



WHITE DWARF

ISSUE
467

NEW EDITION OF
WARHAMMER
AGE OF SIGMAR!

DESIGNERS'
NOTES AND
'EAVY METAL

THE TOME
CELESTIAL: SONS
OF BEHEMAT

WARHAMMER
CRIME SHORT
STORY

TACTICS FOR
WARHAMMER
UNDERWORLDS

AND MUCH
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August 2021

WHITE DWARF

ISSUE 467

ERA OF THE BEAST



LYLE LOWERY
Managing Editor

Sigmar-mania has swept the land following the arrival of the new edition of Warhammer Age of Sigmar! We poked and prodded designers and writers all around the studio to bring you the insight into the thinking behind the new model sculpts, the rules changes, and the advances to the epic saga in the Era of the Beast. And our colleagues were happy to spill the beans! See

what the miniatures designers had to say about the new models in our Designers' Notes, read about beastly new plot developments in Worlds of Warhammer, and learn the rules writers' favourite rules changes in Rules of Engagement (rules, rules, rules!).

After that, see it all in action in our first Battle Report for the new edition. We made sure to include plenty of boxouts to describe the new rules coming into play.

And when you play your own games of Age of Sigmar, you'll find the included quick reference sheet quite handy! We designed this bespoke reference sheet with the help of the rules writers to quickly remind you of the important rules, conveniently broken down by phase.

There are some other exciting new developments in *White Dwarf* land. The 'Eavy Metal painters were also eager to talk about the new edition of Age of Sigmar, so we gave them their own column to talk about all sorts of hobby-related topics. 'Eavy Metal Brush Tips is sure to cover loads of interesting territory! This issue also includes the first Flashpoint Clash, bringing you the Flashpoint content you crave but contained in a single issue. In this first edition, explore Ymetrica, learn more about the mighty Sons of Behemat (including battletome rules updates!), and then bring the Mega-Gargants to bear on the Ymetrican city of Matah in a campaign arc of linked scenarios!

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A mini-campaign for a tribe of Mega-Gargants intent on flattening a Lumineth seaport. Smashing stuff!

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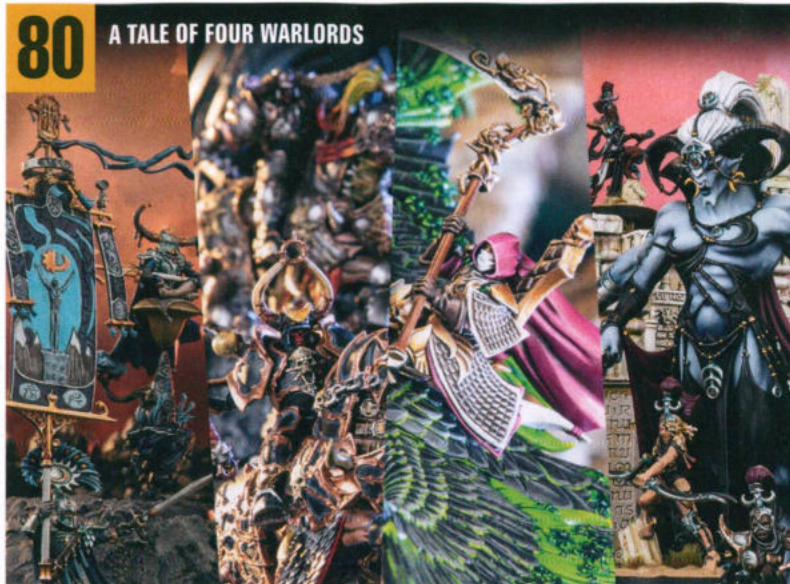
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WARHAMMER AGE OF SIGMAR

80 A TALE OF FOUR WARLORDS

The warlords of Chaos and Order reach the 1,500 point mark and show off their collections so far.

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ON THIS ISSUE'S TEAR-OUT SHEET

This issue's card insert features a quick reference sheet for the new edition of Warhammer Age of Sigmar! If you're a keen gamer, this piece of card will be handy, as it provides useful prompts on when to use heroic actions, spells, prayers, command abilities and monstrous rampages. It really is an invaluable gaming tool. Guard it carefully!

QUICK REFERENCE					
HEROIC ACTIONS	PRAYERS	COMMAND ABILITIES	MONSTROUS RAMPAGES	HEROIC ACTIONS	PRAYERS
HEROIC ACTIONS In the heat of battle, heroes can perform actions that go beyond the call of duty. These actions are represented by the Heroic Actions icon (a stylized 'H' inside a circle). A hero can perform a Heroic Action at the start of their turn, or at the end of their turn, or at the start of an enemy's turn. A hero can only perform one Heroic Action per turn. A hero can perform a Heroic Action if they are within 12" of an enemy unit. A hero can perform a Heroic Action if they are within 12" of an enemy unit. A hero can perform a Heroic Action if they are within 12" of an enemy unit.	PRAYERS A hero can perform a Prayer at the start of their turn, or at the end of their turn, or at the start of an enemy's turn. A hero can only perform one Prayer per turn. A hero can perform a Prayer if they are within 12" of an enemy unit. A hero can perform a Prayer if they are within 12" of an enemy unit. A hero can perform a Prayer if they are within 12" of an enemy unit.	COMMAND ABILITIES A hero can perform a Command Ability at the start of their turn, or at the end of their turn, or at the start of an enemy's turn. A hero can only perform one Command Ability per turn. A hero can perform a Command Ability if they are within 12" of an enemy unit. A hero can perform a Command Ability if they are within 12" of an enemy unit. A hero can perform a Command Ability if they are within 12" of an enemy unit.	MONSTROUS RAMPAGES A hero can perform a Monstrous Rampage at the start of their turn, or at the end of their turn, or at the start of an enemy's turn. A hero can only perform one Monstrous Rampage per turn. A hero can perform a Monstrous Rampage if they are within 12" of an enemy unit. A hero can perform a Monstrous Rampage if they are within 12" of an enemy unit. A hero can perform a Monstrous Rampage if they are within 12" of an enemy unit.	HEROIC ACTIONS In the heat of battle, heroes can perform actions that go beyond the call of duty. These actions are represented by the Heroic Actions icon (a stylized 'H' inside a circle). A hero can perform a Heroic Action at the start of their turn, or at the end of their turn, or at the start of an enemy's turn. A hero can only perform one Heroic Action per turn. A hero can perform a Heroic Action if they are within 12" of an enemy unit. A hero can perform a Heroic Action if they are within 12" of an enemy unit. A hero can perform a Heroic Action if they are within 12" of an enemy unit.	PRAYERS A hero can perform a Prayer at the start of their turn, or at the end of their turn, or at the start of an enemy's turn. A hero can only perform one Prayer per turn. A hero can perform a Prayer if they are within 12" of an enemy unit. A hero can perform a Prayer if they are within 12" of an enemy unit. A hero can perform a Prayer if they are within 12" of an enemy unit.

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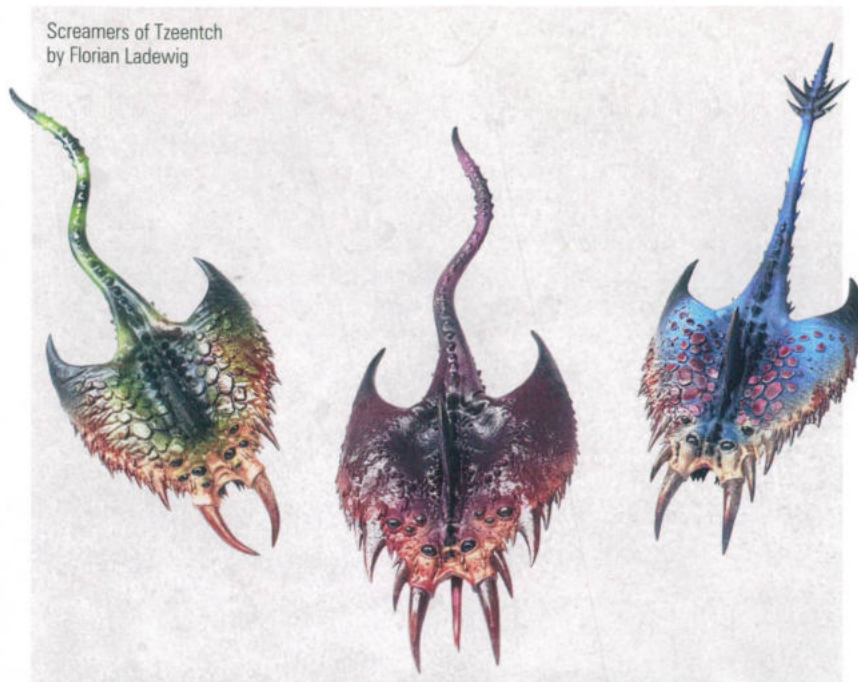
We talk about some of the models we've painted and the games we've played over the last month.

CONTACT

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



Ogor Tyrant
by Jacob Burley



Screamers of Tzeentch
by Florian Ladewig



Hi White Dwarf!

I recently finished painting a Wraithblade as part of a four-colour challenge with a local Facebook group. Essentially, you paint a miniature using only four colours – that's it!

Some people suggested I should send it to you folks as a reader's submission. I have to be honest, I've only been on the hobby scene for about a year with only a handful of models under my belt (excluding a squad of Eldar Rangers and an Avatar of Khaine I painted about seventeen years ago, apparently while in the middle of a 'one thick coat' phase), so I'm not really sure how this goes, but I'd be happy for you to judge whether it's up to scratch or not!

If any extra info is helpful, my four colours were black, white, blue and red. It was my first time attempting non-metallic metal, but I wanted to try something different, and there's nothing like the pressure of a deadline to keep you committed to an idea. I also made the flowing cape tassels for a bit of extra flair. In my opinion, Wraithblades are required to wear at least two pieces of flair.

Thanks for checking it out!

Daniel Ravlich
Auckland, New Zealand

Hey Daniel, thanks for writing in.

And what an exciting idea for a painting challenge. Quite frankly we're amazed that you managed to paint such an astounding miniature with just four colours. Even more so considering you've only just come back to the hobby after a long time away. Your poor old Avatar must be looking on jealously through paint-clogged eyes at this artistic wonder!

Now you just need to finish the rest of the squad! Hopefully all those freehand runes and reflection points won't drive you too mad.





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The Light of Eltharion
by Freddie Richardson



Noxious Blightbringer and Plague Marine
by Andy Kessler



PAINTING QUESTION: ADEPTA SORORITAS BATTLE SANCTUM



Hello. I was wondering if you have published a painting article about how to paint the sandstone-coloured 40K buildings we often see, as I am a bit confused about what colours to use. I asked around on social media, and someone suggested that they might use the same colours on the inside of the Adepta Sororitas Battle Sanctum and statue. We tried the tutorial on Warhammer TV, but it has a browner tone as opposed to that bleached bone one. Any help would be appreciated!

Guillermo De La Peña
Guadalajara, Mexico

Well, we can certainly help with this one, Guillermo. The statue (and sanctum interior) were painted using the colours shown below. With the wash, paint each section of wall flat, let it dry, then move on to the next section.

SANDSTONE WALLS

Undercoat: Wraithbone

Basecoat: Ushabti Bone

Wash: Seraphim Sepia & Lahmian Medium 1:1

Drybrush: Pallid Wych Flesh

Drybrush: White Scar

MODEL OF THE MONTH: MEGA-GARGANT



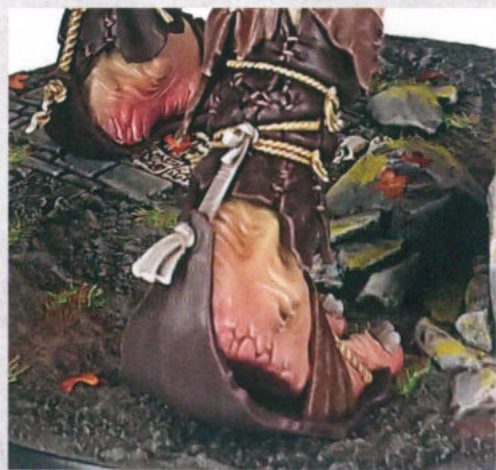
My Mega-Gargant wears the same white armour and brightly coloured heraldry as my Stormcast Eternals. I hand-painted every fleur-de-lis on the model – 132 of them in total!



This issue's model of the month is a Mega-Gargant converted and painted by Fabien Roche.

Fabien: When I first saw the Mega-Gargant, I knew I wanted to include one in my Stormcasts army. However, a Mega-Gargant face would look too aggressive compared to my chivalric warriors, which was when I got the idea of giving him a helm. It comes from a Warhammer 40,000 Imperial Knight cut to shape. To continue the knightly theme, I swapped his tree-trunk club for a sword made from expanded polystyrene sculpted over with modelling putty and carved with a modelling knife.

For the Gargant's skin tone, I used my airbrush to apply a pale flesh colour to all the bare skin. Next, I used the airbrush to add a reddish tone to the joints on the knees, elbows, hands and feet. Finally, some areas were highlighted with white to accentuate the relief. I used a brush for all the smaller skin details such as pimples and wounds. I picked them out with Ratskin Flesh, then used Reikland Fleshshade mixed with Lahmian Medium to create shadows. I applied Agrax Earthshade to the deepest recesses. For the skin highlights, I used several tones of pale flesh to accentuate all the folds.





Junith Ervita
by Damien Tomasina

ASK GROMBRINDAL

I have a question if you could pass it on to his most magnificent and revered beard, Grombrindal. Do Wolf Guard Pack Leaders (Space Wolves) wear the pack markings of the pack that they are assigned to or Wolf Guard pack markings? I don't think I've ever come across a definitive answer to that.



Brent Leask
Frankston, Australia

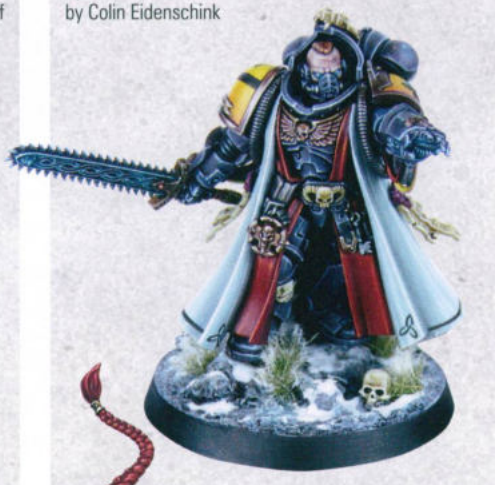
Wolves? In space? Well that all sounds very strange to me. How do they put their helmets on with all that fur in the way? In answer to your question, the members of a Space Wolves pack (a squad, basically) live and fight together their entire lives, from Blood Claws through to Grey Hunters and Long Fangs. A Wolf Guard that joins the pack – perhaps only for a single battle – is there to offer battlefield advice and leadership but does not replace the pack's true leader. As such, they retain their traditional black and yellow Wolf Guard markings. Awwoo!

Grombrindal



Slaughterpriest
by Andreas Packroff

Space Wolves Rune Priest
by Colin Eidenschink



Jakkob Bugmansson XI
by Belselch Medina



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.

Officio Assassinorum Assassins
by Rafael Mattick



WORLDS OF WARHAMMER



PHIL KELLY

As the Warhammer 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. Some say that he's dived so deeply into the background of the Age of Sigmar that the Idoneth Deepkin have welcomed him as one of their own. They say he has pretty eyes.

This July saw the release of Age of Sigmar's third edition, the culmination of years of hard work across the studio and beyond. It's not a widely known fact, but the development and release of 'AoS3' involved not writing one definitive tome about the setting but two.

You may already have the most visually impressive of those two books upon your shelf, nightstand or gaming table. It's a veritable stormvault of hobby goodness packed with the finest lore, photography and rules the Warhammer Studio could devise. The Core Book doesn't just explore the setting in more splendour and depth than ever before. It also brings the Soul Wars narrative arc to a satisfying conclusion to begin a new chapter of war, where the rising tide of Destruction is met head-on by the Thunderstrike Stormcasts – reinforcements forged not only by Sigmar but by the duardin maker-god Grungni himself.

The other book is not nearly as pretty as its published incarnation nor as polished. Neither does it have any gaming bits to speak of. Still, in terms of cold, hard information, it forms the foundation for everything we build in the Age of Sigmar. We call it the IP Guidebook, or sometimes the IP bible.¹ As closely guarded as the ur-gold in a magmahold's vault, the IP Guidebook will never see the shelves, yet the information inside will bear fruit in dozens of publications, novels and games across the years. In my part of this column (you'll be hearing from my fellow word-botherers Nick and Jordan in a minute), I'd like to go over how useful it's been across the length and breadth of this colossal project.

CORE THEMES

The idea for the formation of this meta-document came years ago. In part it was a response to the perennial questions about 'how do the Mortal

Realms work', 'who lives where', 'what's the deal with farming' and other lines of enquiry regarding the truths of the Age of Sigmar universe. In the course of defining all this, we got right down to the brass tacks of the setting.

First off, we summarised the 'vision' of the thing by writing several versions of the frontis text,² setting out our stall as to what really defined the Age of Sigmar. With careful steers from studio megaboss Pete Foley and a cracking summation of the core concepts from Jes Bickham (formerly at the helm of this very magazine and now heading up the Sigmar team), we examined the piece of grimdark grit at the centre of the AoS pearl. What came out of all this were three abiding truths:

1. **Post-cataclysm:** If 40K is set two minutes before midnight, the story of Age of Sigmar is set two minutes *after* it. The forces of darkness have won, but the hope of a better day still burns like a candle in the darkness.³
2. **A New Dawn:** The lens through which we see the story is that of mortal men and women trying their best to survive – or even bravely venturing into hellscape to reconquer the realms they lost and begin new lives out on the frontier.
3. **High Contrast:** The pragmatism of the everyday struggle for survival is set against the grandeur of arcane civilisations cast down by Chaos. It's the contrast between the 'low fantasy' and 'high fantasy' tones that gives us the core imagery of AoS3.

From these three core concepts, we looked again at the history of the Mortal Realms and the twenty-four factions that have bled for them right up to the present day – that time known to scholars as the Era of the Beast. Alongside the development of history and society, we started to work up the latest batch of maps for the Mortal Realms and then really drill down into what makes them different and special from one another. With 'focal points' such as the Shyish Innerlands and the Spiral Crux already established, we pushed hard at what made each geographical region unique. Over the years, these cartographical beauties will become like old friends, as iconic as the definitive map of the World-that-Was. Many a location was devised and some even allowed to fade into myth to better focus on the vital parts and capital cities of each realm.

¹ IP stands for Intellectual Property, which is a posh way of saying 'facts, concepts and details about something that you made up'.

² That's the scene-setting text right at the beginning of the book, right down the middle of the first proper page. Sorry about the jargon. We're done now, I promise!

³ Spoiler alert: most of these candles get snuffed out pretty fast ...

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. And what greater story could there be than that of the Age of Sigmar? The Sigmarites tell all!



We then went on to delve into every aspect of the Mortal Realms that we thought was germane to the setting – everything from how people travel, to where the food comes from, to the political tensions and power struggles of the big cities. The vast majority of these concepts and portrayals are covered in the Core Book you can buy today. Having already worked them out beforehand in the development of the IP Guidebook, everything clicked into place far easier when it came to showing the whole thing as one body of work.

Of course, not everything made it into the final product, the Core Book. There is an old saying about world building: devise 100% of your world, but only show 10% of it to give the sense there is far more beyond the page. Luckily for us, we're not the only ones at play in the Mortal Realms. This giant document forms the touchstone for all the other incarnations of the Age of Sigmar IP, so that other works set in the same universe all fit together seamlessly. Whether they be battletomes, narrative books, novels, roleplaying games, audiobooks, videos, computer games, short stories, comics or a dozen other forms of media, they will all reflect the same Mortal Realms that your miniatures inhabit and bring to life.

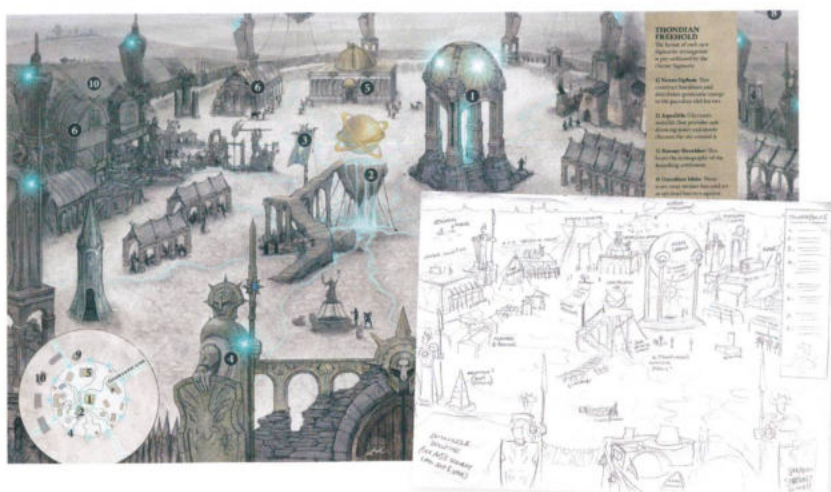
SOARING HIGHS AND GRUELLING LOWS

Whilst we're on the defining traits of Age of Sigmar, I'd like to talk a little more about the contrast aspect of the setting. This concept has formed the basis of not only artwork (Alex Boyd's fantastically rendered frames and pillars really nail it for me)

but also for the entire scenery set first featured in the Dominion box set. We wanted the scenery to show a real narrative, telling a story to the onlooker that set the scene of a far larger battle – the battle to rebuild civilisation.

At the base of the terrain, you can see weathered, eroded stonework from the Age of Myth that is thousands of years old. Then, chiselled and even machined to hard-edged uniformity, are those prefabricated, batch-made structures of the Cities of Sigmar that are built on top. After all, those ancient ruins were built on that location for a reason. Perhaps it is defensible, near a source of clean running water or atop a node of geomantic power. More than that, these ancient walls and pillars are useful from the get-go. Here are load-bearing structures that have stood the test of time, instantly defensible in the wilderness should the enemies of Order come calling⁴ – and they always do.

⁴ And generally useful as shelter for survival and settlement. I put a washing line of laundry to illustrate this in my early township sketch (later transformed into something beautiful by Nuala Kinrade, as you can see below). Nothing gets the 'normal people being pragmatic' factor across better than some sodden pantaloons strung from a face of an ancient god.



The inclusion of mason's tools, half-winded pillars and raw materials gives the settlement not only a sense of place but also of moment. Clearly the defenders were right in the middle of building their new stronghold when the orruks or other peril-du-jour launched their ambush, and there is a real sense of tension as a result. As a set, you still have that classic Warhammer silhouette of the half-complete buildings in a rough township, but where in 40K it's usually a set of ruins that has been smashed apart or tumbled by entropy, in Age of Sigmar it's a place still under construction – and willing to cut any corners it has to in order to survive. It tells you something of the hope of the setting, as well as of the fight for progress and safety in a hostile world. I'll let my esteemed colleague Jordan cover how they got there in the first place ...

INTO THE WILDERNESS

Jordan: Warhammer loves a good crusade now and again, and the focus on reconquest we were applying to Age of Sigmar made it a natural direction to pursue. So was the idea of the Dawnbringer Crusades born. Each morning, to the clangour of the crusade bells, hosts of humans, aelves and duardin emerge from Sigmar's cities and strike out into the hellish wilds. With them they bring the colossal floating rocks known as metaliths, tugged along on great chains or propelled through magical artifice. One of these is always an aqualith, a water-producing metalith so pure it cleanses the lands that it irrigates. On the largest of these airborne islands are carried prefabricated structures forged in the free cities for later swift deployment – domiciles, smithies, pillars and walls, to name but a few.

The crusaders battle through the wilderness to reach sites of arcane power. Using nullstone to cancel the magic of the metaliths, they lower their structures to the ground and begin to settle that nexus point. Around these wellsprings of magic they then erect the many mystical defences and structures they have brought with them, using the power of the realms themselves to protect their new Sigmarite Strongpoint. If the land was sufficiently purified, in time these outposts will grow from a settlement into a town, and ultimately a city will rise that will come to disgorge its own crusader hosts.

Most will fail, of course, brought down by the many enemies that stalked the realms. Some are simply lost amidst the vast, mysterious wilds. But if even one tenth of those crusades launched find purchase, then Sigmar's dream of a new empire will slowly begin to take shape. It was this dream, shared by the battered but optimistic people who formed the civilians of his cities, that would serve as our prime vector of storytelling. Through the lens of these crusades we can tell all kinds of

human stories, from the veteran Reclaimed⁵ captain now forced to serve at the behest of Azyrite bureaucrats to the humble shoemaker accompanying the crusade who stumbles onto knowledge she should not.

The enemies of Order would themselves have designs on the places coveted by the crusaders, and this gave natural reasons for conflict that we could use to tell interesting stories. We would draw on notions of the Old West pioneers, of the medieval crusaders and the seeming loss of knowledge in the Dark Ages⁶ to create a setting wracked by wars fought over crumbled glories and a lost past. Coupled with Age of Sigmar's inherently fantastical nature, where the reader would travel into these unknown and twisted locations along with the crusaders and see their dangers up close, we knew we were on to a winner.

FORTRESS-CITIES OF THE MORTAL REALMS

Nick: For me, one of the most exciting parts of the AoS3 development process was creating a unique capital city of Sigmar for each of the Mortal Realms.⁷ With the cities established thus far, we had largely focused on Aqshy's Great Parch and the Everspring Swathe in Ghyrn – the two initial focal points of the God-King's campaign of reconquest, where the first great strongholds of Sigmar were founded. Now it was time to broaden our horizons.

Fuelled by copious amounts of coffee and aided by the imaginations of our wonderful artists, we began to conceptualise and develop these new cities. We started with the same principles common to each such Sigmarite settlement: all are founded upon sites of great power – usually major realmgates – that have been conquered by the Stormcast Eternals and cleansed through painstaking ritual. If they survive, these settlements slowly expand over the course of decades from walled outposts into bustling centres of civilisation.

The key thing was to determine how the unique nature of each realm would impact those who settled there. This isn't just a question of working out how one survives raging Aqshian firestorms or fends off acid-drooling monsters in Ghur; each of the realms is dominated by a particular type of magic that defines not only its geography, fauna and environmental hazards but also the temperament of its people. Aqshy, for example, is a place of flaming passions, reflected in the hot-blooded nature of its people. They have become the beating heart of the God-King's empire, making up the majority of its mortal soldiery and driving forward Sigmar's many crusades. The sprawling metropolis of Hammerhal Aqsha reflects this pioneering spirit with its ever-expanding borders and bustling industry.

⁵ Referring to those mortals who, through sheer grit, survived the Age of Chaos without submitting to the Ruinous Powers, many of whom have now been drawn into the Sigmarite Nations.

⁶ Historians, put down the pitchforks; I recognise that 'Dark Ages' is a contentious term, but you get the idea.

⁷ Bar Azyr, which as yet remains untouched by the horrors of Sigmar's war against Chaos.

The fun truly started when we began to extrapolate this across other realms. How would a settlement function in gloomy Ulgu, for example, where deceit and mistruth are the order of the day? What about the underworlds of Shyish, where the living brush shoulders with the dead, ever-present reminders of one's fragile mortality? How do the people of these far-flung outposts live? How do they fight, worship and feed themselves? Above all, how have they managed to survive and even thrive in a land ravaged by Chaos?

I would love nothing more than to gush about all the fantastical locations that we have concocted, but I think I'll just leave you with a glimpse of my favourite: the meritocracy of Settler's Gain. This pristine city is located in the enlightened realm of Hysh, and it is unique amongst the cities of Sigmar in that it is governed not only by the God-King's folk but also by the Lumineth Realm-lords. At first glance, Settler's Gain appears to be as close to a paradise as one could imagine.⁸ Its populace are visionaries and great minds all, chosen specifically for their unique gifts. From the lowliest street-sweeper to the mightiest wizard, anyone can rise to the apex of power if they have the mind for it. Thanks to the wonders of Lumineth architectural design, the sprawling city around the central spires is also all but free of filth, hunger and disease.

Settler's Gain is, of course, not quite the nirvana it appears to be. Its human occupants are tools in a grand social experiment, subjected to a never-ending catalogue of examinations by their

Lumineth stewards in order to analyse their potential. These are gruelling trials of spiritual and mental hardship that only a scant few will pass, thereby joining the privileged ranks of the Uplifted. Fail even once to impress a hard-eyed Lumineth invigilator, and you'll find yourself cast right back down to where you started. Unsurprisingly, resentment simmers beneath the surface of Settler's Gain, but the aelves soon seize any troublemakers and seal them up in floating 'Enlightenment Prisms', where they can dwell at length on their petty-minded ingratitude ... and emerge renewed and bright-eyed, magically healed of any doubts. But the more the aelves tighten their grip, the more likely a simmering civil war will erupt in the streets between the human citizens and their Lumineth mentors.

It's this blend of high fantasy and gritty, unsettling storytelling that is such a hallmark of Age of Sigmar, and the great fortress-cities of Sigmar's new civilisation perfectly encapsulate that dichotomy. Each city featured in the Core Book has been given the same depth, texture and potential as Settler's Gain. They include old favourites such as Excelsis and the twin cities of Hammerhal Aqsha and Hammerhal Ghyra, as well as places that we introduced through the Broken Realms suite of narrative books⁹ – the caldera-city of Vindicarum, for instance, and the shadow-port of Miththavn, built from the lashed-together hulls of barnacle-encrusted galleons. We hope you have even half as much fun exploring these new settings as we had creating them.

⁸ Oh, a faultless utopia, I hear you cry? In the Warhammer universe? That seems about as likely as an ogor passing up another trip to the buffet table.

⁹ Due at least partially to the onslaught of the Chaos Gods upon the space-time continuum, we wrote the Age of Sigmar Core Book well before most of the Broken Realms books that led up to it.

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 our writers!

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whitedwarf.co.uk



WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. And with their birth began a war to claim them. This month, we dive into the new edition of Warhammer Age of Sigmar!





DESIGNERS' NOTES

What do the miniatures designers have to say about the awesome new models in the Dominion box set? Turn the page to find out!



WAR AT AMBERSTONE WATCH

The inaugural Battle Report for the new edition of Warhammer Age of Sigmar begins on page 38. Be prepared for sneaky taktikz and total carnage.



THE NOBLE AND THE KRULE

The Dominion box set is packed full of awesome Warhammer models that we were very excited to take a closer look at. We borrowed a handful of miniatures designers to tell us all about the Thunderstrike-clad Stormcasts and Kruleboyz orruks.



The background and miniatures of the Age of Sigmar are constantly evolving, and that is no exception in Warhammer Age of Sigmar: Dominion, which features not only new Stormcast Eternals models but an entirely new type of orruk warclan – the Kruleboyz.

NEW HORIZONS AND NEW FOES

The latest development for the forces of Order is the return of Grungni. The duardin smith-god was instrumental in the creation of the first Stormcast Eternals before he disappeared into the realms. But now, with Sigmar's enemies finding new ways to prevent Stormcast souls returning to Azyr, Grungni has returned to aid the God-King and forge Stormcasts clad in Thunderstrike armour.

THE DESIGNERS

Design manager Sam Dinwiddy oversaw the team that worked on the new Stormcast Eternals. They are:

Steve Buddle:
Annihilators, Knight-Vexillor, Yndrasta

Christian Hardy:
Vindictors

Joe Tomaszewski:
Knight-Arcanum

Sergi Torras:
Lord-Imperatant, Praetors

The forces of Destruction are also on the march, though not as noisily as usual. The orruks known as Kruleboyz are very much the kunnin' but brutal strain of the greenskin race (as opposed to the brutal but kunnin' Ironjawz), and they have already begun an insidious takeover of the Realm of Beasts. Sadistic and sneaky, they revel in a good fight as much as the next orruk, but they also know when to stab their foes in the back instead of taking them on in a fair fight.

Over the next few pages, the Warhammer Studio's designers discuss the incredible new miniatures in the Dominion box set, from diminutive hobgrots and slinking Gutrippaz to Sigmar's latest champion – Yndrasta, the Celestial Spear.

STORMCAST ETERNALS

Clad in suits of Grungni-forged armour, the Thunderstrike Stormcasts descend upon the Mortal Realms. Design manager Sam Dinwiddy leads the conversation about the new miniatures.

Sam Dinwiddy: The Stormcast Eternals were unleashed upon the Mortal Realms in 2015 when we first launched Warhammer Age of Sigmar. Since that time, we have continued to develop, evolve and explore the range, designing new units, creating new characters and opening new chambers to discover what might be waiting inside.

The continuously evolving story of the Age of Sigmar enabled us to delve into the rekindled (some might say reforged) relationship between Sigmar and Grungni and their efforts to bring order to the realms. The Stormcast Eternals in this set represent a collaboration between the two gods. The Stormcasts themselves are still the same god-forged humans they have ever been, but the suits they wear have changed subtly as they adapt to the ever-changing face of war in the Mortal Realms and the perils that brings.

Steve Buddle: The first stage was deciding how this Thunderstrike armour would look. The Stormcasts have a really strong aesthetic that we wanted to preserve but evolve with the design of these new models. You'll recognise the same greaves, the same vambraces and breastplates, but there are little differences here and there



YNDRASTA, THE CELESTIAL SPEAR

LORD-IMPÉRATANT WITH GRYPH-HOUND

Sergi Torras: The Lord-Imperatant is a tactical commander for the Stormcast Eternals, a strategist and motivator as opposed to a front-line warrior. He's not so much about smashing heads, though he can do that well enough with his hammer. In terms of design hierarchy, he is right at the top. He wears robes over his lower legs and tasset plates on his leading leg, plus beastmarks and aiglettes to show his rank. He wears a personalised helmet, though in place of a helmet crest he wears a halo adorned with lightning bolts attached to his armour.



1 – The Knight-Arcanum features the tasset plate shape on her collar and staff top.

2 – The facing side of the Knight-Vexillor's banner features the visage of Sigmar, while the reverse features Grungni's mark over the Anvil of Apotheosis.

3 – Sigmar's face also appears on the Vindictors' shields ...

4 – ... while Grungni's diamond rune often appears on their helmets. Vindictor-Primes retain the lion beastmark on their left shoulder pad.



that show where Sigmar and Grungni have stepped up their game. The first, and arguably most obvious difference, is the shields. They now feature a stylised rendition of Sigmar's face surrounded by lightning bolts. They are also a different shape – where Liberator shields are closer in shape to a tower shield, those carried by Vindictors are a kite shape. This shape is one of the crucial design elements for the Thunderstrike Stormcasts. You can see it repeated on every model, most notably on the tasset plates that cover their thighs but also on shields, shoulder pads, the top of the Knight-Arcanum's staff and even her collar.

The second addition is a little more subtle and already appears on some Stormcast models such as Evocators. It's Grungni's diamond-shaped rune. All Thunderstrike Stormcasts feature a diamond somewhere about their armour or weapons to show that Grungni has had a hand in forging them. We also looked into developing the models' helmets. They are still the same impassive mask design, but you'll notice lots of subtle changes to them. A couple of studs on the brows. An engraved Sigmarabulus. A diamond. A few of them even have beards sculpted into the helmets. These all hint at the personality of individual warriors without detracting from their unified aesthetic. Many of the models feature optional bare heads, allowing us to further delve into their character.

Sam: Hierarchy plays an important role on these Stormcasts, too. This is most clearly seen in the design of their armour and the accoutrements hanging from it. The tabards that you see on units like Liberators and Judicators have been replaced by scale-mail skirts and tasset plates on the Vindictors. The Praetors, as an elite bodyguard, have longer mail tabards, plus aiglettes and three-plate tassets to show their

KNIGHT-VEXILLOR



VINDICTORS



PRAETORS



rank, while the Annihilators wear the heavy armour and lightning-bolt trim of the Paladin Conclaves. The Knight-Vexillor is another step further up the hierarchy – his helm is highly personalised with a twin-tailed comet, his tassels are engraved and he wears lion beastmarks on his knee and shoulder to show his ferocity. The Lord-Imperatant is a step higher still, with robes, engraved armour, a halo, and so on.

Joe Tomaszewski: We also explored two new aspects of the Stormcast Eternals – the mages of the Valedictor Temple and the Champions of Sigmar. The Knight-Arcanum is the first representative of the Valedictor Temple and wears the open book sigil of that order on her shoulder pad. She's a more grounded mage than many we've seen before, not actively casting spells but clearly part of a wizard cast with books and scrolls tied around her waist, a potion flask and a staff. Her long sleeves and high collar also tend to give away her profession!

Steve: Meanwhile, Yndrasta is one of the Champions of Sigmar, a caste of heroes who stand apart from the Stormhosts but often fight alongside them. Up to this point, Sigmar's only champion was the Celestant-Prime, so now felt like a good time to develop that idea further. As Sigmar's Prime Huntress, Yndrasta is blessed with great physical size and strength, not to mention a set of wings that emulate the pegasus she once rode into battle as a mortal. Sigmar has clearly tampered with her Reforging to give her such divine blessings. Her armour is unique and features many icons that hint at her time as a Stormcast Eternal before she was elevated to her position as Prime Huntress. The Star-eagle beastmark on her knee testifies to her swiftness, while her broaches mark her out as both a member of the Angelos Conclave and the Paladin Conclave. Most important is the symbol that sits above her head and adorns her weapons – the icon of the citadel of Azyrheim that marks her out as one of Sigmar's inner circle.



1



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1 – Praetors feature longer scale-mail tabards than the Vindictors to show their elite status.

2 – All their weapons feature the diamond mark of Grungni.

3 – The models in the set come with bare and armored heads.

4 – The shields carried by the Annihilators feature the face of Sigmar surrounded by lightning bolts.

5 – The scarred face of the Annihilator-Prime can be swapped for an armored helm. Note also the crescent moon symbol on his chest that marks the Annihilators out as Paladins.

ANNIHILATORS



4



5

KRULEBOYZ

Sadistic and cruel, the Kruleboyz bring wrack and ruin to the Mortal Realms in the name of Kragnos, the End of Empires. Miniatures designer Seb Perbet leads the design chat.

THE DESIGNERS

Design manager Ben Jefferson oversaw the team that worked on the new Kruleboyz miniatures. The designers are:

Seb Perbet:

Killaboss with Great Gnashtoot, Murknob with Belcha-banner and Man-skewer Boltboyz

Joe Tomaszewski:

Killaboss with Stab-grot, Gutrippaz

Sergi Torras:

Hobgrot Slittaz

Christian Hardy:

Swampcalla Shaman with Pot-grot

Seb Perbet: Orruks, or orcs as they were known back in the day, have been a part of Warhammer for as long as Warhammer has been around. In recent years, we saw the arrival of the Ironjawz, who are the paragon of the modern greenskin – they're aggressive, brutish and muscle-bound. They hit stuff first and don't bother to ask questions later. They are the epitome of Gork's attitude to life and warfare. What we wanted to do now was explore the other side of orruks – the crueller, more spiteful, more kunnin' side inherited from Mork.

The inspiration for the Kruleboyz goes way back to the 1980s. The Warhammer orcs in those days were a lot slighter and thinner than modern-day orruks, with longer arms and meaner-looking faces. Their design was wonderfully, darkly Games Workshop, particularly their leering shields that distinguished them from other fantasy creatures of the time and gave them a striking visual identity that is still loved by many veteran hobbyists to this day. Those shields became iconic with orcs and

featured on a lot of their models and in their artwork at the time. John Blanche was (still is!) a huge fan of the Evil Sunz face, and it appeared in a lot of his illustrations during the eighties.

Orcs have changed a lot over the last forty years. The core of orcishness is still very much the same, but that kunnin' aspect of the old orcs had kind of fallen by the wayside. So we decided now was the time to resurrect it!

The first stage of creating the Kruleboyz was developing the shapes that would be used on the models. Ironjawz are big and bulky with thick armour plates and heavy bludgeoning weapons, so the Kruleboyz needed to contrast with that. More organic materials and stabbing blades instead of crushing ones. Plus, of course, those all-important shields. Shields suggest a level of forethought about a battle – that perhaps, maybe, tactics might be involved. That led us down the route of weapons such as spears instead of swords or axes (collectively: choppas).

KILLABOSS & STAB-GROT

Joe Tomaszewski: Killabosses are the leaders of the tribes, so they need to be the biggest and most impressive. As such, they will often wear a spiked helm to mimic Kragnos' horns. The open pose of this model shows off the lankiness of the orruk's arms and the length of his torso – he's not as bulky as an Ironjaw, but you know he could still throttle the life out of someone. His choppa is also more pointed and serrated than your average axe, suggesting a level of unnecessary cruelty to his killing. He's accompanied by a grot squire who carries a pilfered shoulder plate as a shield.



SETTING THE SCENE

Seb: Bases set the scene and create an atmosphere around a miniature, and this encounter between the Stormcasts and the Kruleboyz is very much set on the Kruleboyz' turf. Ruins of an ancient civilisation are shown sunk into the swamps and wet earth, as though being consumed by the realm. The door lintel on the Killaboss's base features a stylised beast's head, indicating they are fighting in the Realm of Beasts. The ruins are also hung with wet moss and surrounded by bullrushes to hint at the cloying dampness and humidity in the swamps.



Spears and shields are a classic combination, so we knew they would look great together. The weapons are deliberately cruel-looking, like they could pierce or skewer, that parts may well snap off them and lodge in their victims.

The spiky aspect of the weapons is repeated on the helmets worn by the Killabosses and Gutrippa Bosses. The spikes are jagged but vertical, presenting lots of parallel lines on the tops of the models. There's a sinister feel to them, like gnarled iron railings. In contrast, all the clothing on the Kruleboyz hangs downwards. All the triangular points of the cloth taper downwards, all the knotted ropes and loose pieces of stitching. It all looks wet and heavy and creepy like they are living in a bog (which they do). While making mock-up models, we designed some of the Gutrippaz in running poses with their clothes flapping behind them. Immediately we realised it didn't work – the material looked too light and the orruks immediately lost their creepiness. So we went back to slower, more sneaky-looking orruks that were shuffling forwards rather more cautiously instead of running forwards like Ironjawz or Bonesplitterz. The heavy cloth returned. Aggressive things pointed upwards, wet things hung down.

KILLABOSS ON GREAT GNASHTOOF



Christian Hardy: You can see this really clearly on the characters in the set. The Swampcalla Shaman is virtually dripping with unnatural power. He's got metallic stalagmites clawing up from his shoulders, and his gnarled, rotten staff points upwards (quite literally as it has a metal hand on the top), but most of the model emphasises that wet, swampy feel, like hanging moss. Fetishes hang from his arms; talismans and potions dangle from his shoulders and belts. His potion has the feel of a snake descending from a branch, very sinuous and deadly.

Joe Tomaszewski: The heavy cloth is really evident on the Gutrippaz, too. They wear a lot of ragged cloth that almost looks like it is dripping off them. A number of them wear hoods or cowls over their faces, too, which is an usual thing for orruks but helps reinforce that creepy, lank, wet feel we were going for with them. Several of them also feature pendants that represent Kragnos. Again, all of them hang downwards, indicating weight and wetness. There's no uniformity to the Gutrippaz, or any of the Kruleboyz, for that matter. A few wear helmets; others have their faces hidden by cowls. Some wear knee guards; others have shoulder pads. Perhaps the only universal feature of them all is their shields. Oh, and none of them wear shoes.

Seb: This leads us on to another aspect of the Kruleboyz: their carrion culture. The Great Gnashtoof ridden by the Killaboss loosely

SWAMPCALLA SHAMAN & POT-GROT



1 – The Swampcalla Shaman wears the skull of a gargant on his back, a sign of his immense power (or scavenging skillz).

2 – Murknobz are fearsome killers but also backstabbas. It's no wonder they wear more armour on their back than on their front!

3 – Many Gutrippaz wear stone effigies of Kragnos.

4 – Wicked stikkas feature barbed or saw-toothed blades.

5 – This skareshield wears an eye-patch, just like its owner.

MURKNOB WITH BELCHA-BANNA



resembles a hyena. It's not a hunting creature but a scavenger. It doesn't do the big kill itself but preys on the weak. Similarly, the Kruleboyz tend to scavenge what they need rather than making it. They have no aptitude for crafting things, particularly clothes. A kill for them has several purposes. It provides sport, food and, sometimes, clothing. Most of the tattered clothing they wear is skin, and it's almost certainly not cured to become leather – no Kruleboy would bother with that! Even the Killaboss's banner is made of people, and you can see the severed hands and heads hanging down from his shield. We also made the decision not to use leather straps to hold on their armour plates. Instead, they're all held in place with natural bindings like long creepers or roots or other natural materials that can be found in the sorts of places they live.

Sergi Torras: There are quite a few interesting things to mention about their armour, too. Normally the higher your rank, the better your armour, but in the Kruleboyz range, it's the lowly hobgrots who have some of the best-looking equipment. Hobgrots (or hobgoblins, as they once were) are intermediaries between the greenskins and those duardin who fell to the lure of Chaos. They deliver captives to the duardin in return for weapons and armour for the Kruleboyz, but naturally they take a cut from whatever deal is going on.

The Kruleboyz aren't too bothered by this, so the hobgrots tend to have the best-looking gear. Their armour is forged as opposed to beaten into shape, and they feature lots of tiny spiked bosses that are neatly placed as opposed to those on the orruks' armour that are studded anywhere and everywhere. The spiked bosses are not only a callback to the classic orc models of the eighties, but they also mimic those on Kragnos'

GUTRIPPAZ



MAN-SKEWER BOLTBOYZ



armour. It's worth noting that the square, brass-coloured plates worn by the hobgrots are not armour but duardin currency, hence the crude runes scratched into them. They carry smaller coins in the pouches on their belts. Incidentally, the knotted cords around their waists are for whipping their captives along.

Seb: The cords are one of the details that helps explain what tribe each unit is from. Hobgrots all wear knotted cords around their waists. Boltboyz and other Deffspikerz (war machine crews, basically) feature ragged loincloths with loops of stitching along the edges. Beast-breakaz wear more fur on their loincloths while Badstabbaz – the warrior clans – feature severed hands. You can see one hanging down from the Killaboss's saddle. Gitsnatchaz wear chains and manacles. It's a very orruk way of telling, at a glance, what tribe another greenskin is from.

This tribal culture is then further emphasised with glyphs that are used to signify battlefield role or ownership. The Boltboyz, for example, have a lightning-like glyph that suggests death from afar, while the glyph branded into the flank of the mounted Killaboss's Gnashtoot is a crude representation of his spiked helmet that basically says 'this belongs to me, hands off'. The most impressive glyph is the banner carried by the Murknob – the big red face represents Kragnos, while beneath it can be seen stylised glyphs for the Kruleboyz (or orruks in general) and beneath that the grot clans.

You'll also notice that most of the characters wear little brass icons that are just like the ones that hang off Kragnos. It's doubtful the End of Empires gave them to the Kruleboyz; they probably just found them in his devastating wake and use them as leverage to show they are in his favour.



3

1 – Man-skewer crossbows are made from whatever unrotten wood the Boltboyz can find.

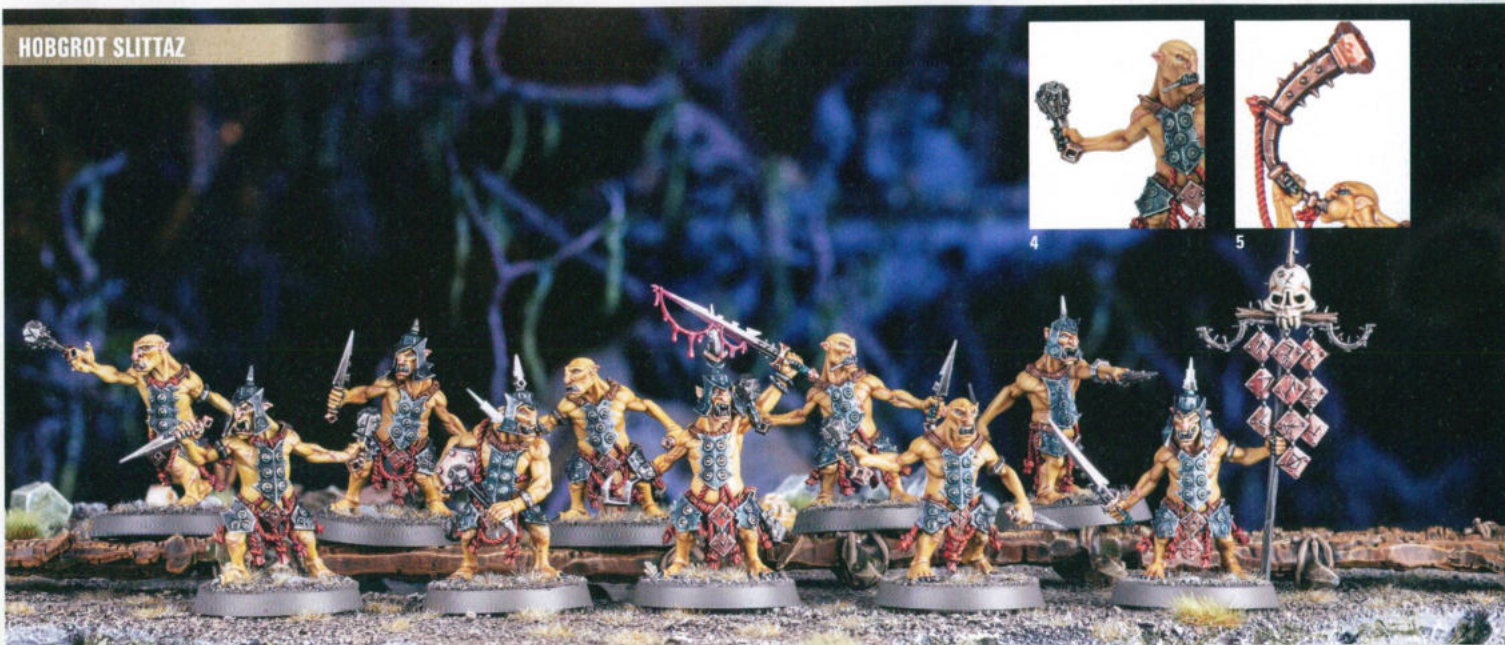
2 – Boltboyz don't carry skareshields, but their gut plates and shoulder pads feature a face with one eye closed to show they are aiming.

3 – Each Boltboy carries a crude cranking mechanism.

4 – A sulphuric scrap-grenade, no doubt acquired from the Chaos-tainted duardin.

5 – The unit Noise-maker can carry a drum or a horn.

HOBGROT SLITTAZ



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5

BRUSH TIPS

**MAX FALEIJ**

Max is the content lead for the 'Eavy Metal team – the talented artists who paint many of the miniatures that you see in our publications, on posters and box fronts, on the Games Workshop website and in the pages of *White Dwarf*. Max is excited to add 'White Dwarf columnist' to his formidable list of accomplishments, but he didn't have to twist our arm!

Hello and welcome to Brush Tips, the 'Eavy Metal painting column! This is exciting for me, as we've got a brand-new semi-regular series planned for you. We want to give you an in-depth look into painting Warhammer miniatures, how we develop projects and painting techniques and an overall 'behind the scenes' peek into what we get up to on the 'Eavy Metal team!

In this inaugural column, fellow teammate Natalie Slinn and I explain how we painted the two character models from the Dominion box set.

KILLABOSS ON GREAT GNASHTOOF

We rarely start working on a character for a new range in isolation. The development starts early with the range as a whole in mind (something we might explore more in a future column). This means that when it was time for me to start painting the Killaboss, we'd tested around fifty or so different skin-tone and shield-design combinations. We kept on coming back to the classic image of red shields that both contrast well with the green skin and have a powerful nostalgic kick to go along with the complementary colourway. These two colours would set the tone for the rest of the scheme.

SKINNED HIDES AND WEATHERED METAL

Kruleboyz wear the skinned remains of dead foes and beasts, so for this reason I painted the clothing in brown, fleshy tones with a lot of grainy textures. I applied softer shades and highlights to these areas to suggest that the material is thick and heavy, not like silk or cloth. When it came to painting the metal, I wanted to capture two things. First, the Kruleboyz are not artisans, so their armour is not going to be of great quality. Second, they live in swamps, so it will be heavily deteriorated and dirty. I used Contrast paints and washes to add an oily, grimy feel to the metal, as well as verdigris to the bronze areas. Where the bronze touches other textures like leather, I stained that with verdigris too, as if it is leeching into the material. The verdigris also works as a great accent to the main green-and-red colour combination. The red appears bright and fiery on the shield, softer on the helmet plume and reddish brown on the leather straps. The verdigris sits in the same colour palette as the mouldy heads, the tassel on the spear and the blue tone around his eyes and lips.

THE GREAT GNASHTOOF

One of the key aspects of this model is the mount. Because the model features a lot of dark armour and leather plates, I painted the Gnashtoof's skin with a lighter purple tone. I created a mood board of animals that featured the colours and textures I was after – hippos, warthogs, hairless chimps and xoloitzcuintin (*yep, it is a real thing – Ed*). Many of them exhibit countershading, where the creature's belly is lighter than its back, and xoloitzcuintin often have darker feet than their bodies. A combination of these ideas gave me the colours for the Gnashtoof – fleshy and pink but leathery.

PAINT SWATCHES

The paint swatches presented here are the main colours used on the model shown above. Painting in the 'Eavy Metal style often involves blending, which is where one colour transitions smoothly into the one next to it. Blending is a fluid process and not always easy to break down into definitive stages, but the colours here will give you a close approximation.

ORRUK SKIN

Basecoat: Ogryn Camo	Krieg Khaki	2:1
Wash: Loren Forest		
Recess Wash: Vulkan Green		
Highlight: Ogryn Camo	Krieg Khaki	1:1
Highlight: Krieg Khaki		
KNUCKLES, KNEES, ELBOWS, FARS & NOSE		
Highlight: Ushabti Bone		
Glaze: Wazdakka Red	Carroburg Crimson	1:1

LIPS

Glaze: Vulkan Green
Highlight: Deepkin Flesh

BEAST SKIN – UNDERBELLY

Basecoat: Cadian Flestone	Ushabti Bone	White Scar	1:1:1
Wash: Daemonette Hide	Administratum Grey		1:1
Recess Wash: Daemonette Hide	Rhinoc Hide		1:1
Highlight: Basecoat Mix	Wraithbone		1:1
Highlight: Add White Scar to previous mix			

BEAST SKIN – HIDE

Basecoat: Daemonette Hide	Administratum Grey	1:1	
Wash: Daemonette Hide	Rhinoc Hide	Khorne Red	2:1:1
Recess Wash: Previous Mix	Khorne Red	Abaddon Black	2:1:1
Layer: Base Mix	Ushabti Bone	Grey Seal	1:1:1
Highlight: Add White Scar to previous mix			

Brush Tips is a new column hosted by the painters of the studio's 'Eavy Metal team. Here they discuss all things paint related, be it colour schemes, techniques, inspiration or something they're painting for their own collection. This issue, Age of Sigmar: Dominion!

KILLABOSS ON GREAT GNASHTOOF



SKARESHIELD

Basecoat: Evil Sunz Scarlet	Mephiston Red	1:1
Wash: Gal Vorbak Red		
Recess Wash: Gal Vorbak Red	Abaddon Black	1:1
Highlight: Evil Sunz Scarlet		
Highlight: Wild Rider Red		
Highlight: Wild Rider Red	Phalanx Yellow	1:1
Highlight: Phalanx Yellow	Wild Rider Red	White Scar
		3:1:1
Highlight: Phalanx Yellow	White Scar	1:1

GRUNGY METAL

Basecoat: Leadbelcher		
Wash: Wyldwood	Abaddon Black	2:1
Recess Wash: Rhinox Hide	Abaddon Black	1:1
Highlight: Stormhost Silver		

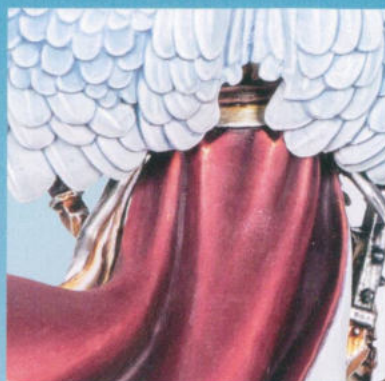
WEATHERED COPPER

Basecoat: Balthasar Gold		
Wash: Cygor Brown		
Recess Wash: Doornbull Brown	Abaddon Black	1:1
Highlight: Hashut Copper		
Highlight: Hashut Copper	Stormhost Silver	1:1
Highlight: Stormhost Silver		

THE ENVIRONMENT

Max: The setting for the Dominion box set is the swamps of Ghur, so we painted all the models' bases to look really dark, dank and wet. The Stormcasts' colour palette contrasts with this, while the Kruleboyz' emulates it. A lot of the textures on the Kruleboyz were influenced by the humid conditions, like the mouldy severed heads and heavy, dripping cloth.

YNDRASTA, THE CELESTIAL SPEAR



TERMINOLOGY

In each swatch, you will find the technique used to apply that colour. These techniques are explained in greater detail in this issue's Paint Splatter. Where Layer and Base paints are used as washes or glazes, they are thinned down with Lahmian Medium and applied with control to the target area as translucent layers to help achieve a smooth blend between colours. Sometimes colours are mixed. Where this is the case, the mix ratio is shown to the right of the swatches.

WHITE GOLD

Undercoat: Hetrributor Armour		
Basecoat: Liberator Gold		
Wash: Gore-grunta Fur		
Recess Wash: Cygor Brown (rivets and panel lines)		
Layer: Liberator Gold	Runefang Steel	1:1
Highlight: Runefang Steel		

METAL – SCALE MAIL & WORKING METALS

Basecoat: Leadbelcher		
Wash: Black Templar		
Layer: Leadbelcher		
Highlight: Runefang Steel		

METAL – BLADES & DECORATIVE ELEMENTS

Basecoat: Leadbelcher		
Layer: Ironbreaker (Platemail)		
Soft Shade: Nuln Oil	Nuln Oil (Glaze)	1:1
Recess Wash: Abaddon Black		
Layer: Ironbreaker (Platemail)		
Glaze: Talassar Blue		
Highlight: Runefang Steel		

MAGIC GLOW

Basecoat: Sotek Green		
Layer: Dahrroth Blue		
Highlight: White Scar		
Wash: Akholian Green		

DARK GOLD – HANDLES & HILTS

Basecoat: Balthasar Gold		
Layer: Gehenna's Gold		
Wash: Cygor Brown		
Layer: Gehenna's Gold		
Highlight: Runefang Steel		

BLACK – UNDERSUIT

Basecoat: Abaddon Black		
Highlight: Eshin Grey		
Highlight: Dawnstone		
Highlight: Administratum Grey		
Highlight: Administratum Grey	White Scar	1:1

Natalie: Yndrasta is one of Sigmar's champions, and when I first saw her, I knew I wanted to paint her as a pure, pristine angel who had descended from the heavens. As she's not part of the Hammers of Sigmar Stormhost, I wanted to explore different ways to make her stand out on the battlefield. I wanted her to look great alongside both the Hammers of Sigmar as well as any of the other Stormhosts she may choose to fight alongside, while at the same time having a unique look and feel to her.

SILVER OR GOLD?

In the development phase, I tried out a lot of different colour combinations before settling on a bright, polished white gold. It makes her stand out from the Hammers of Sigmar troops and almost feels angelic. At the same time, the armour retains enough warmth to pop on the grey basing and allows for the vibrant cyan spot colour to contrast well. It's mostly Liberator Gold layered up with many thin layers of Runefang Steel to achieve a really smooth, polished finish. The goal was to make it look chrome-like in its reflectiveness, almost pearlescent. We discussed the idea that perhaps her armour is actually silver and it's just reflecting the yellow, earthy tones of the world around her because it's that shiny. I shaded her legs slightly more than the rest of her body and added extra highlights to the upper panels of her armour to suggest she is bathed in radiant light from above.

This colour philosophy spilled over on to her wings. Stormcast Prosecutor wings are painted white like pure light, but Yndrasta's wings are a physical gift from Sigmar, not something arcane or mechanical. I painted them really clean and pure but again with an earthy tint to link them back to her home realm of Ghur. I used thin glazes of brown and teal on the tips of the wings to make them feel like natural, physical wings that are a part of her.

SPOT COLOURS

To break up the large areas of metal, I continued the cool blue theme of the wings on to her weapons and the twin-tailed comet above her head. All the blue areas of the model direct the eye towards her face – the wings sweeping up behind her towards her head and the comet pointing downwards towards it. The three sigils that mark Yndrasta out as one of Sigmar's chosen champions are picked out in glowing blue for the same reason. They form a straight line from her spear tip to her sword with her head in the centre.

I picked red as Yndrasta's secondary colour. This means that her colour scheme matches the three primary colours of the Hammers of Sigmar – gold, blue and red – but with the colours heavily desaturated. The second reason is that red is often shown as a regal colour, which suits her position as a mighty hero. I pushed the red towards purple rather than orange to enhance that regal feel and to tie it more closely to the cool blue tones. It also helps set her apart from the Hammers of Sigmar, as all their heroes have blue cloaks. She is unique in wearing red. Note, however, that only the outside of the cape is red. I felt that red would be too overwhelming behind her legs and too intrusive on her overall colour scheme. Instead, I opted for a neutral white that not only frames her legs but looks like a tail to match her wings.

FINAL DETAILS

Lastly, I chose to paint her hair white. It's something we've done on early Stormcast models with bare heads, and we've always liked the idea that things like hair colour could be affected in the Reforging process, as if the colour was blasted out of it. It's not a strict rule that we follow, as we like to keep our options open with accent colours like this. For Yndrasta, however, I felt like it fit perfectly. It also helps draw some more attention to her face, which is never a bad thing.

EVEN 'EAVIER METAL!

If you have a painting question, a technique you would like to know more about or an idea for something you would like the 'Eavy Metal team to talk about, then write in with your suggestions to:

team@whitedwarf.co.uk

RED CLOTH

Basecoat: Khorne Red	
Wash: Khorne Red	Incubi Darkness 1:1
Recess Wash: Previous Mix	Abaddon Black 1:1
Layer: Wazdakka Red	
Highlight: Squig Orange	
Highlight: Squig Orange	Pallid Wych Flesh 1:1

RED GEMS

Basecoat: Khorne Red
Highlight: Evil Sunz Scarlet
Highlight: Fire Dragon Bright
Highlight: Tau Light Ochre
Highlight: White Scar (reflection point)

WINGS

Basecoat: Corax White	
Glaze: Fenrisian Grey	
Glaze (deep recesses): Fenrisian Grey	Russ Grey 1:1
Glaze: Gorthor Brown (tips of wings)	
Glaze: Stegadon Green (tips of wings)	
Highlight: White Scar	

WHITE CLOTH

Basecoat: Corax White
Wash: Administratum Grey
Wash: Dawnstone
Recess Wash: Eshin Grey
Highlight: White Scar

WEAPON HANDLES

Basecoat: Gal Vorbak Red	
Wash: Abaddon Black	
Highlight: Gal Vorbak Red	Ushabti Bone 3:1
Highlight: Gal Vorbak Red	Ushabti Bone 1:3

PARCHMENT

Basecoat: Ushabti Bone
Wash: Seraphim Sepia
Rocose Wash: Rhinox Hide
Layer: Ushabti Bone
Highlight: Screaming Skull
Highlight: White Scar

BATTLE DAMAGE

Natalie: The Stormcast Eternals we painted for the Dominion set have a more weathered look to them than previous Stormcast colour schemes, with deeper shading and more scrapes and scratches on their armour. Yndrasta is different in that her armour is completely unblemished, reflecting her angelic nature. I instead put more time into weathering her base and adding depth to the utilitarian areas of her armour, such as the scale-mail plates.

KRULEBOYZ HOBGROTS

The Warhammer Age of Sigmar: Dominion box set includes a unit type that we haven't seen for a very long time – hobgrots! To celebrate the return of these sadistic little gits, we've created two painting guides – one Classic, the other Contrast.

Hobgrots and their historical hobgoblin counterparts have been a part of Warhammer for many decades. Considered part of the greenskin race, they are distant cousins to grots, though they are generally bigger and meaner – the perfect allies for the Kruleboyz. They also have an ochre tone to their skin, as you can see in this painting guide.

BATTLE READY

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



SKIN



ARMOUR

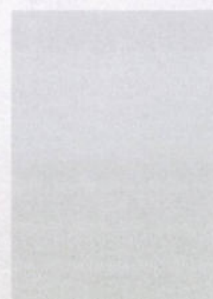
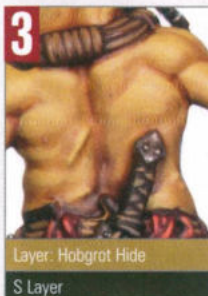


STUDDED ARMOUR



PARADE READY

With a few extra highlights to each area of the model, the Battle Ready model has been made Parade Ready. It's time for some backstabbin'!



armour being physically on top of the skin and therefore easier to reach) but it also helps set the tone for the whole miniature. If the skin is light, you will want darker armour to contrast with it.

With the skin basecoated, the other areas were then blocked in – binding first, then armour and finally ropes.

TOP TIP

If you're trying out a new colour scheme like this, try painting one model in the unit to completion first. This will help you decide what colours to use where and what tones you want to use. You may, for example, decide to paint the armour on your hobgrots black or the hanging ropes a darker red. Once you're happy with your colour scheme, you can then paint the rest of the unit with confidence.



WOT ABOUT DA GREENIES?

You may have wondered why there is no painting guide for orruks in this issue. Well, we've featured plenty of orruk (and Ork) painting guides over the years in the pages of *White Dwarf*, and there are loads available on the Warhammer YouTube page, too. Search for Orks and Orruks Skin Tones, How to Paint Ironjawz, Orruk Brutes and Gore-gruntas, Pale Orruk Skin, and loads more besides.

ROPES



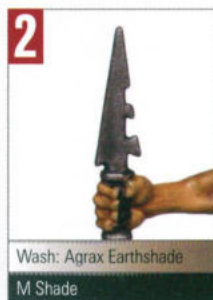
BINDINGS



BEADY EYES



SLITTA-KNIFE



BRONZE COIN



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.

CONTRAST STYLE

The Contrast paint version of the hobgrot colour scheme starts with a basecoat of Wraithbone. It has a warmer yellowish tone to it than Grey Seer or Corax White, making it perfect for a warm-toned hobgrot.

The next stage was painting all the other basecoat colours, namely the metallics. Once these were applied and any little mistakes tidied up with Wraithbone, all the Contrast and Shade paints were applied, starting with the lower areas of the model first (skin) and working up through the bindings, metal and ropes, just like with the Classic version of the painting guide.

Aggaros Dunes was picked for the skin tone simply because of its similarity to Hobgrot Hide. It was even highlighted using the same colour as the Classic guide for consistency, the lightness of Ushabti Bone contrasting well

with the shading achieved by the Contrast paint. It's worth noting that areas like the hobgrot's face are very craggy, so the highlights are easy enough to apply and make look natural. With the bare flesh on the body – particularly the shoulders and back – water down the highlight paint a little and apply it more broadly to get a more realistic, smoother finish to the skin. The tiny scars were picked out with the highlight paint, but they could also benefit from a light wash of Carroburg Crimson or Flesh Tearers Red to show they are fresh.

TOP TIP

Models with lots of organic textures are perfect candidates for Contrast paints because they naturally tint the whole area you're working on while shading it at the same time. They make painting areas such as bindings and rope very easy, and you can get great results without even highlighting them if you feel so inclined.

BATTLE READY

Using the painting stages to the right, this hobgrot is now ready to be used in games. It's the perfect painting technique for completing large hordes.



SKIN



Basecoat: Wraithbone
Spray Undercoat

ARMOUR



Basecoat: Leadbelcher
M Base

STUDDED ARMOUR



Basecoat: Ironbreaker
M Base



Wash: Aggaros Dunes
M Shade



Wash: Nuln Oil
M Shade



Wash: Cygor Brown
M Shade

PARADE READY

With a few extra highlights to each area, the Battle Ready hobgrot has been made Parade Ready. Sulphuric scrap-grenades for everyone!



Highlight: Ushabti Bone
S Layer



Highlight: Stormhost Silver
S Layer



Highlight: Stormhost Silver
S Layer

ANUVVA TOP TIP

Not every hobgrot looks the same, so why not try mixing up Contrast and Classic painting styles across your units? You could, for example, paint some with Hobgrot Hide and others with Aggaros Dunes to get subtle variations in skin tones. You could even undercoat your model with Chaos Black, paint the skin with Hobgrot Hide, then re-basecoat all the details with Wraithbone before applying Contrast paints.

You can also use Contrast paints as washes over metal. They are not as translucent as Shade paints, so you will need to thin them down with water to break down their consistency. They will then flow into the recesses of the area you want to shade. You can see this technique being used on the Studded Armour stage below.



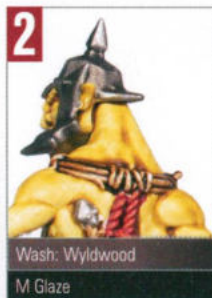
WAAAGHPAINT!

Orruks, grots and hobgrots all like fancy warpaint, and it's a great way to personalise your miniatures. It's also a really handy way to show what units they are in. Orruks may not care what mob they're in, but it certainly makes our lives easier on the tabletop! One mob could have dags painted on their heads; another could wear a flame icon or even a hand print. There's a very handy Warhammer YouTube video for Orruk Warpaint, but there's also another one for Warpaint and Tattoos. Contrast paints are ideal for applying warpaint due to their translucent nature.

ROPES



BINDINGS



BEADY EYES



SLITTA-KNIFE



BRONZE COIN



HAMMERS OF SIGMAR

We've shown you how to paint the hobgrots from the Warhammer Age of Sigmar launch sets, so it seems only fair to show you how to paint their adversaries, too. Here's a quick and easy guide for getting your Stormcast Eternals painted in lightning-fast time.

The Hammers of Sigmar are the most well known of all the Stormhosts and a popular choice when it comes to painting them. Their gold armour has undergone a little revamp for this edition of the game, becoming darker and a little less shiny. Below, you will find painting stages for a Hammers of Sigmar Vindictor-Prime using a mix of Classic and Contrast paints.

SIGMAR'S GOLDEN CHILDREN

Because Hammers of Sigmar are mostly gold, this Vindictor-Prime was sprayed with Retributor Armour. The wash mix (step 2) was applied all over the armour to tint it a darker shade of gold, though careful attention was paid to ensure that it didn't pool in any of the recesses. Once the wash was dry, the same wash mix was glazed on to the

BATTLE READY

Using the stages to the right, this Hammers of Sigmar Vindictor is now ready for the battlefield. Any army painted to this standard would look really impressive.



GOLDEN ARMOUR



HELMET PLUME

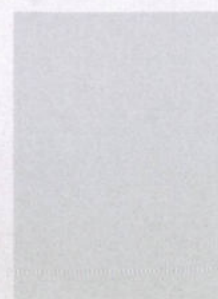


SILVER MAIL



PARADE READY

With a few highlights to each area of the model, the Battle Ready Vindictor has been made Parade Ready. None shall stand before Sigmar's golden warriors!



bottom of each armour panel. This is most clearly seen on the tasset plate (upper leg armour) in the Battle Ready picture. Auric Armour Gold was then applied in a similar way but concentrating more on the middle and upper portions of the armour plates.

The model's base was painted with Astrogranite and then washed with Nuln Oil. Drybrushed layers of Karak Stone and Screaming Skull finished it off. The rim was painted Stormvermin Fur.

TOP TIP

Black Templar was used to shade the blue armour. Mixed with Contrast Medium, it is slightly more intense than Nuln Oil, but the result is very similar. Really we just wanted to show that how versatile Contrast paints are!



PAINTING THE STORMHOSTS

If you want to know more about painting Stormcast Eternals, then the Warhammer YouTube channel is the place to go. There are dozens of Stormcast Eternals painting guides on there that feature different units, alternative Stormhosts (Anvils of the Heldenhammer, Celestial Vindicators and Knights Excelsior to name but a few) and even specific details like celestial beacons and Gryph-charger flesh.

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.

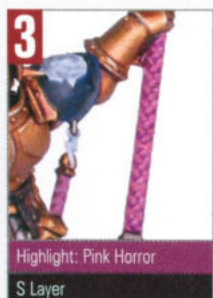
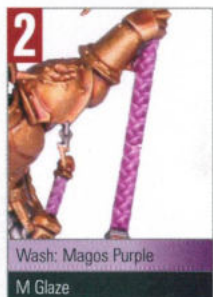
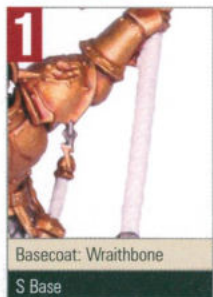
Layer: Layering helps bring out the detail on a model. A layer is applied all over the area you're painting except in the recesses. Layer paints are ideal, as are Base paints thinned with water.

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 HAFT



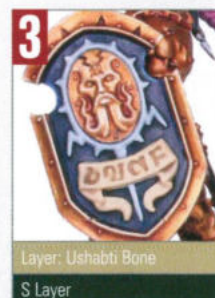
BLUE ARMOUR



BELT & STRAPS



SCROLLWORK



WHITE DETAILS



RULES OF ENGAGEMENT



SAM PEARSON

With Jervis having journeyed into the west, Age of Sigmar games developer Sam Pearson has taken up his quill to pen this column. Sam enjoys reading the humorous bios we write for people on their columns, which is why we came up with something extra funny for him. Sadly we were told we couldn't tell that story about him and the fish. Not now, not ever.

¹ For me, it's going to be the Kruleboyz. I love those sneaky gitz!

² This edition marks the third for Age of Sigmar, so three seemed a fitting number!

Kragnos has exploded into the Mortal Realms, carving a blazing trail of terror and destruction across Ghur and almost bringing Excelsis to its knees in the process. Now, in his wake, rise the Kruleboyz from the dark and murky swamps of the realms, and their arrival heralds a new edition for the game. It's certainly been an exciting year so far in the Mortal Realms!

If you picked up the Dominion edition or one of the starter boxes of Age of Sigmar, no doubt you're currently knee-deep in the mountain of new sprues contained within, trying desperately to decide if you'll paint up the awesome new Thunderstrike Stormcast Eternals first or the wickedly cunning Kruleboyz.¹ But if we can grab your attention for a few moments, this third edition brings a whole host of new and exciting rules that will enrich your games of Age of Sigmar and immerse you in the worlds of the Mortal Realms like never before. So it's time to leave your ramshackle fortress of plastic frames, put the kettle on and, once you've got yourself a nice cuppa, crack open your new Core Book and flick to page 249 (okay, okay, we'll give you a few moments to marvel at that gorgeous cover artwork first!). In this instalment of Rules of Engagement, we're going to bring you up to speed with all the new rules and tell you why this edition of Age of Sigmar is the best to date!

One of the great joys of working in the Age of Sigmar Studio is getting to collaborate with other like-minded hobbyists who each bring their own creativity and skills to a project. Every book, battletome and game we make is not the work of one or a few individuals but of a whole team coming together. Developing the rules for the new edition of Age of Sigmar was no different, so when *White Dwarf's* esteemed editor, Lyle, asked me if I would like to put together some designer's notes for the new edition, I thought rather than just telling my perspective, we could instead share the different perspectives of each of us most closely involved in the crafting of those rules.

For this column, I tasked each of the team, myself included, to pick our top three things about the new edition of the game.² What you will see from their responses is that the team covers a spectrum as wide as any group of hobbyists. Among our ranks, we have everyone from diehard tournament players through to those who love recreating the stories in the lore and those who just want to socialise and spend an evening rolling some dice. So no matter if you prefer open, narrative or matched play, you will find there are lots of exciting new features in the new edition for you to sink your teeth into.

With no further ado, let us speak to the different members of the team and find out their favourite things about the new edition!



Rules of Engagement - curated by the Age of Sigmar games developers - focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. With a new edition of Warhammer Age of Sigmar out, what better time to look at the rules changes?

Jes: The new edition of Warhammer Age of Sigmar is here! That in itself is a remarkable thing to type, as it has been a long time coming, and I am pinching myself right now to ensure it's really real. In fact, we started R&D (*that's Research & Development* – Ed) on this edition way back in April 2019 to ensure we had a big head start on getting the game as good as it could be. As we work quite far in advance, this timescale isn't quite as huge as you might think!

But how did we make a start, and what did we want to do? Well, we had a good idea of what was great and perhaps not so great about the second edition of Warhammer Age of Sigmar, and then through observation, playing lots of games and analysing data from tournaments the world over and copious feedback from players and playtesters, we put together a shortlist of changes we wanted to make. They were as follows:

- Break down and explain the core rules better, especially including where sequencing is concerned.
- Reduce player downtime. Some armies have, for instance, quite long hero phases, where it's entirely possible for the other player to go off and have a short nap or a long bath. What could we do to maintain immersion and keep the non-active player engaged?
- Expand the command points and command abilities system, introducing more 'reactive' command abilities to help with the point above; you can now do stuff in your opponent's turn! This should also feed into picking your army, deployment and choosing priority each battle round.
- Make the ultimate narrative play experience, building on the success of the campaign system in Warcry and Warhammer 40,000's Crusade system.
- **Make heroes more heroic and monsters more monstrous!** If Warhammer 40,000 is a game of guns and tanks, Age of Sigmar is ultimately about godlike characters and daemons, gargants and ogors riding giant prehistoric beasts.

These things formed the core of the third edition of Warhammer Age of Sigmar, and a thousand changes big and small rippled out from them. Ben, Louis, Jervis and Sam have all picked their three favourite things from this new edition, and here are mine.

GOING SECOND

Yes, going second can be a good thing! You get more command points for going second, and this, along with the expanded new command abilities, means that you are far from powerless if your opponent gets priority, and you can in fact disrupt your opponent's plans with choice use of, say, Redeploy, Unleash Hell or All-out Defence. You've got plenty of tricks up your sleeve now if you find yourself on the back foot!

HEROIC ACTIONS

Heroic actions. Momentarily, you will see what Ben has to say about monsters becoming more monstrous, but the other half of the equation is heroes becoming more heroic! In the hero phase (both yours and your opponent's), you can pick one hero to perform a heroic action. There are (currently) four to choose from, ranging from Heroic Leadership (a chance to get a bonus command point) to Their Finest Hour (+1 to wound and to saves until the end of the turn).

UNIVERSAL ENHANCEMENTS

Enhancements. You'll find we've codified allegiance abilities inside the core rules now, and a subset of that is enhancements: a deliberate grouping of command traits, artefacts of power, spells, prayers, mount traits, triumphs and unique enhancements, along with instructions on how to take them in your army. Best of all, there are five tables of universal enhancements in the core rules, giving you more magic items, command traits, spells, prayers and triumphs to choose from that everyone can access!

27.5.3 UNIVERSAL SPELL LORE

Flaming Weapon: *One of the caster's weapons is engulfed by arcane fire.*

Flaming Weapon is a spell that has a casting value of 4. If successfully cast, pick 1 of the caster's melee weapons. Add 1 to Damage characteristic of that weapon until your next hero phase.

To be honest, there are about a hundred other things I could talk about here, but I shall leave you to discover everything else that is new and improved about the latest edition of Warhammer Age of Sigmar for yourselves. I hope you enjoy it. Please let us know what you think, and may the Mortal Realms tremble at your advance!



JES BICKHAM

Jes is the studio manager for Age of Sigmar, which means if we were 'Ardboys, he'd be the Megaboss. Jes loves all aspects of Age of Sigmar and has collected and played with so many armies over the years, not even he can remember them all!

³ During a recent day of playtesting, Jes 'rediscovered' his Nighthaunt on top of a shelf in our playtest room – an entire army he had completely forgotten he had painted! Ben, who towers over us all, swore he hadn't hidden them up there deliberately out of reach ...



BEN JOHNSON

Ben is the senior product developer in the studio (which is a fancy way of saying he plans and oversees every book and other thing we make here). On the one hand he is an avid tournament goer, but he also likes collecting strange and unusual armies that usually involve lots of big stompy monsters! You might notice this bias in the responses he gives.

MONSTROUS RAMPAGE

Ben: My first pick is the new monstrous rampage mechanic. 'Make monsters more monstrous' was one of the goals for the new edition of the game right from the beginning, and this new rule gives players a set of thematic abilities your monsters can unleash at the end of the charge phase (both your charge phase and your opponent's!). These abilities include Roar, which stops a unit from receiving any commands, and Smash to Rubble, where you can destroy a piece of faction terrain or a garrisoned building, to name but two!

MONSTROUS RAMPAGES



Roar: Pick 1 enemy unit within 3" of this model and roll a dice. On a 3+, that unit cannot issue or receive commands in the following combat phase.

This ticked all the boxes for us. Not only did it make monsters more powerful, it also conjured up the image of monsters being wild and out of control. In other words, behaving exactly as they should on the battlefield! We can also expand on these in the future, with new monstrous rampages being included in future battletoomes

and battlepacks or as bespoke rules on warscrolls that interact with monstrous rampages.

CORE BATTALIONS

My second pick is the new core battalions. These are similar to the warscroll battalions of the previous edition but are open to all factions to use rather than limited to one. This addresses the 'haves and have-nots' situation that the older warscroll battalions gave from a competitive point of view. Some factions had access to powerful warscroll battalions that were seen regularly in competitive lists while others did not. This new system levels the playing field!

OBJECTIVES

My final pick is a small but impactful change to how objectives are scored. Models with a wounds characteristic of 5 or more that are not monsters count as 2 models instead of 1 when scoring objectives, and models that are monsters count as 5! This means you won't have situations where two puny grots are holding an objective against Archaon. This is also great if, like me, you love fielding armies of MONSTERS!



LOUIS AGUILAR

Mr Matched Play is one of rules writer Louis's many nicknames.⁴ As a player, he has a keen mind ever focused on developing new strategies and game-winning tactics for his armies. At the same time, he loves learning new hobbying tips and tricks from the studio army painters, applying that same methodological brain to devise winning painting formulas, too!

CONTEST OF GENERALS

Louis: If you're like me and enjoy the matched play approach to Age of Sigmar, the Contest of Generals battlepack will be your new home. Inside, you'll find a set of battleplans that are designed for thrilling battles to test your skill and cunning as a general. New to this battlepack is the system of 'grand strategies' and 'battle tactics', which add extra layers of depth to the tactical experience of the game and will give you extra tools and considerations when creating your armies.

Grand strategies and battle tactics are both extra objectives that your army will strive to achieve during a battle. Your grand strategy is chosen when you pick your army and is something you need to complete before the end of the battle, whereas battle tactics are picked at the start of each of your turns and must be achieved before the turn is up.

Repel: Pick 1 enemy unit wholly or partially within your territory. You complete this tactic if that unit is destroyed during this turn.

Both your grand strategy and your battle tactic are revealed to your opponent, which means your opponent will have ample opportunity to counter or manoeuvre in response to your choices. What makes these really exciting is that every player will be able to approach securing victory in each of the battleplans in a different manner, one that best complements the play style of their army.

PREDATORY ENDLESS SPELLS

Another of my favourite changes is the improvements we have made to predatory endless spells. Now predatory endless spells move at the end of each hero phase (meaning they would move twice in a battle round). In addition to this, predatory endless spells are now either 'controlled' or 'wild'. Those that remain within 30" of their caster can only be moved by the player commanding that caster, meaning they won't be hurtling back into your lines the turn after you summon them. Well, as long as your wizard stays alive, that is!

STRIKE-FIRST AND STRIKE-LAST EFFECTS

One of the more notorious areas of the previous edition, dubbed 'The Activation Wars' by the community, was the impact of fighting 'out of sequence' at the start of the combat phase. In the new edition, we have defined these out of sequence abilities as 'strike-first' and 'strike-last' effects, and in doing so, we have been able to bring back to the fore what I think is the best aspect of the combat phase: the alternating selection of units to fight. Now if both you and your opponent have units with a strike-first effect, rather than the player whose turn it is getting to activate all such units first, the players must alternate between picking units with a strike-first effect upon them.

⁴ Another being Lord Aguilar, as his surname sounds suspiciously like the rank of a Stormcast Eternal. Fitting, as they are one of the armies he collects!

10 SMALL CHANGES WITH A BIG IMPACT!

The new edition brings a host of small tweaks here and there that will make your games faster, more tactical and more thrilling to play. Here are ten small changes we think will have to biggest impact on your games.

1. **Reduced Re-rolls:** As new battletomes roll out, we are altering rules that traditionally allowed you to re-roll a hit, wound or save roll to instead add 1 to that roll. The result means not only less rolling but also makes those abilities more potent!
2. **Capped Increases to Hit and Wound Rolls:** In tandem with the change above, the hit and wound roll of an attack cannot be increased or decreased by more than 1. If you have multiple abilities that offer such a bonus, you're better off spreading them across your army rather than supercharging one unit like before.
3. **Points for All:** No matter if you play open, narrative or matched play, all battles now utilise Pitched Battle points to help you get ready for battle in no time at all.
4. **No More Conga Lines:** If there's a dance move that takes the prize for being the least in spirit of Warhammer, it's probably the conga line! The new coherency rules mean models in larger units must stay within 1" of two fellow warriors, making conga lines a thing of the past.
5. **Better Terrain Rules:** The rules for terrain have been made both simpler and more impactful. Terrain features no longer have warscrolls (with the exception of faction terrain). Instead, all terrain provides cover for standing either on it or directly behind it, and there are special rules for Wyldwoods blocking visibility and for units garrisoning defensible terrain (such as buildings).
6. **Faction Terrain:** When it comes to faction terrain, it all goes down at the same time now, making it a logical step before deployment rather than three different steps!
7. **No Repeat Prayers:** Priests can no longer chant a prayer that has already been attempted in the same phase, bringing parity between them and wizards.⁵
8. **Champions:** If your unit includes a champion, it can issue orders to itself, making your units a bit more independent on the battlefield.
9. **Flying:** When a unit flies up onto terrain or down off terrain, the move is now measured diagonally, meaning no sneaky 1" charges from the tops of buildings!
10. **More Freedom in Pile-ins:** When a model makes a pile-in move, it now only needs to finish as close to the closest enemy unit rather than model. This allows you to bring more of your warriors to bear in prolonged combats.

⁵ Everyone on the team rejoiced when they found out my 3 Slaughterpriests could no longer dish out triple Bloodboil each turn. Boo-hiss, I say!





JERVIS JOHNSON

Wait, didn't Jervis bid us his farewells in the last issue of *White Dwarf*? Well, thanks to a new fandangled invention called The Internet, Jervis was able to send over his top three changes in between sipping cocktails as he relaxes upon a white-sanded beach in the middle of the Caribbean.⁶

⁶The alternative theory is we write these articles a few months in advance, and at the time of putting pen to paper Jervis has not yet left the office. But I ask you, out of these two notions which is the more entertaining to believe true?

SECTION NUMBERS AND RULES BOLD

Jervis: In the core rules for the new edition, each section of the rules has a section number, and certain words are picked out in the text in **rules bold**. We've included these two things to make the rules as clear and easy to use as possible.

The section numbers make it possible to point to a very specific section of the rules. For example, the definition of friendly and enemy models is found in the Models section (1.2) of the core rules, under the Friendly and Enemy Models subheader (1.2.1). So, to point to the definition of a friendly model, all one needs to say is 'see 1.2.1'.

Rules bold serves a similar function, allowing us to highlight words or short phrases that have a specific meaning. A great example of why this is important is the term 'wholly within'. When used in normal English, it can mean a few different things, but in the rules of a game, it is important to know in exactly which way the term is being used. If you look in section 1.5.1, you will see what 'wholly within' means in the Age of Sigmar rules.

Although on the face of it these two things are very minor changes, together they make the Age of Sigmar rules more precise and more succinct, each of which is an important goal if you want to write a clear and robust set of rules.

POINTS VALUES AND REINFORCED UNITS

Over the course of Age of Sigmar, armies have tended to grow larger and larger. This increased size has slowed the game down, and fielding extremely large units cuts down on variety in an army and works against the use of more nuanced tactical play. While horde armies and massive units each have their place in the new edition of

Age of Sigmar, we did want to do something to reduce their prevalence. After all, variety is the spice of life.

Firstly, you will notice that the points value of units has been increased slightly across the board. Secondly, we have introduced rules for **reinforced units**. To increase a unit's size, you can either reinforce it once or twice to double or triple its size respectively. Depending on the battlepack you are using, the number of units you can reinforce in your army will be limited. For example, in a 2,000-point Contest of Generals matched play game, you can only reinforce 4 units, and only Battleline units can be reinforced twice (and they count as 2 units against the limit if you do so). This simple change makes larger units rarer, but their rarity also makes them more important. You will find that picking which units you want to reinforce is now a vital part of choosing your army.

THE THREE WAYS TO PLAY

Open, narrative and matched play were introduced in the first General's Handbook and have since become a mainstay not just of Warhammer Age of Sigmar but also Warhammer 40,000. Since their introduction, we've learnt a lot about the different appeals of each, and we wanted to make sure that this was reflected in the new *Warhammer Age of Sigmar Core Book*.

Louis has touched on the new Contest of Generals battlepack already, which builds upon all the groundwork of matched play laid by the previous editions, and next Sam will talk about the new Path to Glory system for narrative. So I wanted to quickly talk about the changes we've made to the other method of waging war: open play.

The idea has always been for open play to be the most straightforward way to fight your battles, using just the core rules and whichever miniatures you like. However, we found that this called for considerable practice on the part of the players, mainly because with no guidelines on building an army, it was easy to end up using forces that were unbalanced and led to an unsatisfying game. In effect, it made open play one of the most complicated ways to play!

In the new edition, we have reintroduced points values when picking an army for open play but without any of the complex restrictions and additional rules used in matched play. This is complemented with a set of 'generator tables' that are used to create the battleplan for an open play game, meaning the only preparation needed for an open play game is for the players to agree a points value for the game.

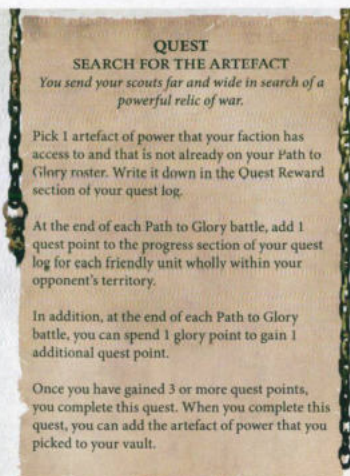
Sam: And what about me? Well, while I certainly like to dabble in both matched and open play, it is narrative play where my heart lies. More specifically, I love playing campaigns. For me, when each battle is connected as part of an ongoing story, the game and your models begin to take on a life of their own. The new edition of Age of Sigmar sees a revamped narrative campaign system for Path to Glory. If you've been looking over at Warhammer 40,000's awesome Crusade system and wondering when Age of Sigmar would get similar treatment, now is your time to rejoice!

Now, Path to Glory is such a big new system, to pick it as just one of my favourite things would fail to do it justice. In the coming months, I hope to delve into the system in more detail, but for now I am going to pick out some of my favourite aspects about it.

YOUR CAMPAIGN, YOUR STORY!

Campaigns have traditionally involved multiple players, making them inherently difficult to organise and manage. With Warcry, we first broke that mould by making the campaign personal to each player, and Path to Glory follows suit.

In Path to Glory, you build your order of battle (a roster from which you choose your army), embark on quests, populate your vault with artefacts of power and build up a domain of different territories (more on that last bit below). Rather than needing a dedicated group, you can take your Path to Glory army anywhere and battle against any opponent. If you're battling against a fellow Path to Glory army, injuries and casualties will take effect, as will the special abilities your veteran units have earned. In addition, it is possible to play against an opponent using a matched play army to boot. In these battles, you won't get access to all of the rules, but you'll still be able to further your army's goals by completing your quests (which work as secondary objectives to complete during a battle), and you'll get to resolve the 'aftermath sequence' to see what exciting things your army earns!



BUILD UP YOUR TERRITORIES!

One of the biggest parts of the background in the new Core Book is the Dawnbringer Crusades. Here, the valiant men and women of the Cities of Sigmar venture forth into the chaotic wastes beyond, hoping to lay claim to a new territory and rid it of any corruption or taint that lingers.

When designing the new Path to Glory system, we wanted players to be able to share in that experience, and that's why territory plays a big part in it. There are loads of different territories to bring under your control, each with a different effect. Conquering an area of Wild Lands, for example, will allow you to add more monsters to your army, while discovering an Arcane Waypoint allows you to take more wizards. It doesn't stop there, though. Each territory can be upgraded, so you'll be able to eventually build a temple for your priests upon a Sacred Site or construct city walls to help defend a Large Settlement. In addition, each forthcoming battletome will come with its own unique territories that represent the lands typical of that faction, allowing you to build up a mighty domain as you see fit!

41-42 ANCIENT ROADS

Your allies can swiftly come to your aid with these roads under your control.

Increase your Allied Units limit by 1.

[Upgrade 10GP] Trade Route: Increase the limit by 3 instead of 1.

SMITE YOUR ENEMIES!

For my final choice, I want to move away from Path to Glory but pick something still very dear to my heart: priests and prayers.

Long-time readers of *White Dwarf* might know that I have a soft spot for Slaughterpriests in my Blades of Khorne army and regularly field three of them on the battlefield. While priests have been reined in slightly, they have also gained a universal prayer in the form of Smite!⁷

Smite: *The priest calls upon the gods to vanquish a heretic.*

Smite is a prayer that has an answer value of 2 and a range of 48". If answered, pick 1 enemy **PRIEST** within range and visible to the chanter. That enemy **PRIEST** suffers 1 mortal wound. If the chanting roll was 6 or more, that enemy **PRIEST** suffers D3 mortal wounds instead of 1.

What I love about this prayer is firstly the range (48") but also the imagery it conjures up of two rival priests having a theological punch-up by angrily shouting at each other from either side of the battlefield!

So with that, I hope you have enjoyed this whirlwind tour through the rules to the new edition of the game. One thing is for certain: it's a good time to be playing Age of Sigmar!

⁷ In fact, priests have gained two universal prayers, but as I am not a coward, I shall not be calling upon Khorne to 'Bless' my warriors in battle while there are still enemy skulls to claim!

WAR AT AMBERSTONE WATCH

South of Excelsis in the Realm of Beasts, towns are disappearing. Krorhoch Creek has been swallowed by marshland. Salzgor's Hope is now devoid of life. Now the Stormcast Eternals march for Amberstone Watch, where a cruel and devious foe awaits them.



**BEN JOHNSON
& SAM
PEARSON**

Ben is the senior product developer and Sam is one of the games developers for the Warhammer Age of Sigmar team. Could be a brutal battle!



If you haven't noticed by now, there's a new edition of Warhammer Age of Sigmar! And what better way to break it in than with a Battle Report that pits the new models against each other? This issue's Battle Report features traditional narrative elements, but it also includes lots of boxouts to introduce and explain some of the new game rules. While we Dwarfers are all exceptional tacticians (*you sure?* – Ed) and formidable wargamers, we thought we'd let some other chaps fight this month's battle. You know, give them a chance and all that. They are Mork's favoured son, Sam Pearson, and Sigmar's grand strategist, Ben Johnson, both from the Age of Sigmar team.

WAR AT AMBERSTONE WATCH

Sam and Ben will be playing using the armies in the Warhammer Age of Sigmar: Dominion set. The orruks are slightly outnumbered points-wise, so

Sam has taken two additional units to make up the numbers. If you want to recreate this Battle Report at home using just the contents of the box, feel free to take out Yndrasta or (and we think this is the better option) allow a couple of Kruleboyz units to come back on as reserves if they get destroyed.

To show off the new game rules, Sam and Ben will be using the army-building rules from the Core Book (page 278), universal enhancements and spells (page 282) plus the Contest of Generals battlepack from the matched play section (page 338). They will be playing the Frontal Assault battleplan (page 341) to represent the Stormcasts' assault on Amberstone Watch. The battlefield terrain was set up by both players but with all the solid buildings in Sam's territory to represent the outskirts of the settlement that the orruks have conquered. Now, on with the show!



A cold fog clung to everything, making the world around Alistar Kromain hazy and indistinct. He felt as if he was in a dream or looking at the world through gossamer. He wafted his spear hand in front of his face and saw the fog part momentarily at its passing, only to close back in almost immediately. His gauntlets were wet. Everything was wet – he could feel the water in his boots and the moisture clinging to his skin beneath his armour. Water dripped past the eye sockets of his golden mask, which was covered in dirt and grime. The fog, the swamp – everything about this place – felt unnatural, which in Ghur was a sign that things were badly out of balance. Fell magic was in the air.

A sharp noise penetrated the stifling mist, and the Vindictor-Prime raised his spear. Behind him, his retinue halted, knee-deep in the marsh water, shields raised, spears at the ready. The noise did not come

again, but Kromain got the distinct impression that something was close. Years of battle had taught him caution and patience. He waited silently.

Do not be the first to commit.

The hobgrot had barely rounded the nearest tree when Kromain stepped swiftly forward and buried his spear in its throat. The creature scabbled ineffectively at the weapon haft and gurgled quietly as its dark blood poured down its chest. The Stormcast Eternal carefully lowered the twitching body into the water on the point of his spear. The murky water turned murkier.

Kromain stood silently for what felt like an age before advancing once more into the gloom. Soon, buildings began to emerge from the fog, half-sunk in the swamp. They had reached the outskirts of Amberstone Watch.

THE THUNDERSTRIKE

Ben: I'm really excited to be using the new Stormcast Eternals in their inaugural Battle Report. They work just like the Stormcasts we've come to know and love, but they have a new allegiance ability – Blaze of Glory – that enables them to cause mortal wounds on enemy units when they die. Never a nice prospect. I also get to use new units such as Annihilators, Praetors and, of course, Yndrasta, all of which have their own exciting new rules.

My plan with the Stormcast Eternals is to deploy as few units as possible to begin with, identify a weak spot in Sam's formation, then bring down the rest of my units from the heavens to exploit that weakness. Stormcast Eternals units are really independent and very powerful, but they will almost always be outnumbered, so I will have to watch my flanks with so many orruks around.



LURKIN' IN DA SWAMPS

Sam: I love the Kruleboyz, pure and simple. When the Dominion box comes out, I'll be there waiting in the queue to get my hands on a set! Kruleboyz are not as individually dangerous as Ironjawz, but they have the benefit of wielding venom-encrusted weapons, which can cause colossal damage if you roll well for certain weapons. They also have a fair number of ranged weapons, including crossbows and sulphur bombs (for the hobgrots).

My plan is to take the objectives as quickly as I can, as they are worth the most victory points. If I can hold on to them with my superior numbers, I will build up a victory point lead over Ben that he hopefully won't be able to come back from. I also plan to kill off his general as early as possible to reduce the number of command points he gets each turn, thereby hampering his tactics.





THE AURIC LIONS

Allegiance: Order
Faction: Stormcast Eternals

Warlord Core Battalion

- | | |
|---|-------------------|
| 1 Yndrasta | 300 Points |
| 2 The Gale's Eye | 150 Points |
| - Knight-Arcanum | |
| - Artefact: Arcane Tome | |
| - Spells: Ghost-mist, Blaze of the Heavens | |
| 3 Cythain D'Amar | 125 Points |
| - Knight-Vexillor with Banner of Apotheosis | |
| 4 Jucasta's Devoted | 125 Points |
| - 5 Vindictors | |

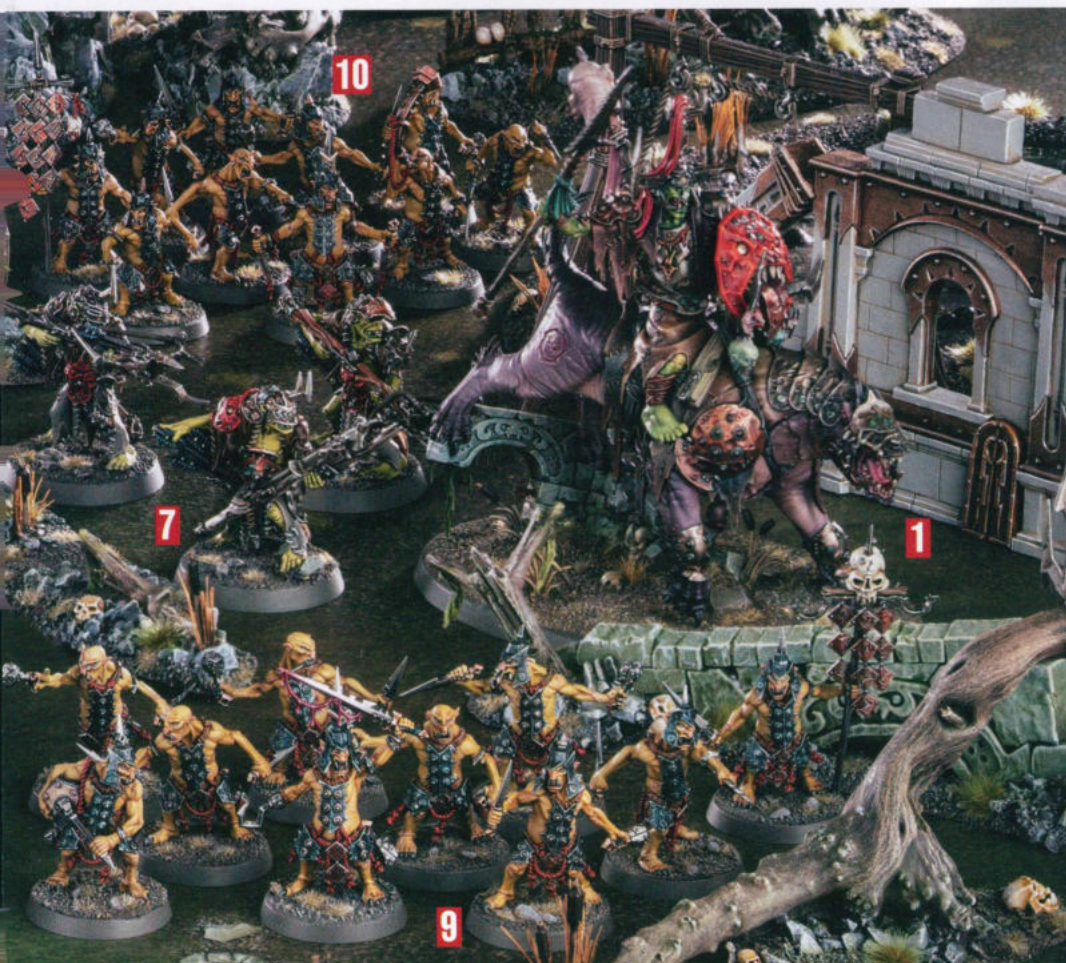
Battle Regiment Core Battalion

- | | |
|--|-------------------|
| 5 Tyberain Vorst (General) | 160 Points |
| - Lord-Imperatant | |
| - Command Trait: Heroic Stature | |
| - Artefact: Amulet of Destiny (from taking a Warlord core battalion) | |
| 6 Kromain's Stalwarts | 140 Points |
| - 5 Vindictors | |
| 7 The Hammerfall Brethren | 190 Points |
| - 3 Annihilators | |
| 8 The Shield Vexillus | 155 Points |
| - 3 Praetors | |

Triumph: Inspired

Grand Strategy: Hold the Line

Total Points: 1360



THE WEEPING FANGZ

Allegiance: Destruction
Faction: Krulboyz

Warlord Core Battalion

- | | |
|-------------------------------------|-------------------|
| 1 Gazog (General) | 200 Points |
| - Killaboss on Great Gnashtroof | |
| - Command Trait: Battle Lust | |
| - Artefact: Vial of Manticore Venom | |
| 2 Hakchop da Krule | 115 Points |
| - Murknob with Belcha-banna | |
| 3 Wozgag | 125 Points |
| - Swampcalla Shaman with Pot-grot | |
| - Spells: Boggy Mist, Levitate | |
| 4 Da Swamp Skulkaz | 180 Points |
| - 10 Gutrippaz | |

Battle Regiment Core Battalion

- | | |
|------------------------------|-------------------|
| 5 Brokkagok | 140 Points |
| - Killaboss with Stab-grot | |
| 6 Murgak's Stabbas | 180 Points |
| - 10 Gutrippaz | |
| 7 Da Deff Flingaz | 120 Points |
| - 3 Man-skewer Boltboyz | |
| 8 Da Longkillaz | 120 Points |
| - 3 Man-skewer Boltboyz | |
| 9 Klawhand's Gitz | 85 Points |
| - 10 Hobgrot Slittaz | |
| 10 Sniksnak's Slicers | 85 Points |
| - 10 Hobgrot Slittaz | |

Triumphs: Inspired, Bloodthirsty (from taking a Warlord Core Battalion)

Grand Strategy: Vendetta

Total Points: 1350

DEPLOYMENT: THE APPROACH TO AMBERSTONE WATCH

The Auric Lions reach the edge of the swamp and make their silent approach towards Amberstone Watch. Amidst the ruins of half-constructed buildings, beady red eyes follow their every move.

GRAND STRATEGIES

In matched play games, both players pick a grand strategy before the battle begins and add it to their army roster. There are three grand strategies in the Core Book (page 339), including Sever the Head, Hold the Line and Vendetta.

Ben opted for Hold the Line, which means he has to keep one of his Battleline units alive to the end of the game. Sam picked Vendetta – he will have to slay Ben's general while keeping his own alive.

Gazog bared his fangs in a sadistic grin. He'd just been told that one of the hobgrot sentries had disappeared near the edge of the swamp and that golden-armoured warriors were approaching the town from the south. This was the fight he had been waiting for, a true test of his mettle. The boyz were excited, too – they were already coating their blades in toxic venom and wiping grime from the faces of their skareshields.

The Killaboss thumped Murgak around the head and snarled for his boyz to be quiet. The Gutrippa Boss gave the orruk leader a filthy look, then thought better of challenging him and led his boyz into the ruins near the centre of the settlement. A mob of snivelling hobgrots followed them, the stench of sulphur trailing them closely as they primed their arcane scrap-grenades. Gazog ordered his Boltboyz to take up positions near the rear. There they could cover the approaches into the town while the rest of his boyz dispersed themselves throughout the ruins,

every one of them eager to get to grips with the enemy but kunnin' enough to stay hidden until the right moment. Wozgag the Swampcalla Shaman lurked nearby, chanting incoherently. Brokkagok and Hakchop were spoiling for a fight.

Through the swirling swamp mist, Gazog caught his first glimpse of the enemy. Golden warriors carrying spears and shields approached from the south-west. Another warrior marched with them carrying a huge flag that crackled with magical energy. Not very sneaky, thought Gazog. He turned his attention to the south-east, where more Stormcast Eternals trudged through the swamp. One of their number was clearly different, her eyes glowing with azure light. Gazog decided he would avoid that one – she looked breakable, but it wasn't worth taking the risk for a quick kill.

The Killaboss's eyes narrowed fractionally. There weren't many of them. Suspicion snuck into his mind. High above, thunder rumbled as the clouds collided with heavenly force.

DEPLOYMENT

In Contest of Generals, whoever finishes setting up first has priority in the first battle round. Because Ben and Sam have the same number of drops (by which we mean units or groups of units to deploy), the roll-off is crucial.

Sam wins the roll-off and elects to deploy his Battle Regiment first (which benefits from the one-drop deployment rule). He places Da Deff Flingaz (1) on his western flank and Da Longkillaz (2) to the north-east, both lurking behind cover (being behind cover adds 1 to a unit's save rolls).

Sam deploys Klawhand's Gitz on his eastern flank (3), while Murgak's Stabbas (4), Sniksnak's Slicers (5) and Brokkagok (6) hold the centre of Amberstone Watch.





OBJECTIVES

In Frontal Assault, three objectives are placed across the centre line of the battlefield (A-C). At the end of a player turn, a player scores 1 victory point if they control at least one objective. They score 1 additional victory point if they control two or more objectives. They score another victory point if they control more objectives than their opponent. Including battle tactics (more on these over the page) there are potentially 5 victory points up for grabs each turn.

With Sam having deployed his Battle Regiment, Ben can take time with his own deployment. He places Jucasta's Devoted in the swamp to the east (7). Sam responds by deploying Wozgag the Swampcalla Shaman in the ruins (8).

Ben deploys the Gale's Eye with the Vindictors (9), while Sam places Hakchop (10) behind the Gutrippaz.

The Knight-Vexillor Cythain D'Amar is placed amongst the fallen trees to the west (11). Da Swamp Skulkaz are deployed opposite him (12).

Ben deploys his Battle Regiment. Kromain's Stalwarts take the western flank (13) while Tyberain Vorst, the Shield Vexillus and the Hammerfall Brethren deploy in the Celestial Realm.

Sam finishes his deployment by placing Gazog in the centre of his army (14). Yndrasta waits in the Celestial Realm.

BATTLE ROUND ONE: LIGHTNING ALWAYS STRIKES TWICE

The Kruleboyz leave the ruins of Amberstone Watch to claim the ground outside the township. The Stormcast Eternals call in reinforcements from the heavens.

BATTLE TACTICS

At the start of a player's hero phase, they pick a battle tactic to score that turn. There are six to choose from in the Core Book (page 340), and they have until the end of that turn to complete the battle tactic. A battle tactic offers up 2 victory points when completed and cannot be picked more than once per battle.

COMMAND POINTS

Command points (page 253) are received at the start of the battle round after priority is determined. The player who takes the first turn receives 1 command point. The player who takes the second turn receives 2 command points. If your general is on the battlefield at the start either player's hero phase, you receive 1 additional command point. At the end of the battle round, any command points that have not been used are lost.

COMMAND ABILITIES

Command points are used to issue command abilities. They are carried out by unit champions (for their own unit) and heroes (who have a wider influence) and appear in most phases. At the Double occurs in the movement phase, for example, while All-out Attack takes place when making a shooting attack or fighting in combat. You can't use the same command ability more than once in the same phase.

Sneaking through the ruins of Amberstone Watch, the Kruleboyz of the Weeping Fangz entered the surrounding swamp. To the east, Klawhand's Gitz ran towards a pedestal holding some kind of arcane artefact, while to the west, Da Swamp Skulkaz advanced towards the gold-armoured warriors and their flag-waving companion.

In the centre, Gazog ordered Murgak's Stabbas to move out of the ruins with Sniksnak's Slicers close behind. If they could hold all the entry points to the town, they should be able to stop the Stormcast Eternals from entering. Brokkagok and Hakchop followed the Gutrippaz, keeping a wary eye out for any Stormcasts that got too close, their serrated blades held at the ready.

Gazog watched his boyz move forwards, then spurred his Gnashtoof towards some nearby ruins. He tapped Wozgag on the shoulder as he rode past and pointed up at the sky. Wozgag nodded knowingly and began working on a spell ...

Lord-Imperatant Tyberain Vorst slammed into the Realm of Beasts with meteoric force, mud and swamp water exploding out around him as the lightning that had carried him to earth dissipated. Ahead of him, the Annihilators of the Hammerfall Brethren appeared in a flash of light, lightning bolts leaping from their Thunderstrike armour to blast orruks and hobgrots to the ground. Nearby, the Gale's Eye channelled the magic of the realm into a blazing beam that scoured the nearby hobgrots even further. The diminutive creatures retreated from the onslaught, but the Annihilators were giving no quarter and pulverised the survivors with their meteoric hammers.

To the west, Cythain D'Amar was joined by his retinue of Praetors, but neither they nor Kromain's Vindictors chose to engage the nearby Kruleboyz. Yndrasta had no such qualms. On angelic wings, she descended upon Murgak's Stabbas and sliced apart four of them with the Blade of the High Heavens. The orruks barely scratched her armour in return.





Sam takes the first turn in this battle round and picks the Seize the Centre battle tactic. Both he and Ben play Heroic Leadership, but only Sam gains a command point.

Murgak's Stabbas (1) take the centre objective while Klawhand's Gitz (2) move east and Da Swamp Skulkaz (3) head west. Curiously, Sam moves Gazog the Killaboss (4) into the ruins so he is hidden from the Stormcast Eternals.

With Sam having taken all three objectives, Ben picks the Broken Ranks battle tactic and declares Klawhand's Gitz as his target. He subsequently blasts three of them to death with Blaze of the Heavens from the Gale's Eye (5).

Kromain's Vindictors (6) move towards the objective but fail to charge the Gutrippaz. The Praetors (7) descend from the Heavens but also fail their charge, though Ben does claim the objective.

Tyberain Vorst (8) and the Annihilators (9) appear on the battlefield. The Annihilators cause mortal wounds on several of Sam's units because of their Blazing Impact. They then charge the hobgrots. Sam tries to redeploy them, but they are caught and, appropriately, annihilated! Ben claims a second objective.

Yndrasta (10) lands on the battlefield and charges Murgak's Stabbas. Sam plays All-out Defence to increase their save, but Yndrasta still kills four. Sam plays Inspiring Presence to stop them fleeing.

HEROIC ACTIONS

At the start of the hero phase, you can carry out a heroic action with a friendly hero. There are four presented in the Core Book (page 254). Heroic Leadership enables you to gain an additional command point, while Heroic Willpower enables non-wizards to attempt to unbind a spell just like a wizard! Heroic Recovery allows a wounded hero to regain lost wounds, while Their Finest Hour is the perfect ability for that crucial combat.



VICTORY POINTS

5

Kruleboyz

5

Stormcast Eternals

TAKING OBJECTIVES

Many battles are fought to gain control of vitally important locations. These locations are called objectives, and each is usually represented by an objective marker (in this Battle Report, the three objective markers sit across the centre line of the battlefield).

A model must be within 6" of an objective in order to contest it. Unless noted otherwise, each monster counts as 5 models for the purposes of contesting objectives, and each model

with a Wounds characteristic of 5 or more that is not a monster counts as 2 models for the purposes of contesting objectives. This, of course, means that most heroes count as 2 models when contesting objectives.

You gain control of an objective if there are more friendly models contesting it than enemy models. Crucially, once you gain control of an objective, it remains under your control until your opponent gains control of it.



BATTLE ROUND TWO: ENGAGE AND DESTROY

The Stormcast Eternals strike swiftly and without mercy in their attempt to liberate Amberstone Watch. But the Kruleboyz Killaboss has disappeared, which is always a cause for concern ...

ACTION INTERRUPTED

Some command abilities enable you to interrupt your opponent's actions or otherwise try and foil their kunnin' plans. If you have a command point free, for example, you can Redeploy a unit up to D6" away from an enemy unit when it moves. This could turn your opponent's easy 3" charge into a very risky 9" charge! When you can use each command ability is explained in the relevant section in the Core Book.

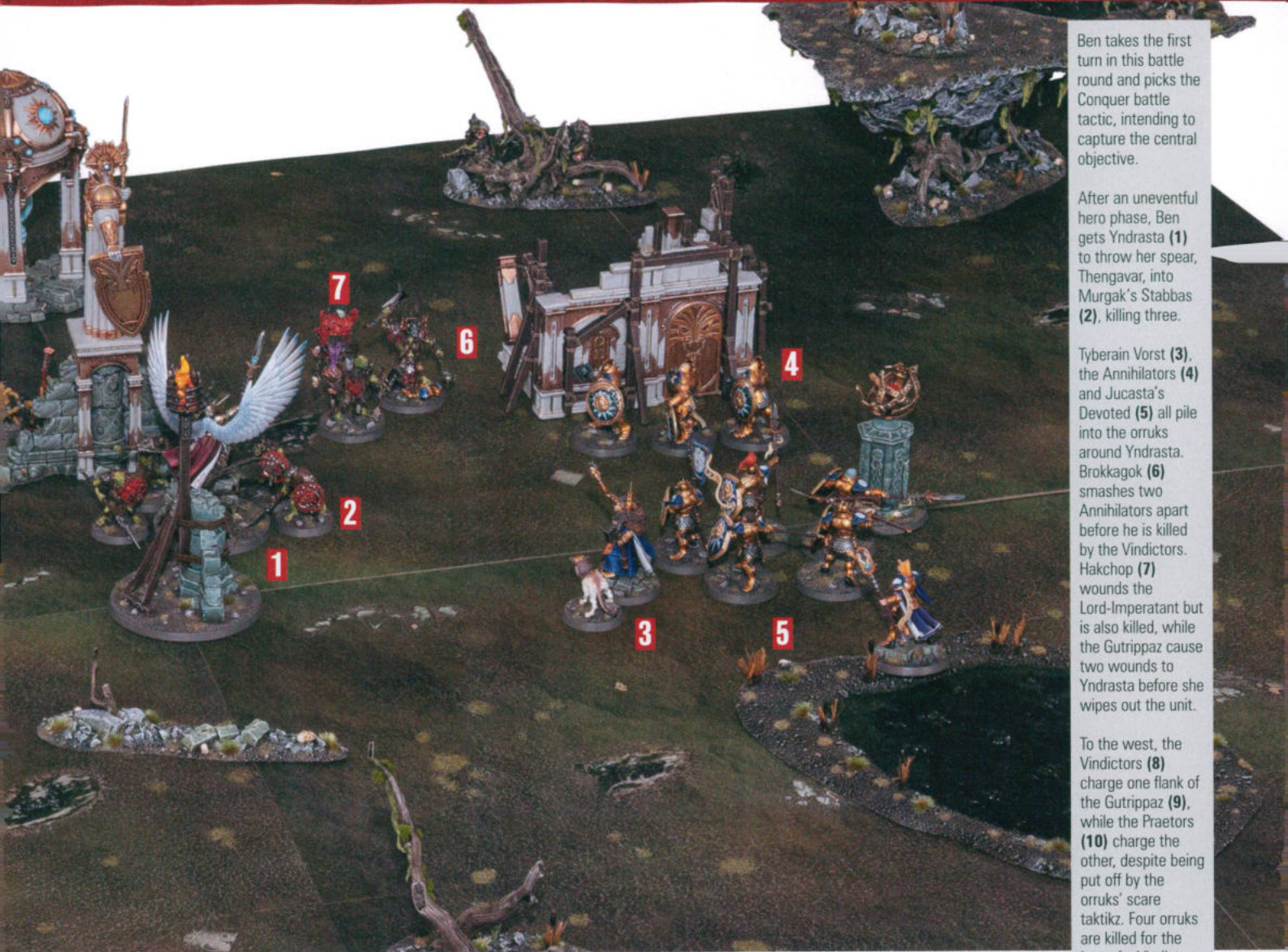
Tyberain Vorst had fought orruks before, but these ones were proving unusually evasive. The greenskins had run out to face the Auric Lions, then several of them had run away when he would have expected them to fight. Even stranger, their leader – who Vorst had glimpsed briefly through the mist – had disappeared entirely. The Lord-Imperatant quickly concluded that trying to understand an orruk's mind was utterly futile and that a swift, decisive strike was the only real tactic he should employ. He ordered the advance.

The Annihilators of the Hammerfall Brethren led the charge into the ruins, closely followed by Jucasta's Vindictors and Vorst, his Gryph-hound running alongside him. They advanced into a cloying smog that seemed to be issuing from the leering banner carried by one of the larger orruks. Vorst could feel the gas sapping away at his soul,

but he staggered forward nonetheless and drove his warhammer into the Murknob's face, caving in his skull.

Azure energy lit up the battlefield, and a column of lightning rose heavenwards as one of the Annihilators was smashed to the ground by a Killaboss. A second Annihilator fell to the greenskin's boss-hacka before Jucasta finally managed to bring the orruk down. Nearby, Yndrasta, a force unto herself, continued to swoop down upon the nearby Gutrippaz, her spear, Thengavar, skewering several of them before returning to her outstretched hand. Vorst saw that blood was leaking from her armour, but Yndrasta seemed not to have noticed.

To the west, Kromain's Stalwarts and the Praetors of the Shield Vexillus began a cagey fight with the Gutrippaz lurking in the swamp.

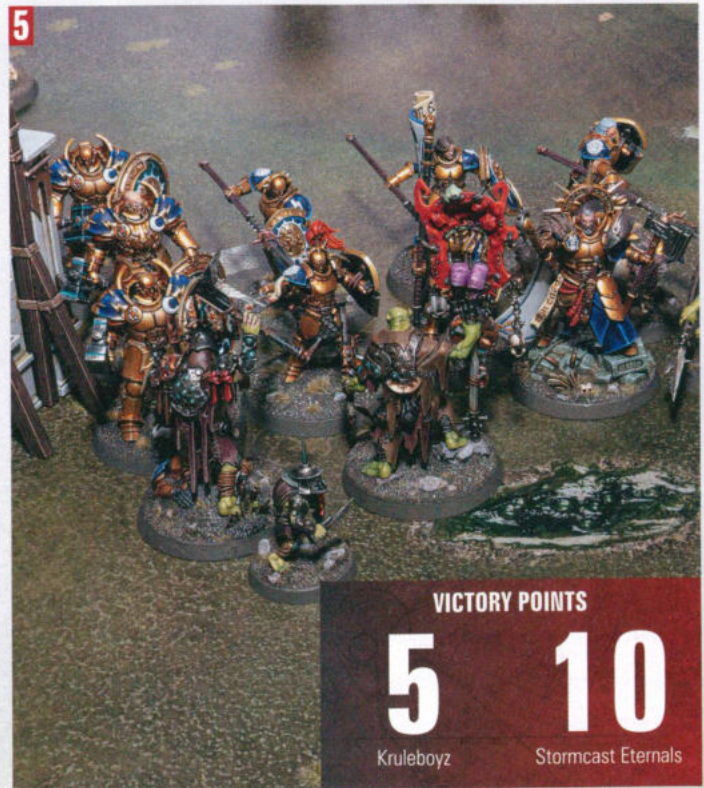


Ben takes the first turn in this battle round and picks the Conquer battle tactic, intending to capture the central objective.

After an uneventful hero phase, Ben gets Yndrasta (1) to throw her spear, Thengavar, into Murgak's Stabbas (2), killing three.

Tyberain Vorst (3), the Annihilators (4) and Jucasta's Devoted (5) all pile into the orruks around Yndrasta. Brokkagok (6) smashes two Annihilators apart before he is killed by the Vindictors. Hakchop (7) wounds the Lord-Imperatant but is also killed, while the Gutrippaz cause two wounds to Yndrasta before she wipes out the unit.

To the west, the Vindictors (8) charge one flank of the Gutrippaz (9), while the Praetors (10) charge the other, despite being put off by the orruks' scare taktikz. Four orruks are killed for the loss of a Vindictor.



VICTORY POINTS

5

Krulleboyz

10

Stormcast Eternals

BATTLE ROUND TWO CONTINUED: DEVOUS TAKTIKZ

With his forces in tatters, Gazog charges into the fray in an attempt to assassinate the enemy commander. But will it be enough to halt the Stormcasts' advance?

TAKE COVER!

The rules for cover have been neatly tidied up in this edition of the game. A target unit is in cover if all of the models in the unit are wholly on a terrain feature or behind a terrain feature (page 264 of the Core Book). Add 1 to save rolls for attacks that target a unit that is in cover. Is it any wonder, then, that Ben kept his Vindictors in the swamps for most of the game while Sam kept his Boltboyz behind trees and ruins?

Things were not quite going to plan. Gazog didn't mind losing some of his boyz – there were always more where they came from – but they were really struggling against their gold-armoured foes. It didn't matter how heavily you coated your blade in toxic swamp venom when you couldn't get past the armour! He would have to intervene.

Gesturing to the Swampcalla Shaman, Gazog felt himself rising bodily into the air. Beneath him, Spinemuncha's legs paddled the air ineffectively as the Gnashtoof tried to run away from the spell that was taking hold. Gazog laughed as he rose above the ruins, the ground falling away below him as his mount suddenly gained traction on the swamp mist and leapt towards the Stormcast Eternals encroaching into Amberstone Watch. Gazog was ready for a fight, and he had plans to make it as one-sided as possible.

Bellowing to his boyz down below, Gazog ordered Da Longkillaz to fill the enemy leader with venom-tipped crossbow bolts. But not too many, because he wanted to make the kill himself. The Boltboyz, in a rare display of calculated accuracy, peppered the Lord-Imperatant with enough bolts to drop the Stormcast general to his knees. Nearby, the hobgrots lobbed grenades at a winged warrior that Gazog had no intention of fighting. At least, not until she was bleeding more.

From his vantage point, the Killaboss looked west to see the last of his Gutrippaz chopped up by the Stormcast Eternals. Frustrated, he kicked his mount earthwards. Spinemuncha landed heavily in front of the Lord-Imperatant, and Gazog took one well-placed swing of his blade. Tyberain Vorst exploded in shower of azure sparks as his soul raced back to the heavens. Gazog congratulated himself on a job well done.

At the start of Sam's second turn, both players gain a command point for having their general on the battlefield. Sam picks Slay the Warlord as his battle tactic, and subsequently both players choose to use the Their Finest Hour heroic action (though at this point Ben isn't sure what exactly Sam is up to).

Sam uses Wozgag (1) to cast Levitate on Gazog (2), enabling him to fly. Sam promptly moves the Killaboss up and over the terrain he was sheltering behind.

The Krulboyz' shooting is surprisingly accurate. Sniksnak's Slicers (3) throw sulphuric scrap-grenades at Yndrasta (4), taking her down to five wounds, while the Boltboyz (5) almost kill the Lord-Imperatant (6), only his Amulet of Destiny keeping him alive (5+ save against any wound taken).





With Tyberain Vorst still alive, Sam makes a 10" charge into him with Gazog. He directs the Killaboss's attacks at the Lord-Imperatant while his mount, Spinemuncha, attacks the Vindictors (7).

Gazog kills Vorst easily, securing Sam 2 victory points for completing his battle tactic, though Spinemuncha fails to kill any of the Stormcast infantry. They inflict six wounds in return, Ben rolling five 6s to cause mortal wounds with their stormspears!

To the west, Da Swamp Skulkaz (8) are almost wiped out by the other unit of Vindictors (9) and the Praetors (10). The last survivor flees into the swamp.

VICTORY POINTS

7

Kruleboyz

10

Stormcast Eternals



BATTLE ROUND THREE: SCORCHED EARTH

Their numbers badly reduced, the Kruleboyz resort to killing whatever they can wherever they can out of spite. Gazog, however, is not ready to admit defeat just yet.

TRIUMPHS

Warhammer Age of Sigmar veterans will recall that triumphs have been a part of the game since the first edition and are a great balancing factor for a force that has fewer points than the enemy. In this edition of the game, each player picks a triumph (pages 281 and 283) and writes it on their army roster before the game. Each triumph you pick can be used only once per battle and can only be used if the points total of your army is less than that of your opponent's army. You can gain an additional triumph through your choice of core battalions, which is why Sam has access to two triumphs in this Battle Report.

His quarry slain, Gazog jabbed Spinemuncha in the flanks and leapt skyward once more, intending to put as much distance between himself and the winged warrior woman as possible. He knew that his survival was paramount, and she would be likely the deciding factor in that.

As he swooped across the battlefield, his mount levitated by Wozgag's magic, Gazog saw another lighting bolt flash skywards as the last Annihilator was filled with crossbow bolts. He also saw Sniksnak's Slicers make a run for the burning brazier in the middle of the battlefield. Clearly they thought the coast was clear ...

Knight-Vexillor Cythain D'Amar slammed his banner into the ground, drawing celestial magic from the air to bring one of Kromain's slain Vindictors back to life. With a nod, he signalled for the Praetors to engage the foe – he no longer needed a bodyguard here. As the Praetors ran towards the hobgrots, the aggressive little creatures threw handfuls of explosives at Jucasta's Vindictors, blasting one of them into aether. The Praetors avenged his death, hacking them apart with wide swings of their soulguard halberds.

Across the battlefield, Yndrasta stalked her prey.





Sam takes the first turn in the third battle round and picks the Repel battle tactic. He then uses Heroic Recovery to regain a lost wound on his Killaboss (1).

Wozgag (2) casts Levitate on Gazog once again, and the Killaboss leaps out of combat and flies across the battlefield away from harm. Meanwhile, Sniksnak's Slicers (3) run on to the central objective, stealing it from Yndrasta (4).

Da Longkillaz (5) finish off the last Annihilator despite Ben playing All-out Defence on him.

Ben responds by picking the Break Their Spirit battle tactic. He plays Their Finest Hour on Yndrasta, while Sam once again picks Heroic Recovery for Gazog. He regains three wounds and subsequently loses two of them to Gale's Eye's (6) spellcasting.

Yndrasta moves towards Gazog, but Sam plays Redeploy and moves him further away. She inflicts two wounds by throwing her spear at him but fails her charge.

The Knight-Vexillor (7) resurrects a Vindictor with the Banner of Apotheosis. The Vindictors (8) then advance on the Boltboyz (9) but also fail to charge.

The Hobgrot Slittaz are charged by both the Praetors (10) and Jucasta's Devoted (11). Sam plays Unleash Hell, enabling the hobgrots to throw grenades at the Vindictors as they charge. They kill one Stormcast but are wiped out in combat.



VICTORY POINTS	
10	15
Kruleboyz	Stormcast Eternals



BATTLE ROUND FOUR: CRUNCH TIME

As the foot troops of the Auric Lions hunt down the last of the orruks hiding in the ruins, Yndrasta finds her quarry to be a particularly slippery opponent.

WHO'S IN CHARGE?

As noted earlier, command abilities can now be issued by unit champions, which makes units with champions leading them wonderfully autonomous. You can almost trust them to do what you need them to on the battlefield. Units without champions, however, will need close supervision by a hero to make sure they behave!

Gazog and Spinemuncha landed with a wet thud as Wozgag's spell finally wore off. The Killaboss knew his hold over Amberstone Watch had come to an end, but he could still slice up a few victims before he made good his escape. Looking over his shoulder, he could see that the winged huntress was still on his tail, but there was another enemy lurking in the swamps nearby, her eyes glowing with mystical energy. To Gazog, the choice was simple. He rode into the swamps, venom-encrusted boss-stikka lowered, and slammed the barbed blade through the chest of his foe. She disappeared in a blaze of light, which amused Gazog somewhat, though he would have preferred a more tangible death. One that he could eat or skin later.

Across the battlefield, Alistar Kromain led his Vindictors towards the Boltboyz, but the orruks' shooting was taking a heavy toll on his unit. As he ran around the ruins, the Vindictor-Prime thrust forward his spear, only to find the orruk he expected to be there gone. As he turned, a slime-covered knife slammed into his neck. The last thing Alistar Kromain saw as he returned to the Celestial Realm was the Kruleboy leering at him.

Yndrasta, meanwhile, had caught up with her prey. Amidst the foetid swamps of her once-great homeland, she could finally right the wrongs that had been done to her people. Blade singing, she delivered the God-King's justice and her own vengeance upon the orruk Killaboss. She threw Gazog's severed head into the swamp in disgust.

Sam takes the first turn in the fourth battle round and chooses the Break Their Spirit battle tactic, intending to slay the Knight-Arcanum. Once again he plays Heroic Recovery on Gazog to regain a couple of lost wounds.

Wozgag the Swampcalla Shaman moves to join Da Deff Flingaz as they prepare to fight the Vindictors (1). Sam plays his Inspired triumph on the Boltboyz, giving them +1 to wound, and they slay two of the Stormcast warriors (their first kills of the game!).

The Vindictors subsequently charge the Boltboyz in Ben's turn (2), but Ben chooses Yndrasta to fight first in his turn (see opposite), so Sam gets to attack first in this fight. Sam calls All-out Attack and Ben calls All-out Defence. The Boltboyz stab up the Vindictors real good with their jagged blades, leaving only the unit Signifier alive!





Gazog successfully charges Gale's Eye (3), despite Ben playing Redeploy on her to try and get her out of the orruk's way. The Gale's Eye is crushed by the Kruleboyz' general.

Gazog then tries to elude Yndrasta but fails to move far enough away from her to escape her charge (4). The Celestial Spear swoops in, and, with both characters wounded, Ben takes the obvious decision to strike first. Yndrasta kills Gazog, denying Sam any chance of completing his grand strategy.



VICTORY POINTS

12 **20**

Kruleboyz

Stormcast Eternals

BATTLE ROUND FIVE: AMBERSTONE RETAKEN

With the leader of the Weeping Fangz lying dead into the swamp, the Auric Lions consolidate their positions before retaking the town of Amberstone Watch.

GRAND STRATEGIES

Grand strategies (page 339) are picked before the battle and scored at the end of the game. Sam killed Ben's leader but failed to keep his own alive, meaning that he couldn't score his grand strategy. Ben achieved his and scored 3 victory points because he kept one of his Battleline units alive to the end of the battle.

Ben takes the first turn of the last round of the game and picks the Seize the Centre battle tactic. He moves all of his units on to objectives (1) to ensure he scores maximum points. In the combat phase, the lone Vindictor kills a Boltboy but is not wounded in return. Sam plays Inspiring Presence just in case the Boltboyz decide to run for it.

In his final turn, Sam picks the Broken Ranks battle tactic, knowing that if he can kill the last Vindictor, he can score a couple more victory points.

His Shaman gives a poison to the Boltboyz to make their attacks more effective against the lone Stormcast Eternal (2). The poison does nothing to help in the shooting phase and very little in the combat phase, with Ben passing both his saves. In the end, the Swampcalla Shaman steps into the fight and clubs the Vindictor to death with his bogbark staff.

Cythain D'Amar wiped his blade and replaced it in its scabbard. He had barely used it in this battle, the line infantry of the Auric Lions proving their skill at arms many times over. To his left, Jucasta's Vindictors moved to hold the western approach into Amberstone Watch. To his right, Yndrasta stood silently over the eastern path. Orruk blood dripped from her blade. D'Amar's Praetors held the centre. A few orruks with crossbows still lurked in the ruins, and perhaps a Shaman, too, but they would hardly hamper the Stormhost's advance. Amberstone Watch was retaken.

As Cythain prepared his communiqué to the rest of the Stormhost, a flash of lightning signified that a Stormcast Eternal had met their end nearby. Cythain revised the number of requested reinforcements and rolled up the scroll he had been writing on. Better to be safe than sorry.

VICTORY POINTS

14 **28**

Krubleboyz

Stormcast Eternals



THE BLOODY AFTERMATH

As the dust settles over the battlefield, Ben and Sam tend their wounds, grab a cup of tea (one cup each, that is) and discuss the outcome of the battle.

'It's all about playing for the objectives. Never let anything else get in the way of your plans.' – Ben

'Levitating a massive orruk on a big beastie was the perfect kunnin' plan. It was elaborate and slightly impractical.' – Sam



Sam: Well, congratulations, Ben, that was an excellent game, and you scored maximum victory points to boot. That's going to be pretty hard to equal in a future Battle Report!

Ben: It's all about playing for the objectives. Never let anything else get in the way of your plans. I thought really carefully about which battle tactic to use in which turn, because once you've chosen it, it's gone. You need to make sure it's one you know you can achieve in that turn but still leave the other ones viable later in the game.

Sam: It's why I went for the physical objectives straight away. I wanted to take them quickly and make them hard for you to take. I thought my bigger units would survive long enough to deny you the objectives for a few turns.

Ben: Stormcasts may be few in number, but they are very good at shifting things off objectives! I honestly thought you would make me go first after you won the priority roll. That way, you would force me to move without knowing what you would do, and, as I lack missile troops, your boyz would be pretty safe. On that note, what was with the Boltboyz being deployed so far back?

Sam: Hah! Well, I thought they looked cool sneaking about in cover. Then I completely forgot that they wouldn't be in range in the first turn. Like you say, if you'd gone first, they might have been in range earlier. Also, I had very little to fear from your shooting. That was a tactical blunder on my part, there.

Ben: See, once your units had moved forward, I knew exactly how much space I had to work with for my units waiting in the Celestial Realm.

Sometimes this won't work, because a fast opponent can block off large chunks of the battlefield and leave you with very few places to deploy, often far away from an objective. Fortunately I was able to still get reasonably close and get into combat early on.

Sam: The Lord-Imperatant's ability to call in units within 7" of the enemy is very handy, and you used it perfectly to drop the Annihilators right where you needed them. I was shocked how much damage they caused but pleased to see they were still killable.

Ben: Yeah, Kruleboyz can put out a lot of damage, and a lot of mortal wounds if you have the right abilities in place. The Shaman's poisons, for example, mean your units cause mortal wounds on a 5+ when they hit. They get a lot of attacks, so that's a lot of damage they can cause. The two Killabosses were the stars of the show in your force, I reckon.

Sam: I thought levitating a massive orruk on a big beastie was the perfect kunnin' plan. It was elaborate and slightly impractical, but it just felt right for the army and the situation. I had great fun flying him about, then using Redeploy to keep him away from Yndrasta.

Ben: You made good use of your command points and heroic actions. Heroic Recovery and Redeploy were perfect. I think you got better use out of the command abilities than I did. In the first round, I forgot you needed your general on the battlefield for him to generate them, then I failed Heroic Leadership pretty much every turn until you killed him. Clearly he was a great tactician but not that inspirational!

SIGMARITE OF THE MATCH

Ben: I'd have to go with Yndrasta. She came down from the heavens and cleared orruks from an objective, and she was really the only model I had that could chase down and slay the Killaboss on Gnashtoof, thereby denying Sam his grand strategy.



SNEAKY GIT OF THE MATCH

Sam: Mine would be Gazog. Casting levitate on him was a risky plan, and it nearly paid off! I had great fun launching my daring attack on Ben's general, with Gazog leaping over the ruins and then the statue to get stuck into the fray.

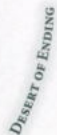


THE ILLUMINANT REALM

The lambent realm of Hysh is known as a place of enlightenment, both physical and mental. In its ten shining paradises, symmetry, reason and the rewards of wisdom hold sway. Yet even the brightest lights cast a shadow ...



Hysh's landmasses are arranged like rays emanating from a central sun. These Ten Paradises, as they are known, are the domain of many varied and wondrous creatures who have bathed in Hysh's brilliance. The Lumineth aelves hold dominion over much of the realm, for it is their godly creators – the twins Tyrior and Teclis – who claim the title of Hysh's rightful rulers. Yet they are challenged by creatures of the wild, both magical and mundane, as well as armies of mortals and daemons sworn to the Dark Powers. Hysh has also known great tragedy, and it was once scarred by magical energies of apocalyptic proportions – powers unleashed not by any outside threat but by the Lumineth themselves in their jealousy and pride. It is a sin these aelves now fight to atone for, working alongside the geomantic spirits of Hysh to restore order to the realms at any cost.



YMETRICA, LAND OF A THOUSAND PEAKS

Of all the Ten Paradises, Ymetrica is the most mountainous. The tips of its ancient and majestic peaks scrape the very clouds, even as its caverns plunge deep into the depths of the earth. The inhabitants of Ymetrica are defined by their relationship with its mountain spirits and have learned from their stolid resilience. It is well that this is so, for Ymetrica has been sorely wounded as of late ...

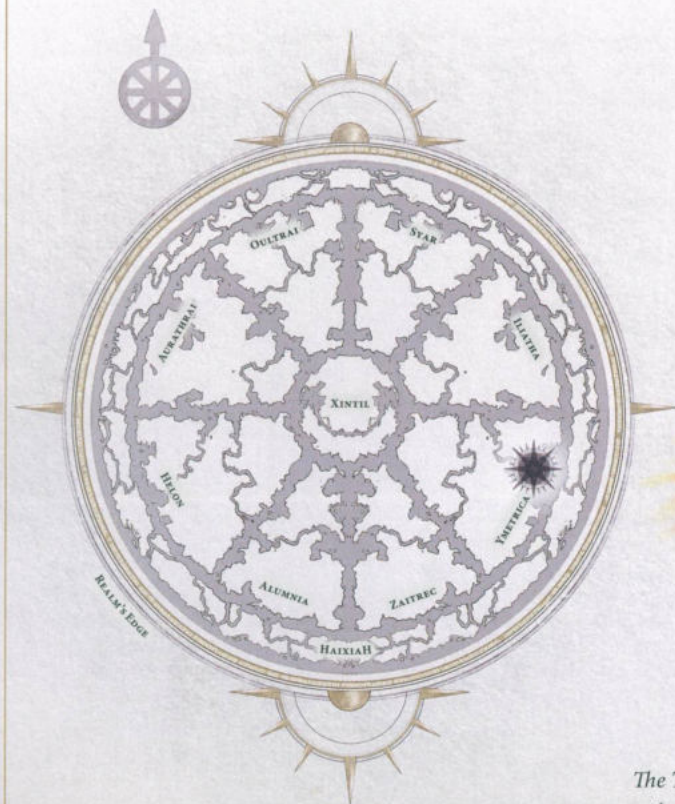
Ymetrica's name is twined with the history of Hysh, and the image of its white-clad aelven phalanxes has become synonymous with the Lumineth Realm-lords. A land where looming peaks stand sentinel over swathes of desert and stretches of arable land marred by the scars of magical conflict, Ymetrica is rugged and majestic both. To thrive here requires an appreciation for one's own cosmic insignificance, yet also the determination to endure come what may.

Ymetrica's elder mountains have stood since before the gods Tyrion and Teclis awoke. Were the Realm of Light ever to be consumed by darkness, then it is likely that these proud peaks would be last to fall. Yet it was not until the terrible civil war of the Ocari Dara, and the period known as the Reinvention that followed, that the Lumineth aelves truly learned to commune with the mountains. Stoked by the whispers of the Dark Gods' minions, the old aelven curses of jealousy and pride sparked this hateful conflict and unleashed an apocalypse.

As the Lumineth tore one another apart, and armies of daemons slithered through cracks in reality, the Archmage Teclis embarked on a quest to save his people. He returned bearing knowledge of how to reinvent the Lumineth race. Where once the aelves had quested for personal enlightenment above all, now they would undergo the Reinvention, placing the wise aelementor spirits of Hysh at the core of their being and learning to live selflessly for another. This was no easy task. Hysh had been brutally scarred by the cataclysmic spells and arcane superweapons the Lumineth had unleashed, and many of its spirits had turned embittered. Yet with time and contrite sincerity, the Lumineth soothed these aelementors, learning from their wisdom and setting their own souls in balance once more. The most devoted aelves became aelementiri, orders of monk-like warriors who fully dedicated themselves to their chosen aelementor until their psyches came to reflect that geomantic spirit.

The Ymetricans are never shy about proclaiming how they were the first, save Teclis himself, to bond with aelementor spirits. Their lives had been lived under the gaze of their homeland's peaks, and many of these Lumineth had already begun to form something of a spiritual bond with the mountains. As the tenets of the Reinvention took hold, this symbiosis deepened. Ymetricans are known to be the least hasty of all Lumineth, and arguably the most resolute. While the

THE TEN PARADISES OF HYSH

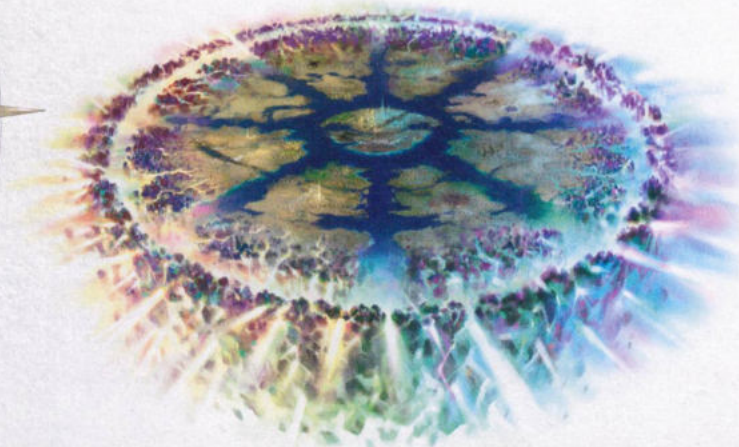


THE TYRIONIC HEMISPHERE

The four Great Nations of Oultrai, Aurathrai, Helon and Alumnia are heavily militarised, more given to the Tyrionic notions of sheer brilliance, swiftness of action, emanation of energy and pure unalloyed skill.

THE TECLIAN HEMISPHERE

The nations of Syar, Illiatha, Ymetrica and Zaitrec are more reflective, like their patron moon, but no less deadly for it. They are masters of refining, shaping and sculpting the energy of Hysh.



The Ten Paradises were once places of harmony and arithmantic precision. Since the coming of Chaos and the ravages of the Spirefall, they have crumbled and broken apart in a thousand places. Only the fates know if they can still be saved.



winds and rivers that cross Ymetrica have many aelementiri disciples, it is the mountains that command the greatest respect. It is testament to the perseverance of the Ymetricans that so many Alarith shrines have been founded across its expanse, for the mountain spirits of Hysh can be notoriously irascible. When the nation's armies march, they are accompanied by contingents of Alarith warriors and sculpted war-forms inhabited by the mountain aelementors. First amongst these is Avalenor, the Stoneheart King, most ancient and towering of all Ymetrica's peaks.

It is good that Ymetrica's warhosts are so well prepared, for danger lurks in these lands. Most of the greatest aelven Tor-cities are built along the coast, with the mountains being the sacred domain of the Alarith. Humanity is barred from Ymetrica, as it is from all Hyshian nations save central Xintil, but the Lumineth are stretched thin. Warbands of Chaos worshippers, particularly those in thrall to the Dark Prince, see Ymetrica as a fine challenge to test themselves against, and they have inflicted atrocities that would break less sturdy spirits. Much of Ymetrica's wealth comes from gemstones and other precious minerals; in true Lumineth fashion these are not conventionally mined but rather given up by the

mountains to those supplicants who prove worthy. Yet the chasms of Ymetrica are as deep as its peaks are tall, and unwholesome things scuttle there. Many trader expeditions have been set upon by grots and troggoths spilling up from the darkness, and since the dawning of the Era of the Beast, these attacks have become more frequent.

The dead, too, have designs on Ymetrica. Nagash recently led an attack upon the nation, intending to use Mount Avalenor as the site of a ritual to consume the Realm of Light. The battle between the Great Necromancer and the Archmage atop Avalenor's summit, ending in Nagash's defeat, has already been immortalised in poetry and tapestry-work across the Lumineth nations. Yet the undead have not been expunged. In the depths of the Vertiginous Peaks, corrupted mountains once ruled by a court of hideous mordants, the Ossiarch Liege Horrek Venzai plots. After subjugating those ghouls that remained for what he perceived as treachery against Nagash, the Bonereaper and his minions have fortified their gruesome stronghold. So far Lyrrior Uthralle, Lord Regent Supreme of Ymetrica, has not been able to spare the forces to breach the Ossiarch's gruelling defences. For now, the Alarith have decided that containing the dead is the only option – but all know that war is inevitable.

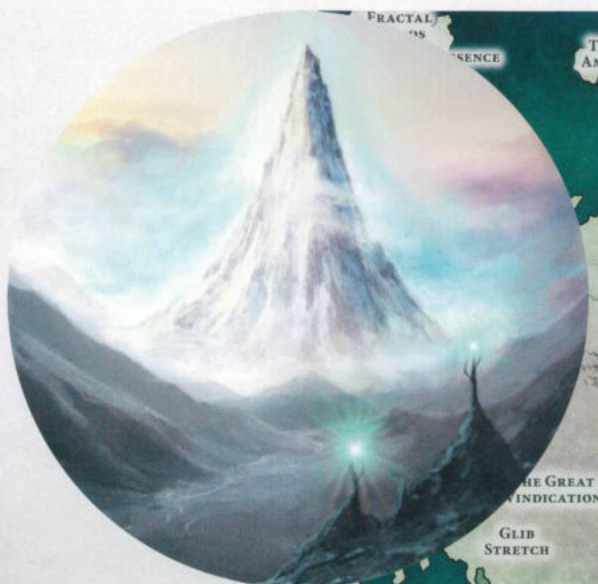
The path through the mountains always opens to those who think to search for it. Sometimes it is difficult to find. Sometimes we must pass deep into the darkness below to emerge back into the light and ascend towards the peak. Sometimes walking the path requires you to shed all that you previously carried, for the familiar weight drags at you too closely. Yet no matter the test, no matter the cost, the path opens. What you do with it is the question.

– Lyrrior Uthralle,
Lord Regent
Supreme



LUMINOUS VISIONS

The lands of Hysh are wondrous to behold, though all have been scarred and brutalised in their own way by a history of violence. Ymetrica and its neighbouring nations host a great many notable landmarks, sites of beauty or lament – or often both – that the Lumineth Realm-lords would seek to make whole once more.

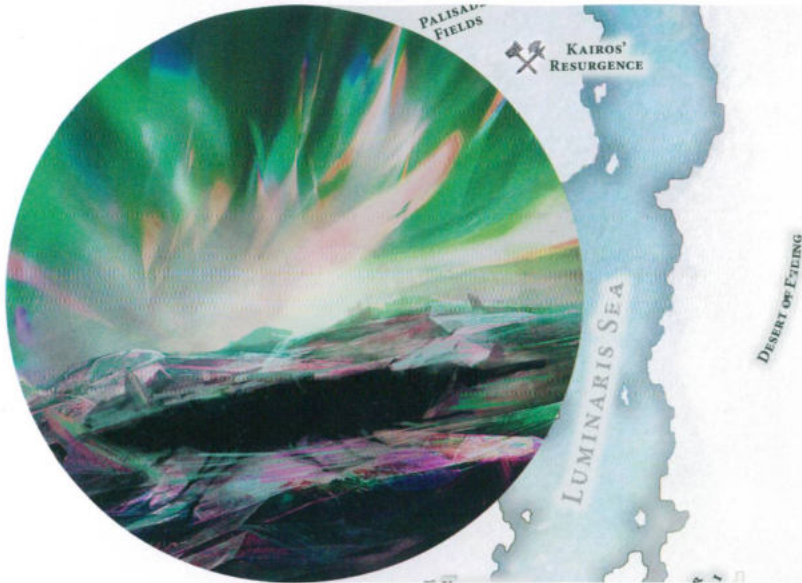


TOR XILLION

Tor Xillion is one of the great cities of Zaitrec, Ymetrica's neighbouring nation across the Ruinlight Sound. For centuries it has guarded these glittering waters, coordinating its war effort with Tor Amun along the Ymetrican coast and, more recently, the human capital of Settler's Gain in Xintil. Yet Tor Xillion is almost constantly under siege, with armies sworn to the Dark Prince and Great Conspirator having joined forces to sack the city and steal the moonlore of its elder mages. It remains to be seen if Tor Xillion can stand.

MOUNT AVALENOR

Avalenor is the greatest and oldest of Hysh's mountains. Hundreds of Alarith shrines dot its flanks, for the wisdom of Avalenor runs deep, and it is always willing to guide those who would stand against disorder. Yet Avalenor has not entirely shaken off the wounds left by Nagash's assault; the mountain's aelementor war-form now marches more regularly than ever, as if seeking to salve its hurt through combat.



THE DESERT OF ENDING

Haixiah is the outermost landmass of Hysh, encircling all the others. Here, closest to the Realm's Edge, the power of light magic is at its strongest. Mortals who wander these crystalline wastes succumb to all manner of bizarre fates, from being transfigured into pure light to bursting in a shower of aetheric equations. Only those truly in tune with the essence of Hysh can hope to endure this unearthly expanse.



THE VERTIGINOUS PEAKS

The Vertiginous Peaks are a cursed place, quarantined thoroughly by the Alarith. Once, these mountains were dominated by mordants loyal to the 'Bright Emperor', Ghorstane Morteve. In the wake of Nagash's invasion, and rebellion from within the ghouls' ranks, a force of Ossiarch Bonereapers under Liege-Kavalos Venzai has taken control and plans for retributive war against the aelves.



THE PIT OF CATHARTIA

Lumineth society makes great use of aetherquartz, the crystalline realmstone of Hysh that bolsters the mind in exchange for draining emotions. The Pit of Cathartia is all that remains of the great chasm-city where spent aetherquartz crystals were once deposited. It is a place haunted by sorrow and grief in the wake of a great apocalypse, and its shadows practically tremble with raw despair.

FLASHPOINT CLASH

THE TOME CELESTIAL

Might makes right, so say many inhabitants of the realms, and they don't come much mightier than the Sons of Behemat. Wherever these towering gargants roam, disaster is sure to follow, for they are belligerent followers of the primal god Gorkamorka, and they believe that the cowardly 'little uns' of the realms deserve nothing but a good, hard stomping.



SONS OF BEHEMAT

Yelling and roaring, the land cracking beneath each tread, the Sons of Behemat emerge to make brutal war. The rampages of these gargants are the stuff of hushed campfire legend. With but a single blow, these louts can batter in the skull of a dragon or topple a temple spire. Their powerful kicks are capable of breaking open fortress walls so that the gargants can trample the 'little uns' cowering within. To a gargant, size and strength is everything. Anything bigger than they are is to be viewed with respect, if not outright devotion; anything smaller better have a good excuse for why a gargant should acknowledge their existence at all. Battle offers a chance for the gargants to revel in their might, as well as to claim the loot left behind in slaughter's wake.

For centuries, gargants had been viewed as solitary beings. This was to the benefit of all other races, for even a single gargant can wreak terrible havoc if they put their mind to it. Yet since the death of their sire, the godbeast Behemat, an unsettling trend has been observed throughout gargantkind. Many of them are growing larger and larger with each passing season, their might swelling to new levels. These Mega-Gargants, as they are known, have little difficulty in rounding up bands of their comparatively smaller mates to form proper tribes before going on the warpath against anything that catches their eyes. The other races of the realms had best watch out; the Sons of Behemat are abroad in force, and they care for nothing so much as unending violence.

CHILDREN OF THE WORLD TITAN

To understand the gargants, one must first understand their progenitor. By many mythic titles is this leviathan known, but chiefly he is referred to as Behemat, the World Titan. Amongst a race known for revering size, Behemat was truly colossal. It is said that his knuckles were as mountain ranges and that his head scraped the lofty clouds. Apocryphal legends name Behemat as the spawn of Ymnog, the grandfather of the gargant race who – according to his supposed descendants – shattered reality into land, sea and sky with a single blow of his club. The World Titan's sheer muscle, wielded without care for the wailing of weedier beings, serves as an inspiration to gargantkind, and it has led to them stomping their mark into history.

Behemat's exploits in the Age of Myth have become key foundational stories for the gargant race, passed down by their wizened matriarchs and used to inspire the youth to escalating acts of violence. How many, if indeed any, of these tall tales contain even a hint of truth is irrelevant. All that matters to the gargants is that they explain the vast and bizarre realms they find themselves in – and always through the lens of strength winning the day.

As the legends go, Behemat was once a close companion of Gorkamorka, the twin-headed god of



destruction, strength and all that is primordial. Gargants have a great deal of respect for Gorkamorka, known to them as the 'Godstomper', who they crudely worship as being so large he can step on just about anyone with impunity. It is said that Gorkamorka challenged Behemat to a series of increasingly difficult feats of brawn. These ranged from batting a hurled meteor straight back up at the celestial drake Dracothion (whose broken scales, according to the gargants, turned into the reptilian warriors that lurk in the deep jungles) to an eating contest that led to the flesh of all Shyish's mortals being devoured (which would explain why so many skeletal revenants roam those lands).

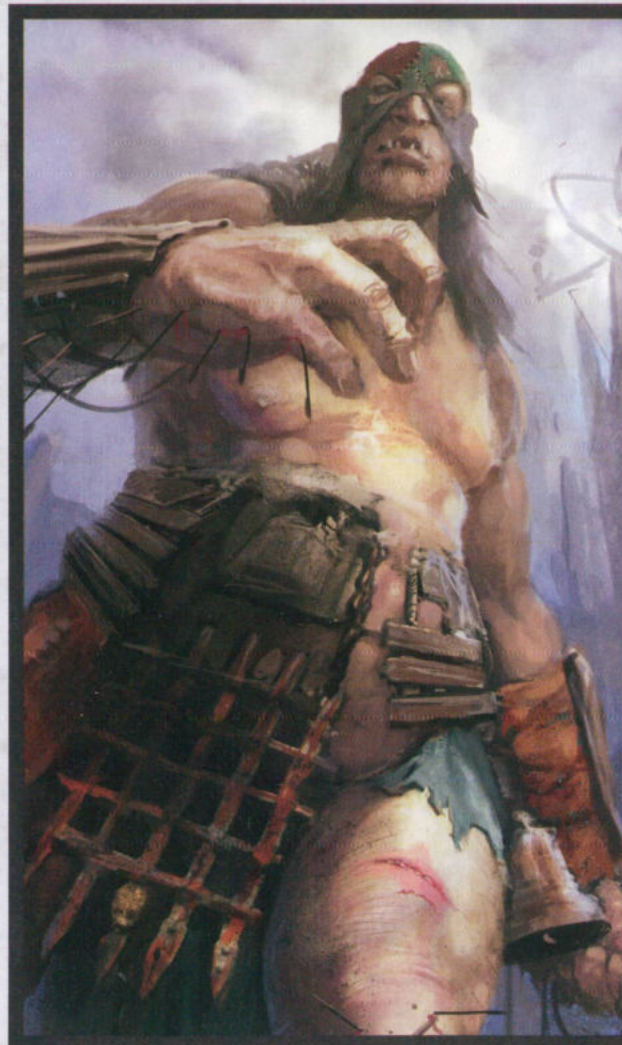
The myths tell that the last test was the most difficult. Guttural voice echoing like the crash of a collapsing mountain peak, Gorkamorka bid Behemat to equal a feat that he alone could claim: to fight Sigmar to a standstill. In the 'Hammer God', the World Titan finally met his match. After a titanic battle, Behemat was knocked unconscious in Ghyran's Harmonis Veldt. For centuries he lay undisturbed, even as the Age of Chaos unleashed its poison into reality. In time, the location of the sleeping godbeast was forgotten by almost all save his children, for Behemat's last conscious act had been to vomit forth the first generation of gargants. Many of these creatures' descendants continued to watch over their sleeping sire, whether they realised it or not.

Yet not all the great powers had forgotten Behemat. Even as the Realmgate Wars raged, and Sigmar's Stormcast

Eternals fought to establish beachheads amongst lands tainted by Chaos, Archaon the Everchosen – warlord of the ruinous hordes – saw promise in the godbeast. It was his aim to revive and corrupt the World Titan through fell ritual, using his strength to batter down the now-sealed Gates of Azyr. At the climax of a grand battle, the God-King and his champion, the Celestant-Prime, were forced to pass judgement on Behemat. The Twelve Great Bolts, Azyrite weapons of unimaginable power, were unleashed for the first time in an age. At last, even the godbeast's resilience was overmatched, and Behemat fell.

How much of this tale is true is a source of debate amongst the Sigmarite nations. Some hold no doubt that Behemat existed. Some even claim to have visited a Ghyranite trader outpost established within his skeletal remains. Others name it all a falsehood, a metaphor for some deeper truth. Certainly, none of the Stormcasts said to be there that day can be drawn to speak of Behemat's fate. Yet for the godbeast's gargant children, there is no doubt. All know, in the back of their minds, that their sire has fallen; all feel an instinctive grudge against the powers of ruin and civilisation both, whom they blame for Behemat's murder. The more astute gargants note the rapidly increasing size of many of their number. They proclaim in rumbling tones that there must always be a World Titan – that one day, some Mega-Gargant will lead their lads on such a blazing trail of destruction that they will swell beyond all reckoning, and a new godbeast will emerge to give the realms a good kicking.





THE GARGANT STOMPS

Gargant tribes are rough and ready affairs, composed of kin or whatever lesser giants – also known as Mancrushers – a Mega-Gargant is capable of battering into line. Gargants typically refer to such groups as ‘stomps’, a reflection of their fixation with feet and crushing things alike; feet are, after all, the appendages through which gargants most commonly interact with the realms. Other races have other names for these loutish clans, often in the vein of a ‘catastrophe’ or ‘avalanche’. The leader of a stomp is known as the Big Heel, with their immediate underlings and bully boys being referred to as ‘under the heel’. The lowliest gargants of a stomp are the Footsloggas, and they are usually represented by mobs of Mancrushers getting themselves into all manner of destructive scrapes.

While every Mega-Gargant is highly individualistic, they have also been observed to share certain quirks that allow them to be sorted into various classes. The nature of a stomp inevitably reflects the Mega-Gargant who leads it. Kraken-eater Mega-Gargants are highly territorial and obsessed with collecting loot, and their taker tribe mates reflect their miserly ways. Warstomper Mega-Gargants are addicted to immersing themselves in battle, and they lead their stomper tribes to search out the largest engagements and enemy armies to plough headlong into. Perhaps most fearsome are the breaker tribes, led by cowed Gatebreaker Mega-Gargants who burn with a hatred for civilisation and its works. The gargants of a breaker tribe soon come to share the single-minded loathings of their Big Heel, and many Sigmarite outposts have already met grisly ends at the hands (and especially feet) of these towering anarchists.

QUICK REFERENCE



TURN SEQUENCE

1. HERO PHASE	2. MOVEMENT PHASE	3. SHOOTING PHASE	4. CHARGE PHASE	5. COMBAT PHASE	6. BATTLESOCK PHASE
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COMMAND POINTS

At the start of each battle round, after determining who will take which turn:

- the player who will take the first turn receives 1 command point.
- the player who will take the second turn receives 2 command points.

At the start of each hero phase, *each* player receives 1 command point if their general is on the battlefield.

At the end of the battle round, any command points that have not been used are lost.

HERO PHASE

HEROIC ACTIONS



Heroic Leadership: Pick 1 friendly **HERO** and roll a dice. Add 2 to the roll if your general has been slain. On a 4+, you receive 1 command point that can only be spent during that turn to allow that **HERO** to issue a command.



Heroic Willpower: Pick 1 friendly **HERO** that is not a **WIZARD**. If it is the enemy hero phase, that **HERO** can attempt to unbind 1 spell in that phase as if they were a **WIZARD**. If it is your hero phase, that **HERO** can attempt to dispel 1 endless spell in that phase as if they were a **WIZARD** (you can still only attempt to unbind or dispel the same spell or endless spell once in the same phase).



Their Finest Hour: Pick 1 friendly **HERO**. Add 1 to wound rolls for attacks made by that **HERO** until the end of that turn, and add 1 to save rolls for attacks that target that **HERO** until the end of that turn. You cannot carry out this heroic action with the same **HERO** more than once in the same battle.



Heroic Recovery: Pick 1 friendly **HERO** and make a heroic recovery roll by rolling 2D6. If the roll is less than that **HERO**'s Bravery characteristic, you can heal up to D3 wounds allocated to that **HERO**. If the roll is equal to that **HERO**'s Bravery characteristic, you can heal 1 wound allocated to that **HERO**.

SPELLS

Arcane Bolt: The caster calls forth a ball of crackling arcane energy that hovers above their outstretched hand, ready to be hurled at a foe.

Arcane Bolt is a spell that has a casting value of 5 and a range of 12". If successfully cast, at the start of any 1 phase before your next hero phase, you can pick 1 enemy unit within range and visible to the caster. That unit suffers 1 mortal wound. If that unit is within 3" of the caster, it suffers D3 mortal wounds instead of 1.

Mystic Shield: The caster conjures up a shield of shimmering energy to protect themselves or an ally from harm.

Mystic Shield is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Add 1 to save rolls for attacks that target that unit until your next hero phase.

PRAYERS

Bless: The priest calls upon the gods to protect the faithful.

Bless is a prayer that has an answer value of 4 and a range of 12". If answered, pick 1 friendly unit wholly within range and visible to the chanter. Until the start of your next hero phase, that unit has a ward of 6+.

Smite: The priest calls upon the gods to vanquish a heretic.

Smite is a prayer that has an answer value of 2 and a range of 48". If answered, pick 1 enemy **PRIEST** within range and visible to the chanter. That enemy **PRIEST** suffers 1 mortal wound. If the chanting roll was 6 or more, that enemy **PRIEST** suffers D3 mortal wounds instead of 1.

COMMAND ABILITIES

Rally: At a shouted command, injured warriors stagger back to their feet and prepare to fight once more.

You can use this command ability at the start of the hero phase. The unit that receives the command must be more than 3" from all enemy units. Roll 1 dice for each slain model from that unit. For each 6, you can return 1 slain model to that unit.

MOVEMENT PHASE

COMMAND ABILITIES

At the Double: Eager for battle, the warriors pick up their pace and surge towards the enemy.

You can use this command ability after you declare that a friendly unit will run. That unit must receive the command. The run roll is not made for that unit. Instead, 6 is added to that unit's Move characteristic in that phase. The unit is still considered to have run.

Redeploy: As the enemy draw close, battle-hardened warriors adjust their position to leave their foe at a disadvantage.

You can use this command ability in the enemy movement phase after an enemy unit finishes a normal move, run or retreat. The unit that receives the command must be within 9" of that enemy unit and more than 3" from all enemy units. You can make a D6" move with the unit that receives the command, but it must finish the move more than 3" from all enemy units and cannot shoot later in the turn.

ADDITIONAL REFERENCE

In your movement phase, friendly units more than 3" from all enemy units can make a **normal move** or **run**. Friendly units within 3" of an enemy unit can **retreat**.

QUICK REFERENCE



SHOOTING PHASE

ATTACK COMMAND ABILITIES

ANY SHOOTING OR COMBAT PHASE

All-out Attack: You can use this command ability when you pick a friendly unit to shoot in your shooting phase or fight in the combat phase. That unit must receive the command. Add 1 to hit rolls for attacks made by that unit until the end of that phase.

ANY SHOOTING OR COMBAT PHASE

All-out Defence: You can use this command ability when a friendly unit is picked as the target of an attack in the shooting or combat phase. That unit must receive the command. Add 1 to save rolls for attacks that target that unit until the end of that phase.

ADDITIONAL REFERENCE

SHOOTING NEAR ENEMY UNITS

A unit that is within 3" of any enemy units can only target enemy units that are within 3" of it.

LOOK OUT, SIR!

You must subtract 1 from the hit roll (see 13.3) for an attack made with a missile weapon if the target is an enemy **HERO** within 3" of an enemy unit that has 3 or more models. The Look Out, Sir! rule does not apply if the enemy **HERO** has a Wounds characteristic of 10 or more.

CHARGE PHASE

COMMAND ABILITIES

Forward to Victory: *Nothing will stop these ferocious warriors from reaching combat.*

You can use this command ability after you make a charge roll for a friendly unit. That unit must receive the command. You can re-roll the charge roll for that unit.

Unleash Hell: *These warriors have prepared their missile weapons so they can unleash a devastating volley at the last possible moment.*

You can use this command ability after an enemy unit finishes a charge move. The unit that receives the command must be within 9" of that enemy unit and more than 3" from all other enemy units. The unit that receives the command can shoot in that phase, but when it does so, you must subtract 1 from hit rolls for its attacks and it can only target the unit that made the charge move.

MONSTROUS RAMPAGES



Roar: Pick 1 enemy unit within 3" of this model and roll a dice. On a 3+, that unit cannot issue or receive commands in the following combat phase.



Stomp: Pick 1 enemy unit within 3" of this model that is not a **MONSTER** and roll a dice. On a 2+, that unit suffers D3 mortal wounds.



Titanic Duel: Pick 1 enemy **MONSTER** within 3" of this model. Add 1 to hit rolls for attacks made by this model that target that enemy **MONSTER** until the end of the following combat phase.



Smash To Rubble: Pick 1 faction terrain feature or defensible terrain feature within 3" of this model and roll a dice. On a 3+, the terrain feature is demolished if it was defensible (see 17.2.3), and the scenery rules on its warscroll cannot be used for the rest of the battle if it was a faction terrain feature.

COMBAT PHASE

ATTACK COMMAND ABILITIES

ANY SHOOTING OR COMBAT PHASE

All-out Attack: You can use this command ability when you pick a friendly unit to shoot in your shooting phase or fight in the combat phase. That unit must receive the command. Add 1 to hit rolls for attacks made by that unit until the end of that phase.

ANY SHOOTING OR COMBAT PHASE

All-out Defence: You can use this command ability when a friendly unit is picked as the target of an attack in the shooting or combat phase. That unit must receive the command. Add 1 to save rolls for attacks that target that unit until the end of that phase.

STRIKE-FIRST AND STRIKE-LAST SEQUENCING

1. Start of combat phase abilities are used
2. Units with strike-first effects attack
3. Units without strike-first/strike-last effects attack

4. Units with strike-last effects attack
5. End of combat phase abilities are used

BATTLESOCK PHASE

COMMAND ABILITIES

Inspiring Presence: You can use this command ability at the start of the battlesock phase. The unit that receives the command does not have to take battlesock tests in that phase.



'Fink I was stoopid, did ya? Fink old Hroff wouldn't know you was coming? I smelled you little rats scurryin' about a mile off. Now who's the one crying about not having legs no more? Pathetic. You ain't even worth eatin'.

'I mean, I'm still gonna eat ya. Just know I ain't happy about it.'

– Hroff Boulderknuckle, Warstomper Mega-Gargant

THE ERA OF THE BEAST

Like most creatures linked in some fashion to Gorkamorka, gargants are susceptible to getting particularly riled up when their blood is set aflame by primal energies. When the phenomenon known as the Waaagh!, named for the bellow of battle-lust roared by the orruk race at war, sweeps through their rowdy ranks, gargantkind manages to become even more belligerent than ever. Stomping and bawling at the top of their voices, it takes almost nothing to set them off. As soon as a good fight or shiny trinket catches their eyes, the gargants will break into an ungainly run, guffawing as they set about stomping their enemies into dust.

Like many other monstrous races, gargants are connected to Ghur's savage influence – and it is this which now, in the Era of the Beast, gives the wise cause for concern. As the soul of that realm is driven into a frenzy, stoked to anger by such magical storms as the Necroquake and Alarielle's Rite of Life imposing upon it, a wellspring of feral energy crackles across the cosmos. The gargants sense this on an instinctive level, even as the lands are battered by natural

disasters and cities echo to barbaric howls as more of their inhabitants are overwhelmed by the primal urges lurking in their own hearts. The most aggressive gargants now join with their greenskin and ogor brethren to attack with seemingly inexhaustible battle-lust and stamp reeling enemies into dust.

Though perhaps even the gargants did not fully comprehend it, they were amongst the first to detect the mystical 'Great Stomp' as it echoed across the cosmos prior to the Era of the Beast's eruption. This feral summons, said by greenskin shamans and ogor gastromancers to be the thumping heartbeat of Ghur, even now pounds through the mind of all Gorkamorka's followers. In the gargants, it manifests literally; their heavy, crushing treads begin to unconsciously sync with the drumbeat filling their souls, until swathes of land quake to their coming.

The Great Stomp reverberated loudest in the beastly realm of Ghur, itself the spiritual homeland of the gargant race, for here, their creed that raw strength is enough to grant victory is put on the fullest display. Many gargants were drawn back to Ghur by a sense of impending and total violence. Some even claimed to be led there by huge, spectral feet – perhaps the shade of their dead sire, or else some collective manifestation of the gargant race's bullish psyche. They were to be rewarded when Mount Twinhorn cracked in half and an ancient god emerged from the depths.

The gargants hold the dubious honour of being amongst the first to encounter the returned Kragnos – also known



as the Earthquake God, last of the Drogrukh and the End of Empires. Predictably, this initial confrontation ended in blood. It is rare that gargants meet anyone capable of overmatching them in brawn, but Kragnos demonstrated his bestial authority by slaughtering the Gallet Stomp. Only one, Derko Walrusbiter, was wise enough to concede the victory to great Kragnos. He was not the last, for since that day, many gargants have found their way to the End of Empires' side, drawn in by tales of his all-conquering might.

Kragnos has become something of a totem for gargantkind. After all, if two huge feet are excellent for stomping, then four gigantic hooves must be even better. Kragnos shows little patience for anything beyond feats of bloody-minded devastation, a notion that appeals greatly to the gargant mindset. Perhaps the only real point of contention between the gargants and their horned warlord is that the Sons of Behemat do not share Kragnos' fixation with punishing those who would raise empires upon the land once claimed by his people; the Drogrukh race is believed to have long since passed into myth before the first gargants roamed the realms. Yet this, ultimately, is but a minor discrepancy. To this day, many Mega-Gargants continue to fight at the vanguard of Kragnos' horde as his 'wreckin' boys', and the End of Empires has not seen fit to dismiss them.

The gargant race's relationship with the Krulboy orruks who follow Kragnos is not quite so approving. For centuries, these conniving greenskins were content with lurking in the deep bogs and striking out only at targets of opportunity, which suited the gargants just fine. While these towering brutes fear no physical challenge, enemies

that rely on wicked ploys or fell magics are capable of unsettling them. The gargants' enormous capacity for self-belief was almost permanently dented by encounters with Nagash's terrifying Nighthaunt during the Soul Wars, and for some, the trauma of foes too slippery to stomp has yet to fully fade.

The sly and tricky nature of the Krulboyz rubs many gargants the wrong way. In turn, the swamp greenskins view these louts as little more than assets to use and dispose of for their own amusement. Though they fight together in Kragnos' horde, many a fight has broken out between gargant stomp and Krulboy Klaw, occurrences that the End of Empires has done nothing to curb. Moonclan grots, who themselves often display a pronounced wariness towards the Krulboyz, have been inspired by these outbreaks of violence to try and wheedle their way into the good graces of many a powerful Mega-Gargant. This tends to end with the grots being summarily stepped on, but a few determined cave-shamans have found ways to get high enough to converse with a gargant on equal footing and point out their common rival. The unlikely alliances of brains and brawn that can result have already seen several cities cast down, and at the toppling of Ashrock Spire – a fortress that had endured three previous Krulboy attempts to undermine its walls – several Killabosses humbled.

MUSCLE FOR HIRE

Gargants took to the concept of mercenary work relatively recently but with great aplomb. They were introduced to the notion by the ogors, sometimes regarded as the most forward-thinking of Gorkamorka's worshippers (not that this is saying much). The concept that merely battering a



pip squeak's enemies for them could see one rewarded with food and grog over an extended period – perhaps even in perpetuity, or at least until the urge to step on them struck – was so revolutionary that the first gargants who learned of it did their best to keep the knowledge for themselves. The 'Great Secret', however, inevitably got out. Now, gargants of all breeds can be found offering their services to paymasters across the realms, and business is booming.

One might expect the Era of the Beast to have put a damper on the gargants' prospects for mercenary employment. In reality, however, necessity makes for strange bedfellows. The Dawnbringer Crusades plunge into the hellish wilds in search of sites of old glory to build upon, and for these daring expeditionaries, every advantage is to be considered. The brightest gargants have moved to capitalise. High ideals of casting back the forces of barbarism and disorder are all well and good, until one finds themselves facing down an approaching warband of corrupted tribesmen with only a towering gargant offering their support – for a price.

If these early battles are survived, it is not unusual to see gargants form something of a symbiotic relationship with the newly founded strongpoint. They will dwell in the forests, caves or – in the case of the Kraken-eater Mega-Gargants, hoary old sea dogs whose cooler tempers see them strike up alliances with the forces of Order – along the coasts near the expanding settlement, accepting a constant tribute of supplies in exchange for providing much-needed brawn.

Clergymen of the Church Unberogen are forced to rapidly alter their sermonising in the wake of these deals. They direct their congregations' attentions to lays of Templesen, the gargant who converted to the faith of the

'Hammer God' and was eventually beatified as a saint, as an example that not all of Gorkamorka's beasts are their enemy – a far cry from the warlike preaching that accompanies the launch of a crusade. As for the rulers of a nascent strongpoint, only the most delusional believe their pact with a gargant is anything but one of convenience. If the beast receives a better offer, or else is overwhelmed by the waves of primal aggression that Ghur's savage heartbeat spews out into the realms, today's ally can quickly become tomorrow's enemy.

Nevertheless, for those few gargants who truly appreciate the finer arts of mercenary work, humans are often a preferred employer; duardin are typically too stumpy to be taken seriously, aelves use lots of big, confusing words, and everyone else outside the greenskin and ogor hordes usually turns out to be a bit weird. In the rarest cases, a mercenary gargant may even develop a mild appreciation for the tenacity and ingenuity of the 'little uns' at war, though they would never dare admit this to any of their mates.

Far more acceptable is the gargants' respect for the Draconith, for these sorcerer-drakes have proven mighty enough to crush and devour anything that gets in their way – much like the Sons of Behemat themselves. This appreciation has proven entirely one-sided; the Draconith loathe Kragos with a passion, and any who revere him, for it was the End of Empires who once drove their people to virtual extinction. Even Krondys, the wise elder prince of the drakes, can be moved to fury in a gargant's presence – and that is to say nothing of the rage that overcomes his sinister twin Karazai. Still, there are no real hard feelings from the Sons on this account. Might makes right, after all, and any gargant who gets overwhelmed and torn asunder by a vengeful Draconith probably deserved it.

KING BRODD

Across the Everspring Swathe, the name of Brodd is known to almost every stomp. This king amongst giants is one of the few who can claim to have witnessed Behemat in the flesh. Brodd was once the ruler of the gargants of Verdian, watching over the Scabrous Sprawl – that stretch of Ghyranite land formed of the World Titan's slumbering form. Brodd claims to have never been young, to have crawled full-bodied from the Titansmawr chasm, to have killed a legendary mouldragon with his bare hands and fashioned its skull into his distinctive helm. Yet Brodd's most infamous tale is of how he and his kin were deceived by the Stormcast Eternals, tricked into rampaging through Archon's Chaos hordes during their Verdian campaign. In doing so, they unwittingly provided the opening Sigmar's chosen needed to murder the godbeast. Why they did so is immaterial to Brodd,

who now names all storm-forged warriors as culpable in Behemat's death.

Since those days, Brodd has roamed the realms, bringing tales of the Hammer God's perfidy to any gargant who will listen – and battering into line those who won't with his huge granite pillar, torn from where it once stood upon sleeping Behemat's brow. Brodd's desire for vengeance on Sigmar places him on good terms with the Ironjaw Megaboss Gordrakk, who bears his own grudge against the God-King. Conversely, Brodd and his ever-growing stomp refuse to kneel before Kragos, instead aligning themselves with the Fist of Gork. Though they greatly respect the End of Empires' strength, to them, Behemat is the only lord worth acknowledging – and as his murderers continue to establish more settlements, Brodd's anger grows ...



BATTLETOME: SONS OF BEHEMAT UPDATE

A battletome update contains official new rules that are considered to be part of the battletome that is being updated. Treat them exactly as you would the rules that appear in the battletome itself. This is the first in an ongoing series, meaning readers can look forward to many different battletome updates in future issues of White Dwarf.

Welcome to the *Battletome: Sons of Behemat* update. Over the following pages, you will find a host of new and exciting rules for your gargants to use alongside *Battletome: Sons of Behemat*, giving you the tools to stomp your opponents under mighty foot no matter if you prefer open, narrative or matched play!

CORE BATTALIONS

The first section in this article includes 2 core battalions that can be included in any Sons of Behemat army. 'The Bosses of the Stomp' is for your Mega-Gargants, while the 'Footsloggas' is for your Mancrusher Gargants. Both of these core battalions have the 'Unified' battalion ability, giving you lots of flexibility in matched play games.

MATCHED PLAY

GRAND STRATEGIES

If the battlepack you are using instructs you to pick a grand strategy, you can pick the grand strategy from this section if you are using a Sons of Behemat army.

BATTLE TACTICS

If the battlepack you are using instructs you to pick battle tactics, you can also pick from the battle tactics in this section if you are using a Sons of Behemat army. There are 3 to choose from in

total, including the much-loved gargant pastime of 'Manskittles'!

PATH TO GLORY

Mega-Gargants care little for empire-building and tend to focus on tearing down the empires of others instead! To help recreate the unique way the Sons of Behemat wage war, this section contains rules for using your Sons of Behemat collection in a Path to Glory campaign.

THE STOMPING OF MATAH

The last section is a campaign arc for your Sons of Behemat to play through. It tells the story of a gargant stomp rampaging across Ymetrica that is set upon bringing the Lumineth seaport of Matah to ruin. The campaign arc lasts for two or three battles, making it perfect for a day's worth of gaming. It works with any of the following battlepacks: Open War, Path to Glory or Contest of Generals.



CORE BATTALIONS

You can include any of the following core battalions in a Sons of Behemat army if the battlepack you are using says that you can use core battalions.

BOSSSES OF THE STOMP



FOOTSLOGGAS



UNIT ICONS

(Mandatory/Optional)



Mega-Gargant:
MEGA-GARGANT unit.



Mancrusher:
MANCRUSHER unit.

BATTALION ABILITY ICONS

Unified: One-drop Deployment (core rules, 26.2.1).



Expert: Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.



Magnificent: When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.



Slayers: Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.



Strategists: Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.



Swift: Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.



MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

STOMPING ORDER

Sons of Behemat army only.

Make the Land Tremble! *As a stomp of gargants charges into battle, the reverberations caused have been known to bring about avalanches and earthquakes, much to the amusement of Behemat's children.*

When the battle ends, you complete this grand strategy if any friendly units made a run or charge move in every battle round (it does not have to be the same unit that runs or makes a charge move in every battle round).

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

RAMPAGING GARGANTS

Sons of Behemat army only.

'That's Mine!' *Kraken-eater Mega-Gargants are fiercely territorial, and they won't surrender anything they consider to be their loot without a fight!*

Pick 1 objective on the battlefield wholly outside of your territory. You complete this tactic if that objective marker is kicked away and is wholly within your territory at the end of this turn.

Wrecking Crew: *Some gargants become thoroughly incensed at the sight of enemy fortifications, making a point of smashing them to rubble and ruin.*

You complete this tactic if a faction terrain feature in your opponent's army is demolished this turn.

Manskittles: *'Manskittles' is a common gargant game even in battle, played by hurling an unlucky enemy into a block of their comrades to see how many can be sent sprawling!*

You complete this tactic if a friendly **WARSTOMPER MEGA-GARGANT** uses its 'Hurled Body' ability, the enemy model you pick for the first part of this ability is slain, and an enemy Battleline unit is picked as the target for the second part of the ability and suffers any mortal wounds as a result.





PATH TO GLORY

This section contains rules for using a Sons of Behemat army on a Path to Glory campaign. A Sons of Behemat army operates and organises itself in a very different manner to any other army. For example, they care little for holding territory or building a stronghold, and as such, this section includes many bespoke rules for the faction to reflect their unique way of waging war.

MEGA-GARGANT RANKS

Sons of Behemat **MEGA-GARGANTS** earn different ranks to the **HEROES** in other armies, as follows:

MEGA-GARGANT RANKS	
Renown Points	Rank
0-14	Rising Gargant
15-29	Bull Gargant*
30-44	Adult Gargant
45-59	Mighty Gargant
60-74	Elder Gargant
75+	Ancient Gargant

*Earns command trait

THE BIG HEEL

The focal point of every stomp is their warlord, known as the Big Heel. For a Sons of Behemat army, the rank of your warlord determines things that would usually be decided by your Stronghold and Territories, as shown below:

Warlord Rank	Mega-Gargant limit	Mancrusher Limit	Tier of Battle
Rising Gargant	2	3	Lower
Bull Gargant	4	6	Lower
Adult Gargant	6	9	Lower & Middle
Mighty Gargant	8	12	Lower & Middle
Elder Gargant	10	15	Lower, Middle & Higher
Ancient Gargant	12	18	Lower, Middle & Higher

There are 2 unique **order of battle limits** that apply to a Sons of Behemat army: the Mega-Gargant limit and the Mancrusher limit. No other **order of battle limits** apply to a Sons of Behemat army on a Path to Glory campaign, not even the unit limit. Your warlord will always count towards 1 of you Mega-Gargant limits. In addition, the Mancrushers limit refers to the number of models, not units.

MANCRUSHERS IN PATH TO GLORY

Mancrusher Gargants have 2 Pitched Battle profiles associated with them: the 'Mancrusher Gargant' and the 'Mancrusher Gargant Mob'. When managing your order of battle on your Path to Glory campaign, Mancrusher Gargant Mobs are not used. Mancrushers are always added to your roster in units the size of one, and they cannot be reinforced.

When picking your army for a Path to Glory battle, you can form your Mancrushers into one or more Mancrusher Gargant Mob units, each with 3 models. If you do so, the following rules apply to those units:

Veteran Abilities: Pick 1 of the Mancrushers with the most renown points in the mob. This Mancrusher is the 'boss' of that mob, and if it has a veteran ability, the Mancrusher Gargant Mob can use it during battle. You cannot use any veteran abilities that the other 2 Mancrushers in the unit may have.

Allocating Wounds: Due to **lingering wounds** (see next page), it may be the case that multiple models in a Mancrusher Mob start the battle with wounds allocated to them. If this is the case, when the first wound is allocated to that unit during the battle, it can be allocated to any of the models

in the unit that already have any, but subsequent wounds must be allocated to that model until it is slain, as normal.

Earning Renown: Renown is gained individually for each Mancrusher. When a Mancrusher Gargant Mob gains renown, each Mancrusher in the unit is given the full experience that the unit gains. If a Mancrusher Gargant Mob is picked to be your favoured warriors, each model in the mob gains D6 renown points (roll separately for each).

COMPLETING YOUR PATH TO GLORY ROSTER

When first completing your Path to Glory roster in preparation for your Path to Glory campaign, follow the steps outlined in the Core Book with the following amendments:

STEP 2 – CHOOSE STARTING SIZE AND STARTING TERRITORIES

Instead of choosing a starting size, you must choose a **starting rank** for your warlord. The rank you choose determines how many renown points they start with, as well as how many points you have to spend when first adding units to your order of battle and how many glory points you begin the campaign with. In addition, rather than choose a starting territory, you must take 1 **Wild Lands** starting territory.

Warlord Rank	Warlord's Renown	Points Limit	Starting Glory Points
Bull Gargant	15	600	5
Adult Gargant	30	1000	8
Mighty Gargant	45	1500	10
Elder Gargant	60	2000	12

THE AFTERMATH SEQUENCE

There are some differences in the aftermath sequence for a Sons of Behemat army. They interact with the rules for Casualties, Injuries, Territories and Recuperating differently to other armies. In the aftermath sequence of a Path to Glory battle, follow the steps outlined in the Core Book with the following amendments:

STEP 2 – RESOLVE INJURIES AND CASUALTIES

Injuries work differently for Sons of Behemat armies. Each model on your order of battle can receive a number of **lingering wounds**. These are wounds which they take with them from battle to battle until they are recuperated. Track the number of lingering wounds each model has in either the Injuries or Casualties sections on your order of battle. If a model's lingering wounds ever equals or exceeds their Wounds characteristic, they are killed and removed from your order of battle.

In step 2 of the aftermath sequence, instead of making any injury rolls or casualty rolls, you must roll on the **Gargant Lingering Wounds Table** below for each **MEGA-GARGANT** and **MANCRUSHER** slain in battle. Each model in a Sons of Behemat army begins the battle with a number of wounds allocated to it equal to its lingering wounds. These wounds cannot be negated or healed.

2D6	Gargant Lingering Wounds Table
2-3	Oof! Right in the Gut!: Add 2D6 to this model's lingering wounds.
4-5	Me 'Ead 'Urts!: Add D6 to this model's lingering wounds.
6-7	Ouch!: Add D3 to this model's lingering wounds.
8-11	Just a Scratch!: No effect.
12	You Ain't Strong Enough to Kill Me!: This model gains 2D6 renown points.

In each aftermath sequence, you can re-roll 1 roll on this table by spending 1 glory point. You must choose whether to re-roll the result before rolling for the next model.



DEATH OF THE BIG HEEL

If your warlord is killed, the **MEGA-GARGANT** you pick to become your new warlord must be the same type as the slain warlord. If you have no **MEGA-GARGANT** eligible to be your warlord on your order of battle and insufficient glory points to add a new **MEGA-GARGANT**, you can add 1 new **MEGA-GARGANT** of that type to your order of battle to be your warlord without having to spend any glory points to do so.

STEP 5 – MANAGE YOUR STRONGHOLD

Step 5 of the aftermath sequence is ignored for a Sons of Behemat army.

STEP 6 – MANAGE YOUR TERRITORIES

Designer's Note: A gargant stomp either rampages across the wilderness or roams around a large area of territory it calls its 'home'. In either case, the stomp is always on the move, which is reflected by the following rules.

A Sons of Behemat army will always have 1 territory, and only 1 territory. In step 6, you make 1 exploration roll if you lost the battle and 2 exploration rolls if you won a **minor** or **major victory**. You must replace the territory on your roster with 1 territory from an exploration roll you have made in this step. This does not cost any glory points.

In addition, the effects of the standard territories are ignored. Instead, these territories are divided into 2 categories – territories either provide **Slim Pickins** or **Big Pickins**, as noted in the table below.

Territories	
Slim Pickins	Big Pickins
• Old Keep • Wild Lands • Forgotten Mine • Arcane Waypoint • Sacred Site • Borderlands • Ruins of Myth	• Ancient Roads • Small Settlement • Wellspring • Realmstone Reserve • Large Settlement

Slim Pickins and Big Pickins both have an effect on units in a Sons of Behemat army that tries to recuperate in step 7 of the aftermath sequence (see below).

Sons of Behemat Faction Territory

61-66 Alehouse

Your stomp comes across a puny frontier outpost that you proceed to crush underfoot as the inhabitants run screaming in all directions. As the dust settles, you spy a building stocked with oaken barrels. Your gargants roar with approval. You've found an alehouse with enough for every gargant to guzzle and quaff.

This territory provides Big Pickins. In addition, you immediately receive 2D6 Glory Points.

STEP 7 – MANAGE YOUR ORDER OF BATTLE

Recuperating works differently for a Sons of Behemat army. You can spend glory points to recuperate a unit with 1 or more lingering wounds. The number of glory points you must spend in order to recuperate a unit is determined by the points value of the unit, as shown on the table in the Core Book as normal.

For each unit that recuperates, reduce its lingering wounds by D3 if your current territory provides Slim Pickins and reduce it by D6 if your current territory provides Big Pickins.

Each unit can only be recuperated once in each aftermath sequence.



THE STOMPING OF MATAH

A warmongering gargant stomp is rampaging across Ymetrica near Seaport Matah, a trading hub for aetherquartz and other magical treasures. Local Lumineth forces have mustered their defence, for the gargants must be stopped at all costs!



'One cannot discuss the Mer Zaimetrica without speaking also of Seaport Matah. For long centuries it has stood as a gateway to the shimmering ocean beyond, and in turn a bastion protecting the heart of Ymetrica from those who would bring death from the waves. When the forgotten terrors of Ur-Sabaal reared their heads, Matah stood. When the kin-war of the Spirefall brought ruin and horror to blessed Hysh, Matah did not crumble. Its walls, their glittering substance gifted by the spirits of the crystal mountains that lie further inland, are battered and cracked, but strong nevertheless. In their way, they emulate Ymetrica as a whole.

Where once Matah prospered as a hub of commerce and culture, it is now – as is so much of our poor, scarred home – turned to the business of war. In soaring shrines set atop tall, fluted towers, veteran mages of the Hurakan Temple take up temporary residence, selflessly setting aside their nomadic instincts to commune with the seaborne gales, beseeching them to speed our vessels and waylay those of our foes. Vanari-captained fleets, their flanks lined with starshard ballistae and their oars empowered by solar gems, slip from their docks to hunt down those reavers who dare ply the Mer Zaimetrica. Otherwise, the fleets guard transport convoys that see essential supplies distributed amongst Matah's fellow coastal strongholds.

Of these supplies, none are of more profound import than aetherquartz. Those treasures the artificers of Matah do not craft

are delivered upon the tides, for the spirits of the Zaimetrican waters ensure the artefacts of the forgotten and the drowned inevitably make their way back to shore in time. It would not be wrong to say that Matah perhaps maintains one of the largest supplies of aetherquartz in all of Ymetrica, locked behind the doors of its coastal cavern-vaults.

Perhaps it was for this reason that the gargants came. We had heard, though few truly believed, of the Whalebiter – an elder beast whose intellect had been bolstered by a stolen aetherquartz treasure until it rivalled that of at least a human. Some propose it was he who sent the titans against Matah, seeking yet more of our wonders with which to empower himself. Others propose that the gargants came of their own accord, either seeking to emulate the Whalebiter or having simply blundered through a local realmgate. Maybe the constant tribal drumming we all, in those days, heard at the back of our minds had simply sent them mad. Either way, the gargant tribe attacked with a need for bloodshed and carnage burning in their piggish eyes.

And so, Seaport Matah and its neighbouring outposts were to undergo another grim trial ...'

– Excerpt from *Mythralia of the Scinari's The Gates of the Thousand Peaks*



INTRODUCTION

On these pages you will find a **campaign arc** for 2 players. One player takes the role of the Sons of Behemat and the other represents the Lumineth Realm-lords as you play through a series of battles to decide the fate of the Lumineth city Seaport Matah.

WHAT'S A CAMPAIGN ARC?

A campaign arc is a self-contained mini-campaign that can either be played as a standalone campaign in open or matched play or as part of a Path to Glory campaign. This one is designed to last for 2-3 battles, making for a perfect weekend's worth of gaming between 2 players.

THE BATTLEPACK

This campaign arc can be played with either the Open War battlepack, the Path to Glory battlepack or the Contest of Generals battlepack. If you play through the campaign with Path to Glory armies, there are extra rewards to add to your Path to Glory roster at the end of the campaign.

FORGING A DIFFERENT NARRATIVE

If you do not have an opponent with a Lumineth Realm-lords army, you can quickly adapt this campaign to another army by renaming the locations that are being fought over. The *Warhammer Age of Sigmar Core Book* and many of the battletomes contain detailed maps to help you choose a new location for the battle. Alternatively, you can use cities and towns of your own creation to fight over!

GETTING READY

One player takes the role of the **Sons of Behemat**, the other plays the **Lumineth Realm-lords**. There are 4 locations in this campaign (shown on the map) – the three **initial locations**: the *Shrine of Anquil*, *Fort Liminis* and *The Gleaming Plains* and the **final location** of *Seaport Matah*.

Before the campaign can begin, the Lumineth Realm-lords player must decide which of the three initial locations is to be their **primary defence**, which is to be their **secondary defence** and which is to be their **last resort**. To make this decision, the Lumineth Realm-lords player is encouraged to look at the rewards each of the locations will give to the victor and try to guess where the Sons of Behemat player is likely to attack (see the **location tables** on page 78 for details). Once the Lumineth Realm-lords player has made their decision, they should note it down in secret. The campaign is now ready to begin!



PLAYING THE CAMPAIGN

The campaign will consist of 2-3 battles. For the first battle, the Sons of Behemat player picks 1 of the 3 initial locations to attack. When making their choice, they are encouraged to look at the rewards each location gives the victor and to also try to guess where the Lumineth Realm-lords player has left the weakest point in their defence.

Once the Sons of Behemat player has chosen the location of the first battle, the Lumineth player reveals if the location was their primary defence, secondary defence or last resort. This determines how many points the Lumineth Realm-lords player can spend when picking their army, as follows:

Location Type	Points of the Lumineth Realm-Lords Army
Primary Defence	10% more points than the Sons of Behemat army
Secondary Defence	Equal points to the Sons of Behemat army
Last Resort	10% fewer points than the Sons of Behemat army

SELECTING THE BATTLEPLAN

Each of the 3 initial locations has a **location table** associated with it (see page 78). These describe which battleplan you will use based on the battlepack you are using, as well as what rewards are given to the player who wins the battle. If the battleplan is randomly determined, it is chosen after armies have been picked.

FIGHTING THE BATTLE

After the armies have been picked and the battleplan has been selected, you can fight the battle using the Warhammer Age of Sigmar rules.





THE AFTERMATH

After the first battle has been fought, the winner of the battle gains the reward of that location in the next battle of the campaign.

If the Sons of Behemat player wins the first battle, their stomp has crashed through the Lumineth defences and now makes its way straight for Seaport Matah! The next battle fought is **The Siege of Seaport Matah** (see page 79). This is the final battle of the campaign and has its own unique battleplan.

If the Lumineth Realm-lords player wins the first battle, their defences have held, but the Sons of Behemat have not yet been defeated. The Sons of Behemat player picks 1 of the 2 remaining locations, and a second battle is fought in the same manner as the first. If the Sons of Behemat player is the winner of this second battle, **The Siege of Seaport Matah** is then fought as the third and final battle of the campaign. If the Sons of Behemat player loses this second battle, they fail to reach the seaport, and the Lumineth win the campaign as described below.

WINNING THE CAMPAIGN

The player who wins the **The Siege of Seaport Matah** battle wins the campaign. In addition, the Lumineth win the campaign if the Sons of Behemat fail to reach the seaport.

REWARDS FOR PATH TO GLORY ARMIES

For players using Path to Glory armies with this campaign arc, they gain the following benefits:

1. In step 3 of the aftermath sequence after each battle, units involved gain a bonus D3 renown points each.
2. The winner of the campaign can immediately add 1 artefact of power to their vault. For the Lumineth Realm-lords, the artefact represents a reward from the city's rulers for protecting them in these most dire times. For the Sons of Behemat, it represents plunder found as the seaport is demolished to ruin and stomped into dust!

CAMPAIGN MAP



SHRINE OF ANQUIL

Situated close to the Crystal Caverns, the Shrine of Anquil is an Alarith Temple protected by warriors of the indomitable Stoneguard. The gargants have learnt the shimmering substance of this mountain is surprisingly easy to hurl, though no less devastating when it lands.

BATTLEPLANS

Open War	Path to Glory	Contest of Generals
Use the Open War Battleplan Generator. The Sons of Behemat army uses Territory B.	Roll a D6: 1-2 – The Ritual 3-6 – Hold or Die The Sons of Behemat player is the disruptor or custodian.	Rising Power The Sons of Behemat player is the attacker.

Sons of Behemat Reward: If the Sons of Behemat player wins the battle, in the next battle, the Range characteristic of Chuck Rocks is 24".

Lumineth Realm-lords Reward: If the Lumineth Realm-lords player wins the battle, once per turn in the next battle, a Lumineth Realm-lords unit can receive the All-out Defence command without the command being issued and without a command point being spent.

FORT LIMINIS

A key defensive outpost inland from Matah, Fort Liminis has broken the backs of many invasions. These towers, graceful in the fashion of all Lumineth construction, are well stocked with provisions – a tempting target for hungry gargants!

BATTLEPLANS

Open War	Path to Glory	Contest of Generals
Use the Open War Battleplan Generator. The Sons of Behemat army uses Territory B.	Roll a D6: 1-3 – Sudden Assault 4-6 – The Watchtower The Sons of Behemat player is the invader.	Burn and Pillage The Sons of Behemat player is the attacker.

Sons of Behemat Reward: If the Sons of Behemat player wins the battle, when the Sons of Behemat player picks enhancements for their army for the next battle, they can pick 1 extra enhancement.

Lumineth Realm-lords Reward: If the Lumineth Realm-lords player wins the battle, once per turn in the next battle, a Lumineth Realm-lords unit can receive the Rally command without the command being issued and without a command point being spent.

THE GLEAMING PLAINS

Vast and uncharted, this span of sun-beaten savannahs is patrolled by roaming aelementiri of the Hurakan Temple. Even so, the sweeping open spaces could possibly allow the gargants to cross at incredible speed.

BATTLEPLANS

Open War	Path to Glory	Contest of Generals
Use the Open War Battleplan Generator. The Sons of Behemat army uses Territory B.	Roll a D6: 1 – The Trap 2-6 – Breakthrough The Sons of Behemat player is the invader.	Front Assault The Sons of Behemat player is the attacker.

Sons of Behemat Reward: If the Sons of Behemat player wins the battle, once per turn in the next battle, a Sons of Behemat unit can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.

Lumineth Realm-lords Reward: If the Lumineth Realm-lords player wins the battle, once per turn in the next battle, a Lumineth Realm-lords unit can receive the All-out Attack command without the command being issued and without a command point being spent.



BATTLEPLAN

THE SIEGE OF SEAPORT MATAH

Although the warriors of the Lumineth have fought valiantly, they have been unable to halt the advance of the gargant stomp rampaging through their lands. It has now arrived at the crystal walls of Seaport Matah, intent on bringing the city to ruin and rubble. For the beleaguered defenders, they must hold or die, for they are to prevent the gargants from entering the city no matter the cost.

SIEGE WARFARE

This battle uses the Siege Warfare rules (see page 350 of the *Warhammer Age of Sigmar Core Book*). The Sons of Behemat player cannot choose to mine in the siege phase.

THE ARMIES

The Sons of Behemat player is the attacker. The Lumineth Realm-lords player is the defender. The total points cost of the Lumineth Realm-lords army must be 75% of the total points of the Sons of Behemat army. Armies are picked following all other rules outlined in the battlepack being used.

THE BATTLEFIELD

The players alternate setting up D6 terrain features. Each terrain

feature must be set up wholly within neutral territory, more than 3" from the battlefield edge, more than 6" from Lumineth Realm-lords territory and more than 9" from all other terrain features. Then the defender sets up their fortress (see page 350 of the *Warhammer Age of Sigmar Core Book*).

DEPLOYMENT

The defender sets up first, wholly within their territory. The attacker sets up their army second, wholly within their territory.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

FIRST TURN

The attacker chooses which player takes the first turn in the first battle round.



BRING DOWN THE WALLS

If the Sons of Behemat player carries out the Smash To Rubble monstrous rampage, they can pick a terrain feature that was set up as part of the defender's fortress, as long as it is not a faction terrain feature or a defensible terrain feature. If that terrain feature is demolished, roll a dice for each model on it. On a 1, that model is slain. The surviving models are then removed from the battlefield and set up again within 6" of that terrain feature and more than 3" from all enemy units. Then that terrain feature is removed from the battlefield.

ENTERING THE CITY

At the end of each battle round, any of the attacker's units that are wholly within 7" of the northern battlefield edge and more than 3" from all enemy units can enter the city. Remove the models in those units from play but do not count them as slain.

VICTORY POINTS

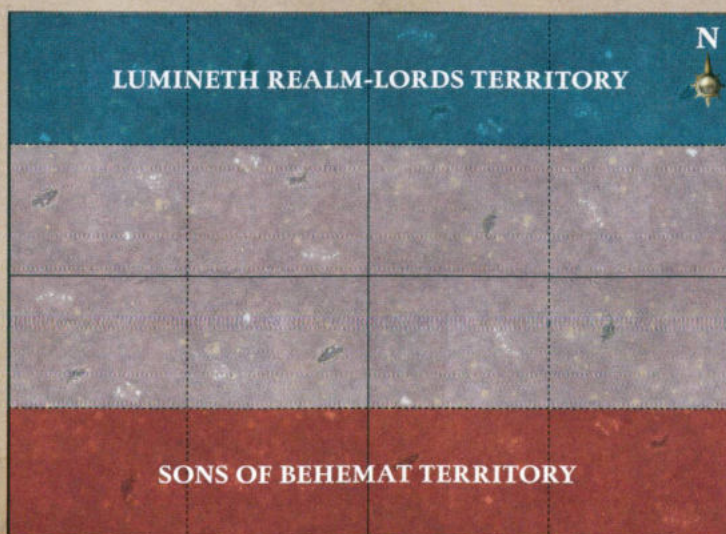
Players earn victory points as follows:

The defender earns D6 victory points each time a **MEGA-GARGANT** is slain and earns D3 victory points each time a **MANCRUSHER** model is slain.

The attacker earns 3D6 victory points each time a **MEGA-GARGANT** enters the city (see above) and earns 3D3 victory points each time a **MANCRUSHER** model enters the city.

GLORIOUS VICTORY

When the battle ends, the player with the most victory points wins a **major victory**. If the score is tied, the Lumineth Realm-lords player wins a **minor victory**.



A TALE OF FOUR WARLORDS

The Mortal Realms are in turmoil following the Shyish Necroquake, and the dominion of countless lands hangs in the balance. As the forces of Death and Destruction run rampant across the realms, four warlords attempt to carve out empires for themselves.



It's an exciting time to be a warlord of the Mortal Realms right now, as Warhammer Age of Sigmar has received not only a new set of rules but swathes of new background material, making it the perfect setting for our warlords to fight over. As you can imagine, they're all super happy about this, and they're already working out how soon they can field their armies using the new rules.

In this edition, our warlords were set to reach 1,500 points. However, the latest points revisions have put most of our warlords a good bit over! In brief, here's what they've been up to.

Representing the forces of Order are Martyn Lyon and Rich Packer. Martyn has continued work on his Lumineth Realm-lords and added a quartet of new characters to his force, including the physically invisible but spiritually present Eltharion – one of his favourite Warhammer characters of all time. Meanwhile, Rich has

continued to convert and paint ever more unusual units and heroes for his Cities of Sigmar army. He's also written loads of new background for his force, most of which we managed to fit onto his page. Trust us, if you want a deep dive into the hobby, Rich is the man to talk to!

Opposing our noble heroes are the warlords of Chaos – Miyuki Foulkes and Calum McPherson. Like Rich, Miyuki loves creating new background for her armies, and she has even drawn a map to show from where the three Varanguard brothers that command her Slaves to Darkness army hail. Calum has spent most of the last two months painting a very large addition to his Hedonites of Slaanesh collection. He's also been working on some scenery to sit alongside his army so that he can use it in games and photography.

Like our futuristic warlords last month, this article features not only our warlords' latest creations but also their full armies so far. Enjoy!

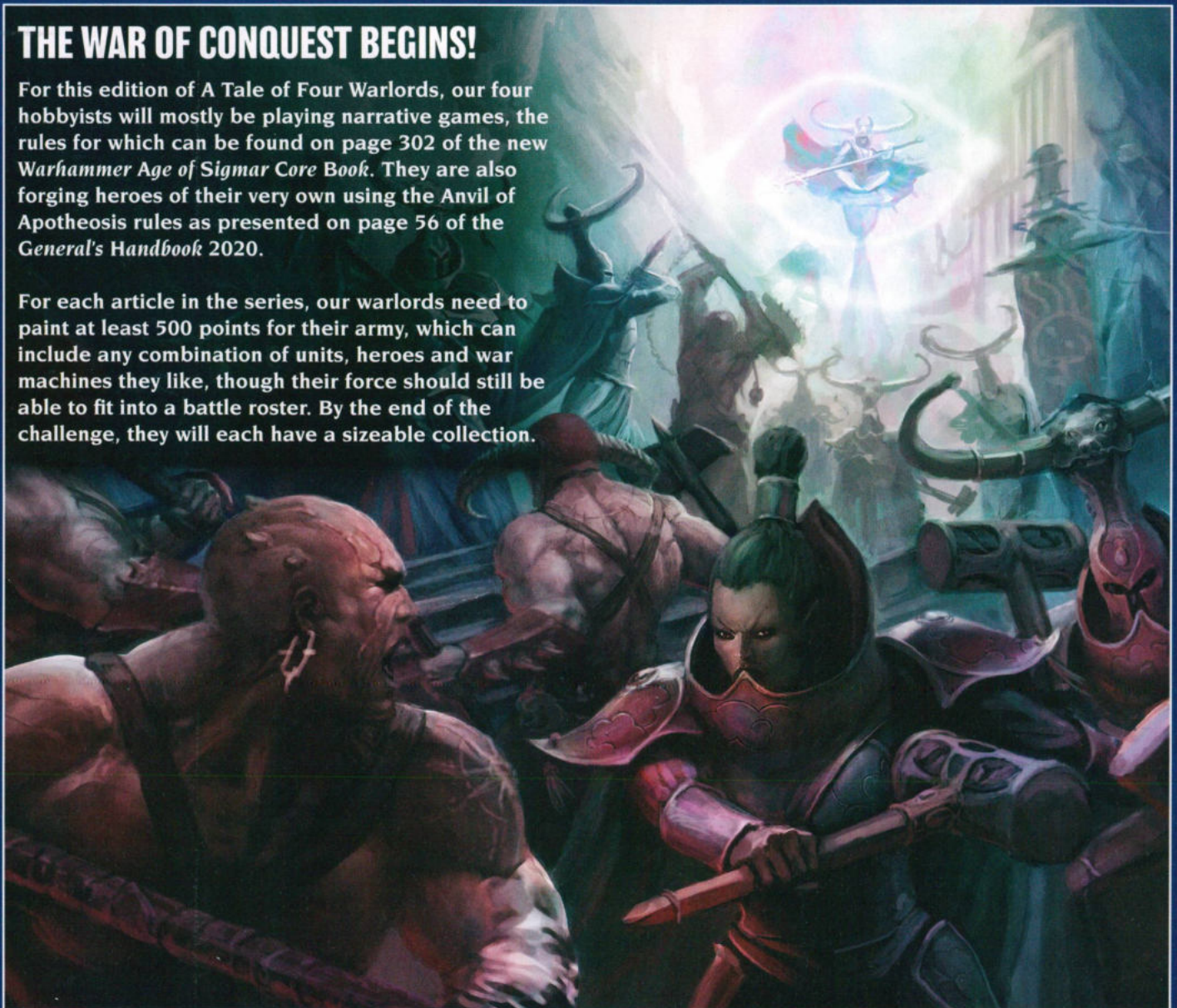
BECOME A WARLORD

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 WAR OF CONQUEST BEGINS!

For this edition of A Tale of Four Warlords, our four hobbyists will mostly be playing narrative games, the rules for which can be found on page 302 of the new *Warhammer Age of Sigmar Core Book*. They are also forging heroes of their very own using the Anvil of Apotheosis rules as presented on page 56 of the *General's Handbook 2020*.

For each article in the series, our warlords need to paint at least 500 points for their army, which can include any combination of units, heroes and war machines they like, though their force should still be able to fit into a battle roster. By the end of the challenge, they will each have a sizeable collection.



DEFENDERS OF MOUNT AVALENOR



MARTYN LYON

Last issue, Martyn promised he would be adding a unit of Vanari Sentinels to his force. Then he got distracted by fancy heroes. The half-painted Sentinels are currently lamenting their existence. The Cathallars are working overtime to soak up their sorrow.

A quartet of mystical lords has joined the defenders of Mount Avalenor, bolstering the army of Ymetrica with magical might and wisdom. Martyn explains what inspired him to paint four heroes for this issue's challenge.

Martyn: In a move that anyone who knows me would have seen coming, I've eschewed painting more infantry this month in favour of painting characters. I always go into an army project with the best of intentions, carefully planning out the core troops that will form the backbone of the force and the character models that will lead it. Sometime between building the first unit and undercoating them ready for painting, I always find my eye wandering to those beautifully sculpted character models that are, for me, the true highlight of the hobby. Yes, battle is won with the combined might of the bow, blade and spear, but is Warhammer not truly about the heroes that lead the nameless legions into the fight, and the forging of legendary warriors whose names shall be known throughout the realms?

If the above pontificating does not convince you about the merit of characters, then perhaps the miniatures I've painted this month will. Joining the luminous ranks of the Defenders of Mount Avalenor this month are four of the greatest character miniatures to come out of the Warhammer Studio – the Light of Eltharion, an Alarith Stonemage, a Scinari Calligrave and a Vanari Bannerblade.

AN ARMY OF HEROES

The Light of Eltharion is a marvel of miniature design and is a perfect centrepiece to an army

replete with attention-grabbing miniatures. I painted Eltharion's blades in the same way that I painted the sunmetal weapons of the Vanari Wardens, using Akhelian Green to create a green-to-metal transition on the blade to imply the blades have magical power.

Banners are one of my favourite parts of Warhammer, and the sculpted banners that come on many of the Lumineth models have been a particular joy to paint. Just when I thought we'd seen it all, along came the Bannerblade, and my jaw was quickly lowered to the floor. Now this truly is a banner elevated to the next level, the sculpted design perfect for someone such as myself who recoils at the mention of the word freehand. The standard he carries forth will be a rallying call for my Lumineth and will be a must-take in all my games going forward.

Lastly I've painted a Calligrave, which after the incredible technical achievements of the other characters seems at first glance to be simpler, but as they say, the devil's in the details. The golden clogs that earth the Calligrave to the realms set him apart from the other Lumineth, and the way that the brush bristles are used to suspend his papers in mid-air is inspired. This is a great example of the strength of character miniatures where we can really appreciate the fantastical nature of their designs.



THE 1,500-POINT MARK

One of the key additions to my force is the Alarith Stonemage. Stonemages are tremendously useful in battle, their presence enough to keep Avalenor and other mountain spirits fighting at full power. On the tabletop, the Stonemage Symbiosis ability means that if a friendly Stonemage is within 12" of a mountain spirit, the spirit is treated as having taken 0 wounds. Since one of the only ways of eroding the power of the mountain is to gradually bring their wounds down and weaken them over time, this creates a truly unstoppable force, one which Calum has rightly come to fear in our games so far!

Units	Size	Role/Ally	Pts
Light of Eltharion	1	Leader	250
Scinari Cathallar	1	Leader	145
Avalenor, the Stoneheart King	1	Leader, Behemoth	415
Alarith Stonemage	1	Leader	130
Scinari Calligrave	1	Leader	115
Vanari Bannerblade	1	Leader	120
Vanari Auralan Wardens	20	Battleline	290
Alarith Stoneguard	10	Battleline	240
Rune of Petrification	1	Endless Spell	75
			1780

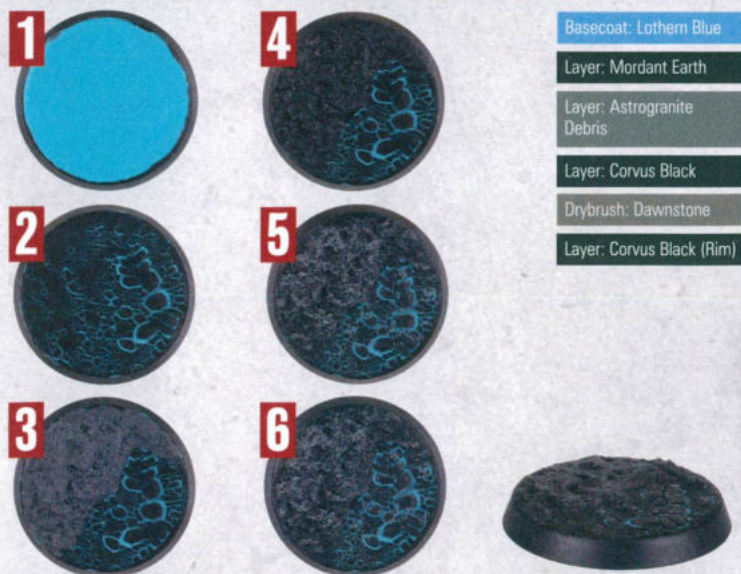


Heroes are such a big part of the look and feel of a Lumineth army that I just had to paint as many of them as possible. They also pack a tidy punch on the tabletop.



MYSTICAL BASES

I've had a few people ask me how I create the bases for my Lumineth and why I paint them so dark. Firstly, I chose black for the bases because it's a dark neutral colour. I didn't want the bases to introduce warmth to my overall colour scheme (like brown would). I also really like Corvus Black as a colour. It reads as black, but it's actually dark grey with a matt finish that's perfect for dark earth. Here you can see the stages I used to paint all my Lumineth bases.



NEXT TIME ...

Next episode, normal service will resume. The half-painted unit of Sentinels on my desk draw me in, my unquenchable thirst for characters slaked for now. The Dark Prince (or Calum, as we know him in the photo studio) gloats about the swelling numbers of the depraved horde, and if I don't stand in his way, then who will put an end to his incessant braying? Right, got to get back to those archers!

SLAVES TO DARKNESS

UEM-NAI'S WRATH



**MIYUKI
FOULKES**

With a family of hobbyists all stuck indoors, Miyuki's household has turned into one giant painting and modelling workshop. The forge cities of Kitchenhaven and Loungestadt ring day and night to the sounds of clipping and drybrushing.

Three of Archaon's Varanguard have been sent back to their homelands to raise their armies for war. Miyuki tells the tale of these three mighty brothers and how, united in purpose, they will become greater than the sum of their parts.

Miyuki: This month marks the completion of my Varanguard, the three warlord brothers of the Uem-nai river. They abandoned their kingdoms to follow Archaon, but he sent them back to gather their forces and march on the Mortal Realms on a special quest. The brothers' names and kingdoms are inspired by three samurai brothers from Japanese history.

THE THREE BROTHERS

The black-armoured warlord is Takakage, the brother of the mountains. His name says that he is a great shadow over the land. He is the eldest and looks down on the other two from up high. The silver-clad warlord is Takamoto. He is the middle brother. His name indicates that he takes all the goodness out of the river to supply the kingdoms with precious metals used for forging weapons and armour. The golden warlord is Motoharu, the brother of the river mouth as it reaches the sea. His name represents the mouth of the river where it spreads out its evil to all the surrounding lands. My goal for the Varanguard was to use them to tie my army together, as they each represent a colour scheme from one of the kingdoms along the Uem-nai river. The colours are black in the mountains at the source of the river, silver in the middle of the river as it flows through the land and gold at the mouth of the river as it reaches the sea. I've also modelled the bases of my force to represent this transition.

MODELLING AND PAINTING THE SAMURAI LORDS

When painting the Varanguard, I kept their shields and heads separate, but I also converted them to have Ossiararch Bonereaper heads. If you recall my test models from the first article, one of them was a samurai converted using a Bonereaper head. I really wanted to explore that theme in my army, but I didn't have enough heads to replace them all, so I decided to use them exclusively on the Varanguard. I think they look very intimidating with their red skull faces. These heads have helped me achieve the Japanese samurai theme I was aiming for with the army. I also used cork board on Takakage's base to raise him above the other warlords and to show that he is from the mountains. Takamoto's base features rocks to represent the transition between the mountains and the estuary.

MARAUDERS!

I also added a unit of Marauder Horsemen to my force. They were fairly simple to paint, though the horses wear a lot less armour, so I changed my painting style to accommodate this. Most of them have the same-colour hair, but I added colour to their manes to provide variety. They carry two banners, one red and one white with the symbol of the Motoharu warband on them – three arrows diverging to represent the mouth of the river as it meets the sea. I've decided I like painting horses, especially evil Chaotic horses.



THE 1,500-POINT MARK

As I had a bit of extra time this month (and to reach the 1,500-point goal), I've painted a unit of ten Marauder Horsemen along with the Varanguard. They will be a disposable fast-attack unit (how evil!). I hope to make use of their ranged attack to harass and distract the enemy, then race them in to grab objectives. With the kids being homeschooled right now, I've found it impossible to find the time to get any games in. But once they're back at school, I'll be getting some games in using my whole army against either my son Arran's Stormcast or my husband's Nighthaunt.

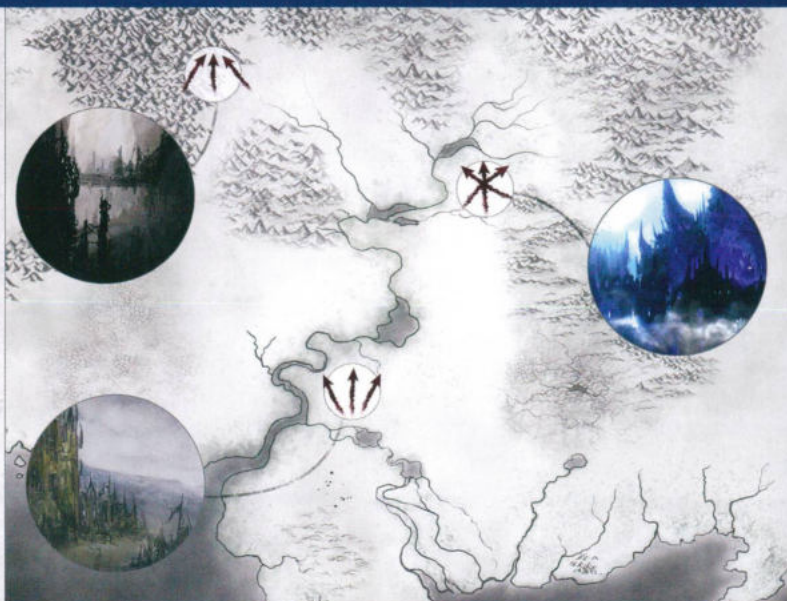
Units	Size	Role/Ally	Pts
Khayn Shaimurah, Chaos Lord on Karkadrak	1	Leader	225
Chaos Warriors	10	Battleline	200
Chaos Knights	5	Battleline	170
Chaos Chariots	3	Battleline	315
Chaos Marauder Horsemen	10	Battleline	220
Varanguard	3		280
Mindstealer Sphiranx	1		95
			1505



The three brothers are joined by a unit of Marauder Horsemen. They hail from the mouth of the river, so they wear gold armour to represent their allegiance to Motoharu.

LANDS OF THE THREE BROTHERS

Here's the map that I created to show the lands of the Uem-nai. Takakage's lands sit at the top. His warband runs coal mines in the mountains near the source of the river, tainting it black. Takamoto's warband is represented by three crossed arrows. His warband angers the spirits of the river by filling it with run-off from their forges. Motoharu's lands sit to the south. He has thousands of slaves that are worked to death panning for gold in the river's delta.



NEXT TIME ...

I've finished building my custom hero, though I was surprised how easy he was to make. I reckon it's thanks to all the advice I've received from people! I'm aiming to paint him for next time along with a unit of ten Chaos Knights from Takamoto's warband (wearing silver). That way I will have three units of horsemen, one from each Kingdom. Hopefully I will be able to get them all painted in time!

THE ORDER OF MORRDA



RICH PACKER

It's believed that when Rich buys a plastic kit, he doesn't build it like most hobbyists but splits it up into arms, legs, bodies, weapons and heads. Then he finds new ways to use all those pieces on other models. His hundred-headed monster is a sight to behold.

The warriors of Hallowstone Hold have been joined by Torallion Leafstar, an aelven lord from a time long forgotten. Along with his son, Torannion, they lead the Order of Morrda to war. This month, the order is also joined by malevolent spells!

Rich: I'm really pleased to have finished the new Lord Torallion Leafstar, master of the Chamber of the Pale Rider. This character has huge significance for me, being the character I painted for Advanced Heroquest back in the day and then again as a Waywatcher Lord for my Wood Elves army in Warhammer Fantasy (see opposite).

TORALLION LEAFSTAR

Entire ages have passed since those times. Realms have died and been born, and the aeons have imparted their wisdom to Torallion, who became one of the great architects of the Order of Morrda. He also leads the Chamber of the Pale Rider. His warriors hunt the enemies of Morrda throughout the realms, and although Torallion is a patient emissary to both current and potential allies, he pursues his foes with swift and merciless vengeance. My new rendition of Torallion wears a cloak of vibrant green, which is the primary colour of his chamber. However, he also bears a scythe, which is the most common weapon of the Chamber of the Bleak Raven, hinting that it was Torallion who trained his son and those warriors to use it. His raven and the skulls on his base are symbolic of Morrda.

THE SHROUDS OF MORRDA

The Shrouds of Morrda are the retinue of Lanipha Milovati, Priestess of Shrouds, and they wander the realms dispensing the duty of Last Rites for

those who have fallen without a funeral. They do this for any corpse they find, no matter how old it appears to be. Draping their black cloaks over the remains, they move the open palm of one hand down over their face and intone the sacred words. Such is their dedication that they will enter a tomb rumoured to be full of treasure so they can perform the Last Rites for the treasure hunters killed by the traps, and they will leave the tomb's treasures untouched.

The Shrouds often find themselves in dangerous places such as battlefields and the foul lairs of monsters, and it is said their Shroud-leader, Wylhaelma the Swift, can perform a full funeral service in under a minute whilst firing arrows at charging bands of greenskins. In games, I use them as a unit of Shadow Warriors.

ENDLESS SPELLS

I've always loved the magic of Warhammer, from *Battle Magic* through to *Storm of Magic* and right up to *Malign Sorcery*. The Quicksilver Swords were fun to paint, and I especially enjoyed adding the eviscerated Hedonite of Slaanesh to the base. You're welcome, Calum! I painted the Malevolent Maelstrom for a game against Dan's skaven. Amusingly, it exploded the first time Dan cast a spell near it, shredding many ratmen, including a Warpfire Thrower before it could unleash devastation upon my ranks. Nice.



THE 1,500-POINT MARK

For my 1,500-point force, Prince Torannion got an upgrade! In my smaller games, I used Torannion with the Living City command trait Druid of the Everspring Circle. This was because even in small 500-point games I wanted a spell to cast. Also, Torannion's mother, Ad'rhianna, is a Spellweaver, and I wanted to show how he had inherited a little of her magical ability. Now he is mounted on a Frostheart Phoenix, and despite the arguably better option of Ironoak Artisan for a command trait, I will still keep the characterful option of Druid of the Everspring Circle.

Units	Size	Role/Ally	Pts
Torallion Leafstar, Nomad Prince	1	Leader	110
Helena Bonsanté, Sorceress	1	Leader	95
Torannion Leafstar, Anointed on Frostheart Phoenix	1	Leader, Behemoth	315
Dreamwalkers, Phoenix Guard	10	Battleline	175
Dreadknights, Phoenix Guard	10	Battleline	175
Blackhearts, Darkshards	10	Battleline	115
Doomsayers, Sisters of the Watch	10		180
Limbwithers, Sisters of the Watch	10		180
Shrouds of Morrda, Shadow Warriors	10		120
Tree-Revenants	5		80
Quicksilver Swords	1	Endless Spell	90
Malevolent Maelstrom	1	Endless Spell	65
			1700



I painted Torannion's Frostheart Phoenix as a great raven, which is one of the symbols of Morrida. The Shrouds of Morrida are built from Eternal Guard and Shadow Warriors.

EVOLUTION OF THE LEAFSTAR

My latest rendition of Torallion Leafstar is made from the Nomad Prince with a hooded head taken from a Glade Guard. I also swapped his spear for a scythe and gave him a Vanari Warden shield. Note the scrap of turquoise cloth attached to the inside of his shield, which was the colour of the tabard of my very first Torallion miniature. The emblem on his shield is based on his heraldry from Advanced Heroquest but updated with the icon of the Living City.



NEXT TIME ...

I am a proper martyr to the hobby when it comes to thinking of something cool to make and paint and then actually getting it done. Once my mind is made up, I will go through with it! My projects for next month, therefore, are a unit of five Sisters of the Thorn (not so bad) and a unit of thirty Eternal Guard (erk!). I'm converting every one of them with spare parts from my Phoenix Guard, too. Wish me luck!

HEDONITES OF SLAANESH

THE HOST OF EXCESS



**CALUM
MCPHERSON**

The last few weeks have led Calum down the dark path of excess. Bright lights, glow sticks, blaring discordant music, leopard-print trousers ... Calum's interested in none of these things. He just really likes cake. And slaughter. But mostly cake.

Having breached the divide between the Mortal Realms and the Realm of Chaos, the Host of Excess have summoned a Keeper of Secrets to their banner. Here, Calum tells us all about his favourite model and his/her/its very sharp claws.

Calum: This month, I wanted to paint something big. I have painted a lot of infantry so far (for me anyway), with thirty models going up to forty-one, as you will see later, making potentially four Battleline units. However, having something that can go toe to toe with Martyn's Avalenor or other similar monsters is key to my battlefield strategies. So, with this in mind, I decided to paint a Keeper of Secrets.

IT'S A KEEPER!

The greater daemon of Slaanesh is one of my favourite models in the range. I loved the previous model, and I used to have a metal one as a kid, which I remember having to pin and re-pin whenever I knocked it into a building while playing at my local GW, and the claws persistently came off and chipped (thank god for plastic).

I spent quite a bit of time on the Keeper to make sure I did the model justice. I broke it down into seven sub-assemblies: the body and legs, four arms, head and cloak. It was easy to assemble when I had finished – because of how the model is designed, the straps cover the joins perfectly. I painted the skin in a similar way to my other daemons, thinking of it like a big Fiend. However, because of its size, I pushed the contrast in the shadows further. So far this has been my favourite model to paint, and I will likely get another so that I can add Shalaxi Helbane to the army.

I've also discovered that the Keeper is devastating on the battlefield. It hits like an absolute tank with its elegant greatblade, and its impaling claws can cause an incredible number of mortal wounds if I roll well. Add in its spellcasting and command abilities, and it will easily give Avalenor a run for his money.

EXCESSIVELY EXCESSIVE

I also painted another unit, the Blissbarb Archers. When I saw these models, I loved them. They are so brilliantly sculpted, but they're so small compared to the Keeper of Secrets and very highly detailed. I painted them with a variety of skin tones to keep to the idea that these mortal followers have congregated from all over the Mortal Realms in the pursuit of excess. With this unit complete, I can now start to field a fully mortal army, as the Myrmidesh count as Battleline in a Slaanesh army that includes a Lord of Pain as the general.

BATTLE TIME! WELL, ALMOST

Unfortunately, I haven't been able to play any games with the Blissbarbs yet due to lockdowns and taking a while to get them finished. I hope to play fellow photographer Erik's Gloomspite Gitz soon, so it will be good to see how they do against a rabble of grots. I reckon Locus of Diversion could be pretty disruptive to his army, too. We shall see!



THE 1,500-POINT MARK

I've discovered that I really like having an army that can move across the board at an incredible speed. I'm used to playing with glass-cannon armies, and the Hedonites are certainly that. The Keeper of Secrets' Excess of Violence ability makes that even more true – enabling a unit to fight twice is huge. I'm looking forward to playing it on the Myrmidesh buffed up by the Lord of Pain. Unfortunately the Locus of Diversion ability hasn't been much use to me against Martyn's 3"-range Wardens, as they have no need to pile in, but I am looking forward to seeing how it works against other opponents.

Units	Size	Battlefield Role	Pts
Syll'Esske, the Vengeful Allegiance	1	Leader	210
Keeper of Secrets	1	Leader, Behemoth	420
Lord of Pain	1	Leader	155
Daemonettes	10	Battleline	140
Daemonettes	10	Battleline	140
Myrmidesh Painbringers	10	Battleline	320
Blissbarb Archers	11	Battleline	180
Fiends	3		200
			1765



I painted my Keeper of Secrets (like all my daemons) with otherworldly blue skin as opposed to the more natural skin tones of my mortal infantry.

SETTING THE SCENE

Right from the start of this challenge, I decided to paint some scenery for my army to fight over. It's painted using a basecoat of Zandri Dust followed by a zenithal spray of Wraithbone to highlight it from above. I then applied a 1:1 mix of Skeleton Horde and Apothecary White thinned with water over the entire piece to shade it. Once dry, I drybrushed it with White Scar and finally added watered-down Creed Camo in patches to represent moss.



NEXT TIME ...

Next time, I plan to add another chunk of mortals to the army, including a certain shiny prince who I can't wait to get started on. I'm thinking a unit of the new Slickblade Seekers would be a great addition to the force – very fast and hard-hitting. But remembering how long the Blissbarb Archers took to paint, I'm going to make sure I put plenty of time aside to get these huge cavalry models done.

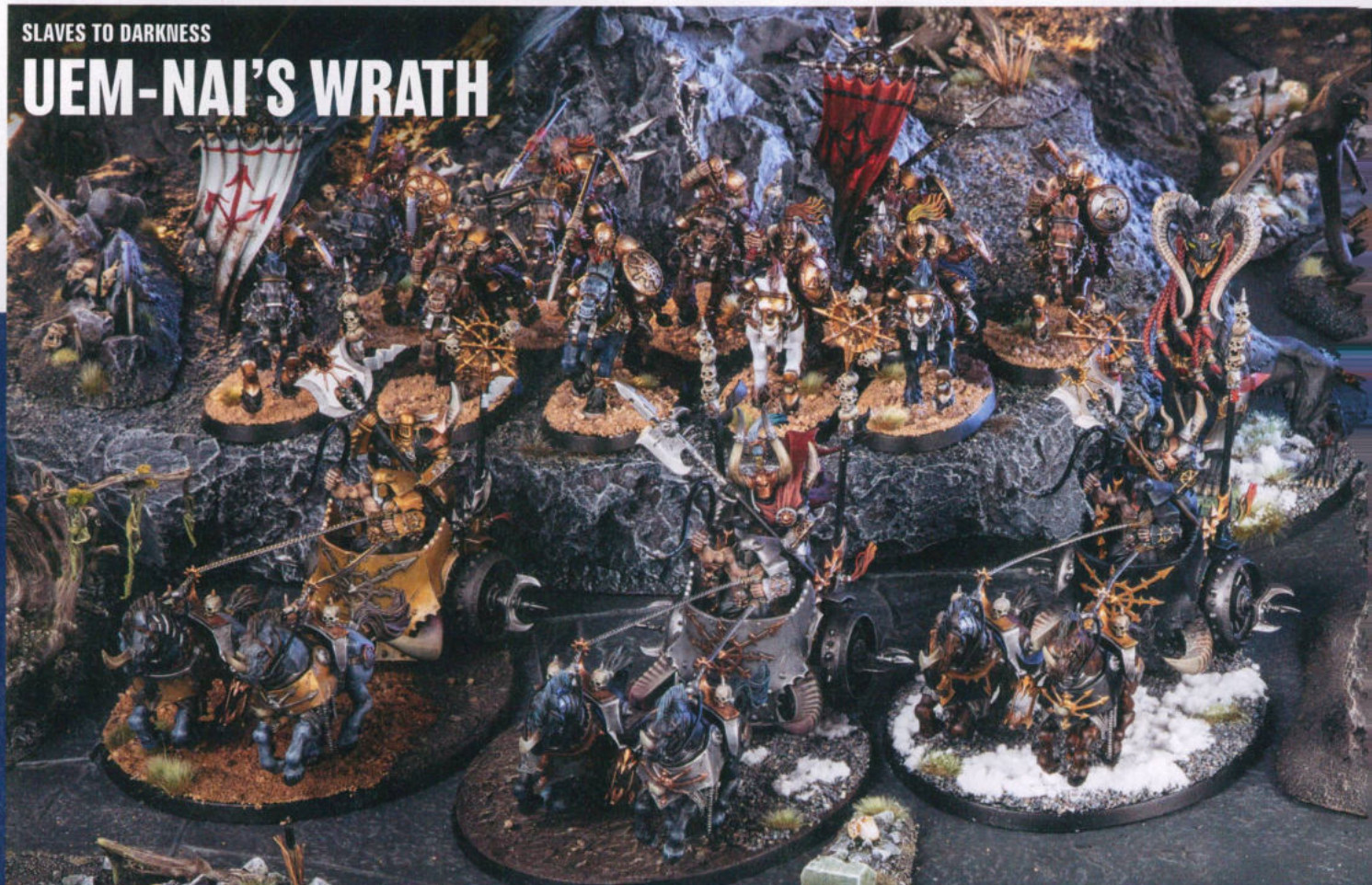
LUMINETH REALM-LORDS

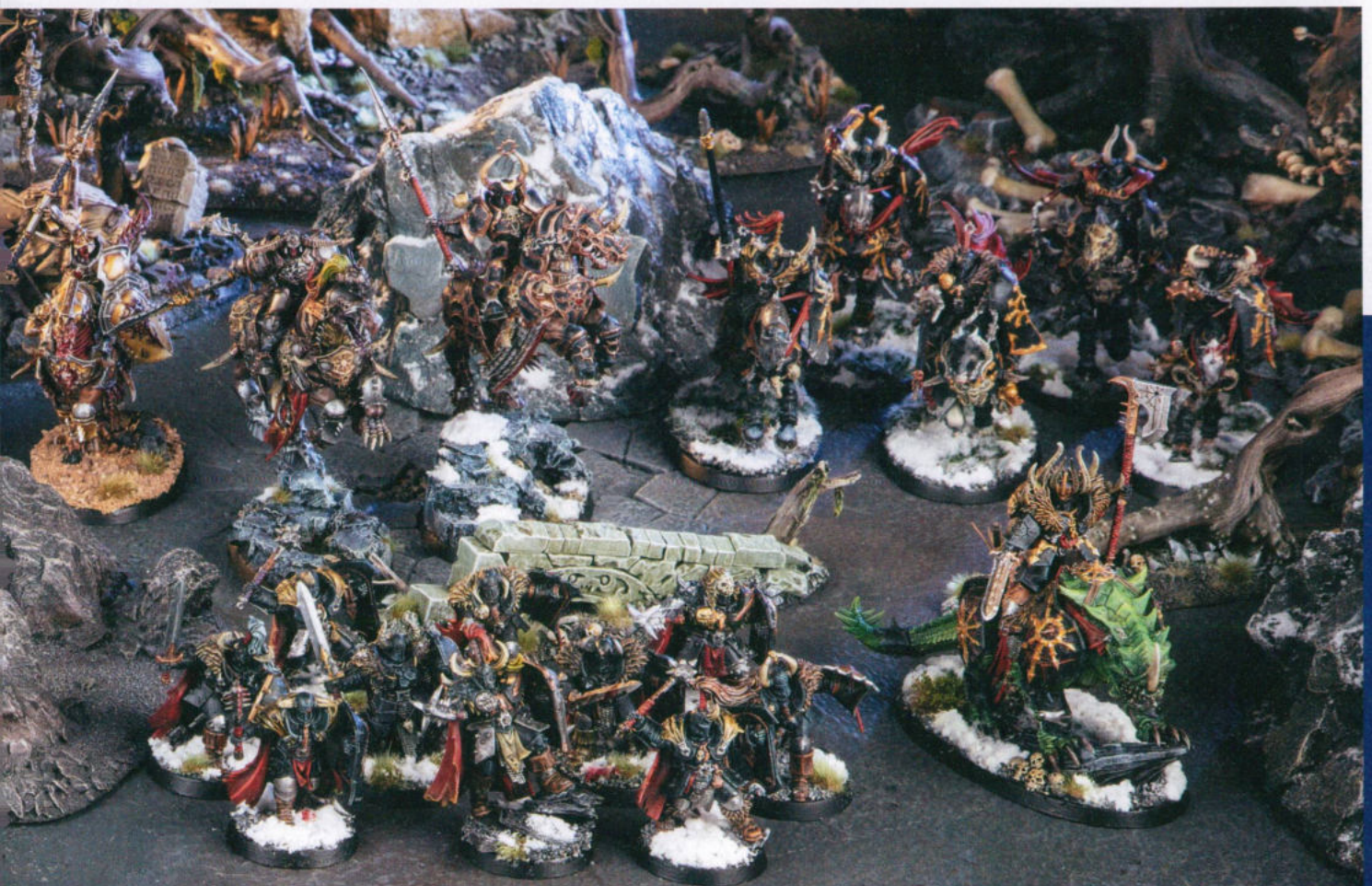
DEFENDERS OF MOUNT AVALENOR



SLAVES TO DARKNESS

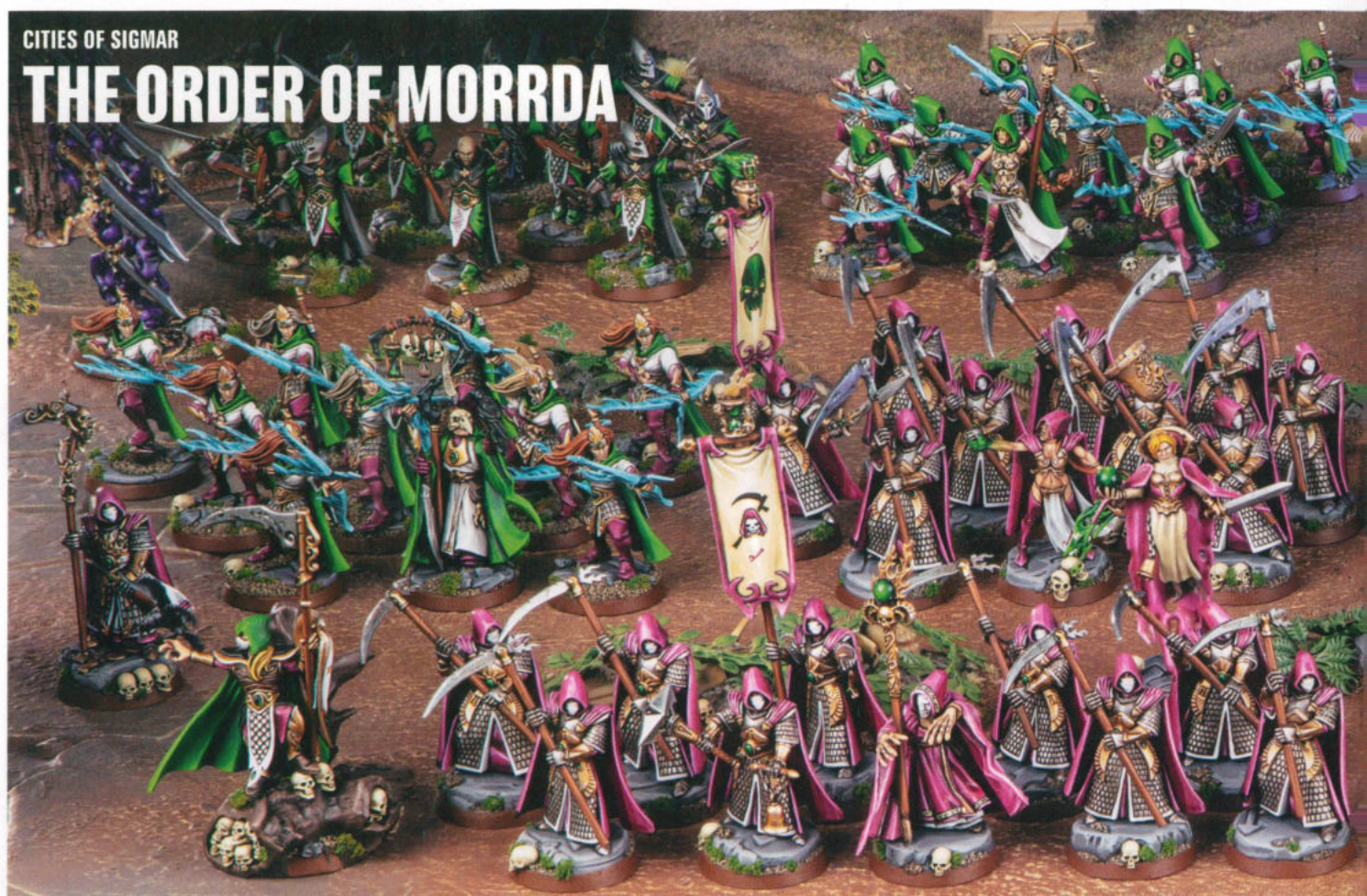
UEM-NAI'S WRATH





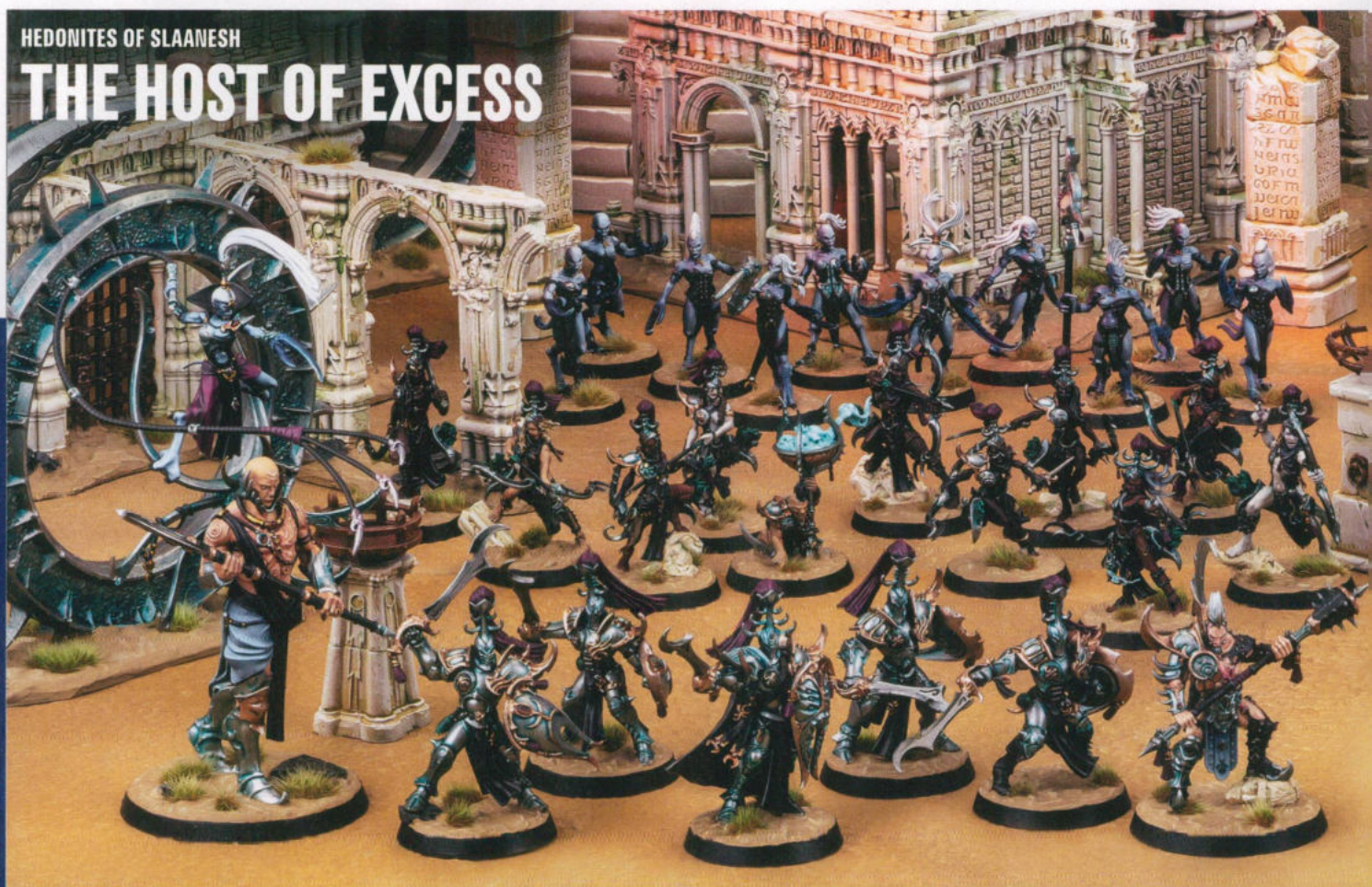
CITIES OF SIGMAR

THE ORDER OF MORRDA



HEDONITES OF SLAANESH

THE HOST OF EXCESS





WARHAMMER 40,000

In the grim darkness of the far future, there is only war! And that is certainly the case in this issue, as the war for the Octarius Sector continues to escalate with new background, rules and a short story.





BLOOD AND SNOW PART II
More blood, more snow
and a lot more Tyranids in
the second part of the
Flashpoint: Octarius series.
Turn the page to find out
the next part of the saga.



XENOPURGE
Space Marines fighting
Genestealers in an
undersea mining facility
with no chance of escape.
Perfect bedtime reading
can be found on page 102.





BLOOD AND SNOW PART II



The galaxy is being torn asunder, with new war zones exploding into life with ever-increasing frequency. In the second instalment of the Octarius Flashpoint series, the Adeptus Mechanicus have plans to build a mighty fortress on the planet known as Death of Bianzeer. The Tyranids reckon otherwise.

The Adeptus Mechanicus were constructing a colossal fortress, called the Glacialix, on the world of Death of Bianzeer to help protect the planet and its people against alien invasions. The Tyranids invaded before the citadel could be completed. Now, great swarms of the xenos descend upon the half-built fortress. Akrep Xie, commander of the Deathwatch on Death of Bianzeer, has redeployed much of his strength to defend the incomplete bastion, determined it would not fall to the enemy.

Akrep Xie and his strike force, made up warriors from Watch Companies Primus and Quintus of the Eye of Octos, raced to the Glacialix as quickly as possible. Flying over the fortress in his dropship, Xie observed how defensible the in-progress bastion was. The Adeptus Mechanicus had been building it into, and on top of, the Paglasses Glacier, which towered over much of the surrounding area.

Xie could see streams of refugees heading past the citadel and on towards a port-settlement that bordered a lake. This was Moiken, a piscid-harvesting centre and one of the largest population zones on Death of Bianzeer. The people were fleeing from the horde of Tyranids that was heading towards the Glacialix. These same Tyranids had survived a trap set up by locals that sent many of their number crashing into the frozen Great Lakes of Pelthadusa, and now they were rampaging unchecked, consuming outnumbered militia units and overrunning villages and settlements.

The Glacialix was far from complete. Many of the battlements lacked crenellations and most of the towers were still surrounded by scaffolding. Thousands of servitors and local labourers toiled relentlessly. Sparks flew from countless points as the workers welded slabs of metal, fitted gantries and constructed barracks and armouries. Temporary camps and hangar bays had been established all over the area for Adeptus Mechanicus, Imperial Guard and Aeronautica Imperialis forces. The number of people here was surely in the hundreds of thousands, if not more. With the Tyranids barely days away, there was no hope that a full evacuation could be completed in time.

TO MAKE A STAND

Tech-Priest Dominus Mu-Artekh-Rho would never have considered evacuation in any case. Single-minded and focused even for those of his own kind, he refused to countenance the possibility of abandoning his work. Rho had invested months of time and committed tens of thousands of assets. He had found the best location for the world's first fortress, expending vast resources which would be wasted. He argued that if they were to pull back and later be forced to re-take it, then that task would be even more difficult than making a stand here and now.

Rho argued that the fortress, even incomplete as it was, would serve as a good anvil upon which to break the Tyranid hordes – and that this was not an impending disaster as Xie thought it was but

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*.





EYE OF OCTOS WATCH FORTRESS

Based on the world of Octos in the Pankallis Sub-sector, the Eye of Octos has been at the forefront of the war against the Octarius greenskins and the Tyranids of Hive Fleet Leviathan since the two xenos races first clashed.

Few of this watch fortress's warriors are ever at their base of operations, returning from destabilisation raids against the xenos only to re-arm before leaving and fighting again. Though they have killed countless Ork Warbosses and Tyranid synapse creatures, no trophy adorns the halls of their bastion. No skull is mounted on their walls. Such things are wasteful to the warriors of the Eye of Octos, for whom military efficiency is everything. Time not spent slaughtering xenos or preparing to do so is time wasted. Eye of Octos Deathwatch are aggressive warriors committed to the undoing of the Orks and Tyranids in the Octarius Sector. Many of the Space Marines in their ranks hail from Chapters with strong hatreds for these xenos. They

desire revenge for losses they have suffered to the greenskins and Tyranids and have claimed many victories. In their time, the Eye of Octos ended Waaagh! Gragtoof in its opening minutes, killing not only Warboss Gragtoof but also his hulking lieutenants in a daring sniper attack. They also prevented the Tyranids' consumption of the planet Quel. Boarding parties planted vortex bombs in the xenos hive ships' arterial passageways whilst other Kill Teams unleashed fire ships on those biovessels that survived the space- and time-tearing detonations.

The Eye of Octos Deathwatch were among the very first to respond to the xenos invasions of the Pankallis Sub-sector, every warrior available surging into battle as swiftly as possible, not waiting to see if reinforcements would come. They laid into the foe with oaths on their lips - that they would never yield, and that they would drive their enemies into the abyss from which they came.



rather a golden opportunity to annihilate vast numbers of the xenos. Xie found he could not disagree. The Tyranids were numerous enough that trying to stop them in the open field was not an option. Due to the proximity of Moiken and other townships, the hope of stringing the Tyranids out in running battles and trying to break their cohesion was also not tactically viable. He too concluded the Imperial forces needed to make a stand around the Glacialix, though doubts nagged at him that they would have enough troops to stand firm.

Imperial forces prepared to dig in. Xie ordered that as many citizens as possible be evacuated, despite the fact that most would not be able to leave in time. Should the battle go against them, at least some citizens might escape, and the Tyranids would be denied their biomass. The people left their homes and possessions, braving the harsh elements. Captain Luceior of the Dark Krakens deployed his warriors to guard Moiken and also the citizens' evacuation route, declaring his warriors would shield the people from any xenos that dared strike at them.

WATCH MASTER AKREP XIE

Formerly of the Jade Scorpions Chapter, Akrep Xie has served with the Deathwatch for over two hundred years. He has been the commander of the Eye of Octos Watch Fortress since its inception, and before that, he served in the Furor Shield Watch Fortress. Few in the Imperium have greater knowledge of War Zone Octarius than he.

In his service at Furor Shield, Xie fought in countless battles against the Orks of Octarius, waging campaign after campaign in the Imperium's efforts to prevent the greenskin empire from growing larger. He mastered the art of the pre-emptive strike, culling Ork populations that could become a much greater threat in the future as well as identifying greenskins with the potential to one day lead a Waaagh!

When Kryptman's Gambit resulted in a tendril of the Tyranid Hive Fleet Leviathan pouring into the Ork empire of Octarius, Xie petitioned for the establishment of a new watch fortress to focus its efforts solely on the region – Furor Shield he declared was not large enough, and it had other duties to fulfil

that stretched its forces thin. His idea was for this new watch fortress to be based on the very cusp of xenos-held space and specialise in carrying out relentless destabilisation raids to prevent either race growing stronger. He was successful and was given command of the newly named Eye of Octos watch fortress. Where Furor Shield took upon itself the role to primarily respond to alien incursions into Imperial territory, the Eye of Octos plunged into alien territory. Xie was always at the head of his forces in these efforts, preventing either xenos race gaining ascendancy over the other and turning on the Imperium.

What Xie has seen over the years has proven to him time and time again of the danger War Zone Octarius poses to the Imperium, giving him a sense of urgency as well as ruthless pragmatism. He wields the vigil spear Xenos Mortis with formidable skill, though his combat style is without flare. Xie prefers the swift and efficient kill, for his enemies are numerous indeed, and if the Imperium is to be kept safe, he must kill great multitudes of them.

Xie realised that if Imperial forces were to stand against the Tyranids, they would need to slow the horde's advance. This would allow time for more of the fortress to be completed, regiments to be deployed, trenches to be dug, wire to be placed, mines to be laid and bunkers to be constructed.

Ever the warrior to lead pre-emptive assaults from the front, Xie prepared his Space Marines for a series of strikes against the oncoming Tyranid horde. Their objective was to launch distraction attacks to draw elements of the megaswarm away from the others, inflict losses and slow the advance of the horde. Kill Team Tellura fought a hit-and-run campaign in the Yaruga Fjord, leading hundreds of Tyranids into dense terrain where their numbers worked against them. Kill Team Cyprias drew hundreds of Tyranids into an amphitheatre-shaped basin, where Archaeopter Fusilaves pounded the xenos in a series of bombing raids which saw all but a handful of the Tyranids slain. Kill Team Kadroel established sniper positions from which they targeted synapse creatures, claiming no fewer than twenty-three kills. Despite these successes, the losses the Tyranids suffered were but a few squalls of snow in a blizzard.

The Deathwatch were not alone in carrying out daring raids. Aeronautica Imperialis squadrons launched sortie after sortie to control the skies. Fighters hosed the Tyranid throngs with fire while bombers unleashed their destructive payloads on them. Archaeopter flights joined them, adding their own considerable firepower and fighting hard to prevent Tyranid dominance in the air. Squads of

Sicarians and kill teams of Skitarii performed their own raids, ambushes and assassination missions, many selling their lives dearly to stall the alien onslaught. The Wolf Spear of Battle Leader Rakmeyr Bluewolf also arrived. The Wolf Guard veteran committed much of his strength to the effort to slow and distract the Tyranid horde. His warriors utilised their pack-hunting tactics to stalk synapse creatures, cut off vanguard swarms from the rest of the horde and launched hit and run attacks against its rearguard. When suddenly the Wolf Spear vanished, Xie did not mourn their disappearance. He had seen their actions around the Mirror Sea largely as a failure. He saw their apparent loss here as just one more. He had never factored their presence into his original plans, and so his strategy was unaffected.

For all the Imperial forces' efforts, however, for all the death they inflicted, for all the time they bought, the Tyranids were inexorable. As the Tyranids drew close to the Glacialix, Xie ordered the withdrawal of all troops to the main Imperial front lines. The true battle was about to begin.

THE ATTACK BEGINS

It fell to the macroclades of Mu-Artekh-Rho and regiments of Lord General Militant Arnel Heifaast to hold the line against the onrushing Tyranids, which began their assault with waves of Hormagaunts and Termagants. Thousands were thrown into the air and torn apart in minefields, but these losses were of little consequence to the xenos horde. Mechanicus and Astra Militarum troops manned several rows of reinforced trench lines, set up bunkers to



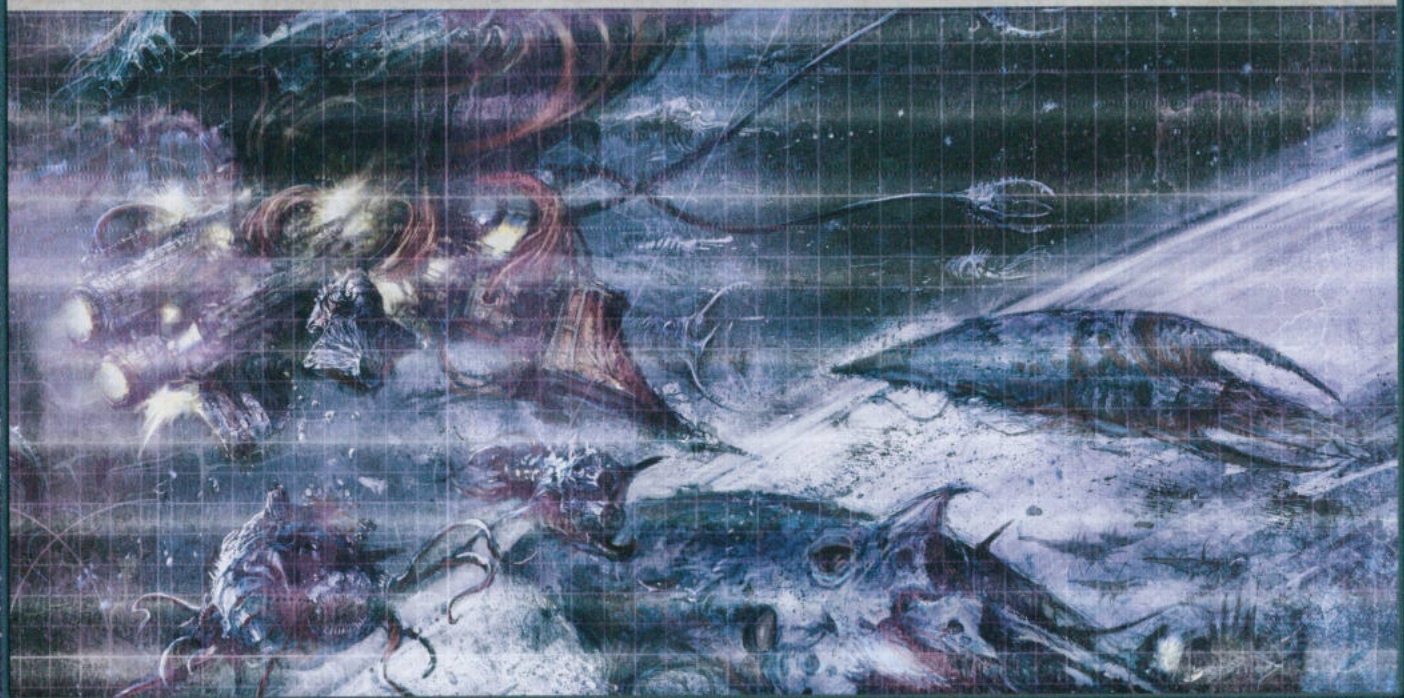
THE ERINYAE

One Tyranid force was named as the Erinyae by the Eye of Octos Deathwatch, after tormenting horrors of ancient Terran myth. Consisting of all manner of winged horrors, including Harridans, Harpies, Hive Crones and others, they terrorised the skies above the Glacialix and Imperial soldiery battling on the ground below.

It was the Harpies of the Erinyae who finally broke the 3rd Tylonian Glacier Guard in the easternmost trench lines with a ceaseless barrage of spore mines after the infantry had withstood waves of Termagant assaults. It was the Hive Crones of the Erinyae who tore apart the Valkyrie Gunships of the 419th Aeronautica Imperialis Division 'Sky Daggers'. They sent dozens of aircraft

crashing on to the positions of the 609th Mordian Iron Guard after crippling the Valkyries' engines with massive bio-electrical pulses.

Few Imperial air missions escaped the ravages of the Erinyae, Tyranids identified by unusual white markings on their chitin plate armour. In every sortie, pilots prayed that the Erinyae would not come after them. Their prayers were rarely answered. Even Imperial Guard commanders feared seeing the silhouettes of these monsters in the sky above their positions. If they did, they would soon be struck by horrific bombing runs, or their tanks would be torn apart by screeching Harridans in death-defying swoops.



allow troops to establish murderous enfilades of fire and garrisoned the functional elements of the Glacialix. The fortress had been turned into a warren of chokepoints to make it a death trap for Tyranid swarms that got inside, and it was manned by artillery regiments so that they could pour fire on the aliens from above.

The battle soon became a meatgrinder, where the single-minded alien fury of the Tyranids slammed into the cold, obsessive logic of the Adeptus Mechanicus and the faith of the Astra Militarum. Hydra flak tanks of the 422nd Hyanese Long-guns filled the air with storms of lead to throw back sky-darkening swarms of winged bioforms. Wyverns of the Corscan 9th Artillery Regiment exchanged explosive salvos with broods of Tyranid artillery beasts. Sacs of acid exploded around artillery tanks, sending corrosive liquid into their cramped interiors to burn the crews to an agonising death. Detonations rippled among

the Tyranid gun-creatures, blowing them apart and sending gore and meat chunks in all directions. On the front lines, Guardsmen were eaten inside-out by carnivorous beetles and larvae, whilst wave after wave of Tyranids were gunned down by endless torrents of las, radium, phosphor, autocannon and heavy bolter fire.

Xie and the Deathwatch went wherever they were needed most. Where it appeared a section of trench would be overwhelmed, Space Marines would leap from their transports, unleash a storm of devastating firepower to push the onrushing Tyranids back, then pull out. Xie's Kill Teams picked off broods of concealed artillery-beasts and reclaimed lost bunkers. Rho's cavalry, Dragoons and Ballistarii launched flanking and counter-attacks of their own, looking to plug gaps or relieve pressure on the most vulnerable sections of the line.

Casualties mounted on both sides. Imperial and Mechanicus forces found their wider lines harder to hold, and more and more sectors threatened to buckle under the strain of Tyranid attacks. With each passing minute, more and more wounded Bjornian Snow Raiders, Truskan Snow Hounds, Anvarsian Ice Rangers and troops from other worlds streamed to the rear lines. The only respite for the defenders was the sheer number of Tyranid dead, which were piled so high it drove the bulk of the Tyranid onslaught to an almost complete standstill. This gave the defenders precious time to withdraw to new lines of defence. Not every unit was successful, however. Broods of Carnifexes and other large and brutish monsters barrelled through the enormous mounds of corpses, forcing paths through. In their wake came fresh tides of bio-horrors, which consumed many of the troops too slow in their retreat.

The fighting continued in this fashion for days on end. Every Tyranid attack probed, tested and threatened to overwhelm the defences. Carnifexes smashed through barricades like living battering rams. Bio-titans unleashed fire on half-built towers, collapsing them. Burrowing bio-terrors burst up into trench lines, scything through terrified soldiers. With each wave, the xenos gained more ground. The loss of every single Skitarii, Astra Militarum trooper or Space Marine was irreplaceable. General Heifaast pressed many of the locals into service, issuing them with lasguns and shoving them into the

front line. Though they were hardy and faithful people, none had the training of soldiers, and none had seen anything like the Tyranids before.

To Akrep Xie, the Imperial forces were losing. Though they had inflicted horrific damage to the Tyranid horde, and the air was filled with the stench of hundreds of thousands of alien corpses, he could not see it being enough. The Dark Krakens reported finding more and more Astra Militarum deserters on Moiken's outskirts as despair spread and hope was lost. Supplies of all kinds were running low.

When Rho reported Genestealers had somehow infiltrated the Glacialix itself and were slaughtering their way through the garrison, Xie was convinced they now faced defeat. Regardless, he gathered all his surviving warriors and led them into the citadel in an attempt to wipe the xenos out. He told Captain Luceior to evacuate the remaining citizens and protect them. In response Luceior said nothing, instead sending warriors of his own to aid the Watch Master.

The fight within the Glacialix was gruelling. Behind every door and around every corner lurked lightning-fast xenos intent on slaughtering any they encountered. The bloody remains of Skitarii and Guardsmen were everywhere, and Deathwatch and Dark Kraken alike shed blood together as they battled to take full control of the fortress. If they failed, the Imperial forces would have been outflanked and would have suffered hideous losses. Additionally, the bulk of the Imperial forces' artillery support were stationed in the fortress to gain the advantage of its high ground. If they were overrun, the army would truly be doomed.

After driving his vigil spear through yet another Genestealer in a xenos ambush, an exhausted Xiè felt a terrible tremor beneath his feet. Around him, his warriors were shaking. It felt like an almighty earthquake. Without warning, he received word from Battle Leader Bluewolf. The Wolfspear veteran was neither lost nor dead. He and his battle-brothers had discovered old and exceedingly deep mining tunnels beneath the Tyranid horde. The Wolfspear had spent days rigging them with all of the explosives they could find before finally detonating them. Explosions billowed up from below the xenos, immolating swarms of weapon-beasts. Bio-titans fell into deep pits, enormous chunks of rock landing on top of them and crushing them. Bioforms desperately seeking to escape pulled others into the inferno with them. The tremendous act undoubtedly had turned the battle in the Imperium's favour.

It is said that Xie laughed with relief before urging his warriors on.



STRATEGIC DISPOSITION OF WATCH FORTRESS EYE OF OCTOS ON DEATH OF BIANZEER



WATCH COMMANDER



Watch Master Akrep Xie of the Jade Scorpions

LIBRARIUS



Codicier Iaol of the Penitent Blades

RECLUSIAM



Brother-Chaplain Sqhida of the Rampagers

APOTHECARION



Apothecary Dran Pel-kurn of the Mentors

ANCIENTS



Arkitos, Venerable Dreadnought
of the Astral Castellans

WATCH COMPANY QUINTUS



Kill Team Cyprias led by Sergeant Cyprias
of the Sons of Orar

ARMOURY



Techmarine Aesitas of the Azure Hawks

WATCH COMPANY PRIMUS



Watch Captain Ivmarus Trilmachio
of the Brazen Consuls



Kill Team Tellura led by Sergeant Tellura
of the Night Raptors



Kill Team Kadroel led by Sergeant Kadroel of the
Guardians of the Covenant



Kill Team Cervidus led by Sergeant Cervidus
of the Revilers



Kill Team Galiel led by Sergeant Galiel
of the Dark Angels

Kill Team Zymiskes led by Sergeant Zymiskes
of the Star Dragons

Rhino, Razorback and Impulsor transports

Corvus Blackstars

Bikes of various types, designed for both
Primaris and so-called 'Firstborn' use.

KILL TEAM GALIEL

Kill Team Galiel fought beneath the Mirror Sea to help secure
the promethium extraction hubs on the seabed, where they
fought alongside warriors of the Dark Krakens Chapter.



Sergeant Galiel of the Dark Angels [Veteran]



Brother Rahael of the Blood Angels [Veteran]



Brother Gora'ven of the Salamanders [Veteran]



Brother Henlaq of the Mantis Warriors [Veteran]



Brother Teobal of the Crimson Fists [Veteran]



Brother Xoric of the Subjugators [Terminator]



Brother Marugesh of the Tigers Argent
[Vanguard Veteran]



Brother Saledris of the Hawk Lords
[Vanguard Veteran]

The warriors of this squad were joined in their mission by Chaplain Kaledir of the Iron Ravens and
Codicier Iaol of the Penitent Blades.



XENOPURGE

Kill Team Galiel of the Deathwatch and a squad of Heavy Intercessors from the Dark Krakens Chapter face a Genestealer attack on Promethium Hub 17-PZ-5. They must eradicate the alien menace threatening the underwater facility, but their foe is cunning ...

Water flowed off Deathwatch Sergeant Galiel's armour as he waded backwards out of the ice-cold water of the Mirror Sea. By some quirk of physics, the pressure inside the promethium extraction hub kept the water from flooding the entire structure.

Galiel fired his bolt pistol into a mass of thrashing and slashing Tyranids following him in from the deep, blowing out crania and disembowelling creatures with every shot.

Gora'ven and Rahael, of the Salamanders and Blood Angels respectively, appeared at his side. They each levelled a shotgun at the gnashing beasts that tumbled over each other to get at Galiel. They fired again and again. Bioforms were shredded to ribbons by cryptclearer rounds and xenopurge slugs, staining the water black with spilled ichor. The Space Marines were spattered with gore. The two Deathwatch Veterans followed up their vicious strike with a pair of frag grenades. They threw them into the hole rent in the side of the structure where the Tyranids were coming from. Great plumes of water erupted along with yet more xenos body parts and ichor.

No more aliens followed.

'That seems to be the last of them,' said Gora'ven.

'For now,' said Galiel. 'More will come. When we leave this chamber, seal the door behind us.'

'Yes, Sergeant.'

With battle over, Galiel turned to his Kill Team's guests. The Dark Krakens had been en route to joining Galiel's Kill Team, advancing along the Mirror Sea's floor when they had been attacked by the Tyranids. The Deathwatch had come to their aid, slaughtering the predacious xenos in droves and buying time for the Dark Krakens to reach the relative sanctuary of the extraction hub. Water streamed from their heavy Gravis armour. They had brought with them the bodies of their two dead.

I am sorry for your losses,' Galiel said to them. 'I am Sergeant Galiel of the Eye of Octos Deathwatch, formerly of the Dark Angels.'

'Gratitude, son of the Rock,' said one, 'for your timely intervention.'

Galiel presumed this one was the squad's leader.

'I am Sergeant Mohici of the Dark Krakens. This is Lexicanium Uari.' The Space Marine gestured to a warrior next to him who was wearing a psychic hood and bore a force sword at his side.

The Librarian nodded in acknowledgement. The psyker's armour shared much of the black and deep purple of his Chapter brethren, but the armour of his sword arm was the cerulean typically worn by Space Marine Librarians. Though the warrior was helmed, his exhaustion was apparent in his posture.

He has fought hard.

There was much more to the appearance of these Dark Krakens than the colour of their armour. Galiel had never set eyes on them before. Many wore necklaces of animal teeth or wore parts of scaled sea-creature skins. He could see faint outlines of images of skulls and ocean beasts etched or daubed on their armour. These images glowed on the warriors stood in the shadows.

Not unlike the Space Wolves, in a way, he thought, regarding the Dark Krakens' fetishes. He was pleased these warriors didn't exhibit the raucousness of the scions of Russ.

'With me, Sergeant Mohici,' Galiel said. 'There is much to be done.'



'We are overstretched here,' said Galiel, advancing through the extraction hub's corridors with Mohici beside him. Behind them were Chaplain Kaledir and Codicier Iael of the Deathwatch, and Lexicanium Uari. The Dark Krakens carried their dead in the middle of the column, with the remaining Deathwatch Veterans bringing up the rear. Should anything attempt to attack the Space Marines there, they would have to get past the thunder hammer



and storm shield of Brother Xoric of the Subjugators. Clad in Terminator armour, he was indomitable.

'Tyranids are here in great numbers, and this hub is large. My warriors and I will sweep an area clear, go to another and find the area we have purged is tainted again. We have managed to secure hundreds of workers and servitors, who are vital to this facility's ongoing usefulness, in the central command chambers. They are safe there for now, with Saledris of the Hawk Lords, Marugesh of the Tigers Argent and Henlaq of the Mantis Warriors protecting them. But we need to restore real contact with the surface, and we cannot do that whilst protecting the workers. With you here now, we believe we can do both.'

'What varieties of Tyranid have you encountered here, Sergeant?' asked Mohici.

'Almost exclusively Genestealers,' said Galiel.

'Understood,' said Mohici gravely. 'The Dark Krakens are willing to aid in any way necessary. My warriors can guard or purge with equal tenacity.'

Good, thought Galiel.

'You have fought well to get here. You have suffered. Guard the people and your dead. My warriors and I know these corridors now. We know the ambush sites, we know our way around. We will secure the aquashuttle bay. With the vehicles there, the servitors and workers can reach the damaged surface-access routes. It will also give a means for more troops to be brought in to sweep the entire complex clear.'

'A sound plan,' said Mohici. 'I would offer our assistance to you. I can spare warriors.'

It took little imagination on Galiel's part to see the value in having extra bodies, especially Heavy Intercessors.

'That would be welcome,' he said.

'Brothers Patara and Sushana will join you,' said Mohici. 'They are fine warriors, inexorable as the tide. I place them under your command. They will not fail you.'



The creature was squeezed between two walls of metal. It had turned its bulbous head sideways to fit. Its six arms and legs were spread wide, pressed against each of the walls to pin the creature in place.

It heard deep voices, made scratchy and metallic by vox grilles. It heard the stomping of heavy boots upon decking. It felt the probing of a powerful mind, which never found the creature. The beast heard much. It heard plans and schemes, things the others of its kind should know.

It waited for minutes after it heard the final boot step, before the armoured beings were far enough away, to leave its hiding place. It

shuffled slowly out of its position, its powerful muscles taut, reaching a grate in the wall behind it. It stopped, its senses straining to detect life. It could hear nothing, it could see nothing.

It was safe.

Carefully the creature pushed the grating away with its claws and slid out of the crevice.

It ran. It ran to the rest of its brood.



'We will head to the aquashuttle bay in two groups,' said Galiel to the Space Marines, all of whom were gathered now at the command chambers. They were in a room sequestered from the civilians. It was unremarkable, containing little more than control panels and operators' desks. 'Chaplain Kaledir, Gora'ven, Marugesh and Henlaq will join me, along with Brother Patara of the Dark Krakens. Codicier Iaoel will lead the second squad, which will include Teobal, Rahael, Xoric and Saledris. They will be joined by Brother Sushana of the Dark Krakens. My team will take the north-eastern route, Iaoel's the south-eastern. This should split the Tyranids and make it harder for them to calculate our mission. Sergeant Mohici and the remaining Dark Krakens will guard the civilians here. We will inform the people of this before we depart.'

Mohici nodded in acknowledgement.

'Any questions?'



None responded.

'Emperor be with us all.'

The Space Marines marched out, past the huddled civilians. The civilians were hungry, scared and cold. Their eyes widened with greater fear when they saw the Dark Krakens, who were much larger than most of the Deathwatch in their heavy suits of armour.

Galiel stopped before them. Mohici stood next to him, towering above him. The Dark Kraken had taken off his helmet. His face was pale, like one who spent their entire existence in darkness. His head was shaved.

He knows that showing his face will help win them to him, thought Galiel. More surprising is that he cares to do so.

'My warriors and I are leaving for a mission,' said Galiel. 'One that should change everything for us and bring vital relief. Sergeant Mohici here is of the Dark Krakens Space Marine Chapter. He and some of his warriors will stand guard over you, keeping you safe from the xenos.'

'We will let no alien past us,' said Mohici. 'You have my word as a member of the Adeptus Astartes and as a servant of the Emperor.'

He really means it, thought Galiel. Many Space Marines saw defending civilians as merely another way to kill Humanity's foes. The Dark Krakens – or at least this one – clearly saw it as a valid duty in its own right.

Scions of Vulkan, to be sure, he thought.

With no more words to be said, Galiel and his warriors left.



'I was unaware the Salamanders had successors,' said Gora'ven. 'We of the Eye of Octos have spent much time fighting in enemy-held territory. Not much news of the wider galaxy reaches us.'

'There are many, through the Ultima Founding,' said Patara. 'More than I can name. I know of the Dragonspears, and of the Iron Drakes. No others, however. We have been given little information in that regard.'

'For millennia, we were alone,' mused Gora'ven. 'No longer. You have much catching up to do, little brother.' His words were not lacking in humour.

'I am not one to doubt there is much to learn from the old and the grey,' said Patara. 'I hope you are not too senile.'

Gora'ven laughed.

'It has been many years since I had an apprentice,' said Gora'ven. 'But if you watch closely, I will teach you much about killing the Emperor's enemies. There will be many opportunities before this day is done.'

'I look forward to it.'

'Focus,' hissed Galiel.

Neither scion of Vulkan spoke much after that.

Not that there is much to focus on, Galiel thought. They had not been attacked once. They advanced with caution, checking corners, grates, side rooms and storage containers for xenos attackers. But there were none.

Galiel's team reached the aquashuttle bay without incident. They found Codicier Iael and his team already there.

'Greetings, brother,' said Iael.

'Greetings,' said Galiel. 'I do not like this.'

'Neither do I.'

'Still, the bay is ours, we have taken the objective.'





'Though it is not yet secure.' The Space Marines were checking over everything as he and Iaoel conversed. Some watched the entrances.

Galiel did not see the moment Marugesh was ripped apart by a pair of Genestealers. He heard the roars of pain. When he turned, he saw the open grate covering above the slaughtered Space Marine – and more Genestealers rushing in.

He saw one of the xenos cut down, taken in the neck by a bolt fired by Henlaq.

'Ambush!' he bellowed.

Soon the air was filled with alien screeching, the chugs and bangs of weapons fire and sworn oaths.

Galiel took one Genestealer with an almighty swing of his heavy thunder hammer, using the momentum to pulverise another with the back swing. Nothing was left of it besides a large puddle of steaming ichor. Gora'ven stood back to back with Patara, blasting at Tyranids with his shotgun whilst the Dark Kraken fired burst after burst at the lightning-fast aliens.

Saledris was nearly overwhelmed by the monsters until Henlaq took a precision shot that removed the head of the Genestealer about to flank the Hawk Lord.

Galiel cursed when he saw a pair of Tyranids leap on Xoric's back and drive their impossibly sharp claws in through his plate. The Terminator struggled and thrashed to fling them off. It was a tribute to his indomitable warrior skill that he still had the state of mind to pummel another Genestealer that attacked him from the front. Galiel raced over to the Subjugator, but it was too late. The mighty warrior fell to his knees, blood pouring from lacerations all over his body. Gore-coated Tyranids stood atop him. Galiel laid into them.



As the battle continued, none noticed the creature sliding out of the aquashuttle behind Henlaq. None stopped to consider auspex readings as Tyranids threatened to tear them limb from limb.

Henlaq was mid-aim when his head was sliced off. He crumpled to the floor, finger still squeezing his trigger and sending bolts flying wild across the chamber. In less than a second, the beast who killed him leapt upon Chaplain Kaledir. The Iron Raven roared in pain as bone blades pierced his flesh.



++Broodlord!++ Iaoel projected into Galiel's mind.

'Throne!'

The alien was much larger than the other creatures.

Finally, we have drawn out their leader.

'Bring down the Broodlord!' Galiel shouted to his warriors. 'Avenge our fallen!'

Saledris rushed to the alien, firing a shot from his plasma pistol. The Broodlord was so fast it dived out of the way of the searing energy, its chitin barely even singed by the immense heat. The alien barrelled into Saledris.

It drove a claw into the Hawk Lord's shoulder, but before it could drive another into the Space Marine, it was raked with shots fired by Rahael. The Broodlord screeched as shrapnel bit into its flesh and eyes, and it darted away. Teobal of the Crimson Fists followed it, firing bursts from his infernus heavy bolter and keeping the alien from launching more attacks as it sought to avoid being struck. The Broodlord bounded along the walls, using the slightest footholds for grip. Soon Teobal could not keep up the pressure on the beast as other Genestealers threatened to butcher him.

Free from pressure, the Broodlord leapt to finish Saledris.

Galiel raced to intercept it, bringing round an enormous swing of his heavy thunder hammer that forced the alien to swerve at the last instant, saving Saledris' life. The creature's claws slashed the Hawk Lord's armour, knocking him to the ground, but he was unharmed.

'Face me, vile creature,' Galiel said.

The alien launched a flurry of attacks. Galiel parried some with the haft of his hammer and ducked others. His actions were not quick enough to ensure he completely missed all of the creature's blows. His armour was scratched deeply again and again. But he did not bleed, yet. He knew he could not best the creature, however, as much as he hated that fact. Though the Broodlord bled, it was not enough to weaken it. It took the intervention of Iaoel to save Galiel. The former Penitent Blade, with an incredible display of psychic power, snapped one of the alien's arms just as the creature went to drive it through Galiel's torso.

That gave the opening the Deathwatch sergeant needed. He drove the head of his hammer into the alien's torso as the Broodlord's momentum broke off its own arm completely. The powerful thrust of the hammer forced the alien back. Galiel pressed the attack, and Iaoel joined him, his force sword alive with viridian energy. Together they hammered at the beast and drove it against a wall.

It launched a frenzied attack, desperate to cut its way free. In its haste, Iaoel cut off one of its legs at the knee with a vicious swing of his sword.

The Broodlord fell to the floor.

Before it landed, Galiel brought his heavy thunder hammer down on its head.

BIANZEER'S HOLLOW

The war in the Octarius Sector has begun, the Tyranids of Hive Fleet Leviathan running rampant across countless worlds. On Death of Bianzeer, desperate battles are being fought over mountains, beneath the seas and across treacherous ice floes.



This issue's Flashpoint rules content continues where last issue's left off, on the xenos-tainted planet Death of Bianzeer. The forces of the Imperium are doing what they can to hold on to the world, but the Tyranids of Hive Fleet Leviathan have already begun to adapt to the planet's harsh climate. What began as a mission of extermination has evolved into a highly mobile war with both forces attempting to outmanoeuvre each other and gain the upper hand. Continuously outfoxed by their alien foes, the Deathwatch, Adeptus Mechanicus and other Imperial forces have resorted to using the planet's terrain against the Tyranids. But such tactics can have very dangerous consequences.

THE SNOWS OF BIANZEER

Over the next few pages, you will find new rules for using your Imperial and Tyranid forces in the Octarius Flashpoint. Opposite, you will find a new Theatre of War for the Ice Fields of Bianzeer, enabling you to play over some seriously frosty terrain. However, the Crusade experience your troops will gain from such fighting may well be worth a little frostbite. Over the page, there is a new datasheet representing Kill Team Galiel (featured in the preceding short story), and following that is a selection of new relics for the Dark Krakens, Deathwatch and Tyranids. Will you help the Imperium defend their icy world or do you fancy taking the side of the alien menace?



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.

ICE FIELDS OF DEATH OF BIANZEER



There are many ice fields across Death of Bianzeer. While normally robust enough to be travelled across by the natives in small numbers, in times of conflict, the great weight of armoured formations and significant troop movements – as well as the constant bombardment of explosive shells – renders some areas of the ice fragile and prone to collapse. In the mountainous valleys, it has also been known for the clamour of battle to dislodge piled snow from the highest peaks, sending it plummeting down onto the warriors fighting below.

FLASHPOINTS: BIANZEER'S HOLLOW, OCTARIUS

When fighting a battle on the ice fields 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.

Ice Floes

Each time a unit Advances or charges, for each dice result of 1 or 2, that unit suffers 1 mortal wound.

Swirling Ice Storm

Each time a ranged attack is made, if the attacker is more than 24" from the target, a hit roll of 1-4 fails, irrespective of any abilities that the weapon, or the model making the attack, may have.

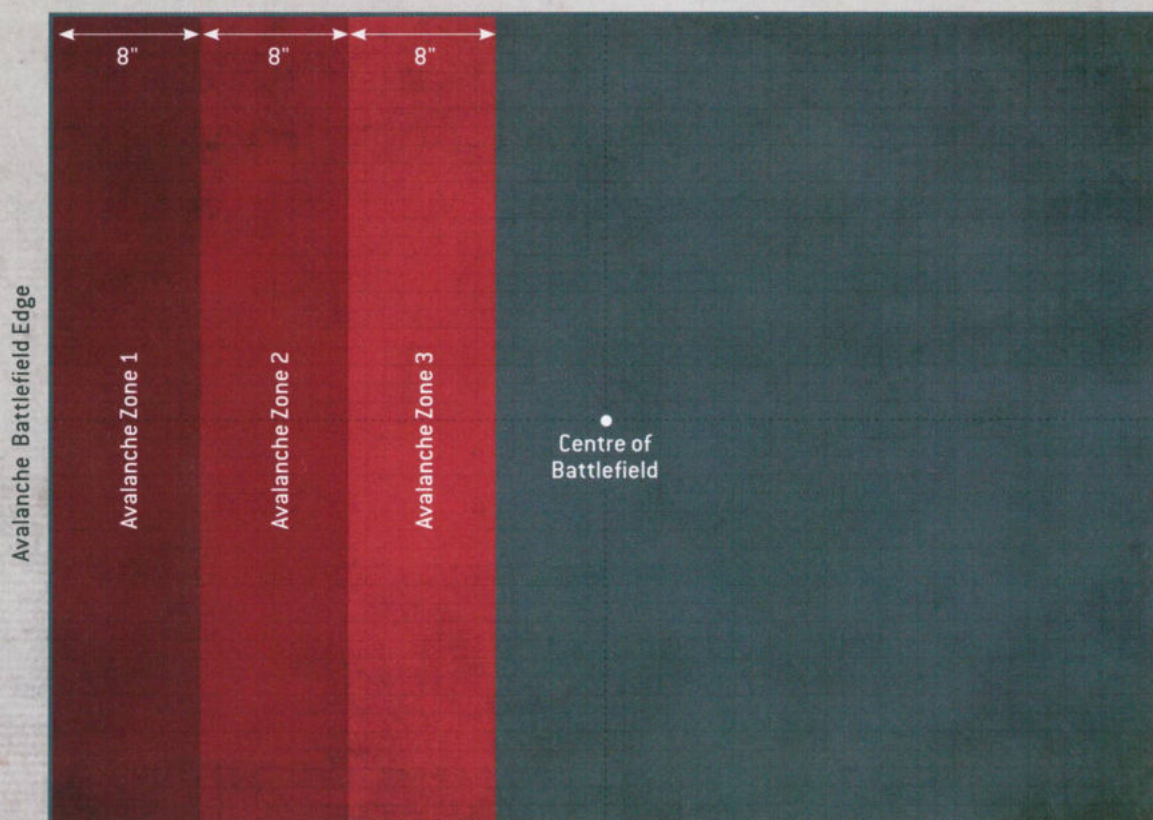


Devastating Avalanches

At the start of the first battle round, the player who is taking the first turn randomly determines one battlefield edge that is not a player's battlefield edge (e.g. Attacker's battlefield edge or Defender's battlefield edge) to be the Avalanche battlefield edge. At the start of each battle round, the avalanche covers more of the battlefield in crushing snow and ice, as shown on the example diagram below.

- At the start of the second battle round, all units (excluding units that can **FLY**) in Avalanche zone 1 suffer D6 mortal wounds.
 1. Until the end of the battle, units (excluding **AIRCRAFT** units) in Avalanche zone 1 gain the benefits of Light Cover and Heavy Cover.
 2. Until the end of the battle, every part of the battlefield in Avalanche zone 1 has the Difficult Ground terrain trait.
- At the start of the third battle round, all units (excluding units that can **FLY**) in Avalanche zones 1 and 2 suffer D3 mortal wounds.
 1. Until the end of the battle, units (excluding **AIRCRAFT** units) in Avalanche zone 2 gain the benefits of Light Cover and Heavy Cover.
 2. Until the end of the battle, every part of the battlefield in Avalanche zone 2 has the Difficult Ground terrain trait.
- At the start of the fourth battle round, all units (excluding units that can **FLY**) in Avalanche zones 1, 2 and 3 suffer 1 mortal wound.
 1. Until the end of the battle, units (excluding **AIRCRAFT** units) in Avalanche zone 3 gain the benefits of Light Cover and Heavy Cover.
 2. Until the end of the battle, every part of the battlefield in Avalanche zone 3 has the Difficult Ground terrain trait.

In the diagram below, the player taking the first turn has determined that the short battlefield edge on the left will be the Avalanche battlefield edge.





FLASHPOINT DATASHEET

If you are playing a battle in the **BIANZEER'S HOLLOW** or **OCTARIUS** Flashpoint, you can, when mustering your army, select the following unit. If you are playing a Crusade battle, this unit

can be added to your Order of Battle and is treated as a named character unit, but can only be included in your army if you are playing a battle in one of the listed Flashpoints.

TROOPS

KILL TEAM GALIEL

6 POWER

NO.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4	Veteran	6"	3+	3+	4	4	2	2	8	3+
1	Watch Sergeant	6"	3+	3+	4	4	2	3	9	
1	Terminator	5"	3+	3+	4	4	3	2	8	
2	Vanguard Veteran	12"	3+	3+	4	4	2	2	8	

For profiles for the below weapons, see *Codex: Space Marines* and *Codex Supplement: Deathwatch*.

- The Watch Sergeant is equipped with: heavy thunder hammer; frag grenades; krak grenades.
- One Veteran is equipped with: infernus heavy bolter; frag grenades; krak grenades.
- One Veteran is equipped with: Stalker-pattern boltgun; frag grenades; krak grenades.
- Two Veterans are equipped with: Deathwatch shotgun; frag grenades; krak grenades.
- The Terminator is equipped with: thunder hammer, storm shield.
- One Vanguard Veteran is equipped with: 2 lightning claws; frag grenades; krak grenades.
- One Vanguard Veteran is equipped with: plasma pistol; power sword; frag grenades; krak grenades.

Your army can only include one Kill Team Galiel unit.

ABILITIES

Angels of Death, Combat Squads: [See *Codex: Space Marines*] **Mixed Unit:** [See *Codex Supplement: Deathwatch*]

Crux Terminatus: This unit's **TERMINATOR** has a 5+ invulnerable save.

Hunters in the Darkness: Each time a model in this unit makes a ranged attack, you can ignore any or all rules that would reduce the maximum range of weapons that model is equipped with.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CORE, KILL TEAM, KILL TEAM GALIEL



KILL TEAM GALIEL

If your army is Battle-forged and includes **KILL TEAM GALIEL** as part of any **DEATHWATCH** Detachment (excluding Auxiliary Support Detachments), that unit is upgraded to have the Aquila Specialism (see *Codex Supplement: Deathwatch*), even if this would cause your army to contain more than one unit with the same Kill Team Specialism. This upgrade does not increase the Power Rating or points value of that unit, and does not prevent you from upgrading another unit to have the Aquila Specialism.

POINTS VALUES

Kill Team Galiel

Unit size 8 models
Unit cost 220 pts

BIANZEER'S HOLLOW CRUSADE RELICS



Artificer Relics

A **CHARACTER** that gains a Battle Honour after a game in the **BIANZEER'S HOLLOW** Flashpoint can be given one of the following Artificer Relics instead of one of those presented in the *Warhammer 40,000 Core Book*.

Teeth of Winter

These jagged teeth, taken from Ursun-wolf Alphas, make for a fine trophy. When incorporated into the bearer's sabatons or gauntlets, a well placed strike with pierces even thick armour.

DARK KRAKENS unit only. Each time the bearer makes a melee attack, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

Armour of the Glacialix

As a result of its crafter infusing hardened ice diamonds into the ceramite, this armour retains an aura of chill, as well as proving incredibly resilient.

DARK KRAKENS unit only.

- Add 1 to the bearer's Toughness characteristic.
- Each time an attack with an Armour Penetration characteristic of -1 is allocated to the bearer, that attack has an Armour Penetration characteristic of 0 instead.

Beastbane

This ornate bolt pistol was carried by Deathwatch Brother Carrias of the Scythes of the Emperor during his service on Death of Bianzeer. Even after his death, its machine spirit remains imprinted with his loathing of all Tyranid bioforms.





DEATHWATCH model equipped with a bolt pistol, heavy bolt pistol, master-crafted special issue bolt pistol or absolver bolt pistol only. This Relic replaces a bolt pistol, heavy bolt pistol, master-crafted special issue bolt pistol or absolver bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beastbane	12"	Pistol 2	4	-2	2	Special Issue Ammunition (see <i>Codex Supplement: Deathwatch</i>). Each time an attack is made with this weapon against a TYRANID unit, add 1 to that attack's wound roll.

The Pankallis Aquila

This award – given to those who distinguished themselves cleansing the undersea promethium rigs – tells any who recognise its provenance that the bearer is unparalleled in close-quarters battle against numerous foes.

DEATHWATCH model only. Each time the bearer fights, after any pile-in moves, until that fight is resolved, you can choose for its Attacks characteristic to be equal to the number of enemy models that are within 2" of it.

Icefloe Hide

Bio-engineered to protect against extreme cold, this creature's hide has a rubbery texture, allowing it to deflect even the sharpest blades.

TYRANID unit only. Each time the bearer would lose a wound from a melee attack, roll one D6: on a 5+, that wound is not lost.

Iceshard Banks

Large pores in this beast's chitin contain shards of freezing toxin. As it plunges into the foe's ranks, this creature unleashes the shards in a razor sharp storm, slaying and slowing all of those nearby.

TYRANID unit only. Once per battle, at the start of the Fight phase, the bearer can unleash their Iceshards. Roll one D6 for each enemy unit that is within Engagement Range of the bearer: on a 4+, that unit suffers D3 mortal wounds and is not eligible to fight this phase until after all eligible units from your army have done so.



ECHOES FROM THE WARP



STU BLACK

This month, Robin has been placed into Strategic Reserves. In his stead, Stu Black – the 40k Studio Megaboss – has been deployed on to the battlefield. In this column, Stu rounds off the three-part series looking at different aspects of the three ways to play. Here Stu shares his thoughts on the joys and opportunities of open play gaming in the 41st millennium.

One of the things I love about the Warhammer hobby is the breadth and variety of activities it encompasses. For many, it is all about painting miniatures, be it single models to very high standards, vast collections or somewhere in between. For some, it is the immersive background and storytelling. Others love playing the game above all. I think for many of us it is actually a mix of those aspects that drives our passions. That is certainly the case for me!

That breadth also comes into play for the gaming aspect of the hobby, from casual games with good friends at home to the atmosphere and banter of a local gaming club or the excitement of an organised gaming event. Many of us enjoy playing in different ways at different times. As a hobbyist and gamer, this variety is refreshing and means there is always something new to be doing or a new part of the hobby to indulge in. As rules writers, it brings some challenges, as different players are looking for different things from the game. For the last few incarnations of Warhammer 40,000, we have addressed this through the 'three ways to play'. Broadly, we divided gameplay into three types: matched play, where two players play a structured, balanced game with many of the parameters of the game pre-determined; narrative play, where the players are more focused on the story or narrative than things being even; and open play.

The open 'way to play' is in some ways the hardest to define, as it can encompass a variety



Echoes from the Warp is a regular column about the rules, tactics and ongoing development of Warhammer 40,000 presented by the team's games developers. This month, Stu Black - the 40K Studio Megaboss - takes a look at open play.

of things. Often someone's very first game, especially if they are a younger player, would be an open play style of game using whatever miniatures they have to hand and the basic rules downloaded from **Warhammer.com**. Brutal, bloody and fun games like this are played across the globe! Open play can also include players' own scenarios, last stands or 'what if?' games where players only use tanks or monsters to see what would happen or challenge themselves by only using one type of miniature. Perhaps they want to see who the greatest character is in 40K! For the rest of this column, I am going to focus on two areas of open play: introducing newer players and using the Open War Mission Pack.

One of the great things about Warhammer 40,000 is the interesting and immersive rules found in codexes, campaign books and *White Dwarf*, which add layers of content that players can use to help recreate the warfare of the 41st Millennium, add new tactical challenges or unleash tricks upon their opponents. This breadth and variety of rules

can mean that Warhammer 40,000 can feel complex and intimidating to newer players, especially if they jump in the deep end with a matched play mission pack, a codex and the latest wisdom and advice from the internet about how to win with their chosen faction. As a rules team, we are always thinking about the game and how to make it as fun as possible for as many people as possible, and it got me thinking about how I would introduce someone new to playing games of Warhammer 40,000.

I would start with a smaller-sized open play game - Combat Patrol or Incursion to make it more manageable. I wouldn't use Battle-forged armies - these rules are great to help reflect the forces of the Dark Millennium and to unlock cool extra rules, but at the start of someone's gaming journey, it would all be about making it as accessible as possible. I would stick to just using the Core Stratagems, rather than any codex-specific ones, and a straightforward mission from the Open Hostilities mission pack in the Core



These additional Battle-forged rules help give tactical choices to more experienced players. They enable the cool 'movie moments' one might read about in some 40K fiction through the use of Stratagems. They also give hobbyists ways to personalise their characters and warlords through warlord traits, relics and the like. However, they are not essential to enjoying the game. In some ways, it is similar to a video game where as the player's skill and experience increases, so does the challenge of the game and the options available to the player. The earlier parts of the game teach the player the skills they need to enjoy later parts.

A great way to play open play games is using the Open War cards. These were designed to give players a quick and easy mission generator for open play games. Robin Cruddace and I were talking about the fact that we are often quite lazy gamers! We love the idea of custom scenarios and bespoke missions but often found ourselves defaulting to matched play missions, as they were easy to just pick up and use (almost like they had been designed for that purpose!). It got us thinking about what we needed to know before we could get our armies on the table and play a game of 40K. It boiled down to a few simple things: where do I set up my army, how do I win and are there any special rules in play? That got us thinking. What if there was a really quick and easy way to generate those elements? And so Open War cards were born.

The box includes over fifty cards – twelve deployment zone cards to show where to set up, nine objective cards for winning the game and then a variety of special rule cards in the form of twists, ruses and sudden death! The twists are designed to add to the feel of fighting in the nightmare worlds of Warhammer 40,000, such as acid rain, orbital debris and fighting in the dead of night, whilst the ruses and sudden death were included to help balance the game a little if one army is more powerful than the other. Using all the cards gives over 60,000 different missions to play. Will

SUDDEN DEATH

KILL ORDER

Bringing down a key asset is enough to win the day.

At the start of the first battle round, secretly note down which model in your opponent's army has

SUDDEN DEATH

VENDETTA

Slaying a bitter rival and powerful warlord will strike a crucial blow upon enemy morale.

If the enemy **WARLORD** is destroyed as a result of

SUDDEN DEATH

ENDURE

Just one surviving warrior could be considered a victory in the face of seemingly certain death.

If you have at least one model on the battlefield at

SUDDEN DEATH

VITAL GROUND

Your warriors must do all to defend a key objective from the approaching masses.

At the end of your opponent's third or subsequent

SUDDEN DEATH

BLUNT

Dealing significant damage to a complacent foe could be enough to start their offense before it begins.

SUDDEN DEATH

HOLD THE LINE

If your forces can hold the line against superior numbers, the battle will be won.

If there are no enemy units (excluding **AIRCRAFT**) wholly within your deployment zone at the end of the battle, you are the winner.



they all be fair and evenly balanced? No, but they give a quick and easy way to never play the same mission twice, and they are a great way to quickly get new gamers playing with their miniatures. They also offer a chance to play with a new army and learn the army rules whilst playing a simpler mission. On the odd occasion that fate deals you a particularly difficult challenge or a combination that doesn't sound like fun, just shuffle and redraw! Robin and I have played many lunchtime games in the studio with our usual pre-written army lists and the Open War deck to decide our fate. In contrast to the matched play games where we have carefully crafted our lists and chosen our secondary objectives to function like a well oiled machine (in theory anyway!), these Open War games have been a very different challenge. We are never quite sure what the Emperor's Tarot will deal us, and so we need flexible all-round army lists that can cope with whatever fate we are dealt!

With both of these scenarios – introducing new players and playing games of Open War – it is important to keep the aim of the game in mind. The point of playing games of Warhammer is to have fun. Both players should have had a great time, rolling dice while being immersed in the Dark Millennium. This is different to the objective of the game, which is to win. When introducing people to Warhammer, crushing them mercilessly on the tabletop and taking advantage of their lack

of knowledge isn't the best way to encourage them to play again! I make sure I give my opponent advice and remind them of things they may have forgotten. I actually do this in any kind of game of Warhammer, but it is particularly important when inducting people into playing games. It is important for me that they have a good time as well as learn. This mindset is also true when playing Open War games. Sometimes the powers of the warp turn against you and deal you a set of cards that create a mission that feels unbalanced. When this happens, I either take it as a challenge to see how I can fare against the odds, or I ask my opponent if we can reshuffle again. After all, the aim for both of us is to have a fun game, win or lose.

In conclusion, the three ways to play are there to give guidance to players and enable them to find the best way for them to play Warhammer 40,000 in a given situation. We often talk as a design team about giving players a 'common language' to agree on the type of game they want to play. No way is the right way or the 'proper' way, and most of us have played fun games of all three types at different times! I hope you feel encouraged or inspired to try a different way of playing to the usual and give open play a go, especially if you are starting out on your gaming journey or introducing someone new to this great hobby.

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



GRIT IN THE WHEELS

by Gareth Hanrahan

WARHAMMER CRIME

A dangerous cult has emerged among the sprawling hab-blocks of Varangantua. Only an under-strength team of sanctioners stands in its path. The finger is on the trigger. Now is the Time of Fire.

The loud hailer crackled, then boomed, cutting in midway through another rant from the self-proclaimed Prophet of Man.

'—ISTEN NOT TO THE BLANDISHMENTS OF THE LIARS AND HERETICS! THE EMPEROR HAS TURNED HIS EYES FROM THIS SINFUL WORLD AND FORGOTTEN US! WE ARE UNWORTHY OF HIS LOVE! WE MUST MAKE A GRAND GESTURE, A GRAND SACRIFICE!' The Prophet's words reverberated through the canyons between the towering hab-blocks.

'If these scraggs are going to get themselves killed anyway,' muttered Sanctioner Erix, 'how 'bout we head home to the Bastion and let them at it?'

Laris scowled. 'Sergeant said clear this traffic before the Bulwarks get here.' She stomped off down the street, brandishing her combat shotgun at the tangle of carts and groundcars that blocked the intersection alongside Hab-block 12998, or as it had been renamed according to the graffiti on its walls, the Cathedral of the New Prophet.

Erix made a rude gesture at Laris' back. Who was she to tell him what to do? If she wanted to lick boot and do the Castellan's scut-work, fine, but why drag him along, too?

'Warks are coming?' rumbled Big Joach, the third member of their squad. It was supposed to be a five-strong unit, but the Bastion's budget was stretched thin. Either way, Joach probably out-massed three average-sized sanctioners combined. Saint's bones, the Imperial Guard recruiters missed a mark when they hadn't taken him. The standard-issue sanctioner shotgun was like a child's toy in his absurdly large hands.

'They're going to seal this whole area off,' muttered Erix. 'Panthera units are coming down too, to break some heads and discuss theology. They say the whole hab-block's run by the Prophet's crazy followers, and they're all armed, so, yeah – Bulwarks to close off the roads, and then...' He shook his head, unable to convey the depth of his scorn for the fools up in the hab. The city was not kind to those who struggled against it.

Joach grinned broadly, which reminded Erix of the time he'd seen a roadway collapse. A widening crack in the ferrocrete and lots of twisted rebar and sewage. 'Warks. I like 'warks.'

'And we,' continued Erix, 'will be safe on the far side of the barriers.'

'A BEACON! A FIRE TO LIGHT THE WAY TO HOLY TERRA! A FIRE TO BURN AWAY—'

Off in the distance, Erix saw a loud hailer explode in a shower of sparks as Laris snapped off a shot at it, but the Prophet's voice continued to echo from the dozens of others hanging from the sides of Hab-block 12998.

'Sanctioners, I need your assistance. Now!' she hissed over the squad vox, her voice fading in and out. Weak signal.

Joach moved forward, unhurriedly taking out a dispersion-gas grenade and rolling it into the crowd. Some poor street vendor was too slow to get out of the big man's way, and out came the shock maul. The intersection emptied.

Erix took his time strapping on his rebreather, blinking as the leading edge of the dispersion cloud irritated his eyes. This was all just Laris trying to impress the superiors to get a promotion. She was low-born, scraped out of the Dredge – no family connections, no way to advance except on merit. Erix, though, came from... well, not wealth or nobility, far from it, but enough money and standing that he could have got into the Ecclesiarchy instead of the Sanctioners, if only he'd had the patience for learning the litanies. Study and drudgery, though, were not part of Erix's makeup.

But whatever else you could say about the life of a sanctioner, the job was rarely boring.

Laris' voice hissed in his ear. He couldn't make out the words over the static, but he got the meaning. He shook his head. He'd almost felt sorry for her there for a moment, but—

A patch of road in front of him exploded.

Another, at his feet, then a hammer to his ribs.

He moved, dodging for cover as the ground was chewed up around him. 'Shooters!' he gasped into the vox. 'Up high!' Glimpses of muzzle flashes, high on the flank of the hab-block as autopistols cut traces through the thinning gas cloud.

They were caught in the open.

'Get to cover!' Erix sprinted towards the hab, trying to get

under the edge of the tower's jutting superstructure. He was vaguely aware of Joach thundering after him, of Laris spraying suppressive fire at the sky.

He made for the darkness of the alleyway that ran alongside the hab-block. Once an access route for service vehicles, it was now choked with refuse. Erix flung himself into the waste pile and rolled until he was sure he was out of the immediate line of fire.

Joach and Laris landed next to him. 'Are you hit?' Laris asked.

'Armour took it.'

'Not shooting at us,' said Joach. 'Shooting at the Bulwarks. Look.' He pointed back down the street, which was now blocked off by a blast shield as it unfolded from the prow of one of the vehicles. The Bulwark riot-control tanks had sealed off the hab-block from the rest of the city. Small-arms fire ricocheted off the armoured barriers.

'We're on the wrong side!' said Erix.

Joach shook his head slowly. 'Cut off.'

'Bastion, Bastion,' said Laris into her vox. 'This is squad Gamma-Eight-Four, taking...'

But another transmission drowned her out. 'I SEE! I SEE! I SEE THE FALLEN ONES! THEY SURROUND OUR TEMPLE!'

'The Prophet's damn preaching! It's jamming our comms,' snarled Laris. 'We'll have to climb up the block until we get a clear signal.'

'JUDGEMENT IS UPON US! NOW IS THE TIME OF TESTING!'

'Why bother?' Erix stood and wiped the filth off his uniform. 'The 'warks are in place. No one's going anywhere for a while. We sit here until reinforcements show up, they clear out the block and we mop up the...'. His voice trailed off as he noticed that the loud hailer weren't the only thing the Prophet's followers had wired to the outside of the tower.

On the wall above him was a package the size of Joach's fists, striped yellow and black and stamped with warning sigils. A wire ran from it to another identical package further along the alleyway, and from that to another, and another, and another...

'They're a suicide cult,' whispered Erix.

'NOW IS THE TIME OF FIRE!' proclaimed the Prophet.



Laris knew this city. She knew Varangantua as a shambling monster of steel and rockcrete; a half-tame beast. As long as you stayed clear of its hooves, avoided its line of sight and didn't bite it in a sensitive spot, then maybe it wouldn't trample you.

The best way to survive the monster was to be part of a gang, and the Enforcers were the biggest gang of all. When she was young and stupid, she'd assumed that the Enforcers were the richest, that they were in charge even in places like the spires.

Now she knew that there were other gangs in the spires, gangs she'd never be a part of. Nobles, plutocrats, Administratum officials. They saw the city as a different sort of beast – one that you could ride for a while and milk for money. A small beast, too. Though Laris could scarcely believe it, she'd heard stories that Varangantua was just one city among dozens on Alecto, and Alecto but one world among millions.

Still, big or small, the city was a monster.

Now she felt like she was climbing up through its guts. An access shaft ran up the south face of the hab-block. Pipes around them carried water into the hab, while others took away waste, or shielded electrical and data cables from the elements. Over the centuries, rust and hasty repairs had turned the whole shaft into something that seemed disturbingly organic to Laris – a clogged artery, one that was dripping wet and softly rotting. Unmentionable fluids spattered down from above as she clung to the rungs of the ladder.

She passed another package of explosives, identical to the ones outside. A squishy brick of fyceline clay, wrapped in black-and-yellow paper. A mining charge, she guessed. Wires connected it to the rest of its kin. Maybe cutting them would disarm the charges. Maybe it would set them all off.

The Bastion had a specialised bomb disposal verispex unit. If they could get the vox to work she could call the Bastion and request them to placate the machine-spirits in the detonators.

'WE WILL LIGHT A BLAZING BEACON IN THE NIGHT! WE SHALL CRY OUT WITH ONE VOICE TO THE EMPEROR, AND TELL HIM THAT THIS WORLD MUST BE CLEANSED. WE SHALL RISE AS SPIRITS, PURIFIED IN OUR FAITH, AND RETURN AS HOLY BOMBARDMENT! WE SHALL RETURN AS THE SWORDS OF HIS ANGELS, AS THE LAS-BEAMS OF HEAVEN THAT SEAR THE CORRUPTION FROM THIS CURSED CITY.'

'They're going to kill themselves,' Laris said.

'We should let them,' muttered Erix from behind her as he hauled himself up the ladder.

'Shut up.' Laris tried her vox again, but got only static. 'The Prophet's followers aren't the only people here. There are thousands of innocent bystanders in this block. We can't let them all perish.'

Erix stopped climbing. 'We absolutely can. When the Bastion learns that the Prophet is running a suicide cult and not an armed insurgency, you know what they're going to do? They're going to stand back. They're going to let it burn. There may be thousands of people in this block, but this is a big city, Laris, and there are millions more blocks just like this.'

'I SEE JUDGEMENT! I SEE THE CORRUPTED ONES!' The Prophet's words echoed down the shaft.

'So why did you come with us?' hissed Laris.

'Because they were shooting at me!' Erix pointed up the shaft. 'They're all heavily armed madmen! We climb to the top, we call for extraction. Only we get out of this alive!'

'We get to the top, we warn the Bastion. Our orders were to secure the hab, not to let it burn,' said Laris.

'I SEE THREE HERETICS! I SEE ENEMIES IN OUR MIDST!'

'These prophecies are getting worryingly accurate,' said Erix.

Laris pulled out her magnoculars and scanned the darkness of the shaft above them. Nestled among the pipes were more laud hailer, more explosives... and the eye of a vid-picter, staring back at her.

She threaded her arm through the iron rung and brought her shotgun to bear on the distant oculus, but Erix grabbed her belt and tugged it before she could pull the trigger.

'Don't shoot in here, some of these are promethium pipes! Anyway, they've already spotted us!'

'HERETICS!'

Joach grunted as an access hatch slid open in the wall next to him. Laris glimpsed a masked face and the barrel of a slug gun before Joach grabbed the cultist by the scruff of the neck, yanked him forward and dropped him down the shaft. The big man looked at his squadmates and shrugged. 'Resisting arrest.'

'Come on!' Erix said, motioning to the opening in the wall. 'They definitely know where we are now!'

'We have to keep climbing!' said Laris. 'Until the vox works!'

'We have to get out,' hissed Erix, and he dived into the hatch, wriggling through it and into the corridor beyond. Joach looked at Laris and shrugged again, then began making his way through the opening.

Knowing it would be suicide to split up, Laris relented and followed them, crawling through the tunnel before spilling out into the corridor.

Erix led them down the hall that ran along the outer wall of the hab-block. On the right-hand side stood a row of nine statues with windows between them. Doors littered the wall opposite, presumably leading to individual habs.

Through a cracked window Laris could see the sanctioner cordon behind the massive armoured barrier of the Bulwarks on the street below. She hammered on the window, but they didn't notice her. Desperately, she tried the vox again, praying that the Emperor would carry her words of warning to her fellow officers below.

A nearby laud hailer crackled before giving voice to the Prophet once more. 'I HAVE SEEN IT, MY CHILDREN! KNOW THAT THIS IS THE TIME OF TRIAL!'

A cultist came around the corner, his face hidden behind a rebreather. 'The time of trial!' he echoed. More followed after him.

Some well-meaning bureaucrat had once purchased untold numbers of identical statues to adorn the lower city hab-blocks and bolster the civic faith of the populace – millions upon millions of cowed figures, each one eight feet tall and clutching a human skull. The statues were cheap foamstone and wouldn't stop a bullet, but Laris knew there were hiding places in the folds of their cloaks. Now, she dragged Joach into one and breathed a prayer of thanks to that long-dead bureaucrat. The cultists hadn't spotted her.

Even with her weapons, even with Joach's sheer might, there were too many foes to risk a direct confrontation without backup. Maybe she could keep going to the auxiliary stairwell, or smash a window open and signal the sanctioners below with a flare. Just hide here until the cultists passed, then come back and show them the meaning of justice. Show them not to challenge the Lex.

A hab-unit door opposite her hiding place opened a crack. Laris glimpsed the face of an old man staring fearfully out at her. Slowly, silently, she tapped the crowned serpent-and-skull embossed on her armour, mentally pleading with the man to stay silent.

His eyes widened. He raised one trembling hand and brushed it against an old scar on his forehead.

The city trampled him, Laris thought, and he blames us.

'Here! Over here!' screeched the old man. He pointed across the corridor at Laris, then slammed his door.

'Sanctioners!' shouted Laris, desperately. 'Move! Move!'

She stepped out from her hiding place, sprayed a hail of fire down the corridor. Behind her she heard Joach roar as he charged. She couldn't see Erix.

Then they were on top of her, pawing at her. Her shotgun was torn from her hands as she was knocked to the floor.

The city had turned on her, and now it trampled her too.



It took six of them to drag Joach up the stairs. Another three to bind him as his arms strained against the cables. Ahead of him, two more cultists carried Laris. She was barely conscious, her helmet shattered.

Joach was amazed he was still alive. When the cultists had finally dragged him down, he'd assumed the next thing he'd feel would be a gun barrel against his face and then nothing, forever.

Instead, they'd been taken alive.

'The Bastion will not bargain for our lives,' he said. 'The Lex forbids it.'

'Shut up!' shouted one of the cultists, cuffing him across the face. As an expert in punishment beatings, Joach could have offered tips on how to inflict more pain for less effort.

'Where's Erix?' muttered Laris.

'I think he got away.'

'The coward ran off?'

It was a mark of Joach's strength that he was able to shrug while tied up. He had never been one for complex thought, but he understood his place in the Imperium. There were billions of people in this one city alone, a blind horde swarming over one another. Joach had once heard Laris compare the city to a monster, but he knew better.

It was a machine – a factory that churned out materiel for the Imperium's distant wars. People were part of this machine – fuel at best, or maybe lubricant.

But sometimes they clogged up the works.

Joach knew there were far too many people for the system to promise anything like justice. Order was the best that could be managed. It was the task of wiser, keener minds than his – for probators and castellans – to identify problems with the machine. Sanctioners like him were the tools to remove the grit from the gears. The machine of Varangantua kept spinning on through endless night, and his job was to scrub its blood-choked cogs.

Joach would never be able to articulate such thoughts, but they came to him instinctively nonetheless. As they were brought before the Prophet, Joach felt a wave of anger rise up from within him. Here was a speck of grit that threw off sparks, a malfunction that threatened to start a fire in the machine.

The cultists shoved the two sanctioners to the floor before the Prophet. Joach tried to rise, but the bonds holding him were too strong even for him.

The Prophet stood in front of a huge window looking out over the city. He was a small, hunched man, with eyes like cold and distant stars. He raised his arms in benediction.

In his right hand he held a detonator. In his left, a vox. 'I said unto you,' he proclaimed, his voice echoing from a thousand laud hailer, 'that this was the time of trial. This world is so sinful that the Emperor will no longer look upon it. Listen not to the lies of false priests! Know that you are corrupt, and trust in me to save you! I will burn away your sins!'

He removed Laris' broken helmet and pressed the vox to her cheek. 'You speak for this corrupt city. Do you repent?'

Laris spat a gob of bloody spittle onto the floor, then took a deep breath. 'Enforcers, be warned!' she yelled. 'The building's rigged to burn!'

'Silence!' shrieked the Prophet. 'The time of trial is at hand!'

Two masked cultists rushed forward to muffle Laris, wrestling her to the ground and stuffing a rag into her mouth. Another cultist knelt by Joach and whispered in his ear. 'Get 'im.' Erix's voice. The bonds gave way, cut with a knife.

Joach rose, his hands clamping around the Prophet's wrists. He tore the detonator from the madman's grasp as he shoved the Prophet hard towards the window. The glass shattered and the prophet smashed through it, screaming, his body flailing until it burst far below.

The cultists surged towards the three sanctioners, but stopped short as a Zhurov gunship emerged from the smog clouds over Varangantua. It hovered in place outside the smashed window, the barrels of its underslung machine guns tracking the cultists' movements. From its own laud hailer thundered a voice, clearer and louder than the Prophet's had been. 'IN THE NAME OF THE LEX, STAY WHERE YOU STAND. COMPLY OR PERISH.'

Soon, Joach thought with satisfaction, they'd hose the Prophet's remains off the street, and there'd be no trace of the grit in the wheels of Varangantua's endless, grinding engine.



They fell back to a taproom. Outside, they could hear the rumble of the Bulwark tanks driving away as the cordons came down. The riot-control tanks were always needed somewhere in the city.

'Look, when they rushed you, I had a chance, right?' said Erix. 'Got one of 'em with my shock maul, ditched my uniform, took his mask.'

'And followed us into the Prophet's sanctum?' asked Laris.

'Not by choice. Got caught in the crowd, didn't I? They were eager to show off their prisoners.' Erix took a gulp of his drink. 'Close call. Too close.'

'The Prophet is dead,' rumbled Joach.

'That'll just make it worse,' said Erix. 'He's a martyr now, yeah? And he said this was "a time of trial", so in their eyes his prophecies came true. Mark my words, those scraggs will be back on the streets tomorrow, wiring up more buildings to burn. They'll be back.'

Laris shrugged. 'Then so will we.' She stood and drained her glass. 'See you back at the Bastion. Next shift starts in six hours.'

If you liked this short story by Gareth Hanrahan, then you'll be pleased to know there are plenty of other Warhammer Crime novels set in Varangantua, including *Bloodlines*, *Flesh and Steel* and *Dredge Runners*. Check out blacklibrary.com for more information.

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. Sadly, all the never-ending games design has taken its toll on John, and it's rumoured that during a moment of madness he built a replica of Beastgrave out of sand, gravel and jam. We didn't ask what flavour.

DESIGNING NEW WARBANDS – PART 2

D Welcome back to our warband design column, where I am taking a top-down look at how we write rules for new Warhammer Underworlds warbands. Last month's column covered how we create the fighter cards, and this month we will look at the process of generating a new warband's objective cards and power cards.

STEP 4: CARDS CARDS CARDS!

It will not come as a shock to learn that writing sixty great cards for a Warhammer Underworlds warband takes a long time. In this column I'll take a look at each of the different card types and the process I go through when designing them.

OBJECTIVE CARDS

When I'm building decks to play games of Warhammer Underworlds, I always start with Objective cards, so it makes sense to do the same when designing a warband. Objective cards define a warband a great deal. After all, setting out how that warband wins games is a pretty key component of their design process. At this point, the decision of what play styles the warband is going to use needs to be made, and objectives designed to suit those play styles are created. I'll go through the play styles here, one at a time, and discuss how we write cards to match them.



AGGRO

Taking fighters out of action is the name of the game with aggro warbands, so the objectives for ultra-violent, in-your-face-warbands need to reflect this. Where the job gets really interesting is in writing aggro objectives that complement the fighter cards you have already written.

For example, a warband that contains big, tough fighters like orruks might have an objective that rewards taking a 'big' hit (say, Damage 3) without being taken out of action. Despite coming from a somewhat defensive angle, this is an aggro objective, as it requires your fighters to get into the thick of it. An aggro warband will usually want to do this anyway, so they can start dealing damage up close and personal.

The number of fighters in a warband can also inform what aggro objectives are available to them and how easy they are to score. A warband that contains no more than three fighters might struggle to make an Attack action with two or more supporting fighters, for example. If such a card existed as one of their faction cards, it would be worth much more glory than a similar card specific to, say, a seven-fighter warband. In other circumstances, where the fighters in a warband are less likely to fight as a team, this objective would not be considered for inclusion. Instead, we would take the opposite road and focus on taking an enemy fighter out of action with no support or in a single blow.

In addition, a warband with a high number of fighters is unlikely to have much in the way of individual quality (I'm looking at you, Zarbag's Gitz), so an objective card that requires one fighter to take another out of action in a single blow would need to be worth a huge amount of glory for it to be viable in such a warband's faction case. In this case, as before, we either would not write such a card for that warband, or, if this kind of heroic act was intrinsic to their background, we would write upgrades and gambits to help them achieve it.

Next up, 'targeted' aggro objectives can be a fun and characterful addition for some warbands. By this I mean those that require specific fighters to be taken out of action. Many warbands have a particular enmity towards certain factions in Warhammer Age of Sigmar – nothing makes Khorne happier than the death of an enemy wizard, or perhaps an enemy leader is the target of the day. Of course, if a faction has no particular

Glory Points is our column all about Warhammer Underworlds: Direchasm. Curated by the games developers of the Boxed Games Studio, this column delves into the development of the game, plus rules, tactics and gameplay. This month, more on warband design.

hatred for a specific type of foe (Stormcast Eternals tend to dish out righteous, fulminated vengeance on a fairly unilateral basis, for example), then we can write aggro objectives that require you to take fighters in specific battlefield positions out of action. Cowardly fighters who skulk on starting hexes in their territory, greedy fighters holding objectives, glorious fighters with multiple upgrades, the list goes on.

Finally, it is worth pointing out that an aggro objective's value in glory points needs to be balanced against the fact that you have usually taken a fighter out of action and have already scored glory as a result. Making these objectives too valuable leaves warbands with weaker fighters at a severe disadvantage, as they bleed glory quite readily in the early game. Overly strong aggro objectives can result in a snowball effect, where one player has no hope of catching up or winning, despite having made few mistakes, or indeed any at all. While a strong start leading into an insurmountable lead is not a state of play we aim to specifically avoid, we would prefer if it came about due to careful set up, excellent player choices and clever use of power cards, not because we wrote an objective that rewarded a player with a dozen glory points for laying low a single grot.

OBJECTIVE TOKEN PLAY

At the opposite end of the spectrum lie objectives that require warbands to hold objective tokens. While this may not be as violent as other ways of gaining glory, holding objectives is nonetheless a vital part of Warhammer Underworlds strategy. It requires significant in-game resources to pull off, and it needs to be rewarded appropriately. In addition, this way of scoring glory points is telegraphed – by placing a fighter on an objective, you send a

clear message about your plans for that round. This makes it easy for your opponent to act against you.

When it comes to warband design, we would typically expect an average-count warband (four to five fighters) to be able to compete for objectives with relative ease, though it would struggle to capture three or more objectives while remaining an effective fighting force. If their background supports objective play, these warbands might be required to capture no more than one or two objective tokens at a time, but in order to make that a sufficiently demanding task, those objectives could have to be in enemy territory, or be in an edge hex, or even have an enemy fighter on top of them. For larger warbands, we can aim higher with the objective token count but, in doing so, reduce the conditions under which those objective tokens need to be held.

You might be wondering whether every warband needs to interact with objective tokens. In truth, every warband can, as they all have access to universal objective cards. That said, some warbands lend themselves well to playing around objective tokens, and others less so. No matter what, however, there is usually some link you can find as a designer to ensure that a warband is given a reason to interact with such an important element of the game and the board state. This way, avoiding or engaging with objective tokens becomes a player choice rather than a limitation of the warband's design.

For example, a Khorne warband might want to make gory sacrifices to their bloody god; where better to make an altar than an objective token? A Beastclaw Raiders warband might wish to hungrily devour all in their path – which could



Khagra the Usurper

Zarshias Bittersoul

Dour Cragan

Razek Godblessed

even include objective tokens. Even an aggressive Order warband might wish to control all the objectives in no one's territory, and claim them for multiple rounds, representing them holding ground against their enemies. As always, the miniatures and background of Warhammer Age of Sigmar are the driving force behind these decisions.

'WEIRD' OBJECTIVES

These objective cards fill in the gaps and typically add flavour to a warband or reinforce their core themes. These oddball objectives often have little or nothing to do with the previously mentioned objective card types and instead feed into warband-specific mechanics. Examples include cards like **Craft a New Order** (1) or **Absolute Desecration** (2). Weird objectives range in difficulty but are rarely very hard to accomplish, tied as they are to actions or goals that the warband is already trying to achieve. **Astromatrix Alignment** (3) is a good example of this, as it synergises with Kixi-Taka's unique action, but a player could also include universal cards like **Living Land** (4) or **Geomancer's Gauntlet** (5) in their decks to help score this objective card. As these cards are based around a warband's unique mechanics, they also evoke the narrative of that warband and help us represent their faction's motivations in the game.



GAMBIT CARDS

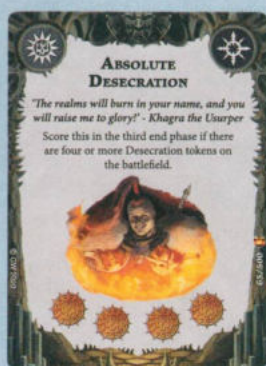
Gambits are one of the most exciting card types for me, because they add dynamism to the game and to your choices as a player. Everything your fighters do outside of the basics is decided by these cards – appearing out of nowhere, casting magical spells, dashing across the battlefield – it's all there! When it comes to gambits, this is always a fine starting point – think of all the cool things a warband is supposed to be able to do that aren't represented by their fighter cards, and then translate those into useful cards that complement the objective cards that have already been written. A good gambit won't necessarily let you achieve the condition on an objective card just by playing it, but it will help you along the way.

In my experience, one of the most effective ways to write gambit cards is to take influence from the stories and rules I've read in Warhammer Age of Sigmar. If I were to write a set of cards for a Stormcast Eternals warband, my first port of call would be their battle tome. Battletomes contain tons of evocative quotes or descriptions that make for great gambit card titles. 'Only the Faithful' is a classic, and straight away you could envision what the card might do. So long as the warband were drawn from the Hallowed Knights Chamber, this would make a perfect start for a gambit card. This card could be a rallying cry that heals fighters who are next to your leader, or allows you to gain glory points or even make an Attack action when a friendly fighter is taken out of action – it all depends on what we need the warband to do.

The final point to consider when writing gambit cards is warband balance. A warband like the Storm of Celestus doesn't need many gambits to make it much better at shooting – after all, they're quite good enough at that already. Instead of writing ten cards all related to their potent ranged weapons, we can create a far more interesting, three-dimensional warband by allocating some cards to shooting, and the remaining cards to the other facets of the warband – the loyalty of Sleek, the stubborn



1



2



3



4



5

nature of Celestus, the relentless advance of a warrior from the Sacrosanct Chambers, and so on.

UPGRADE CARDS

Upgrades are some of the most powerful cards in the game, because they represent unlimited value, compared to gambit cards, which only last for a limited period of time. I typically write upgrades in the same way that I write gambit cards – I trawl through battletomes and other Warhammer Age of Sigmar books, searching for magical items, artefacts or noteworthy equipment that a warband's miniatures might carry into battle. Powerful relics aside – we're unlikely to give out Ghal Maraz or Alakanash any time soon – many of the magical artefacts in battletomes are either ported directly across into Warhammer Underworlds, or their effects provide excellent inspiration for great upgrade cards.

Another source of ideas is that warband's warscroll, if they have one, as this often lists bonus equipment that translates very well into upgrade cards. Most of the time, a miniature's wargear is translated wholesale onto the fighter cards – weapons, shields and armour, etc. are all represented by Attack actions, Defence characteristics, and so on. Nonetheless, it is quite a broad process, so there will be small trinkets or even pets dotted about a fighter's miniature, which, while important to that fighter's background and narrative, might not make it on to the fighter card for a variety of reasons. An example of this is the Retchling (6) upgrade from the Wurmshat's faction cards. It would have been very feasible to represent the Retchling as an



ability on Fecula's fighter card, or even a unique type of Attack action. However, Fecula's card was already pretty busy. She's a wizard with Nurgle's blessings, an inspire condition and the ability to magically throw up on people at range, so space on the fighter card was at a premium. It was better to make the Retchling an upgrade card so we could do justice to the repulsive creature.

Of course, equipment isn't the only place we seek inspiration from when it comes to upgrades. A fighter or warband's physical prowess or outlook on life can also spark some great ideas for cards. Hedonites of Slaanesh are crazed worshippers of the Dark Prince, Slaanesh, while the squigs are basically giant mouths on legs that can bounce like rubber balls. Straight away, these descriptions offer themselves up as cards, such as Mark of the Dark Prince (7) and Extra Bouncy (8). I find that as long as you stick to a warband's core identity when writing any card – not just upgrades – you will never go far wrong.

END PHASE

So we come to the end of the column. I hope you have discovered something new about Warhammer Underworlds and that your mind's eye has opened a little, giving you fresh insight into cards you are already fond of or familiar with.

As ever, write to whunderworlds@gwplc.com if you have any suggestions or something in particular that you'd like to read about. I may not be able to reply directly, but you might see your suggestion or question in a future issue's Glory Points!



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8



Drakan Celestus



PATH TO VICTORY

In this Path to Victory article, the games developers of the Boxed Games Studio show you how to reap a mighty tithe. Will you steal souls with the Idoneth Deepkin of Elathain's Soulraid or harvest bone with the Ossiarch Bonereapers of Kainan's Reapers?



Hello and welcome to this Path to Victory article. Today we will be looking at the two latest warbands for Direchasm – the elusive Elathain's Soulraid and the merciless warriors of Kainan's Reapers. Both of these warbands hail from brand-new factions for Warhammer Underworlds, and they bring with them a host of new features, from play styles to Inspire mechanics. In this article, we'll take a look at how you might build a deck to play to the strengths of each of these warbands. For Elathain's Soulraid, our example will be a pretty standard Warhammer Underworlds deck, with the aim of turning Elathain himself into a soul-harvesting machine. For Kainan's Reapers, though, we'll do something a little bit different – to find out more, read on.



ELATHAIN'S SOULRAID – A GRAND HARVEST

First up, here is the list of cards you are going to need to run this deck.

OBJECTIVE DECK

Cold-eyed Killers¹
 Guardians of the Deep¹
 Merciless Raiders¹
 Soul Raiders¹
 Speed of the Flood Tide^{1*}
 Surging Tide^{1*}
 Taker of Souls^{1*}
 Tides of Death¹
 Aggressive Display²
 Savage Exemplar^{2*}
 Bristling with Weapons³
 Proud Commander⁴

Cards marked with * are surge objectives.

POWER DECK

Gambit Cards

Brain Barnacles¹
 Cloud of Midnight¹
 Fury of the Storm¹
 Phantasmal Forms¹
 Terrornight Venom¹
 Beast Trail⁵
 Acidic Strike⁶
 Strength of the Swarm⁶
 Swarming Advance⁶
 Swarming Strike⁶

UPGRADES

Armour of the Cythai¹
 Born from Agony¹
 Hunter of Souls¹
 Lurelight¹
 Sanguine Pearl¹
 Soulbond¹
 Voltane Eel¹
 Unstoppable Fury¹
 Wicked Lash⁴
 Spirit Comb⁶

OBJECTIVE

The overall plan with this deck is to tool up Elathain and get harvesting souls. This is arguably the most basic strategy available to the Soulraid, but it is especially effective given the nature of

the warband and how they operate. In addition, we'll be taking the opportunity to make as many fish- and sea-related puns as possible in this article, with no apologies.

On the face of things, Elathain's Soulraid is a 'control' warband. They score some of their glory points in very different ways compared to other warbands. In this iteration, however, we've lowered the mainsail and battened down the hatches – it's ramming speed time, and Elathain is our battering ram. Despite the straightforward nature of this deck, there is a great deal of finesse to fielding this warband. Your fighters are on the lower end of the Wounds characteristic scale, so some care is required, or you'll be scuttled in no time.

¹ Elathain's Soulraid expansion faction card

² Direchasm Core Set universal card

³ Starblood Stalkers expansion universal card

⁴ Kainan's Reapers expansion universal card

⁵ Khagra's Ravagers expansion universal card

⁶ Silent Menace expansion universal card

WHERE TO START

Elathain's Soulraid has a total of five fighters, one of whom is Spinefin. They are also incredibly fast. This means that you can set up your warband quite far away from the enemy warband when setting up and still expect to make it into combat when you wish to, even if your opponent deploys in a similarly distant fashion. For the most part, since you can set your fighters up quite safely, if you have the choice, take the second activation in the first round. The main exception would be if you are confident of taking an enemy fighter out of action with your first activation in complete safety. Getting some early upgrades, or scoring several surge objectives from a single Attack action, is too good an opportunity to pass up.



Elathain Ill-fated



THE RULES OF ENGAGEMENT

The rules of engagement below are a loose set of guidelines to help you play the warband as optimally as possible in any given turn. As anyone who has rolled some dice will tell you, these kinds of guides fall apart pretty quickly in any given game, but those players will equally tell you that going into a game of Warhammer Underworlds without some kind plan is a surefire way to lose.

All you do is start at question 1 and work your way down, stopping the first time you can answer 'yes'. When you find a question you can answer with yes, you simply take the action suggested by the question. For example, if the question is 'Can you use Tammael to take an enemy fighter out of action?' and the answer is yes, then send in Tammael to attempt to do just that.

At all times, bear the following in mind:

- Always place your fighters as safely as possible – they won't live long if you don't! Safely in this context mostly means nowhere near a lethal hex and not adjacent to an enemy fighter.
- Always place your fighters in enemy territory unless it violates the above. Plenty of your objectives require you to be in enemy territory, so do your best to get in there (safely).
- Remember to use the Shoal reaction. When you do, place Spinefin so that it will provide support to your next Attack action if possible.

So without further ado, let's get into the rules of engagement for Round 1.

ROUND 1

1. Can you use Tammael to take an enemy fighter out of action?
2. Can you use Tammael to wound an enemy fighter that Elathain can't take out with a single Attack action?



3. Can you use Fuirann to wound an enemy fighter that Elathain can't take out with a single Attack action?
4. Can you use Elathain to take an enemy fighter out of action?
5. Can you use Fuirann to take an enemy fighter out of action?
6. Can you use Fuirann to wound an enemy fighter that Elathain could then finish off in the next round?

You'll see that Tammael is the prime candidate to make your first action. He boasts a hefty Range 3, 3 Fury, 2 Damage Attack action (provided he makes a Charge action, which in this case he will most certainly be making) and can even drag surviving fighters around, or into lethal hexes. This makes him perfect for setting up follow-up Attack actions for Elathain while remaining in relative safety.

But why not just steamroll in with Elathain to begin with? Why all the dancing around? The answer is that while Elathain is tough, he's far from invincible, and a leader with a Charge token is basically chum in the water for your blood-hungry opponent. Given that Elathain is your best fighter and someone you really want to get the most from throughout the game, placing him at risk just to chance a glory point in the early stages of the game is rarely worth it.

You'll usually still want to set up Elathain so he can deal a finishing blow in the first round – many cards in your objective deck rely on Elathain taking enemy fighters out of action, so you want him to be involved. In addition, this feeds into his ability to return Tammael to the battlefield, should the luckless Namarti Thrall be taken out of action. This is quite likely, as he isn't very tough, and you will likely position him in riskier situations than the other, less resurrectable members of your warband. You could almost say you'll use Tammael as bait ...

Finally we come to Fuirann. With solid stats across the board, she is an above-average fighter, but early on she lacks the accuracy or survivability to give her a prime position. If Tammael misses, she's there as back up to injure Elathain's next victim. Of course, if there is a target she can take out of action, go for it – you'll need those glory points. Finally, if there is nothing too weak to finish off, then aim to injure a fighter that Elathain can take out of action in the next round. You can never think too far ahead with the Soulraid.

If all goes according to plan in Round 1, you'll earn some glory, which is best used to beef up

FURY OF THE STORM

No mention of Elathain's Soulraid would be complete without special attention being drawn to the Fury of the Storm gambit card, which allows you to Inspire your entire warband unless your opponent gives up two power cards. We know from playtesting experience that the Soulraid can often fall apart in the third round, and this card offsets that tremendously. Many warbands end the game with one or two Inspired fighters, usually with a few upgrades each. In the worst case scenario, if any two of Elathain, Fuirann or Tammael are slain, then you are left with the survivor, Duinclaw and Spinefin – not exactly the scariest of prospects, especially when uninspired, which they are guaranteed to be in the third round. Using

Fury of the Storm in this instance can give you the edge you need to maintain your grip on the game, or to claw your way back from the abyss. Just be sure not to hang on to it if it is in your opening hand.

Most of the time, your opponent will choose to discard two power cards when you play this – who in their right minds allows an opponent to Inspire their entire warband for free?

However, your opponent must have cards to discard in order to be able to stop you in the first 'plaiçe'. Cunning use of other cards that discard cards from your opponent's hand can set you up for a killer round – just be sure not to leave it too late.

Elathain. All the upgrades in the deck are there for his benefit, providing defensive bonuses, damage upgrades, versatile Attack actions and more. You can use these on other fighters, but they are best placed on Elathain, as he will benefit from them more. You'll also find that Elathain draws more than his fair share of attention, much like an angler fish – he's the best fighter in the warband by a country mile, the leader, and he can even resurrect Tammael. You can't really hide him away, as his best Attack action has a Range of 1, but with the right upgrades you can make him an unfavourable target. When your opponent veers to a different target, Duinclaw and Fuirann are respectably tough, and Tammael can be brought back to life.

ROUND 2

As you move into Round 2, each member of your warband becomes Inspired, and they get some serious boosts as a result. Most importantly, Elathain turns into an absolute killing machine, so it's time to make the most of it. Once again, there are a series of rules of engagement for Round 2, and you will see some dramatic changes.

Unless there is an excellent reason for doing so, always take the first activation during the second round if you can.

1. Is a friendly fighter in danger of being taken out of action? If so, make a Charge/Attack action with them, or at worst, get them to absolute safety.
2. Can you use Elathain to take an adjacent enemy fighter out of action?
3. Can you use Fuirann or Tammael to wound an enemy fighter that Elathain could then finish off in this round?

4. Can you use Elathain to take a non-adjacent enemy fighter out of action?
5. Can you use Fuirann or Tammael to take an enemy fighter out of action?
6. Can you use Fuirann or Tammael to wound an enemy fighter that Elathain could then finish off in the next round?

Fuirann is much more accurate than Tammael in the second round, so prioritise using her first where possible to better guarantee that the attack lands. It is also good to leave Tammael to have the last action in a round, because there is almost nowhere an enemy fighter can hide from this hideously quick, harpoon-launching Thrall.

As you can see, you prioritise any fighter you think is at risk of being taken out of action first (but not Spinefin, obviously). As the Soulraid are somewhat squishy if hit, it's best to get your fighters in the most danger out of the way first. You'll be tempted to run away, but try to avoid this unless you are in deep trouble, because you are still trying to set up Elathain for the kill – go for the throat wherever you can, taking fighters out of action or injuring them.

In this round, you really want to be making at least two Attack actions with Elathain and one each with Tammael and Fuirann (though you can usually manage two with Tammael instead if that suits your situation better). This is because Elathain gains Cleave and Ensnare on his Talúnsickle Attack action when he's Inspired, almost guaranteeing that it lands on target, and you will be running quite a few objectives that rely on Elathain taking fighters out of action. Believe it or not, Round 2 is often far more straightforward than Round 1, as your decisions

¹ It's actually swimming on invisible, magical tides, but teleporting is pretty much what it looks like.

will usually be much clearer – they will be based on the state of the board and how your dice rolls have treated you.

There is little advice to give on Round 3 – by that point, the number of variables stack up to the point where a primer for what to do becomes cumbersome and ineffective. However, we haven't touched on two of the warband's more unique fighters – Duinclaw and Spinefin – so let's go over them in a bit more detail before we finish up.

DUINCLAW

Duinclaw is definitely not your best fighter, but this crab is certainly one of the toughest, and once it is Inspired, the little crustacean is easily a match for the vast majority of opponents in Warhammer Underworlds. If your opponent underestimates Duinclaw, they may be quite surprised when their fighters' heads are snipped clean off their shoulders.

So how to use this pinchiest of fighters? Well, in Round 1, Duinclaw won't be doing much unless you are up against it. The crab's Attack action, while quite powerful, isn't accurate – your odds of actually landing a blow are quite low. Instead, we recommend focusing on positioning Duinclaw using its Scuttle reaction. This can help provide Elathain with vital support in both defence and offence but, most importantly, puts Duinclaw in range to make a decent Charge action in Round 2 without having to spend any precious activations in Round 1 to do so. You can expect Duinclaw's Attack action to hit, too, and either murder

whatever it hits or set up an enemy fighter to be taken out of action by Elathain.

Remember to watch out for enemy fighters with Cleave. Duinclaw has a tough shell, but with an average Wounds characteristic of 3, Cleave on any sort of decent Attack action will make a horrible mess of the little fellow.

SPINEFIN

Spinefin looks pretty close to useless on first inspection, but don't be fooled! This fish is a vital part of the Soulraid, and we'll look at how you can make best use of it with this deck.

Spinefin is moved around using the Shoal reaction – a slow but free way to teleport¹ it around the board. This allows you to place Spinefin in a number of useful ways.

1. You can pop it on objective markers, denying them to your opponent for at least two or even three activations.
2. You can place Spinefin next to enemy fighters to provide support for your other fighters. This will usually end up with Spinefin being turned into sushi shortly afterwards, but fear not, as the plucky fish does not give up glory points when damaged by Attack actions or spells (it is just one fish of many in a shoal).
3. Spinefin can become an enabler of some of the warband's gambit cards that require proximity to an enemy fighter to be usable. Why place a valuable fighter in a dangerous position when Spinefin can do the same job, but at no risk whatsoever?

This brings us to the end of this section of the article – we hope you enjoy playing with Elathain's Soulraid as much as we enjoyed penning this article. All that remains is to unleash them upon some unsuspecting foe.



Tammael



Duinclaw



Fuirann



Spinefin

KAINAN'S REAPERS – PICKING BONES

Kainan's Reapers are a fascinating warband to play with or against. Boasting an impressive six fighters, you might think this a warband full of lesser fighters, like grots, Crypt Ghouls or Deathrattle skeletons. However, these fearsome foes are Ossiararch Bonereapers – terrifying warriors made of bone tithed from vassals in the Mortal Realms. From the awe-inspiring Mir Kainan all the way down to Nohem, the warband's archer, each is a far more skilled fighter than a warband of this size would suggest. For this article, we are going to present a deck which relies on doing what the Ossiararch Bonereapers do best – marching into enemy territory and holding it while trampling their opponents into dust (after stealing their bones first, of course!).

First up, here is the list of cards you are going to need to run this deck.

OBJECTIVE DECK

Created for War¹
Peerless Conquerors¹
Pride of the Emissarian Caste^{1*}
Pride of the Thorac Caste^{1*}
Tithemasters¹
Martial Mage^{2*}
Proud Commander²
Dominant Position³
Savage Exemplar^{3*}
Unafraid³
Advancing Swarm⁴
Fleeting Primacy⁵

Cards marked with * are surge objectives.

POWER DECK

Gambit Cards

Ceaseless Advance¹
Deathless Warriors¹
Dire Ultimatum¹
Exceptional Efficiency¹

Methodical Assault¹
Never Falter¹
Never Yield¹
Endurance Hunter⁶
Punching Up⁷
Heeded Instinct⁵

UPGRADES

Aura of Shyish¹
Hatred of the Living¹
Unstoppable Juggernaut¹
Empowered Nadirite¹
Haughty Resistance⁸
Scavenged Armour⁹
Soultooth Javelin⁹
Augmented Limbs⁴
Chitin Spear⁴
Armed to the Teeth⁷

OBJECTIVE

While it's tempting to build a deck that turns Mir Kainan into a juggernaut of destruction, this deck takes a slightly different approach – we will leave Mir Kainan almost completely in their bare bones and buff up their teammates instead, allowing those lesser fighters to more effectively take combat to the enemy. After all, Mir Kainan is a bit of a beast and really doesn't need much help to be a monster combatant. In addition, while your other fighters have accurate Attack actions, they aren't quite tough enough to withstand a sustained assault, so for the most part, they'll need a helping hand to hang around long enough to be useful to your plans.

WARRIORS OF THE OSSIAN EMPIRE

Before we can discuss the cards in any great detail, we must first observe the plethora of amazing rules that provide this warband's fighters with an efficiency unrivalled in Warhammer Underworlds.

MORTEK ADVANCE

The lockstep march of the Ossiararch Bonereapers has heralded the end of any number of empires over the years, and in Warhammer Underworlds it

¹ Kainan's Reapers faction card

² Kainan's Reapers expansion universal card

³ Direchasm Core Set universal card

⁴ Silent Menace expansion universal card

⁵ Hedkrakka's Madmob expansion universal card

⁶ Elathain's Soulraid expansion universal card

⁷ The Crimson Court expansion universal card

⁸ Starblood Stalkers expansion universal card

⁹ Khagra's Ravagers expansion universal card



Mir Kainan



Karu



Senha



1



2



3



4



5

is no different. This powerful ability allows the Mortek elements of Kainan's Reapers to effortlessly follow up their fellow fighters' Move actions, providing immediate support in their battles. You should aim to use this reaction after the Move action of a fighter's Charge action, to not only provide a supporting fighter for the subsequent Attack action but to also allow your Nadirite rule to kick in. Speaking of which ...

NADIRITE WEAPONS

Made of an awful, soul-stealing material, the weapons of the Ossiarth Bonereapers are terrifyingly effective. In Warhammer Underworlds, when one Mortek supports another, the damage of their Nadirite Attack actions can be increased depending on your attack roll. The risk of increasing a Damage 2 Attack action like Khenta's to Damage 3 will have many enemy fighters sweating in their boots. To help you take advantage of this powerful rule,



the deck boasts a few cards that either push, move or otherwise jostle your fighters into position. Ceaseless Advance (1), Exceptional Efficiency (2), Endurance Hunter (3), Heeded Instinct (4) and Never Falter (5) are all key cards in this regard.

Increased damage naturally helps with taking enemy fighters out of action, something you want to do as much as possible – not only does this award you glory points, it also grants you Bone Tithe counters, which leads us nicely on to ...

BONE TITHE

The most awful and spine-chilling factor of the Ossiarth Bonereapers is not their cold efficiency or their soul-rending attacks. No, by far and away their most dreaded trait is the act of carving up their fallen foes and rendering them down into their component parts to make more Ossiarth Bonereapers! This is represented in Warhammer Underworlds by the warband accruing tithe counters upon the defeat of enemy fighters. These tithe counters not only inspire the warband but can be spent to activate gambit cards and even power up the already pretty mighty Mir Kainan (who doesn't fancy a Range 2, Damage 4 Attack action?). To help you generate tithe counters, Exceptional Efficiency (6) and Methodical Assault (7) are powerful gambits that your opponent can choose to negate, at the cost of providing you with tithe counters. This reflects the theme of the Bonereapers, who form contracts with those in their empire – in return for



11



12



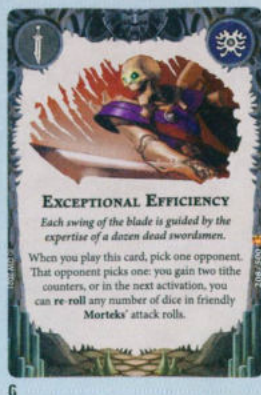
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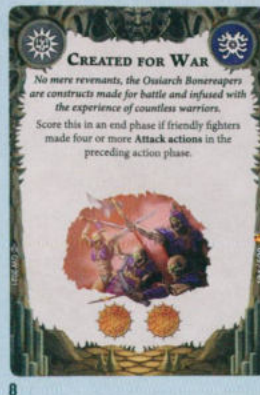
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not being slaughtered on the spot, these vassals must provide a regular tithe of bone. It's a great deal for all parties concerned ...

Combining all three of these extremely effective rules is the key to success with this warband and this deck in particular. Let's take a look at the cards in the deck and how they relate to the fighters in the warband.

OBJECTIVE CARDS

Objective cards provide the theme and victory conditions of any Warhammer Underworlds deck. In this one, we will be taking a flexible approach, combining cards that require enemy fighters to be taken out of action with others that require aggressive board control. What this boils down to is marching your fearless warriors into enemy territory in a fearless fashion and fearlessly cutting down the enemy to extract the building blocks of your future (fearless) success. You'll notice we've said fearless a lot, and the reason will soon become apparent. There is no holding back with this build; you need to go for the throat! The gambits and upgrade cards also feed into this play style, blending aggression, board control and defensive power to help keep the Mortal Realms in your skeletal grasp.

'REAPING' OBJECTIVES

Created for War (8)
Savage Exemplar (9)
Martial Mage (10)

These objectives reward you for taking enemy fighters out of action, which will in turn fuel your collection of tithe counters and glory points. While the majority of your glory points will come from your 'Empire' objectives (see next), you will aim to methodically take at least one enemy fighter, ideally two, out of action each round with Mir Kainan while your other fighters go about the bloody work of taking objectives and pushing into enemy territory. While these objectives focus mainly on Mir Kainan, this is perfectly acceptable – the Mortisan Executioner is your best fighter, after all. To score Created for War, you can either make judicious use of Mir Kainan's scything Attack action or instead position your Mortek fighters carefully. With Mortek Advance, it should be a simple matter to get your fighters into position to make a plethora of Attack actions. If you have moved your fighters into position to attack the same enemy fighter, don't drive that enemy fighter back. It is worth potentially losing a fighter in order to be able to make further attacks, potentially benefitting from your nadirite weapons! If you plan to make multiple Attack actions against the same fighter, consider sending in Karu or Nohem first – their lower-damage Attack actions are less likely to accidentally kill anything, leaving the survivor bloodied but, crucially, alive.

Savage Exemplar and Martial Mage are simply great cards for Mir Kainan and very easy to score to get the ball rolling. Kainan's Attack action can chop most fighters in half, and for the tougher ones, you can spend some tithe counters to reach a whopping Damage 4 without any upgrades!

To help you score these objectives, we've included Hatred of the Living (11), Punching Up (12), Soultooth Javelin (13), Augmented Limbs (14), Chitin Spear (15) and Armed to the Teeth (16). These cards boost your accuracy and/or damage, or provide powerful Attack actions with a Range of 2 or better, to ensure your slower Mortek fighters can still make a vital attack if they need to. As many of your Morteks will have Move tokens after use of the Mortek Advance reaction,



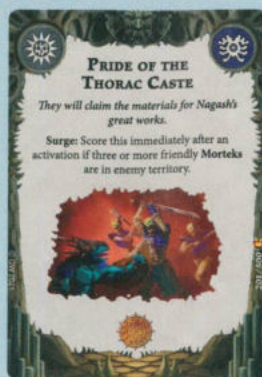
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Nohem



17



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21

having Attack actions with a decent range can mean the difference between victory and defeat, especially if an opponent pushes their fighter just out of adjacency.

'EMPIRE' OBJECTIVES

Pride of the Emissarian Caste (17)

Pride of the Thorac Caste (18)

Proud Commander (19)

Dominant Position (20)

Unafraid (21)

Advancing Swarm (22)

Fleeting Primacy (23)

As you can see, these cards rely on getting into enemy territory and provide the meat of the glory points you're planning to score. Your first activations should ideally be Charge actions, followed up by your willing Mortek fighters, who are then set to make follow-up Attack actions on the luckless fools who survived your attacks or tried to shove you back. A standard tactic includes charging a Mortek on to or next to an objective token, even in front of one, and then moving a Mortek on to that objective token, or next to it, as appropriate. This puts your opponent on the back foot – not only do they have two Mortek fighters to deal with instead of one, but if they want to take the objective back, they need to take both fighters out of action,

unless they have a lot of push cards. Cards that push fighters are something this deck has plenty of (see Ceaseless Advance and Heeded Instinct from earlier), so retaking that objective and countering any tricky card play from your opponent should be straightforward.

Broadly speaking, you will want to keep Binar Khenta and Hakor in reserve until a good opportunity to get in a Nadirite Attack action comes along. These are your better fighters, and with support they can do some serious damage, even without upgrades. This means that Senha and Karu are your go-to warriors to charge into enemy territory first, as they are somewhat more expendable, having less damage output than the other two. You can expect one to go down, but with good positioning, you can leave the other in place to counter-attack or provide vital support for Khenta or Hakor. This leaves Nohem as your backup – there to finish off any survivors. Remember that the Nadirite ability works for Nohem too – that is a potential 2 damage from the archer's Range 3 Attack action! Nohem can also sit on objectives in your own territory at need, without sacrificing their ability to attack. This can be important for scoring Dominant Position and Fleeting Primacy, not to mention Advancing Swarm.

How does Mir Kainan fit into all this? For the most part, unless you are trying to score Proud Commander, you should leave him as a looming threat early in the round. With a solid Move value and a decent Range of 2, Kainan's threat range is



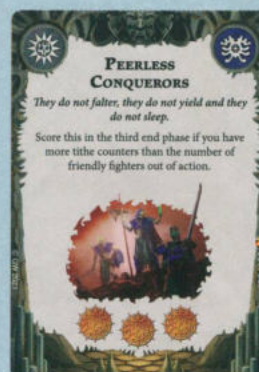
Binar Khenta



Hakor



27



28



29



22



23



24



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awesome, so your opponent will have to move carefully to avoid the Mortisan Executioner. When you do act with Mir Kainan, on your third or fourth activation, you can ensure you strike in the right place. Just be careful that your opponent doesn't move out of Kainan's range completely – you want to get in at least one telling blow per round.

Your power cards can also help you score these 'Empire' objectives, for the most part by keeping your fighters alive. Dire Ultimatum (24) is a strong play here. This card leaves your opponent with a difficult choice – fruitlessly attack Mir Kainan or take a Hail Mary attack on a Mortek – both work out very well for you either way. Then we have Aura of Shyish (25), which, when combined with Dire Ultimatum, makes a fighter all but untouchable. Binar Khenta is the best recipient for this card, as they are a lynchpin of the warband, but Hakor is an acceptable alternative. Next up is Unstoppable Juggernaut (26), providing +1 Wound and +1 Move to the upgraded fighter, the value of which in this deck cannot be underestimated. Finally we have Haughty Resistance (27), which can reduce the damage your fighter takes at a crucial moment – just be sure not to lose the Primacy token!

'TITHE' CARDS

Peerless Conquerors (28)

Tithemasters (29)

The final two objective cards in this deck relate directly to tithe counters. You will need to accrue tithe counters to score them – which of course means not spending them straight away. Tithemasters should be straightforward to score, especially if your opponent cannot afford to allow you the use of Exceptional Efficiency or Methodical Assault, so be sure to time those cards carefully. Exceptional Efficiency and Methodical Assault don't just provide fuel for your other cards, they also help Inspire your warband, so in general, you will want them as early as possible. Early Attack actions and pushes (especially pushes that move a fighter into range to attack) are much more valuable than later



ones, so it's worth taking a do-over if you don't see either card in your starting hand.

Peerless Conquerors on the other hand requires you to hold on to your tithe counters. Despite this, don't be afraid to spend tithe counters if you need to, even if it slows down your Inspire condition. Getting Mir Kainan Inspired is great but hardly essential. The difference between Damage 4 and Damage 5 against most warbands is negligible, and your other fighters just gain bonus accuracy, and in the case of Senha and Karu some Defence. While being Inspired is great, it's not worth sacrificing a strong board position or losing a fighter over. The tithe counters will come in time if you maintain your grip on the game. Should you get this card early, it should be easy to hold on to your tithe counters, but if you don't see it in your opening hand, just spend your counters to create a strong board state that will allow you to score the objective later in the game.

END PHASE

That brings us to the end of this article. We'd love to know what you thought of it. Do you have some favourite cards or tactics that you think should be featured here? Is there a topic you'd like to see discussed in a future article? Let us know at whunderworlds@gwplc.com, and you might see your suggestions appear in *White Dwarf*.

BUILDING THE CITY OF ULFENKARN

The Cursed City of Ulfenkarn has been overrun by the undead, its populace cowed by the half-feral vampire Radukar the Wolf. Here we look at the tiles that make up the alleyways and chambers of Radukar's domain.



Hello and welcome to Tales from the Cursed City. This month, we're taking a detailed look at some of the various rooms, back alleys and basements that make up the city of Ulfenkarn in your games. In addition to insights into the process of creating the environment of the Cursed City, we'll consider how the different board tiles create unique challenges for your parties of heroes.

ULFENKARN, INSIDE AND OUT

The astute amongst you will have noticed that on each board tile, one side is usually 'outdoors' and the other is 'indoors'. Where on one side a street or alleyway might be shown in the cool tones of Ulfenkarn's twilight, on the other side you'll often see a hallway or basement lit by candles or lamps. This is intentional, and it is key to putting together interesting, narratively focused maps for the heroes to battle through. One of the biggest differences

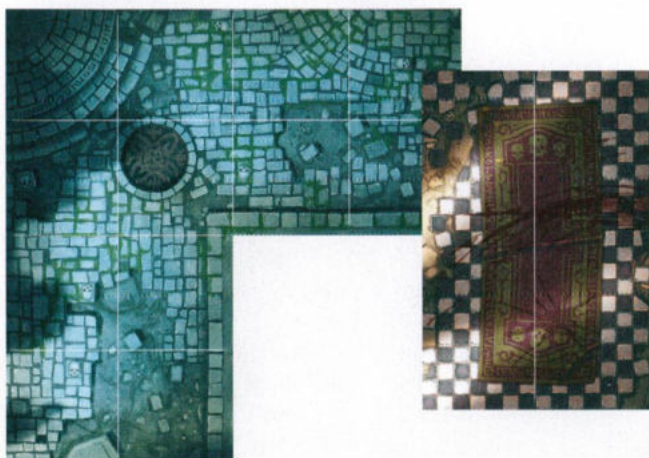
between this iteration of Warhammer Quest and its forebears is that while Ulfenkarn is a specific location like the others, battling through a living, breathing city is a different kettle of fish to a more traditional dungeon or the shifting chambers of a Silver Tower. Having indoor and outdoor tiles to work with allowed us to put together maps that were focused on one or the other. By also choosing an appropriate name, we were able to give players the sense that they were really fighting in different environments. When you visit Gravelight Boulevard or Abattoir Alley, it will look and feel completely different to, say, a Derelict Mansion, or the Ven Altens' estate.

Of course some maps feature a mix, too. Even a noble's mansion will have a small garden within its bounds, and amidst Ulfenkarn's haunted streets, there are many ruined buildings and abandoned workshops for heroes to rush into if they need a moment's respite.

ALLEYS AND HALLWAYS

Let's start with the workhorse board tiles of Warhammer Quest: Cursed City – the alleys and hallways of Ulfenkarn. These seemingly innocuous tiles are used to link the larger rooms together and provide the heroes (and hostiles) with different avenues of approach to the task at hand. Players should take careful note of where hostiles are situated at the start of a turn; through clever positioning of the heroes, hostiles can be manipulated into moving through longer corridors on the battlefield, buying more time for the party to achieve their aims.

Even these basic board tiles are covered in wonderful little details that really speak to the awful nature of the city – boarded-over channels of blood, rotten food, broken timber panels, light shining through destroyed walls, collapsed pillars. All in all, everything you would expect to see in a dishevelled city overrun by undead!

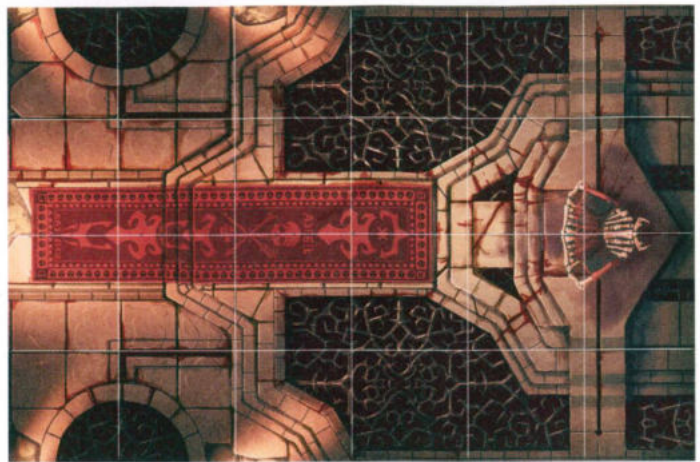


THRONE ROOM

Radukar's seat of power is a throne room that speaks to both his regal might and his bloodthirsty nature. Bloodstains abound, and ichor runs around the throne and between the floor tiles, representing the Wolf's lethal rise to power after murdering each of the noble houses that ruled the city. The carpet is a deep red, too, and interestingly has the emblem of old Mournhold embroidered on it, rather than a vampiric sigil. This sign of times past marks this carpet as just another of Radukar's many trophies. Perhaps it might have been a different colour once, but it has been drenched in so many gallons of blood that it is now stained a dark red, and it shall be forevermore.

Radukar's throne, too, reinforces the horror of the Wolf's court. It is made completely from bone (and you know for sure it's all human bones), with a thin, translucent material draped over it – almost certainly some luckless fool's skin.

On either side of the throne are what appear to be grates in the floor. These were no doubt installed after Radukar grew tired of having his audience chamber cleaned whenever he slaughtered some foolish petitioner. They hint at potentially vast reservoirs of blood beneath the throne – a banquet for the Wolf's Thirsting Court. Even the grille itself is sharp and vicious, just like the vampires that prowl Ulfenkarn's streets at night.



THE MARKETPLACE

One of our goals with the board tiles was to give players an insight into what life is like for mortals living in the realm of Shyish. This open air market square would be a familiar sight in many cities in the Mortal Realms. People would come from all around to set up stalls here, whether from distant districts of Ulfenkarn or from further afield. Everything imaginable would be available here, from early in the morning until late at night – but of course this is the Realm of Death, so we can only imagine the kind of products on sale here. Long-dead priests and saints hawking parts of their own bodies to afford a better tomb? Oracles and fortune tellers offering to prevent communion with ancestors that won't leave you alone? There are lots of possibilities. The marketplace tile also shows details that hint at what might have happened when Radukar seized power, upsetting Mournhold's daily rituals. Crates of products are scattered on the ground, a cartwheel lies broken in a corner, and one of the crates even has a sinister red mark on its lid. What manner of evil lies within? Only a hero with little to lose might risk opening such a thing.

In game terms, it is the largest of the board tiles. After all, marketplaces are wide open areas. This means the heroes have nowhere to hide when they enter this place. There is plenty of space to run away from hostiles, but it is equally easy to get surrounded and trapped, as this board tile will often have multiple entrances and exits – just like a marketplace in the heart of a city. The wares abandoned here also mean that this room contains one or even two mysterious objects on many maps. Of course, these treasures will usually be contested by at least one hostile group.



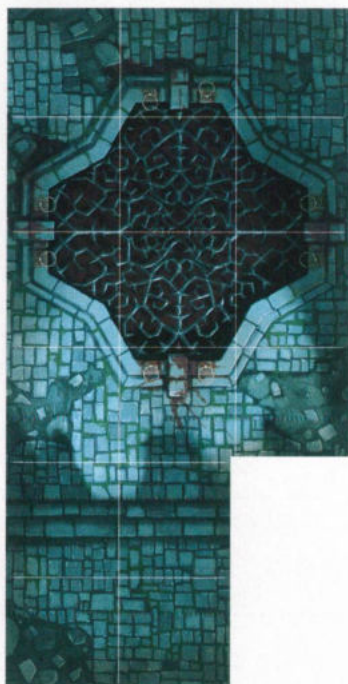
MYSTERIOUS OBJECTS

These models represent areas of interest in the city where heroes can find all manner of things, such as realmstone or magical treasures. Sometimes, though, exploring a mysterious object will trigger a trap or a crisis for the covetous hero. During Radukar's coup, many families hid their valuables and riches wherever they could, and they set beloved ancestors or pet familiars to guard them. With the deaths of these families, those ancestors and haemonculi, wishing for vengeance on the monster that ended their masters' line, now point the way to the hidden riches. Naturally, Radukar's control over the majority of the city's undead has allowed him to lay lures to entice treasure-hunting heroes, which only lead to traps or worse.



PUNISHMENT ROW

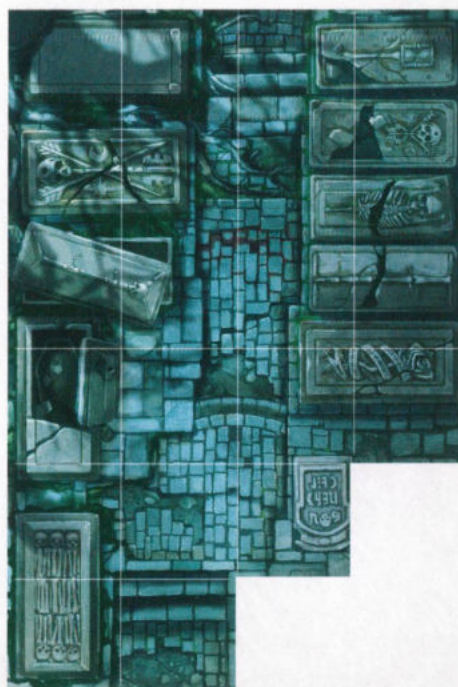
The concept for this tile came from the idea that Radukar and his vampire packs have but one punishment for any crime committed in Ulfenkarn – exsanguination. The question popped into our heads about where and how this would occur, and the answer came to life as Punishment Row – a grisly pit into which the blood of lawbreakers would be drained, for later consumption by the Vyrkos vampires. Two manacles hold the victim in place, and a grille allows their blood to drain into a reservoir beneath. Grim.



What follows are some of the rooms that were inspired by the broad, top-down concepts of the Mortal Realms and how those concepts were translated into a space built in a decaying city now ruled by a vampire lord. There isn't enough room in this article to go into all of them, so why not see if you can figure out which other rooms represent the remaining four Mortal Realms?

THE GRAVEYARD – SHYISH

We could hardly have a story set in a city overrun by the undead and not include a nice, large graveyard for the heroes to battle over, and as a representation of the Realm of Death, there was no other choice really! As the city itself is in Shyish, the graveyard is no mouldering, grass-ridden lot. The dead of Ulfenkarn are kept in good order within stone tombs that not only honour their mortal remains but provide a point of pride to the city's people. Their ancestors are respected and well treated, as they will be in turn. However, those glory days are long past. Most of these tombs are now cracked and open to the elements, and the contents of each coffin prowl the city under the control of the Wolf, ever eager to add to their master's growing army.

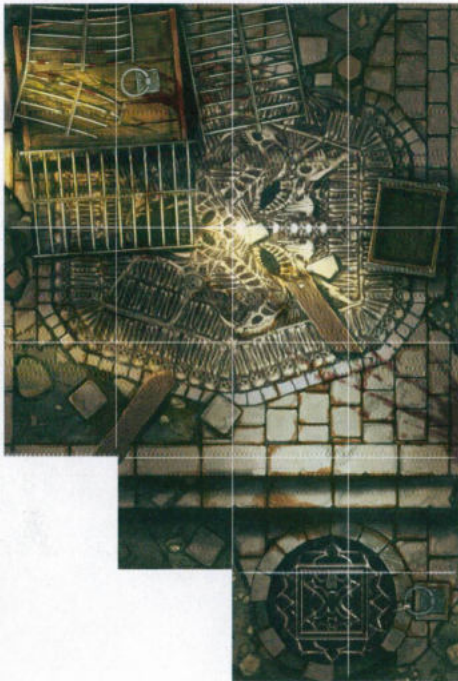


SPECIAL ROOMS – REPRESENTING THE REALMS

Initially, when we began to devise which rooms should go into the game and what size they ought to be, we were overwhelmed by choice. In a city, especially one in the Mortal Realms, there could be any room imaginable, from grand temple to squalid shanty. To help us create a really evocative setting, we decided to theme some of the rooms around the foundations of the Warhammer Age of Sigmar universe – the Mortal Realms themselves. For each realm, we came up with a concept for a type of room. From there, it was a matter of deciding the sizes and shapes, as well as which rooms would be on the reverse of which tile.

THE MENAGERIE – GHUR

The predatory realm of Ghur lends itself well to the idea of a menagerie. Feral beasts, kept captive for entertainment, would no doubt have gone mad with hunger after their caretakers were killed or eaten during Radukar's coup. These creatures would have soon broken loose in a frenzy and been captured or killed by the Wolf's minions. Where these beasts came from – and where they would be kept after their recapture – was a point of speculation for us, and this room shows how many of these beasts would have been locked up. A broken cage lies on the floor, along with a large crate that probably contained food or smaller creatures. For the most dangerous of monsters, a steel grille in the floor allows limited access to a dungeon room below. Doubtless Radukar has held luckless rebels over this opening, dropping those he deems unsuitable for further punishment to a vicious and awful death. Even the mosaic on the floor is a mix of vampiric aesthetic and savage monster – a perfect representation of the feral nature of the Vyrkos.



THE SMITHY – AQSHY

A smithy was a shoo-in to represent the realm of Aqshy. The image of a blacksmith hammering a red-hot iron upon an anvil, backlit by the roaring flames of a forge, spoke to the infernal energies of the Realm of Fire. Buildings that produce extreme heat would have been targeted during Radukar's purge of the city (the dead don't feel the cold, but fire is a great leveller against many an undead creature), but we thought smithies would have been left relatively unscathed. Radukar, being a warlord, would understand the need to arm his forces. The problem with plundering weapons from tombs is that eventually those tombs are emptied!

The details of the forge were a challenge to get right. We needed to depict a three-dimensional environment in two dimensions for a start, but we also needed to make sure that each room looked like someone could work or live there, with everything they might need to do their job. In the case of the smithy, this meant that we needed a forge, an anvil, and so on. However, this is where things got tricky. We didn't

want to place 'blocked' spaces on any of the board tiles, so there couldn't be anything in the rooms that the heroes could not feasibly stand on – like a forge, an anvil, and so on. This was balanced by making the anvils small enough that they looked like they could be jumped up on or fought around, and the forge was partially submerged into the floor, with a hatch that could be opened or closed.



THE ALCHEMY LAB – CHAMON

Transmutation is a hallmark of Chamon, the Realm of Metal, and the opportunity to show off the inside of an alchemy lab in the game was too tempting to resist. The depiction is similar to the smithy. The alchemical machine used to mix realmstone, transmute substances and conduct other, more esoteric experiments is built into the floor, with plenty of valves and dials attached. There is even a transparent panel in the centre of it, which appears to have been cracked by falling masonry. This adds to the image of a three-dimensional environment, but it also highlights the decrepit state of the city. You can imagine that in Mournhold's glory days, strange lights would have emanated from the chamber at the centre of this machine while the alchemists looked on, rubbing their hands in greed or perhaps making scholarly notes on the process taking place inside it. Though this feature dominates the room, it doesn't look like it blocks line of sight or would prevent heroes battling across the room, so it suits the style of the city and the function of the game perfectly. In addition, you can see alchemical circles with Azyrite script on them, showing that this was once a city of Sigmar before Radukar took over.



IN SUMMARY

We hope you found this article interesting. While there wasn't space to detail every single room drawn for the game, we've covered some of the more iconic ones and left a whole bunch for you to discover by yourself! If you have any questions or have any other feedback on Warhammer Quest: Cursed City, email us at warhammerquest@gwplc.com.

LAIR OF THE ARCHEOTEK

The mechanical eye of the House of Artifice has fallen upon one of its lost sons – the mad Archeotek Kavos Druun – and the Van Saar mean to bring him to justice! Here we present three linked scenarios for you to play through with your Necromunda gangs.



Years ago, the Archeotek Kavos Druun fled House Van Saar with many of the clan's secrets in his possession. Even by the questionable standards of the Van Saar, he was considered a tech traitor to their kind, augmenting his body with bionics until little of his humanity remained. For many cycles, the agents of the House searched for Druun in the underhive, where it was reported he had taken up as a bounty hunter roaming the Badzones. Though none have so far been successful, a hefty price remains on Druun's head, and many a Van Saar gang has descended into the depths of Hive Primus hoping to be the one to claim the reward and earn the favour of their clan.

Lair of the Archeotek is a Necromunda mini-campaign played out over three linked scenarios. It is built around the narrative of a Van Saar gang seeking the outcast Archeotek Kavos Druun, but it can be adapted to work with any underhive gang. In this campaign, one player takes on the role of the Hunters – ideally fielding a Van Saar gang – and the other the Agents of Druun, which can be represented by any gang. Gangs should be built using the guidelines for gang creation found in *Necromunda: Gangs of the Underhive* or the relevant House books, such as *House of Artifice*. The scenarios should then be played in the order of Power Lines, Field Test and finally Rogue Archeotek, with each scenario offering additional guidelines for how to modify them based on the outcome of the previous scenario.

POWER LINES

The hunters must follow the trail of power back to Druun's lair.

OVERVIEW

In this scenario, the Hunters must investigate a number of power nodes, following the trail from one to the next until all have been explored. It falls to the Agents of Druun to stop them before they find a path to their Van Saar master!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

ATTACKER AND DEFENDER

In this scenario, one gang is the Hunters and the other is Agents of Druun. If one gang is a Van Saar gang and their opponent is not, then the Van Saar gang is the Hunters.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. The Hunters uses the Custom Selection (10) method to choose their crew. The Agents of Druun uses the Random Selection (10) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

POWER LINES

At the start of the game, after setting up terrain but before deploying crews, the Agents of Druun player places five power relays on the battlefield. These can be tokens or bases, but should be no more than 40mm in diameter. Power relays can be placed anywhere at least 6" from a battlefield edge and at least 8" from another power relay. They may not be placed in impassable terrain or inaccessible parts of the battlefield.

A Hunters fighter within 1" of a power relay can take the Power Tap (Double) action, flipping the token over or otherwise noting it has been tapped. Once the first relay has been tapped (this can be any of the relays), randomly determine one of the untapped relays – this is the relay that must be tapped next in order to follow the power line. The Hunters must then continue to tap relays, randomly selecting the next one in line each time, until all five have been tapped.

ENDING THE BATTLE

The battle ends when all five power relays have been tapped or only one gang has fighters remaining on the battlefield. If the Hunters are the only gang with fighters remaining on the battlefield, then immediately tap all untapped power relays before ending the game.

OUTCOMES

If all five power relays were tapped, the Hunters add three Hive Scum to their crew in the next battle for free, otherwise the Agents of Druun gain an additional Experimental Weapon in the next scenario (see Field Test).



FIELD TEST

Druun dispatches one of his hirelings to test a new weapon on the hunters.

OVERVIEW

In this scenario, Kavos Druun has given his followers an experimental weapon to help them stop the Hunters. The Agents must use the weapon to put down fighters from the enemy gang, while the hunters must attempt to take out the agent with the weapon.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

ATTACKER AND DEFENDER

In this scenario, one gang is the Hunters and the other is Agents of Druun as determined in the previous scenario.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. The Hunters uses the Custom Selection (10) method to choose their crew. Note that if the Hunters tapped all the power relays in the previous scenario, the bonus Hive Scum do not count towards the maximum crew size. The Agents of Druun uses the Random Selection (10) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

THE EXPERIMENTAL WEAPON

After both crews have been deployed, the Agents of Druun player chooses one (or two if the Agents won the previous scenario) of their fighters to be armed with an Experimental Weapon crafted by Druun himself. Choose one of the ranged weapons carried by the fighter and add any two of the following Weapon Traits: Blast, Blaze, Concussion, Knockback, Melta, Rad-phage, Rapid Fire (2), or Shock. The weapon gains these traits for the duration of the battle.

ENDING THE BATTLE

The battle ends when the fighter(s) with the Experimental Weapon are taken Out of Action, or only one gang has fighters remaining on the battlefield.

OUTCOMES

If any fighter with an Experimental Weapon is still on the battlefield at the end of the game, they may retain their Experimental Weapon for the final scenario (Rogue Archeotek). If all fighters with Experimental Weapons were taken Out of Action, the Hunters may add a Bounty Hunter to their crew for free for the final scenario.



ROGUE ARCHEOTEK

The hunters confront Druun in his lair!

OVERVIEW

In this scenario, the Hunters have found the lair of Kavos Druun and must bring him to justice! Druun himself is present along with his followers and aims to see the Hunters stopped for good!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

ATTACKER AND DEFENDER

In this scenario, one gang is the Hunters and the other is Agents of Druun as determined in the previous scenario.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Both gangs use the Custom Selection (10) method to choose their crew. Note that both Kavos Druun (see below) and the free Bounty Hunter the Hunters gain for winning the previous scenario do not count towards the maximum crew size.

DEPLOYMENT

The Agents of Druun deploy first, placing Kavos Druun (see below) as close as possible to the centre of the battlefield, ideally on a piece of elevated terrain. The rest of the Agents crew then deploys within 12" of Druun. The Hunters then deploy their entire crew within 2" of any battlefield edge at least 6" from any enemy fighters.

KAVOS DRUUN

For this scenario, the Agents of Druun add Kavos Druun to their crew. He can be represented either by a Van Saar Leader (as detailed in *Necromunda: Gangs of the Underhive*) armed with a grav gun, autopistol, fighting knife and mesh armour, accompanied by three cyberachnids. Alternatively, if the players have access to *House of Artifice*, then Druun can be represented using the profile for a Van Saar Archeotek equipped with up to 155 credits of equipment and three cyberachnids.

ENDING THE BATTLE

The battle ends when Druun has been taken Out of Action or only one gang has fighters remaining on the battlefield.

OUTCOMES

If the Hunters take Druun Out of Action, then they are victorious and may haul the disgraced Archeotek back to House Van Saar for judgement. Otherwise, the notorious bounty hunter escapes again!



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 month, Blood Bowl teams, heroes, planes, mighty walkers and some titanic terrain.

It's August already! How did that happen? More to the point, Matt has started his second hobby bingo card. The man's a painting machine. Could he complete two in a year? It's quite possible!

For the rest of the Dwarfers, finishing their first bingo sheet is the current challenge, with Sophie the next closest to completion. We've also been contacted by a

number of you out in the real world who are ploughing through your own bingo sheets (including one chap who's working on four at the same time – one for each of his armies!). We're pleased to hear that you're all enjoying it. Elsewhere in the studio, Blood Bowl seems to have been surging (must be the sunny weather) as you can see from the teams below. Play ball, folks!

THE HATE BREEDERS

Mortal Realms designer Andrew Horsley painted this Shambling Undead team so he could learn to play Blood Bowl – a plan that was cut short by deadlines, league dropouts and a global pandemic! He picked Abaddon Black, Retributor Armour and Khorne Red as his base colours, then washed them alternately with Nuln Oil and Agrax Earthshade. For the base, Andrew drybrushed Stirland Mud with Moot Green for a muddy turf effect.



THE REDDEHAUSEN RINGWALLERS

Translator Dirk Wehner has just finished painting a Wood Elves Blood Bowl team that he named after an overgrown archeological site near his hometown. Dirk likes the visual combination between sports team and fantasy that the Wood Elf models have and has emphasised this by using red and yellow in their colour scheme. On one hand it's a classic Wood Elves autumn palette. On the other it looks just like a sports team's kit!



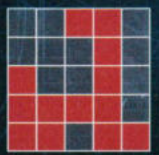
HOBBY BINGO

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



MATT HUTSON – 1270

Having completed his first hobby bingo sheet, Matt twiddled his thumbs for twenty seconds before starting work on a second sheet. He's already completed two squares on it, too. You can see one of his latest projects over the page.

JONATHAN STAPLETON - 180

Where most of the Dwarfers have painted lots of different models over the last half year, Jonathan has concentrated all his efforts on his Necrons. In fact, he's the only Dwarf to have painted models from only one faction.

BEN HUMBER - 50

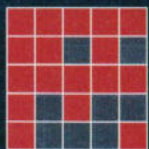
Den's picked up his brushes once more to work on Thundrik's Profiteers. He's also got a few more Raven's Watch Space Marines on the go. You can see his Reivers and Invictor Tactical Warsuit over the page.



**SOPHIE
BOSTOCK**

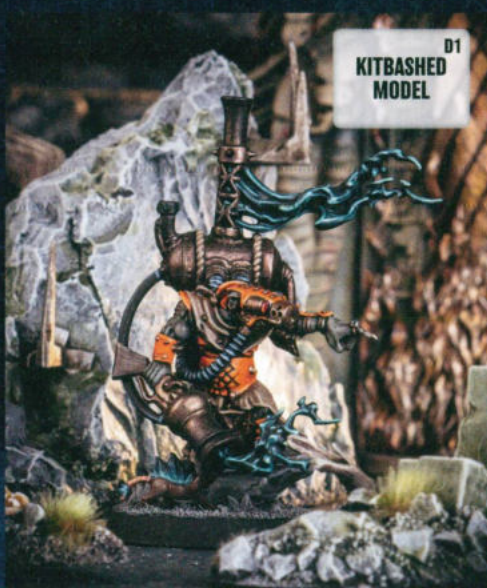
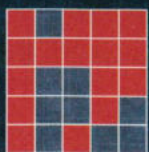
- 320

Sophie has finished a Chaplain for her Tome Keepers force this month. She painted his armour using Abaddon Black followed by highlights of Eshin Grey and Administratum Grey. The red robes are Mephiston Red shaded with Nuln Oil and highlighted with Wazdakka Red.



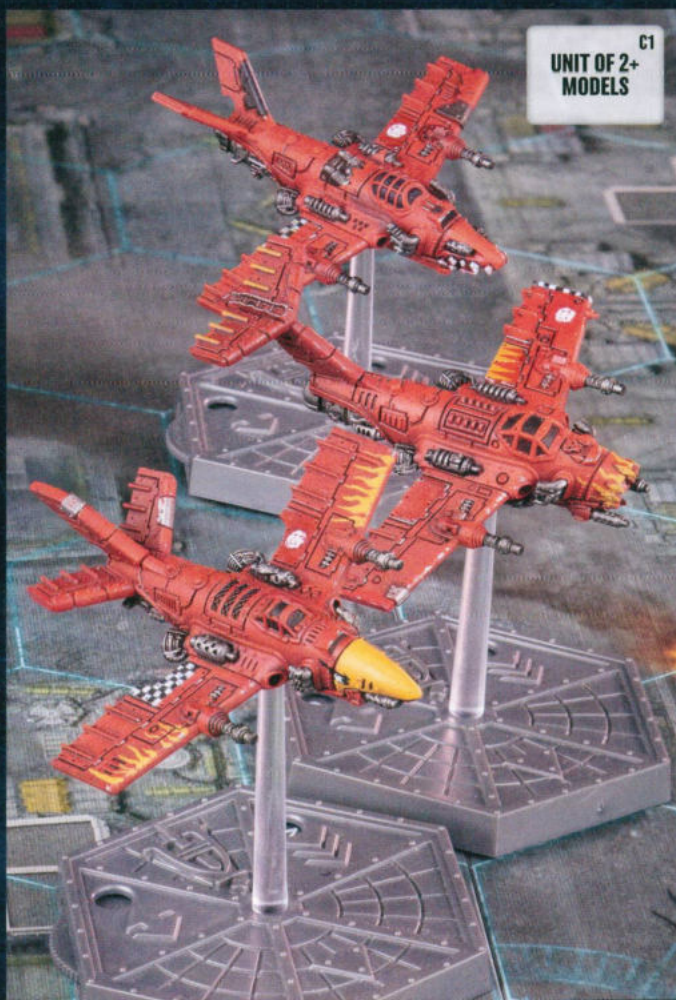
DAN HARDEN – 260

Dan's been working on Dire Wolves this month, but he also created a new character for his skaven army – a Warlock Fumigator. Dan used a Stormvermin for the body, an Outrider blunderbuss for the gun and one of Boneripper's spare horns for his exhaust stack.



LYLE LOWERY — 180

Lyle has recently finished a skwadron of Dakkajets for Aeronautila Imperialis. He painted them red (cuz red wunz go fasta, obviously). To personalise them and give them their own individual look, Lyle painted designs on the aircraft fuselage. One has a birdlike beak and eyes and fiery wings, while another has white painted 'teeth' inside the 'mouth' of the plane.



SUPER HEAVY SUCCESS

Lyle also painted an Armiger Warglaive for his hobby bingo sheet. He painted it in the colours of House Hawkshroud because he's a big fan of both their background and colour scheme and because he already has a Knight Crusader painted in the same scheme.

To paint the yellow armour panels, Lyle undercoated all the armour plates with Chaos Black and then preshaded them with white to create natural highlights and shadows. He then glazed the armour with Iyanden Yellow to build up the colour – an easy and effective way to paint yellow armour on a large model. The scratches and battle damage were applied last with Flash Gitz Yellow.



C5
LORD OF WAR
OR BEHEMOTH

VANGUARD DEPLOYMENT

Following his return to the *White Dwarf* bunker last year, Ben has continued to add to his Raven's Watch Chapter of Space Marines. His latest unit of Reivers are painted in their traditional Abaddon Black armour highlighted with Fenrisian Grey. They are also his first unit armed with bolt carbines instead of pistols and knives, as he wanted to add a bit of range and flexibility to his force. Like the rest of his army so far, Ben's Reivers sport orange markings (in this case a whole shoulder pad), which ties in with the background that he's developing for his force. Not content with adding one new unit to his army, Ben also painted an Invictor Warsuit for some much-needed firepower.



A4
UNIT OF 2+
MODELS

D3
VEHICLE OR
MONSTER

A WAR ZONE IN THE MAKING

To finish his hobby bingo sheet last month, Matt built, converted and painted a load of scenery to sit alongside his ever-growing Adeptus Titanicus collection.

'I needed to build some scenery and complete a kitbash for my hobby bingo sheet, so I did both at the same time,' says Matt. 'I started by constructing a load of regular buildings using a couple of Civitas Imperialis kits and the spires set that goes on top of them. I then took the dome and one of the chimneys from the Warhammer

40,000-scale Alchomite Stack and used them to create the shell for another building. By adding a few spare pieces from the Manufactorum Imperialis set, I was able to make it look like an Adeptus Titanicus-scale building. In my head it's an orbital defence control centre. To paint all my buildings, I undercoated them with Wraithbone spray and then washed them with Seraphim Sepia. Once that was dry, I drybrushed them with Flayed One Flesh and Wraithbone. I picked out the windows with Ork Flesh. The metal areas are Leadbelcher washed with Nuln Oil.'



NEXT ISSUE
KILL TEAMS

NEXT ISSUE
ON SALE 17
SEPTEMBER

