked (and many killed) by Orcish reinforcements. The centre of the battlefield descended into utter carnage and mayhem as the two main forces clashed.



With their centre broken, the Empire team brought on another thirty-four cavalry and two War Wagons to try to break the enemy. However, in a spectacular display of poor dice rolling, they lost not only every fight in the centre of the battlefield but their entire right flank, too! Jervis's team of evildoers took full advantage of this, pressing home attacks from every possible angle and routing another half-dozen units before the game ended. The final victory points were Orcs, Goblins and Chaos Dwarfs: 84, Empire and Wood Elves: 34. Jervis had won a game, and he hadn't even rolled any dice! This was perhaps for the best.

VENGEANCE ON GOLGOTHA

OLD RIVALS BATTLE IT OUT IN A SEQUEL TWENTY-SEVEN YEARS IN THE MAKING!



WHITE DWARF FEBRUARY 2019

The February 2019 magazine (unofficially numbered 439), was the second of a five-issue run that featured a guest editor. Jarvis took the helm for this edition and penned a lovely column, *The Die is Cast*, about his favourite games over the years. The magazine also featured a Tome Celestial on the Hammerhands Warrior Chamber, a stellar Aeldari army, a modelling guide for the Realm of Metal and a whole heap of Kill Team content including an event report, a gallery of models and the Battle Report shown here.

Jervis: This Battle Report was like getting the old team back together again! Years ago, Andy Chambers and I played a game of Epic (issue 154) that revolved around the defeat and subsequent capture of Commissar Yarrick by Ghazghkull Thraka. We always wanted to play a Battle Report that followed up that story. Twenty-seven years later, we finally got around to it! It was extraordinary how easily we got back into it. In no time at all, the banter was flowing, and the game was steaming along despite the fact that neither of us had actually played Kill Team at that point! It felt like the old days when we played 'live' in *White Dwarf*, learning the games on the go. It was wonderful continuing the story we had created so long ago. There was a real sense of continuity to what we were doing.

DID YOU KNOW?

The Battle Report in issue 154 (which was also included as a Temporal Distort booklet in the February 2019 mag) helped establish the ongoing story for both Commissar Yarrick and Ghazghkull Thraka. The game's narrative resulted in Yarrick being captured – a tale that was later woven into several codexes, novels and short stories.



VENGEANCE ON GOLGOTHA

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

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

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

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

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

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

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

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

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

MISSION OVERVIEW

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

BATTLE REPORT

TEMPORAL DISTORT

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



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

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



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

Cutscene, while Yarrick fought from the turret of a Battleline, most of the army around him were not Imperial Guard but, wait for it... Space Marines! In this battle Yarrick's army was almost entirely defeated and short-legged (sorry Jervis fans!).

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

FEBRUARY 2019 WHITE DWARF 45

THE ARMIES



EXTRACTION MISSION INITIATED

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

'The Scion with the med-pac is too cool a model not to use as a Medic Specialist, and I've got a few big guns to tackle the Orks as well.'

TEMPTESTUS BURN Burn Sergeant (armoured, big gun, big gun, big gun)

TEMPTESTUS ARCHES Archers (armoured, big gun, big gun, big gun)

TEMPTESTUS LANCE Lance (armoured, big gun, big gun, big gun)

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SPOLIN' FOR A RUMBLE!

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

Andy's Orks are mostly armed for close combat, with a couple of Banez Boys thrown in for some close-range immolation. A Looka and a Boy Cannon provide fire support, though, as

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BATTLE REPORT

KILL TEAMS, ASSEMBLE!

This Battle Report was played not as one game but as a series of three linked missions. In the first, the Imperial forces had to find the secret bunker where Yarrick was being held prisoner. In the second, they had to free him from captivity. In the third, they had to make their escape. Jervis chose a force made up of well-trained, well-armoured and well-equipped Tempestus Scions backed up by some expendable Steel Legion troopers. Andy's mob of Orks was mostly geared towards combat, though he included a few big guns on the premise that if you fire enough bullets at something, then one of them is bound to hit it.

MISSION ONE: INFILTRATION

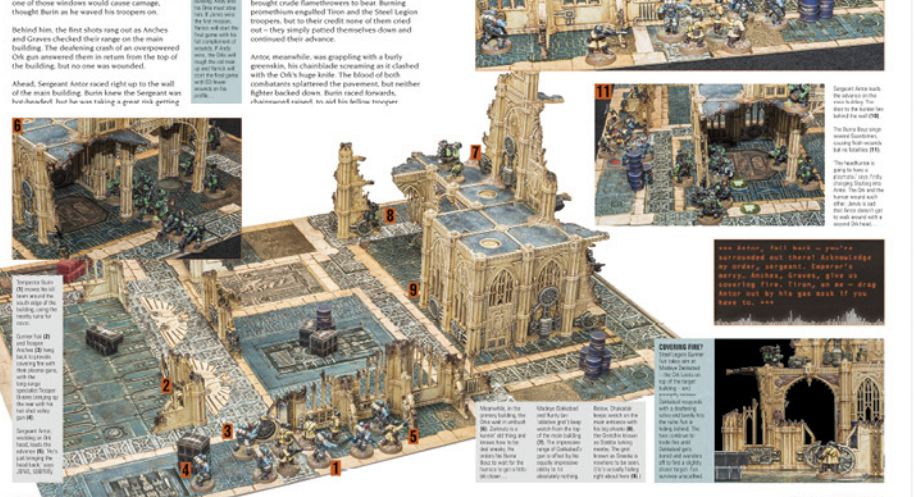
The first mission saw the Astra Militarum forces attempt to sneak up on the Ork stronghold beneath which Yarrick was being held prisoner. The whole idea of sneaking quickly went out the window when the Imperial Guard special weapons troopers opened fire on the Orks, who promptly fired back with all the gusto and inaccuracy you'd expect. The Guardsmen took cover behind a ruined wall and proceeded to advance slowly along the edge of the battlefield towards their objective. The Orks, led by a propa kunnin' Kommando Boss, waited patiently for them around the bunker doors, knives and choppas ready.

MISSION ONE: INFILTRATION

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MISSION ONE



BATTLE REPORT



MISSION TWO

BATTLE REPORT

MISSION TWO: EXTRACTION

Despite losing their first mission, the Astra Militarum eventually made their way into the underground bunker to rescue Commissar Yarrick. With Orks lurking around every corner, the Guardsmen split their forces. Tempestor Burin led most of the kill team to the west while Sergeant Antor of the Steel Legion headed east, where he proceeded to taunt the enemy with a decapitated Ork head until he got set on fire. The Orks were severely punished by the Imperial shooting, and the Guardsmen advanced into commanding positions around the bunker. Yarrick, however, was still far from safe.

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

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

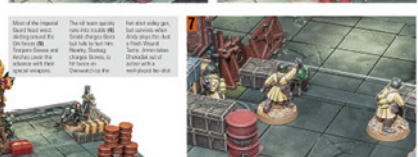
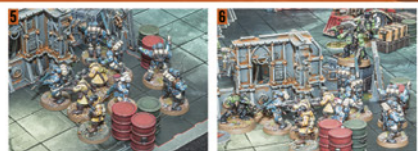
Their silent advance did not last long. With a roar, an Ork Boy leapt out from behind a nearby wall and hurled into Caris, the two of them

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

'Take out their big guns,' said Burin over the vox. His kill team obeyed immediately – Anches and Arnis shot the Ork Gunner with the big shots, while Guardian Zoro put a laser-cut close between the eyes of the Ork Looter. The Orks, unused to such a crude surprise, stalled in their advance until the Kommandos Ross followed for them to attack. As the Ork leader moved to guard Yarrick, the Orks closed in on the Guardsmen. Burin's team was in danger of being cornered.

THE OBJECTIVE Commissar Yarrick was to be rescued from the underground bunker. The kill team was to be split into two groups. One group was to hold the right flank of their advance, while the other was to lead the rest of the kill team to the left of the bunker, over the cell where Yarrick was being held.

MISSION DIRECTIVES The kill team was to be split into two groups. One group was to hold the right flank of their advance, while the other was to lead the rest of the kill team to the left of the bunker, over the cell where Yarrick was being held.



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

MISSION TWO CONTINUED

By this point, a fair number of Orks and Guardsmen were shaken, wounded, dead, on fire or all of the above. Both forces knew they had to do something decisive to secure victory. Trooper Anches took the initiative, raced towards the middle of the bunker, dived behind cover, raised his plasma gun and was shot in the head by Urzog da Shiv, who had somehow figured out which end of his gun the bullets came out of. The rest of the Guardsmen ran after Anches, taking down several Orks and grots in the process and creating a distraction so that Guardsman Kova could free Yarrick from his cell. The score was 1-1.



THE CHANGING PLAN If I advance Anches right up to the centre of the board, I can then use the Forwards for the Emperor order so he can shoot the Kommandos. I can then use the Forwards for the Emperor order so he can shoot the Kommandos. I can then use the Forwards for the Emperor order so he can shoot the Kommandos.



MISSION DIRECTIVES The kill team was to be split into two groups. One group was to hold the right flank of their advance, while the other was to lead the rest of the kill team to the left of the bunker, over the cell where Yarrick was being held.

A HISTORY OF RIVALRY

Jervis: During the 1990s, most Battle Reports were fought by members of the White Dwarf team, plus Andy Chambers, Nigel Stillman and me. There was a period of several years where Andy and I fought a Battle Report every month on top of our regular work as games designers. I lost most of those games (as people never fail to remind me), but I loved every single one of them. Andy and I operated very much on the same wavelength when it came to gaming, and while he focused more on tactics and I focused on narrative, we learned how the other liked to play, respected that and enjoyed our games as a result.



DID YOU KNOW? This picture was taken from the issue 200 Battle Report, Kneel Before Me!, which was the very first battlefield outing for Abaddon the Despoiler. This picture was taken at the old Games Workshop studio before it moved to its current location at Warhammer World. The wall behind Jervis is wallpapered with datacards for easy in-game reference.

BLOOD BOWL MATCH REPORT

THE REIKLAND REAVERS VERSUS DA DEFF SKWADD



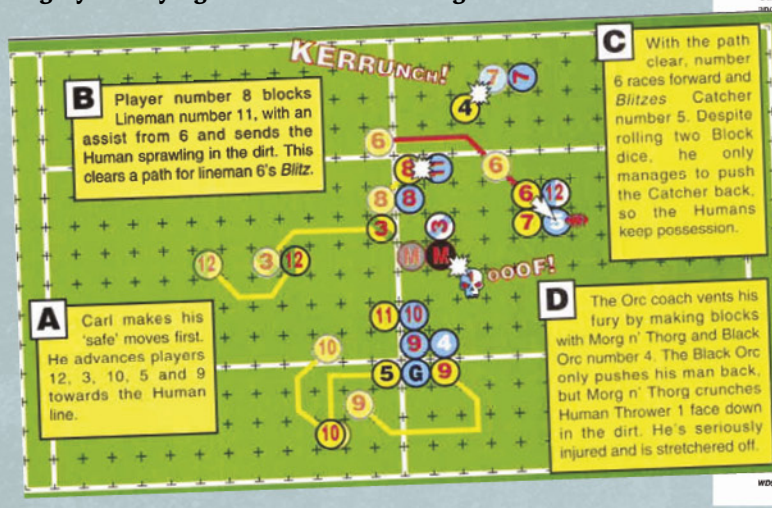
WHITE DWARF 173, MAY 1994

May 1994 was a curious month for new releases. On one hand, a whole new wave of Undead miniatures was released, including new Skeleton Warriors, an Undead Chariot, Zombies and a Necromancer. On the other, this was also the month that the Phoenix Lords Baharroth, Jain Zar and Maugan Ra were released alongside the Tyrantid Carnifex! Aside from a huge article on the Undead, this issue also featured a massive twenty-one-page Blood Bowl Match Report, which Jervis remembers fondly.

Jervis: 1994 was when the third edition of Blood Bowl came out. I've got a big soft spot for the game because it was one that I created and developed into its second and then third incarnations. For me, the third edition of the game was when it truly came to life, and it seemed only right to play a Match Report to show it off in the magazine. And that was where things got a little tricky! Everything we had learned up to that point about creating Battle Reports kind of got thrown out the window. We weren't playing a ten-turn (five per player) game of Warhammer but a thirty-two turn game of Blood Bowl where knowing the exact position of every player was critical. Carl Brown was my opponent for this game. He's a lovely chap and a superb advocate for Blood Bowl tactics and gameplay.

IT'S ALL IN THE MAPS

Jervis: As mentioned earlier in the article, we had established a pretty good template for our Battle Reports by this point, but Blood Bowl required a completely different style of presentation. The individual turn maps were replaced by pitches that often had to cover several turns, with every single player move recorded meticulously. Unusually, we set the game up right next to the computer for this battle, enabling us to record every move directly onto a digital representation of the board. We also used a tape recorder to record it all, with Carl and me narrating each other's moves. It was immensely challenging but hugely satisfying to see it all come together.



BLOOD BOWL

By Jervis Johnson and Carl Brown

The new version of Blood Bowl has just been released and here for all you sports fans is a report on a complete game played between Jervis Johnson - head coach of the Reikland Reavers and Orc Boss Carl Brown, coach of Da Deff Skwadd.

BLOOD BOWL FRENZY

For the last few months, it has often felt as if Blood Bowl frenzy had broken out in the Games Workshop Studio. Almost as soon as it was revealed that Jervis was working on a revision of the game of football mayhem, a Studio lounge was set up to play the rules. Every morning, the wall chart in our room was a reminder as players (bribe, bribe or bribe) returned from back in the previous night's games.

In our first week, Andy Chamber's Skavenlight Squads, ranged from a victory by winning the Outpost, to a loss by losing the Cup and Blood Bowl in rapid succession. His team required such a reputation for breaking the opposition that even a request for a friendly game would be met with much shuffling of feet, casual winking and sudden comments of being forgotten, but now absolutely expect such!

While the game was going through the production process and last minute tweaks made to the rules, the fever died down for a while. Now with the release of the new third edition, a brand new league has been set up. First teams are being picked and the excitement has started all over again.

THE NEW GAME

Second Blood Bowl players will welcome this latest version, as it incorporates many of the rule changes, modifications and suggestions you've written in with over the last few years. As a game system expands and grows, it inevitably reaches a point where the entire system is due for an overhaul. In recent years, Space Marine, Warhammer and Warhammer 40,000 have all benefited up to this way and the time has come to make a fresh look at Blood Bowl. The original game had gone through two



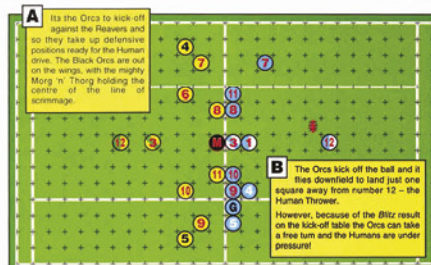
BLOOD BOWL

THE SET UP

"Good evening sports fans and welcome to the Aldorf Stadium for tonight's contest. Lined up for you this evening we have two great teams - Da Deff Skwadd under the leadership of coach Carl Brown and the Reikland Reavers who this season have been trained by coach Jervis Johnson. The teams are on the pitch and ready to kick off so let's go straight down to the action."

Jervis won the toss and decided to receive the kick so Carl sets his team up first. As you can see, he goes for a symmetrical defensive formation built around his Star Player - Org 'n' Thorg - positioned on the line of scrimmage. Once the Orc team is in position, Jervis sets up his men. It looks like he's preparing for a drive down his left-hand side as Griff Oberwald is there, along with a couple of the Reavers' catchers.

Carl rolls on the Kick-Off table before he places the ball, and oh no! it's a Blitz result. This means that the Orcs get a turn before the Reavers can even attempt to pick up the



THE FIRST HALF SET UP

pushed back a square and knocked down. Morg follows up by moving into the empty space and the Orc coach rolls 2D6 to check for damage. Morg has the Mighty Blow skill and so gets a +1 on the roll and stuns his man who is placed face down on the pitch.

Black Orc number 4 now declares a Blitz action and rushes down the field, making his dice roll for an extra square of movement, and blocks Lineman number 7. He rolls two dice, but gets a Blitz result! Carl shakes his head and decides to use a team re-roll in order to make the block a second time. This time he gets a Push Back result and the Orc follows up into the space occupied by his opponent.

Next, Orc Lineman number 6 moves forward to stand adjacent to number 11. This means that the Human Lineman is now in his tackle zone and will have to make a dodge roll if he wants to move away.

Finally, Orc Lineman number 7 runs down the pitch, taking two extra squares of movement. It's a desperate play, but he makes both of his dice rolls. He's in the square with the ball but can he pick it up? His agility is three so he needs a 3+ but Human Thrower number 12 has a tackle zone on the square. This puts an extra -1 on the result, so he needs a roll of 4, 5 or 6 to scoop up the ball. It's a 3! The Orc fans groan and the ball scatters and bounces away to land in the adjacent space. Because Carl has already used a team re-roll this turn he can't try again and as he's attempted an action that's failed, his team turn ends. It's a turnover and the Reavers have everything to play for.

THE ORC BLITZ

It's a disastrous start for the Reavers. Looking over the pitch, we can see coach Johnson hesitating much in frustration and the game's only just begun!

Orcs move into action. First of all, Morg 'n' Thorg's Human Blitz number 3. Morg has a strength of 6 so he rolls two Block dice and kerrunch! the Blitz is

Orc Lineman number 6 moves forward to stand adjacent to player number 11.

Morg 'n' Thorg crunches forward to flatten Human Blitz number 3. He's on the ground and stunned! Morg also now has a tackle zone on player number 1.

Black Orc number 4 dashes forward to Blitz the Human Lineman. This needs an extra square of movement, but he makes the roll and pushes his man back.

The play ends as Lineman number 7 dashes forward to grab the football, but Ooops! He fumbles and the ball bounces away. It's a turnover!

HALF - THE ORC BLITZ

GANG FIGHT!

HOUSE GOLIATH VERSUS HOUSE ORLOCK



WHITE DWARF 191
NOVEMBER 1995

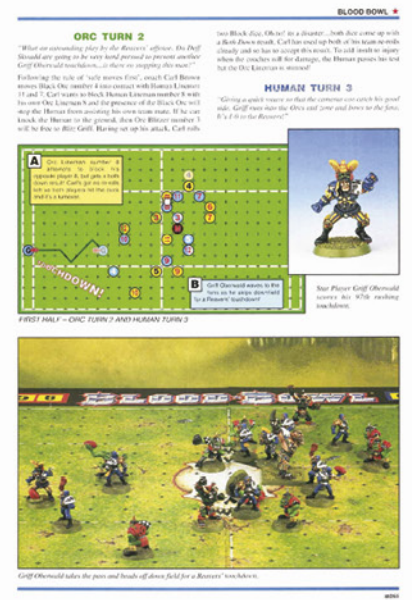
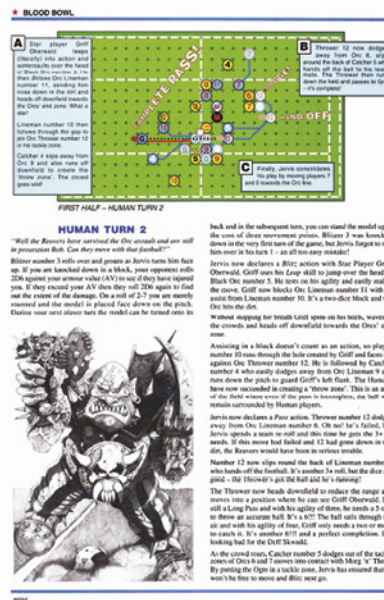
The Dwarf just got fatter! Issue 191 featured a new-look Grombrindal, while the magazine gained a card insert and expanded from 88 to 128 pages.

Jervis: Necromunda Battle Reports also required a different approach, as we found out with the very first one. The design, writing and photography of the article had to change to accommodate the large amount of vertical scenery, the relatively few number of models (but the increased depth that you had to go into with them) and the post-battle sequence. This game was also a bit of landmark because it was one of the rare times we managed to coax Rick Priestley out to play in a Battle Report!



THE FIRST HALF

The Orcs played a Blitz from the kick-off and smashed into the Human lines, causing early casualties. However, some fine ball handling by the Reikland Reavers saw them recover, fumble, recover again, then lob the ball down the pitch to a waiting Griff Oberwald. A couple of costly mistakes (and unfortunate dice rolls) by the Orcs resulted in Griff scoring the first Touchdown of the game. The rest of the half devolved into a messy ruck in the centre of the pitch in which Griff tried to jump over Morg 'N' Thorg and failed spectacularly. The Orcs evened the score after a surprisingly accurate throw to a waiting catcher.



THE SECOND HALF

The Orcs started the second half of the game in possession of the ball and immediately formed a cage around it with the intention of pile-driving their way up the pitch. After four turns of reasonably violent manoeuvring around the line of scrimmage, the Orcs finally make a break for it. The Throwing wisely handed the ball to Morg 'N' Thorg, who stomped up the pitch with a Blitz, a Catcher and a Lineman around his ankles to score a second time for Da Deff Skwadd. The game ended with Griff standing in the Orcs' end zone on Turn 8 looking at the badly thrown ball in the square next to him. The Orcs won 2-1.

LAST STAND AT GLAZER'S CREEK

ALL-TIME
FAVOURITE

WAAAGH! GRISHNAK VERSUS PRAETORIAN XXIV



WHITE DWARF 222, JUNE 1998

Issue 222 is regarded as a classic issue by many hobbyists of a certain age. By which we mean most of us Dwarfers; we're getting on a bit! Alongside a tactics article for the Imperial Guard, A Tale of Four Gamers and a couple of army features, the mag also included not one but two Battle Reports: Mutie Attack! for Gorkamorka and Last Stand at Glazer's Creek for Warhammer 40,000. *White Dwarf* 222 was the last issue to feature a yellow spine until October 2009. True fact!

Jervis: The Glazer's Creek Battle Report stands out as my favourite for a couple of reasons. First, the strength of the narrative is very compelling and a great example of how you can draw inspiration from real life, novels and films to create scenarios for your games. Second, it features a section about creating bespoke scenarios for a game and then puts it into practice in the Battle Report. I love creating scenarios where you know the players, their armies and the scenery you're working with. You can then tailor something specifically for them and create something really immersive. And that was exactly what happened! I hung around and watched Paul Sawyer and Adrian Wood play for most of the day. It was awesome watching them take the rules I'd written and create such an epic and enduring story.

THE SCENARIO

HOW THE SCENARIO WORKS



Jervis Johnson

Jervis: Last Stand at Glazer's Creek is really a series of battles that pits the horribly outnumbered Imperial Guard defenders against successive waves of Ork attacks. It is inspired by the 19th century Battle of Rorke's Drift, but more specifically by the stone-cold classic war film *Zulu*, which covers that battle. If you can beg, borrow or steal a copy of the film on video and watch it before playing the game, you'll find that the game is simply much more fun to play!

me!" which adds to the fun too. But I digress...

In this scenario the Imperial Guard defenders are horribly outnumbered and must attempt to fight off wave after wave of Ork attacks. However, the defenders include several tough characters, the Guardsmen have an excellent defensive position, and they also benefit from the uncoordinated nature of the Ork attacks. The Orks on the other hand have lots and lots of Orks, and know that given enough time they will wear the defenders down – the only problem is that they only have enough time to make a limited number of attacks before they must pull back to their main camp.

The rules below explain how to pick the forces, set up the table, and play the game. Please note that while the Ork army should be quite easy to field (though you will need to have access to at least sixty Ork or Gretchin models), the Imperial Guard army list is very specific and tells you exactly what models to use. If you don't have the right models, feel free to modify the list to suit your own collection, and/or use 'stand-ins' for the models you don't have (i.e. use a mortar to represent the autocannon, etc).

OBJECTIVES

The objectives for each side are very simple: the Praetorians must survive and the Orks must wipe them out (none of those namby-pamby 'Victory points in this scenario'!). More specifically, if at the end of any assault there are no defenders left standing, then the Orks have won. If there are still defenders alive at the end of the final assault, the Praetorians win the day.

SETTING UP THE TERRAIN

Last Stand at Glazer's Creek is played on a 4'x4' gaming area, and the Praetorian player sets up the terrain for the game. He must set up Glazer's Farm, and may set up any other terrain he likes. Glazer's Farm must include at least one building, but apart from this restriction the terrain may include any number of buildings, walls or other items that seem appropriate. Note that as the Praetorian player sets up all the terrain he can create a perfect defensive position with loads of cover for himself and almost none for the Orks. This is deliberate!

IMPORTANT: In this scenario, terrain never slows down Ork movement, though the Imperial defenders do get the benefit of a defended obstacle if the Orks attack over it. In addition Orks can climb over walls by simply measuring the height of the

wall and knocking this off their normal move. The reason for this rule is simply to stop the Imperial player from surrounding the farm with impassable or difficult terrain which would make for a very boring game all about shooting rather than close combat – which is not what we want at all!

ORK ASSAULTS

Instead of playing a single game, this scenario is played as a series of games. Each game represents one of the Ork assaults on Glazer's Creek. The Orks get a randomly determined army for each game, while the Praetorians get to use only the models that survived the previous battle.

Assaults	Extra Troop Rolls
3	+1
4	+2
5	+3

Before the first game the Ork player must secretly write down how many assaults he will make. He may choose any number from three to five. Choosing a high number will give the Ork player longer to wear down the defender, but will mean that he has less extra troops for the final assault.

ORK ARMY

The Ork army is determined randomly by rolling twice for leaders and six times for troops on the table below. I've deliberately set up the table so that the Orks get little in the way of long-range firepower. This is to encourage them to attack the farm, rather than sit around and snipe at the defenders. If you roll up some troops that you don't have, they can be replaced by an Ork or Gretchin mob, while unavailable leaders are simply ignored. This means that Ork players will need to have at least 60 Ork or Gretchin models in order to play this scenario, but as this just happens to be what comes in the Warhammer 40,000 boxed game I can't imagine this will present much of a problem.

D6	Leaders	Troops
1	Shooby Stuff	Bike or Buggy
2	Nob	Boyz
3	Nob	Boyz
4	Nob	Boyz
5	Nob	Boyz
6	Nob	Nobz or Boarboyz

Note: When we originally fought the scenario, Adrian rolled THREE times (not twice as above) for the Leaders and managed to roll up a Warboss in three of the assaults. It seemed reasonable that a Warboss would be at all the assaults and so in addition to the troops rolled up randomly each assault is led by an Ork Warboss. The Warboss is armed with the equipment actually shown on the model itself.

Bike or Buggy: A single War Buggy, Warrack, Scorchor, or Warbike. The vehicle is armed with whatever weapons are actually on the model. If you roll up more than one buggy result in a wave, then all of the vehicles must be combined into a single squadron. No more than one vehicle of the same type may be taken per assault.



LAST STAND AT GLAZER'S CREEK

A battle report by Jervis Johnson, Paul Sawyer, Adrian Wood and Graham Davey

This month's battle report is inspired by the classic war film *Zulu*, which recounts the tale of a group of British soldiers attacked by wave after wave of Zulus in 1879. In this battle the Praetorian XXIV Imperial Guard regiment would try to survive a series of relentless Ork assaults. The engagement is a continuation of the 'Massacre at Big Toof River', the mega-display featuring the Imperial Guard battling with the Orks at last year's Games Day event. Over to Jervis...

THE BATTLE OF GLAZER'S CREEK

Glazer's Creek is a narrow tributary of the Big Toof River, that stretches away to the north-west of its parent. Located close by the creek and some five miles from Big Toof River itself is the remains of an old farm, once owned many years ago by one Conrad Glazer, the man who gave his name to the creek. However, Glazer disappeared many years ago and his farm was little more than a ruin when the men of the 3rd Platoon, A Company, 24th Praetorian Imperial Guard Regiment set up camp there.

3rd Platoon had been left behind to guard Glazer's Farm after their Chimera transport vehicles were lent to the rest of A Company in order to make it fully mobile for the attack on Big Toof River. Without their Chimera the 3rd Platoon could not hope to keep up with the main column, and in any case somebody needed to be left behind to protect the 24th Regiment's supplies. The platoon was joined by several civilians that were accompanying the 24th Praetorians on the campaign, but deemed to be a liability for the main attack.

As the civilians and men of 3rd Platoon made themselves as comfortable as possible amongst the ruined farm buildings, they could have had no inkling of what was to happen to their comrades at Big Toof River. A



Paul sees the size of the first wave of Orks, and thanks Adrian is having a laugh...

THE FINAL ASSAULT

At the start of the third Ork turn of the final assault, the Ork player rolls again on the troop table. The number of rolls is determined by the number of assaults the Orks have made (see the rules for Ork assaults above).

DESTROYED VEHICLES

Vehicles destroyed during an assault must be left in play as wrecks. Damaged vehicles that can't move off are left in play too, but count as being destroyed in future assaults (it's assumed their crew has run off). This rule has several effects; it creates cover and makes the table-top look more interesting for a start, and it also limits the Orks' ability to keep on using the same vehicle in more than one assault.

PRAETORIAN WOUNDED

Praetorian models that are 'killed' during an assault need to be kept to one side until the end of the battle. If the Orks are dealt off, roll a D6 for each model on the table below:

Dead models can't be used in any further assaults, while models that suffer a flesh wound will be fighting fit and able to take part in the next assault. Models that have been seriously wounded have to go to the hospital, but you can roll for them again on the table below at the end of the next assault.

D6	Result
1-2	Dead: Add another white cross to the graveyard
3-4	Serious Wound: It's hospital for you m'lad
5-6	Flesh Wound: Get back in the ranks ya maffingers!

THE HOSPITAL

One of the buildings that makes up Glazer's Farm must be designated as the hospital. Seriously wounded models are sent here, and may recover as described above.

In addition, if it assumed seriously wounded models have their weapons by their beds, and if an Ork moves within 4" of the building, the seriously wounded models inside may get up and fight! Roll a D6 for each seriously wounded model if an Ork moves close. On a roll of 4 the model gets out of bed and fights. Add +1 to the dice roll during the final assault. Seriously wounded models have 1 wound, and all of their other characteristics (including movement and leadership) are reduced by 1 point. Set them up anywhere you like within or touching the doorway of the building.

Once 'activated', seriously wounded models will fight for the rest of the battle, but then have to make a roll on the injury table at the end of the battle to see if their exertions have caused a relapse.



DEPLOYING FOR BATTLE

The Praetorians set up anywhere on the table at least 12" from a table edge, except that any wounded models must set up in the hospital building in the farm (see the rules for wounded models below). Praetorians may set up in overwatch, but can't set up hidden (the Orks are watching them from the hills!).

After the Praetorians have set up, number the edges of the table 1 to 4. The Ork player then picks any two adjacent edges and numbers them 5 and 6. He then rolls a D6 for each unit, and they move on within 12" of the centre of the table edge with that number. Note that because the Ork player gets to pick an extra couple of numbers for two table edges, he can choose the area where the bulk of his troops will (probably) set up. The Ork player can change the table edges he picks to be numbered 5 or 6 at the start of each assault. Remember that a separate roll is made for each unit.

FIGHTING AN ASSAULT

Once both sides have set up, you are ready to fight the assault. The Ork player gets the first turn. The battle continues until either there are no Praetorians left in play, in which case the Orks win, or there are less than thirty Ork models in play. Bike or buggy models, and any Shooby Stuff plus their crews, count as five models if they have taken no damage, one model if damaged at all or if a crew member is killed, and zero models if destroyed. The Warboss, Boarboyz and Nobz count as one model each.

IMPORTANT: This is a fight to the death for both sides, and so all units are immune to psychology and will not break.

If the Orks are reduced to less than thirty models the assault ends immediately in an Ork defeat. If this was the final assault then the Praetorians win. If not, the Praetorians must tend to their wounded, and then you can play out the next assault.

THE ARMIES

LAST STAND AT GLAZER'S CREEK

BATTLE REPORT



Praetorian XXIV

SQUAD JENKINS

- S** SERGEANT
- F** FLAMER PRIVATE SIMPSON
- 1** TROOPER X 6
- G** AUTOCANNON GUNNER
- G** AUTOCANNON

SQUAD JONES

- S** SERGEANT
- M** MELT-GUN TROOPER
- 1** TROOPER X 6
- G** HEAVY BOLTER GUNNER
- L** HEAVY BOLTER LOADER

HEAVY WEAPONS SQUAD

- G** MORTAR GUNNER
- L** MORTAR LOADER
- G** LASCANNON GUNNER
- L** LASCANNON LOADER
- G** LASCANNON GUNNER
- L** LASCANNON LOADER
- G** LASCANNON GUNNER
- L** LASCANNON LOADER
- G** GRENADE LAUNCHER TROOPER
- F** FARM TRUCK WITH HEAVY BOLTER

SQUAD DAVIES

- 1** TROOPER X 3
- G** GRENADE LAUNCHER TROOPER

THE CIVILIANS

Anyone who has seen *Zulu* will know that it's not just soldiers that took part in the defence of Rourke's Drift, there were civilians there too. I wanted this aspect of the film to be reflected in our reflight at Glazer's Farm, and to this end we included a number of civilians in the defence force. We used a motley collection of miniatures to represent the civilians, drawing on models from the Studio's Necromunda and Adeptus Ministorum armies. All were armed with the weapons actually depicted on the models themselves.

CIVILIANS

- G** FARMER 'GLAZER'
- H** VETERAN SCOUT 'BLIK'
- R** RATLING SNIPER 'HOOKY'
- S** SCRIBE 'PARCHETT'
- H** MENIAL CHAMPION ARMED WITH PLASMA PISTOL
- C** MENIAL CHAMPION ARMED WITH AUTOPISTOL AND SWORD
- O** MENIAL/SCOUTS X 8

Farmer Glazer: The owner of Glazer's Farm who has been living as a hermit in the hills, but has returned to help defend his old homestead against the Orks. He is an independent character and has Imperial Guard Hero characteristics.

Veteran Scout Blük: Some-time hired scout and some-time bounty hunter, Blük carries a huge array of weapons, including a single star's grenade. He is an independent character and has Imperial Guard Hero characteristics.

Ratling Sniper Hooky: A rogue who has feigned illness to avoid taking part in the Battle Of Big Toof River. He is an independent character and has Ratling Hero characteristics (see the Codex Imperialis for Ratling Hero stats).

Scribe Parchett: An Administratum scribe sent to record the outcome of the campaign for Administratum records. He is an independent character and has Imperial Guard trooper characteristics.

Menials: Two units, one of six models and one of four, each led by a champion. With the exception of the champions, the models have Imperial Guard trooper characteristics.

Farm Truck: This vehicle can be driven by any of the models in the defending force. It has the same speed and armour as an Ork buggy, and is armed with a heavy bolter.

DID YOU KNOW?

The Praetorian Imperial Guard first appeared at UK Games Day 1997 on the Massacre at Big Toof River mega-display. Originally converted from Mordian Iron Guard miniatures, the Praetorians proved so popular they were made into a full range of miniatures. Despite their popularity, the Last Stand at Glazer's Creek was their first and only Battle Report.

WAAAGH! GRISHNAK

WARHAMMER

- W** WARLORD
- N** NOBZ
- B** BOYZ
- D** DREADNOUGHT WITH TWO HEAVY BOLTERS
- D** DREADNOUGHT WITH MISSILE LAUNCHER AND HEAVY BOLTER



Grand Warlord Adrian Wood

For this battle report we decided to use Adrian's Ork army, Waaagh! Grishnak Grimjaw. You may remember Adrian's original Ork army, which we featured in WD 201. Waaagh! Grishnak Grimjaw. When *Goatmoose* came out Adrian was so excited by the new Ork models that he decided to make a completely new Ork army using Goatmoose Orks and all the crazy vehicle conversions he loves to create. This army, led by his new Warboss, Grishnak Grimjaw, is already pretty enormous and every model has its base painted for fighting on a desert battlefield, like the Praetorians. Adrian's feral Orks look just right for this scenario in which skill at hand-to-hand combat is paramount. It's not everyone who can boast two huge Ork armies to fight with, one on desert terrain and one on jungle terrain!

Adrian: Waaagh! Grishnak is made up of mobs that are twenty-strong so I'll have to split them down into ten-strong mobs for this scenario. I've got no worries about what I randomly roll up in the way of an army, I'll have models to accommodate! The only real decision I have to make is how many assaults to fight. I'll opt for four assaults as this should give me enough time to smash the enemy and enough reinforcements in the last assault to swing the game in my favour. This is the first time I've played Paul at Warhammer 40,000 and I'm looking forward to crossing axes with him!



DID YOU KNOW?

Adi Wood was known for many years as the Grand Warlord on account of his love of all things Ork. His Dreadnought conversions (top right of the image) partially inspired the redesign of the Ork Dreadnought, which later became the Deff Dread. Adi's Warboss, Grishnak, was converted from an Ogryn to make sure he was da biggest.

LAST STAND AT GLAZER'S CREEK

LAST STAND AT GLAZER'S CREEK II

WAAAGH! SKOGRIN VERSUS THE 24TH VENTRILLIAN NOBLES



WHITE DWARF JUNE 2018

Twenty years after Last Stand at Glazer's Creek was fought, the Dwarfs decided to pay homage to Jervis's scenario and revamp it for the modern day.

Jervis: One of the most satisfying things about my job is seeing the happiness and enjoyment people get out of something I've worked on. It makes me feel really proud of what I've created. When the *White Dwarf* team recreated Glazer's Creek, I absolutely loved it. They took what I'd created years ago and brought it up to date for the modern day, with new rules, photography and miniatures. Perhaps one day in the far future, another generation of hobbyists will see fit to recreate it once again!

BATTLE REPORT

THE FINAL ASSAULT: SMASH 'EM, LADZ!

I shuffled back to his own dugout, some crates and barrels into position, creating a smaller defensive perimeter within the compound. This was my last stand. I was determined to hold. Momentarily, one of Skogrin's mounted Orks had been severely injured by the last assault, though the last Ork was still on the move. I had a small window of opportunity to strike. I had a small window of opportunity to strike. I had a small window of opportunity to strike.

"Ventrillians! We fight to the last man! There will be no retreat, no surrender, only eternal glory. The Orks will pay dearly this day!" - Commander Stromford



"Smash, smash and smash some," called Skogrin, who was now standing at the southern wall near the hospital. When the Dwarf soldiers moved to their guns and slung down the hill. The Ventrillians added to the pressure by firing their heavy weapons, almost hitting one of the war machines.

Advances and battles long set, a ceasefire was agreed. The Dwarf soldiers were now in a position to strike. I had a small window of opportunity to strike. I had a small window of opportunity to strike.

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ASSAULT 4

The final assault. The showdown. The last stand. The Praetorians drew back around the main building, which had been used throughout the game as a hospital for wounded troopers. If things got really bad, they could always fling their bedpans at the Orks! Once again, Grishnak led his Boyz on the offensive, kicked down the outer barricades and made straight for Captain Caine. Victory seemed within their grasp, though they didn't count on the intervention of one keen Veteran Scout. Having lobbed a stasis grenade into a mob of Orks, he gleefully waded into the fray, fighting five Ork Boyz at once and saving the day!

LAST STAND AT GLAZER'S CREEK

ASSAULT 4

Paul: This is it - the final assault. I had been told I'd have kept the quiet until now. I had waited my opportunity with some satisfaction. Then again, I had waited my opportunity with some satisfaction. Then again, I had waited my opportunity with some satisfaction.

The Praetorians began again, and I had to get another Scout. I had to get another Scout. I had to get another Scout. I had to get another Scout. I had to get another Scout.

Paul: This is it - the final assault. I had been told I'd have kept the quiet until now. I had waited my opportunity with some satisfaction. Then again, I had waited my opportunity with some satisfaction. Then again, I had waited my opportunity with some satisfaction.

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Stasis Grenade

Turn 1

Turn 2

Turn 3

Turn 4

Turn 5

Turn 6

Turn 7

Turn 8

Turn 9

Turn 10

Turn 11

Turn 12

Turn 13

Turn 14

Turn 15

Turn 16

Turn 17

Turn 18

Turn 19

Turn 20

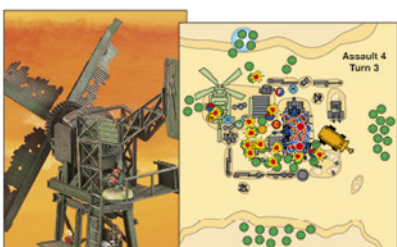
Turn 21

Turn 22

Turn 23

Turn 24

LAST STAND AT GLAZER'S CREEK



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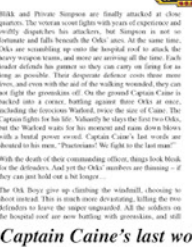
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CONCLUSION

Like all good battles, the Last Stand at Glazer's Creek was suitably nail-biting right to the very end. When Grishnak's Orks finally broke and ran, just four Guardsmen remained unscathed, along with the Ratling Sniper, Hooky, and the heroic Veteran Scout. Ten other Guardsmen eventually recovered from their injuries (brave lads!).

As Paul and Adi mentioned in their outro, this was actually the third time they fought the scenario, as the first two forays were used to test out Jervis's rules and make sure the gameplay was fun and exciting. It's safe to say they nailed it!

BATTLE REPORT

THE FINAL ASSAULT: SMASH 'EM, LADZ!

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BUILDING YOUR PARTY

The Cursed City of Ulfenkarn has been overrun by the undead, its populace cowed by the half-feral vampire Radukar the Wolf. In this month's article, we take a look at party builds. Will you go in all guns blazing, all hammers swinging or a combination of the two?



Welcome back to Tales from the Cursed City, a series of articles focused on the latest edition of Warhammer Quest, which is set in the undead-infested streets, back alleys, tenements and dungeons of Ulfenkarn. Cursed is definitely the appropriate adjective to describe the place too, because no one in their right mind would want to live there these days, not with Radukar the Wolf ruling supreme. If you plan to take him on, you're going to need one seriously determined expedition!

That's what this article is all about. Over the next few pages, we'll show you three different hero party 'builds' – groups of heroes chosen specifically to give the players the best chance of success or to lean towards a particular style of play. For seasoned veterans of Warhammer Quest, you'll know the tropes – big guy at the front, skilled sword-wielder nearby and an archer and a wizard for ranged/moral support. But perhaps there other ways to take on the Cursed City ...

ALL'S FAIR IN LOVE AND WARHAMMER QUEST

These parties that follow are examples of what is possible if you decide to tune your party to suit one or more styles of play, but it can't be said often enough – any combination of heroes will work just fine in Warhammer Quest: Cursed City. The main difference between heroes is not how much damage they can deal – every hero is perfectly capable of kicking down doors and smashing heads in – but their utility, unique abilities and survivability. Above all, players should take the heroes they like the most, and everyone will have a great time.



THE 'TRADITIONAL' PARTY



Nothing screams 'traditional adventuring group' more than a beefy fighter, a noble knight, an aelfen archer and a scrawny mystic, all on a quest to oust an evil being from power. This group splits its heroes right down the middle – two frontline brawlers and two ranged powerhouses – and it is a perfect balance between survivability and damage-dealing. In addition, it includes one of each hero class (Loremaster, Stalwart, Blade and Executioner), and so we have about as close to an 'all round' group as is possible to get in Cursed City. You might be thinking this party could be a jack of all trades and master of none, but don't be fooled. This group can tackle any problem, from Corpse Rats to Radukar himself, and walk away to tell the tale.



This group revolves around the positioning of its reliable core of tough front-line fighters, Brutogg Corpse-Eater and Emelda Braskov. They need to be up front, toe-to-toe with the enemy. These fighters have the better Defence characteristics of the heroes on the team, though be warned – it's decidedly average until these fighters are inspired. As a result, you can expect attacks to go through as often as they don't, so you'll want Brutogg to take the most hits early on, as his ogor Vitality will allow him to ignore the worst of it until his teammates can take out the attackers. While it goes without saying that these heroes are very capable fighters, boasting excellent offensive

abilities, in this group they are expected to take a lot of damage and therefore not have as many actions as their teammates, so you'll need some damage-dealers to pick up the slack.

Enter Octren Glimscry and Qulathis the Exile. Both of these fighters serve the same purpose: to destroy hostiles en masse. They can deal spectacular amounts of damage from range, making them a safe choice, and both have a unique ability to boost their damage. Qulathis uses her Oaken Arrows to bypass any defence, and Octren can take a pinch of grave-sand (a decidedly dangerous thing to do) in order to augment his soul-blasting Hollow Stare. This means that you have an 'on demand' burst of damage that can obliterate any number of hostiles at the drop of a hat. Just don't miss.

During your journeys into Ulfenkarn, you will want to advance around the battlefield as a group; don't split the party! Keep Octren and Qulathis close together so they can support each other's attacks. While both are very accurate, they are by no means infallible, and if one fails to finish off a vital target, the other should be available to deal the killing blow. Once Octren has a few levels under his robes, he can curse hostiles too, making the group even better at destroying larger hostiles. In the meantime, the undead hordes should be kept at bay by Brutogg first and foremost, while Emelda deals with anything that slips past his formidable frame. No plan survives contact with the enemy, however. In Ulfenkarn, enemies can pop up in really inconvenient places at times, so even with a flawless defence, Octren and Qulathis may still be surprise attacked. When you can predict this, try to have Octren struck instead of Qulathis. While their Defence characteristics are equally unreliable, Octren has the advantage of a strong Vitality characteristic (especially when inspired), allowing him to recover from injuries much more easily. Once Qulathis is hit, she stays hit for a long time, so try to avoid this at all costs.

In short, this group has everything – tough fighters to hold the line, with some ranged solo-purpose damage dealers in support, and just enough of an ability to heal to allow them to take a few hits and keep on coming.

HERO CLASSES

There are four classes of hero in Warhammer Quest: Cursed City, and each brings something different to the party. Stalwarts provide durability; Blades supply battlefield initiative and positioning advantages; Loremasters enhance the heroes and debilitate their enemies; and Executioners offer mobility and specialised firepower.

THE 'JUGGERNAUT' PARTY



Brutogg Corpse-Eater

Dagnai Holdenstock

Glaurio ven Alten III

Jelsen Darrock

Had a long day? Too tired to think tactically? Just plain fed up of evil undead shenanigans? If so, then this party is for you! The 'Juggernaut' build is also known as the 'All-In', the 'Cards on the Table' and most fondly as the 'Pain Train'. This party has one goal: steamroll towards the chosen objective as quickly as possible and stomp flat anything that gets in the way. Perfect for anyone getting to grips with the game, this party contains the two toughest fighters and two of the most flexible, and combines them into a supreme fighting force.

In general, much like the traditional party, you will want to keep your group together. Pick an objective you want to accomplish, like 'clear out that board tile' or 'grab that mysterious object', and drive all your fighters towards it in an inexorable tide of edged steel and blackpowder gunshots. Your frontliners should be Brutogg and Dagnai. Dagnai in particular boasts the best starting Defence characteristic in the game and so should be used to deal with multitudes of lesser horrors. For creatures whose Damage values are so high that not even Dagnai's armour can hope to stop them, use Brutogg to soak the hits, as his Vitality characteristic means the damage he will inevitably suffer will be healed up much quicker. While these fighters will not always go first in any given turn, at the end of their activation you should endeavour to have them on the same board tile as at least two other fighters, and be adjacent to as many hostiles as possible, to stop them moving. Dagnai also has a special trick in the form of his Harpoon Gun. He can reel offending hostiles right into melee range of both himself and his comrades, dragging the luckless undead into the blender that is Jelsen Darrock.

While Dagnai and Brutogg 'hold the line', Jelsen Darrock buckles it. A one-man army, Jelsen deals the highest combined damage at both ranges in the game, and in this group, you don't need to be too clever about it. Just stay close to Dagnai or Brutogg and go to town on whoever is nearby. Always try to get a shot off with Judgement, his blackpowder rifle. It can only fire one shot a turn, but boy does it hurt. Also, don't forget his firewood stakes – a free weapon action that he can make against any target he

damages that isn't slain! That's right, his rifle also launches stakes! What a guy.

Last in the party is Glaurio, who provides moderate defence and solid attacks at both melee and range. So where does he shine? In this group, Glaurio provides the oil that allows the machine to work. Without him, this team is so one-dimensional you would lose sight of it if it turned sideways. In order for a smash-and-bash team to function in Cursed City, we found it vital to have at least one character who could tip things in the party's favour when the chips were down. Very few characters can do much about a bad initiative draw or a pesky hostile that survives a round of attacks and is pinning someone in place. Glaurio does all this and more with his 'Duellist' ability. A free Run action followed by a free weapon action is incredibly useful, and it means Glaurio can get to where he is needed in a jiffy, whether to finish off an enemy or come to a teammate's rescue. When he gains a few levels, as a Blade, Glaurio will get better at performing gambits, which allow him to manipulate the initiative order. He can even swap places with a fellow hero, getting them out of trouble in an instant, or, of course, escaping trouble himself and dumping a teammate right in the thick of it. It just depends on how you like to play ...

So there you have the Juggernaut build, which rushes in with four heavy-weight melee fighters, all bar one of whom have a vicious ranged attack to boot. It almost makes you feel sorry for the Wolf's underlings!



THE 'GLASS CANNON' PARTY



Octren Glimscrey

Jelsen Darrock

Qulathis the Exile

Cleona Zeitengale

Glass Cannon has long been a term used to describe 'powerful but fragile' units and armies in Warhammer, and this group takes that concept to the extreme. Three of the four fighters have a Defence value of \square , which means that if a hostile lands a hit, then it is almost certainly going to deal damage. All bar one of the heroes have a Vitality of \square , meaning once they are hit, those wound counters are going to stick around for a long time, if not until the end of the journey. These heroes are vulnerable and will not last long in an extended, drawn-out conflict. With the hordes of Ulfenkarn being literally numberless, you might expect that a group like this wouldn't stand a chance, but of course, that is far from the case. Why? In a word, Damage.

That's right Damage, with a capital D. This group has tons of damage. There is no combination of heroes than can deal more damage than these four, at both range and in melee. Added together, this output is more than enough to clear a few board tiles of hostiles, and there are several tricks the group can employ to stay clear of their enemies. Three of the heroes have already been covered in this article, and everything that was said of them earlier remains true, so we will focus on the glue that holds the party together: Cleona Zeitengale.

Cleona seems like a bit of an oddball hero upon first glance. A weak ranged attack, a medium-to-acceptable melee weapon action and some pretty uninspiring characteristics, with only her Vitality clawing its way to average. As you might imagine, though, there is much more to this hero than her profile would suggest.

To begin with, her Path to Glory is by far the easiest in the game to accomplish and is usually achieved very early in the game. It can even happen in her first turn if the stars quite literally align for her. This gives her a powerful boost to her weapon actions' accuracy and her already potent abilities. Let's look at how those abilities can prevent the group being overwhelmed.

It's a sad truth in Warhammer Quest that your heroes will miss. Sometimes a hostile will be struck soundly but left with a single remaining wound. This is particularly bad against this

group, as even a wounded hostile can still land a nasty hit, and without a Dagnai or Brutogg to take the punishment, this party has no ability to absorb damage. In fact, as damage piles up, this group falls apart pretty quickly. This is where Cleona shines with her 'Celestial Devastation' ability, which calls down comets upon her foes. This is the only attack that can affect three or more hostiles in one action, and it lives up to its name, spreading huge amounts of damage in a wide area. It has a few limitations; it can only be used once per turn, and it can damage heroes that are too close to the impact site (comets are notoriously indiscriminate). However, should it be aimed with the necessary accuracy, you will find a lot of hostiles dead, or left on a single wound – a perfect target for a vengeful Darrock or Qulathis. In this respect, the Celestial Devastation ability can also be used to finish targets off; just make sure no allies are nearby. Once Cleona becomes inspired, her Celestial Devastation's damage increases, and large swathes of hostiles are wiped out with a single wave of her staff, which helps prevent the group getting swamped by hordes of lesser foes.

Finally, keep in mind that Cleona and Octren both have the ability to stun a hostile. Neither is guaranteed, of course, but in a pinch, you'll be glad of a chance to keep a nasty enemy at arm's length.

So there you have it, a sure-fire recipe for risk-laden success. The Glass Cannon party will definitely have you sweating in your boots at different points during the game, but the satisfaction of clearing out swathes of enemies in a single turn is not to be underestimated.

THE FINAL WORD

As we pen these final words, scrawled in blood on human parchment in the dark of night by flickering candlelight, we bid you farewell, and we wish you the best of luck in the harrowing streets of Ulfenkarn. Though luck will avail you naught – our master will soon feast on your pathetic, brief lives, no matter what group of foolish companions you dare to enter his domain with!

Cue evil laughter and 'orrible cackling ...

GLORY POINTS



JOHN BRACKEN

John Bracken is a games developer in the Boxed Games Studio, working on a wide array of projects from Warhammer Quest to Warhammer Underworlds. Most recently he was seen roaming the dark and moody streets of the Cursed City, his eyes ever watchful for monsters and foul creatures. Nottingham certainly isn't what it used to be ...

DESIGNING NEW WARBANDS

D'We've read this before!' I hear you cry, and yes, we have indeed covered the broad strokes of warband design before, though it was more than three years ago! It's also true to say that Dave Sanders (who usually pens this column) and I have designed quite a few warbands since then, and in that time, we've learned a lot. I thought it would be interesting to share fresh insights into the process, from start to finish. There is so much to talk about, in fact, that we've broken this into two columns. The first of these will cover how we design a new warband's fighter cards, and the second (in next month's issue) will look at a warband's objective and power cards. So, let's begin at the beginning ...

STEP 1: BE OVERCOME BY AMAZING NEW MINIATURES

It may not come as much of a surprise to learn that, like many hobbyists, we too think Citadel Miniatures are pretty awesome. When we get the models for new warbands, it always creates a bit of a furor, with multiple people huddled around a computer screen or the miniatures themselves, gasping and pointing in excitement over a great pose or an interesting weapon. This initial buzz generates a host of ideas for how the warband might function, what their Inspire conditions might be or how their Attack actions could work.

Statements like 'that has to be a Damage 3 weapon' and 'this warband is going to be fast' and so on are tossed

around – and while this is a lot of fun, it's also critical to the design process. We anticipate that you, the end-user, will have a pretty similar reaction when you first see the miniatures, so we need to make sure the rules we write match your expectations where appropriate. In short, we don't want players to open up their brand-new warband, look at the fighter cards and see anything that doesn't excite them or line up with the image of the warband they have built up in their head.

STEP 2: TRY TO GET BACK TO WHAT WE WERE DOING BEFORE

That's right. While the miniatures might be almost finished, we are usually introduced to them long before we start work on their rules. This is because it's a good idea to allow time for ideas to germinate before actually writing any rules, and seeing the warbands early aids that process dramatically. In this period, we have to shake our heads, un-distract ourselves from the amazingly cool new miniatures we've just seen and get back to our current project. This is easier said than done, so it has become a matter of course to note down any good ideas that present themselves at that time. Next up is to sit down and have an in-depth discussion with the relevant loremasters about what the warband is like and is capable of.

STEP 3: MAKE A NICE CUP OF TEA AND TALK ABOUT MINIATURES

Before the work of sitting down at a keyboard and writing all the numbers into little boxes, it is very important to work out the nuts and bolts of the warband's lore and background. Where do they come from? What do they want? How are they going to get it? Who is the leader? Are their weapons fuelled by a dark fusion of rune-marked steel and daemonic energy, or empowered by the realm of their creators? The answers to these questions are vital if we are to ensure that the warband aligns with their faction in the Age of Sigmar universe (if they have one!) and fits in with the rest of that Warhammer Underworlds season. As an example, each warband in Direchasm is there because of the Living



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 time we talk about designing warbands.

Mountain, Beastgrave. The Starblood Stalkers are an example of how this underlying principle drove their design process. As a group of warriors whose goal it is to compel the entire mountain to consume itself in self-destructive madness, they are equipped to do just that and have an Inspire condition, upgrades, gambits and objectives to match. In the end, you have a seamless integration between the alien Seraphon and the more terrestrial Mortal Realm of Ghur, not to mention an exciting warband to play with.

Once we have a concrete idea of what the warband is and what their goals are, the time will soon come to put it all together into fighter cards, power cards and objective cards.

STEP 4: FINALLY GET STARTED – FIGHTER DESIGN

So it's time to get stuck in! But where to start? Well, I like to start with the fighter cards, for two reasons. Firstly, a warband's characteristics and abilities inform the balance and utility of the power cards and objective cards that follow; if one were to write the power or objective cards first, there would probably need to be sweeping changes to these once the fighter cards were finished.

The second reason is more personal. I find the process of creating fighter cards to be a great introduction to how the warband will feel in the game. To help with this, I'm lucky that there are plenty of existing warbands to reference, and these precedents create what we might call a broad set of principles for certain miniature types. A Stormcast Eternal for example, usually has a Move characteristic of 3, a Wounds characteristic of 4, a Defence characteristic of 1 and uses the 1 value for Defence rolls. If a warband of 3 Stormcast Eternals came across my desk, and each was commensurate with a Liberator, Vanguard-Hunter or Castigator, then that would be my starting point; each would be given those characteristics, unless there was a very good

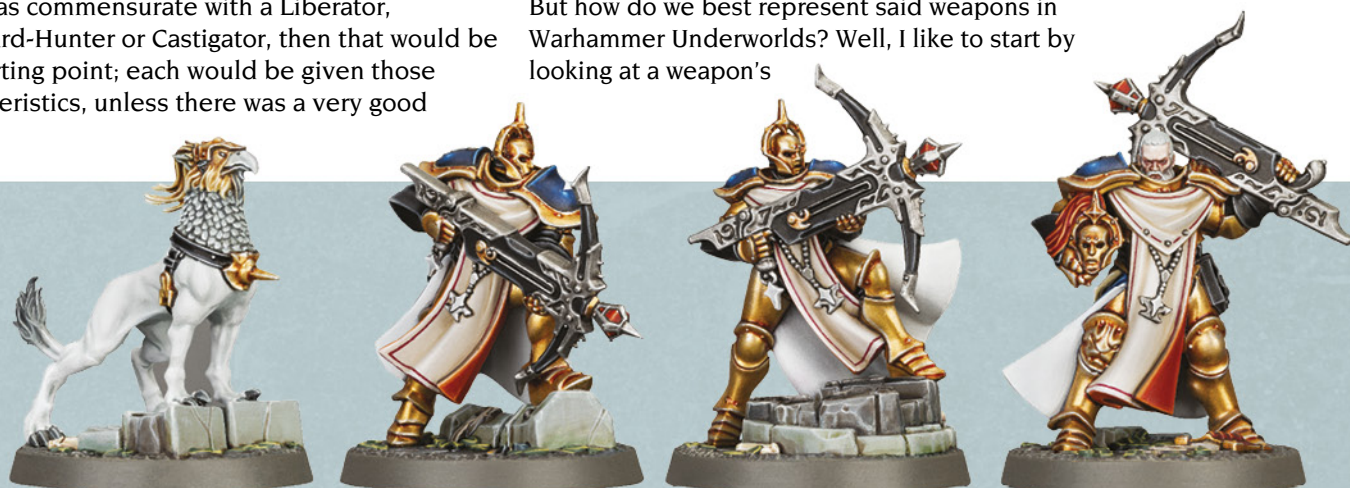
reason not to. Of course, it isn't always that simple. New factions are revealed in Age of Sigmar all the time (and long may it continue), and sometimes the first time we see those factions is in Warhammer Underworlds. When this happens, we collaborate very closely with the Age of Sigmar background writers to ensure any new miniatures have their place in the Mortal Realms laid out in full before we work on their rules.

Regardless, we aim to ensure that fighters' characteristics remain consistent throughout every season. You can see this principle in full effect with Kainan's Reapers, when comparing the elite Mortek fighters to the rather less elite Petitioners from the Sepulchral Guard. The Morteks are comparable with the Petitioners in terms of their numbers and their Wounds characteristics, but they are faster, much more accurate, have 1 instead of 1 for their Defence characteristic, and most can even dish out nasty hits with their Nadirite weapons. These differences represent the gap between Nagash's elite, purposefully crafted foot soldiers and what amounts to a withered citizen of Shadespire, driven mad and impelled forward by the will of the Sepulchral Warden. Despite this, the Morteks have their limitations compared to other fighters – if each was an absolute monster in combat, the warband would be wildly out of balance and not terribly fun to play against.

Once all the fighters' characteristics are in, the next section of fighter design is a really fun bit – the Attack actions!

ATTACK ACTIONS

We all love walloping big axes, spears, hammers, crossbows, and so on, not to mention magical ones. But how do we best represent said weapons in Warhammer Underworlds? Well, I like to start by looking at a weapon's



accuracy, represented by how many dice that Attack action has and which symbols are successes in the attack roll. By and large, this is determined by the fighter using that weapon, but it also takes into account how unwieldy it might be. A good example of this is Ardskull from Morgok's Krushas. While the fighter is clearly immensely strong and can wield his murderous Gore-basha with ease, he's a few Gore-gruntas short of a stampede and swings his weapon around with reckless abandon. As a result, Ardskull's Attack action is not terribly accurate; he's not likely to be making focused, careful attacks.

Another principle to bear in mind with accuracy is the difference between ✕ and ➤. The ✕ characteristic feels much more natural and correct when applied to fighters that battle using pure instinct, great speed, feral ferocity or berserker rage (or any combination of those). Even the crossed swords symbol itself gets across that feeling, suggesting dual-wielding crazies who spin around in a whirlwind of action. It also applies equally to attacks from a skilled fighter that would land in a flurry of blows, or a hail of bolts or arrows from a ranged weapon. The ➤ symbol, on the other hand, better represents precise, skilled attacks, delivered by determined and practiced fighters or especially heavy-handed ones. It also includes ranged-weapon attacks that represent a single, well placed shot or a concentrated attack. On occasion, this principle is flouted in the name of balance, but it's a great starting point.

With accuracy sorted out, the next step is to determine an Attack action's Damage characteristic. As usual, the first port of call is the miniature. A huge, magical axe, wielded by say, Mir Kainan, isn't going to do anything less than 3 damage. In addition, it should probably do more on occasion, given that there are sligher weapons in the game that also have a Damage characteristic of 3. Accordingly, Mir Kainan's Soulreaper Axe Attack action can benefit from the Invigorated rule and potentially have a Damage characteristic of 4! This is unheard-of for an un-Inspired fighter, and it really gets across the terrifying power of that Attack action – enemies beware!

'RANGED' ATTACKS

Melee weapons in Warhammer Underworlds all have a Range of 1 or 2, depending upon the miniature again; a spear has a longer reach than most swords, for example. Attack actions with a Range of 3 or higher represent 'ranged' attacks – things like boltstorm pistols, throwing stars and a wide variety of other weapons, as well as magical bolts. As these Attack actions have a huge impact on the game, we typically try to avoid giving them a Damage characteristic of 2 or higher. The standard characteristics for a ranged weapon are Range 3, 3 ✕ or 2 ➤, and 1 Damage. In seasons 1

and 2 (Shadespire and Nightvault), we saw quite a few warbands earn victory by cleverly stacking upgrades that could increase the Damage of their long-ranged Attack actions and blasting their opponents away from a huge distance. While this style of play can be fun, we wanted Warhammer Underworlds to edge a little more into the cut and thrust of brutal melee combat, with ranged combat being useful and interesting but not overbearing. Since then, we have taken great pains to make ranged combat exciting and effective – who doesn't like free damage on the enemy for little to no risk? – whilst still being as balanced as possible.

Of course, now and then an exception comes along, like Hrothgorn Mantrapper, and we are obliged to make a complete beast of a ranged weapon. In Hrothgorn's case, his enormous trap launcher clearly has to deal more Damage than a bow and arrow, and the unique nature of this weapon is deserving of a bunch of extra cool effects. With such a powerful Attack action, careful playtesting and a ton of work went into making it a pivotal focus of the warband, whilst not allowing players the options of simply marching their warband up the battlefield and using Hrothgorn as a kind of mobile assault turret, or at least not without some help. In the end, the Trap Launcher Attack action is powerful, but you'll need to use your supporting fighters, traps and hunting beasts correctly in order to get the most out of it. If you don't, then you'll likely find that super-shot missing and your plans falling apart as your opponent beats up your warband in short order.

Another example of interesting ranged-weapon design is the Storm of Celestus. The weapons borne by these Castigators clearly needed to be an order of magnitude greater than their boltstorm pistol equivalents, but this strength needed to be balanced. We couldn't have a warband dishing out a plethora of long-ranged Damage 2 Attack actions throughout a game, so the weapon was given a restriction: it could only be used once per round. This meant no one fighter could be stacked with damage upgrades and hope to carry the warband to victory by themselves. Nonetheless, the warband remains a competitive choice and packs the punch you'd expect from a unit of Castigators.

Once our fighters' characteristics and Attack actions are in place, it's time to consider the Inspire condition.

INSPIRE CONDITIONS

For me, a warband's Inspire condition is the most interesting aspect to discuss, develop and decide on – and often the most challenging to get right. On occasion, a warband's Inspire condition will be obvious. For example, Hedkrakka's Madmob are striving to hunt down great creatures and prove

their primacy over everything, so Inspiring when they gain the Primacy token makes perfect sense. Sometimes, the idea behind the condition might be clear, but how it mechanically translates into Warhammer Underworlds is not. The Crimson Court, for example, will be looking to drain victims of their blood, and Kainan's Reapers will be demanding a tithe of bone, but neither of these traits has an existing mechanic in Warhammer Underworlds, and so something extra will need to be created to represent it.

At other times, the look and feel of a warband or their background doesn't immediately offer a clear insight into what their Inspire condition might be. Take Myari's Purifiers, for example. The warband is a diverse group of Lumineth Realm-lords, each an example of a different unit type. This posed an interesting challenge, as a unified warband is easier to divine an Inspire condition for. In addition, there is a bonus complication: Myari's Purifiers are included in the Direchasm core set. For many players, a core set is their first step in collecting Warhammer Underworlds, so the warbands within it need to serve as an accessible introduction to the game. This means we have some additional conditions to consider.

To begin with, these 'starter set' warbands ideally have Inspire conditions that are 'universal' and straightforward to accomplish. Universal in this instance means that every fighter has the same Inspire condition, so players have less to track, and for a 'bonus point', every fighter should Inspire at the same time, again, to cut down on new players having to worry about who is Inspired and who is not. Straightforward to accomplish simply means that nothing outside of the core rules of the game needs to be tracked by the players, beyond a simple yes or no. Does the fighter have X, or has the fighter done Y? The Inspire condition of Kainan's Reapers would not meet these conditions, as their Tithe counters are an addition to the game's core rules, so where possible, we avoid a mechanic like this for a warband in a core set.

Getting the Inspire condition for Myari's Purifiers right was especially tricky, and a lot of hard work went into this. In the end, the martial excellence of the Lumineth provided the answer for their Inspire condition, which fits the warband and their play style. It's also easy to track for new players – perfect!

ADDITIONAL ABILITIES

Sometimes the characteristics of a warband simply don't do them justice. In fact, depending on the composition and nature of the warband, characteristics by themselves simply won't do the job at all. When this occurs, we look to special rules that reflect the unique traits of the fighters to help the warband live up to their reputation or appearance. Sometimes this is as simple as giving an Attack action a keyword like Combo, but at other times abilities like Bone Tithe, Nadirite and Mortek Advance are needed to ensure that the warband – and each fighter in it – is both functional and exciting in the game. Abilities can also help with balancing a warband in a way fighters' characteristics cannot; a gnoblar will never be as skilled or as accurate as a Stormcast Eternal, but their sneaky nature means that the plucky little creatures can outperform their more deadly adversaries in other ways, represented by their unique abilities. Quiv, for example, enables Hrothgorn to reload his trap launcher more quickly, and Bushwakka lays deadly traps across the battlefield. It doesn't matter how tough you are, once a bladed mantrap the size of a dinner plate shears your legs off at the knee, you won't be laughing at the size or power of the grots that are closing in on you, knives at the ready.

END PHASE

There you have it folks – a blow by blow account of what goes into creating fighter cards for Warhammer Underworlds, at least for now. I hope you've enjoyed reading about this process and that you are looking forward to the next column, where we'll cover how a warband's objective and power cards are written.

TELL US YOUR THOUGHTS

As ever, do write in if you have any suggestions or something that you'd like to read about. You can contact me by email at:

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or by sending a letter to
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VITAL CARGO

Need to deliver vital supplies to an embattled stronghold? Need to extract a key military figure before their position is overrun? Then you need to employ the services of an Arvus Lighter, the logistical workhorse of the Aeronautica Imperialis.

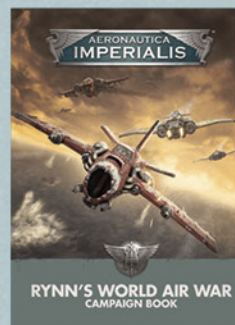


The Arvus Lighter: Aeronautica's most adorable tiny plane, or a sturdy transport capable of flying through a war zone and emerging unscathed? The answer, of course, is both! For millennia, these plucky little craft have entered the most perilous war zones to deliver or recover valuable assets, weaving their way through devastating enemy fire while wishing they had something they could shoot back with.

In honour of the Arvus Lighter, we've put together two scenarios that centre on the diminutive craft. The first represents a desperate scramble to evacuate Imperial personnel from a collapsing war zone, while the second focuses on the activities of Orks whenever they manage to capture a number of these aircraft. It's fair to say that ramming is involved!

MORE AERIAL WARFARE

If you want to know more about Aeronautica Imperialis, then you can't go wrong with the *Wings of Vengeance* or *Skies of Fire* box set, which include everything you need to start playing. There are also two supplements – *Rynn's World Air War* and *Taros Air War* – which between them feature complete rules for Imperial, Ork and T'au air fleets.



EVACUATION

BACKGROUND

In an effort to rescue Imperial commanders trapped behind enemy lines, a squadron runs a risky gauntlet of enemy defences.

FORCES

Players should mutually agree on a points value and choose their forces accordingly. The attacker's force, drawn from the Imperial Navy Squadron List, should be between 100 points and 150 points. The attacker should also include a number of additional Arvus Lighters – this should be at least two and no more than four. The defender's force should be between 50 points and 100 points and should have 50 points fewer than the attacker. In addition, the defender gains a number of additional points equal to the total cost of Arvus Lighters the attacker has purchased.

Both players may take any aircraft. The attacker may not take Ground Defences or Arvus Lighters (other than the compulsory additional Arvus aircraft) while the defender can only take Ground Defences up to a total points value equal to the additional points they receive due to the attacker's Arvus Lighters.

SET-UP

This scenario is played on a Rolling Area of Engagement, as described in *Aeronautica Imperialis: Taros Air War*.

The attacker deploys first, placing all of their aircraft within five hexes of the Trailing edge of the Rolling Area of Engagement. The defender then sets up their aircraft within five hexes of the Leading edge of the Rolling Area of Engagement. Ground Defences may be set up in any hex within the Leading section of the Rolling Area of Engagement. Both players may choose the Speed and Altitude of each aircraft before setting up.

SPECIAL RULES

Rolling Area of Engagement

This scenario is played on a Rolling Area of Engagement.

Fighting at Low Altitude

This scenario uses the rules for Fighting at Low Altitude, as described in *Aeronautica Imperialis: Taros Air War*.

Night Fighting and Bad Weather

If both players agree, the rules for Night Fighting and/or Bad Weather may be used during this game.

Reuse and Recycle

When aircraft belonging to the defender are removed due to the Trailing section of the Rolling Area of Engagement being removed, they do not automatically Fall Behind. Roll a D6 for each aircraft. On a 4+, the aircraft does not Fall Behind and is instead immediately placed in Reserve.

Similarly, roll a D6 for each Ground Defence on the Trailing section when it is removed. On a 4+, that Ground Defence may immediately be placed within the new Leading section.

VICTORY CONDITIONS

The attacker is attempting to escort the Arvus Lighters to safety, while the defender is attempting to shoot them down.

At the end of a turn, if an Arvus Lighter is located on the sixth map section or further, it is removed from the Area of Engagement and is said to have escaped.

If two or more Arvus Lighters escape, then the attacker is the winner. If one Arvus Lighter escapes, the game is a draw. If all Arvus Lighters are destroyed, the defender is the winner.

GRAND GROT DERBY

BACKGROUND

Some reports speak of captured Arvus Lighters piloted by Grots being used for Orks' amusement in destructive air races. Those who dare speak such seditious nonsense are rightfully disciplined.

FORCES

Each player should have an equal number of Arvus Lighters, with two per player the recommended number.

SET-UP

This scenario is based in a city and uses the rules for Fighting at Low Altitude. The Area of Engagement should contain a moderate amount of urban terrain of various heights and sizes, such as buildings, cranes and other terrain hexes.

Players then assemble a bag of manoeuvre tokens. To do this, gather manoeuvre tokens 1-5 and add three of each manoeuvre to a bag; if playing with more than three players, add 1 of each manoeuvre token number per player (i.e. four players would have four 1s, four 2s, etc., five players would have five 1s, five 2s, etc.).

Starting with the winner of a roll-off, players take it in turns to draw a manoeuvre token from the bag and place it face up on any hex more than one hex from any edge of the Area of Engagement and more than two hexes from a previously placed token. A token cannot be placed on a terrain hex.

Do this until all tokens have been placed – if a token cannot be placed as described, the remaining tokens can be placed on any unoccupied hex.

Then players take turns, starting with the winner of the previous roll-off, to set up one aircraft touching an edge of the Area of Engagement, at least three hexes from any other aircraft.

SPECIAL RULES

Fighting at Low Altitude

This scenario uses the rules for Fighting at Low Altitude, as described in *Aeronautica Imperialis: Taros Air War*.

Grot Race

Before the start of the game, after the set-up step, the players should place one matching manoeuvre token for each group of numbers set up on the Area of Engagement into a bag (i.e. one 1, one 2, one 3, etc.). Then, at the start of the first turn, a player should blindly draw one token from that bag and reveal it to everyone – this is the current objective.

Each time an aircraft moves through a hex containing a manoeuvre token matching the current objective, they score that token – the player who controls that aircraft removes the token from the Area of Engagement and places it to one side.



When there are no tokens matching the current objective left on the Area of Engagement, the player with Initiative discards the objective and draws another token from the bag – this new token is now the current objective.

Ramming Speed

To the Grots, and Ork spectators, it wouldn't be a competition without a little violence! Whenever an aircraft moves through a hex containing another aircraft that is the same Altitude, it may attempt a ram. Each player rolls a D6 for their aircraft and adds their current Speed to the result. The aircraft with the lowest result loses a number of Structure points equal to the difference in result. If the ramming aircraft survives, it finishes its move, then reduces its Speed by 2 – this can cause it to Stall.

If the ramming aircraft is in the target's side arc add 1 to the result, or if it is in the target's rear arc add 2 to the result instead.

For example, Kye moves his Arvus Lighter through the same hex as Owen's and decides to ram it. Kye and Owen both roll a D6 and add the Speed of their aircraft – 5 and 2 respectively – leading Kye to get a 9 and Owen to get a 6. Owen's aircraft loses 3 Structure points and is destroyed. Kye then finishes his movement and reduces his aircraft's Speed to 4.

Players should keep a note of how many aircraft they destroy by ramming.

Always More Grots

Whenever an aircraft is destroyed, place it to one side. At the end of each turn, each player rolls a D6 for each of their destroyed aircraft. On a 3+, they may return the aircraft to the Area of Engagement, placing it touching an edge. The player may choose its Speed and Altitude.

Multiplayer

The Grand Grot Derby is a perfect multiplayer scenario. If playing with 4 or more players, a larger Area of Engagement might be needed. In addition, players may wish to use manoeuvres 6, 7 and/or 8 to increase the number of tokens. Lastly, when playing multiplayer games, roll off for Initiative as normal, with the player who rolls highest gaining it and the order of remaining players determined clockwise from the player with Initiative. If there is a tie for the highest roll, only those players who tied roll off.

VICTORY CONDITIONS

A player scores 5 Victory points for each token they have scored and 2 Victory points for each enemy aircraft they have destroyed by ramming – a player gains these points if they rammed an enemy aircraft or destroyed an aircraft when it rammed them. The player with the most Victory points is the winner.

In addition, the player who destroyed the most enemy aircraft via ramming gains the title of Chief Xploder.



RED CARDS & RULEKEEPERS

As the ultimate arbiters on the Blood Bowl pitch, Referees have the last say when it comes to sending off misbehaving players. Here we present new rules for using Blood Bowl Referee models in your own games. Lace up your boots and prepare for kick-off!



Referees. Depending on your particular stance, they are either the stalwart and noble lawkeepers of the sacred rules of Nuffle or a monumental pain in the backside who can't help sticking their nose in whenever a player 'gets a bit rough'. Blood Bowl Referees have the thankless task of trying to keep the game within their own loose interpretation of the rules (some Refs have looser interpretations than others, of course) before it inevitably descends into the usual mix of violence, bloodshed and sheer madness. Poor Refs!

Of course, each Referee has their own unique take on the organised mayhem that is Blood Bowl. Some like to follow the sacred writings of Nuffle to the very letter, implementing the rules as they are written to the extreme and pointing out each section and clause whenever they make a ruling. Others like to call the game as they believe the Blood Bowl laws were intended, tweaking the rules to suit their own style or simply to make sure the crowd gets the best value for entertainment. And then there are those

Refs who see their profession as a get-rich-quick scheme and will happily take bribes from any coach or player that wants to see a particular call go their way – or for the Ref to turn a blind eye to some of the more *ahem* questionable tackles that happen on the pitch!

There are currently some wonderfully characterful models for Blood Bowl Referees, though no actual rules exist for using them within your own games. Until now! Over the next few pages, you will find optional rules for using your Referee models in your Blood Bowl games, as well as rules for some of the more well-known Referees to grace the pitch and uphold Nuffle's laws. League commissioners and tournament organisers are free to use these in their own events if they wish.

So, sit back, grab yourself a cup of tea (or bottle of Bloodweiser), have your favourite red card at hand, and get ready to learn all about how to use Referees in your own games of Blood Bowl!

REFEREE RULES

The rules presented in this article are designed to give coaches an alternative way to represent the various Referees and officials that oversee a game of Blood Bowl. If you decide to use the rules presented here, then the rules for being Sent-off for committing a Foul action (as per page 63 of the Blood Bowl rulebook) will be replaced by an alternative version found later on in this article.

CHOOSING A REF

When using these rules, coaches will need to choose which Referee they are going to use. This should be agreed on by both players or rolled for randomly. At the end of this article, you will find rules for two unique Referees, Redkur Forgebeard and Elnos Lawkeeper, each with their own set of characteristics, Skills, Traits and special rules. However, if you wish to use a generic Referee in your game, then use the following characteristics instead:

Characteristic	MA	ST	AG	PA	AV
Referee	5	2	3+	-	8+

Generic Referees have no additional Skills, Traits or special rules.

DEPLOYING THE REF

When setting up for a Drive, the Referee is always deployed after both teams have set up but before the kick-off. The Referee is deployed in the kicking team's half and must be placed adjacent to a Sideline and as close to the Line of Scrimmage as possible. The coach of the kicking team may decide which Sideline the Referee is deployed adjacent to.

MOVING THE REF

The Referee will always move after both teams have taken a turn – for example, initially, the Referee would move after the receiving team and the kicking team have both had their turn 1, and then again after the receiving team and the kicking team have had their turn 2, and so on.

When the Referee has their turn, they will try to move towards where the action is thickest. To move the Referee, place the Throw-in template over the Referee, pointing towards either Sideline or End Zone, in a direction towards the ball. Then, roll a D6 and move the Referee one square in that direction. Repeat this process a number of times equal to the Referee's MA. If a Referee would move into a square containing a player or the ball, then they do not move into that square and their turn will immediately end. The Referee will ignore all Tackle Zones when they move, and they do not have a Tackle Zone themselves.

Referees never provide assists of any kind, and if the ball would land in the square they occupy, then it will automatically scatter from that square.

BEING SENT-OFF

As we mentioned earlier, being Sent-off for committing a Foul action works slightly differently when there is a Referee physically on the pitch. Essentially, a Foul action committed whilst the Referee is nearby will be much easier for them to spot. Conversely, Foul actions committed further away from the Referee will be less likely to be spotted, if noticed at all. A particularly sneaky player might be able to get away with a number of devious Fouls if the Referee is elsewhere on the pitch!





Whenever a player makes a Foul action, they will not be Sent-off if they roll a double for the Armour roll or a double for the Injury roll. Instead, after the Foul action has been made, count the number of squares between the player committing the Foul action and the Referee, and roll a D6. The chart below states what score on the D6 will result in the player being Sent-off by the Referee. As you might expect, the closer the Foul was to the Referee, the more likely the player will be Sent-off!

Squares to the Referee	Score to be Sent-off
1	2+
2-3	3+
4-5	4+
6-7	5+
8-9	6+

If the Foul action was committed 10 or more squares away from the Referee, then the player will not be Sent-off at all – the Referee is clearly too preoccupied with what is going on around them!

Players that are Sent-off in this manner may still Argue the Call as normal.



BLOCKING THE REF

Naturally, some players don't take too kindly to the Referee 'interfering' with the more violent aspects of the game. In fact, they take issue with some rulekeeper telling them who they can and can't punch and that it's not fair to step on a downed opponent. It's not uncommon for such players to 'mistime' a tackle and instead take down the Ref, which itself often leads to an all-out brawl when the rest of the players realise there is no longer a killjoy Referee to get in the way of some proper, bone-crunching plays!

Players from either team may declare a Block action on the Referee in the same manner as they would against an opposition player, which may result in the Referee being Stunned, KO'd or even killed! Openly blocking a Referee isn't without risk, however; a player that does so may find that the Referee hits back. Regardless, brazenly breaking the rules and putting the boot in on the Referee will undoubtedly result in a red card – if the Referee is still standing to show one, of course!

Any player that makes a Block action, Foul action, Stab Special action or Chainsaw Attack Special action against a Referee will automatically be Sent-off if the action does not result in a Stunned, KO'd or Casualty! result on the Referee. Players Sent-off in this way may never Argue the Call.

If a Referee is pushed into the crowd, then they do not risk Injury by the Crowd like a normal player – though you should still make an Armour roll to see if the Referee is affected by the initial Block action, if required. Instead, if the Referee has not been Stunned, KO'd or removed as a Casualty, then they will re-enter the pitch from a Sideline as close to the Line of Scrimmage as possible, in a place chosen by the coach whose team did not push the Referee off the pitch. If the Referee's armour was not broken when they were pushed off the pitch, then the player that pushed them off will be Sent-off as normal. This does not apply if the Referee was pushed off the pitch as the result of a Chain Push.

Whilst a Referee is off the pitch, Stunned, KO'd or removed as a Casualty, players cannot be Sent-off for any reason until the Referee is back on the pitch. This may even mean that players with the Secret Weapon trait are not Sent-off at the end of a drive!

REFEREE PROFILES

Much like Star Players, some Referees have become synonymous with the game of Blood Bowl and can be just as well known as some players for their antics or sometimes 'questionable' refereeing style.

Here we present the rules for two unique Referees (one Elf and one Dwarf) you can use in your games.

Characteristic	MA	ST	AG	PA	AV
Elnos Lawkeeper	6	2	3+	-	7+

Skills & Traits: Dodge

Special Rules:

"Err, I think you'll find ..." – Players that are Sent-off by Elnos Lawkeeper cannot Argue the Call under any circumstances.

Characteristic	MA	ST	AG	PA	AV
Redkur Forgebeard	4	3	3+	-	8+

Skills & Traits: Block

Special Rules:

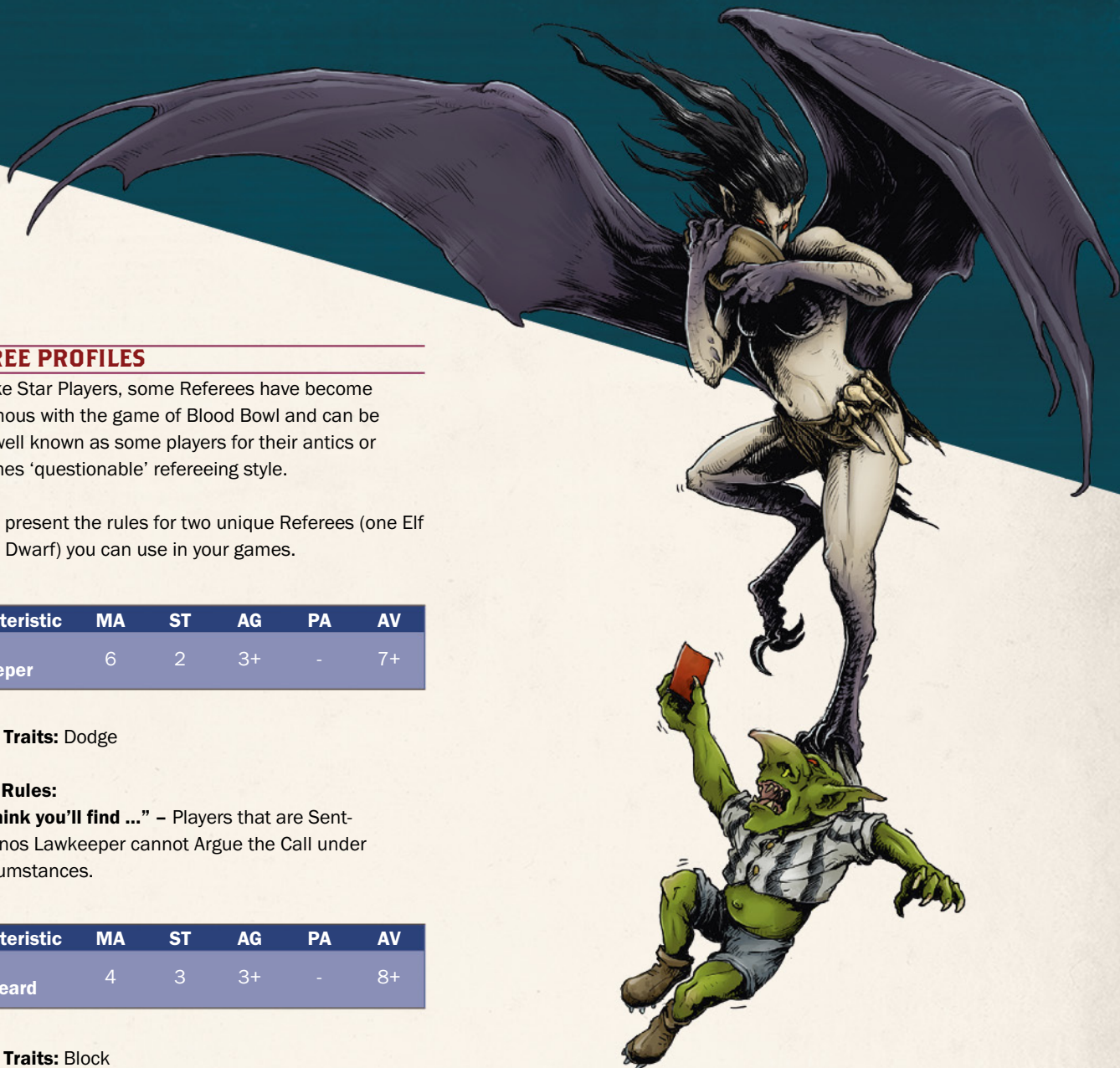
By the Book – Players that commit a Foul action suffer a -1 penalty to the D6 when rolling to see if they are Sent-off for being near Redkur Forgebeard.



Elnos Lawkeeper



Redkur Forgebeard



Hopefully, this article has given you some extra ways to get the most from your games of Blood Bowl and provided you with another exciting option to use in your leagues. Referees can certainly add that extra level of depth and strategy to your game and overall are a lot of fun! Will you choose to follow the rules (at least while the Ref is watching), or will you try to take them out of the game so that your players can wreak carnage on the pitch without risk of reprisal? For your gaming convenience, the rules for Elnos Lawkeeper and Redkur Forgebeard can also be found on the tear-out card included with this issue.

THE HEIR OF ISILDUR

This issue, the Middle-earth team have focused their tactical attentions on one of the most recognisable characters from *The Lord of the Rings*: the Chieftain of the Dúnedain and heir to the throne of Gondor, Aragorn.



Aragorn has long been a favourite character for many fans of *The Lord of the Rings*, both in the story and on the tabletop. He is first introduced to us under the guise of Strider, one of the wild and dangerous Dúnedain. Supposedly an ally of Gandalf, Strider guides the Hobbits to Rivendell, and it is at the Council of Elrond that we learn that this is no mere Ranger – this is Aragorn, son of Arathorn, Chieftain of the Dúnedain and heir to the throne of Gondor.

The future king of Gondor acts fearlessly to protect Frodo from many dangers, from charging head first at the monstrous Watcher in the Water to fighting through a horde of Goblins to escape Balin's Tomb. After Gandalf falls into darkness following his confrontation with the Balrog, Aragorn takes command over the Fellowship and guides them to the safety of Lothlórien and eventually to the tragic battle at Amon Hen.

During the Battle of Helm's Deep, Aragorn proved to be an inspirational leader; under his command, wave upon wave of Uruk-hai were pushed back before the Deeping Wall was finally torn down by Saruman's alchemical devices.

Following the events of Helm's Deep, Aragorn called upon the Army of the Dead to fulfil their oath and aid him at the Battle of Pelennor Fields. With the siege of Minas Tirith lifted, Aragorn quickly rallied the Men of the West and marched upon the Black Gate in a last desperate attempt to buy Frodo time to destroy the One Ring and rid Middle-earth of Sauron's evil forever.

It shouldn't shock any Middle-earth fans that Aragorn is one of the most powerful Heroes in the Strategy Battle Game. Over the next few pages, we will take a deeper look into how Aragorn can best lead your forces to victory on the tabletop.

'STAND, MEN OF THE WEST!'

Aragorn is one of the most formidable Heroes available to the forces of Good, and he has the profile to back it up. With a Fight value of 6 and 3 Attacks, Aragorn can quickly brush aside many of Sauron's minions without so much as breaking into a sweat. Throw Aragorn into your opponent's ranks, and he will swiftly rack up the kills against most troops and lesser characters. Aragorn also has 3 Wounds and 3 Fate points, meaning that, if your opponent's forces do somehow best Aragorn in close combat, it's going to take more than just a lucky blow to lay low this son of Gondor!

Mighty Hero is arguably the best special rule in the game, giving Aragorn a free point of Might every single turn. This free Might point can be used for a number of things, such as boosting his Duel roll or finishing off a troublesome foe by increasing his rolls To Wound. This free Might point can also be used to declare a number of Heroic Actions, and Aragorn has access to almost all of them! He can declare a Heroic Combat, which will allow him to cut through vast swathes of your opponent's force, especially if he does this multiple turns in a row. Heroic Strike will boost his already impressive Fight value temporarily by D6 – perfect for when fighting Monsters like Mordor Troll Chieftains or Dragons, as well as Heroes such as Bolg or Azog.

Heroic Strength provides a timely boost to Aragorn's Strength; this is great to help strike down any threats that your regular warriors may not be strong enough to combat. If Aragorn is hopelessly outnumbered or fighting a particularly deadly opponent, consider declaring a Heroic Defence; for a short duration he can only be wounded on the roll of a natural 6. Heroic Challenge will force any Heroes of the same Heroic Tier or higher to be stuck fighting Aragorn or be unable to assist their own troops with Heroic Actions. Using this is a great way to force your opponent's more powerful Heroes to spend time and resources fighting Aragorn instead of cutting through your army.

We cannot talk about Aragorn without mentioning his ancestral blade, Andúril, Flame of the West. This sword transforms him into an absolute killing machine! Andúril is an Elven-made hand-and-a-half sword, meaning it can be used as a single or two-handed weapon. Should Aragorn be involved in a Drawn Combat, he will win the Duel on a 3+ rather than a 4+. While wielding Andúril, Aragorn never needs more than a 4+ to wound an enemy model in combat, and this becomes a 3+ if he wields Andúril two-handed! Aragorn can carve through a Mordor Troll just as easily as a Moria Goblin. Even the likes of Sauron or Smaug will need to watch out for the King of Gondor!

HÚRÍN THE TALL

Húrin is an already excellent choice for a Minas Tirith army. Whilst within 3" of Aragorn, Húrin gains the Fearless special rule and can re-roll a D6 when making a Duel roll. Húrin's Line of Command special rule means that if Aragorn is slain in battle, your opponent will not score any Victory Points for killing him, so long as Húrin still lives.



Aragorn battles fiercely against a deadly Mordor Troll Chieftain, hoping against all odds he is buying Frodo the time he needs to destroy the One Ring.





After capturing the Corsair fleet, the Three Hunters lead the Army of the Dead against the lines of Morannon Orcs before joining the Battle of Pelennor Fields.

THE KING OF THE DEAD

The King of the Dead only has 1 Might point, and knowing what to use it on can be tricky. However, with Aragorn at his side, the King of the Dead can focus on saving his Might point to deliver that all-important killing blow to high-priority targets with his Drain Soul special rule.



'MY BROTHER, MY CAPTAIN, MY KING'

Aragorn is not just a powerful warrior, he is also a wise and decisive commander. With 3 Wounds, 3 Fate and Defence 6 when wearing armour, Aragorn is an ideal choice for your army leader, as you are unlikely to concede Victory Points for him being slain. He can be found in the Fellowship and the Rangers army lists, which allows you to include him in many Good forces as a Convenient Ally. He also features as a Hero of Legend in the Minas Tirith army list, using the Aragorn, King Elessar profile – but more on that later!

We talked earlier about Aragorn's fantastic Mighty Hero special rule, but it doesn't just boost his ability in combat; it also allows him to assist the rest of your force in a number of ways. Heroic Resolve allows Aragorn to steel himself and those around him against the influence of Magical Powers, which is particularly effective against forces with a large number of magic users such as Angmar, Mordor or the Black Riders Legendary Legion. Heroic March allows Aragorn to keep your army moving quickly; being able to perform this for free every turn means that even a pure Infantry force is deceptively swift. This makes Aragorn particularly good at Matched Play Scenarios like Reconnoitre and Storm the Camp.

In the Return of the King Legendary Legion, Aragorn brings out the best in the Warriors of the Dead. All of your Spirit models, including the King of the Dead, within 6" of Aragorn count as being in range of a banner, allowing them to re-roll a dice during a Duel. So, be sure to keep Aragorn at the centre of your battleline to ensure that he is affecting as many of your Spirit models as possible. Additionally, Aragorn also receives Andúril for free in this Legion, meaning he gets his most powerful piece of wargear without having to pay for it!

The Grey Company Legendary Legion is quite different in the fact it contains only Heroes. This means that you are likely to be outnumbered by most armies, but Aragorn receives Andúril for free once again! You can therefore acquire yourself a couple of extra Rangers or bits of wargear with the points you've saved. Mighty Hero is great in this army, with Aragorn able to declare a free Heroic Shoot or Heroic Accuracy every turn. This allows the Rangers to spend their Might on To Wound rolls, making them even more deadly. Aragorn's Stand Fast! will affect Rangers of the North in this force, so even when the fighting is not going your way, Aragorn can still help to keep his allies in the fight as long as he is nearby.

KING ELESSAR

When taken from the Minas Tirith army list, Aragorn uses a different profile, one more befitting of his status as King of Gondor – that of Aragorn, King Elessar.

Here, Aragorn is a Hero of Legend, meaning he can lead a warband of 18 of Gondor's finest and most elite warriors such as Citadel Guard, Guard of the Fountain Court or Knights of Minas Tirith.

Naturally, Andúril is included in this profile as standard, massively increasing Aragorn's damage output. The King of Gondor also gets access to an armoured horse, making him a deadly threat to opposing Infantry models when he charges into the fray. King Elessar also comes with heavy armour, boosting his Defence to an impressive 7 and making him even more difficult to wound in the thick of battle.

Lastly, the Aragorn, King Elessar profile has an additional special rule called Stand, Men of the West!, which means that any friendly models within 6" of Aragorn count as being in range of a banner. By keeping Aragorn central to your battleline, this will allow him to inspire as many friendly models as possible. This is just fine for the King of Gondor, as you'll want him to be where the fighting is most fierce!



'HE'S ONE OF THEM RANGERS ...'

I know, I know ... it's not technically Aragorn's line, but many people often forget that this Ranger of the North is really quite an exceptional marksman as well. With a 3+ Shoot value and Mighty Hero to boost To Hit, To Wound, and even In The Way rolls, Aragorn poses a significant threat from range. This is especially true for high-value targets such as banner bearers, models equipped with a war horn and support-based Heroes such as Shamans, Dead Marsh Spectres and Ringwraiths, as he can use his free Might point to ensure his arrows find their mark.

Overall, Aragorn is a fantastic model in the Middle-earth Strategy Battle Game. His profile combines the strength and skill of a close-combat powerhouse with the inspiring leadership of a seasoned commander. Aragorn is best when used to get straight into the fight and for taking on the biggest threats, but his exceptional leadership qualities cannot be understated.

We hope this article has given you a few ideas for how to get more out of Aragorn when using him on the tabletop, either as a Ranger of the North or the noble King of Gondor. With how easy it is to include Aragorn in an army, consider including the Heir of Isildur when you prepare for your next battle. After all, Aragorn really is the mightiest of Heroes!



I, BEHEMAT

By Eric Gregory

All alone in the realms, a kunnin' grot by the name of Yaggle ponders his future. Umie settlements are everywhere, big beasts could eat him and his tribe are not keen on seeing his face again any time soon. If only he had an ally ...

Tell you the troof,' said Yaggle. 'I pissed myself good an' proper.'

He sat propped against the hogs' trough. Hog. There was only one left. He had already worked his way through the sheep and the goats. Soon – maybe the next night, maybe the night after – it would be on to the cattle. Sleepy, satiated, he rested a hand on his belly and burped. Thunder rumbled through the night outside.

Thunder, but no rain.

'They drag me in front of the loonboss, right? The boss, Wazzit, he says to me, "Yer a lyin' thievin' git, Yaggle, now you got to be gone." And me, I'm terrified, coz I don't know what he means. I got piss runnin' down my leg and I'm thinkin', wot, they gonna stick me in the gut? Feed me to the manglers?'

The last hog regarded him warily. He liked this hog – thought he might save it till the cattle were done. It listened to him. Wasn't afraid of him, even when he was devouring its fellows.

'*Exile*,' he said. 'The boss says *gone*, all's he means is exile. I tell you, why's it always the stupidest gits got the most power? Wazzit's goin' on and on 'bout what a bad 'un I am, and how the Pitskulker skrap ain't gonna stand for it no more, and I'm pissin' myself silly, and the punishment is...'

He spread his arms to encompass the human barn. The bloody hay, the stalls with their picked-clean carcasses, the restless cattle. The pitchfork planted in the farmer's chest.

'*This*,' he said. 'This en't so bad. It en't so bad bein' alone.'

The thunder was closer now. Bats flitted in the rafters, and crickets played night-songs outside. The hog snorted.

'It en't! And when I finish the lot of you, I'll...'

He trailed off. What *would* he do?

If he went north into the mountains, the skrap would surely kill him on sight. West, and he'd wind up at the walls of a human city; the armoured guards with their swords and their arrows would stab him through. Out here on the edge of the Mosshorn Forest, there were only stray beastmen and mad human homesteaders. They'd all happily stick him with a pitchfork, if he didn't stick 'em first.

There was the thunder, again. Louder now. But still no patter of rain. For a moment, in the wake of the thunder, there was silence. Even the crickets outside stopped their song. It was as though the night were waiting on an answer from him, a *plan*. That was supposed to be his place in the Pitskulker skrap: the one who made the plans that the boss called his own. He pressed his fingertips to his temples the way he always did when he was thinking hard, as though he might dig out an idea.

What was he going to do?

The thunder seemed to shake the ground now – it was right over him, right here. The whole realm rattled. And still no rain. Bats flitted in the rafters, the hog and the cattle paced anxiously. Yaggle frowned and looked up, his fingertips still on his temples.

The roof of the barn split open.

Through the crack of sky, a vast hand reached out of the darkness. The hand blotted out the world; before Yaggle could move or even cry out, the fingers closed around him. Not just him – the hand closed around entire stalls of cattle, piles of sheep carcasses, the dead farmer. For a long moment, everything was roiling stench and noise: animal cries and the press of flesh that might have been alive or dead. Gravity fell away, and Yaggle was buffeted by hay and meat and wood and shit. He curled into a ball and covered his head, caught a kick from a flailing hoof–

And now he was *falling*. Falling into darkness. Before he could begin to scream, he landed on something soft and meaty, rolled until he was splayed out across what felt like wet leather. What *smelled* like wet leather. Cattle and carcasses and shattered wood were all falling around him now – Yaggle covered his head and scrambled away from the bewildered moos of the falling cows.

The animals struck the leathery ground and rolled and cried out. One flailing hoof caught Yaggle in the chest and kicked him into another body – the grot's night-sight could just make out the mortified features of the dead farmer. Breathing hard, Yaggle got up and wrenched the pitchfork from the man's chest, then turned his eyes to the sky.

Peering down at him was a single, enormous eye.

The eye blinked.

'FOR LATER,' rumbled a voice like an earthquake, in thickly accented Ghurish.

Yaggle quavered and gripped his pitchfork while maimed cattle lowed all around him. He realised he was standing shin-deep in blood and viscera and the godbeast Behemat knew what else.

A *bag*, he thought. He was in a gargant's bag. For *later*.

The air was thick and rank and his breath came with difficulty; was he going to suffocate? He was standing in blood, all around him wounded animals were flailing in desperation and a gargant – a *massive* gargant – was very certainly going to eat him. If he was lucky, he would suffocate or get his skull kicked in before the gargant crunched him between his molars.

Luck wasn't going to save him. He needed a plan. He was supposed to be the grot with all the plans, he just had to *think*–

'WELL,' said the gargant. 'MAYBE JUST ONE.'

The whole bag swayed as the enormous eye receded, and Yaggle lost his footing. The opening widened to the starry sky for a moment, and then the vast hand eclipsed the night and reached down, closing its fingers around a cow.

What Yaggle did next was emphatically not part of a plan. Not one he would have taken credit for, anyway. In an instant of panic and desperation and dimly conceived hope, he raised the oversized pitchfork above his head and plunged it, with all the strength he could muster, into the thumb of the gargant.

Or rather, *towards* the thumb of the gargant. The tines fell just short of the gargant's thumbnail and planted themselves, instead, in the flank of the unfortunate cow. As the gargant drew the cow from the bag, it drew Yaggle, too. The grot wailed as he rose out of the bag and into the night air and at last–

Stopped.

The gargant held Yaggle and the poor, wounded cow in the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the hood, the gargant's eyes bore a dull curiosity.

'ARE YOU TRYING TO EAT MY COW?' the gargant asked.

His breath was rank, and the wind of his speech might have toppled Yaggle if he hadn't gripped the pitchfork tightly. But the grot's reply sprang from his mouth unbidden, unplanned, and unintentionally honest.

'You're trying to eat *my* cow,' he said.

The gargant raised his head and released a great thunderclap from his mouth to the sky – it must have woken villagers across Ghur. Then he began to wheeze, as if he were short of breath.

Laughter. He was laughing.

Whatever bravado Yaggle had felt before shrank into a dense little stone of dread at the pit of his stomach.

Git, he thought. A *plan*, *you git*, *you need a plan*...

'WHO ARE YOU,' the gargant boomed, 'THAT YOU TRY TO EAT THE COW OF HRADOTH, MIGHTIEST OF THE MEGA-GARGANTS? WHO ARE YOU, THAT YOU THINK YOU ARE GREATER?'

And then the answer came to him. Shiny and pristine and at the very last moment, like all his best plans.

'Behemat,' Yaggle said simply.

The gargant Hradoth was silent for a moment. He raised Yaggle and the cow closer, squinted to get a better look.

'EH?' he said.

'I'm the godbeast Behemat, and I been reborn. I made' – he waved at the horizon – 'all that stuff, and all the other stuff, and this cow. Alls of it belongs to me.'

'YOU ARE VERY SMALL.'

Yaggle nodded.

'WHY ARE YOU VERY SMALL?'

'I been reborn. I start small.'

Hradoth turned him left and right, scrutinising him from every angle. Gargants weren't exactly known for their intense piety, but Yaggle's hope was this: if you got used to being bigger than everyone else, maybe you'd nurture a quiet fear that someone else out there was secretly bigger. A gargant might not love a god, but it could live in fear of one.

'PROVE IT,' said Hradoth.

'All right. Lemme tell you somethin' only a god would know.'

The gargant grunted, seeming to accept this method of proof. Yaggle released his grip on the pitchfork and pressed his fingertips to his temples. He squeezed his eyes shut and furrowed his brow, humming low in his throat. Then, abruptly, he opened his eyes.

'A square meal,' Yaggle said. 'Best of your life.'

'HUH?'

Yaggle could tell he was going to have to talk slowly and enunciate clearly with this one.

'I, Behemat, is gonna lead *you*, Hradoth, to the best meal of your life. And when it *is* the best meal of your life, you'll know that I's really the godbeast reborn, and you got to listen to what I say.'

The gargant grinned. His stinking breath wafted over Yaggle.

'AYE,' he said. 'AND IF IT AIN'T THE BEST, I HAVE YOU FOR AFTERS. GOD OR NO.'



Yaggle had never enjoyed the *best* relationship with his skrap. They were, he felt certain, dumber than your average bunch of grots. Not just dumb, but dull as dirt, content to live out the same routine of pit fights and shroom-fugues day after day and night after night. Whoever put on the best show in the pit fights was loonboss for a time, and that was that.

How was he born to dullards? Why couldn't he come up under someone like Skragrott or Gribblak – a git with *vision*? From the time he was hardly more than a spore, Yaggle had known he was different from the other grots, better than the other grots. It set him apart from the first; the rest of the Pitskulkers had teased him for his sulks and kicked him around the caves when he was still small enough to curl into a ball. But once he got older, they saw the use in him.

We's hungry, find us some 'umies.

We's outta dankroot – steal us some from the gitz in the Spiderwood.

The squigs is loose! Someone's got to catch 'em!

Solving the skrap's problems was a distraction. For a time. But still he was bored, and they were boring, and they never actually appreciated him. He took to inventing little games to occupy himself. *Put Squig Dung Where the Boss Will Slip On It*, for example, and *Write Spooky Messages On the Cave Walls and Pretend They're From Nighthaunts*. Or, his favourite: *How Many Teef Can I Steal From the Mouths of Dead-Drunk Gits Before They Notice?* The answer to this last was 'quite a few!' But this was the game that finally got him in trouble. Not just in trouble, but in exile.

You a bad git, Yaggle, now you got to be gone.

The skrap was out under the Bad Moon now, revelling by the light of stars and shroomflies. The slurred cheers around the pit fights carried on the wind; even from Hradoth's shoulder, he could hear the shouts of fighters. Yaggle clutched a loop on the gargant's hood and yelled into his ear.

'There! Follow the yawps.'

And the gargant followed.

Now, did a certain ill-defined discomfort tap at the back of his skull as he led Hradoth into the midst of everything and everyone he had ever known? Maybe. It might have done. But if so, the tapping was drowned out by a giddy inner voice that screamed *this* was power, *this* was vision. The realm shook underneath him. It really shook! He looked out over the treetops and the mountains and the clouds and his skrap, and it was all so small now. As small as it had always felt. Smaller than him.

So he watched with unblinking enthusiasm as Hradoth's foot flattened the lookouts on the edge of the encampment, and kicked aside a sleeping troggoth. All the revellers in the pits

would be too fixated (and too shroom-drunk) to realise what was happening, even as the whole world shook and broke around them. The only thing they would have to worry about was the–

Squigs crashed into Hradoth's shin, a small herd of squigs with riders, and he stumbled before regaining his footing. For a moment Yaggle worried that the mega-gargant would grow angry, throw him off in a fury, but no – Hradoth laughed in delight.

'WHAT IS THIS?' he bellowed.

The squig riders were the only fighters worth a piss in the whole skrap. The only ones who kept themselves ready for a tussle at a moment's notice. Those dozen-odd veteran grots gritted their teeth (and only a couple hollered) as their squigs described a tight circle around the gargant, bounding back towards him for another pass.

Still laughing, Hradoth grabbed a squig and rider out of the air and popped both straight into his mouth. The wet crunch of his chewing was a little too close for comfort, Yaggle thought, but even that had a certain thrill.

'OH,' said the gargant. 'OH, IT'S GOOD.'

Well, that was a relief. Yaggle hadn't been entirely confident that grots or squigs would actually *taste* any good – but he was pretty sure they would have a certain knock-on effect, even for a gargant, if he ate enough of them.

'Look there,' Yaggle called, pointing to the fighting pit. 'Look at 'em all! All together in a nice bowl for you.'

Hradoth grunted in approval and scooped up grots in his hands the way Yaggle might have scooped water. He brought the writhing mass of Yaggle's old companions to his lips, and for just a moment, the grot could make out flashes of faces he remembered. Dritslip, who used to send him out to forage dankroot. Squintmaw, whose whining to the loonboss had got him exiled in the first place.

Did they see him? Did they see Yaggle, and know who had brought devastation down on all of them?

No. They were probably soused out of their minds.

Hradoth shovelled his handfuls of grots into his mouth, and the sound of their yelps gave way to the gnashing of molars. The gargant swatted away a formation of bounding squig riders and then stared down at his palm.

'I FEEL FUNNY,' he said.

Careful now, thought Yaggle. *Got to be careful.*

'Funny-bad or funny-good?' he asked.

Hradoth stared at his hand uncertainly. 'I THINK... FUNNY-GOOD.' Abruptly, he gave a bark of delight and began to dance clumsily over the encampment, stamping grots

underfoot. Yaggle gripped the hem of the gargant's hood and tried to scream only on the inside as he was jerked this way and that. It wouldn't do for a god to scream.

As he was flung around by Hradoth's dancing, Yaggle happened to catch a glimpse of something behind them. The most violent weapon in the skrap's arsenal, uncaged and unleashed.

Oh, no, he thought.

A hundredfold the mass of an ordinary squig; a hundredfold the wild-eyed, voracious hunger. A mangler squig was a knot of fungal muscle and fang and slaving death, and some desperate grot had managed to release *six* of them. Massive chains bound them together in pairs, turning the squigs into giant bolas of destruction.

'Behind you!' Yaggle shrieked. '*Behind you!*'

Clumsily, Hradoth spun around and faced the small mangler herd that bounded towards him. He was not, Yaggle thought, quite as concerned as he should have been. The grot's plan had perhaps worked a little too well, and the accumulated mycotic hallucinogens in the bodies of all those grots and squigs was hitting him more quickly than Yaggle had expected.

The mega-gargant was a bit of a lightweight.

'HELLO THERE!' Hradoth slurred. 'YOU LOOK DELICIOUS.'

The manglers careened towards them, and the gargant reached out for them, roaring his joy.



Even a mega-gargant's appetite wasn't infinite. After he sucked the fungal flesh of four manglers from their chains, after he slammed the last two against the side of a mountain and set them aside for later, after he danced a bit over the ruins of the grot encampment... Hradoth needed to sit down a spell and digest. His movements were clumsy, now. Erratic. He leaned back against the side of the mountain, rested a hand on his belly, and sighed.

'BEST MEAL OF MY LIFE,' he rumbled. 'HMM.'

Yaggle couldn't tell whether that was a statement or a question, so he dangled between triumph and terror. The gargant certainly sounded contented. But there was a note of something else in his tone, even in his sigh. Some unhappiness.

'AUNTIE ALWAYS FOUND THE BEST GRUB,' he said. It sounded like a complaint. Behind the hood, Hradoth's eyes were closed. His fingers were twined over his stomach. 'IT'S NOT FAIR.'

Oh, Yaggle would have to be careful here. 'What's not fair?'

'HER. MY COUSINS. ALL OF 'EM.'

This tone he recognised. Maudlin. Self-pitying. Yaggle had known more than a couple of grots who developed a dismal streak after one too many shroombrews.

'AUNTIE ALWAYS FOUND THE BEST GRUB,' he repeated. 'GOOD VILLAGES. FULL OF NOBLES AND WIZARDS AND FANCY TYPES. CASTLES FULL OF KNIGHTS AND PRINCES. BUT I ALWAYS ATE LAST. AFTER HER REAL BABIES.'

Yaggle had to stop himself from laughing at this great, big mountain of flesh calling himself a baby.

'What happened?' he asked.

'I GOT SICK OF IT. I WAS HUNGRY! IT'S NOT FAIR! I'M SO MUCH BIGGER THAN THEM.'

'So what'd you do?'

'I PUNCHED HER BABY BALDOTH AND ATE FIRST.'

'What'd *she* do?'

'KICKED ME OUT OF THE FAMILY.'

Rivulets of water ran down around Yaggle's ankles. The gargant, he realised, was crying. He reached out to pat Hradoth's nose reassuringly.

'CAREFUL. MY NOSE HAIRS ARE TICKLISH.'

A bit sheepishly, Yaggle withdrew his hand. 'D'you miss 'em?' he asked. 'Yer family?'

'I HATE THEM.'

Yaggle looked out over the ruined encampment of his former fellows. The trees and grots and Loonshrines were flattened; every structure was annihilated. It looked like a god had fallen from the sky and wiped out everything in a single, all-consuming blast.

'AUNTIE SAYS SHE'LL CLOBBER ME IF SHE SEES ME NEAR HER LAND AGAIN. BUT SHE SAYS EVERYTHING PAST THE MOSSHORN IS HER LAND. THAT'S WHY I WEAR' – he raised an enormous, grot-smeared finger and tapped his hood – 'THIS.'

Yaggle stared up at the gargant. He thought: *Pitiful git*. But he said, 'How'd you like to teach 'em a lesson?'



The family of gargants had taken up residence in a city that once housed a 'umie learnin' place, where 'umie spores came together to drink potions and become wizards. Auntie, Hradoth said, was the clever one. Her three sons – Baldoth, One-Eye and Junior – were all dumb as rocks.

Yaggle wasn't sure how to rate this estimation, coming as it was from Hradoth.

Four gargants were more than even Hradoth believed he could handle; he was plainly terrified of embarrassment before his kin. But the more Yaggle explained his plan, the more excited Hradoth became.

It went like this.

First, on Yaggle's instructions, Hradoth tied the thatch roofs from several barns to his feet. He wrapped the chains of his remaining manglers around his shoulders, for later. Now, the rumble of his footsteps somewhat muffled, the mega-gargant snuck – with, Yaggle thought, really rather shocking care – through the river valley south of the university.

When they peeked over the tops of the mountains, it was exactly as Hradoth had anticipated. One elder gargant kept watch. She stood with her arms crossed, looking out over the town. Long grey braids reached almost to the ground, and her armour was a sort of golden mail patched together from Stormcast shields. Three younger gargants slumped against a bell tower and a keep, snoring loudly.

Now came the hard part. Slowly, delicately, Hradoth collected a pile of boulders from the peaks of the mountain range: massive things that must have been there for centuries. He picked up the first boulder, tucked it in the crook of his elbow, spun around, and *hurled* the rock through the air.

For a moment, it looked like it might topple from the air and crash into the bell tower, smashing through masonry and bringing the structure down like so many of the other 'umie buildings that already lay shattered. But no, the boulder kept right on going – over the heads of the giants, past the town, and into the tall, dense forests to the north. There was a *crack* – like a great roll of thunder – as the boulder fell to earth.

Auntie turned towards the forest. Her mail of golden shields glinted in the moonlight. She listened to the night. At her feet, one of her sons startled awake. He sat up and looked around blearily. The other two kept on sleeping.

Go, Yaggle willed her. Go, look.

At first, he thought Auntie carried no weapons except for her immensity. Now she balled her fists, and he saw that she wore the horns of some greater beast or daemon on her knuckles. She listened a moment more, and then rumbled into the forest to investigate.

Auntie was the real threat. With her out of the way, this was much more manageable. Even with two gargants asleep, though, and even with Hradoth's size advantage, it felt a little too much like a fair fight for Yaggle.

Hence the next step of his plan.

Hradoth tucked another boulder into the crook of his elbow. This time, he threw low. The second boulder careened towards the woken gargant – Junior, Yaggle guessed. He looked like a Junior. The rock was meant to get him in the head, but this was a more exacting sort of toss, and it crashed wide, throwing up dust from an already thoroughly broken keep.

The one who was probably Junior whirled around in alarm. The other two gargants snapped awake.

Now Hradoth hurled a third boulder, and this one caught Junior in the knees, knocking him face first into cobblestone. His nose crunched, and gargant blood spilled in the 'umie streets.

This first blood marked the limits of Hradoth's patience for discretion. The mega-gargant roared joyfully, clambered over the mountain range, and broke into a headlong sprint that left Yaggle scrambling to keep his grip.

'Slow down!' Yaggle yelped. 'Be careful!'

Hradoth did not slow down. Before Junior could raise his smashed face from the cobblestone, Hradoth was barrelling into the city and over him. Howling his rage, the mega-gargant raised his foot and smashed it down on Junior's skull.

The gargant's body spasmed. His legs jerked and rubbedled citadels of 'umie magic.

The last two gargant sons gaped at Hradoth in horror.

'YOU,' said the one with a single eye in the middle of his head. He blinked. 'MAMA ALWAYS SAID YOU WOULD–'

Hradoth roared and charged. But these gargants were ready, and their relative shortness had some advantages. One-Eye leapt to the left, and Baldoth leapt to the right, and Hradoth crashed headlong into the bell tower. The massive bell pealed with a sharp *bong*, and after the briefest moment in which it seemed it might hold, the entire tower crumbled under the mega-gargant.

Yaggle clutched a strand of hair and kicked his feet in the open air and screamed curses not quite befitting a god. White dust filled the night. Hradoth breathed hard and looked to one side and the other.

At one hand, Baldoth had uprooted a great slab of a monument to Sigmar, graven with images from the Age of Myth. He held it out before him like a shield. On the other side, One-Eye wielded a fallen cathedral spire like a spear.

'They's got you surrounded,' Yaggle said helpfully.

Hradoth grunted.

Slowly, carefully, the smaller gargants circled him. Was this strategy? Maybe they were biding their time. If they could hold Hradoth off until Auntie came back, Yaggle thought, they might be able to turn this thing around. Out there in the Mosshorn Forest, she must have heard the commotion; surely it was only a matter of moments–

'Run or fight,' Yaggle said. 'You got to choose.'

Hradoth glanced back and forth between the two brothers. He spat, and then removed the mangler chain from his shoulders.

Since the flattening of the grot camp, Yaggle had assumed the manglers on either end of the chain were dead. Hradoth had knocked them quite soundly against the side of a mountain – perhaps it was a bit uncouth to wear a pair of carcasses around, but who was Yaggle to criticise? As Hradoth began to spin the chain, though, the manglers startled out of their unconsciousness with slobbering screeches.

Round and round Hradoth swung the manglers, like twin flails. Suddenly, he struck, releasing the slack so that one of the giant squigs hurled out towards One-Eye's cyclopean face. The smaller gargant ducked behind a fortress wall, but Hradoth kept swinging – building momentum, spinning around till the mangler struck Baldoth square in his monument-shield.

The slab shattered. Baldoth stumbled backward over Junior, and the angry, dizzy mangler set about gnawing at his face.

But here was One-Eye with his cathedral spire. He thrust the spire into Hradoth's side, and the mega-gargant howled with pain.

Reflexively, Hradoth flung the second mangler at One-Eye. But the smaller gargant was ready: he caught the chain and swung the squig back around at Hradoth, smashing him off balance and splattering the mangler across his face. Yaggle was instantly soaked with squig-matter, and gripped the gargant's hood all the harder as Hradoth hit the ground.

Why had he done this? Why in the name of Behemat and all the Bad Moons that had ever risen did he think it was a good idea to get involved in a spat between gargants? He'd got so absorbed in pretending to be Behemat that he'd acted like he really *was* a god. And maybe he saw a bit of himself in the gargant, cast out from everyone he ever knew...

Stupid. He was a stupid git. If he survived, he swore not to make the same mistakes.

The ground rumbled. Auntie was coming nearer. But behind them, Baldoth was down, the surviving mangler munching happily on his head. Only moments more to turn this around.

'Get One-Eye,' Yaggle shouted. 'You got to get 'im *now*!'

One-Eye leapt towards Hradoth, plainly hoping to grapple him and keep him on the ground. The mega-gargant rolled aside, flattening a whole row of dormitories, and seized the great bronze bell from the bell tower. He whirled around, raised it high, and brought it down on One-Eye's head: once, twice, and a third time, the bell tolling with each strike. Hradoth screamed, and gobs of spittle bigger than Yaggle flew through the air. He kept right on with the bell, lost to sense. It was like watching the whole of the realm give itself over to rage. What had Yaggle got himself into?

'Hradoth!' the grot yelled. 'You're not finished! Your auntie!'

The mega-gargant grunted and stood up and surveyed the ruin of the town. Across all the broken masonry and 'umie wreckage stood Auntie. She was very quiet, very still, the first

purple of the sunrise behind her. Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler.

'AUNTIE,' Hradoth roared. 'THIS IS ALL MINE NOW.'

She cracked her knuckles and surveyed the devastation. But she was only one gargant. Even with her everything bloodied before her, she didn't barrel into a fight that she would surely lose. She was shrewd, Yaggle realised. A survivor. Tears ran down her cheeks and onto her golden mail. But when she spoke, Auntie's voice was utterly controlled.

'YOU'RE A STAIN, HRADOTH.'

The mega-gargant didn't seem to have an answer for that.

'I-' he began.

'MARK ME. YOU'LL GET YOURS SOON ENOUGH.'

She turned away and thundered back into the Mosshorn. Hradoth watched her go.



As the sun rose, Hradoth winced and raised his hand to ward the light away. Yaggle wasn't much fonder of dawn, but the mega-gargant was at the mercy of a mounting fungal hangover.

'I DON'T FEEL BETTER,' he said.

'You will,' Yaggle lied. 'Here – sit down here.'

The mega-gargant trundled blearily through copses of old growth. They had wandered rather aimlessly back towards Yaggle's old territory, a place the grots called the Spiderwood, because it was dense and dark and home to giant spiders. The greatwood trunks rose high enough here that when Hradoth sprawled out, crushing swathes of forest as he did so, the treetops almost, *almost* obscured him. Yaggle guessed he was trying to hide from Auntie, should she come back looking for revenge. As *well he ought*, Yaggle thought.

'I'M TIRED,' said Hradoth.

'Sleep,' said Yaggle. 'I keep watch.'

Hradoth lay his head back. Yaggle sat on his chest. 'WILL YOU TELL ME A STORY?' the gargant asked.

The grots of Yaggle's skrap didn't have bedtime stories as such. But there were certainly stories that elder grots told younger spores, often to terrify or distract them, and very occasionally to instruct them on grotty paths to greatness.

So Yaggle told some of those last sorts of stories – tales about the Wretched Old Times Before, and the grot wizard Gritlick, who walked through hidden doors between the realms and got the better of all manner of beings, from stunties to aelves to the hateful sun deity, Glareface Frazzlegit. One thing was always the same, though: always, always, he won by lying. He

tricked duardin into burying themselves underground, tricked aelves into coughing up their own souls, tricked the sun into looking elsewhere for half of every day.

'WIZARD TRIES TO TRICK ME,' Hradoth mumbled, half-asleep already, 'I SMASH HIM INTO PULP AGAINST THE SIDE OF A MOUNTAIN...'

He sounded like he meant to say more, but he trailed off, and soon began to snore. Yaggle rested his chin in his hands and looked up at the dawn sky and frowned.

When he was quite sure that Hradoth was asleep, Yaggle climbed down the gargant's hood and hopped down into the dirt. The ground swayed underneath him. He had got used to the rise and fall of strolling over the world, the rise and fall of Hradoth's breathing.

Yaggle sighed and ducked into the brush of the Spiderwood, trying to chart a path into the darkest overgrowth, away from the glare of the sun. This was the wise thing, he told himself. Sure, it was fun to look down on the realm and laugh, but he'd been lucky to survive one night, getting tangled up with a gargant. When the big guy woke up, he was going to realise that something was off, or else he was going to get into a blood feud with some distant relative, and either way Yaggle would end up as mush.

Of course, he'd have to lie low for a while and find a farmer to murder, but that wasn't so bad. A boring life was a safe one. And the skrap had raided more 'umie settlements than he could count on his fingers – he knew where to find enough of them that he could keep himself in livestock for a good long while.

He'd just about convinced himself when he heard the rattle of leaves and the snapping of branches all around him. There was a loud chittering, and the scratching of claws along the forest floor.

They emerged from the canopy: a line of giant spiders. Dozens of them. On their backs rode grim-faced Spiderfang grots in bone-and-chitin armour.

'You!' shouted one of the Spiderfangs, pointing at Yaggle with his spear from atop an arachnarok. 'You's one of them Pitskulker gitz! Wot got squashed by dat gargant! Come with us – we's going to get even. And stop 'im squishing the rest of us.'

Before Yaggle could think of a convincing excuse to do any other thing than go along, one of the Spiderfangs grabbed him by the arm and swung him up to another grot, who caught him and swept him up into the howdah on the arachnarok. Yaggle blinked and shook his head.

'I got the sick in my guts like you,' said the Spiderfang in the howdah. 'We 'n the Pitskulkers go way back. Loonboss Wazzit's a stupid git. Too soft. But he din't deserve what happened to 'im. And it sure ain't gonna happen to us.'

Yaggle stared at him.

'I gets it,' said the Spiderfang. 'You's out 'ere to kill the gargant yerself, I bet. Well, you en't gonna do it alone. Have a spear! 'Ere's we go!'

The grot tossed Yaggle a spear, and the line of spiders burst through the broken brush and into the new clearing Hradoth had made when he lay down. The gargant was still sprawled out flat on his back, his breathing like a slow, heavy storm-wind.

Slowly, carefully, the spiders converged on his sleeping bulk.

'Right,' said the Spiderfang. 'We's gonna wrap 'im up with the spiders' webs, and then bite 'im all at once. Pump in as much poison as we can.'

It wasn't a bad plan, Yaggle thought. Maybe this would all work out. He was lucky, really! If he hadn't left the mega-gargant, he'd be sitting there like a git while arachnaroks circled. But if the Spiderfangs got rid of Hradoth, he wouldn't have to worry about getting tangled up with gargants again. Maybe he could join the Spiderfangs! Riding an arachnarok wasn't exactly striding over the realm, but he could make it work.

And if a certain ill-defined discomfort tapped at the back of his skull... well, that was just the anxiety of lost opportunity. It was a shame to let a pliant mega-gargant go to waste. But you had to weigh your risk.

'Oy!' shouted a grot in the next howdah over. 'What're *you* doin' 'ere?!'

Yaggle was struck by a terrible suspicion that he recognised the voice. Slowly, he turned his head to find his old loonboss, Wazzit, staring at him with rage and disbelief.

'You told me he was dead,' Yaggle said quietly.

The Spiderfang boss frowned back at him in confusion. 'No! I's sayin' he din't deserve wot happened to 'im. His whole skrap got squished! He en't a boss no more!'

'Stop!' Wazzit screamed. 'Stop! Stop! Grab 'im! I'm doin' wot I shoulda done a long time ago.'

The Spiderfang still looked bewildered. 'Wot?'

'He's with the gargant!' Wazzit shouted. 'I... was too shamed to tell you. It weren't just the gargant. I was too soft. I kicked out this git and he came back for blood.'

Yaggle sighed, stabbed the Spiderfang through the back, and leapt from the howdah, rolling into the dirt with a rough tumble, but keeping hold of his spear. He sprinted faster than he could ever remember sprinting, heading straight for Hradoth's open palm. Behind him, he heard spiders screeching as they collided.

He made another great leap and grabbed hold of the webbed skin between the gargant's fingers, heaving himself up onto Hradoth's hand. He hardly dared to look back – after

a moment's confusion, the arachnaroks were surely charging headlong now; it was only a matter of time...

A spear *thunked* into Hradoth's arm just a short measure ahead. It stuck in, but it wasn't enough to fully break the skin or draw blood, and the gargant kept right on sleeping. Another spear whizzed by – a third grazed his leg. Yaggle yelped and ran up the makeshift lumber gauntlet on Hradoth's arm, up his bicep and onto his chest.

'Help!' he screamed. '*You's got to wake up! Spiders! Help!*'

The gargant snored on. Yaggle tried stabbing him in the chest with his spear for good measure, but it was the same as all the other spears – it didn't even break the skin.

Now Yaggle *did* look behind him, and immediately regretted it. The first of the arachnaroks was crawling up Hradoth's bulk, with the old loonboss Wazzit screaming murder from the howdah.

'Get 'im! Get 'im!'

The answer came to him at the very last moment, like all his best plans. He leapt onto Hradoth's chin, then again over the chasm of his mouth, so that he was perched on his upper lip. Then he jabbed his spear into the gargant's nostril and twirled it around, tickling the massive strands of his nose hairs. Again, he called, '*Help! You's got to wake up! Spiders!*'

This time, the reaction was immediate. Hradoth jerked upright, cough-laughing. Yaggle jumped from the gargant's lip and grabbed hold of the hem of his hood just moments before the massive hand rose to swat away the irritant.

Yaggle found his old position on the gargant's shoulder, by his ear. 'Spiders!' he shouted. 'You got to get the spiders!'

Hradoth was untroubled. He casually seized the abdomen of the arachnarok crawling over his arm, and flung it away into the trees. Then he climbed to his feet, looking out over the circle of giant spiders.

'SO SMALL,' he said.



As it happened, arachnaroks were a favourite snack of Hradoth's, and he had recovered some of his appetite. The two sat in silence for some time while the gargant munched spider-legs – Hradoth on the forest floor, and Yaggle on his shoulder.

'HELP,' Hradoth said after a while.

'Eh?'

'YOU ASKED FOR HELP.'

So he heard that.

'NOT VERY GODLY,' Hradoth added.

'Well,' said Yaggle. 'It was a test! A test of my mighty servant!' It sounded pitiful, even to him. 'You passed,' he finished.

'YOU WERE SCARED. WHY WOULD A GOD BE SCARED OF SPIDERS?'

'Well...'

Yaggle strained for an answer, a plan, but nothing was coming. Not at the last moment, not at all. He sighed.

'I got to tell you the truth,' he said. 'The *whole* truth.'

The gargant grunted.

Yaggle thought about how it was back in the skrap. He made the plans, and Wazzit (who was very definitely squished now) called them his own. Brains and voice – they weren't exactly one and the same.

'I en't Behemat *exactly*,' he said. 'It's only the *voice*. Y'see? A prophet, like. To speak the godbeast's will. I know what he knows and say what he wants. I still get scared sometimes, but I's a son of Behemat. Just like you.'

The mega-gargant's great hooded head turned, and he considered the grot on his shoulder. There was a dull curiosity in his expression, but Yaggle couldn't tell what was happening behind the mask, behind the eyes. Did he believe it? Did he *want* to believe it? And if not, could he overlook the lie?

'TELL ME,' Hradoth rumbled, 'SOMETHING ONLY A GOD WOULD KNOW.'

Maybe, just maybe, Yaggle could discern a ghost of a smile on the mega-gargant's face. The grot closed his eyes, and pressed his fingertips to his temples. He squeezed his eyes shut and furrowed his brow, and he thought of all those 'umie settlements spread across Ghur, all those farmers and villages.

'I, Behemat, is going to lead you, Hradoth, to your next meal, and the next, and the next. A realm full of square meals, y'see?' Yaggle opened his eyes and smiled up at the gargant, and he was astonished to realise that his smile was genuine. 'I tell you the truth.'

'LET'S GET STARTED, THEN,' said Hradoth, and he stood so that the two of them towered over the whole of the world. 'I'M READY FOR AFTERS.'

INSIDE THE STUDIO

As we come to the end of the magazine, we take a look at the games people have been playing and the models they've been painting in the studio over the past month. This issue: medics! Plus ogors, more hobby bingo fun and a load of tanks on parade.

The studio has been a hive of hobby activity this month, with many hobbyists ticking off boxes on their hobby bingo sheets, be they for Warhammer Age of Sigmar, Warhammer 40,000 or one of our many other games. Here in the *White Dwarf* team, we've also been busy painting our set of Warhammer Quest: Cursed City, and there are now only a few models left to

paint between us. Hopefully we will be able to do some adventuring when we're allowed to meet again! Here you can see some of the projects that members of the studio have been working on, while over the page you can see Dan's Armies on Parade board for last year's competition. Seeing as we're halfway through 2021 already, he'll have to start work on this year's one soon!

EMPEROR'S SPEARS DRUID

Army painter Tangui Jollivet has added to his Emperor's Spears army this month with this impressive Druid conversion. Druids often combine the roles of Librarian and Apothecary, so Tangui has included elements of both on his model. The base kit is a Judiciar with the addition of an Apothecary's backpack and a Librarian's arms, power cables and psychic hood.



WILL I MAKE IT, DOC?

This Rogue Doc was painted by translator Sebastian Brabsche for his Escher gang. He undercoated the model with Grey Seer, then painted her hazmat suit Averland Sunset, which he shaded with Casandora Yellow followed by highlights of Yriel Yellow and Flash Gitz Yellow. Her shirt is Stegadon Scale Green with highlights of Sotek Green and Temple Guard Blue.



THOMAS ELLIOT'S OGORS

Illustrator Thomas Elliot has always wanted to paint an ogor army, and it seems that now is the time! His ogors all have pale greenish flesh that uses a basecoat of Ionrach Skin, a wash of Drakenhof Nightshade, and highlights of Deepkin Flesh and Pallid Wych Flesh. The rest of his colour scheme is dark, earthy colours with some red thrown in. Thomas's army also features a lot of conversions, including the use of Ogre Blood Bowl players to make his Gluttons look like they're charging hungrily into battle.



HOBBY BINGO

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!

A1 HERO OR CHARACTER	B1 ANY MODEL	C1 UNIT OF 2+ MODELS	D1 KITBASHED MODEL	E1 HERO OR CHARACTER
A2 ANY MODEL	B2 FORTIFICATION OR SCENERY	C2 VEHICLE OR MONSTER	D2 UNIT OF 2+ MODELS	E2 UNIT OF 10+ MODELS
A3 UNIT OF 10+ MODELS	B3 KITBASHED MODEL	C3 ANY MODEL	D3 VEHICLE OR MONSTER	E3 FORTIFICATION OR SCENERY
A4 UNIT OF 2+ MODELS	B4 VEHICLE OR MONSTER	C4 HERO OR CHARACTER	D4 UNIT OF 10+ MODELS	E4 ANY MODEL
A5 HERO OR CHARACTER	B5 UNIT OF 10+ MODELS	C5 LORD OF WAR OR BEHEMOTH	D5 ANY MODEL	E5 HERO OR CHARACTER

IN BRIEF

SCORING TABLE
Box: 10
Line: 50
Entire grid: 400



DAN HARDEN – 250

Dan is currently in third place in our team's hobby bingo stakes. He's got quite a few single model slots to fill but also two units of 10+ models. He currently has an inconveniently sized unit of five Havocs on his painting desk.



JONATHAN STAPLETON – 180

Jonathan's hobby bingo sheet has lit up like Christmas after he added all the Necrons he's been working on recently. Apparently he was saving them all for a rainy day before adding them to his sheet.



BEN HUMBER – 50

Ben's lost his bingo pen. And his sheet. He's not even sure what day of the week it is in bingo town. This might be because he's concentrating on buying a new house, but we reckon he's using that as an excuse to put off painting models.

SOPHIE BOSTOCK

– 260

Sophie painted a Judiciar this month for her 10th Company Tome Keepers force. She painted him following the Classic painting guide for the Tome Keepers and the red leather guide for the Adeptus Custodes. She also swapped his tempormortis for a hefty book.

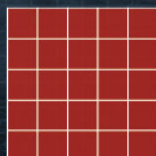


B3
KITBASHED MODEL

Matt Hutson

– 1250

Matt finished his hobby bingo sheet with a resounding shout of 'House!'. The final model he painted was a terrain kitbash for Adeptus Titanicus using the Alchomite Stack. He also painted Torgillius from Cursed City, but he painted his robes a deep blood red instead of his traditional green.



E5
HERO OR CHARACTER

LYLE LOWERY – 180

These little dark minions are Lyle's contribution to the White Dwarf team's project of painting all the Warhammer Quest: Cursed City models. In keeping with the Cursed City aesthetic, he painted them with a limited palette of dark, neutral colours, with a splash of red here and there.



D4
UNIT OF 10+ MODELS

D2
UNIT OF 2+ MODELS

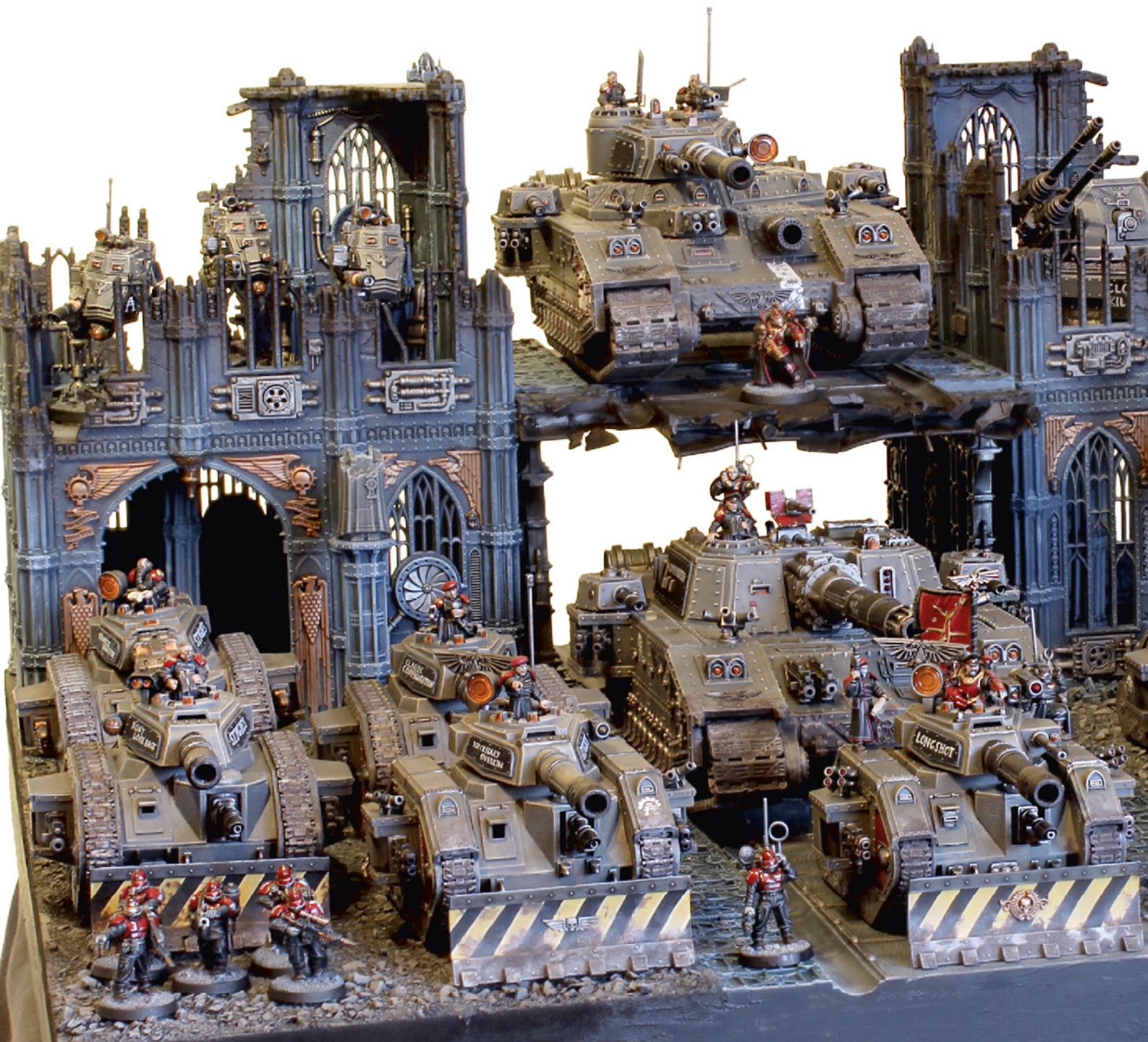
A4
UNIT OF 2+ MODELS

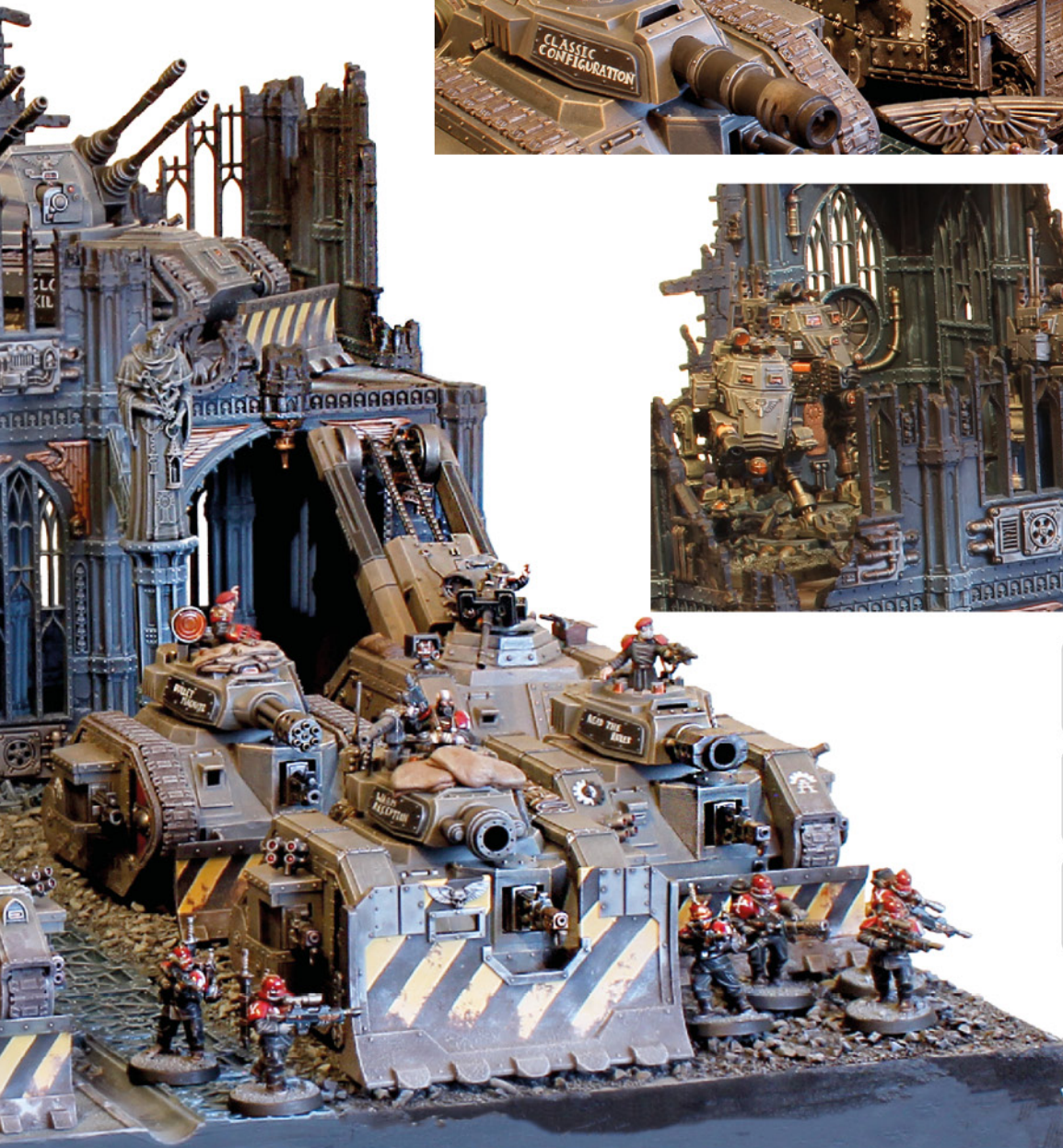
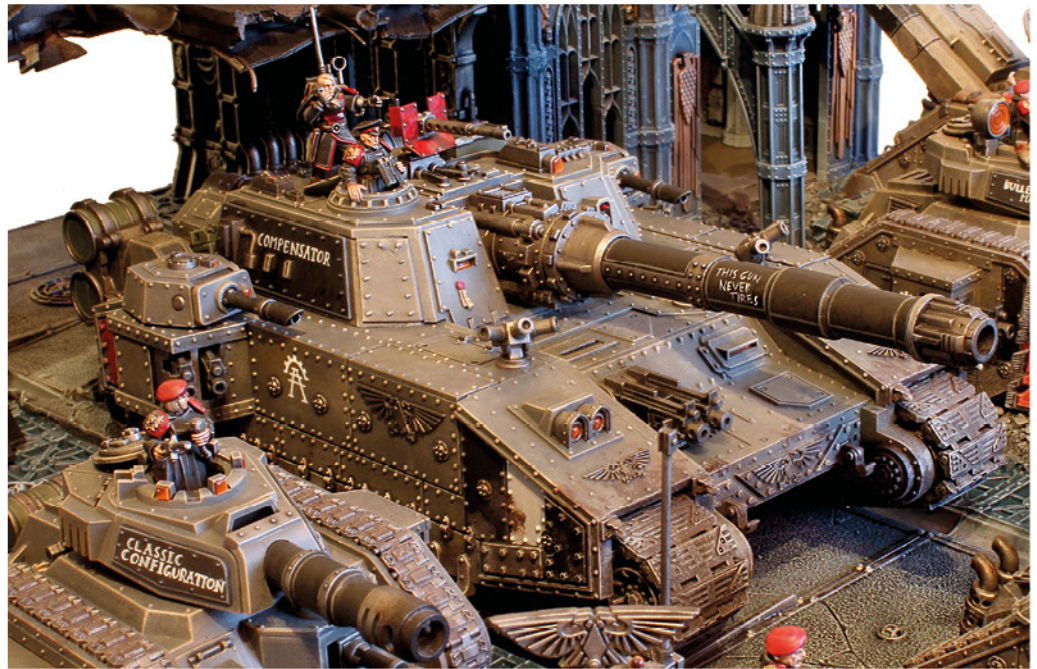
ARMIES ON PARADE 2020 – THE ATHONIAN TANK CORPS

In November 2020, the Warhammer Community team hosted the annual Armies on Parade challenge. Traditionally this takes place in Warhammer stores across the world, but with Nurgle's malevolent influence sweeping the globe, it was instead hosted online.

Our writer, Dan, has entered Armies on Parade almost every year since it began in the UK, and he has amassed a mighty eight Armies on Parade displays over that time (which take up a lot of space!). His creation for 2020 is this Astra Militarum display featuring the Athonian Tank Corps.

'I've been working on my Imperial Guard tank regiment for the last few years,' says Dan, 'and I thought now would be a good time to show them all together in a display. I painted two new units – a Hydra and a trio of Armoured Sentinels – and built and painted the board, ticking off three of my hobby bingo boxes. The buildings and the raised roadway beneath the Baneblade are modular, so they can be removed to use in games. The rubble on the board is made of crushed glass and sand that is normally used in vases and flower displays. I painted it a dirty brown grey to match the weathering on the tanks.'





'There is currently a very small infantry presence in my army that I plan to add to in the future,' says Dan. 'All my troopers are converted from Skitarii Vanguard heads to show their affiliation with the Adeptus Mechanicus. All of my vehicles feature the Stygies VIII symbol or the forge world's name somewhere on their armour, and their squadron markings are red and black to match the forge world's colours.'

E1
FORTIFICATION
OR SCENERY

C1
UNIT OF 2+
MODELS

D3
VEHICLE OR
MONSTER

'I've also given all my tanks names, picking ones that suit their weapon loadout, their battlefield role or something that generally amuses me. The battle tank 'Classic Configuration' is so named because it is armed with the weapons that came on the original Leman Russ kit, while 'Don't Look Back' suffered from a gluing incident that now results in a turret that can only face forwards ...'

NEXT ISSUE A STORM IS COMING ...

NEXT ISSUE
ON SALE
20 AUGUST

