



WHITE DWARF

ISSUE
469

THE TOME
CELESTIAL:
SERAPHON

FANTASTIC
WAR HOSTS:
NIGHTHAUNT

BATTLE REPORT:
RETURN TO
SANCTUARY 101

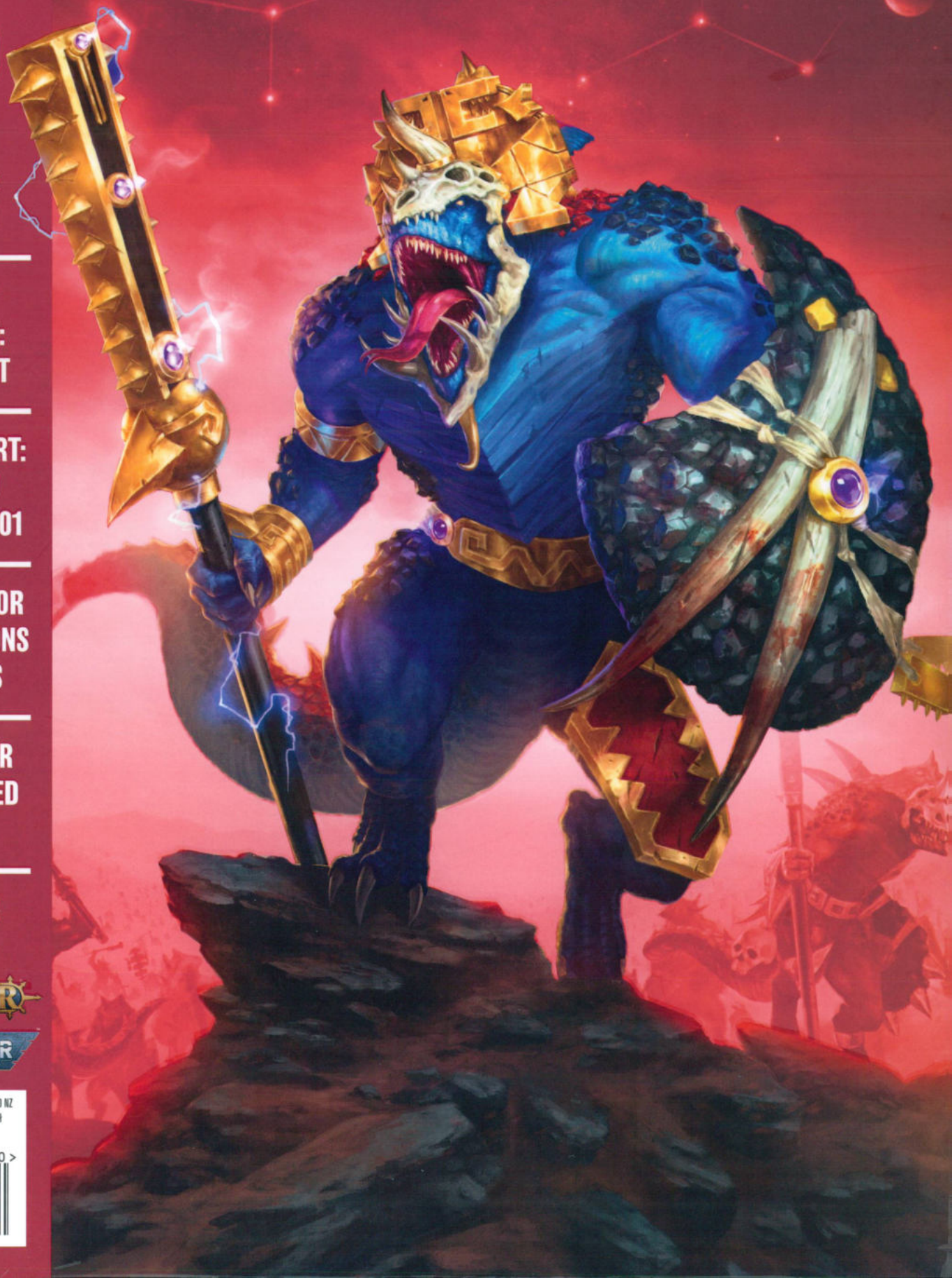
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WHITE DWARF

ISSUE 469

FATE FINDS YOU



LYLE LOWERY
Managing Editor

A couple of years ago, we printed a Black Library Warhammer Horror short story that had random endings determined by the roll of a die. Internally, we called it 'Choose Your Own Demise', inspired by the interactive storytelling explored in early Games Workshop publications and popularised in children's books. In appropriate Warhammer Horror fashion, though, this story had different ways to reach a gruesome end.

This year, we're trying something different and somewhat experimental. This issue features another haunting Warhammer Horror story, but the twist is that there are four different endings scattered across all the *White Dwarfs* in print. You don't know which ending you'll get until you read it! We call it Fated Fiction; the end of the story is sealed by fate when you get your copy of *White*

Dwarf. Which ending will you get? What endings did your friends and fellow Warhammer enthusiasts get? The mystery, and talking with your friends about their various demises, is all part of the fun!

I think it's a really cool twist on the genre, but what's important is what you think! Let us know by dropping a line to team@whitedwarf.co.uk. If you like it, hopefully we can continue to bring you Fated Fiction, and we can explore other ways we might do cool things with variant page insertions.

This issue's card insert is a two-sided matte backdrop for your miniatures photography. I think getting great pictures of your models to share with your friends is a big part of today's hobby, so hopefully they will help you create some cool photos! Top tip: tilt the backdrop to avoid glare. Show us what you got by sending us pictures of your models using the backdrop!

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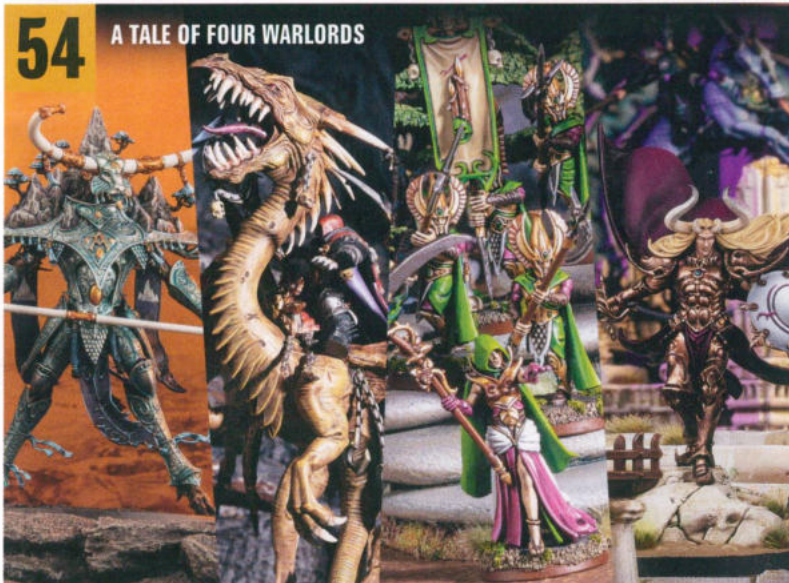
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BATTLE REPORT: RETURN TO SANCTUARY 101



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40,000**

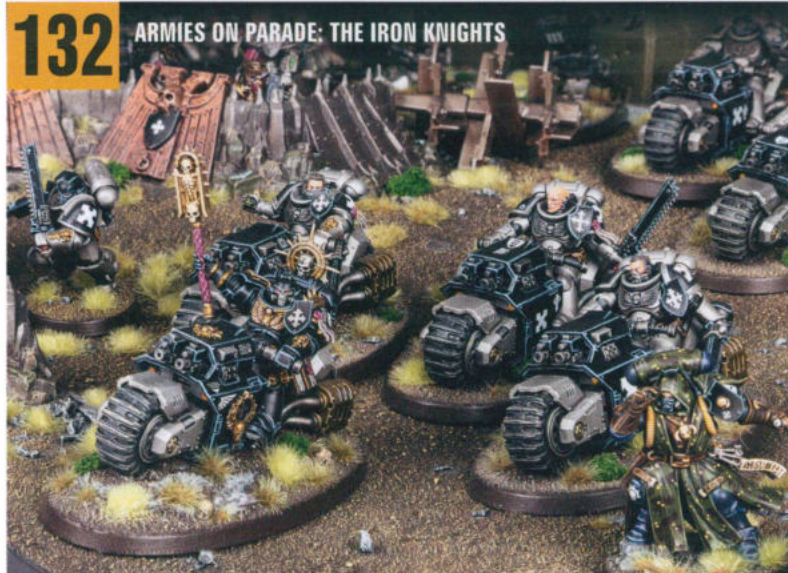
KILL TEAM

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HOST OF
NEW RULES

FOR FIELDING A
THOUSAND SONS
WARPCOVEN KILL TEAM
CAN BE FOUND IN THIS
VERY ISSUE.



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ON THIS ISSUE'S TEAR-OUT SHEET

This issue's card section contains something a little different – two colourful backdrops for you to use when photographing your miniatures. They're perfect for creating a background behind buildings and terrain, enabling you to take some atmospheric in-world pictures. We'd love to see what you come up with!



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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.



HOW WARHAMMER GOT ME THROUGH THIS

Hi *White Dwarf*!

As a supermarket key worker throughout the pandemic, I've had a rather mixed experience. I've seen some people step up to meet the pandemic challenge and do their bit to help combat it. I've also seen it bring out a side of people that I really don't get paid enough to see. It has been really mentally challenging, to the point where I wouldn't want to get out of bed some days.

What has kept me going through this whole thing is the freedom to lose myself in the hobby. Painting my miniatures, reading *White Dwarf* and Black Library books, playing the computer games and so on has helped me to get through all the bad things I've experienced by providing something positive to look forward to each day. In particular, being able to come home at the end of a shift and read more of the Eisenhorn novels that I got for Christmas has helped me forget about the small minority of badly behaved people, and the books have really lifted my spirits in some pretty low times.

I just wanted to write and say thanks for doing everything you do. In this era of essential versus nonessential, please remember that to the hobbyists working through this pandemic you have been, and will continue to be, essential to us. Thank you!

Robert Nelson
Nantwich, UK

It certainly has been a trying time, Robert, and no mistake! Fortunately we've had people like yourself holding the front line, keeping us healthy and fed. And you're right – plenty of good people have stepped up to show what humanity can achieve when faced with adversity. Even within our hobby people have rallied round, creating video posts, chat groups, video chat painting nights, online quizzes, remote gaming and who knows what else. Mental health and happiness are important, and painting Warhammer models (being creative in general!) is surely a positive thing. We hope you enjoy reading Eisenhorn – it's a cracking series. Make sure you pick up the Ravenor and Bequin novels when you get a chance, too – they're epic!

THE REAL STC

Hello. My name is Joseph Davis, and I am an artist that really enjoys creating artwork for Warhammer 40,000.

Last year I attended an event in Memphis, Tennessee called Paint Memphis. At the event, me and my crew of artists painted a 40' x 10' mural of Warhammer 40,000. The mural was nonprofit – we just had fun creating the work. I call it The Real STC. I hope you all enjoy this work as much as we did creating it. The rest of the crew are: Hugo Zamorano, Jair Rodriguez Alvarez, Otoniel Moreno Dorado and Josue Zamorano.

Joseph Davis
Walking in Memphis, USA

Ah, so this is the real secret of STC technology is it, Joseph? The Adeptus Mechanicus are a dastardly bunch for experimenting on tiny gorillas! Or are they creating tiny gorillas? It truly is a mystery. Fortunately the Ork looks like he's about to resolve the problem with some good old-fashioned brute force.

Congratulations to you and your crew for a fine (and large) example of Warhammer artwork. We can only imagine how many pots of Kantor Blue you used for the backdrop. We hope you used two thin coats of Yriel Yellow for the Imperial Fist. We'll have to let the team in our Memphis HQ know so they can come and take a look. They could eat their lunch beneath a swirling warp rift and an Imperial Cruiser!





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Chaos Lord on Karkadrak
by Vincent Lepoutre



ASK GROMBRINDAL

Are Flesh-eaters limited to only turning humans into ghouls, or are other races susceptible to the curse? It would be cool to have ogor ghouls!

Nikita Itin
Renton, WA, USA



It would be cool to have ogor ghouls? No, Nikita! No it wouldn't! Human-sized ghouls are bad enough! In answer to your question, Ushoran was originally a human, so it would be easy to assume that most ghouls were also humans. We do know that those aelves can fall prey to the Soulblight curse, though it's extremely rare. It likely depends on the power of the Abhorrent in question. Your standard Ghoul King can likely only 'infect' humans, while an especially strong Archregent could probably spread the curse to other races. As for ogors, they're one of the more human-like races, so it probably could spread to them. That being said, ogors with a particularly morbid taste in meat might well fight alongside the local ghouls anyway. It's not like their table manners are much worse, after all.

Grombrindal

Necromancer
by Romain Bordalet



Tzaangor Skyfires
by Michał Skublicki



Arwen
by Tony Sarris



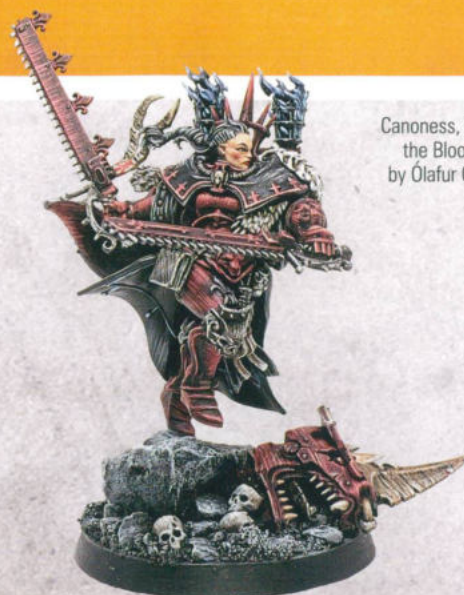
Deathwatch Apothecary
by Shane Hickman



Gotrek Gurnisson
by Thibaut Frederic



Canoness, Order of
the Bloody Rose
by Ólafur Ólafsson



Skitarii Rangers
by Thilo Engels



PAINTING QUESTION: THE HOUSES OF ROHAN

Hello team,

Could you let me know how you painted the lovely grey Rohan buildings that are shown on the box covers?

Pete Andrew Jones
Crymych, Pembrokeshire, UK

Hey Pete – we can certainly do that! The buildings were painted using an airbrush, but you can achieve equally good (and fast) results by drybrushing the walls and roof. You can leave them separate during assembly, but they are easy enough to paint when fully assembled. The washes are applied in patches to both the roof and walls to create weathering.

GREY WALLS

Basecoat: Mechanicus
Standard Grey

Airbrush: Dawnstone

Airbrush: Dawnstone &
Administratum Grey 1:1

Airbrush: Administratum
Grey

STRAW ROOF

Basecoat: Deathworld
Forest

Airbrush: Balor Brown

Airbrush: Ushabti Bone

WEATHERING

Wash: Seraphim Sepia &
Lahmian Medium 1:1

Wash: Athonian Camoshade
& Lahmian Medium 1:1

Wash: Nuln Oil & Lahmian
Medium 1:1



MODEL OF THE MONTH: BLACK TEMPLARS MORTUARY LAND RAIDER

Our model of the month is this Black Templars Land Raider by Kader Rey. Dubbed the Land Raider Relicar by Kader, it features extensive conversion work to make it look like a future-gothic war machine.

Kader: My Land Raider is built in homage of a fallen Black Templars battle-brother who was found during a crusade to reclaim the forge world of Geonide. His body now sits as a relic on the hull of the tank, the last vestiges of his spirit fused with that of the tank's machine spirit.

I converted my Land Raider using a lot of different kits. The side doors were replaced with stained glass windows that I made from paper, printed with images then swabbed with alcohol to make them translucent, allowing the interior lights of the tank to shine through them. The surrounds are from the old Sanctum Imperialis building kit, cut to fit. For the side sponsors I used twin flamethorn cannons (for double the purging!) and Black Templars shields from Forge World. The dozer blade and demolisher cannon came from the Vindicator kit,

but I widened the plough with plastic card and spare Venerable Dreadnought plates. The bass relief was made from some easy-to-build Primaris Marines, while the dead Terminator is one of the Space Hulk objective markers. All the hanging parchment comes from the Ravenwing upgrade sprue. The candles are made from cotton swabs and modelling putty.

I undercoated the tank white, then used Abaddon Black for the basecoat. I find it smoother than priming with black. I then highlighted the armour with Mechanicus Standard Grey and Administratum Grey and shaded it with Nuln Oil until I was happy all the colours blended neatly together.



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. He can often be found in one of the lesser-known taverns of Hammerhal Aqsha, debating important topics such as how realmgates work and which god has the best hat.

Since its inception, the Age of Sigmar has gone from mythic, bombastic beginnings to a detailed setting populated by the best miniatures in the world. Piece by piece, model by model, book by book, we have seen it come to life, forming the foundations on which you can build your own stories and campaigns. That said, the Age of Sigmar is still primarily the setting for a tabletop wargame. Because of this, it has focused almost entirely on the ramifications of warfare, which has naturally left a fair few questions as to how the non-conflict side of things operates.

Though there is a gold mine of information about how the setting 'works' in various rulebooks, battletomes and Black Library publications, there still remain questions about the less killy parts of Age of Sigmar that haunt inquisitive minds. After all, not everyone has every book or – whisper it – has collected every *White Dwarf* magazine. Even if they do, they might not know where to look for the answer to that elusive question about how you go about getting a croissant or a new pair of fancy pantaloons in the Mortal Realms. And for every question about the dirty, everyday side of life in Age of Sigmar, there's one about how magic works or even how the cosmos came to be.

With that in mind, I thought it might be a good idea to collate the most common inquiries into a sort of FAQ document, much in the manner of those published by our esteemed comrades in the rules team. There are quite a few that have been asked over the years, whether through events such as Warhammer Fest, through emails to the *White Dwarf* bunker, in forums, on social media or just in passing – so many, in fact, that this is going to have to be a two-parter.¹ We are dealing with seven 'worlds' here, after all, and Hammerhal wasn't built in a day.² Still, these are Frequently Asked Questions in the truest sense of the term, so it's only fair we answer them somewhere.

The first question, and the most frequently asked of all, deals with bread.

Are there bakers in the Mortal Realms?

There are indeed. Butchers, bakers and candlestick makers³ all exist in the Cities of Sigmar, as do all manner of craftsmen and tradesmen trying their best to hustle, haggle and hoard. The citizens of the Mortal Realms being pragmatic types, you're likely to get hard, dense loaves baked to last for weeks⁴ rather than the ready-sliced kind used to perform pincer manoeuvres on unsuspecting pieces of cheese here in the real world. Note that in the Mortal Realms, where no one is really safe for long, even a simple baker's apprentice likely carries a blade and a charm against evil fire-spirits, just in case.

How do farms work in Age of Sigmar?

The people of Sigmar's cities and settlements do farm the land where they can, but it's extremely tough to get enough swathes of arable earth (sometimes called Ghyranite Tracts) up and running to feed a large population. After all, the Age of Chaos saw the realms ravaged by war and magical fallout for five hundred years, topped off with the odd daemon invasion. It was not a pleasant time, and vast stretches of land were corrupted.

To make the earth fit for farming again takes blood, sweat and tears – quite literally, in fact. The gangs of the faithful known as the Devoted, most of whom are driven by a burning desire to reclaim their ancestral lands, will walk miles barefoot over the punishing wilderness, bleeding from the soles of their feet whilst whipping and flagellating themselves so that droplets of blood are shed from their backs onto the earth. This cleanses the ground of the taint of Chaos – not through washing it⁵ but through the energy of the sacrifice that is made in Sigmar's name. The land so cleansed can then be ploughed, irrigated with channels and brought back to a fertile state with judicious use of Aqua Ghyranis (useful stuff, this – for those who are unfamiliar with this currency/healing potion analogue, I'll circle back to it in part two). Most are protected with at least a palisade wall, but not all. Hammerhal Ghyra, a city specialising in sustenance, is the breadbasket of Hammerhal Aqsha and several other Aqshian cities besides, trading through the Stormrift Realmgate.

There are other kinds of farming, of course. The Realm of Death has a lot of settled underworlds

¹ Could have been more, to be honest, but editor Lyle's patience only stretches so far.

² Burning it down would likely be a good deal quicker, but we don't want to give Archaon any ideas just yet.

³ Very popular with the Nighthaunt processions, these lads.

⁴ They can also be used as a pillow or a hiding place for a dagger if needed.

⁵ Not even Khorne worshippers spill quite that much blood.

Worlds of Warhammer delves into the background of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. In the first of a two-part special, Phil answers some of the most pressing questions about the Age of Sigmar.

that harvest the oceans for the cold, pale fish, crabs and other types of sea life; the lakeside city of Lethis fishes the great body of water next to it despite the fact that its waters are said to be poisonous to the mind. Subsistence farming is common, especially for those Dawnbringer Crusades that have yet to put down their metaliths and stake their claim to new territory. Depending on the realm, hunting wild animals can yield a fair amount of provisions, too, though in most realms – especially Ghur – they are likely to hunt you right back. In short, people get by in whatever way they can.

Are there cats, dogs, trees and, you know, normal things like potatoes?

Well, not everything is a nine-headed hellbeast in Age of Sigmar. As well as all the fantastical gribblys, Chaos-twisted predators and giant

carnivorous fungi that dot the realms, there are more mundane plants and animals, too. Cats, dogs, horses, goats, sheep, rats, mice, fleas – all the usual species that live alongside or parasitise humanity exist in some form or another, as do more exotic species, even if they have adapted slightly to better fit the realm they inhabit. The same can be said for roses, ferns, potatoes, corn, grass, wheat, bulrushes and every other plant we might be familiar with on our own planet.

That said, after the horrendous reality-warping effects of the Age of Chaos, only the strongest or most resourceful species have really thrived out in the wilderness. A pack of mangy lions or iron-horned wildebeest might have survived, but idyllic fields full of sheep would be long gone. Only in the cities (or their immediate environs) would you find more pastoral creatures living in relative stability.



⁶ That's how the scholars in the Realm of Heavens see it, at any rate, but they are rather obsessed with stars. A more primal culture such as that of the orruks would disagree – violently, no doubt.

How does magic work in Age of Sigmar?

The logic of how magic works in the Age of Sigmar setting has evolved from the 'Winds of Magic' concept from the World-that-Was. With each realm formed partly of crystallised magic, arcane energy can be found everywhere to some degree. Imagine it like particles or motes; they're invisible most of the time, but when the conditions are just right, they can sometimes be seen dancing in the air.

Thaumaturgical motes from Aqshy can take a vibrant orange hue, whilst those from Ghyran may be greenish. Take an ever-burning coal into Ghyran, and you would bring with you clouds of orange motes. This would be a useful 'battery' if you wanted to cast a fireball. To cast that spell, you gather the nearby orange particles to send them roaring out as a magical ball of flame. Casting the same fireball spell would be even easier standing next to a realmgate to Aqshy, and easier still in Aqshy itself, as there would be more motes of bright magic to harness. Similarly, it would be easier to cast that same spell near people who are angry or passionate, or people who simply hail from Aqshy. Such souls would attract more of those Aqshian motes than, say, a sickly person from Shyish, who would have more particles of death magic to draw upon.

Though there may be few motes of life magic in Shyish or death magic in Ghyran, for example, there are always some to draw upon. After all, people still give birth, plant seeds and walk the great cycle of life in Shyish, just as people still die in Ghyran. The magic there will lend itself to certain spells (essentially forming familiar shapes under the crystallising effects of spellcraft), and spells native to that realm will be more powerful.

Nevertheless, it is still possible for a skilled magic user to practise their art wherever they are, especially if they carry with them artefacts redolent of the realm magic they wish to use.

How did the Mortal Realms come to be?

One of the fundamental principles of Age of Sigmar metaphysics is that 'like attracts like'. After the World Before Time was destroyed by Chaos, the remnants were drawn into vast nebulas of stardust and cosmic matter (other than the core, which hurtled through space). There, the motes that had formed each Wind of Magic gathered together and coalesced into realmspheres. Think of it a bit like crystals forming in a solution; they gradually accreted until they became the large discs of matter (sometimes fringed with smaller ones) held within magic-aligned spheres of atmosphere. These discs of matter have the most intense forces of magic at their edges.

How do the suns and moons work in Age of Sigmar? What can you see in the sky?

This really depends on the realm. Essentially, Hysh forms the 'sun' for every other realm, often depicted as locked in a tandem orbit with Ulgu and therefore appearing a bit like a binary star system.⁶ Looking at it another way, it's more like the two are metaphysically linked; when one is in the ascendant, the other is descending in power. This gives the cycles of day and night. When the Realm of Light is in the ascendant, it's day, and when the Realm of Shadow eclipses it in power, it's night. If you're actually in Hysh itself, it's always light, ranging from dazzlingly brilliant to merely glowing. If you're in Ulgu, it ranges from gloomy to pitch black. In the other realms, Hysh



can be seen either as a glow in the sky a bit like a sun or simply as an ambient light that is brightest at midday and, after twilight, fades to let the shade of Ulgu take over completely.

Those realms closest to the Bright Realm of Aqshy sometimes have an orange glow in the skies that could be mistaken for a second sun. This is the flaming realmsphere of the Realm of Fire seen from across the aetheric void.

Each realm has its own 'moons'. These are in fact lesser manifestations of the same realm, made of the same stuff as the realms themselves but largely uninhabited. That said, there are rumours that some can be reached by the same realmgates as the Mortal Realms themselves ...

Has every realmgate in Chamon been destroyed after the Dark Master's machinations in *Broken Realms: Be'lakor*?

That's a resounding no. A good few were, causing a massive power shift in the Spiral Crux and cutting off dozens of trade routes – but the vast majority of the Chamon realmgates remain in operation. That doesn't mean they are safe, of course.

How do the 'cursed skies' work to stop Stormcast returning to Azyr? And if a Stormcast Eternal reincorporates into lightning – armour and all – and zaps back up to Azyr, how come we sometimes see Stormcast helmets used as trophies?

The events of *Broken Realms: Be'lakor* detail how the Dark Master used a massive magical backlash of Chaos energy to corrupt the skies themselves (a little like an oil slick messes with the ocean, but spreading across the stratosphere). Most Stormcast Eternals cannot pass through this barrier upon their death and hence are left bodiless, howling and crackling around the cloud layer as entities of energy called 'lightning gheists'. Only the star bridges of the Stormkeepers can channel such energy with enough force to punch it right through the cursed skies. If the lightning gheist can't make it back to its parent Stormkeep, it can be lost forever.

Either way, if you kill a Stormcast Eternal with a potent enough magical force,⁷ you can sever their link to Azyr (or scramble the link of their sigmarite wargear) and thereby potentially strand their soul (and/or their armour) in the Mortal Realms until one of their brethren comes to rectify the problem – looking at you, Lord-Relictors. Note that this is incredibly rare, which is why a shiny Stormcast helm is a trophy worthy of serious respect.

What happened with the Necroquake after Teclis' banishment? Do endless spells still exist? Imagine the Shyish Nadir's formation causing a massive seismic event (hence the Necroquake).

It's magical rather than physical, but that's a handy analogy for the impact. For a good while there, during the Soul Wars, the Death factions were drawing on the power of this quake to get their agenda done fast and hard. Two entire factions rose to prominence as a result (Nighthaunt and Ossiarch Bonereapers). Bad news for Team Order.

Teclis' great spell and exorcism of Nagash (banishing him back to Shyish) at the end of *Broken Realms: Teclis* has stopped the earthquake itself. No more death magic cascading in great invisible ripples across the lands, fewer Nighthaunt invasions, slower Ossiarch expansions. Huzzah! However, the metaphysical fissures and cracks remain. Think of a city after a great earthquake – it's a smoking mess (magically). It's much easier to pick up 'rubble' and fling it around with these huge 'fissures' in reality. The endless spells are that rubble – if rubble could roll around of its own accord as it tries to crush you, that is.

Even after the Necroquake is over, the rubble still exists. It's rolled all over the place, in fact. The genie is out of the bottle; you can't put the earth back together. To keep with the same analogy, it's still perfectly possible to topple a building or go fracking or open a new fissure, and that's what our Death types are busy doing.

Even though the gheists of the Nighthaunt, previously empowered by the quake itself, no longer have their huge surges of death energy to draw upon, the damage to the fabric of the realms has been done and may never be repaired (even after Alarielle weighed in with her Rite of Life powered by the Oak of Ages Past).

Did Alarielle's great counterspell of life reverse the effects of the Necroquake?

Not so much. If the Necroquake was an earthquake, Alarielle's rite caused a surging tsunami of life force so powerful it reshaped the lands in its own way, washing away much of the lingering deathly energy and in its place bringing in new strains of life (and the spirit song of the Sylvaneth). In the process, it released Kragos from his prison in Twinhorn Peak, pushing the bestial side of the realms into overdrive and caused strange elemental phenomena to manifest as the spirits of the realms raged against the terrible forces cascading across them. Hence *Broken Realms*; we're seeing the aftermath of all this godly wreckage and ruin – and now the realms themselves are getting angry about it!

Unfortunately that's all the room I have for this issue, but there is plenty more to come in part two. In the meantime, if you have any other burning issues about life in the Mortal Realms, feel free to send them to *White Dwarf*, and I'll do my best to answer them in a future column.

⁷ Be that a super-spell, a runic weapon, or even an orruk warboss hitting it with every iota of the Waaagh! energy fizzing in his soul.

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 the writers!

team@
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 issue: a Nighthaunt modelling article and a whole load of Seraphon content!





FANTASTICAL LEGIONS

An in-depth modelling and painting article for the Nighthaunt. Turn the page to see a whole host of spooky ghosts (and one massive monster!).



FLASHPOINT CLASH

New background, rules, a campaign and a painting guide for the Seraphon! What are you waiting for? Head to page 24 to begin your celestial journey.



THE NIGHTHAUNT

Fantastic War Hosts is an ongoing series of articles that shows how you can build and paint your Warhammer Age of Sigmar armies. We hope you know a Lord Exorcist, because this month we're taking a closer look at the ghostly Nighthaunt. Boo!



From ancient crypts and burial sites they rise, the phantasmal souls that are the Nighthaunt. Disturbed from their slumber by foul necromancy, they are the ethereal remains of long-dead mortals press-ganged into service by Nagash, Supreme Lord of the Undead. Their spectral forms are a nightmare to behold, for they are neither living nor truly dead but trapped and tortured between realities. A malevolent grave-light burns in their empty eye sockets as their grasping hands reach for rusty blades and pitted weapons. One gheist would be enough to make most mortals flee in fear, but a Nighthaunt procession is hundreds if not thousands strong, a tidal wave of spectral forms that floats inexorably, menacingly onwards. Those who stand and fight must be warriors of supreme courage or insane indifference, for the Nighthaunt exist beyond fear and are relentless in their pursuit of cruelty.

MEMENTO MORI

While there is no particular symbol that represents the Nighthaunt, their banners are often decorated with an hourglass motif, representing the fleeting nature of mortality. Many Nighthaunt carry an hourglass about their spectral being, and the endless spell *Mortalis Terminexus* takes the form of one.



A HOST OF GHOSTS

Whatever or whoever they were in life, the Nighthaunt are now nothing but bitter and twisted gheists, spirit revenants that seek only to punish the living. Those who led benevolent lives are now twisted mockeries of what they once were, their broken souls now only capable of harm. Those who were wicked and malicious in life become even more so, but they are in turn tortured by their past crimes. Former prisoners are bound with padlocks and chains, while those sentenced to death are tormented by the method of their demise, be it a rope around their neck or stocks inlaid with piercing blades. Murderers and torturers are plagued by the spirits of their victims, driving them to even greater depths of madness, anger and despair. As such, the Nighthaunt are eternally surrounded by misery and suffering, which they will inflict with sadistic cruelty on those who walk the mortal plane.



The underworlds of Shyish play a big part in how the Nighthaunt look. Sepulchral black is ever-present, but so too are royal and amethyst purples, ethereal blues and pastel greens.

OPEN THE SOUL CASKETS!

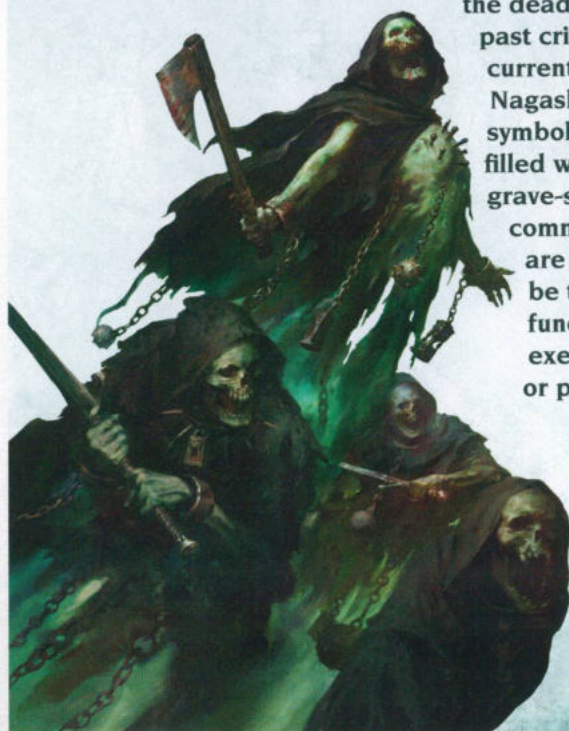
So what could a Nighthaunt army look like? The underworlds of Shyish are many and varied, and the tortured souls that inhabit those afterlives claimed by Nagash suffer in myriad ways. They could be drowned in turbulent seas, their ethereal bodies trailing murky water. Their robes could be splattered with the blood of those they've lost or completely stained with the gore of murdered enemies. Perhaps their skulls are encrusted with grave-dirt, lichen and moss spilling from their eye sockets. Maybe their pale skin is inscribed with jagged text or tattoos of past crimes. Perhaps it glows with the amethyst magic of a powerful necromancer.

As inherently magical creatures, Nighthaunt are particularly susceptible to the magic of other realms. They may take on the anger of Aqshy, becoming bright and fiery, or the alchemical magic of Chamon, their robes turning metallic and shimmering. Those from Ulgu may appear almost completely black save for glowing eye sockets, while Nighthaunt from Hysh may be the opposite, with blazing white robes and black eyes.

We hope this article provides you with useful inspiration for how to create a Nighthaunt army. If you have an idea you would like to share with us, send us some pictures of your own creations to: team@whitedwarf.co.uk

LOWLY SERVANTS OF THE GREAT NECROMANCER

These pitiful Chainrasps are a great (if horrifying) example of what Nighthaunt can look like. Their skulls are rotten and mouldy, while their bodies are twisted and elongated, their limbs pale and insubstantial. Their lower bodies are missing entirely, replaced by wisps of ghostly energy. Shackles and items of torture or punishment are a common theme among the dead, indicating their past crimes and their current servitude to Nagash. Hourglasses (a symbol of mortality) filled with blood or grave-sand are a common theme, as are cowls that could be the remains of funeral shrouds, executioner hoods or pauper rags.



THE SPECTRAL HOST OF KURDOSS VALENTIAN BY BEN JOHNSON

Ben is the product developer for Warhammer Age of Sigmar, so when a new army comes out, he often paints a new force to see how they perform on the battlefield. These are his Nighthaunt!

Ben: I started my Nighthaunt army when the second edition of Warhammer Age of Sigmar came out in 2018. The army benefitted from an almost entirely new range of miniatures, which was awesome, as there were loads of new units for me to build, paint and try out in games. As with most of my armies, I tried to paint some of everything so that I have lots of different units to pick from when I play at my local gaming club. I've even taken this army to a few tournaments.

When it came to painting, I kept my force's colours pretty close to the blue-green 'Eavy Metal colour scheme that you can see in the battletome. I initially tried painting them entirely as ghosts, but painting the cowls over their heads a different colour really helps emphasise the ghostliness of them and adds some new textures to the models that you would otherwise lose

out on – there's only so much ghost you can paint before you long for something else, even if it is only a manacle or a rusty blade!

There are two key stages with this paint scheme. First, I take my time with the cowl colours; I really don't want to get a dark colour like black or brown on the white ghostly bits. Second is the Nihilakh Oxide wash, which I apply over the whole model, including the cowls. I then use my fingers to rub off most of the paint, leaving it in the recesses and creating a transition between the ghost and the cowl. It takes a while to dry, so you can achieve some really excellent effects and colour fades this way. I then apply the cowl highlights and paint the metal, and they're mostly done. I add an extra highlight and shade to characters to help pick them out, and I use red as a spot colour for important units.



PAINTING THE SPECTRAL HOST

Ben's colour scheme is based on those used by 'Eavy Metal, but simplified so he could paint his army in record time.

BLACK COWLS

Basecoat: Abaddon Black

Highlight: Eshin Grey

Highlight: Mechanicus Standard Grey

BROWN COWLS

Basecoat: Rhinox Hide

Highlight: Mourmfang Brown

METALWORK

Basecoat: Leadbelcher

Drybrush: Stormhost Silver

RED DETAILS

Basecoat: Mephiston Red

Wash: Nuln Oil

Highlight: Mephiston Red

GHOSTLY BITS

Undercoat: Corax White

Wash: Nihilakh Oxide

Layer: Ulthuan Grey

Layer: White Scar (heroes only)

Glaze: Warpstone Glow & Contrast Medium (heroes only)

BASES

Basecoat: Mechanicus Standard Grey

Drybrush: Dawnstone

Wash: Nihilakh Oxide



PAINTING AND CONVERTING MODELS

Unusual paint schemes and unique conversions are great ways to emphasise and explore the story behind your army. Here's a selection of ghostly inspiration for you.

An unusual paint scheme is a great way to make your Nighthaunt army stand out from the crowd. But why would they be that colour? Perhaps as mortals they believed in a fiery afterlife that manifests in their ghostly forms. Perhaps they are bathed in the blood of their victims or those they failed to protect (nether is a nice thought!). Maybe their

colour scheme is derived from the realm they came from or currently fight in. You could paint units in different shades to show the procession's hierarchy. They could be darker or lighter, showing their importance or lowliness. Conversions, too, are a great way to draw attention to leaders and centrepiece models, as you will soon see over the page.

BLADEGHEIST REVENANTS BY LARBI BENYOUNES

Larbi: These are my Firegheists from the Great Parch in Aqshy. I used an airbrush for most of the painting, using different colours to create the fire hues. After that, I used Iyanden Yellow and Gryph-hound Orange to blend the colours together.



DREADSCYTHE HARRIDANS BY PAUL FOULKES

Paul: I paint my Nighthaunt using a Wraithbone undercoat, an all-over wash of Nihilakh Oxide, a drybrush of Corax White, then a darker wash of Warp Lightning and Warpstone Glow. I didn't use any metal paints on the weapons, as I want my ghosts to be entirely ethereal. How else would they slime through walls?



REIKENOR THE GRIMHAILER AND LADY OLYNDER BY MARTIN MORRIN

Martin: I have a sizeable Nighthaunt army that includes these two great characters. I created a quick and easy colour scheme that focuses on the white ghostly bits and bases while all the other details are simply basecoated and washed. The ghostly skin and robes, for example, were undercoated with Grey Seer before I airbrushed White Scar over the top. I then washed the area with a 1:1 mix of Nihilakh Oxide and Lahmian Medium followed by a further airbrush of Ulthuan Grey. Simple but very effective.



BLACK COACH BY STEPHEN MAY

Stephen: I painted the ghosts on my coach by glazing Gauss Blaster Green over Wraithbone, then highlighting back up with Wraithbone mixed with Dorn Yellow. Their hands are Shyish Purple highlighted with Emperor's Children. I wanted the horses to appear mummified, so I painted their flesh Mournfang Brown and shaded it with Shyish Purple and Wyldwood. I used Nighthaunt Gloom for the ghostly transition.



SPIRIT-LIBERATORS BY MARTYN CASHMORE

Martyn: I created a unit of Liberators that have been cursed by Nagash. Unable to return to Azyr, they roam for all eternity, their bodies decayed, their now-empty armour slowly rusting away. The armour is based with Leadbelcher, stippled with browns to

create the rusted effect, then re-highlighted with Rune Fang Steel. I added the red to contrast with the ghostly green glow emanating from inside the armour. The green is a fade from Moot Green to Caliban Green, with a wash of Tesseract Glow to make it vivid.



TREELORD BY LUKE DUNFORD

Luke: I created a Treelord who was burnt to death but returned as a ghostly construct to seek vengeance on those who torched him. I used the Shyish Reaper from the Nighthaunt Endless Spells set for the scythe and a skull from the Vault of Souls endless spell to convert it. I painted the charred bark using Chaos Black as an undercoat, followed by zenithal highlights of Eshin Grey and Dawnstone.



GATEBREAKER MEGA-GARGANT BY LYLE LOWERY

Lyle: My Mega-Gargant was beheaded by a Lord Executioner and reanimated for my army's ghostly procession. There are little vignettes all over the model, such as the Lord Executioner who floats over the Mega-Gargant's shoulder, jabbing a finger at where the giant's face should be and eternally tormenting

him. The gargant's decapitated head is chained to the back of his flail, though not being animated by death magic, it still retains some of its original pigmentation. The gargant walks over a cemetery, Spirit Hosts rising from their graves to swirl around him and the unfortunate victims he holds in his grip.



READERS' MODELS EXTRA!

We feature a selection of readers' models at the start of every issue, but we've had so many stunning Nighthaunt pictures sent in, we decided to share a few more. Here are some of our favourites!

Spirit Hosts
by Romain Bordalet



Myrmourn Banshees
by Alessandro Miraldi



Bladegheist Revenants
by Jorge Martos Gómez



Lord Executioner
by Yvan Tavares



Spirit Host
by Thibaut Lily



Knight of Shrouds
by Michael Azzopardi

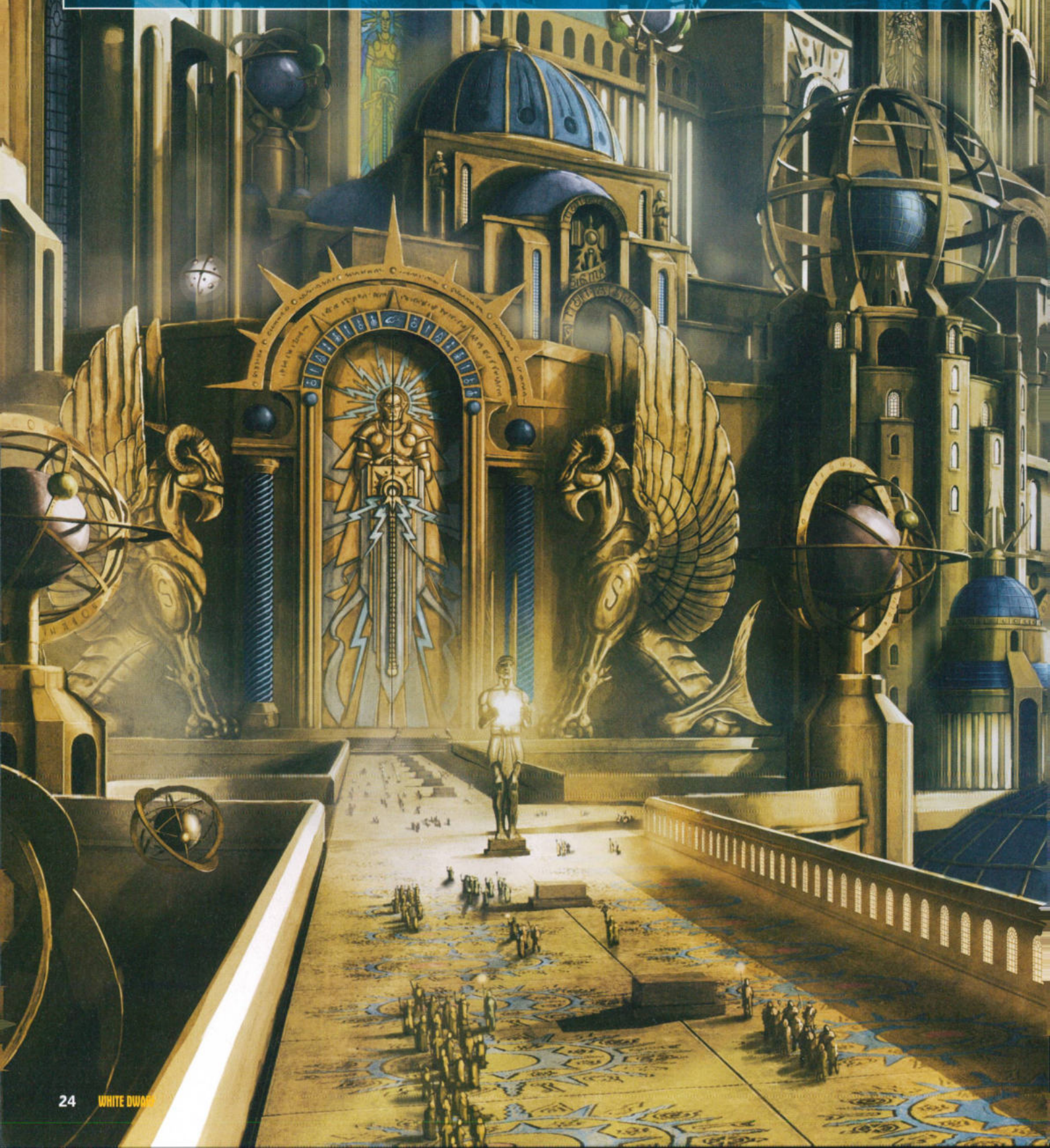


Black Coach
by Andrea Macías Utrilla & Javier García Mir



THE REALM OF HEAVENS

The celestial realm of Azyr is a true paradise, a vast expanse of soaring mountains and glittering cities illuminated by the light of a thousand stars. This is the seat of the God-King's empire and the staging ground for the prosecution of Sigmar's endless wars.





The Realm of Heavens has always held special significance for the God-King. It was here that Sigmar first made landfall in the Mortal Realms, borne upon the smouldering core of the World-that-Was and restored to life by the breath of the celestial Great Drake, Dracothion. Looking upon this new land, Sigmar saw a pristine realm of wide, verdant valleys and magnificent mountain peaks capped with glittering snow. Above was a sparkling constellation of stars: in truth, concentrations of celestium crystal and other cosmological bodies, suffused with the magic of prophecy. It is the movements and pulses of these distant, blazing objects that Azyrite seers study in order to glean visions of the future, and so potent is their intensity that those in distant realms may look to the skies and use their glow to navigate.

Upon arriving in Azyr, Sigmar immediately set out to explore its furthest reaches. As he travelled beneath the light of the High Star Sigendil, he discovered scattered tribes of mortalkind. Wherever he encountered them he blessed them with the gifts of civilisation and either slew or drove away the dangerous beasts that sought to prey upon them. With the aid of his new followers, he raised the mighty city of Azyrheim in the very location where he had first arrived in the Realm of Heavens, a great valley enclosed on all sides by immense mountains. Above this metropolis loomed Mallus – the spherical core of the World Before Time.

Azyrheim was to be the seat of Sigmar's power, for he planned to travel to each of the Mortal Realms and unite their inhabitants in a single, ordered society of peace and enlightenment. It was fitting that Azyrheim should be the jewel of his empire, a thousand times greater and more awe-inspiring than any city of the World-that-Was. Calling upon the artisanal skills and ingenuity of his mortal worshippers, Sigmar founded a metropolis beyond compare, its skyline dominated by soaring spires of gold and gleaming citadels that could house millions in pristine comfort. Over time, Azyrheim grew and expanded, shining brightly at the heart of the Celestial Realm. Today, it is known as the Eternal City, and those mortals who have never seen the wonders of Azyr dream of one day making pilgrimage there, to visit the cradle of humanity.



SANCTUARY

During the Age of Chaos, when the Dark Gods laid their claim to the Mortal Realms, the Realm of Heavens became the last sanctuary of humanity, offering a lucky few salvation and protection. It was here that Sigmar retreated when it became clear that the war could not be won, sealing the Gates of Azyr behind him. Those that escaped alongside their God-King found themselves living in a utopia alongside members of myriad races and cultures. All were united in their hatred of Chaos and their desire to see their ancient lands reclaimed.

Yet it soon became clear that even Azyr was not entirely free of the Dark Gods' corruption. Many of its new citizens had been so changed by the horrors that they had witnessed that darkness seeped into their souls, a dangerous weakness that Sigmar could not abide. In a display of furious wrath he smote all those who held hatred in their hearts, a great purge that scoured the taint of Chaos from Azyr once and for all – or so its most dedicated citizens claim.

Ever since this dark event, Azyr has been mercifully free of bloodshed and strife. Its citizens are blessed with an existence of luxury and safety that would be unthinkable anywhere else in the Mortal Realms, but they know that

their God-King is ever alert for any sign of malignancy. Thus, they dedicate themselves to prayer and the study of matters martial and civic, so that they might prove themselves true servants of Order.

Azyr was a melting pot of different cultures and peoples even before it became a refuge for the survivors of the Chaos invasions. Ever since, it has boasted an incredibly rich and diverse populace, some of whom can trace their dynastic bloodline back to the great nations of old. With the urging of Sigmar, these mortals have come together to create a true paradise; echoes of the architecture, culture and sensibilities of Azyr can be found in all the settlements of Sigmar's faithful, from the smallest Dawnbringer outpost on the edge of the Ghurish wilds to the Stormrift Prefecture of Hammerhal Aqsha.

'Oh, to see once more the shining crown of Azyr, illuminated beneath the light of the High Star. To glimpse the crackling fingers of lightning that dance above the highest towers, and hear the sounds of song and prayer drift forth from the Grand Symposium, filling one's heart with joy. Truly, there has been an aching absence in my soul ever since I left the Eternal City.'

– Master Patriarch Maxiom Rencalte of the
Phoenicium

THE SIGMARABULUM

Mallus, the shattered remnant of the world that Sigmar had once called home, held great significance for the God-King. He often travelled alone to where Dracothion had placed that blasted orb in the skies above Azyr, so that he might connect with the past and remember sacrifices made and glories earned. It was here that he called upon the divine power of his Pantheon to create a structure like no other – the Sigmarabulum. This vast, gleaming ring of metal was forged around Mallus, the smith-god Grungni allying his mastery of artifice with the metaphysical magic of Teclis and the celestial power of Dracothion.

The structure was so vast that, like Azyrheim itself, it could house millions, but it was not intended for such means; instead, the Sigmarabulum was to be the forge that would power the God-King's military machine, a centre of martial science, industry and soul-craft. Upon the ring of the Sigmarabulum could be found the Vault Celestial, where the God-King's Pantheon met in times of crisis, and the Gladitorium, that mighty arena of illusions where Sigmar's warriors could test their skills against every foe imaginable without fear of death. The forges of the legendary Six Smiths were constructed here, as well as the Anvil of Apotheosis, upon which the Stormcast Eternals were created.





THE HIGH HEAVENS

The clear, sparkling skies of Azyr are legendary for their beauty. From the spires of the Eternal City one can see a glittering constellation of lights, celestial bodies whirling and blinking in an elaborate dance. If one were to ascend towards the upper reaches of the Heavens, they would see showers of flaming comets shooting across the skies, chased by swift-winged tauralons and cavorting zephyrons. Further still, and they would break through the banks of the very highest clouds, entering the strange but beautiful ocean of starlight that borders the Great Void.

Here can be found the temple-ships of the Seraphon, the most ancient denizens of the Realm of Heavens. These reptilian creatures have

an innate connection to Azyr, though the precise reason for this remains somewhat unclear. Some skink scholars have gleaned enough from their slann masters to postulate that it was to Azyr the Seraphon's ancestors first came after a long and terrible journey through the Void. They believe that it was the call of the Great Drake Dracothion that guided the temple-ships to safety, and that it was the godbeast who breathed new life into their long-dormant spawning pools, marking the creation of the Seraphon race as it is known today.

Even though the God-King has made entreaties towards the Seraphon and his armies have joined forces with the cold-blooded warriors many times, the slann continue to pursue their own unknowable ends. Their fleets of temple-ships can





be glimpsed using the most powerful celestite aetherscopes, hanging forebodingly in the stillness of the uppermost heavens, occasionally sending out pulsing waves of celestial magic, or sliding away into the Great Void. These ziggurats tend to conglomerate around strange cosmological phenomena, of which there are many across the tapestry of the heavens. Some even appear to be not naturally occurring objects or emanations, but immense artificial structures of gold and stone, marked with glyphs that not even the most sagacious Azyrite scholar can decipher. These are relics of the Old Ones, their function and purpose little understood even by the slann. Yet the Seraphon guard them and maintain them zealously, for according to the Starmasters they are essential to the workings of the Great Plan.



FLASHPOINT CLASH

THE TOME CELESTIAL

The Seraphon are the oldest and most implacable foes of Chaos. Cold-blooded and merciless, these fearsome reptilian warriors pursue the destruction of the Dark Gods with a single-minded intensity that is terrifying even to their allies.

Yet despite their bestial appearance, their origins are stranger still; they are entities of true celestial power, spawned by the unknowable technologies of the mysterious Old Ones.



SERAPHON

In a crashing surge of blue-white energies the hosts of the Seraphon appear. Ranks of shield-bearing Saurus Warriors hiss and snarl as they lope towards their foes, raising spears and clubs that gleam and crackle with power. Before them skitter bands of smaller reptiles: fleet-footed skinks whose deadly accuracy with the javelin belies their frail appearance. Even as the Seraphon's prey reels in the face of this sudden assault, ear-splitting roars can be heard over the heat of battle as monstrous behemoths lumber forward, jaws snapping out to rip and tear, tails lashing back and forth with bone-shattering force. Above the carnage the bloated amphibians known as Slann Starmasters glide upon their stone palanquins, serene and implacable. These are amongst the mightiest spellcasters in all the realms, and they can sunder the earth and split the skies with a single snap of their slimy fingers. Such is the terrifying force that the enemies of the Seraphon must contend with – a union of primal ferocity and arcane mastery that strikes with the fury of a meteor.

THE COSMIC HOSTS

The precise origins of the Seraphon are lost to the ages. They were created by the godlike entities known as the Old Ones, who possessed a Great Plan to bring order and peace to the cosmos and annihilate Chaos in the process. These mysterious figures have not been sighted for an eternity, and not even the most ancient slann remember their exact form or nature. All that is clear is that they were beings of unfathomable intellect and power, as evidenced by the wondrous techno-arcane devices they left behind for their creations, which the Seraphon now utilise in order to wage war against Chaos. Guided by the slann – creatures created aeons ago by the Old Ones in order to serve their will – the armies of the stars seek to bring the Great Plan to completion. Their every act is bent towards this sacred goal.

Seraphon society is complex and mysterious, and few mortal scholars have ever glimpsed the inner workings of their temple-cities and starfaring vessels. These herpetoid bipeds are in fact divided into several subspecies, each of which has its own unique role. The most numerous of these are the skinks: diminutive, nimble creatures possessed of sharp minds and a natural curiosity. Though they are surprisingly capable fighters, skinks are better suited to roles that make use of their dexterity and intellect; they make for excellent priests, administrators and scholars, and they are entrusted by the slann with the maintenance and safekeeping of the Old Ones' most complex technologies. They often direct hulking Kroxigor in tasks that require heavy labour; these massive crocodilians can haul the heaviest loads with ease, and they never seem to tire. The warrior caste of the Seraphon is composed of saurus, strong and hardy creatures spawned and raised for battle. Finally, there are the slann, who sit at the apex of this hierarchy, unquestioned and revered above all.



The Seraphon have been fighting their great war against Chaos since long before the first human hurled a primitive spear. In each of the Mortal Realms there can be found legends of reptilian warriors that descend from the heavens, obliterating all in their path before evaporating in an explosion of starlight. Indeed, when the God-King's commanders first encountered the Seraphon at the beginning of the Age of Sigmar, they presumed them to be manifestations of celestial magic without permanent substance, for upon death the bipedal reptiles disappeared in a flash of magic, leaving no trace behind.

The truth is far more complex. Many Seraphon are formed from flesh and blood, yet they are so imbued with the energies of Azyr that they are more akin to magical entities than living creatures. Known as 'Starborne', these Seraphon carry weapons that spark and crackle with celestial power, and when slain, they disincorporate in brilliant flashes of light. It is the magic of the Slann Starmasters that dispatches the Starborne across the realms; utilising the portals found aboard their temple-ships, the slann can 'conjure' warriors onto the battlefield, appearing to literally weave the creatures out of thin air.

As the centuries have passed, however, some Seraphon temple-fleets have descended from Azyr and established permanent settlements in the Mortal Realms. Thick, lush greenery soon springs up around these immense geometric edifices, growing to encompass vast swathes of territory in a matter of decades. This is due to the magic of Realmshaper Engines – strange devices that unleash waves of terraforming energy, transforming desolate lands into sweltering jungles and swampland.

If a Seraphon resides within a realm for long enough, its celestial essence begins to blend with the magical energy that forms the realmsphere. Just as the different winds of magic grew concentrated enough over time to take on physical form, becoming the realms themselves, the Starborne will eventually gain true permanence. These Seraphon are known as the Coalesced, and while they lack the same degree of affinity with the cosmos possessed by the Starborne, they have strengths of their own. Their temperament in battle is a primal fury, an instinctive desire to hunt and kill only heightened by their connection to their jungle surroundings. Despite their differences, however, all Seraphon fight for a unified goal: the complete annihilation of Chaos.

Throughout the Realmgate Wars, the Seraphon played a pivotal but enigmatic role, sometimes descending from the heavens to aid Sigmar's beleaguered armies in destroying their Chaos foes, but just as often pursuing their own unfathomable



ends. On several occasions, beleaguered forces of Stormcast Eternals thought the sudden appearance of a Seraphon host upon the battlefield a sure sign of victory, only for the cold-blooded creatures to abandon them to their fate, instead seizing relics of power or arcane treasures before shimmering away to nothingness. The God-King attempted to commune with the masters of the temple-ships that hung in the firmament of Azyr, but no formal response came. The Seraphon were clearly no enemies, and they seemed to respect the Stormcasts as fellow heavenly entities, but for now the two great powers of Azyr would wage their own, separate wars.

The reason for this isolationism was little understood at the time, but it appears to have been a result of the slann's single-minded determination to seize and purify key sites of arcane power across the Mortal Realms. By taking control of these mystic nodes and purifying them of any Chaotic taint, the slann aim to impose order upon the strange web of conjunctions known as the Astromatrix – a geomantic network of untapped power that the Starmasters believe will play a vital role in the eventual defeat of the Eternal Enemy. Such was the importance placed upon this task that the slann could not spare any focus upon the more prosaic campaigns of reconquest waged by Sigmar. They were content, however, to allow many important Realmgates to be seized by the Stormcast Eternals, often supporting such

efforts either directly or indirectly. The slann appear to possess much knowledge regarding the workings of these inter-realm portals, and some skink scholars theorise that they are creations of the Old Ones. While they do not require static realmgates to transport their Starborne forces – instead utilising miniaturised versions aboard their vast temple-ships – the Starmasters are determined to wrench these sacred passages from the hands of the Dark Gods' servants, for each corrupted realmgate threatens the stability of the Astromatrix.

Following the culmination of the Realmgate Wars and the establishment of the God-King's free cities, the Seraphon's isolationism has thawed somewhat. Great swathes of the Astromatrix have been purified, and while Nagash's great Necroquake has caused great damage, it only slowed the slann's efforts. Though there is an unimaginably vast and complex amount of work yet to be done, the Starmasters allow themselves to think upon other matters. The Coalesced custodians of the temple-cities still insist that none trespass into their domains, but the slann have dispatched many skink diplomats and priests to the settlements of Order in order to observe the behaviour of mortals – and manipulate them to a more useful purpose. These slight creatures are a familiar sight in some free cities, and many have come to be respected for their tireless energy and quick thinking.

'We cannot ever know these Seraphon, not truly. They will never be comrades to us, or brothers-in-arms. Such concepts are alien to these strange beings. And yet I would put all my trust in them, for I have seen how deep is their hatred of Chaos, and what sacrifices they will make to see its corruption purged from the realms.'

– Lord-Celestant Gardus Steel Soul of the Hallowed Knights





LORD KROAK

The slann are the mightiest servants of the Old Ones, and foremost amongst their number is the venerable Lord Kroak. This powerful entity appears at first glance to be nothing more than a mummified husk, for he gave his life and body to the great war against Chaos millennia ago. Yet death has not entirely dulled the Relic Priest's power; Kroak's indomitable spirit blazes bright, and he works tirelessly to enact the Great Plan.

Though he spends much of his time meditating upon his great temple-ship, the *Itza-huitlan*, co-ordinating the realms-spanning war against the Dark Gods, Lord Kroak will take to the battlefield whenever the balance of fate must be decisively tipped in the favour of Order. It is then that the depth of his power becomes terrifyingly clear. With a gesture, Kroak can send forth a hail of fiery comets to blast his foes to ruin or summon into being an entire army of cold-blooded

warriors. Enemy wizards tremble as their mightiest invocations sputter harmlessly against Kroak's invisible wards before the mummified slann's empty gaze falls upon them and they are unmade, body and soul, in a blinding flash of cosmic energies.

In recent times, Kroak has been involved in many epochal events, from the destruction of an entire Silver Tower – a grave blow against Tzeentch – to the Siege of Excelsis, where the Relic Priest's presence helped prevent the annihilation of the great free city and expel the raging Kragos to the far reaches of Ghur. It was the Seraphon that imprisoned the Earthquake God for millennia before his escape and subsequent rampage. Kroak intends to redress this failure by recapturing the dangerous Drogrukh, and it seems destined that the two mighty foes will meet again on the battlefield before the Era of the Beast is through.







ERA OF THE BEAST

A time of primal savagery has descended upon the realms. The wrathful spirit of Ghur is in the ascendancy, and its stirring has unleashed a wave of bestial magic across the cosmos. This malign influence has transformed men into frothing beasts, given rise to countless catastrophic natural disasters and spawned countless new breeds of flesh-tearing monsters.

For the Seraphon – creatures possessed of an innate primal fury – the Era of the Beast has proven particularly devastating. It has unleashed the most bloodthirsty instincts within many saurus, reverting them to a feral, predatory state. This has affected many Coalesced constellations, causing entire legions of scaled warriors to run amok, preying upon neighbouring allies or even their own kind. During the massacre at the Temple of Xalhuit, an entire cadre of Skink Priests was torn limb from limb by their own bodyguards, and only a desperate intervention by the slann proved enough to prevent further slaughter. Many Starmasters across the realms find themselves forced to expend vast reserves of their magical might in order to suppress the carnivorous urges of their servants, throwing the Great Plan into terrible disarray.

Starborne Seraphon have proven more resilient to the emanations coming from the Realm of Beasts, though there have even been gruesome incidents aboard the temple-ships of High Azyr. Entire spawnings have been sealed away or else destroyed outright, out of fear that their innate aggression might prove uncontrollable. Aboard his great vessel *Itza-huitlan*, the venerable Lord Kroak and scores of his most honoured Starmasters spent weeks in silent contemplation, attempting to decipher a method of quelling the raging heartbeat of Ghur. Upon emerging from this astral conference, they dispatched fresh hosts of Starborne to seize geomantically important sites across Ghur, acting with a desperate haste quite out of character for the patient, methodical Seraphon – a mark of the gravity of the situation.

Meanwhile, Coalesced temple-cities in Ghur find themselves assailed by waves of rampaging greenskin hordes, and the Coalesced themselves face a constant struggle to restrain their predatory compulsions. Some,

like the constellation of Koatl's Claw, even embrace this red-toothed rage. Incited to new heights of devious cunning by the re-emergence of Kragnos, the Kruleboyz orruks have set their sights upon those jungles defended by Seraphon hosts. Their Swampcalla Shamans summon oozing tides of brackish water to flood these territories, turning them into sludgy mires that better suit the orruks' way of war. This foul transformation is barely kept at bay by the magical emanations of Realmshaper Engines; targets that the greenskins are increasingly determined to destroy.

The savagery of Ghur is not the only threat that faces the Seraphon in this time of strife. The cursed skies summoned into being by the daemon Be'lakor might not have wrought such terrible damage upon the servants of the Old Ones as they did upon the Stormcast Eternals, but these violent tempests of Chaos magic have dragged several temple-ships from the heavens, sending them crashing to earth. The slann have found it difficult to dispatch Starborne reinforcements directly to these crash sites, for the corrupting aura of the cursed skies smothers the light of High Azyr and interferes with the Seraphon's celestial aura. Attempts to clear the firmament by arcane means have been met with the full fury of the Dark Gods, who hurl vast hordes of daemons through the frayed veil of reality to disrupt these efforts.

Yet despite the many threats and enemies arrayed against them, the Seraphon continue to wage a relentless war against the enemies of order. And they do not stand alone. The re-emergence of the mighty Draconith has proven a vital boon, for these sorcerer-drakes once knew the Seraphon as worthy allies. Indeed, in ages past, the remnants of the Draconith Empire entrusted its remaining eggs to the Seraphon void-ships, when Kragnos and his Drogrukh hordes all but annihilated their civilisation. The Draconith princes known as Krondys and Karazai had united with Lord Kroak – unimaginably ancient even then – in order to trap the Drogrukh far beneath the Twinhorn Peak in Ghur. They were quick to restore these bonds of fellowship with the warriors of the stars when their nemesis Kragnos broke loose from his prison.

The support of the God-King – who has agreed his own binding pact with the Draconith – has resulted in the formation of an informal but powerful tripartite union between these sworn foes of Chaos and disorder. It is a union that has saved many temple-cities from certain ruin. In return for Sigmar's aid, many forward-looking constellations – such as Starmaster Zectoka's Fangs of Sotek – have sought to strengthen their ties with humanity. Formations of skink pathfinders guide Dawnbringer Crusades through hostile lands, and saurus cohorts have often come to the aid of besieged Sigmarite outposts, falling upon the attackers with their customary red-fanged aggression.

Neither the howling rage of Ghur nor the continued depredations of the Dark Gods' followers will sway the Seraphon from their sacred task. The culmination of the Great Plan is inevitable, and all who stand in the path of true, universal order shall suffer the wrath of the stars.



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.

BATTLETOME: SERAPHON UPDATE

Welcome to the *Battletome: Seraphon* update. Over the following pages, you will find a host of new and exciting rules to use alongside *Battletome: Seraphon* in open, narrative and matched play.

ALLEGIANCE ABILITIES

This section of this article updates the Primeval Domain battle trait from the allegiance abilities section of *Battletome: Seraphon*. It also includes a set of mount traits enhancements you can use.

CORE BATTALION

This section article includes a core battalion that can be included in any Seraphon army.

• OPEN PLAY •

This section includes rules that can only be used by a Seraphon army.

• MATCHED PLAY •

This section includes grand strategies and battle tactics that can only be used by a Seraphon army.

• PATH TO GLORY •

This section contains rules for using your Seraphon collection in a Path to Glory campaign.

THE INCANDESCENT SPHERE

The last section is a campaign arc for your Seraphon to play through that tells the story of their attempts to save an ancient artefact known as the Incandescent Sphere and learn more of its purpose. This campaign arc is different to most others in that it doesn't require a regular opponent to play the 5 games against. You can play each game against a different opponent and/or using a different battlepack if you wish, and the outcome of the games will determine how well you do in uncovering the secrets of the Incandescent Sphere.

ALLEGIANCE ABILITIES

The following rule replaces the Primeval Domain rule from the Allegiance Abilities section in *Battletome: Seraphon*.

PRIMEVAL DOMAIN

The land surrounding a Coalesced temple-city is magically reformed into a primeval wilderness, deadly to outsiders yet the perfect habitat for the savage lizardfolk.

If a terrain feature is partially or wholly within the territory of a Coalesced army, then it has the Mystical and Deadly Mysterious Terrain scenery rules (section 28.1.3 of the core rules) in addition to any other Mysterious Terrain scenery rules it may have. The Mystical scenery rule for these terrain features only applies to **COALESCED** units, while the Deadly scenery rule for these terrain features does not apply to **COALESCED** units.

MOUNT TRAITS

You can pick 1 **HERO** with the **STEGADON**, **CARNOSAUR** or **TROGLODON** keyword in your army to have 1 of the following mount traits.

BEASTMASTER

The rider of this monstrous beast has learned precisely how to get the best from them in battle.

COALESCED only. Once per battle, in your hero phase, you can declare that this mount will either be swift or savage. If you choose for it to be swift, until your next hero phase, it can run and still shoot and/or charge in the same turn. If you choose savage, until your next hero phase, add 1 to the Attacks characteristic of melee weapons used by this mount.

The terrain features have these mysterious terrain scenery rules even if the mysterious terrain rules are not being used for other terrain features.



CELESTIAL DESTRUCTION

This Starborne creation quivers with a barely contained force that can be released to bring ruination on the enemies of the Seraphon.

STARBORNE only. You can carry out this monstrous rampage with this unit instead of any other monstrous rampage you can carry out with this unit. If you do so, roll a dice for each enemy unit within 6" of this unit. Add 1 to the roll if the enemy unit has the **CHAOS** keyword. On a 5+, that unit suffers D3 mortal wounds.



CORE BATTALION

You can include the following core battalion in a Seraphon army if the battlepack you are using says that you can use core battalions.

THUNDERQUAKE	

SERAPHON UNIT ICONS

(Mandatory/Optional)



ENGINE OF THE GODS or
STEGADON WITH SKINK CHIEF.



BASTILADON or STEGADON.



KROXIGOR unit.



RAZORDONS or SALAMANDERS 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.





OPEN PLAY

If you are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book*, you can use the following twists and ruses as well as those found in the battlepack.

SERAPHON TWIST

If the roll on the Twist table is a 1, roll again on the following Twist table instead of using No Twist. Roll on the Coalesced table if you have a Coalesced army or the Starborne table if you have a Starborne army. If both players have a Twist table that is used on a roll of 1, then both players roll on their Twist tables, and both twists are used for the battle.

COALESCED TWIST TABLE

D6	Twist
1-3	Lost in Contemplation: <i>The vast intellect of the Starmasters is distracted from the battlefield by cosmic contemplations and the deduction of esoteric celestial formulae.</i> This twist has no effect on the battle.
4-6	Monstrous Denizen: <i>Thick jungles spread around the landed temple-cities of the Coalesced, which quickly become infested with all manner of monstrous beasts.</i> After the battlefield has been set up but before territories have been assigned, the players roll off. The winner can set up 1 MONSTER anywhere on the battlefield (use a suitable model that is not part of either army, if available). This model is referred to as a monstrous denizen. At the start of each battle round, before determining priority, the players roll off. In that battle round, the winner of the roll-off treats the monstrous denizen as a unit in their army, and their opponent treats it as an enemy unit. The monstrous denizen's commanding player can choose to attack it, but if they do, until the end of the battle round, they treat it as an enemy unit, and their opponent treats it as a unit in their own army. The monstrous denizen cannot attack itself.

STARBORNE TWIST TABLE

D6	Twist
1-3	Lost in Contemplation: <i>The vast intellect of the Starmasters is distracted from the battlefield by cosmic contemplations and the deduction of esoteric celestial formulae.</i> This twist has no effect on the battle.
4-6	The Astromatrix: <i>The favoured targets of the Seraphon are those places where magical energy pools or where the ley lines of arcane power that cross the aetheric void join.</i> If there are 2 or more objectives on the battlefield, an imaginary ley line 1mm wide runs from the centre of each objective to the centre of each other objective. In any other circumstances, an imaginary ley line 1mm wide runs from the each corner of the battlefield to the diagonally opposite corner of the battlefield. You can add 1 to casting, dispelling and unbinding rolls for any WIZARD that is passed over by a ley line.

SERAPHON RUSE

When you generate your ruse, you can use the following ruse instead of the one you generate on the Ruse table (choose which to use after you have made your roll on the Ruse table). You can pick the Primal Vistas ruse if you have a Coalesced army or the Celestial Reinforcement ruse if you have a Starborne army.

Primal Vistas: *The energy of the Astromatrix reshapes the lands it passes across.*

After deployment, if there is a friendly **SLANN**, **STARSEER** or **ORACLE** on the battlefield, you can pick 1 terrain feature that is not a faction terrain feature. The Primeval Domain battle trait (pg 36) applies to that terrain feature, even if it is not in your territory.

Celestial Reinforcement: *The concentrated Azyrite energies of an Eternal Starhost act as a beacon, allowing its master to summon further warriors from their temple-fleet with incredible ease.*

Once per battle, at the start of your hero phase, if there is a friendly **SLANN**, **STARSEER** or **ORACLE** on the battlefield, you can roll a dice. If the roll is less than or equal to the number of the current battle round, you receive a number of celestial conjuration points equal to the roll.



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.

MASTERS OF ORDER

Seraphon army only.

Continuous Expansion: *The Coalesced are continuously expanding their dominion over the Mortal Realms in order to wrest control from the Chaos Gods and establish the rule of Order.*

Coalesced army only. When the battle ends, you complete this objective if you have a least 1 friendly unit wholly within each large quarter of the battlefield.

The Astromatrix: *The favoured targets of the Seraphon are those places where magical energy pools, or where the ley lines of arcane power that span the Aetheric Void cross.*

Starborne army only. An imaginary **ley line** 1mm wide runs from the each corner of the battlefield to the diagonally opposite corner of the battlefield. When the battle ends, you complete this objective if a ley line does not pass over any enemy models with the **WIZARD** keyword, and at least 1 ley line passes over a friendly model with the **WIZARD** keyword.

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.

MARCH OF THE COSMIC HOST

Seraphon army only.

Might of the Starborne: *The sudden appearance of powerful formations of Starborne warriors can break the spirit of even the stoutest enemy.*

Pick 1 objective on the battlefield. You complete this battle tactic if you summon a friendly unit that has a CCP cost of 20 or more during the turn, and that unit is wholly within 12" of the objective you picked.

Stampede of Scales: *The armies of the Coalesced are often spearheaded by large formations of monstrous reptiles who surge ahead of the army striking terror into the hearts of the foe.*

Pick 3 different friendly **MONSTERS**. You complete this battle tactic if all of the units you picked run in the following movement phase and finish that run within 6" of each other and wholly within enemy territory.



PATH TO GLORY

This section contains rules for using a Seraphon army on a Path to Glory campaign. It includes additional rules, quests, veteran abilities and unique territories that can only be used by a Seraphon army.

WARRIORS OF STARS AND REALMS

When you first pick your Path to Glory army, you must decide if it will be Starborne or Coalesced and record which it is on your roster along with its subfaction (if it has one).

If you choose a Coalesced army, then the Path to Glory rules are used more or less unchanged, except for the addition of the new quests, veteran abilities and territories described below. If you choose a Starborne army, then you must use the new Starborne rules that follow, in addition to the new quests, veteran abilities and territories described below.

STARBORNE ARMIES

If you have a Starborne Path to Glory army, the effects of the standard territories are ignored (your Stronghold functions normally). Instead, each standard territory provides you with a number of **Astromatrix points**, as shown on the table below. If a territory is upgraded, add 1 to the number of Astromatrix points it provides. You can use these points to add Seraphon units to your army, as described below.

ASTROMATRIX TABLE		
1 Astromatrix point	2 Astromatrix points	3 Astromatrix points
Old Keep	Sacred Site	Arcane Waypoint
Wild Lands	Ancient Roads	
Forgotten Mine	Wellspring	
Small Settlement	Realmstone Reserve	
Borderlands	Ruins of Myth	
Large Settlement		
FACTION TERRITORIES: See the Seraphon Faction Territories table (pg 42).		
UPGRADED TERRITORIES: +1 Astromatrix point.		



SERAPHON units that do not have the **HERO** keyword are not recorded on your Order of Battle for a Starborne Path to Glory army. Instead, when you pick your army for a battle, you can include up to 1 **SERAPHON** unit that does not have the **HERO** keyword for each Astromatrix point you have. A Behemoth or a unit that is reinforced counts as 2 units instead of 1 towards this limit, and a unit that is reinforced twice counts as 3 units instead of 1.

After picking the units for your army, roll a dice for each Astromatrix point that was not used to allow you to include a unit in your army. For each 4+, you can give 1 eligible unit in your army a veteran ability. The veteran ability can be used by the unit only in that battle.

The favoured targets of the Starborne are those places where magical energy pools or where the ley lines of arcane power that cross the aetheric void join. By taking control and imposing stringent order upon these magical wellsprings, the Starborne stabilise the land against the powers of Chaos, and they create a reservoir of each realm's magical essence they can tap into. The Seraphon's network of magical power is known by a variety of names, but the most common is the Astromatrix.

You must still pay the points cost of the unit to include it in your army. Summoned units added to your army after the battle starts can be added freely and do not count against the Astromatrix limit for your army.



SERAPHON QUESTS

If your army is a Seraphon army, you can pick the following quest for your Path to Glory roster.

QUEST STAR-FATED BEASTS

Some of the reptilian mounts used by the Seraphon possess quirks and powers that set them apart from their spawn-kin.

Pick 1 **HERO** with the **STEGADON**, **CARNOSAUR** or **TROGLODON** keyword from your army that does not already have a mount trait, and pick 1 mount trait they are allowed to take. Write down that mount trait in your quest log.

At the end of a Path to Glory battle, you complete this quest if that unit destroyed any enemy units during the battle.

When you complete this quest, you can add the mount trait you picked to your vault. When you do so, make a note of which unit it applies to. If that unit is ever removed from your order of battle, remove the corresponding mount trait from your vault.

VETERAN ABILITIES

Each time a **SERAPHON** unit on your Path to Glory roster gains a veteran ability, you can pick 1 of the veteran abilities from the table below instead of the table found in the core rules.

Seraphon Veteran Abilities

Ferocity Unbound: *The predatory instincts of these saurus warriors have been driven to new heights by the blood they have spilt in countless battles.*

SAURUS units only. This unit can use this veteran ability once per battle when it is picked to fight in a combat phase. Increase the Rend characteristic of Powerful Jaws weapons used by that unit by 1 until the end of that phase.

The Trap is Sprung: *At an unspoken command from their leader, these skinks carry out a carefully prepared ambush, swiftly overwhelming their chosen prey.*

SKINK units only. Once per battle, in your hero phase, pick 1 enemy unit that is visible to the Skink Alpha from this unit. Until your next hero phase, add 1 to hit rolls for attacks made by this unit that target that unit.

*'The Trap is Sprung' can only be used by a **SKINK** unit that has a champion.*



TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the core rules that corresponds to a roll of 21-42.

Some of these territories allow you to send a unit to them. A unit cannot be sent to more than 1 territory in each aftermath sequence, and any such units cannot be picked for the Borderlands territory in the core rules.

SERAPHON FACTION TERRITORIES (D66)

61-63 STORMVAULT

Your forces have secured one of the mysterious Stormvaults revealed during the Necroquake.
You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 15GP] Vault Opened: If you have a Starborne army, this territory provides you with 5 Astromatrix points. If you have a Coalesced army, in step 3 of the aftermath sequence, you can pick 1 **HERO** on your order of battle to be sent to this territory to delve into the Stormvault. If you do so, roll a dice. On a 1-2, you must make an injury roll for that **HERO**. On a 3-4, nothing happens. On a 5, you must make an injury roll for that **HERO**, and you can add an artefact of power to your vault. On a 6, you can add an artefact of power to your vault.

64-66 RUINED TEMPLE-CITY

You have reclaimed the ruins of a once mighty temple-city that has either been overrun and destroyed by your enemies or that crashed down from the stars as the result of a celestial cataclysm.

If you have a Starborne army, this territory provides you with 3 Astromatrix points. If you have a Coalesced army, the cost of upgrading your Stronghold is reduced by 10 glory points.

[Upgrade 20GP] Secondary Reserves: In each aftermath sequence, you can re-roll 1 injury roll or casualty roll without spending a glory point.





HEROIC UPGRADES

During your Path to Glory campaign, you may be able to pick heroic upgrades for your **HEROES**. A heroic upgrade replaces the warscroll for a **HERO** with another, more powerful one and represents them becoming a mighty champion in your army.

You can pick a heroic upgrade in step 7 of the aftermath sequence. To do so, consult the table below and pick 1 of the eligible options. Each heroic upgrade lists the warscroll the **HERO** will be upgraded to, which warscroll is required, the amount of renown points that **HERO** must have and the amount of glory points you must spend. Once you have picked a heroic upgrade, replace your **HERO**'s warscroll on your order of battle with the new one chosen. You can pick only 1 heroic upgrade in each aftermath sequence.

If the new warscroll is a type that is limited on your order of battle – for example, if it is a **MONSTER** – you will need to have increased your order of battle limits to accommodate it before it can be upgraded.

CORE ENHANCEMENTS

When you pick a heroic upgrade for a **HERO**, they keep their renown points and any core enhancements that they are still eligible for. If your **HERO** has any core enhancements that they are no longer eligible for, they lose those core enhancements. If this enables you to pick a new core enhancement for your order of battle, you can do so.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Saurus Oldblood on Carnosaur	Saurus Scar-Veteran on Carnosaur	18	3
Saurus Oldblood on Carnosaur	Saurus Oldblood	35	6
Saurus Oldblood	Saurus Scar-Veteran on Cold One	18	3
Saurus Scar-Veteran on Carnosaur	Saurus Scar-Veteran on Cold One	30	4
Skink Starseer	Skink Starpriest	20	3



THE INCANDESCENT SPHERE

A relic of the Old Ones, the Incandescent Sphere lay dormant within the upper reaches of High Azyr for countless aeons. While its function and purpose remain a mystery, this glittering superstructure has begun to turn, celestial energies building within.



Lord Kroak has convened a gathering of his wisest Starmasters to unravel the mystery of the Incandescent Sphere. They have connected the device to several geomantic points across the Mortal Realms. These are the places at which the broken fragments of the Incandescent Sphere came to rest, burying themselves deep into the crust of the realms. The Starborne armies of the Seraphon must be hurled forth into the realms to purge these sites and recover any fragments of technology that linger there. If these relics are recovered, the Incandescent Sphere might be repaired and its energies channelled to their proper purpose – whatever that might be.





INTRODUCTION

On these pages, you will find a **campaign arc** for 1 player (you!). In the campaign, you take on the role of the leader of a Seraphon army that has been tasked with recovering five of the missing fragments from the Incandescent Sphere.

This campaign arc is different to most others in that it doesn't require a regular opponent to play the five games against – you can play each game against a different opponent and/or using a different battlepack if you wish, and the outcome of the games will determine how well you do in uncovering the secrets of the Incandescent Sphere.



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.



CAMPAIGN BATTLEPACKS AND OPPONENT

You do not have to pick a battlepack to use for this campaign. Instead, each game in the campaign can be played using either the Open War battlepack, the Path to Glory battlepack or the Contest of Generals battlepack. You can use a different battlepack in each game as you wish. In addition, you can fight each battle in this campaign against a different opponent if you wish – as far as they are concerned, they will be fighting a normal battle against you using the battlepack you have mutually decided to use.

WINNING THE CAMPAIGN

The outcome of each game will determine how well you have done in recovering the fragment of the Incandescent Sphere located on the battlefield. In addition to the normal victory conditions for the battleplan being used in a game, you will have a secret mission that you are trying to carry out, as described below. To win the campaign, you must complete at least three of your secret missions. Assuming you do so, the results of the battles you have fought and the number of secret missions you have achieved will determine how well you have done in the campaign.

GETTING READY

In order to fight this campaign, you will need a Seraphon army, and you will need a copy of the **Incandescent Sphere Campaign Log** supplied with this article. When you first fill in the log, you will need to name the Slann Starmaster who leads your army (we have included a naming table you can use if you wish), decide whether you will use a **STARBORNE** army or a **COALESCED** army, and pick the constellation for your army.

NAMING GENERATOR

Roll on the table below to name your Slann Starmaster and to grant him an honorific befitting his cosmic might. Alternatively, you can use the following examples as inspirations when coming up with your own name, choosing a title based upon the mighty deeds your slann achieves on the tabletop!

1D6	Slann Name	1D6	Honourific
1	Kotamec	1	The Ineffable
2	Temloc	2	The Golden-Crested
3	Pocaxlan	3	Master of Gateways
4	Xenblot	4	The Reverent
5	Nahua	5	The Purifier
6	Zuloc-Teq	6	Of the Pristine Spawning



INCANDESCENT SPHERE CAMPAIGN LOG

Player's Name:

Slann Starmaster's Name:

Starborne or Coalesced Army:

Constellation:

BATTLE 1:

Opponent's Name & Army:

Battlepack & Battleplan:

Secret Mission:

Battle Result:

Loss / Draw / Minor Victory / Major Victory

Secret Mission Achieved:

Yes / No

BATTLE 2:

Opponent's Name & Army:

Battlepack & Battleplan:

Secret Mission:

Battle Result:

Loss / Draw / Minor Victory / Major Victory

Secret Mission Achieved:

Yes / No

BATTLE 3:

Opponent's Name & Army:

Battlepack & Battleplan:

Secret Mission:

Battle Result:

Loss / Draw / Minor Victory / Major Victory

Secret Mission Achieved:

Yes / No

BATTLE 4:

Opponent's Name & Army:

Battlepack & Battleplan:

Secret Mission:

Battle Result:

Loss / Draw / Minor Victory / Major Victory

Secret Mission Achieved:

Yes / No

BATTLE 5:

Opponent's Name & Army:

Battlepack & Battleplan:

Secret Mission:

Battle Result:

Loss / Draw / Minor Victory / Major Victory

Secret Mission Achieved:

Yes / No



THE SECRET MISSIONS

The campaign consists of five battles in total, and in each battle you fight, you must attempt to carry out a secret mission from the Secret Missions table below. After you have chosen your army and recorded it on your roster, you must pick the secret mission you will attempt to carry out. You cannot attempt to carry out the same secret mission more than once during the campaign. Record the secret mission you have chosen on the campaign log. You do not have to tell your opponent about the secret mission you are attempting to carry out.

Designer's Note: *Certain secret missions will only work if you have included the right units in your army, or if the battleplan you are using allows you to achieve the goals of the mission. Keep these two factors in mind while you pick your army and the mission you will try to carry out.*

Secret Missions

Celestial Balance: *In order to locate the missing fragment, you wizards must use their magical powers to create an aura of celestial balance across the battlefield.*

You have carried out this secret mission if any friendly **WIZARDS** successfully cast the following spells the following number of times (do not count spells that are unbound). The **WIZARDS** must successfully cast Drain Magic 2 times, or cast Celestial Equilibrium 3 times, or Extend Astromatrix 4 times.

Central Node: *Standing upon a geomantic node located at the centre of the battlefield will allow the Slann Starmaster leading this mission to determine the location of the missing fragment.*

You have carried out this secret mission if a friendly **SLANN STARMASTER** is within 6" of the centre of the battlefield at the end of the third battle round.

Clear the Astromatrix: *A construction erected by your enemy is disrupting the flow of the Astromatrix Arcane in this area, making it impossible to determine the location of the missing fragment for which you search. Destroying the construction will clear the interference and allow you to locate the fragment.*

You have carried out this secret mission if you use a Smash to Rubble monstrous rampage on an enemy faction terrain feature that was set up by your opponent when they deployed their army. If your opponent does not set up a faction terrain feature when they deploy their army, you cannot complete this mission.

Contemplation: *In order to locate the missing fragment, the Slann Starmaster leading the army on this mission must remain stationary while contemplating the significance of the ley lines and constellations in the area.*

You have carried out this secret mission at the end of the battle if your general is a **SLANN STARMASTER** and it has not been slain and did not move, attack, attempt a celestial conjuration, or attempt to cast, unbind or dispel a spell during the battle.

Corner Nodes: *In order to locate the missing fragment, there must be a Slann Starmaster or one of their skink servants standing at four different points on the corners of the battlefield.*

You have carried out this secret mission if there is a friendly **SERAPHON WIZARD** and/or **SKINK PRIEST** within 6" of each corner edge of the battlefield at the end of any battle round.



Secret Missions (continued)

Masters of Order: *The location of the missing fragment can be discovered by concentrating on using battle strategies that have been proven successful in countless battles.*

If you have a Coalesced army, you complete this secret mission when the battle ends if you have at least 1 friendly unit wholly within each quarter of the battlefield. If you have a Starborne army, an imaginary **ley line** 1mm wide runs from the each corner of the battlefield to the diagonally opposite corner of the battlefield, and you complete this secret mission at the end of the battle if a ley line does not pass over any enemy models with the **WIZARD** keyword, and at least 1 ley line passes across a friendly model with the **WIZARD** keyword.

Designer's Note: *These missions are the same as two of the grand strategies you can pick for a Seraphon army in matched play (pg 39). If you are fighting a matched play battle and you pick the same strategy as this secret mission, then you will either achieve both or achieve neither depending on the outcome of the battle.*

Prime Nodes: *Gaining control of a vital geomantic nodes that lie in enemy territory will allow you to discover the location of the missing fragment.*

You have carried out this secret mission if you control all objectives that are wholly or partially within enemy territory at the end of any battle round. You cannot carry out this secret mission if there are no objectives wholly or partially within enemy territory.

Secret Cache: *Hidden on the battlefield is a cache of documents that will reveal the location of the hidden fragment.*

Ask your opponent to place 1 objective anywhere on the battlefield more than 6" from any other objectives and the edge of the battlefield. Tell them that this objective is not counted when determining who has won the battle or for any special rules or victory conditions that apply to the battle. If you get control of this objective, you can choose for 1 friendly model within 1" of the objective to take it. If you do so, tell your opponent that the model is taking the objective and place the objective marker so that it is touching the base of that model. If a move is made with a model that has taken the objective, after the model has finished the move, move the objective marker so that it is once again touching the base of the model. Tell your opponent that if they gain control of the objective, they cannot move the objective, but they will stop you from having control of it or moving it until you can regain control of it. You have carried out your secret mission if you control this objective at the end of the battle.

Designer's Note: *If your opponent asks what effect the objective has, you do not have to tell them. We recommend looking mysterious and saying, 'The secrets of the Old Ones are not for you to know.'*

Total Domination: *Nothing less than complete and utter control of the battlefield will allow you to find the missing fragment.*

You have carried out this secret mission if there are no enemy models on the battlefield at the end of the battle, or if there are 10 friendly models for every enemy model on the battlefield at the end of the battle.

Triangulation Fix: *A trio of Realmshaper Engines, one of which is located upon this battlefield, are being used to pinpoint the location of the missing fragment. It is a painstaking process and must not be disturbed.*

You have carried out this secret mission if you set up a Realmshaper Engine during your deployment with either a **SKINK WIZARD** or **SKINK PRIEST** as part of its garrison, and at the end of the battle that **SKINK WIZARD** or **SKINK PRIEST** is still part of the garrison and you have not used that Realmshaper Engine's Power Unleashed scenery rule during the battle.





PICKING CAMPAIGN ARMIES

Each player chooses their army following the instructions from the battlepack they are using. During the campaign, your army must use the **STARBORNE** or **COALESCED** keyword and constellation keyword recorded on your log, and you cannot use Lord Kroak in your army (he is overseeing the entire campaign). These things aside, you can choose your roster anew for each battle and vary the models that you use in each game if you wish to do so.

FIGHTING THE BATTLE

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

THE AFTERMATH

After each battle, record whether you carried out your secret mission and what level of victory you achieved in the battle on your campaign log.

CAMPAIGN VICTORY

At the end of the fifth battle, cross-reference the number of secret missions you achieved with the number of **major victories** you achieved on the table below to find out how well you did in your campaign. Two **minor victories** count as one **major victory** when working out the number of **major victories** you have achieved.

Major Victories Won	Secret Mission Carried Out			
	None	1-2	3-4	5
None	Total Failure	Failure	Status Quo	Success
1-2	Failure	Status Quo	Success	Success
3-4	Status Quo	Success	Success	Success
5	Success	Success	Success	Total Success

Total Failure: The Incandescent Sphere is destroyed, and the resulting explosion devastates a huge area of Azyr, setting back the plans of the Seraphon and the God-King by a decade.

Failure: The accumulated damage to the Incandescent Sphere renders it inoperative and irreparable. Its secrets and abilities will never be known.

Status Quo: The condition of the Incandescent Sphere has been stabilised. It is possible that further research and study may allow it to be repaired, but this could take decades or even centuries to achieve.

Success: The Incandescent Sphere is fully repaired, and the slann are starting to learn of its secrets and how it can be used to deliver the Mortal Realms from the grip of the Chaos Gods.

Total Success: The Incandescent Sphere is fully repaired and all of its secrets have been revealed. It will be a powerful tool in the eternal war against the powers of Chaos.

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, if you carried out your secret mission, units involved gain a bonus D3 renown points each.
2. If you achieve a **success** or a **total success** at the end of the campaign, you immediately add 1 artefact of power to your vault.



CELESTIAL WARRIORS

Loads of cool background. A battletome update. A heavenly campaign for your Celestial army. Why don't we top it off with a couple of painting guides so you can get your Seraphon war host ready for the battlefield?

Skins are the most diminutive warriors of the Seraphon race, but they are fiercely intelligent, quick and no less deadly for their size. They are also extremely colourful with their feathers, golden trinkets and bright blue skin, making them perfect subjects for a painting guide. Both models shown in this guide were undercoated with Corax White.

BATTLE READY

Using the stages to the right, Huachi has been painted to a Battle Ready standard. An army painted to this level would look awesome!



CLASSIC STYLE

Huachi – taken from the Starblood Stalkers set – was painted from the inside out. Using this technique, the deepest details are painted first, then the next deepest, right up to the highest. This means you can get blue paint all over the smaller details (such as the gold or feathers) because you know you'll be painting them their true

BLUE SKIN



FEATHERS



LEATHER



PARADE READY

But why stop there? With a few extra highlights to each area of the model, Huachi has been made Parade Ready. This skink is ready for a fight!





colours soon after. The skin tone was achieved using two thin coats of Temple Guard Blue to build up the colour gradually and neatly.

After applying the wash, the skin was re-layered with Temple Guard Blue. For this stage, the paint was thinned down a little with water and applied only to the raised areas, leaving the shading in the recesses. Baharroth Blue was then used as an edge highlight on the most raised edges such as the skink's crest and the top edges of muscles.

Because the skin has a cool tone to it, the feathers were painted in warm colours to provide contrast. The gold was then painted in a cooler tone again to help it stand out from the yellow feathers. A really yellow gold (such as Retributor Armour) wouldn't have shown up as well next to them.



COLOURFUL CREATURES

Want to know how to paint the rest of your Seraphon army? Then take a look at our Warhammer YouTube channel, where you can find loads of easy-to-follow painting guides. There are guides for Skinks and Saurus Warriors, Bastiladons, Stegadons, Carnosaur scales, pale skin and even feathers! Whether you prefer Classic or Contrast style, there's something for you there.

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.

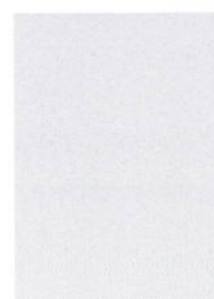
Layer: Layering helps bring out the detail on a model. A layer is applied all over the area you're painting except in the recesses. Layer paints are ideal, as are Base paints thinned with water.

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.

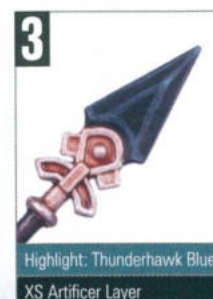
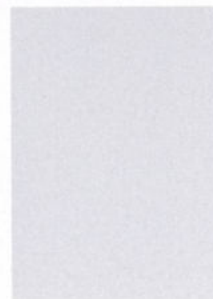
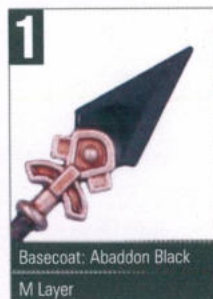
Drybrush: Drybrushing captures raised details and creates natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas.

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.

GOLD



OBSIDIAN BLADE



SCALES



GREEN SCALES



BEADY EYES



CONTRAST STYLE

The main colour on the Contrast-painted skink is Talassar Blue. When applying it, try to use as few brush strokes as possible so that you don't end up with streaks on the model. Applying the paint from the top down helps to control drips and pooling. Adding a little Contrast Medium can also help, but don't use too much or it will make the colour translucent. Make sure to cover all of the scales at the same time – this will help give the Black Templar wash a bluer tone. Once the Talassar Blue is dry, tidy up areas that aren't going to be blue (such as the leather straps) with Corax White.

Contrast paints are ideal for small, organic models like skinks, and most areas only need one highlight to take them from Battle Ready to Parade Ready. Only the skin needs a little more attention, particularly because it is the largest area of the model. Use Temple Guard Blue as a

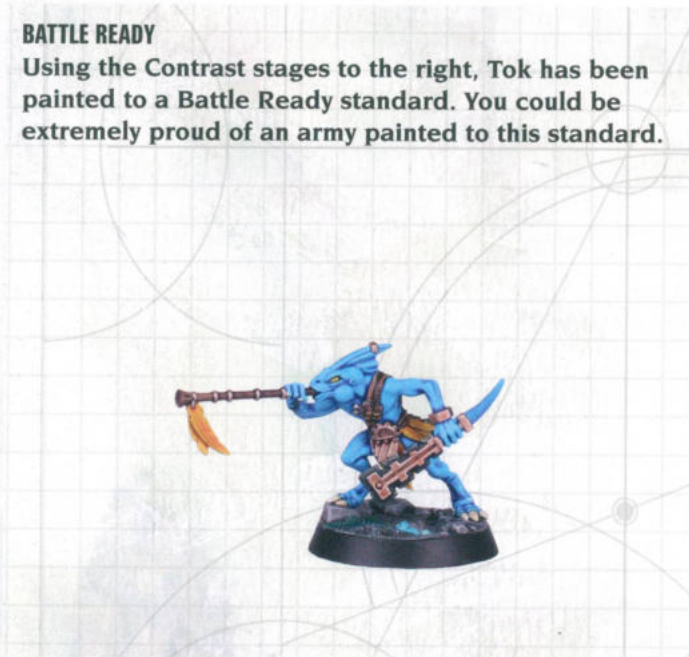
layer and apply it just like in the Classic style with Baharroth Blue for the highlights.

When painting the feathers, a smooth transition of colour can be achieved using a glaze of Moot Green (the most vibrant of all the greens!). Thin down Moot Green so that it is very thin – a mix of one part paint to six parts water is about right. Start your brush stroke in the middle of each feather and end at the bottom. Most paint is deposited at the end of a brush stroke, so the colour will be strongest at the bottom of the feather, creating a transition.

The sculpted bases on both models were basecoated Mechanicus Standard Grey, and then all the rocks were painted Dawnstone. The bases and rocks were then washed with Nuln Oil and drybrushed with Administratum Grey. The foliage is painted Lupercal Green and highlighted with Elysian Green.

BATTLE READY

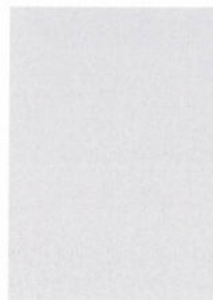
Using the Contrast stages to the right, Tok has been painted to a Battle Ready standard. You could be extremely proud of an army painted to this standard.



BLUE SKIN



SCALES

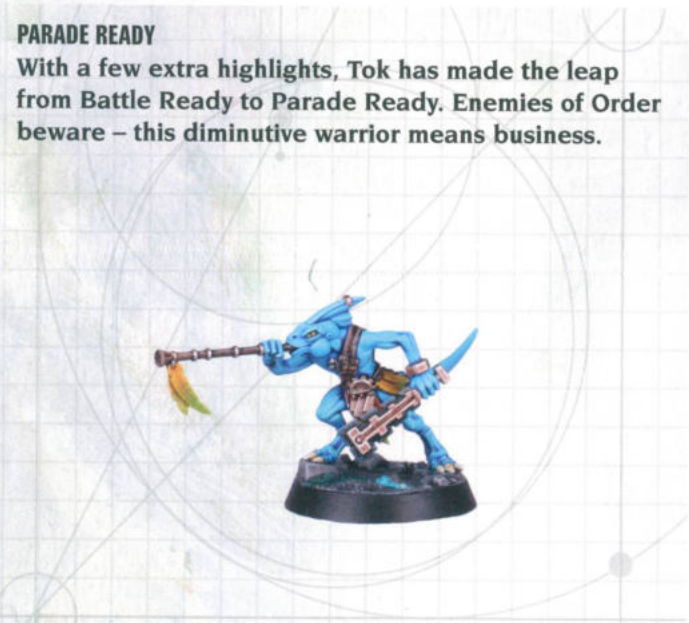


LEATHER



PARADE READY

With a few extra highlights, Tok has made the leap from Battle Ready to Parade Ready. Enemies of Order beware – this diminutive warrior means business.





ALTERNATIVE SKIN(K) TONES

While Seraphon are celestial beings, prolonged contact with the other realms can change their appearance somewhat. Coalesced warriors can often take on the attributes of the realm they reside in, the celestial magic that surrounds them binding with the realm's magic. So it could be that Aqshian Seraphon take on a red or orange hue, while those who live in Ghyran may appear green. Here are a few examples you can use for inspiration.



Basecoat: Corax White

Wash: Aethermatic Blue

Drybrush: Ulthuan Grey



Basecoat: Corax White

Wash: Gryph-hound Orange

Drybrush: Kislev Flesh



Basecoat: Corax White

Wash: Warp Lightning & Contrast Medium 1:5



Basecoat: Corax White

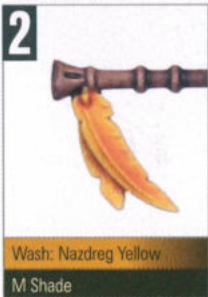
Wash: Black Templar

Drybrush: Ulthuan Grey

FEATHERS



Basecoat: Corax White
Spray Paint



Wash: Nazdreg Yellow
M Shade



Glaze: Moot Green
M Glaze



Highlight: Flash Gitz Yellow
XS Artificer Layer

OBSIDIAN MACE



Basecoat: Corax White
Spray Paint



Wash: Black Templar
M Glaze



Highlight: Thunderhawk Blue
S Layer



Highlight: Dawnstone
XS Artificer Layer

GOLD



Basecoat: Runelord Brass
S Base



Wash: Reikland Fleshshade & Reikland Fleshshade Gloss 1:1
M Glaze



Highlight: Canoptek Alloy
XS Artificer Layer



Highlight: Canoptek Alloy
XS Artificer Layer

CLAWS



Basecoat: Corax White
S Layer



Wash: Skeleton Horde
M Glaze



Highlight: Canoptek Alloy
XS Artificer Layer



Highlight: Canoptek Alloy
XS Artificer Layer

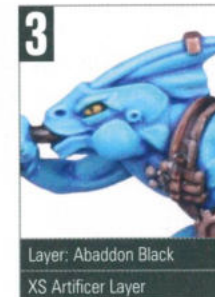
BEADY EYES



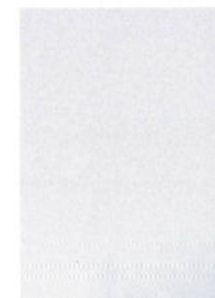
Basecoat: Corax White
S Layer



Wash: Iyanden Yellow
M Glaze



Layer: Abaddon Black
XS Artificer Layer



Highlight: Canoptek Alloy
XS Artificer Layer

BRUSH LEXICON

There are many brushes in the Citadel brush range, and all of them have specific uses.

Base Brushes: Base brushes (in sizes S, M, L and XL) have hard-wearing bristles that hold plenty of paint. With a flat shape and a top edge, you can use the side for greater coverage or the edge for more control.

Shade Brushes: Shade brushes (M and L) soak up a large amount of paint in their bristles, so you can apply lots of a Shade in one go. They are perfect for applying washes over a whole miniature quickly.

Glaze Brush: The Glaze brush is similar to the Shade brushes but with a smaller head. It is ideal for applying a glaze or wash to a small area of a model.

Layer Brushes: Layer brushes are ideal for building up layers and highlights. S and M brushes are perfect for applying layers, while the XS Artificer Layer is ideal for final highlights.

Dry Brushes: The three Dry brushes – S, M and L – are made from synthetic fibres that enable them to survive the rigours of swift drybrushing. The flat profile provides consistent coverage on raised areas.

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, the warlords of Order and Chaos build armies in preparation for all-out war.



LUMINETH REALM-LORDS

SLAVES TO DARKNESS



HEDONITES OF SLAANESH



CITIES OF SIGMAR

This month is cause for much celebration as our warlords' armies reach 2,000 points! In the olden days of Warhammer, this was often seen as the holy grail of wargaming – to build and paint a tournament-sized force. And it is a mighty achievement still. But for our warlords, it is a step on a path to greater things. Indeed, our warlords haven't reached the end of their challenge yet! Their fingers have been reduced to paint-covered stubs. Their pupils are now permanently dilated to focus only on objects a few inches from their faces. But they fight valiantly on. Let's see what our four warlords been up to this month.

Lumineth luminary Martyn Lyon has travelled deep into the rocky landscapes of Ymetrica in search of mountains to add to his army. He's also hunted down a few aelves to add to his force, this time armed with many-stringed bows. They've proven their worth on a couple of battlefields already.

Fellow Order warlord Rich Packer has continued to add to his Cities of Sigmar force – the mysterious Order of Morrda. This month he's mostly been painting aelves. And more aelves. And more aelves! And a few stags. He's looking forward to painting something a little shorter and shinier in the future.

Chaos warlord Miyuki Foulkes has converted a Sorcerer for her Slaves to Darkness force. It seems he is a master manipulator and one of the guiding hands behind the three brothers who command her force. She's also painted more Knights to add to her fearsome cavalry force.

Chaos warlord and renowned hedonite Calum McPherson has spent a good deal of time checking himself out in a mirror. Not a regular mirror, we hasten to add, but Sigvald's shiny shield. He's also added some cavalry to his force: a unit of Slickblade Seekers. The Chaos warlords are certainly keen to get somewhere!

BECOME A WARLORD

As with previous years, we encourage you 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.

The original plan was for the warlords to play regular games against each other with their expanding forces, but as you're probably aware, 2020 went a bit weird and everyone got locked in their own personal sub-realms for a bit. However, a few of the warlords were able to play games against each other, normally when they met up at our head office. Keeping their tape measures extended at 72", they were able to play a few games against each other during lunch breaks and after work. Calum has been the most prolific this month, having played two games against fellow photographer Erik – one against his Kharadron Overlords and a second against his Gloomspite Gitz. The first game was most profitable for Erik's duardin, while the second saw a level of squig-splating that bordered on cruel. Martyn also played a game using his Lumineth against Jonathan's Kharadron. Apparently the cowardly duardin wouldn't come out of their flying ships, so Martyn had to send in some mountains to crush them. It all makes total sense.



Top: Erik's lava-loving duardin find themselves surrounded by a Lord of Pain, a host of Daemonettes and a lone Myrmidesh Painbringer. Sigvald barely got his blade wet. Bottom: The Slickblade Seekers make their debut against the Gloomspite Gitz. They took a small amount of pleasure squashing tiny greenskins. But not much.

DEFENDERS OF MOUNT AVALENOR



MARTYN LYON

Martyn loves everything about the Lumineth Realm-lords. Their fancy weapons and shiny armour. Their martial prowess and magical abilities. Their pointy ears. He even bought himself some silken robes. But just for the weekends.

The defenders of Mount Avalenor have summoned reinforcements from Ymetrica, including a unit of Vanari Auralan Sentinels. But the shining host has also been joined by a second Spirit of the Mountain. Martyn introduces us to his latest creations.

Martyn: I can't do it any more! I can't just keep painting amazing character miniatures. I've got to paint a unit! What about an Alarith Spirit of the Mountain – that's very on-brand for my army, right? No, stick to the plan. I need to paint those ten Vanari Auralan Sentinels!

START AT THE CORE

Sometimes in hobby, as in life, we must eat our greens first. We must accept that not everything can be a centrepiece, and sometimes the best thing for us is to paint a core unit of troops for our army. It is important, however, to be true to your own hobby journey. I've been in this game long enough to know that I'm not a traditional painter of huge armies. I worked for years alongside Matt Hutson, looking on with envy as he produced army after army, seemingly from nowhere. Of course, they didn't materialise out of thin air – they were the result of hundreds of hours of work. But as one of Warhammer's biggest hobby butterflies, I could never stick to one project long enough to create a large army like that. A Tale of Four Warlords was a chance for me to set definitive goals, the end result being a mighty collection to call my own.

Don't be afraid of setbacks, and also don't get hung up on painting the 'wrong thing'. Painting those four characters last month was really good fun, and that's what this is all about, after all. The

important thing is that I get back to my original plan at some point. This is an emotional hobby and one that should be undertaken with, in my opinion, a mind free to wander, get excited by small facets of a project and take joy in what stands out as joyful in the moment.

And so I began painting my Sentinels. I painted their bows separately, as the strings can make painting their faces difficult when the models are fully assembled. Luckily the fittings for the bow are so well designed that keeping them separate is no issue, and they attach easily after painting. To maintain a good connection, I covered the joins with adhesive putty before applying the undercoat. This way I could still glue plastic to plastic when I was finished, forming a permanent bond. I was able to paint the Sentinels pretty quickly as, by this point, I knew exactly how to paint each of the colours found on the models.

MAKING MOUNTAINS OUT OF ... MOUNTAINS?

Having completed a solid unit in the Sentinels, I decided I could afford to add another one-off miniature to the collection. An Alarith Spirit of the Mountain checked all the right boxes for me. Huge, amazing miniature? Check. Ties nicely into my Alarith themed army? Check. Not a character? Check. That last one is a bit of a cop-out, but I'm sure you'll forgive me when you see how great it looks fighting alongside Avalenor!



THE 2,000-POINT MARK

The Sentinels will provide some much needed long range support to my army. The ability to use the High Sentinel's Scryhawk Lantern to target units that are not visible to them is really powerful. In combination with the sunmetal weapons rules and their famed ability to produce mortal wounds, the Sentinels should be a big asset in game. I'm looking forward to being able to hide them out of harm's way, safe in the knowledge that they can pick out enemy units up to 30" away. The addition of another Spirit of the Mountain should also be something for the other warlords to think about.

Units	Size	Role/Ally	Pts
The Light of Eltharion	1	Leader	250
Scinari Cathallar	1	Leader	145
Avalenor, the Stoneheart King	1	Leader, Behemoth	415
Vanari Bannerblade	1	Leader	120
Alarith Stonemage	1	Leader	130
Scinari Calligrave	1	Leader	115
Spirit of the Mountain	1	Behemoth	375
Vanari Auralan Wardens	20	Battleline	290
Alarith Stoneguard	10	Battleline	240
Vanari Auralan Sentinels	10	Battleline	150
Rune of Petrification	1	Endless Spell	75
			2305



A second Spirit of the Mountain ties in nicely with the Alarith theme of my army. Alongside Avalenor and the Stonemage, he is sure to cause a lot of damage.

THE GREATEST SWORDSMAN

This month saw Calum and me debate who was the greatest swordsman in the Mortal Realms – Sigvald or the Light of Eltharion. A challenge was therefore issued: a best of three duels. In the first round, I went first and unleashed the Searing Darts of Light, but Sigvald's Mirror Shield stopped them. Unperturbed, Eltharion charged into combat, where his Fangsword and Celennari Blade finished off Sigvald over two rounds. Game two had Sigvald going first. Yet even with ten attacks on the charge, his flurry of blows was not enough to kill Eltharion. Once again, the Geld-Prince was laid low. Game three was the fastest yet, Eltharion going first and killing Sigvald in a single round of combat! Calum has sworn revenge next month.



NEXT TIME ...

The main thing I'm working on is a converted Bannerblade hero, which is where most of my hobby time will go. That won't leave me much time for other models, but I'm also planning to add five Vanari Bladelords and a Loreseeker. Thanks to the fact that I'm 'ahead of schedule' in terms of points, I don't need to paint many more models to get to 2,500. That means I can focus on my kitbashed hero!

SLAVES TO DARKNESS

UEM-NAI'S WRATH



MIYUKI FOULKES

With fire and brimstone (and a little bit of modelling putty), Miyuki has summoned a mighty sorcerer to do her bidding on the field of battle. And now that the kids are back at school, she can reclaim the gaming table for her own battles!

The warlords of Uem-nai have been joined by a mysterious sorcerer. None know who he is or what his motives are, but his knowledge of arcane lore and devastating spells will prove useful in the wars to come. Miyuki introduces us to her latest creation.

Miyuki: This month I've had three projects on the go: Endless Spells, more Chaos Knights and my custom hero!

CHAKATOONE, SORCERER OF CHAOS

My custom hero is the sorcerer Chakatoone. Unknown to the three warlord brothers (Takakage, Takamoto and Motoharu), he is their long-lost uncle. He has been lurking in the shadows of Uem-nai their whole lives, pitting them against each other in wars over the sacred river. He is the reason they were always locked in a brutal struggle for control. No one knows his intentions, even now that he has made himself known in order to join Uem-nai's Wrath.

Satoru Yamazaki, a co-worker from Japan, helped me make my hero via video call. I wanted to create a sorcerer on an impressive mount, so he suggested the Black Dragon. I used the Chaos Sorcerer on a Manticore for the rider, as I thought his hood and cloaks made him look very suspicious. I didn't just swap the rider, though – I also swapped the Dragon's wings for those on the Manticore because I felt they fit the look of Chaos more. It was tricky to attach them; I used pins and Liquid Green Stuff to fill the gaps and create scaly skin on the joins. The sorcerer was difficult to attach, as he isn't designed to fit on a dragon. I chopped off some of his cape and some of the dragon's spines and managed to merge the two

pretty well. I had a lot of fun adding detail to his base using left-over bits from other kits. It's covered with the detritus of battles long forgotten.

I painted my Dragon light brown with red tints. Like I said before, I'm painting the creatures in this army in realistic colours. I also thought it would help the sorcerer stand out against the rest of the (mostly black) army. I painted the sorcerer separately from the Dragon and used quite a few colours on him so that he tied in with each of the three kingdoms. I used Rakarth Flesh as a basecoat for his skin and kept the highlights very grey to make him look pale and sickly, like he doesn't have much blood in his veins.

THE KNIGHTS OF TAKAMOTO

I also painted a unit of ten Chaos Knights. Now each of the three brothers has a unit of mounted warriors, though each of them looks very different. Because my main focus this month was my custom hero, I dialed back the amount of detail I painted on them, as they are rank and file troops. That way I could save some time and get a good-looking unit into my army fairly quickly. I found the Classic painting method takes more work than the Contrast method, but I think the final result is a lot smoother. I feel the Contrast method was a really good way to get into painting and build up confidence quickly, but I think I will use a mixture of both styles from now on.



THE 2,000-POINT MARK

I spent a fair amount of time over the last few weeks creating the warscroll for Chakatoone. I made him super tough and gave his dragon loads of upgrades such as Poisonous Bite and Gobble Attack so he should be able to chew through enemy units pretty easily. It also causes Terror just in case I need to make the survivors run away! I gave Chakatoone himself the Raise Dead spell. I think this will be pretty interesting and characterful as he summons the bodies of dead Chaos Warriors to do his bidding. I haven't thought of names for his magical weapons yet – I'll work on that next.

Units	Size	Role/Ally	Pts
Khayn Shaimurah, Chaos Lord on Karkadrak	1	Leader	225
Chakatoone, Chaos Sorcerer	1	Behemoth	390
Chaos Warriors	10	Battleline	200
Chaos Knights	5	Battleline	170
Chaos Knights	10	Battleline	340
Chaos Chariots	3	Battleline	315
Chaos Marauder Horsemen	10	Battleline	220
Varanguard	3		280
Mindstealer Sphiranx	1		95
Realmscurge Rupture	1	Endless Spell	85
Eightfold Doom-Sigil	1	Endless Spell	50
Darkfire Daemonrift	1	Endless Spell	100
			2470



Chakatoone is a stand-alone character and not part of the three kingdoms of Uem-nai. Why he has revealed himself now that the three brothers have joined forces is a mystery.

THE MAGIC OF UEM-NAI

On a trip to Japan in 2020 (when we could still travel) I visited some stores in Tokyo. I went to the Warhammer Store in Chiba, where the shop manager showed me how to paint one of my endless spells. The Eightfold Doom-Sigil is the spell I painted in Japan, and it is linked to Takakage's army. Its fire represents the coal they mine from the mountains. The Realmscourage Rupture is linked to the silver army of Takamoto – the metal spikes sticking out of the ground work well for this. The Darkfire Daemonrift is linked to the gold army of Motoharu, as I felt the Chaos star of the portal sticks looks good in gold. I loved painting the details on the bases of the spells. I even came up with my own recipe to make the lava and glowing hot metals.



NEXT TIME ...

Be'lakor! I have the new model of this Prince of Chaos. The model looks really amazing, and he is so much bigger than before. He is such a cool model! I will have to think of a reason for why he is in the army, though, especially as it is led by Varanguard. Perhaps he is trying to win them over to his cause. One day I will paint Archagon, too – perhaps when I am better at building and painting large and involved models!

THE ORDER OF MORRDA



RICH PACKER

It's been a tough couple of months for Rich. First he decided to paint thirty Eternal Guard in one go. Second, he decided to move house to Scotland when he could be painting. He now insists on wearing a kilt outside despite the wind being 'nippy round the sporran'.

Dedicated to an ancient god of the dead, the Order of Morrda brings eternal rest to the departed and a swift demise to those who would raise them from their graves. This month, Rich shows off his toughest project to date – the Shields of Morrda.

Rich: So, what's been happening in my hobby world over the last few months? Days and days of Eternal Guard ... and more Eternal Guard. When I closed my eyes at night, all I saw were Eternal Guard! Painting thirty of anything can be quite an undertaking, but I made a schedule and stuck to it. I find listening to an audiobook while painting really helps get into the flow. I listened to *Dragonslayer*, and it was fun to revisit the adventures of Gotrek and Felix. I'm really pleased with the Eternal Guard. I also painted the Sisters of the Thorn, and I'm looking forward to getting both units onto the tabletop.

THE SHIELDS OF MORRDA

The Shields of Morrda patrol Kurnotheal and beyond as they seek out vampires, necromancers and those whose deaths they have disturbed. Where a stubborn defence against overwhelming odds is required, the Shields of Morrda will be deployed. While collectively referred to as the Shields of Morrda, they are split into three retinues. The Flickering, retinue of Genevieve Bonsanté, Priestess of Disillusion. Grief's End, retinue of Alessandra Bonsanté, Priestess of Solace. The Final Words, retinue of Morgana Bonsanté, Priestess of Sorrow. The three priestesses are daughters of Helena Bonsanté.

In games, they are used as Eternal Guard. When I made the hooded, scythe-wielding Amethyst

Guard from the Phoenix Guard kit, I had helmets and halberd blades left over. I used these to make the Shields of Morrda different from the normal Eternal Guard models. For the priestesses themselves, I converted models with a similar pose to hint at their familial ties, whilst theming the command groups of each retinue around their respective emblems – Genevieve's skull and candles, Alessandra's hourglass, and Morgana's skull set within a crescent.

THE AUGURS OF MORRDA

The Augurs are the retinue of Anatha Liebermann, Priestess of the Black Rose. For hundreds of years, every generation of the Liebermann family has boasted talented Amethyst wizards and gifted priests of Morrda. They fight against Chaos with fanatical zeal, and many a plot by the Dark Gods has been thwarted by a Liebermann. The struggle has not been without cost, however, such as the poisoning of Anatha's grandfather by cultists of Tzeentch. The Augurs travel from temple to temple, and people come from afar for their guidance. Most of these temple are ruins – little more than overgrown piles of worn stone – but the sites are still holy to Morrda and alive with residual magic. In games, the Augurs count as Sisters of the Thorn, using bolts of green flame instead of javelins to strike their foes from afar whilst casting spells of protection over their allies.



THE 2,000-POINT MARK

I added the Sisters of the Thorn and the Eternal Guard at the same time because they combine to make a good 'anvil' that can take an objective and hold it for a long time. Eternal Guard have the Fortress of Boughs rule, which, when combined with the Armour of Thorns spell from the Sisters of the Thorn, makes them pretty durable.

The Sisters of the Thorn are essentially a wizard with 10 wounds! They're also fast and have a shooting attack. I'll give them the Lifesurge spell so that they can restore D6 wounds to the Frostheart Phoenix when needed.

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
The Shields of Morrda, Eternal Guard	30	Battleline	375
The Augurs of Morrda, Sisters of the Thorn	5		130
Tree-Revenants	5		80
Quicksilver Swords	1	Endless Spell	90
Malevolent Maelstrom	1	Endless Spell	65
Emerald Lifeswarm	1	Endless Spell	60
			2265



The Shields of Mornda are converted with spare Phoenix Guard components. I always keep the left-over parts from kits; you never know when they will be useful.

THE SISTERS BONSAITÉ

Genevieve is converted from Yvraine, Emissary of Ynnead, with a Sisters of the Thorn torso and a Wildwood Ranger head. Alessandra is converted from a Genestealer Cults Magus with the staff top taken from the Corvus Cabal. Morgana is made from a Drukhari Lhamaean with the addition of a chalice arm from the Cauldron of Blood and a staff topped with her sigil: a skull set into a crescent and topped with a comet.



Alessandra

Genevieve

Morgana

NEXT TIME ...

Duardin! Dwarfs were my first army back in the World-that-Was, and it's time to paint some of these stout warriors for Warhammer Age of Sigmar. Duardin patrol the lowest reaches of Hallowstone Hold, where tunnels have been gnawed and hacked out of the rock by skaven, diminutive black-robed greenskins and ravenous beasts. There may be a lot of guns involved ...

THE HOST OF EXCESS



CALUM MCPHERSON

Calum has been ahead of the curve every month so far in this challenge, painting all of his miniatures before deadline with plenty of time to spare. We have a feeling his jumper may be hiding an extra pair of limbs, each hand tipped not with claws but tiny paintbrushes.

The mortal and daemoniac followers of Syll'Esske have been joined by a truly glorious ally - Sigvald the Magnificent. Accompanied by a quintet of Slickblade Seekers, he has already made his mark on the battlefields of the Mortal Realms.

Calum: As this challenge continues, I seem to have stumbled into a pattern for how I approach these monthly articles - I paint a character and a unit or two. This has not changed this month, as I have painted up a unit of Slickblade Seekers and the Geld-Prince himself, Sigvald. I also converted and painted my character of apotheosis, which was a challenge all of its own!

SLICK AND STYLISH

This month I only painted seven models. This doesn't seem like much when I look back, but the Slickblade Seekers are surprisingly massive! I really enjoyed painting them, especially the brand marks on their legs.

The sixth model was the almighty Sigvald. I love the old model but the new one just dials him up to one hundred. The model's presence on the tabletop is amazing - the cloak and pose really add gravitas to a classic hero reimagined. I knew I was never going to paint him in non-metallic metals like the box front. I have only attempted that once (and to a very average standard!) on an old Chaos Lord. I wanted to paint Sigvald like the rest of my force, so instead of gold, the main armour colour I used was Sycorax Bronze, shaded with Wyldwood and the highlighted with a 1:1 mix of Sycorax Bronze and Stormhost Silver, then highlighted with pure Stormhost Silver. For the shield and sword, I used an airbrush to create the

fading mirror effect using numerous layers of Dawnstone, Ulthuan Grey and Corax White, going back and forth between them to make sure I got the blending right. I painted the cloak and Slaanesh symbol in the Barak-Nar Burgundy and Screamer Pink recipe I have used throughout the army to help tie it into the rest of the force. He has definitely been one of the most enjoyable models to paint in the army so far, and he's been a blast to play with, as I will talk about later.

APOTHEOSISING

For my character of apotheosis, I knew what I wanted to do as soon as the *White Dwarf* team mentioned the idea. I can be a real sucker for nostalgia, but I'm not really the best at converting (unlike Rich, who is seemingly a natural). I have grand ideas and never know how to make them a reality or even where to start. So for this part of the challenge, I decided to convert a hero inspired by the model I never managed to persuade my dad to buy me when I was younger - the Slaanesh Chaos Lord on Steed. I used the Akhelian King as the base of the model with a spare Fiend's head that I had left over from the unit I made in the second article. I sculpted some very basic gills to keep the steed looking fishy. I converted the rider using leftover bits from my Myrmidesh, as you get so many in the box. I'm happy with the outcome, and it has given me the confidence to try more conversions in the future.



THE 2,000-POINT MARK

I've already found a useful combo for the Slickblade Seekers. They pack an almighty punch in combat, but if I keep them near my Keeper of Secrets, then I can use the Excess of Violence ability, enabling them to fight twice in the combat phase. Both units have a 14" move value, too, so they can stay pretty close to each other for support.

I've also found that the new edition offers up a lot of new gaming strategies and tactics. I'm looking forward to trying out some of the charge reactions and working out how to outfox my opponents with them.

Units	Size	Battlefield Role	Pts
Syll'Esske, the Vengeful Allegiance	1	Leader	210
Sigvald	1	Leader	265
Keeper of Secrets	1	Leader, Behemoth	420
Lord of Pain	1	Leader	155
Champion on Steed of Slaanesh	1		180
Daemonettes	10	Battleline	140
Daemonettes	10	Battleline	140
Myrmidesh Painbringers	10	Battleline	320
Blissbarb Archers	11	Battleline	180
Fiends	3		200
Slickblade Seekers	5		230
			2440



He may only be one model, but Sigvald truly is magnificent – check out his hair! The Slickblade Seekers are equally impressive and really sizeable cavalry models!

EXCESSIVE CARNAGE!

I got a couple of games in this month against fellow photographer Erik Niemz – a small Meeting Engagement where I got shot off the board by some keen-eyed Kharadron, then a more traditional 2,000-point mash-up against his Gloomspite Gitz. The game got off to a fast pace with Erik running up the right flank with two Mangler Squigs and one Colossal Squig! I charged in a unit of Myrmidesh, then rolled an 11 for Sigvald, meaning he had that many attacks. He cut the Mangler down to 1 wound (so close!) before the Myrmidesh finished it off and almost killed the Colossal Squig, too. Unfortunately, the death of the Mangler Squig saw it flatten the Colossal Squig, which then exploded and killed Sigvald and most of the Myrmidesh. It was a glorious round of combat!



NEXT TIME ...

Something big and hungry approaches! It's not Glutos just yet (he's the big boss at the end of the game!) but rather a Warstomper Mega-Gargant! I really love the kit and wanted to paint one as soon as I saw it, so why not add it to this force? At 480 points, it will pretty much fill the points requirements for next month's challenge, hopefully leaving me a little spare time to work on Glutos!

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*. He recently traded in his trademark check shirt for a plain one after deciding the lines were quite time-consuming to paint.

Welcome to Brush tips – the 'Eavy Metal column where we take an in-depth look at all things related to painting Warhammer miniatures!

This time around, we're focusing on the Bladeguard Veterans – the ultimate representation of Space Marines as warrior knights. Clad in ornamental gothic armour, they stand firm against the myriad foes of the Imperium with a sword and shield. What's not to love about them?

THE INSPIRATION

Our goal with the Bladeguard Veterans was to explore different Chapters and try to show a wide range of character without converting the miniatures in any way. I think this is a great example of how much the painting can bring to the table and impact the overall look and feel of a miniature. This is something we often do for the showcase sections in codexes, battletomes and core books to provide inspiration for prospective collectors. Indeed, many of us in the 'Eavy Metal team were inspired by these colourful sections when we were younger. We still are!

PLANNING IT OUT

We decided early on that we wanted to paint one Bladeguard Veteran from each of the First Founding Chapters, as well as a bonus Black Templar. It's called the *Indomitus Crusade*, after all – you couldn't keep the Black Templars away even if you tried! Once we knew which Chapters we were going to cover, we started sketching out initial ideas for colour placement and effects such as weathering and battle damage before anyone



ULTRAMARINES

BY NATALIE SLINN

As strict followers of the *Codex Astartes*, the Ultramarines Chapter sets the baseline for what Bladeguard Veterans look like in most Codex Chapters.

Going into this project, I knew this was the first ever Bladeguard Veteran that would be painted and that it would set the tone for all the others that followed.

The white helmet shows this warrior as part of the Ultramarines 1st Company, whilst the gold trim of the pauldrons means he's seconded to the 2nd Company. I really wanted to emphasise the crusade aspect of this Veteran and make him look extra gritty and weathered. Adding battle damage across the armour and staining the tabard helps tie him into the crusade theme and establish a narrative for the model.

The tilt shield is the perfect place to add personality and character to each individual marine. When creating the design for the tilt shield, it's easy to get carried away and add loads of detail. Personally, I find that less is more, especially if you're painting your design by hand. You want to keep it bold and graphic. To make sure I didn't stray too far from the Chapter's adherence to the *Codex Astartes*, I used the same golden yellow and red as you might find on any Ultramarine. It's always so much fun as a painter to add in these extra details!





Brush Tips is a painting column hosted by 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 collections. This issue: First Founding Veterans!

started painting. We delved into the narrative of each Chapter and what we could do to ensure that the Veterans felt different from one another.

We also wanted to figure out ways to show differences between the strict Codex Chapters and the more independent ones. We tapped into the Chapters' hierarchy and Veteran markings to see what we could include on each model. After all, the Bladeguard can represent a range of different Veteran types within the lore, including more unusual groupings such as the Deathwing and Wolf Guard. As such, we chose to paint some of the Bladeguard as classic First Company Veterans. Others we painted as First Company Veterans inducted into a crusade strike force, on loan to another Company commander for a specific campaign. Some we painted as classic Company Veterans – the elite warriors of each Company that normally would form part of a Captain's Command Squad. Each model's insignia is therefore directly impacted by what type of Veteran they represent.

HERALDRY OF HEROES

Another thing we knew we would have to figure out was the personal heraldry of these formidable warriors. A Space Marine's battle honours and insignia have always been a great place to delve into what makes that warrior who they are, be it a marksman's honour, a Crux Terminatus or some other unique emblem. It's where you can treat each Space Marine as the individual champion of Mankind he deserves to be. Bespoke markings help to add depth and character across a unit and, for our purposes in this article, allow us to tap into the culture and background of each Veteran and tie them to their Chapter.

Over the following pages, I've invited several members of the 'Eavy Metal team to talk through how we tackled each of these Bladeguard Veterans and what painting choices we made along the way. We hope our thoughts and comments give you some insight into how we like to personalise Space Marines through markings and colour choices. It's a lot of fun and can add another level to your own miniatures!

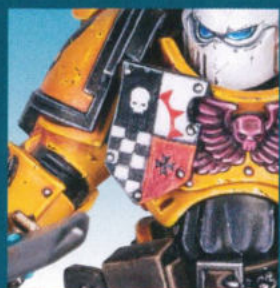
IMPERIAL FISTS

BY CHRIS INNES

It's no secret that I'm a massive fan of the sons of Dorn. When I heard we were going to paint an Imperial Fists colour variant of the Bladeguard Veterans, I naturally jumped at the chance to paint it. We recently updated our go-to recipe for the armour to a golden yellow that is a little less in-your-face but still packs a hefty punch when assembled as a force on the tabletop.

As a strict adherents to the Codex Astartes, I wanted this Imperial Fists Veteran to be an exemplar of the rules set out in that mighty tome. To do otherwise would be an affront to Dorn and the Emperor himself! As a 1st Company Veteran (seconded to the 5th) this meant giving him a white helmet to denote his 1st Company status and painting the shoulder pad trim and tabard in the black of the 5th Company to which he is currently on loan.

I painted a white marble effect on the front of the shield to help emphasise his status and added a pale brass to the ornamental metals dotted around the miniature. It replaces the gold that you see on a lot of the other Chapters, and it's just bright enough to look polished and special without clashing with the yellow of the armour. For the heraldry on his tilt plate, I used red as a contrasting colour and added the familiar white-and-black chequered pattern that you can see on our most recent Imperial Fists collection.





WHITE SCARS

BY ANJA WETTERGREN

The savage White Scars Chapter has a distinctive look and feel to them that will often get shown sculpturally on a model. Normally, I would probably convert, kitbash or add some bits from an upgrade kit to personalise a Veteran like this, but since we were tasked with painting these models straight out of the box, I had to figure out what colour choices would help evoke the feeling I was after.

One of the key elements unique to this Bladeguard Veteran is the leathery brown tabard. It helps tie it in more with the untamed, barbarous, 'White Scar look', and painting it in a darker tone adds more contrast against the white armour than a cream or white cloth would do. Adding other, less vibrant leather colours to the belt and holster helps make sure that the different leathers don't blend into each other on the model.

I chose to paint the red trim and helmet in slightly more muted colours, allowing the Chapter iconography to pop and draw more attention. I infused the metallic trim on the shield with some red tones, tying it to the red armour and leather elements. White Scars Company insignia usually go on the greaves, but with the legs partly obscured by the tabard, I decided the tilt shield was the perfect place to display some of those iconic jagged markings, which I introduced as part of his personal heraldry.



BLACK TEMPLARS

BY MAX FALEIJ

My primary consideration with the Black Templar was how to lean into the visual identity of the Chapter so that he would stand out from the other black-armoured Chapters. The warm cream tabard, along with the red trim that I painted around the edge of it, helps push it away from the colder tones of the Raven Guard and Iron Hand variants. The pale brass on the chest and shield also help infuse it with a bit more warmth, as if it was ripped straight off the page of a John Blanche illustration.

I added some personal heraldry to his tilt shield, making sure to include a chain – a symbol commonly used by the Black Templars to represent their unwavering commitment to the crusade, the Emperor of Mankind and the oath they've sworn to serve him. The yellow field is a nod to their parent Chapter, the Imperial Fists, and works as a nice spot colour.

I went back and forth trying to decide whether or not to paint him with the red-and-black insignia of the Sword Brethren, but in the end I chose to keep the classic black-and-white markings.





BLOOD ANGELS

BY CONNOR RICHARDSON

The Bladeguard Veterans feel like they fit the aesthetic of the Blood Angels perfectly. Their ceremonial appearance combined with the rich red, gold and black of the Chapter's livery really suits the Blood Angels' image of perfection and artistic skill. This all fed directly into the painting of this model.

The first decision I made was to keep the armour and weapons clean, with pretty much no battle damage across the entire model. This helps underline the artistry and perfectionism of the Chapter, which I also wanted to showcase on smaller details such as the scripture on his tasset plate and the small inscription on the bottom of his shield. The tilt shield was also used to the same effect, with a neat chequered pattern and some skulls. I imagine that every piece of his equipment has been worked on for hours upon hours by the warrior himself in preparation for the crusade to come.



The tabard was another area where I wanted to push more of the artisan look. I did so by adding the cream band and the little blood droplets, which I also mirrored on the purity seal. It's a nice contrast compared to the more utilitarian look of the Ultramarines Bladeguard's tabard, and it helps to give the Blood Angel his own unique look when compared to the other black tabards across the other variants.



SALAMANDERS

BY TOM WINSTONE

Forged in flame on their volcanic home world of Nocturne, the Salamanders are definitely a distinctive Chapter. With the theme of fire being an integral part of their colour scheme, this is something I really wanted to emphasise when I painted the Salamanders colour variant.

While all the other Bladeguard Veterans have lightning running through their power swords and storm shields, I decided to switch these energy sources to heat. The most notable aspect of this is the magma blade, which really stands out as a focal point for this miniature. To help balance this out, I added a fiery glow emanating from the reliquary of the shield and a flame design for his tilt plate. When it came to basing, I went for a lava effect to further enhance the fiery narrative.

I also choose to embellish him with more gold compared to his fellow battle-brothers. This really helps to identify his Veteran status and knightly feel. When it came to painting his tabard, I went for a cream cloth to push him apart from the black tabards of the Sternguard Veterans that we've painted in the past. This also gave me the opportunity to apply a scorched effect towards the bottom of his tabard. He is walking over hot lava, after all!





RAVEN GUARD

BY NATALIE SLINN

The Raven Guard are all about darkness and shadows, a brooding and sombre strike force. Adding colour and interest to a Veteran like this requires a careful touch. Not only does it need to feel uniquely 'Raven Guard', it needed to stand apart from the Black Templars and Iron Hands.

I chose to make this warrior a Company Veteran from the 3rd Company, as opposed to a 1st Company Veteran. This meant omitting the white arms usually seen on Raven Guard Veterans and sticking with just the red trim on his right shoulder pad. This allowed me to bring the red into the shield as well, giving him a distinct look compared to the other black-armoured Space Marines.

I made sure to keep the tone of the red dark and muted so as not to stand out too much from the black armour. This is in keeping with the stealthy nature of the Chapter.

For the tilt plate, I again used the same dark red as the shield, in a simple halved design. The XIX represents the Raven Guard's legacy as one of the original twenty Legiones Astartes, something a Veteran like this would wear proudly as part of his personal iconography.



DARK ANGELS

BY AIDAN DALY

As members of the legendary Deathwing, the 1st Company of the Dark Angels wear striking bone-coloured armour. While the Deathwing do have access to a large amount of Terminator armour, painting this Bladeguard as a 1st Company Veteran was a great way to show that they also have other wargear to choose from in their armoury. With the bone armour decided upon, I just had to work out how I would paint the rest of the model. I kept the palette quite limited, only using the classic bone, green and red colours of the Deathwing. To make sure there was enough contrast between the tabard and the bone armour, I used a rich, deep green for the cloth.

I wanted the colour of the shield to match the classic Deathwing insignia, so I used a vibrant, bright red paired with a muted, pale gold that echoed the armour colour. Some brown shading towards the bottom of the shield made it look well used and helped balance out the bright red. I used the same red on the tilt shield, creating a nice spot colour.

Adding battle damage and weathering to a light colour can easily become overpowering, so I focused on the lower half of the model and areas where it would most likely be damaged. With the shading on the shield and some subtle weathering on the tabard, the overall effect creates a focal point around the head and chest, which is exactly what I was after.





IRON HANDS

BY TOM WINSTONE

The Iron Hands Chapter has a particularly sombre feel. Their simple colour scheme consists of black armour broken up by the stark white of their heraldry and weapons, with their metal hands being a prominent feature.

One of the key elements that makes the Iron Hand stand out from the other black-armoured Veterans is the colour of his tabard. Or lack thereof. I picked a darker colour – something we've done with previous examples of Iron Hands Space Marines. To separate it from the black armour, I added a pale cog-design border. The cog pattern is a feature of the Company markings, so this really exemplifies the design language of the Chapter. Another little touch was to paint the faceplate of his helmet silver, which not only pushes him away from the other black-armoured warriors but also plays up the knightly feel.

I also wanted to create a utilitarian feel to the miniature. I used copper for the metal areas on the shield reliquary and sword hilt rather than gold, which is more commonly used by Space Marines from other Chapters. The tilt plate design also utilises a simpler, more functional design, tapping into the Chapter's relationship with the Adeptus Mechanicus and the cog design mentioned earlier. The final thing I did to add a bit of spark to the miniature was to add a lightning effect to his power sword and a glow emitting from the skull on his shield. The effect on such a dark model really helps bring the colour scheme to life.



SPACE WOLVES

BY CONNOR RICHARDSON

Similar to the White Scars, the Space Wolves have a look that is immediately recognisable at a glance. This provided a nice challenge – to try to make this Bladeguard Veteran just as iconic and characterful as any other son of Fenris through the painting alone, without being able to rely on the usual wolf pelts, runic engravings and bearded heads!

While the Blood Angel I also painted is clean and free of battle damage, the Space Wolf looks like he has been in the thick of the fighting. I achieved this effect using a few different techniques, from adding chipping to the armour and weapons to weathering the tabard and armour with brown glazes to simulate a build up of dirt. I even distressed the heavy bolt pistol holster by adding small texture lines across it to achieve that worn leather look.

Another unique aspect of this variant was incorporating the traditional Fenrisian markings of the Space Wolves. The other variants are very knightly in the way they show their iconography, especially on the tilt plates, but for this one it felt weird to follow that pattern. I ended up keeping it much more simple, leaning on the established symbols of the Space Wolves by linking it to his pack markings. This thinking was applied to the purity seals and tabard, too, with lots of runes and Celtic knot work. Finally, it wouldn't be a Space Wolf if it didn't have a snowy base to finish it off.



WARHAMMER

40,000

In the grim darkness of the far future, there is only war! And this month's war includes a huge Battle Report! Plus loads of new Kill Team content including rules, background and a short story.





RETURN TO SANCTUARY 101
Many years before the opening of the Great Rift, Sanctuary 101 was assailed by Necrons. Now they're back to finish the job! Turn the page to read more.



KILL TEAM!
Love Kill Team? Enjoy reading new background and trying out new rules? Of course you do! Turn to page 90 for your Operation Briefing.



RETURN TO SANCTUARY 101

In 897.M41, a Convent of Battle Sisters from the Order of Our Martyred Lady was massacred at Sanctuary 101. The Noctis Aeterna saw the sanctuary lost to the Emperor's guiding light. Now the Order of the Argent Shroud seek to reconsecrate it.



Sanctuary 101 is a fortress-convent of the Adepta Sororitas located on the world of the same name. The planet sits on the far reaches of the Eastern Fringe, a sentinel at the edge of the galaxy guarding against the dangers that lurk without. Yet in 897.M41, the convent was attacked not by a foe from outside the galaxy but one from within. Awakening from their tomb complexes, the Necrons of the Sautekh Dynasty eradicated all life on Sanctuary 101 and reduced the convent to rubble. It was later rebuilt, then lost once more during the Noctis Aeterna. Now the Order of the Argent Shroud seek to reclaim this holy place. But the Necrons are ever watchful, and they are not keen to relinquish what they believe to be rightfully theirs.

Fighting the next tale in the saga of Sanctuary 101 are two of our four challengers from A Tale of Four Warlords – Specialist Games 'Eavy Metal painter

SANCTUARY 101

Sanctuary 101 first appeared in *White Dwarf* 218 from February 1998. Massacre at Sanctuary 101 was the first Battle Report to feature the Necrons, where they were pitted against the equally new Sisters of Battle!



Drew Palies and *White Dwarf* photographer Jonathan Stapleton. They will be fielding the armies they've been working on for almost a year, and with 100 Power Level per side, there should be some epic action on the battlefield.

Jonathan and Drew will be playing The Ritual Crusade mission from page 345 of the *Warhammer 40,000 Core Book* but with a few changes to fit the story they've created. As the defender, Drew will deploy his force first as explained in the mission. Because Jonathan is launching a surprise assault, he will only deploy around half of his army. The rest of his force will arrive as Strategic Reserves later in the game, deploying along the long board edges or dropping from the sky. They could turn up in any battle round after the first, so Drew will have to keep his eyes peeled for shiny metal aliens appearing from unexpected quarters. The scene is set; our protagonists are ready for battle!



The Necron Overlord stood at the viewport of his starship, silent in his contemplation. The stars looked very different from this end of the galaxy, far away from his home world of Meghoshta. The glowing orbs that functioned as his eyes scanned the firmament, focusing on stars that were billions of light years apart. At this distance, there was barely a hair's breadth between them. He could almost reach out and crush them between his thumb and forefinger. One day. Soon. But first, a matter of honour.

Onryx, Indestructible Lord of Stars, Breaker of the Beings Below, directed his gaze to the planet that hung beneath his tomb ship. Millions of years ago, he had fought over this world. He had conquered it, subjugated its people – now long extinct – and taken its resources for his own. It had garnered him much glory. Then the great war had happened. There had been a victory of sorts. Defeat also. His people had

slipped into hibernation while the galaxy fell apart around them. In time, they were almost forgotten.

His awakening sixty million years later had been sudden, but Onryx remembered much of who he had been. He remembered the worlds he had conquered in the name of the Thokt Dynasty. He remembered this world. But this place, so far from home, had been claimed in his absence. First by these ... humans ... then by a rival. Imotekh of Sautekh, the so-called Stormlord, had taken what did not belong to him. Onryx's eyes brightened as his fury grew. His metal hands tightened like vices. The humans had returned in the wake of Imotekh's invasion and planted their tattered flags on the planet once more. Even now they sought to bring 'light to the darkness' through their misguided faith. Onryx would show them light. He would scour them from existence with it. He would begin with Sanctuary 101.

NECRONS

THE LEGION OF MEGHOSHTA

Led by the indomitable Overlord Onryx, the rad-wreathed warriors of the Thokt Dynasty travel across the stars to reclaim what once belonged to them.



JONATHAN STAPLETON

Jonathan knows he will have to bring his A game to the table if he's to uphold the honour of the *White Dwarf* team. He's played a few games with his Necrons and earned several battle accolades for them, but will that be enough to secure victory?

Jonathan: I've played a few games with my Necrons for *A Tale of Four Warlords*, but this will undoubtedly be my biggest challenge yet. And finally against one of the other warlords, too! I've had mixed success in my previous battles, but I reckon I've got my tactics nailed down now. Get in quick, saturate the enemy with radiation, then make merry with the blades! Several of my heroes and units have begun to accrue Battle Honours, too, which will help, though Drew will receive extra Command points to make up for my units' experience.

Because of the way victory points are scored in this mission, I think it's going to take me most of the game to reach the Canoness and stop her reconsecrating the shrine. If I'm to have any chance of victory, I'll have to grab as many of the objectives as I can and hold them for as long a possible. Luckily Necrons are fairly hardy, so I'm

hoping the Sisters will have a hard time shifting them. The Canoptek Reanimator and my Overlord's resurrection orb should help with that.

As I'm starting the battle with just over half my army on the table, I will have to play a little cautiously to begin with so I don't get wiped out, leaving my reinforcements alone and vulnerable. If I can, I'm going to bring my Monolith down behind Drew's army, but I have a feeling I'll have to clear a path first – it's not the smallest war machine to sneak onto a battlefield! I can then bring reinforcements in through the eternity gate.

My first targets will be the Immolators, as they will quickly melt or burn through my Necrons. I'm not quite sure what to expect from the rank-and-file Sisters, but I've seen how many power swords the Zephyrim have, so I'll be keeping a close eye on the skies for their arrival!



THE LEGION OF MEGHOSHTA

Faction: Necrons
Dynasty: Thokt

BATTALION DETACHMENT HQ

- | | |
|---|---------|
| 1 Overlord Onryx (Warlord) | 6 Power |
| <ul style="list-style-type: none"> • Resurrection orb, voidscythe • Warlord Trait: Thrall of the Silent King • Relic: Sempiternal Weave • Battle Honour: Finely balanced weapon | |
| 2 Skorpekh Lord Anaurus | 7 Power |
| <ul style="list-style-type: none"> • Warlord Trait: Eternal Madness • Relic: Nanoscarab Casket • Battle Honour: Finely balanced weapon | |
| 3 Plasmancer Khaphtex | 5 Power |
| <ul style="list-style-type: none"> • Cryptek Arcana: Cortical Subjugator Scarabs | |

ELITES

- | | |
|---|---------|
| 4 Thralls of Khaphtex | 2 Power |
| <ul style="list-style-type: none"> • 2 Cryptothralls | |
| 5 Skorpekh Host Oberet | 5 Power |
| <ul style="list-style-type: none"> • 3 Skorpekh Destroyers • Battle Honour: Fleet of Foot | |
| 6 Plasmacyte Oberet | 1 Power |

7 Canoptek Reanimator

4 Power

TROOPS

- | | |
|---|---------|
| 8 Warrior Phalanx Manat | 6 Power |
| <ul style="list-style-type: none"> • 10 Necron Warriors • Gauss flayers | |
| 9 Warrior Phalanx Sintek | 6 Power |
| <ul style="list-style-type: none"> • 10 Necron Warriors • Gauss flayers | |
| 10 Immortal Phalanx Sajouk | 8 Power |
| <ul style="list-style-type: none"> • 10 Necron Immortals • Gauss blasters | |

FAST ATTACK

- | | |
|--|---------|
| 11 Canoptek Scarab Swarm | 2 Power |
| <ul style="list-style-type: none"> • 3 Canoptek Scarab Swarms | |
| 12 Canoptek Scarab Swarm | 4 Power |
| <ul style="list-style-type: none"> • 6 Canoptek Scarab Swarms | |

HEAVY SUPPORT

- | | |
|------------------------|---------|
| 13 Doomstalker Karos | 7 Power |
| 14 Doomstalker Khaneph | 7 Power |

PATROL DETACHMENT HQ

- | | |
|---|---------|
| 15 Royal Warden Accipitek | 4 Power |
| <ul style="list-style-type: none"> • Battle Honour: Improved sights | |
| 16 Warrior Phalanx Safhat | 6 Power |
| <ul style="list-style-type: none"> • 10 Necron Warriors • Gauss reapers | |

SUPER-HEAVY AUXILIARY DETACHMENT

- | | |
|----------------------------------|----------|
| 17 Monolith 'Pillar of Dominion' | 19 Power |
|----------------------------------|----------|

Dynastic Traditions: Rad-wreathed
Circumstances of Awakening: Relentlessly
Expansionist
Command points: 9
TOTAL POWER LEVEL: 99

Having reclaimed Sanctuary 101, Canoness Eleanor Blanche of the Order of the Argent Shroud seeks to reconsecrate it in the name of the Emperor.



Drew has been a fan of the Sisters of Battle for many years. Despite not being able to play any games with his army due to the lockdown, he has read his codex cover to cover and meticulously planned his tactics. He was so excited, he even polished his miracle dice.

I'm using everything I've painted so far for A Tale of Four Warlords, which, I'll be the first to admit, is not the most competitive force going. But then I'm not really a competitive player – I just paint what I like and what I think would be cool for my force. That's why I have lots of Troops and no Heavy Support options. I imagine an army on crusade would have limited resources, and big guns and tanks would be hard to come by. I know it will be tough without Castigators or Exorcists, but on the other hand I do have a lot of heavy

My plan is to play to the objectives rather than just destroy units (which, knowing Necrons, will be really tough!). I'm going to try to play defensively, keeping units in vehicles for as long as possible to protect them and not commit them to battle until I absolutely have to. I will keep my characters around the central objective. That way they can protect my Canoness while boosting the abilities of my other units. Celestine and the Zephyrim will be my flanking force. If Jonathan leaves a flank exposed, that's where they will strike. Hopefully then I can sweep in and take an objective or two from him. My last consideration is the Monolith. I'm going to struggle to deal with it, so my plan is to deploy my units in such a way that it can't land behind them. Wish me luck!



DEFENDERS OF SANCTUARY 101

Faction: Sisters of Battle
Order: Order of the Argent Shroud

BATTALION DETACHMENT

HQ

- | | |
|-------------------------------------|----------|
| 1 Canoness Eleanor (Warlord) | 3 Power |
| • Condemnor boltgun, power sword | |
| • Warlord Trait: Indomitable Belief | |
| • Relic: Book of Saint Lucius | |
| 2 Celestine and Geminae Superia | 10 Power |

ELITES

- | | |
|---|---------|
| 3 Squad Eryhnica | 4 Power |
| • 5 Celestians | |
| • 2 meltaguns, Simulacrum Imperialis, combi-melta | |
| 4 Dialogus Weldina | 3 Power |
| 5 Hospitaller Sophie | 3 Power |
| 6 Imagifier Beatrice | 3 Power |
| 7 Repentia Superior Ebba | 2 Power |
| 8 Squad Ebba | 6 Power |
| • 9 Sisters Repentia | |

TROOPS

- | | |
|--|---------|
| 9 Squad Briar | 3 Power |
| • 5 Battle Sisters | |
| • Heavy flamer, Simulacrum Imperialis, combi-melta and power sword | |
| 10 Squad Euphemia | 6 Power |
| • 10 Battle Sisters | |
| • Heavy flamer, storm bolter, Simulacrum Imperialis, combi-melta and power sword | |
| 11 Squad Cordelia | 6 Power |
| • 10 Battle Sisters | |
| • Heavy flamer, storm bolter, Simulacrum Imperialis, combi-melta and power sword | |

FAST ATTACK

- | | |
|---|---------|
| 12 Squad Angelica | 8 Power |
| • 10 Zephyrim | |
| • Zephyrim pennant | |
| 13 Squad Alice | 4 Power |
| • 5 Dominions | |
| • 2 meltaguns, 2 storm bolters, combi-melta | |

- | | |
|---|---------|
| 14 Squad Arabella | 4 Power |
| • 5 Dominions | |
| • 2 meltaguns, 2 storm bolters, combi-melta | |

DEDICATED TRANSPORTS

- | | |
|----------------------------|---------|
| 15 Immolator Iona | 7 Power |
| 16 Immolator Lellia | 7 Power |
| 17 Immolator Sabine | 7 Power |
| 18 Immolator Amellda | 7 Power |
| 19 Sororitas Rhino Clarice | 4 Power |
| • Hunter-killer missile | |
| 20 Sororitas Rhino Sariah | 4 Power |
| • Hunter-killer missile | |

Command points: 15
TOTAL POWER LEVEL: 101

DEPLOYMENT: MATERIALISATION

Having secured the ruins of Sanctuary 101, the Battle Sisters of the Argent Shroud prepare to reconsecrate it in the name of the Emperor. But an ancient enemy has other ideas ...

Sanctuary 101 lay in ruins, the victim of two devastating invasions. The fortress walls had been rebuilt in the wake of the first Necron attack over a century ago, but they had been cast down and desecrated once more by heretics of the foulest kind.

Now Canoness Eleanor Blanche stood before the ruined shrine seeking holy guidance. Her mission to reconsecrate Sanctuary 101 was under threat. The Necrons – thought long gone from this world – had returned, and even now they marched on the sanctuary. From her position amongst the ruins, Eleanor ordered her Dominions to head south and her Celestians north to protect the flanks of the shrine. Her Battle Sisters took up positions amongst the ruins or else waited patiently in their holy transports, ready to leap into action at a moment's notice. Of Saint Celestine and the Zephyrim there was no sign, but Eleanor could feel their presence nearby, their holiness a beacon of light in the darkness.

Gazing through the shattered windows of the sanctuary, Eleanor could see the Necron vanguard. Stumbling Warriors made up the front ranks, with insect-like constructs following close behind. To the south-west, tri-limbed Destroyers lurched ungainly forward, their bladed arms glowing. The Canoness scanned the enemy closely, searching for their leader. She detected low-ranking commanders but nothing more. Somewhere out there in the darkness, a Necron Overlord was waiting. Eleanor offered up a prayer to the Emperor and began the rites of reconsecration.

STRATEGIC RESERVES

Jonathan and Drew thought it would be cool to have the Necrons arrive in waves, as if they were rising up from the ground or being teleported directly into the battle. To represent this, Jonathan set up only a portion of his army. His Overlord, Immortals, a unit of Warriors, a unit of Scarabs and the dreaded Monolith set up as Strategic Reserves.



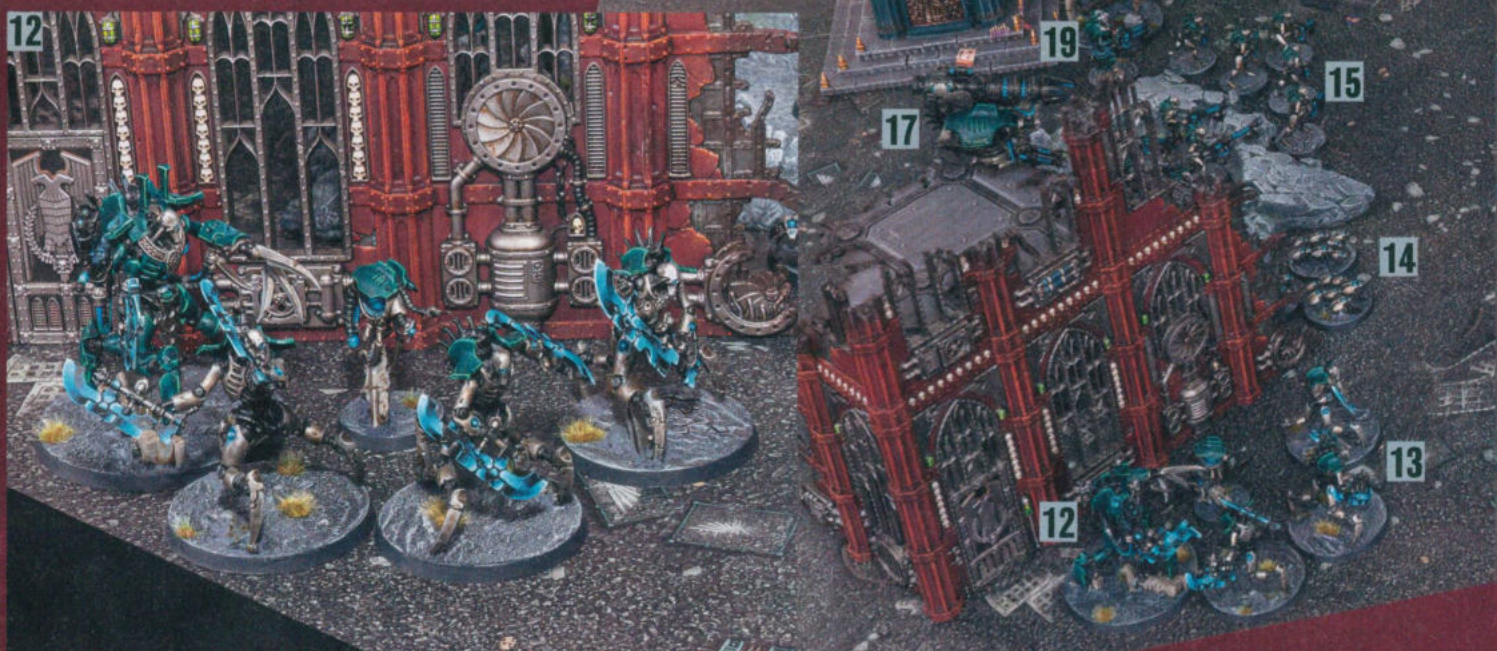
As the defender, Drew got to set up all of his units first.

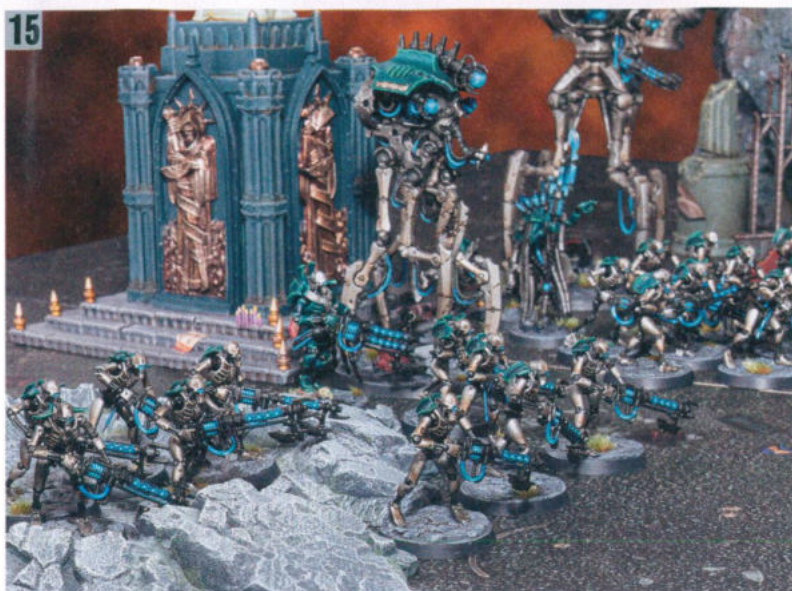
He places Dominion Squad Alice in the Immolator Sabine on the southern flank (1), with Dominion Squad Arabella in the Immolator Amellda (2) positioned behind them.

Canoness Eleanor deploys next to the shrine (3) with her bodyguard – Squad Briar – nearby (4). Dialogus Weldina (5) and Imagifier Beatrice (6) also stand guard, protected by the Immolator Iona (7) and Sororitas Rhino Sariah (8), which contains Squad Euphemia.

OBJECTIVES

The four objectives for the Ritual mission are represented by four statues scattered around the board (A-D). The ritual itself must be conducted at the Sanctuary 101 shrine (E).





Drew places Squad Cordelia and Hospitaller Sophie in the ruins (9) while Celestian Squad Eryhnica in Immolator Lellia deploys to the north (10). The Sisters Repentia wait at the rear in Rhino Clarice (11).

Jonathan places his army second. Skorpekh Lord Anaurus (12) and Skorpekh Host Oberet (13) deploy to the south, with a swarm of Scarabs nearby (14).

Warrior Phalanxes Manat (15) and Sintek (16) make up the front line of the Necron advance, with the Doomstalkers Khaneph (17) and Karos (18) close behind.

Royal Warden Accipitek deploys in the centre of the army (19) alongside the Canoptek Reanimator (20). Plasmancer Khaphtex and his Cryptothralls stand nearby (21).

'The Emperor's light will be our guide,' intoned Sister Superior Cordelia.

'Through light, purity,' replied her squad, their heads bowed in prayer.

'His sacrifice will fuel our resolve.'

'With sacrifice, devotion unbroken.'

'His fury will be our flame.'

'In holy fire, purgation.'

Cordelia looked out into the darkness. Blue eyes gazed back at her from a legion of metal skulls. Azure lightning coruscated across scorched earth. As one, the Necrons began their advance.



BATTLE ROUND ONE: SHOTS ARE FIRED, FAITH IS TESTED

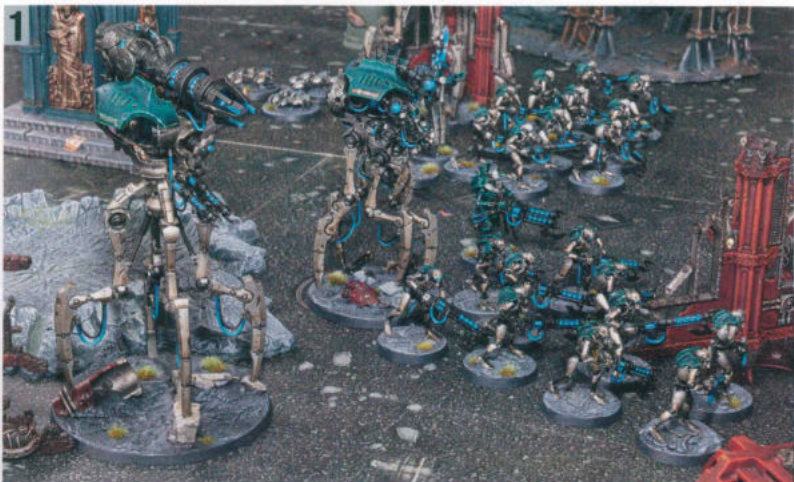
The Sisters of the Argent Shroud unleash holy fire upon the warriors of the Thokt Dynasty, but the Necrons simply walk through the conflagration intent on devastation.

Royal Warden Accipitek sent out an engrammatic pulse, and the Necron Warriors around him lurched forwards, gauss weapons raised. Behind him, the Canoptek Doomstalkers half-walked, half-floated, ungainly on their stilt-like limbs.

Tapping into the dynastic data matrix, Accipitek ordered the Warriors to target the humans hiding in the ruined building before them, while the Doomstalkers were given protocols to engage and destroy enemy vehicles. A blinding flash of particle energy followed closely by a loud, promethium-fuelled explosion announced that at least one of the constructs had found its target amidst the ruins of the sanctuary. Moments later, a second explosion shook the battlefield to the south. Accipitek's living metal brain was instantly updated with tactical information. The Skorpekh were on the rampage.

Canoness Eleanor covered her face as burning fuel rained down from the ruined Immolator, but she did not falter in the recitation of her prayers. With practised ease, she used hand gestures to signal her Battle Sisters into position, though many were already firing upon the advancing Necrons. Boltguns blazed and flamers roared as the Emperor's wrath was unleashed. Necrons fell to the onslaught but soon staggered back to their feet, their gauss weapons aimed once more at Squad Cordelia, which were already being tended to by the Order's Hospitaller.

Eleanor blink-clicked an order on her tactical display screen, and the Dominions of Squad Alice moved to engaged the Skorpekh Destroyers that sought to outflank her task force. The roar of meltaguns superheating the air failed to drown out the horrific wailing of the Destroyers as they were melted into slag.



The majority of the Necron force advances swiftly, thanks to their Relentlessly Expansionist circumstance of awakening (1). The

Warriors (2) and Plasmancer (3) slay six of the Sisters in Squad Cordelia (4).

The Doomstalker Khaneph (5) barely scratches Immolator

Sabine, while Karos (6) obliterates Immolator Iona, causing it to explode. The subsequent detonation causes damage to Rhino Sariah (7) and

wounds Imagifier Beatrice (8), Dialogus Weldina (9) and Canoness Eleanor (10) and kills one of the Battle Sisters in Squad Briar (11). A bad result for Drew!



'Obliterate! Destroy!'

The Skorpekh Destroyers shuddered as sentient energy flowed through their metal veins, pushing the Destroyer curse into overdrive. Their hyperphase blades glowed bright with cerulean energy as the Destroyers skittered across the rubble like demented insects, the madness in their minds driving them ever onwards.

'Annihilation protocols active. Kill!'

The Skorpekh rounded the corner of a bunker and were instantly engulfed by a wall of fire that made their metal skins glow. Screeching hollow metallic laughs, they raced through the flames, their limbs thrashing madly back and forth as they buried their blades in the armoured hull of the Immolator.



The Skorpekh Destroyers (12) charge Immolator Sabine and cause the tank to explode! No Sisters perish in the blast.

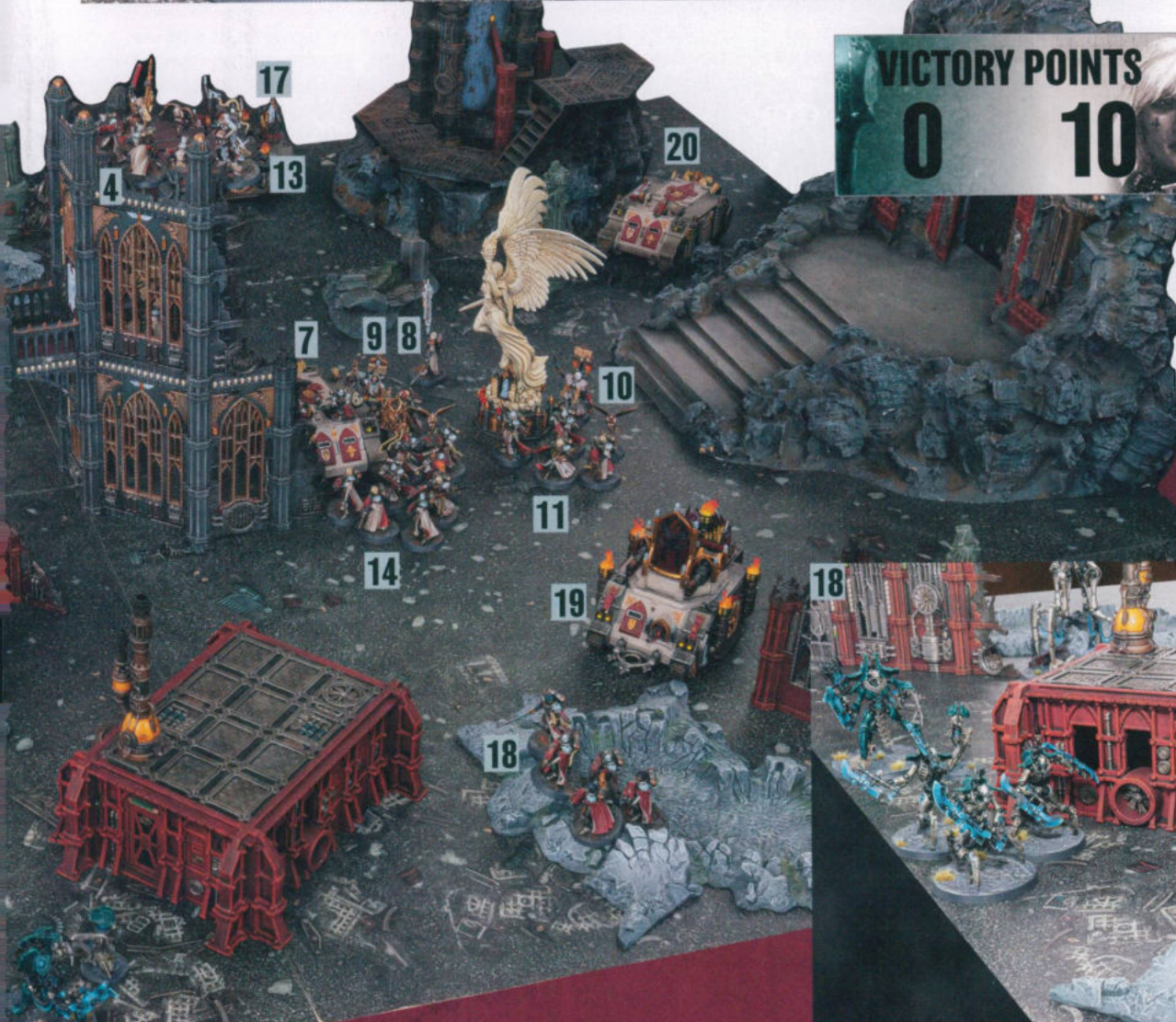
Canoness Eleanor continues her reconsecration of the shrine, while Hospitaller Sophie (13) heals two members of Squad Cordelia.

Squad Euphemia disembarks (14) and fires upon Phalanx Manat (15), but not a single Necron falls, thanks to the presence of the Canoptek Reanimator (16) and its nanoscrab reanimator beam. Drew targets the Reanimator with Squad Cordelia and Immolator Lellia (17) but causes no damage.

VICTORY POINTS

0

10



Squad Alice (18) and Immolator Amellda (19) fire at the Skorpekh Destroyers, killing two of them. The third is blasted apart by a hunter-killer missile from Rhino Clarice (20).



BATTLE ROUND TWO: HOLD THE LINE

The Adepta Sororitas come under attack from every direction, their righteous flames doing little to slow the Necron advance. Then, from the heavens, divine intervention ...

Accipitek urged his charges ever onward, their metal bodies jerking with every boltgun round that hit them. Many were already scorched black or on fire, but they made ground at good speed, the lightning-like discharge of their gauss flayers atomising the humans that stood in their path. Accipitek added his own firepower to the gauss-storm, disintegration capacitors working overtime as his gauss blaster flayed his foes alive.

To the south, a swarm of Scarabs materialised in a blast of dimensional energy and began to detonate almost instantly, their command protocols set to explode on contact with the enemy. Red-robed Battle Sisters were flung high into their air, their bodies littering the battlefield.

A blaze of intense, fiery light struck Accipitek's ocular receptors, and he was momentarily blinded as something dropped comet-like from the sky. Warrior engrams were erased from his tactical read-outs. Warning runes glowed. As the blaze of light faded, Accipitek saw the remains of Phalanx Sintek phase out of existence. In their place stood a unit of Zephyrim, the Living Saint a pillar of wrathful fire at their heart.



A Scarab Swarm moves to hold an objective (1).

Plasmancer Khaphtex (2) blasts two members of Squad Cordelia apart (3), though Hospitaller Sophie protects the rest of the squad from the gauss weapons of Phalanx Sintek.

Phalanx Manat (4) annihilates four of the Sisters in Squad Euphemia (5). Accipitek (6) and Anaurus (7) slay three further squad members.

Doomstalker Khaneph obliterates Immolator Amellida. Dominion Squad Arabella is then attacked by the newly arrived Scarabs (8) that detonate on arrival, wiping them out.





The Battle Sisters (9) concentrate their firepower on Phalanx Manat and finally kill three of the Warriors.

Immolator Lellia moves to hold the northern objective (10) then heavy-bolters four Necron Warriors to death from Phalanx Sintek.

Saint Celestine (11) and a unit of Zephyrim (12) drop from the sky. The Living Saint half-demolishes the Doomstalker (13), while the Zephyrim wipe out Phalanx Sintek. Khaphtex and his Cryptothralls pile in but kill just a single Sister.



'With faith, conviction!' bellowed Zephyrim Superior Angelica over the scream of her jump pack and the turbulent roar of her squad's meteoric descent.

'Our swords will be His vengeance,' replied her Sisters as they ignited their powered blades.

'Heavenfall!' shouted Angelica as her armoured boot slammed into the shoulder of a Necron Warrior, driving the skeletal creature into the ground. Her blade arm cut a wide arc, slicing another Necron in two before it could bring its gun to bear. Around her, blades flashed as the Zephyrim exacted the Emperor's fury upon their alien foes. Angelica glanced up to see Saint Celestine descend from the sky, her wrathful holiness manifesting as a pillar of white-hot fire. Angelica bowed to the martyr, then plunged her blade into the Necron beneath her foot.

VICTORY POINTS
0 20

BATTLE ROUND THREE: INTERVENTION PROTOCOLS ACTIVATED

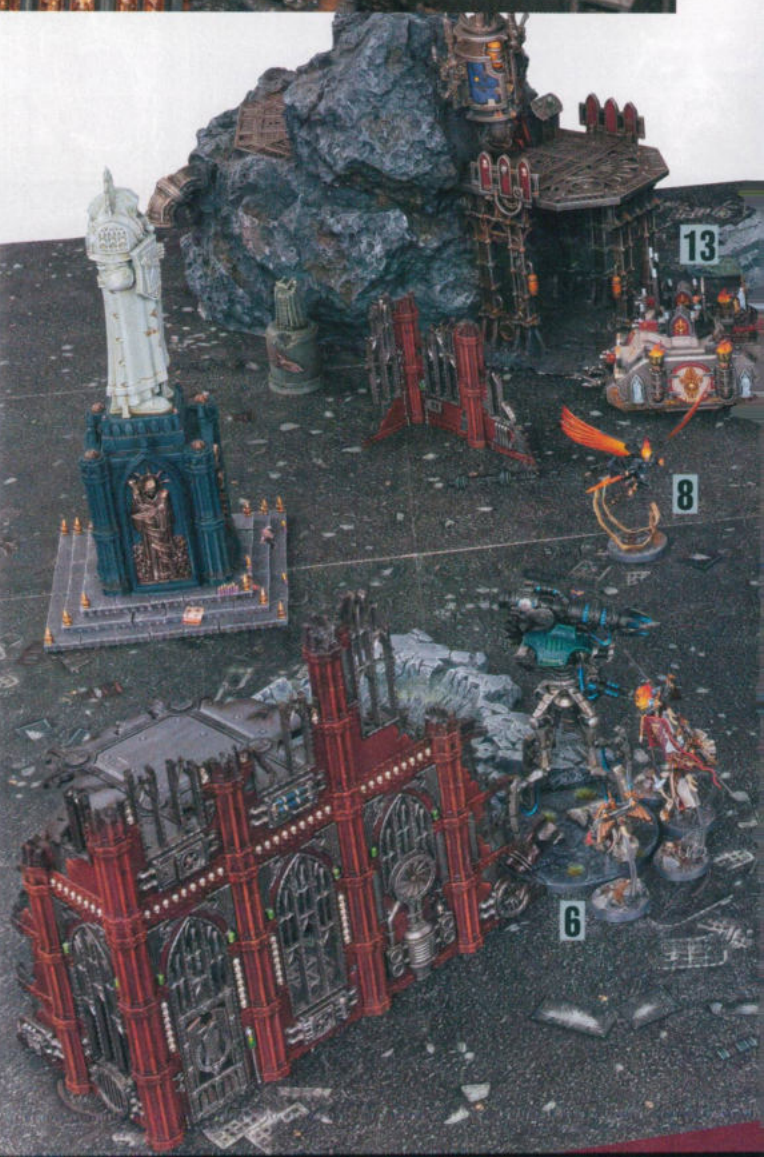
The Necron advance has been slowed by the arrival of Saint Celestine, but Overlord Onryx has another card to play. Surrounded by coruscating lightning, the Pillar of Dominion descends to the battlefield.



Overlord Onryx, Indestructible Lord of Stars, Breaker of the Beings Below, materialised on the outskirts of Sanctuary 101 surrounded by his bodyguard. Before him, the Pillar of Dominion unleashed its firepower on an armoured transport, crippling the machine. His Immortals added to the carnage by virtually wiping out the Battle Sisters that stood near it.

Across the battlefield, Accipitek and his Warrior phalanx were holding their own in a protracted firefight with the Battle Sisters, the Canoptek Reanimator working overtime to keep the Warriors operational. It was a suboptimal situation, but acceptable, thought Onryx. What concerned him more was that Anaurus the Skorpekh Lord was charging directly towards the fire-winged warrior that had descended from the sky like an avenging angel.

Canoness Eleanor beckoned for her Sisters to gather around her as gauss fire coruscated across the sanctuary. The damaged Rhino retreated to the back of the shrine as the one containing the Sisters Repentia advanced, while to the north Celestian Squad Eryhnica moved to hold one of the shrine's other reliquaries. Immolator Lellia raced into the enemy's lines, heavy bolters blazing, to eradicate a swarm of Scarabs. Nearby, Angelica's Zephyrim forced the Plasmancer and his thralls to phase out of existence before they soared across the battlefield to deal with the Canoptek Doomstalker lurking to the south. Saint Celestine flew in their wake, the ardent blade leaving a blazing trail as she delivered the Emperor's vengeance; first to the monstrous Skorpekh Lord, then to the other Canoptek Doomstalker.



The madness took him. It swam through his core systems, a potent cocktail of broken engrams and malicious sentient energy that drove him to insane recklessness.

His intended victim blazed like the suns of the Hyrakii Deep, yet Anaurus did not pause to admire her beauty. In a maelstrom of whirling limbs, he brought

his harvester blade crashing down on one of the Living Saint's bodyguards before shredding the other with his flensing claw. He revelled in his own destructive rampage as he flailed violently at the burning woman. He never saw the fiery blade that pierced his chest, triggering the program that disincorporated his metal body.



The Pillar of Dominion arrives (1), supported by Overlord Onryx (2) and his Immortals (3). The Immortals almost wipe out Squad Euphemia (4), but Hospitaller Sophie revives three of them.

Phalanx Manat (5) wipes out the Dominions but is then charged by Squad Euphemia. Nearby, Accipitek finishes off Squad Cordelia.

The Zephyrim destroy Khaphtex, then charge into Doomstalker Khaneph (6).

Anaurus charges Celestine and slays her Geminae Superia (7). In return, Celestine obliterates both him and Karos (8).

The Scarabs detonate, felling two of Squad Briar (9). Nearby, the Rhinos swap places (10-11).

The Celestians hold the objective (12) while Immolator Lellia (13) blasts apart the Scarabs.

VICTORY POINTS

10

40



BATTLE ROUND FOUR: ETERNAL EXILE

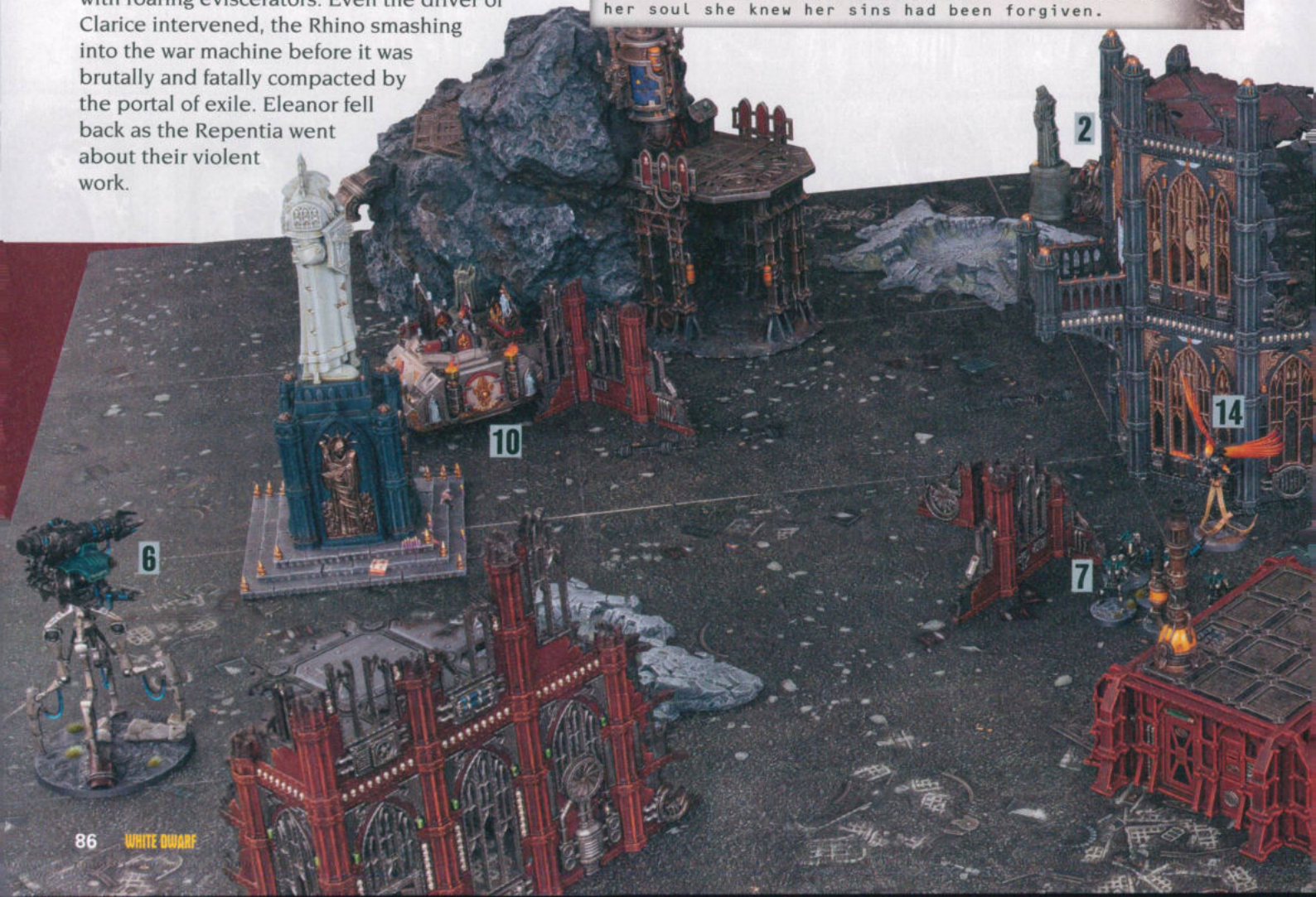
As Canoness Eleanor fights to reconsecrate the shrine of Sanctuary 101, the Pillar of Dominion looms ever closer. For some, repentance is close at hand.

Eleanor Blanche had nearly completed the reconsecration of the shrine. Above her, the statue began to glow with the Emperor's divine light, yet all around her was death and destruction. The Necrons had entered the sanctuary and were even now slaughtering her warriors. To the north, her Celestians were fighting a losing battle against a newly arrived phalanx of Necron Warriors, while to the south, Squad Euphemia were cut down by sustained gauss fire. Even the Zephyrim of Squad Angelica had been plucked from the sky, and Saint Celestine was nowhere to be seen! Yet still her Sisters fought on. Even now the last surviving Immolator was clearing the outskirts of the sanctuary, while her own protectors – Squad Briar – fought bravely to keep the enemy away from her. She grimaced as first Beatrice, then Weldina, were flung side by side by the Necron Overlord.

An explosion behind the Canoness told Eleanor that her doom had finally arrived. As pieces of shattered Rhino rained down, she turned to face the Monolith. But before she could fight, she was shoved roughly aside by the Sisters Repentia. Racing forward, they hacked at the war machine with roaring eviscerators. Even the driver of Clarice intervened, the Rhino smashing into the war machine before it was brutally and fatally compacted by the portal of exile. Eleanor fell back as the Repentia went about their violent work.

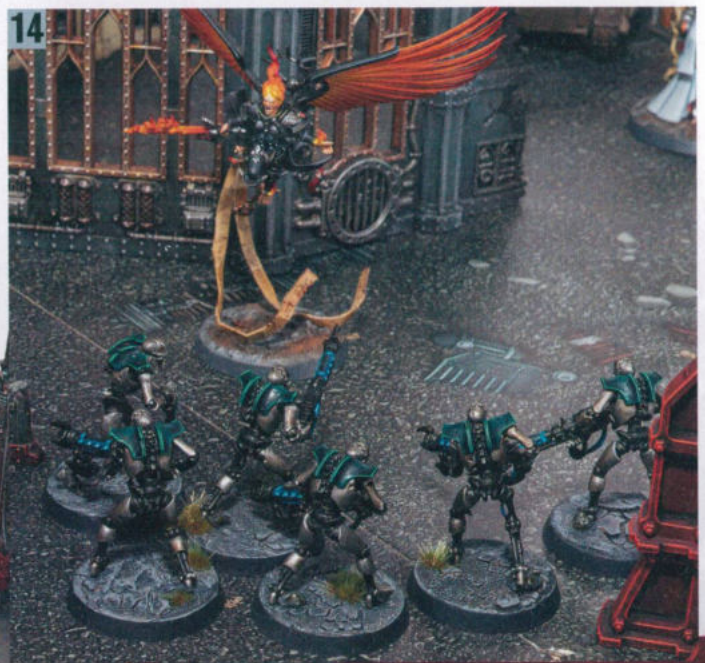


The Repentia's arms ached. Her hands were blistered and bleeding. Waves of temporal energy washed over her, making her nauseated. Gauss blasts lashed at her skin. Yet still she hacked at the enemy war machine with her eviscerator, chunks of alien metal and broken chainblade teeth flying in every direction. She screamed a final prayer to the Emperor's divinity as she was dragged, blade still whirring, into the portal of exile. Deep in her soul she knew her sins had been forgiven.





VICTORY POINTS
10 **40**



Phalanx Safhat arrives from reserves (1) and target Squad Eryhnica (2). Only two Sisters fall thanks to an Act of Faith.

The Monolith (3) uses its particle whip to blast apart Rhino Sariah and its death rays to kill two of the Celestians. It then charges Canoness Eleanor (4) and tries to drag her into the portal of exile. She survives, falls back and is tended to by the Hospitalier (5).

Accipitek takes down the wounded Celestine!

The Doomstalker (6) falls back from the Zephyrim. Phalanx Manat (7) use Accipitek's Adaptive Strategy ability to fall back from Squad Euphemia. With the help of the Canoptek Reanimator they wipe out Squad Angelica.

The Immortals (8) wipe out Squad Euphemia.

Overlord Onryx (9) charges and kills Imagifer Beatrice, closely followed by Dialogus Weldina.

Immolator Lellia (10) blasts apart the

Canoptek Reanimator while Squad Briar (11) finally finishes off the Scarabs.

The Repentia (12) disembark from Rhino Clarice (13) and charge the Monolith. The Rhino also rams it. The Repentia cause a mighty 14 wounds as the Rhino is dragged into the portal of exile.

Saint Celestine (14) comes back to life and exacts revenge on the Royal Warden before charging into Phalanx Manat.

BATTLE ROUND FIVE: DEATH AND THE MAIDEN

Unable to drive the Necrons from the shrine, Canoness Eleanor Blanche prepares to fight to the last. Raising her sword in defiance, she comes face to face with the true ruler of Sanctuary 101.



The world felt so slow to Onryx as he strode through the carnage. Dust motes hung in the air around him as debris rained slowly down from the sky and explosions rose heavily from the ground. Fountains of blood arced languidly through the air like crimson streamers as stained glass shattered, sending glittering shards streaming across his vision. His foes moved slowly, as if caught in a temporal web, their faces captured in moments of anger or agony. Lightning discharges from nearby gauss weapons illuminated the humans with an azure glow that strobed across their silver armour. Onryx watched as Battle Sisters were atomised in slow motion, their bodies disassembled piece by glorious piece by the powerful magnetic fields of the Necron weapons. He revelled in the destruction, though his immovable metal mask betrayed no emotions.

A human warrior carrying a stone standard challenged him, her robes tattered and torn, her armour stained red with her own blood. Like everything around Onryx, she seemed to move with agonising slowness, and he parried her attacks with ease. There was little challenge here. No honour, either. He plunged his voidscythe into the Imagifier's chest and moved on. His next victim – an old woman singing prayers to the heavens – fell moments later. He required a worthy foe!

And amidst the devastation he found one. The Canoness emerged from the shrine in a haze of energy, a being of numinous light. Temporal forces sparked and crackled around her, discharged from the Monolith's portal of exile. A force field sparked and shimmered across her armoured form. And something else – a halo, perhaps, of golden light – ringed her head. Her face was a dichotomy of serenity and abject righteous fury.

'I am Onryx, Indestructible Lord of Stars, Breaker of the Beings Below,' he intoned in High Gothic. 'Do you accept my challenge?'

'I accept only your demise,' replied his opponent.

Onryx lifted his scythe in salute, but the Canoness did not pause in her advance to acknowledge the start of the duel. Her sword cut a glittering arc in the dusty air and cleaved through his shoulder, almost severing his arm. Her blade flashed back, slicing through his abdomen. On Eleanor's third pass, Onryx grabbed her wrist and tore her hand off. Her blade clattered to the ground. Pulling her close, Onryx stared into the Canoness's eyes, alien fury burning bright against fanatical devotion as he stilled her soul.



HONOUR RECLAIMED, A LIGHT EXTINGUISHED

As the dust settles, the surviving Battle Sisters beat a fighting retreat from Sanctuary 101, leaving the Necrons victorious once more.

'I loved watching the Monolith hoover up a Rhino and a unit of Repentia through the portal of exile.' – Jonathan

'Had I passed just one more armour save, I might have won the game. I needed better Miracle dice!' – Drew



Jonathan: That was a really fun game! Not only was it cinematic and intense, but both of us were really getting into the strategic gameplay by the end, too. Thinking one turn ahead when capturing objectives made the second half pretty tense.

As I said at the start, the tanks were my first priority, and I got super lucky when one of my Doomstalkers detonated an Immolator parked right next to the shrine and Drew's key heroes. It was very kind of Drew to 'park a bomb in his camp' as he put it!

Warrior Phalanx Manat proved very resilient throughout the game, and I can't quite believe how many reanimation protocols that unit passed. Having the Canoptek Reanimator nearby really paid off. I need to add some scorch marks to that unit though, because they got burned. A lot!

I think Drew was fairly unlucky early on in the game, and that helped me keep a good battleline for the first two battle rounds. Then Celestine and the Zephyrim arrived and turned the tables completely, with Drew clearing my left flank and causing me to lose what should have been an easy objective. The arrival of the Pillar of Dominion swayed the game back in my favour, but I still needed to catch up on victory points. I loved watching the Monolith hoover up a Rhino and a unit of Repentia through the portal of exile, but the Canonesse made a lucky escape! However, Onryx was having none of that and strode onto the battlefield like a boss, ignoring everything else to kill three of Drew's heroes, including Eleanor, winning me the game. All in all, it was a super-close game, and it could easily have gone Drew's way if a few dice rolls had been different.

Drew: So I lost the battle, but it was very tight! Jonathan played really well, and there were a lot of close moments throughout the battle, with the balance switching back and forth. At the start he was battering me, then I made my counter-attack. Then he made one, then I made another. There was no clear winner until Eleanor was finally slain by Onryx. It was also really interesting to see how focused Jonathan became throughout the game when he realised he would have to kill Eleanor to win and couldn't rely on objectives.

So what did I learn? I need to prioritise targets better. I put a lot of firepower into the Necron Warriors when I should have targeted the Canoptek Reanimator. That's what I need more big guns for. However, the Dominions did a great job killing off the Skorpekh Destroyers, so I know my close-range melta plan works well. I also learned that Immolators like to explode. I guess they were destined to do so. The Emperor's will manifests in strange ways.

I was also really pleased to see Celestine and the Zephyrim virtually obliterate an entire flank. They helped me secure an unlikely objective with my Immolator, though a timely intervention by Jonathan's Warriors to the north saw him secure the one I'd held all game. Had I passed just one more armour save, I might have won the game. I needed better Miracle dice!

Lastly, how well did the Repentia do against the Monolith? They were proper martyrs – really heroic! They nearly destroyed it, too. If I'd had a Priest nearby, I reckon they would have finished it off. Though it probably would have exploded ...

METAL MAN OF THE MATCH

Jonathan: Warrior Phalanx Manat deserve an honourable mention for the fiery punishment they survived, but my warrior of the match has to be Onryx after he cut down three of Drew's heroes to win me the game.



BIG SISTER OF THE MATCH

Drew: It has to be Celestine. She was still alive after killing the Skorpekh Lord, the Royal Warden, a Doomstalker and a handful of Warriors. The Sister with the heavy flamer from Squad Euphemia deserves a special mention, too.



OPERATION BRIEFING



ELLIOT HAMER

Elliot has worked at Games Workshop for almost five years, first in the events team and now as a games developer in the Warhammer 40,000 Studio. His greatest accomplishment to date is the new edition of Kill Team. His favourite Tac Op is Rob and Ransack – a tactic that has seen him thrown out of several shops in recent months.

Forget what you know of the greenskins. These ain't no ordinary Orks you're fighting now – these ones are cunning. They'll sneak up on you in the dark, slit your throat with a blade as long as your arm, then slink back into the darkness without a peep. So listen up, and you might make it through the first night.

GREATER THAN THE SUM OF THEIR PARTS

Veteran Guardsmen are some of the most elite soldiers available to the Astra Militarum, with copious amounts of training and experience. Despite this, as individuals, they are often genetically or technologically inferior to most races in the Warhammer 40,000 universe, and they are often outmatched in a one-on-one fight. To make up for these deficiencies, they must fight as a team, relying on synergy, tactics and discipline to achieve victory. This is the key feature that inspired their rules.

Each bespoke kill team¹ has a unique ability (or abilities) that defines how the kill team operates on the table and evokes its background. For the Veteran Guardsmen, this ability is Guardsman Orders. The leadership of the kill team can give out key improvements for each Turning Point in the form of orders. This enables you to apply your kill team as tactically appropriate and fight with some essential boosts to its operatives. What's more, this play style captures the regimented nature of Guardsmen; they follow their training and the orders of their superiors, a disciplined approach to warfare lest they break rank and be overwhelmed.

The Veteran Guardsmen's synergy is also prevalent in the mechanics of some of their unique operatives. While Gunner and Sniper operatives will often draw the accolades of the day by incapacitating enemy operatives with their ranged weapons, there are unsung heroes in the kill team who allow it to function at its best, bolstering the team's efforts with powerful support abilities. The Comms Veteran can relay Guardsman Orders to all friendly operatives in the killzone and can perform the all-important Signal action to give a friendly operative an additional action point for its activation. The Spotter Veteran can 'spot' an enemy operative, enabling a nearby friendly operative to activate immediately afterwards and take a shot at that enemy operative, even if the target has a Conceal order.

Considering the Conceal order is fundamental for keeping your operatives alive, a Spotter Veteran paired with an operative with a powerful ranged weapon can be an effective combination. Finally, the Medic operative has the aptly named Medic!² ability. When a friendly operative is incapacitated nearby, the Medic can drag them to safety and revive them. These operatives are all support pieces primarily, amplifying the impact of others and reinforcing the design intent that the Veteran Guardsman kill team must work together to defeat the foe.

MUNITORUM SUPPLIED

The Astra Militarum are the primary fighting force of the Imperium, an enormous gathering of military might consisting of countless souls and vast quantities of equipment. The logistics of supplying this behemoth falls to the Departamento Munitorum, and it is only fitting that the Astra Militarum's most elite fighting forces get the best pickings.

¹ That is any faction with a full army list, such as the Veteran Guardsmen and Kommandos found in Octarius, and the Hunter Clade and Warpcoven found in White Dwarf (the Hunter Clade rules are in issue 468, and the Warpcoven are in this issue. – Ed).

² Shouting 'MEDIC!' each time you use this ability is encouraged!



Operation Briefing is a semi-regular column about the rules, tactics and gameplay of Warhammer 40,000: Kill Team. This month's article touches on the key concepts of the Kommandos and Veteran Guardsmen and the inspiration behind their rules.

We wanted this level of support to feel apparent in the Veteran Guardsman kill team, first evident in the use of Ancillary Support – operatives and tactical assets that supplement the kill team. After selecting ten operatives for deployment, the player boosts their team further via the methods the Astra Militarum know best – more bodies or more firepower! Selecting the Trooper Veterans Ancillary Support gives the player four more Trooper Veteran operatives, providing a Veteran Guardsman kill team with a higher number of bodies and activations. Conversely, the Veteran Guardsman Tactical Assets Ancillary Support provides artillery barrages, strafing runs, air strikes and guided missiles. In a firefight, this provides significant additional firepower to defeat the enemy.

The standard-issue weapon for a Guardsman is the humble lasgun. While it can pack a punch en masse,³ it is usually outperformed by other firearms found in the game. Where the Veteran Guardsmen get their real punch is from the variety of special weapons they can equip certain operatives with. The Departmento Munitorum

requisitions vast quantities of firearms from the forge worlds of the Imperium, and when they are applied appropriately, the effects can be devastating. As such, we tailored their rules to encourage the Veteran Guardsman player to carefully consider how and when to best leverage these weapons and to ensure their bearers are properly supported.⁴

DEATH KORPS

It's perhaps no surprise that the fantastic new Death Korps miniatures inspired so much of the Veteran Guardsman kill team rules. Hailing from the irradiated world of Krieg, the Death Korps are a regiment seeking atonement for part of their planet rebelling against the Imperium, a conflict that resulted in a nuclear civil war that consumed them for centuries. What emerged from that ruthless struggle was a fighting force as grim, fatalistic and loyal to the Imperium as they come.

The regiment are specialists in trench and siege warfare, capable of digging in and holding the line against any foe. This approach inspired many rules such as Take Cover, Hold Position, Stand

³Equipping hot-shot capacitor packs, using the Overcharge Lasguns Strategic Ploy and issuing the Take Aim Guardsmen Order is an effective combination.

⁴The Combined Arms Tactical Ploy is particularly useful for this, in which a target is engaged by another friendly operative first, then a special weapon is brought to bear against the enemy operative with full hit re-rolls available.



⁵ See last month's Battle Report for more information on this!

Fast and Trench Shovel, as well as the Security archetype designation. They are a kill team that like to claim a good position, make key ranged attacks and begin their forward pushes when appropriate, ideally overwhelming a position with numbers when they do.

This trench warfare feel is further supported by some key details. The Into the Breach Strategic Ploy is the 'over the top' moment when your operatives need to make a dash forward. Clear the Lines and Fix Bayonets! are akin to trench clearance, when the enemy is in your midst and nothing but resolute hearts and close assaults will root them out. The Chronometer equipment is a simple stopwatch inspired by the miniature holding one, and it gracefully illustrates that moment when the Astra Militarum begin their planned assault along the front in concert, allowing you to re-roll your dice for the initiative roll-off.

Finally, the Death Korps character inspired many resolute-type rules. Most noteworthy is the In Death, Atonement Tactical Ploy, which allows a ready friendly operative that is incapacitated to remain in the killzone until the end of your next activation, enabling you to activate them before they are removed. In the Guardsman's final moment, they push through their wounds to still do their duty – it's Krieg through and through! Using this Tactical Ploy to plant a banner that scores you enough victory points to win the game is a cinematic moment that captures the essence of this kill team in a nutshell.

KUNNIN', BUT BRUTAL

Orks are a stronger, tougher threat than humans, and Kommandos have ruthless cunning thrown in to boot. While it may be an outrageous concept to other Orks, the Kommandos are known to use both tactics and stealth. They like nothing more than sneaking up on an unsuspecting enemy and sticking them with their blades. This is what inspired their Throat Slittas kill team ability: 'This operative can perform a **Charge** action while it has a Conceal order.' This ability is just one sentence long, but it completely transforms the Kommando kill team's approach to the game. It allows them to aggressively engage in fights and, with correct positioning, be safe from a ranged-attack reprisal. Ironically, it captures an Ork Kommando in many ways – simple, cunning and brutal – and achieves that goal of defining how the kill team operates on the table and evoking their background all in one.

This stealth approach to battle can also be found in two key Strategic Ploys: SSSSHHHH! and Skulk About. The SSSSHHHH! Strategic Ploy is a powerful once-per-game immediate **Dash** action, allowing the Kommandos to creep into important positions. Skulk About allows a Kommando with a Conceal order to retain a successful save without rolling it – so if they get caught out of position and can't stay out of Line of Sight, operatives can retain some durability from being sneaky. What's more, Skulk About is in addition to cover, so if an operative is also in cover and is still being shot at (such as if the enemy operative is on a Vantage Point), you can retain two saves automatically – very useful for something that ordinarily requires a 5+ roll.

LADZ WIV A PLAN

The miniatures designers did a fantastic job with the new Kommando miniatures, inspiring some fun and unique rules for their operatives. While the aforementioned stealth-type ability captures the sneaky nature of a Kommando, you'll also notice the new miniatures are sufficiently tooled up with a plethora of equipment. This really influenced a special-forces feel to them, with operatives having a specialist quirk they can focus on. For a race that gets consumed by its obsessions, specialising is fitting.

The Breacha Boy operative is perhaps the best example of this. His breacha ram is a large and cumbersome weapon, so it's not ideal in a tightly contested duel. If there's a wall that stands in his way, though, no problem, he'll smash right through it! Movement is very important in Kill Team, so having an operative that can move through certain terrain features can be extremely useful.⁵ The Dakka Boy operative has a drum-mag triple-barrelled dakka shoota, which pumps out enough dakka





to make a Flash Git jealous. The miniature also has quite a stripped-down look compared to some of the others, which is what the Dakka Dash action inspired, allowing him to perform a **Dash** and **Shoot** action together for IAP. We imagined the Dakka Boy kicking down a door, unloading slugs into the room and moving on to the next – a dynamic dakka-fiend who's as energetic as his weapon.

One of my favourites is the Kommando Grot, perhaps the lowliest wretch written for the game. He has just 5 wounds and 1 Normal Damage on his grot choppa, but if you need an operative to steal an objective, he's a valuable little zogger! He always has a Conceal order, meaning he's better than anyone at hiding, but it's his pneumatic-powered grappling hook that really makes him unique. Select a visible spot on a terrain feature for his hook to latch onto, and you can fire him across the table! Pick the right time, though, as it doesn't take much for the enemy to squash him.

Finally, the Kommandos are loaded up with all kinds of secondary gear – grenades, sledgehammers, harpoons, dynamite, climbing ropes, the works! We imagined a massive stash of all this equipment back at the base, with the Boyz liking nothing more than loading up on as much as they can carry before a mission. Kommando equipment is especially impactful: a well placed smoke grenade can keep the Boyz alive for a Turning Point, a dynamite explosion can tear holes in the foe, and a stun grenade can halt your enemy in an instant. I'm sure Kommandos love using all this equipment just for the sake of it, and their actual impact is simply an added bonus!

BRUTAL, BUT KUNNIN'

We wanted the Ork Kommandos to be a balance between cunning and brutal; they have the tools to be sneaky and get into position, but when the moment comes, they bring shock and awe – they are Orks after all! Fighting up close is an Ork way of life, so not only are they dead good at it, but it's also a key source of victory points for them, through the Get Stuck In!, Shokk Taktiks and Seek and Destroy Tac Ops. They have a delightfully simplistic approach at close range too, using brute power from choppas and power claws to hack an enemy down, all the while absorbing return strikes with their above-average Wounds characteristic. So the Kommando kill team player will have plenty to think about to get their operatives into key positions. Then call a WAAAGH! and start swinging!

With most Kommando operatives being close-range fighters, they can find themselves facing a gunline army ready to pick them off as they approach. As such, there are some operatives with ranged weapons that can provide key fire support: the aforementioned Dakka Boy, the Snipa Boy⁶ fulfilling two roles – opening up against numerous enemies with the 'Av It! action or safely shooting away with a Conceal order with Da Best Spot action, and the Rokkit Boy hunting highly armoured targets with his rokkit launcha. This is all done in the usual Orky manner – with gusto and lots of dice!

So there you go! These are some of the key features of the new kill teams – how they operate and why they do it that way. For Veteran Guardsmen, it's organisation and teamwork to carry the day. For the Kommandos, it's kunnin' but brutal. Or is it brutal but kunnin'?

⁶ The imagery of an Ork attaching a scope to an enormous machine gun to become a 'sniper' had us chuckling!

DEBRIEF

Let us know what you think of the new edition via email at:

**Killteam@
gwplc.com**

We may not be able to reply to your email, but we love hearing your thoughts, so everything will be read!

WARPCOVEN KILL TEAMS

Powerful psykers one and all, the sorcerers of the Thousand Sons Legion use whatever means necessary to acquire arcane knowledge. As such, they will often lead small covens of chosen operatives on esoteric missions deep behind enemy lines.

The Thousand Sons are arch-sorcerers of Chaos. Powerful wielders of empyric energy lead hosts of spectral warriors, all favoured servants of the Chaos God of Change, Tzeentch. Events shrouded in lies and treachery ten thousand years ago led them to a terrible fate, but one that granted them great power even in damnation. They are motivated as much by a desire for revenge as an insatiable lust for arcane power. Patient and ruthless, the sorcerers of the Thousand Sons devise schemes that can take centuries to unfold and are weaved with secondary plans, hidden agendas and diversionary feints a foe will never begin to understand.

'Every blow you seek to strike against me, every ploy you attempt and plan you set in motion, know that I have already foreseen them and countered them all. Despair, for fate itself is my weapon.'

– Thanatek P'tor, Aspiring Sorcerer of Tzeentch, Third Magister of the Hidden Path



To: Esteemed High Inquisitor Tranquelda Horfus, Ordo Hereticus

From: Interrogator-Lieutenant Idon Throom, Inquisitorial Storm Trooper Regiment 'Star Devils'.

Location: Harlecrypt Tertius, Harlecrypt System, Prosperan Rift, Imperium Sanctus

Summary of collected data: Incomplete; unreliable

Casualties: Severe/93%

My lady,

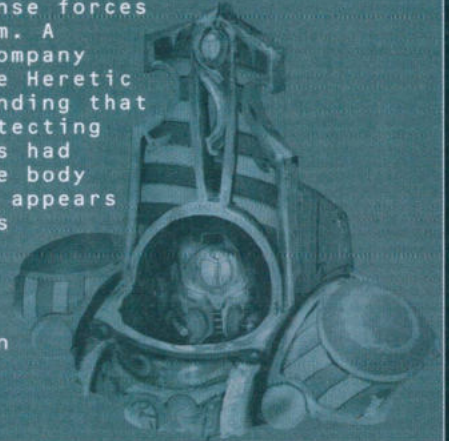
Please find enclosed my preliminary report on the small-unit warfare carried out by the 'Thousand Sons' Legion of the Heretic Astartes in the Prosperan Rift, particularly those of the so-called 'Warpcovens'.¹ In the Harlecrypt System significant Imperial forces are deployed to relieve the mausoleum world of Harlecrypt Tertius. The planet is under siege from the Thousand Sons and immense legions of Militarum Traitoris troops, mutants, beastmen, rogue psykers and similar heretics and undesirables. The conflict remains in a state of stalemate, providing ample opportunity for our intelligence gathering. With that stated, I must caveat. The Thousand Sons are devious in the extreme. What we have collated must not be treated as anything resembling a complete picture of the Traitor Legion's doctrine. It is quite possible that what we believe we know is merely what our quarry allows us to know.

We have arrived at the conclusion that Thousand Sons forces are typically led by individual sorcerer lords or covens of such heretics. They command less able battle-psykers and armies of Legionaries² and all manner of lesser traitors and monsters described above. All Thousand Sons sorcerers utilise forbidden magicks with no concern for the potential consequences. In fact they quite relish the calamities that unfold. They seem quite determined to root out any kinds of ancient text and esoteric lore, despite - or perhaps specifically because of - the enormous risks these can present.

We observed that the Thousand Sons Legionaries came to battle in armour the hue of sapphire, emerald, ruby, amethyst, amber, pearl and other gemstones, trimmed with silver and gold. Their ranks were strong and in good order. Clouds of strange energy flowed around them. It confused and harmed the machine spirits of many of our pict-corders and close-range augurs, and it made the Heretic Astartes all but impervious to incoming fire. We were only able to successfully record the 'killing' of two Legionaries, one by warriors of the Vipers Penitent Chapter of the Adeptus Astartes and another by Battle Sisters of the Order of the Silver Veil.³ What the images show is chilling indeed. The Thousand Sons are ... hollow, animated suits of armour.⁴ Little more than dust is inside their suits. I have fought the Heretic Astartes on other battlefields, warriors of flesh and

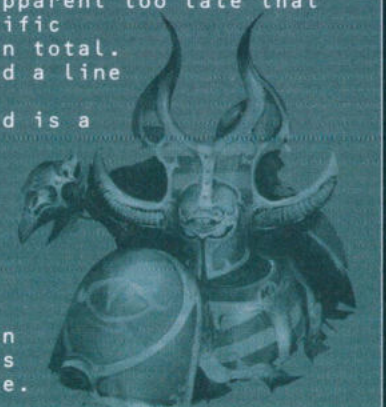
Phosis Anen Maat

Phosis Anen Maat is a Sorcerer of the Thousand Sons, recognisable for the distinctive nature of his bodily mutations, and the only one of his coven we have successfully pict-captured.⁵ He and his warriors broke into the grand tomb of Inquisitor Hrexus Arkthine. They butchered every last one of the ceremonial guards maintaining vigil over the site, destroyed the defensive traps the long-dead Inquisitor had installed and wiped out rapid-response forces that came to stop them. A combat team from my company only arrived after the Heretic Astartes departed, finding that the psychic wards protecting Arkthine's sarcophagus had been shattered and the body within desecrated. It appears that the Thousand Sons took objects of value to the Inquisitor that he was buried with - numerous storage alcoves within his sarcophagus were empty when my troops searched it.



Ankhu Toron Daast

The Warpcoven, co-led by the Sorcerer known as Ankhu Toron Daast (see addendum 47-B-D for dossiers on the other sorcerers of his triad), became notorious for burning chapels to the ground and causing the mutations that sprang out from the still-smoking rubble after they corrupted them. Daast and his warriors operated within Mausoleum City Fifteen. They slaughtered priests, frateris militia and Sisters of Battle with total impunity. It only became apparent too late that the heretics targeted specific shrines. They razed nine in total. When viewed from a map, and a line drawn to link all of the locations, the shape formed is a perfect circle. At the centre of this circle, a warp rupture tore itself into existence, spewing hundreds upon hundreds of gibbering warp horrors which took the effort of entire regiments to put down. Only the intervention of Librarians of the Vipers Penitent closed the rupture.



¹ Sorcerous covens noteworthy for often being led by more than one of the heretic psykers.

² We have heard them referred to as 'Rubricae' in some quarters, though we have not learned why this name is used.

³ In both cases, pict-recording servitors had to be recovered by insertion teams under cover of darkness many days later, because they had been rendered inactive by enemy warriors and their assigned guards slain.

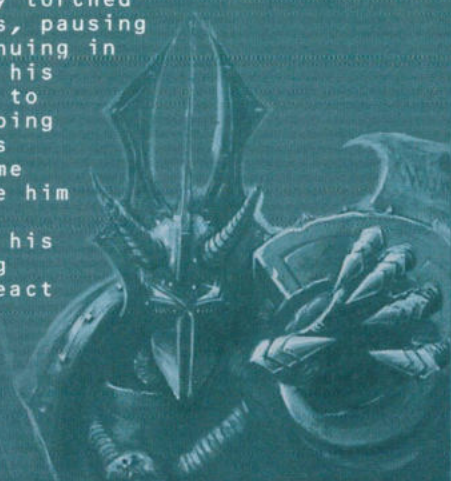
⁴ The appropriate language to describe it is hard to find.

⁵ It is my strongest recommendation that this image be destroyed within twenty-four hours of first viewing to reduce risk of malign manifestations seeking out those who have looked upon it.

KILL TEAM

Hedara Pashet

The Warpcoven of Hedara Pashet, named by him as the Coils Infernum, contain both Thousand Sons Legionaries and Tzaangor beastmen. They wiped out two squads from my company in Mausoleum City Two. Unlike other Thousand Sons Warpcovens, this squad relished causing death and destruction for its own sake. They torched all they found with blasts of warfire and ensorcelled rounds, pausing only to loot librariums, datastacks and shrines before continuing in their fiery rampage. Pashet was reported to chant praises to his malign deity and preach his own superiority to any who dared to stop him and his warriors. Pashet relished close combat, ripping out the throats of enemies with avian talons and smashing his horned helmet into the heads of more. Somehow, he wielded time itself as a weapon, slowing it down or speeding it up to give him an edge over his enemies in combat. But he is more than a murdering monster; his mind is immensely tactical. He weaves his Tzaangor and Legionaries together in his strategies, ensuring both support the other closely in any battle. His Tzaangor react preternaturally swiftly to new threats and storm enemy positions while his Legionaries provide a lethally accurate base of fire in support. When his Legionaries are advancing to new firing positions, his Tzaangor harass his foes to ensure they cannot react to the Heretic Astartes' movements properly. These warriors fight with such apparent skill they can only have been aided by Pashet's malefic powers.



⁶ What terrible depths the Thousand Sons have delved ... the Emperor is our shield, praise to him for his protection.

⁷ If what is seen can be believed, the Thousand Sons are even more dangerous than I had imagined.

blood. Were the Thousand Sons once the same?⁶ Recording A-3-Δ shows a most dread ritual. In it, a sorcerer of the Traitor Legion rebuilds a destroyed Thousand Sons Legionary's armour from collected pieces, which then lurches into a diabolic semblance of life and fights anew.⁷

Thousand Sons Legionaries appear entirely obedient to the Legion's sorcerers, who clearly take all leadership roles. Though initially we supposed this was out of some kind of perverse, heretical notion of 'brotherhood', we theorise that in actuality the Legionaries are thralls.⁸ Such are the powers of the sorcerers that we have little doubt

they could bind animated armoured suits to their will. We observed Legionaries defending three sorcerers carrying out a sacrificial ritual in the outskirts of Mausoleum City Three. Without warning, the unholy triad were wiped out in a plasma-warhead blast. Despite the death of their masters and the failure of the ritual that followed, the Legionaries continued as if nothing had happened, suggesting they were acting on unbroken compulsions.

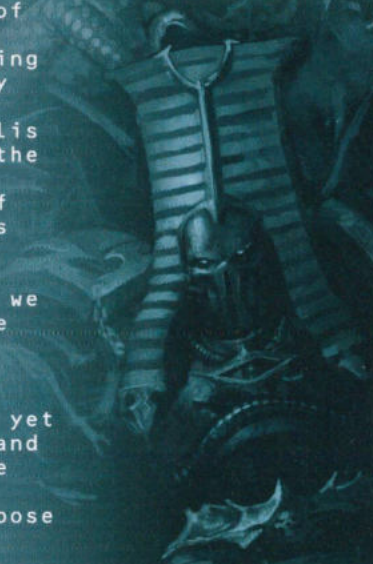
It is not only Legionaries that make up the Warpcovens deployed by the Thousand Sons on Harlecrypt Tertius. Many were joined by Tzaangor – a vile breed of avianesque Beastmen. These well-muscled and horned monsters often fight together in flocks, and despite their bestial appearance and behaviour, they display unholy cunning and tactical capabilities. What is truly bizarre is that they seek knowledge and arcane lore with the animal determination of hunting canids. They are as eager to capture vaults, archives and tombs as they are military positions. At Archive 86-Y, Warpcovens made up predominantly of Tzaangor fought ferociously to keep Astra Militarum forces away from the datacentre while simultaneously storming the place. To our surprise, they conducted this raid even as they pressed the flank of a company from the 181st Ingurdhe Berserkers regiment that was completely exposed in the nearby Adeoda Woodlands.¹⁰

The weapons wielded by the Thousand Sons resemble those of the Imperium. As with the Adeptus Astartes, Legionaries typically carry variants of boltguns, flamers and rotor cannons. Many of the Tzaangor we identified carried autopistols and chainswords.

The similarity between Imperial and Thousand Sons weaponry, however, is only superficial. All are heavily inscribed with arcane runes, and the symbols mutate and writhe. We have multiple pictis of the same warrior

Tolbek Azhtar Sum

The squad of warriors commanded by Tolbek Azhtar Sum and another sorcerer, whom we have been unsuccessful in pict-capturing, marched in battle coated in warp-tainted verdigris. Their armour and weapons were empirically corroded like a metal object left exposed on a sea shore for weeks on end. They became known in some quarters as the 'Corroded Ghosts' or the 'Rusted Coven' and appeared on battlefields without warning or care for either side. Though this coven of course slew many brave servants of the Emperor, their agenda seemed largely in the taking of specific captives. They claimed Bishop Haraldus Threng, Preceptress Anjalis Gartayga of the Order of the Sacred Rose, Bombardier-General Azahel Blattair of the Chancerylian Cannoneers and six others. None were ever seen again. Why Sum sought these individuals, we have little idea. All were important figures in the defence of Mausoleum City Seven, but little else connects them that we are yet aware of. Given the Thousand Sons' penchant for obscure schemes, undoubtedly the heretics had reason to choose these individuals.



wielding the same weapon, but with markedly different iconography. The muzzles of many of the weapons they utilise resemble the maws of predatory reptilians, avians and mythical monsters. Their bolt weapons fire rounds charged with sorcerous energies, which I have seen pierce power armour with ease. The danger these tools of war pose is not just in battle – before my own eyes servants of the Imperium have been corrupted or driven insane just by laying a hand on one of them.

I shudder when I think of the Thousand Sons' flame weapons. They have been twisted to such an extent by the corruption of their heretical owners that the balefire that belches from their maws does not only burn but also mutates its victims. I have read numerous reports of entire squads of Imperial troops eradicated by these weapons, only to have the oozing remains of their flesh fuse back together in configurations that defy interpretation.⁸ The fact that these horrific monstrosities, born of melted flesh and the evil of the Archenemy, then attacked servants of the Emperor, only makes these 'warpflamers' more heinous.

The Triad Temporis

The Great Librarium of Saint Vivleion the Skolar was one of several great centres of learning on Harlecrypt Tertius, storing planetary records and archives. It was well guarded and fortified even before the invasion of the Thousand Sons, and defences were improved once war broke out. This was not enough to spare it from attack.

The handful of eyewitness accounts¹¹ tell us that the warriors who stormed the Librarium fought with an eerie coordination and seemed to flicker in and out of existence.¹² They seemed to fight in time with the eerie rhythmic tapping of their sorcerers' staves as they advanced nonchalantly through the librarium's marble corridors. The Thousand Sons advanced past rack after rack of codices, scrolls and dataslates, descending instead into the deeper levels. There they killed any who dared stop them. They left as they arrived, striding down the avenues of shelves, each step and squeeze of the trigger in time to their masters' staves. Further investigation suggests that nothing was taken from the librarium, but I state plainly now that I do not believe that.

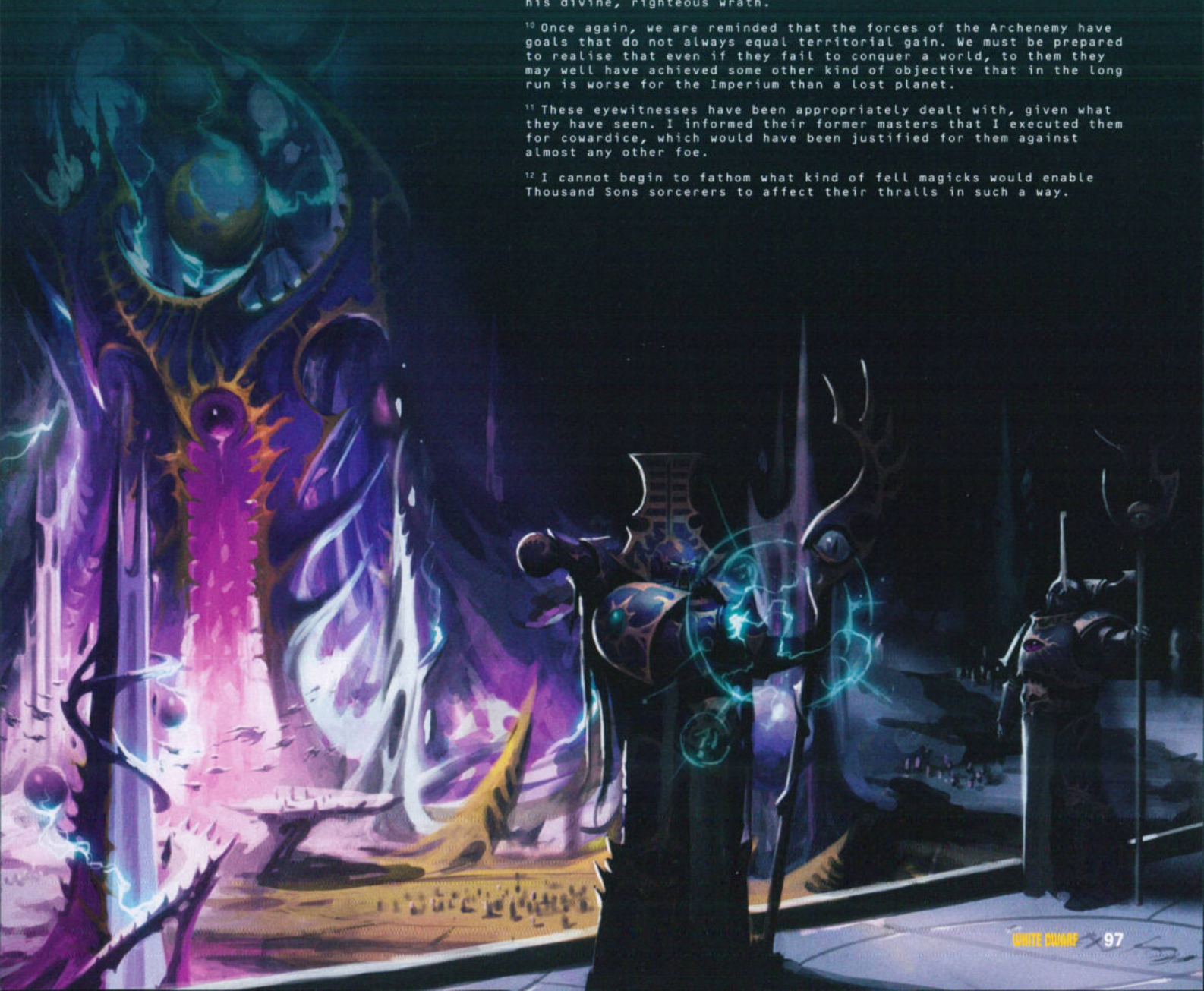
⁸ Realising that at least some 'Rubricae' are not living beings as we would understand that term was a significant contributor to us arriving at this conclusion.

⁹ I forbade such colloquialisms among my command. Our enemies are heretics – that is an end to it. Emperor strike them all down with his divine, righteous wrath.

¹⁰ Once again, we are reminded that the forces of the Archenemy have goals that do not always equal territorial gain. We must be prepared to realise that even if they fail to conquer a world, to them they may well have achieved some other kind of objective that in the long run is worse for the Imperium than a lost planet.

¹¹ These eyewitnesses have been appropriately dealt with, given what they have seen. I informed their former masters that I executed them for cowardice, which would have been justified for them against almost any other foe.

¹² I cannot begin to fathom what kind of fell magicks would enable Thousand Sons sorcerers to affect their thralls in such a way.



NAMES AND DEMEANOURS

Every Warpcoven has a name, be it an arrogant self-referential title chosen by the Sorcerer who leads it or an arcane moniker imbued with mystery and unknowable horror.

This section is a tool to help you determine the names of your Thousand Sons warriors, the title of your Warpcoven and its quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the corresponding table(s). Otherwise, choose whichever are your favourites – feel free to mix and match if that suits you, or to use multiple quirks, names or background ideas if you feel they work for you.



KILL TEAM NAME

Thousand Sons Warpcovens go by many names and none. Some are named for the Sorcerers who lead them and control the Rubricae of the squad. If you would like to use your Sorcerer's name as a part of your kill team name, generate a name randomly or otherwise from the operative name generator tables. If you do this, you could combine the name with some of the kill team name table results below. You could, for example, call your kill team Apophitar's Ghosts, the Coven of Tolbek Shen or Phosis' Sckolasticar Infernum. It is far from required that you use these tables to name your kill team. You can roll or choose your favourite elements from them, or you can use them as inspiration for a name of your own invention.

TABLE 1

D6	Result
1	Infernal
2	Sckolasticar
3	Coil(s)
4	Serpent(s)
5	Coven
6	Ghost(s)

TABLE 2

D6	Result
1	Sons
2	Infernum
3	Magicka
4	of Magnus
5	of Fire
6	Corvidiads

THOUSAND SONS OPERATIVE NAMES

If you wish to create a name for one of your Thousand Sons warriors you can use the tables below, either by picking your favourite or rolling a D66 on one or both

tables. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

FIRST NAME

D66	Result	D66	Result
11	Phosis	41	Sektoth
12	Amonhep	42	Az'mekh
13	Basteq	43	Zah'mat
14	Apophitar	44	Ultak'h
15	Thotek	45	Daedophet
16	Kalophis	46	Azhek
21	Phael	51	Azhtar
22	Imhoden	52	Iskandar
23	Ankhu	53	Mhotep
24	Naratt	54	Hedara
25	Kahotep	55	Amarhotep
26	Khadeth	56	Hakor
31	Revuel	61	Myrakh
32	Tolbek	62	Aarthrat
33	Onoris	63	Thotmas
34	Gilameht	64	Merhet
35	Amon	65	Kasaikrah
36	Sanakht	66	Kahzmut

SECOND NAME

D66	Result	D66	Result
11	T'Kor	41	Sum
12	Basth	42	Qezremah
13	Takar	43	Arvida
14	Kallisar	44	Temekh
15	Rhan	45	Aktera
16	P'Tra	46	Bekti
21	Manahkmor	51	Metenh
22	Shen	52	Thothmet
23	Apophontar	53	Pashet
24	H'Kett	54	Kashtoh
25	Maat	55	Harpakrut
26	Anen	56	Amen'ket
31	Khayon	61	Ammon
32	Manutec	62	Z'kar
33	Qu'rastis	63	Kh'nem
34	Uthizzar	64	As'rahk
35	Toron	65	Hata'kah
36	Daast	66	Takhm

BASE OF OPERATIONS

D6	Location
1	Cursed Moon: This floating rock has spent too long close to the corrupting influence of the warp and is now tainted to its core.
2	Warp Gate: The Warpcoven controls a warp gate. This edifice, powered by malefic energy, can be used by the Thousand Sons to travel the galaxy in service of their god.
3	Forbidden Library: The Thousand Sons have long learned that if something is 'forbidden', then it likely contains something of great value. A whole library of forbidden treasures will hold all manner of arcane secrets.
4	Corrupted Asylum: The line between genius and insanity is a fine one indeed, and there is much wisdom hidden in the ravings of the now long-dead detainees for a sorcerer with mind to claim it.
5	Empyric Sub-realm: Many Heretic Astartes have made home for themselves in the warp. Few enemies can interrupt a sorcerer conducting a ritual or studying ancient lore in such a place.
6	Ancient Ruin: Over the centuries, countless civilisations have lived and died in the galaxy. Parts of them remain on many worlds, their discoveries ripe for the seizing.

SQUAD QUIRK

D6	Mysterious Boon
1	Aetheric Coronae: This Warpcoven advances into battle wreathed in spectral soul-fire.
2	One Will: Like puppets marching to a single beat, this Warpcoven acts with eerie coordination.
3	Single-minded: The warriors of this Warpcoven show no concern for their own safety, shrugging off incoming fire as they advance relentlessly upon their objective.
4	Ancient Dust: The Rubricae of this Warpcoven have begun to lose their grip upon reality, and they occasionally pause or wander as though lost.
5	Superior: The leaders of this Warpcoven look down upon their foes from towering heights of dark wisdom and arrogance.
6	Ghosts of the Warp: So saturated with sorcery are these warriors that they flicker in and out of reality, pale shades one moment, solid and deadly the next.

BACKGROUND

D6	Path of Fate
1	Heralds of Madness: This Warpcoven seeks to drive its enemies insane, burning away their wits amidst the fires of magic and mutation.
2	Seekers After Sorcery: These warriors were gathered to quest after arcane treasures, going to whatever ends they must to acquire them for their sorcerous masters.
3	Arch-coven: This Warpcoven serves an exceptional gathering of psychically gifted warriors.
4	Relentless Destroyers: This Warpcoven comprises a hardened core of automaton-like warriors, armed for the extermination of all who stand against them.
5	Warriors Out of Time: Trapped on a daemon world or caught in the warp for millennia, these verdigrised warriors have emerged like risen ghosts to continue the Long War.
6	Daemonologists: This Warpcoven's every action is ritual, its every deed calculated to facilitate the summoning of Tzeentch's daemonic servants.

'The warriors of the Corpse God believe themselves to be strong – but we have seen a greater truth. Their empire is built upon sinking sand, and they themselves are naught but clay. By Tzeentch's will we have been shown the power to mould their weak minds and bodies to our liking.'

– Nezchad Aratos, Arch Magister of the Warp Gheists





OPERATIVES OF CHANGE

The Sorcerers of the Thousand Sons are megalomaniacal schemers who often meddle in the affairs of other races. Their kill teams are made up of brutal Tzaangor and menacing Rubric Marines whose automaton forms do the Sorcerers' bidding without question.

The Thousand Sons have always been acquisitive when it comes to arcane knowledge. Even during the days of the Great Crusade they would hunt down ancient tomes and forbidden scrolls, ever keen to unravel the mysteries of the warp and the power it held. Now, unrestrained by the Emperor's rule, the Sorcerers of the Thousand Sons Legion roam both the material world and the empyrean in search of ever greater power. Some utilise large armies to achieve their missions, while others undertake covert operations to satisfy their nefarious goals. Quite what they aim to achieve is, perhaps, best never known to mortal minds.

ASSEMBLING YOUR KILL TEAM

Over the next fifteen pages, you will find all the rules you need to assemble a Warpcoven kill team for use in open, narrative and matched play games of Kill Team.

WANT TO KNOW MORE?

The rules presented here for Thousand Sons Warpcoven kill teams are designed to work with the core rules found in the *Kill Team Core Book*. Why not try them out in some of the missions presented in the expansion books, too?



Opposite, you will find the first step: selecting your operatives. These include Sorcerers, Rubric Marines and Tzaangor. Following this are the Boons of Tzeentch (a rule unique to Warpcoven kill teams that gives them mutations and aethereal abilities), a host of psychic actions and faction-specific Strategic and Tactical Ploys.

The next section includes datasheets for all your operatives as well as optional equipment that you can pick for them such as arcane robes and gilded horns.

Lastly, you'll find three faction-specific Tac Ops that you can pick for your kill team, plus rules for how to use your newly formed kill team in a Spec Ops narrative campaign. This section includes Battle Honours, Requisitions, Rare Equipment and Strategic Assets. Change is coming! Tzeentch's many eyes are upon you!

ARCHETYPE: RECON* / SECURITY*

WARPCOVEN KILL TEAM

Below you will find a list of the operatives that make up a **WARPCOVEN** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **SORCERER** operative equipped with a force stave and one of the following:
 - Inferno bolt pistol
 - Prosperine khopesh
 - Warpflame pistol (max one per kill team)
- 10 **WARPCOVEN** operatives selected from the following list (**ARCANA ASTARTES** operatives count as two selections):
 - **SORCERER** operative equipped with a force stave and one of the following:
 - Inferno bolt pistol
 - Prosperine khopesh
 - Warpflame pistol (max one per kill team)
 - **RUBRIC MARINE GUNNER** operative equipped with fists and a warpflamer
 - **RUBRIC MARINE GUNNER** operative equipped with fists and one of the following options:
 - Soulreaper cannon
 - Warpflamer
 - **RUBRIC MARINE ICON BEARER**
 - **RUBRIC MARINE WARRIOR**
 - **TZAANGOR CHAMPION** operative equipped with one of the following options:
 - Tzaangor greataxe
 - Tzaangor greatblade
 - **TZAANGOR FIGHTER** operative equipped with one of the following options:
 - Autopistol; chainsword
 - Tzaangor blades
 - **TZAANGOR HORN BEARER**
 - **TZAANGOR ICON BEARER**

Other than **SORCERER**, **RUBRIC MARINE WARRIOR** and **TZAANGOR FIGHTER** operatives, your kill team can only include each operative above once.

This kill team can include up to three **SORCERER** operatives.

You cannot select a second **GUNNER** operative until your kill team includes four **RUBRIC MARINE** operatives.

In the Select a Kill Team step of the mission sequence, you must select one friendly **SORCERER** operative to gain the **LEADER** keyword for the battle.

*If your kill team includes four or more **ARCANA ASTARTES** operatives, this kill team has the Security archetype. If your kill team includes five or more **TZAANGOR** operatives, this kill team has the Recon archetype.

'EVERY ABOMINATION IS A CREATION OF TZEENTCH. EVERY TWISTED MONSTROSITY A CHILD OF THE CHANGER OF WAYS. IF I COULD, I WOULD DEVOUR THE THOUGHTS OF THEM ALL, THAT I TOO MIGHT KNOW THE HORROR OF THEIR EXISTENCE. BUT FOR ME THERE IS A DIFFERENT FATE.'

- Hasophet, Magister of the Mind-Eaters



ABILITY

On this page you will find a common ability of the **WARPCOVEN** kill team.

BOONS OF TZEENTCH

Boons of Tzeentch are Chaos blessings available to **WARPCOVEN** operatives. When a **SORCERER** operative is added to your roster or dataslate, it gains one Boon of Tzeentch – select or randomly determine one for it to gain, as described below.

When an operative gains a Boon of Tzeentch by any other means (i.e. **WARPCOVEN** Spec Ops rules, pg 111), roll one D6: on a 1-2, randomly determine one for it to gain; on a 3+, select or randomly determine one for it to gain. An operative can never have the same boon more than once (if randomly determined and neither order of results would determine a unique boon, roll again). Make a note of each operative's Boons of Tzeentch on your roster or dataslate.

When you select a boon for a **SORCERER** operative to gain, you can select one from any of the categories on the right, but you cannot select one a **SORCERER** operative on your roster or dataslate already has. When you randomly determine a boon for a **SORCERER** operative to gain, roll two D3, selecting one result to determine the category of boon and the other result to determine the boon.

When you select a boon for a **TZAANGOR** operative to gain, you must select one from the Mutation category, but you cannot select one a **TZAANGOR** operative on your roster or dataslate already has. When you randomly determine a boon for a **TZAANGOR** operative to gain, roll one D3 to determine the boon from the Mutation category.

Mutation

1. Warp Swell: Add 1 to the Normal Damage characteristic of melee weapons this operative is equipped with.

2. Mutant Appendage: Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less AP (to a minimum of OAP).

3. Avian Talons: Each time this operative fights in combat, if it performed a **Charge** action during this activation, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike with one normal hit as if it were a critical hit.

Fate

1. Patron of Destiny: Once per Turning Point, when this operative is fighting in combat or making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the *Kill Team Core Book*) without spending any CPs. Each time you do so, roll one D6: on a 1-3, this operative loses this ability for the rest of the battle.

2. Incorporeal Sight: Ranged weapons this operative is equipped with (excluding ranged weapons from a psychic power) gain the Lethal 5+ and No Cover special rules.

3. Time-walker

- Add 1 to the Attacks characteristic of melee weapons this operative is equipped with.
- Add ▲ to this operative's Movement characteristic.

Aetheric

1. Immaterial Flight: This operative gains the **FLY** keyword.

2. Crystalline: Improve this operative's Save characteristic by 1.

3. Empyric Ward: This operative has a 4+ invulnerable save.



PSYCHIC ACTIONS

When a **WARPCOVEN** **SORCERER** operative is added to your roster or dataslate, you must select one of the following psychic disciplines for it to study: Destiny, Tempyric or Warpfire. That operative knows the psychic powers associated with that discipline.

Each time a friendly **SORCERER** operative performs the **Manifest Psychic Power** action (pg 105), select one psychic power it knows to be resolved. You can only select each psychic power a maximum of once per Turning Point.

Destiny Discipline

Weave Fate: Select one friendly **WARPCOVEN** operative Visible to this operative. Until the end of the Turning Point, each time a shooting attack is made against that operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

Twist Destiny: Select one enemy operative Visible to this operative. Until the end of the Turning Point:

- Each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that shooting attack, your opponent cannot re-roll their attack dice.
- That enemy operative ignores all positive modifiers to its APL.

Doombolt: Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS/WS	D
☞ Doombolt	4	3+	3/3
Special Rules	!		
Lethal 5+	MW2		

Tempyric Discipline

Ephemeral Instability: Until the end of the Turning Point, subtract ○ from the distance that enemy operatives can move when performing **Charge** and **Dash** actions.

Temporal Manipulation: Select one friendly **WARPCOVEN** operative Visible to and within ◆ of this operative. That operative regains 2D3 lost wounds.

Fluxblast: Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS/WS	D
☞ Fluxblast	4	3+	3/4
Special Rules	!		
Blast ○	Rending		

Warpfire Discipline

Warp Portal: Select one friendly **WARPCOVEN** operative Visible to and within ■ of this operative that has not performed an action in which it moved during this Turning Point. Remove it from the killzone and set it back up again within ◆ of this operative and not within Engagement Range of an enemy operative. That friendly operative cannot perform actions in which it moves during this Turning Point.

Infernal Fire: Select one enemy operative Visible to this operative. Until the end of the Turning Point, each time a friendly **WARPCOVEN** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.

Firestorm: Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS/WS	D
☞ Firestorm	5	4+	2/2
Special Rules	!		
Barrage, Blast ▲, Indirect	-		



STRATEGIC PLOYS

If your faction is **WARPCOVEN**, you can use the following Strategic Ploys during a game.

EXALTED ASTARTES (1CP)

Until the end of the Turning Point, each time a friendly **SORCERER** operative is activated:

- If it does not perform a **Shoot** action during that activation, it can perform two **Fight** actions during that activation.
- If it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation, but it must select different ranged weapons for those shooting attacks. Ranged weapons from a **WARPCOVEN** psychic power (pg 103) are eligible weapons for this.

PSYCHIC DOMINION (1CP)

Until the end of the Turning Point, friendly **SORCERER** operatives can perform the **Manifest Psychic Power** action (pg 105) twice during their activations.

SLOW AND PURPOSEFUL (1CP)

Until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative makes a shooting attack, if it has not performed a **Charge**, **Fall Back** or **Normal Move** action during this Turning Point, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

SAVAGE HERD (1CP)

Until the end of the Turning Point, each time a friendly **TZAANGOR** operative fights in combat, before rolling your attack dice for that combat, you can retain one as a successful normal hit without rolling it. If another friendly **TZAANGOR** operative is supporting them in that combat, you can retain one as a successful critical hit instead.

TACTICAL PLOYS

If your faction is **WARPCOVEN**, you can use the following Tactical Ploys during a game.

CAPRICIOUS PLAN (1CP)

Use this Tactical Ploy at the end of a friendly **SORCERER** operative's activation. You can immediately perform a free **Dash** action with that operative and change its order.

PSYCHIC CABAL (1CP)

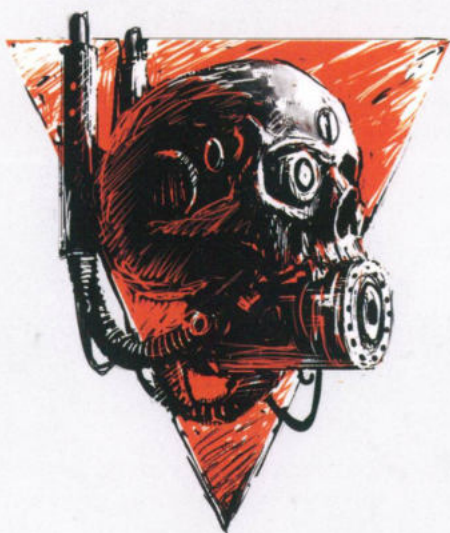
Use this Tactical Ploy when you would select a psychic power to be resolved by a friendly **SORCERER** operative as a result of performing the **Manifest Psychic Power** action (pg 105). You can select a psychic power from a discipline another friendly **SORCERER** operative within  of this operative has studied.

MUTANT HERD (1CP)

Use this Tactical Ploy at the start of a friendly **TZAANGOR** operative's activation. Select one other ready friendly **TZAANGOR** operative Visible to and within  of that operative that is eligible to be activated. After that operative's activation, activate that other operative before your opponent activates any operatives or performs an **Overwatch** action.

SCHEMES OF CHANGE (1CP)

Use this Tactical Ploy at the start of the Target Reveal step of the Strategy phase, or when you activate a ready friendly **WARPCOVEN** operative. Discard one of your Tac Ops (any victory points scored from it are lost) and randomly determine a new Tac Op from those remaining in your Tac Ops deck.



SORCERER

Sorcerers are the leaders of the Thousand Sons Legion. They control forces of Rubric Marines, having yoked them to their will. Sorcerers direct them like puppeteers, employing Rubric Marines as bulwarks against their foes as they channel dark magics of manipulation through their psychically attuned weapons.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
☉ Inferno bolt pistol	4	3+	3/4	Rng 🔴, AP1	-
☉ Warpflame pistol	5	2+	2/4	Rng 🔴, AP1, Torrent ▲	-
✕ Force stave	4	3+	4/6	-	Stun
✕ Prosperine khopesh	4	3+	4/6	Lethal 5+	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

Rubric Command: Once per Turning Point, when a friendly RUBRIC MARINE operative Visible to and within ■ of this operative is activated, you can add 1 to that friendly operative's APL.

Relentless: If this operative is equipped with a force stave and a Prosperine khopesh, those melee weapons gain the Relentless special rule for this operative.

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a WARPCOVEN ☉ psychic power, as specified on page 103. This operative cannot perform this action while within Engagement Range of an enemy operative.

WARPCOVEN ☉, CHAOS, ARCANA ASTARTES, <GREAT CULT>, PSYKER, SORCERER



RUBRIC MARINE GUNNER

With their armour's servos infused with sorcery, the spirit within a Rubric Marine's shell easily hefts the heaviest of arcane weapons. Their soulreaper cannons shoot streams of shells alight with magical power, while their warpflamers unleash gouts of iridescent fire.



M	APL	GA
3 ○	2	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Soulreaper cannon	6	3+	3/4	AP1, Fusillade	-
☉ Warpflamer	5	2+	2/4	Rng 🔴, AP1, Torrent ○	-
✕ Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 ○ during its activation.

UNIQUE ACTIONS

WARPCOVEN ☉, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, GUNNER



RUBRIC MARINE ICON BEARER

Rubric Marines and their masters ultimately serve the schemes of the Chaos God Tzeentch. Some of these arcane warriors bear sorcerous icons of the Changer of the Ways that crawl with coruscating energy, which the sorcerers can draw upon to enhance their power.



M	APL	GA
3 ●	2	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Inferno boltgun	4	3+	3/4	AP1	-
✕ Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 ● during its activation.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the *Kill Team Core Book*).

Icon of Flame: Once per Turning Point, a friendly **SORCERER** operative within ● of this operative can perform a free **Manifest Psychic Power** action (pg 105) during that **SORCERER** operative's activation.

UNIQUE ACTIONS

WARPCOVEN●, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, ICON BEARER



RUBRIC MARINE WARRIOR

Rubric Marine Warriors are animated suits of power armour inhabited by the bound souls of their former occupants. With ruinous proficiency, they steadily fire bursts of eldritch shells from their inferno boltguns, advancing upon their psychic masters' enemies.



M	APL	GA
3 ●	2	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Inferno boltgun	4	3+	3/4	AP1	-
✕ Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 ● during its activation.

UNIQUE ACTIONS

WARPCOVEN●, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, WARRIOR



TZAANGOR CHAMPION

These ferocious Tzaangor wield enormous two-handed blades or axes that can cleave enemy warriors in two. It takes fighters with great skill as well as aggression to carry such formidable weapons, and they cause as much terror as they do casualties.



M	APL	GA
3 ●	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✕ Tzaangor greataxe	4	3+	4/5	Brutal, Lethal 5+	-
✕ Tzaangor greatblade	4	3+	4/5	Lethal 5+	Reap 1

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Savage Assault (1AP): Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (you do not have to select the same target).

WARPCOVEN®, CHAOS, TZAANGOR, CHAMPION



TZAANGOR FIGHTER

Tzaangor fighters are mutated fusions of avian beasts and corrupted Humans. In thrall to Tzeentch, they serve the Thousand Sons as bestial shock troops, attacking with savage blows from ritual blades and tearing flesh with their jagged beaks.



M	APL	GA
3 ●	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
⦿ Autopistol	4	4+	2/3	Rng ●	-
✕ Chainsword	4	4+	4/5	-	-
✕ Tzaangor blades	4	4+	4/5	Relentless	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

WARPCOVEN®, CHAOS, TZAANGOR, FIGHTER



TZAANGOR HORN BEARER

Often, a member of a Tzaangor flock will carry a daemonically mawed instrument, the piercing blasts of which stir its fellow creatures into a bestial frenzy. Their shrill cries echo and their horns clatter together as they vie to be first into the fray to hack their victims apart.



M	APL	GA
3	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✕ Dagger	4	4+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Brayhorn (1AP): Until the end of the Turning Point, add ▲ to the Movement characteristic of friendly TZAANGOR operatives.

WARPCOVEN, CHAOS, TZAANGOR, HORN BEARER



TZAANGOR ICON BEARER

Driven by a desire to accumulate arcane knowledge, Tzaangor hope to use such a prize to gain even more favour with Tzeentch. Particularly fervent Tzaangor carry sinuous icons and banners they believe draw their deity's gaze and mutative blessings.



M	APL	GA
3	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✕ Dagger	4	4+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

UNIQUE ACTIONS

Herd Banner (1AP): Until the end of the Turning Point, while a friendly TZAANGOR operative is within ■ of this operative, that friendly operative is invigorated by the herd banner. While an operative is invigorated by the herd banner, improve its invulnerable save by 1.

WARPCOVEN, CHAOS, TZAANGOR, ICON BEARER



EQUIPMENT

WARPCOVEN operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

GARGOYLE BAYONET (2EP)

RUBRIC MARINE operative only. The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Gargoyle Bayonet	3	3+	4/4
Special Rules	!		

HIGH CAPACITY MAGAZINE (1/3EP)

Select one autopistol, inferno bolt pistol or inferno boltgun the operative is equipped with. That weapon gains the Ceaseless special rule for the battle. If you selected an autopistol, this equipment costs 1EP; otherwise, it costs 3EP.

OCCULT TALISMAN (2EP)

The operative gains the following ability for the battle:

Occult Talisman: Each time this operative would lose a wound as a result of a mortal wound or a shooting attack from a psychic power, roll one D6: on a 5+, that wound is not lost.

SORCEROUS SCROLL+ (4EP)

SORCERER operative only. The operative gains the following ability for the battle:

Sorcerous Scroll: When this operative gains this ability, select one psychic power from a discipline this operative has not studied (pg 103). Once in the battle, when this operative performs the **Manifest Psychic Power** action (pg 105), if it is not within Engagement Range of an enemy operative, you can select that psychic power to be resolved for that action.

ARCANE ROBES (2EP)

SORCERER operative only. The operative gains the following ability for the battle:

Arcane Robes: Once per battle, when Critical Damage would be inflicted upon this operative, you can use this ability. If you do so, that attack dice inflicts Normal Damage instead.

ENSORCELLED ROUNDS (2EP)

TZAANGOR FIGHTER operative only. Select one autopistol the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.

GILDED HORNS (1EP)

TZAANGOR operative only. The operative gains the following ability for the battle:

Gilded Horns: Each time this operative fights in combat, if it performed a **Charge** action during that activation, in the Roll Attack Dice step of that combat, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.



TAC OPS

If your faction is **WARPCOVENS**, you can use the Warpcoven Tac Ops listed below, as specified in the mission sequence.

FACTION TAC OP 1: SCRY SECRET

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives to be holding a secret.

- If a friendly operative performs the **Scry Secret** action, you score 1VP.
- At the end of the battle, if a friendly operative has performed the **Scry Secret** action and has not been incapacitated, you score 1VP.

Friendly **SORCERER** operatives can perform the following mission action:

Scry Secret (1AP): Psychic action. An operative can perform this action while within  of the enemy operative holding a secret. An operative cannot perform this action while within Engagement Range of an enemy operative. Your kill team can only perform this action once.

FACTION TAC OP 2: SORCEROUS RITUAL

Reveal this Tac Op when a friendly operative performs the **Sorcerous Ritual** action.

- If a friendly operative performs the **Sorcerous Ritual** action in two or more Turning Points, you score 1VP.
- If a friendly operative performs the **Sorcerous Ritual** action in three or more Turning Points, you score 1VP.

Friendly **SORCERER** operatives can perform the following mission action:

Sorcerous Ritual (1AP): Psychic action. An operative can perform this action while within  of a ritual site. An operative cannot perform this action while within  of an enemy operative. A ritual site is the centre of the killzone or an objective marker that is more than  from your drop zone. Once a friendly operative performs this action, friendly operatives can only perform this action again at the same ritual site.



FACTION TAC OP 3: GRAND PLAN

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives and an objective marker that is more than  from their killzone edge (they cannot select an objective marker that can be removed during the battle).

- If that enemy operative is incapacitated, you score 1VP.
- If you control that objective marker at the end of any Turning Point, you score 1VP.



WARPCOVEN SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **WARPCOVEN** as your Faction keyword.

BATTLE HONOURS

Each time a **WARPCOVEN** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the appropriate table on this page. You can either roll one D3 to randomly determine the Battle Honour from the appropriate table (re-rolling if it isn't suitable), or you can select one from the appropriate table. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

RUBRIC MARINE SPECIALIST

D3 Specialism

- 1 Warded:** The first time an attack dice would inflict damage on this operative in each battle, halve the damage inflicted (rounding up).
- 2 Unwavering:** This operative has a 4+ invulnerable save.
- Automata:**
 - Each time this operative is activated, you can ignore any or all modifiers to its APL.
 - This operative is not affected by the Stun critical hit rule.
- 3**

SORCERER SPECIALIST

D3 Specialism

- 1 Boon:** This operative gains one Boon of Tzeentch (pg 102).
- 2 Studious:** Select one psychic power from a discipline this operative has not studied (pg 103). This operative knows that psychic power.
- Rubric Affinity:** Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of this **SORCERER** operative's Rubric Command ability, you can add 1 to that friendly operative's APL if it is activated within  of this operative (instead of ). If that friendly **RUBRIC MARINE** operative is removed from your dataslate, you can select another.
- 3**

TZAANGOR SPECIALIST

D3 Specialism

- Avian Mobility:**
 - You can ignore any or all modifiers to this operative's Movement characteristic.
 - Each time this operative climbs or drops, you can ignore the first vertical distance of  it travels for that climb or drop.
- 1**
- 2 Mutation:** This operative gains one Boon of Tzeentch (pg 102).
- 3 Savage:** Weapons this operative is equipped with gain the Rending critical hit rule.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **WARPCOVENS**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. OCULUS (1/2EP)

Select an autopistol or inferno pistol the operative is equipped with. Remove its Rng  special rule for the battle. If you selected an autopistol, this equipment costs 1EP; if you selected an inferno pistol, this equipment costs 2EP.

2. ANIMATE AVIANS (3EP)

The operative gains the following ability for the battle:

Animate Avians: While an enemy operative is within Engagement Range of this operative, subtract 1 from the Attacks characteristic of melee weapons that enemy operative is equipped with.

3. WITCHFIRE MANTLE (3EP)

SORCERER operative only. The operative gains the following ability for the battle:

Witchfire Mantle: Each time this operative makes a shooting attack with a ranged weapon from a psychic power (pg 103), in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

4. AEONGLASS (3EP)

The operative gains the following ability for the battle:

Aeonglass: Once per battle, when this operative is activated, you can use this ability. If you do so, add 1 to this operative's APL.

5. FLUXHELM (3EP)

SORCERER operative only. The operative gains one Boon of Tzeentch (pg 102) for the battle (that boon is removed at the end of the battle). It must be randomly determined.

6. CHANGEBLADE (3EP)

The operative can perform the following action during the battle:

Changeblade (1AP): Select one friendly **TZAANGOR** operative Visible to and within  of this operative and roll one D6:

- On a 1-2, that operative suffers 1 mortal wound.
- On a 3-4, until the end of the battle, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons that operative is equipped with by 1.
- On a 5-6, that operative gains 3 wounds. This can take it above its Wounds characteristic (any wounds gained above its Wounds characteristic are removed at the end of the battle).

Each friendly operative can only be selected for this action once. This operative cannot perform this action while within Engagement Range of an enemy operative.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **WARPCOVEN**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

REBINDING ALTAR

Upon this altar, following perilous rituals and unholy offerings, rent and ruined plates of Rubricae armour are made whole, and the damned echoes of their imprisoned wearers are conjured back to serve again.

Each time you roll one D6 to determine a Battle Scar (see the *Kill Team Core Book*) for a friendly **RUBRIC MARINE** operative, you can treat all results (excluding Slain) as Cerebral Affliction.



DIVINE ORRERY

This complex set of darkly esoteric equipment reads the strands of fate, alignments of planets and the falling sands of time to give the kill team knowledge of a key moment in their future.

At the start of the battle, secretly make a note of a specific Turning Point other than the first (e.g. Turning Point 3). When rolling off to determine initiative for that Turning Point, roll a D3 and add the result to your score. If you re-roll your dice for this roll off, you must also re-roll the D3.

HERDSTONE

This nexus of change serves as a focal point for the Tzaangors' worship of Tzeentch. In return, it ignites ever-changing mutations within select Beastmen.

After selecting your kill team for each battle, you can select one friendly **TZAANGOR** operative selected for deployment that does not already have any Boons of Tzeentch (pg 102). That operative gains one Boon of Tzeentch for the battle (that boon is removed at the end of the battle).

REQUISITIONS

In a Spec Ops campaign, if your faction is **WARPCOVEN**, you can use the following Requisitions in addition to those presented in other publications.

BESEECH THE CHANGER OF THE WAYS (1RP)

The Thousand Sons are ever seeking new favours from their divine patron, willing to do almost anything to win his blessings - but Tzeentch is fickle, and not every gift he gives is as beneficial as it appears...

Purchase this Requisition before or after a game. Remove one Boon of Tzeentch (pg 102) from one friendly **WARPCOVEN** operative. That operative then gains one Boon of Tzeentch.

LORE STUDY (1RP)

The Sorcerer delves into ancient and forbidden tomes, refocusing their efforts on a new discipline of powerful sorcery.

Purchase this Requisition before or after a game. Select a new **WARPCOVEN** psychic power discipline (pg 103) for one friendly **WARPCOVEN** **SORCERER** operative to study; that operative knows the psychic powers associated with that discipline instead. If that operative has the Studious Battle Honour (pg 111), you can also select a different psychic power for that Battle Honour in addition to, or instead of, selecting a new discipline to study.

PURSUIT OF THE ARCANE (1RP)

All manner of ancient artefacts and strange curios are articles for study and collection. For Tzaangor they are precious treasures; for the Thousand Sons of the Legion they are potential sources of power.

Purchase this Requisition when you add an item of rare equipment to your stash, or when you increase your asset capacity by one. Select one friendly **WARPCOVEN** operative (excluding a **RUBRIC MARINE** operative) to gain 2XP.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **WARPCOVENS**, you can select one from the list below instead of selecting one from another source.



LABYRINTHINE PLANS

A series of key spells and rituals, their purpose bizarre and labyrinthine, must be performed to bring about a future that serves the Thousand Sons and their interests.

OPERATION 1: STRANDS

The kill team manipulate the strands of fate, the ripples causing a key moment to occur in their futures.

Complete five games in which you scored victory points from the 'Sorcerous Ritual', 'Triangulate' and/or 'Plant Signal Beacon' Tac Op.

OPERATION 2: DESTINY'S MOMENT

The moment of destiny arrives, a seemingly inconsequential event that will echo into the future.

Complete a game in which you scored victory points from a randomly generated Tac Op. To randomly generate a Tac Op, draw and select the first card of your Tac Op deck (discard the second, then proceed selecting Tac Ops as normal). A Tac Op randomly generated from the Schemes

of Change Tactical Ploy (pg 104) is also a valid Tac Op for this operation.

COMMENDATION:

- You gain two Requisition points.
- You can distribute 5XP across the operatives on your roster.
- You can use the 'Beseech the Changer of the Ways' Requisition once without spending any Requisition points. When determining that Boon of Tzeentch, you can select or randomly generate it.

SPEC OPS BONUS:

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Perform Ritual' Spec Op.

ARCANE ARTEFACT

Whether it be an ancient tome of lore, a strange relic or a seemingly trivial trinket, the Thousand Sons know of a powerful arcane artefact hidden within the area. The kill team must discover its location from those unknowing of its true power, then claim it for themselves.

OPERATION 1: DISCERN LOCATION

The kill team use all manner of subterfuge and tricks to discern the location of the arcane artefact they seek.

Complete five games in which you scored victory points from the 'Scri Secret', 'Rob and Ransack' and/or 'Interloper' Tac Op.

OPERATION 2: EXTRACT ARTEFACT

With the location of the arcane artefact now known, the kill team must hold the enemy at bay for it to be extracted from its repository.

Complete a game in which you scored victory points from the 'Sorcerous Ritual' Tac Op.

COMMENDATION:

- You gain one Requisition point.
- You can add one item of rare equipment to your stash.
- The friendly operative that scored you victory points from the 'Sorcerous Ritual' Tac Op earns 5 XP. This is not affected by a passed Casualty test.

SPEC OPS BONUS:

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Recover Archeotech' Spec Op.



SPEAR OF LIGHTNING

Three Librarians of the Atlantian Spears, united in purpose, teleport into the heart of an Ork kruiser. Their mission: to reach the bridge and bring about the xenos ship's demise. But can the Librarians hold their battle-lust in check as they infiltrate the lair of the beast?

++We are not far from the bridge,++ said Epistolary Patro Themisticus of the Atlantian Spears Chapter.

Lexicanium Callikles Deminax felt the senior Librarian press the words into his mind. Simultaneously, Themisticus did the same to Codicier Evandar Hegias as well as a fourth Librarian, Codicier Pyrrhon Eleat, who was aboard the rapid strike vessel *Stoikha*.

++Understood, didask,++ said Eleat. 'Didask' was a term of respect every Atlantian Spears Librarian gave to one of their number of superior rank. In the language of their home world, it meant master, teacher, or wise one. *++I am on standby in the teleportarium to bring you back when your mission is complete.++*

Themisticus, Hegias and Deminax were aboard an Ork vessel approaching the Kernak System in the Pankallis Sub-sector. In a vision that had lasted for two days, Themisticus had foreseen this xenos vessel destroying the Imperial sub-sector flagship in future fighting, causing the latter's warp drive to rupture and catch many more Imperial ships in the resulting explosion. The greenskin vessel, named *Da Stabba* by its captain, was made from the looted remains of multiple Imperial frigates. It took its name from its enormous bladed prow, which was half the length of the ship again. If it successfully rammed an opposing void-ship, it could tear it in two. Thus Themisticus had assembled a Triainar, a triad of Librarians, for the task of stopping the greenskin vessel. Themisticus' plan was to reach the bridge, for he was skilled in technomancy. From there he intended to take control of the Ork ship and set it on an alternative course, one that would result in its destruction.

++My auto-senses show greenskins around the next corner,++ said Themisticus. The ancient Librarian was clad in a suit of Terminator armour and carried a long, heavy force staff. The Librarians only spoke to each other psychically. Vox communication might be detected by the xenos.

++Their minds are now shrouded, didask,++ said Hegias. A veteran Librarian in his own right, he had crossed the Rubicon Primaris and mastered the discipline of obscuration. Without his powers, the Triainar would already have been overwhelmed by Orks. Thanks to him, they moved almost completely unseen and unheard through *Da Stabba*. Hegias silenced the Space Marines' steps, created mirages and manipulated shadows, all to their advantage.

But not all the time, thought Deminax. Though they moved quickly and tried to avoid trouble, it had found them more than once. He smiled at the thought.

This time, the three Librarians strode past a dozen greenskins. Not one of the creatures noticed that three power-armoured psykers were mere metres from them.

Cretnous brutes, he thought. *Would that I could kill you all this instant.*

Lightning flickered around the fingertips of one of his hands in a manifestation of his hopeful anticipation for





battle – the other held his power axe. Deminax was a student of the Didaskaleion – or school – of Fulmination within his Chapter's Librarius, and his otherworldly powers frequently manifested in varieties of coruscating energy.

The Ork ship was a foul place. What had once been proud Imperial naval architecture had been polluted with roughly welded scrap. Crude graffiti depicting leering half-moons, angry suns and poorly spelled territorial claims were daubed on the walls. On the floor were mounds of moulding food, lumps of useless discarded metal and other greenskin waste.

Lightning crackled even more strongly around Deminax's fingers.

How I hate them.

++Deminax. Your battle-lust is so strong I can almost taste blood,++ said Themisticus. *++Control yourself. We are not the lust.++*

++We are greater than it, didask,++ replied Deminax, completing the mantra that was drilled into every battle-brother of the Atlantian Spears from the moment they commenced the trials to join the Chapter. A craving for blood and battle ran through all of them, thanks to their genetic legacy. The Atlantian Spears fought it with calm, meditation, stoicism and careful philosophical study.

++Every greenskin aboard this ship and more will die when we are successful,++ said Themisticus. *++You wish them all dead? That is how we will fulfil that desire. Not in pointless ventings of rage.++*

++Yes, didask.++

The group fell silent for several minutes.

++Auto-senses show more greenskins approaching,++ said Hegias.

On occasion, the greenskins had shown a degree of curiosity caused by Hegias' psychic shadows. This was one of those times. These Orks were different to many of the others Deminax had seen on board *Da Stabba*. They appeared to have donned a kind of rudimentary combat camouflage for ship-to-ship fighting. It looked like they had painted their skin with metal paint and a rust effect. Even their armour bore graffiti not unlike that he had seen all over the vessel.

The Orks were heading towards the Atlantian Spears, not past them.

The greenskins drew their heavy cleavers and started running.

Deminax stepped forwards, one hand clutching his power axe tightly, the other raised before him.

Death to you all, he thought, as lightning bolts arced from his outstretched fingers. He gritted his teeth in concentration. The heat of the unleashed energy washed over him, the fierce light causing his helmet lenses to dim significantly in reaction.

Orks roared in pain as the stream of power struck them. Some died instantly. Others were set alight by the furious heat of the lightning. Deminax lay into them with his force axe, hacking greenskins to death as they flailed around in agony. He struck harder than was strictly necessary to kill the greenskins.

Let this be a warning to your race, he thought.

++They are dead, Deminax. We keep moving,++ said Themisticus.

++Yes, didask,++ Deminax replied, breathing heavily. He looked down at his armour. It was coated in greenskin blood. The Epistolary and Codicier were already moving on.

++Quicken the pace,++ ordered Themisticus. *++We will remain under cover until the last possible moment. Then, strike with the fury of the spear.++*

Deminax smiled. Their storming of the bridge would have to be extremely aggressive to succeed. The Atlantian Spears would be significantly outnumbered. Only a determined, rapid shock assault would see them win. There would be no escape for the Orks.

He could feel a dull throb in the back of his brain, merely enough to notice but not enough to hurt.

The thirst of the others?

He could not be sure.

++Do you feel that, didasks?++ he asked.

++Yes,++ said Themisticus. *++A greenskin psyker. On the bridge.++*

++We will best it,++ said Deminax.

++That we will, Lexicanium. We must.++

They turned one final corner. Deminax saw the open entrance to the bridge. It was guarded by two hulking Orks clad in heavy armour and holding enormous blades that could pierce power armour.

++Declare our arrival, Lexicanium,++ said Themisticus.

++With pleasure, didask,++ replied Deminax.

++Efficiency and control is the order, Lexicanium.++

++Worry not, didask, I will bring us our victory.++

They were barely twenty paces from the two unsuspecting greenskins when Deminax engulfed them in a barrage of lightning that cooked them in their own armour. He ran straight past their steaming corpses, Themisticus and Hegias close behind him, onto the open bridge.

Deminax hurled bolts of crackling warp energy in all

directions, which struck equipment as often as it did greenskins. Hegias, who had been a student of the Pyrphos Dome of their Librarian, unleashed a barrage of fireballs in the same manner.

There were dozens of Orks. The Atlantian Spears had to strike swiftly and cause as much confusion as possible. By suppressing any semblance of greenskin cohesion, they could wipe out the xenos piecemeal. Hulking xenos brutes had to barge past others of their kind writhing in agonising flames and stomp through panicking Gretchin who wailed in fear if they too were consumed by fulminations and fire.

++Give them no time to regroup!++ urged Themisticus, as he brought the head of his staff down on the cranium of an Ork whose arm was wreathed in flames.

One greenskin charged Deminax, holding an enormous axe in both hands over its head. Deminax swerved away from the blow, which would have driven straight through his helmet and into his skull. The Ork used the momentum of the failed blow to bring its axe around in a vicious sweep. Deminax leapt back, barely avoiding being disembowelled. His xenos foe roared, baring enormous fangs. Spittle flew from its mouth. It drew its axe up again. Deminax chose this moment to attack. The Triainar didn't have time to get drawn into long duels.

His force axe lit up in a corona of coruscating energy.

Now is our time. Sate your thirst.

Deminax's axe was shorter than the Ork's. Though he had less reach, he could make more strikes more quickly. He capitalised on this, forcing the xenos onto the defensive with a rapid series of blows. He caught the handle of the greenskin's weapon in the hook of his axe and pulled it hard, ripping it out of the xenos' grip. Then Deminax delivered a furious strike to the Ork's shoulder that carried on into its chest. The blow nearly sheared off the xenos' arm and cut through its heart.

By now the bridge was full of smoke from burning alien bodies and fried technical equipment. There was no sign of the Ork psyker.

++Faster, Lexicanium,++ said Themisticus. Deminax saw the



Librarian was sheathed with a rippling field of psychic energy that deflected incoming fire as well as lent him formidable strength. He caved in the face of his xenos opponent with a single punch.

Deminax growled. His hearts beat more quickly at yet another rebuke. As another Ork ran to him, he raised up one of his hands and drowned the brute in a deluge of lightning. He swiftly drew his bolt pistol and put several bolts through a cluster of Gretchin attempting to run past.

++Better.++

There did not appear to be many greenskins left. Yet the throbbing power Deminax had felt outside the bridge was growing stronger. He felt his mind fog.

Then he heard it.

'Hurh hurh hurh.'

The greenskin psyker emerged from a cell Deminax had not noticed in the fury of the fighting. It strode through flames and past sparking machinery. Its enormous brain was exposed, too big for the creature's head. It was a pale grey, with bulging threads of green and pink blood vessels running through it. Strange rods poked out from within its oozing folds, crackling with viridian energy that flickered erratically. It bore a crude staff.

With a roar, Deminax hurled a lightning bolt at the creature.

We slay this one, and victory will be ours.

The dart of energy bounced off a green psychic field that surrounded the beast.

The Ork looked straight at Deminax. Yellow teeth poked out of its mouth. Its red eyes narrowed, and Deminax was slammed into the ceiling. He dropped to the deck.

As he tried to rise, Deminax saw Hegias unleash a deluge of flame at the creature, with the same result.

++We work together, brothers, that is why we are Triainar,++ said Themisticus. *++We are not the lust.++*

++We are greater than it,++ uttered Deminax, spitting up blood as he struggled to his feet.

++The rods in its brain, that is its weakness. I can break them, but you must distract it and break its shield long enough for me to do so,++ said Themisticus. *++Keep moving, keep striking it.++*

++I will take its right,++ said Hegias. *++You take the left, Deminax.++*

++Yes, didasks,++ said Deminax. He stood up, racing towards the greenskin. He unleashed more lightning bolts. None of them struck home, but they kept the beast's attention. He dived behind some smashed control panels just as the xenos launched a wave of psychic energy



towards him. Deminax avoided the worst of it, but the force caused his whole body to ache and his teeth to itch.

Keep moving.

He rose to his feet again. Hegias kept the beast occupied with a barrage of fire that dissipated harmlessly off the Ork's mental shield.

++I cannot pierce its mind,++ said the Codicier. *++It is too strong.++* They would not be able to distract the creature with illusions.

Deminax did not get far. The Ork kept up a solid barrage of psychic assaults, blasting all three of the Atlantian Spears with hails of unfocused warp energy from its staff, from which hung skulls, bones, gemstones and other shamanic paraphernalia.

Hegias took a blast of energy directly to his torso, sending him into a wall and crumpling to the ground.

++We cannot get close,++ said Deminax.

++You must seek a way around,++ said Themisticus, who was bombarding the greenskin with psychic attacks of his own in an attempt to break the xenos' defences.

++I will ... establish ... a corridor,++ said Hegias. *++You must get to me.++*

++Yes, didask. Cover me,++ said Deminax

++You have my word,++ said Hegias.

Deminax stood and ran. He leapt over corpses and burnt-out machinery. The exchange of psychic energy going on across the bridge rattled him in his armour, but he pushed on.

As Deminax reached Hegias' position, the Codicier stretched out his hands, opening a whirling vortex of temporal energy. Hegias was on one knee, his armour buckled and cracked in multiple places. Deminax ran into the portal without pause, clutching his force axe tightly.

A second later, he emerged from the portal's twin behind the Ork psyker, a handful of paces from it. Bearing his axe with two hands, Deminax raised it over his head and brought it down upon the xenos' exposed brain. The blade pierced the psychic energy field protecting the greenskin in a flash of light. It carved deep into the grey matter, and the beast roared.

But, somehow, it did not die.

It thrashed around, throwing Deminax off. He had bought enough time for the others, however. Hegias limped up and drove his sword into the maddened creature's chest. Themisticus was there, too, and he smashed his staff into one of the xenos' knees, shattering it and driving the Ork to the floor.

With a swift telekinetic gesture, Themisticus wrenched out the rods buried in the greenskin's brain.

Deminax felt a sudden swelling of untamed power. The Ork's brain immediately exploded, sending all three Librarians flying in a flash of powerful energy.

Deminax struggled to his feet. He felt as if he had been struck with a hammer to the chest.

++Didasks!++

++I ... live,++ said Hegias.

++As do I,++ said Themisticus several seconds later.

Deminax helped the others up.

++You fought well, Lexicanium,++ said Themisticus, clutching his abdomen. *++Eleat, be ready. The Ork ship is ours.++*





ARMOUR THROUGH THE AGES

AN ASSAYANCE OF THE ISSUE AND UTILISATION OF LEGIONES ASTARTES POWER ARMOUR
THROUGHOUT THE AGE OF DARKNESS

The Space Marines of the Legiones Astartes are an awe-inspiring spectacle for any mortal to behold, a fact that brought about the bloodless Compliance of numerous worlds throughout the Great Crusade. Legiones Astartes vehicles are slab-sided and brutal of aspect, and the weapons a Legionary bears are of equal scale to their overlarge physiques. But most distinctive and fearsome of all are the many marks of power armour in which the Legiones Astartes are clad, serving as much to cow the foe as to protect the wearer from harm.

The features and characteristics of the primary marks of Legiones Astartes power armour (or 'battle plate' as some amongst the Legions knew it) are well known to our order and have been described in previous volumes. However, to date none of our order have assayed the ebb and flow of supply and utilisation of the various marks as the tumultuous years of the Horus Heresy ground ever onwards towards their horrific conclusion. That then is the purpose of this treatise – to describe how each mark of Legiones Astartes power armour saw varying degrees of use throughout Legions, both loyal and treacherous, and how such uses varied over time.

THE FONT OF THE MACHINE GOD

It is notable that, throughout the years of the Horus Heresy, the numerous classes of weapons utilised by both sides remained remarkably consistent. Aside from technologies tainted by those entities drawn from the empyrean, both sides utilised broadly the same range of weapons and wargear. As the Heresy progressed, new iterations and classes of war machines, weapons and other devices would enter service on one side, only to appear in the ranks of the opposing side soon afterwards – a fact that often surprises many who would study the era.

In truth, the explanation for this phenomenon is a simple one, rooted in the manner in which the Mechanicum generates, stores, disseminates and utilises data of all kinds.

In order that any item may enter mass manufacture in the workshops and production lines of a forge world, its 'imprint' must first be laid before that forge world's high altar of the Machine God, whereupon it is offered unto the manifold in order to become

known to the machines that will manufacture it. In the days before the treachery of the Warmaster, each high altar was connected, each a node in a vast, galaxy-spanning network, so that an imprint offered to the Machine God at one altar would in time be disseminated across every forge world in the galaxy, that it might be manufactured wherever it might be required. Some such worlds might impose their own distinctive vernacular upon a technology, creating a dizzy array of largely cosmetic variation, while some might reproduce the imprint in its original form as a matter of doctrinal purity. Thus is derived the naming convention for the various imprints, with the purest forms often being named for the preeminent forge world in all the galaxy and giving rise to the numerous 'Mars pattern' technologies and instrumentalities.

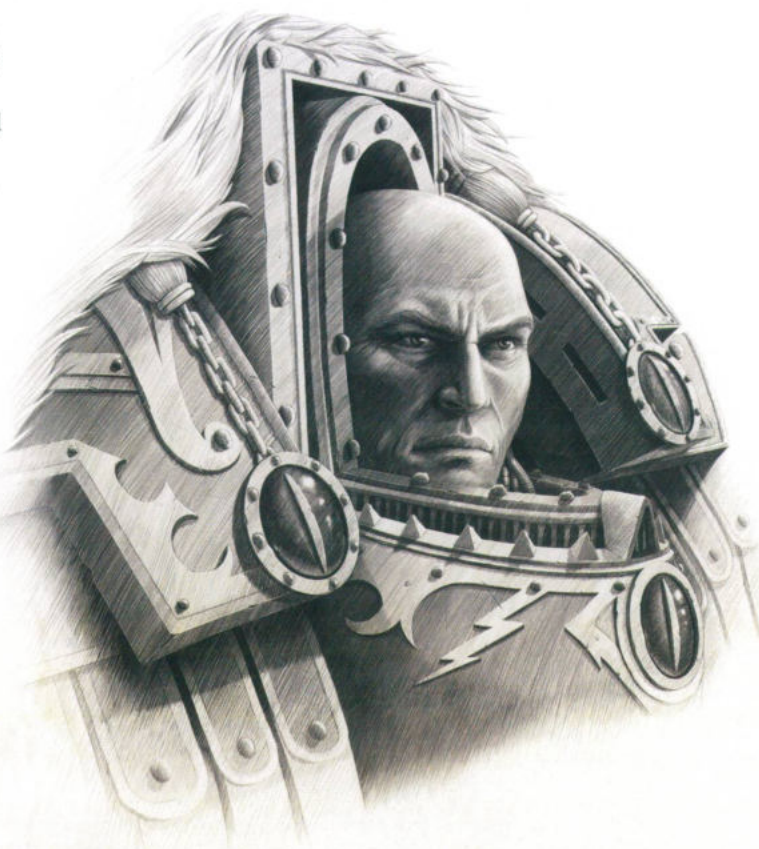
With the outbreak of the Horus Heresy, however, the vast network of high altars was disrupted. Where previously most (though by no means all) forge worlds had regarded this sharing of data as a vital duty and an act of faith, now they sought to withhold imprints lest rivals and enemies utilise their weapons against them. An unseen war erupted in that realm of pure information known only to the servants of the Omnissiah, a war every bit as bitter and hard-fought as that which raged in the material realm, and indeed, as we would later discern, in other realms besides.

Using fatal kill-codes and forbidden murdermemetics, combatants separated in distance by thousands of light years visited savage atrocity upon one another's minds, infiltrating systems and corrupting nerve paths and, most importantly, breaking the great data seals placed upon the enemy's high altar so as to plunder the resources beyond.

In this manner, a new imprint in the possession of one forge world might quickly fall into the hands of another. Before the technology in question had even entered service on one side, it was already leaving the production lines of the other. War machines, weapons and wargear that one side might have hoped would turn the tide of war in their favour would inevitably find their way into the armies of the foe, and so the arms race continued throughout the Horus Heresy, right up to the calamitous events of the Siege of Terra. Only when at last the Traitors were cast from the Throneworld, albeit at terrible cost, would this unseen war relent – but only because the Traitors were by then reliant upon technologies no servant of Terra would or could employ, lest they themselves be declared heretic and insane.

Of the marks of Legiones Astartes power armour that saw service throughout the dark years of the Horus Heresy, evidence exists that confirms that every Legion, whether Loyalist or Traitor, utilised each and every mark at some point and to some degree. At the height of the Great Crusade, the combined ranks of the Legiones Astartes may have comprised as many as two million warriors, and so uniformity of panoply was neither possible nor even sought. Even when experimental armour marks were issued to specific bodies – such as the Raven Guard being issued with Mark VI – other bodies would obtain them too, often quite legitimately for lesser trials and tests, sometimes through entirely illegitimate means utilising guile and subterfuge to their own unknowable ends.

Despite the fact that every Legion had access to every mark of power armour at some point and to some degree, certain marks nonetheless became known for their use by one or more bodies of Space Marines.



In many cases, individual Legions displayed a marked preference for or affinity towards a given mark, which they utilised in large numbers throughout much of the war.

RESUPPLY AND DEMAND

Further to the complexities of the dissemination of imprints, the vagaries of logistics played a vital part in the utilisation of the various marks of power armour throughout the Legions. At the outset of the Great Crusade, the Legions had been issued vast stocks of Mark II ('Crusade') armour, a mark far better suited to the wide range of hostile environments in which the Space Marines would be called upon to serve than the original Mark I ('Thunder') armour. As variants and entirely new marks of armour entered service, huge quantities were distributed outwards throughout the increasingly stretched supply chains of the Great Crusade. Entire worlds were set aside by the Terran bureaucracy to serve as provender and marshalling points, many millions of suits of power armour and countless examples of the entire panoply of war being housed in whole cities of storage facilities.

Upon completion of a campaign, or simply when at last they paused long enough for the supply fleets to catch them up, the Legions would be resupplied en masse. Thousands of suits of armour would be issued at once in this manner, entire companies, battalions and Chapters setting aside their old, worn-out or battle-damaged suits and taking up whichever mark was in immediate supply. It was common at that time, therefore, for legionaries to display a marked homogeneity with their brethren and for units to bear arms and armour of the exact same vintage. In general, only officers and specialists within a unit might retain older marks of armour, invariably some idiosyncratic individuals or groups with the ability to do so preferring to express their specific tastes in panoply.

THE HORUS HERESY

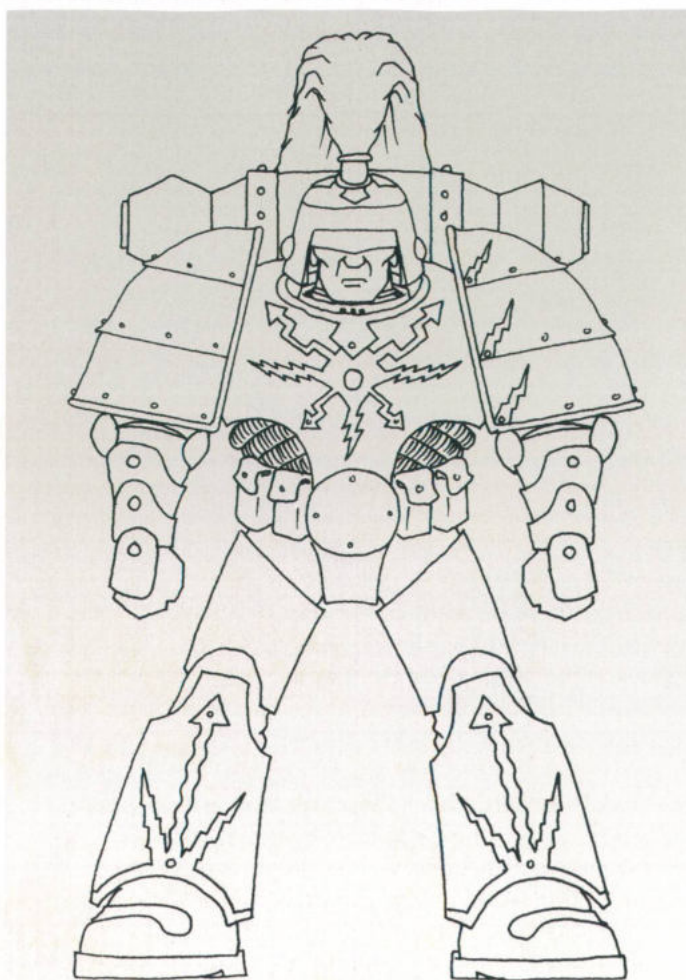
MARK I ASTARTES POWER ARMOUR (‘THUNDER ARMOUR’)

Thunder Armour had faded from use amongst the Legiones Astartes before even the Great Crusade was underway. Indeed, the rigours of combat upon the airless satellites of the Sol System called for a suit of battle plate equipped with its own air supply, made fast against extremes of temperature and vacuum and hardened against the effects of radiation. As the Unification Wars slipped the bonds of Old Earth and swept up such warzones as Mercury, Sedna, the Jovian Range and Ceres, Mark I power armour was already proving itself unsuited to the nature of the mission for which the Space Marines had been created.

Although it was rapidly superseded and made obsolete, there are recorded instances of the continued use of Thunder Armour well into the Horus Heresy and even beyond. The first is simply a matter of tradition, for on those increasingly rare instances of a Legion gathering its warriors to undertake some manner of ceremony or celebration, certain amongst its ranks might don old suits of Mark I as a matter of ritual. Thus when the Legions were mustered at Ullanor, there were numerous instances of key officers or functionaries, in particular champions and banner bearers, proudly attired in the armour of their forebears.

Such gatherings became increasingly rare as the Heresy progressed, and none would ever match the scale and spectacle of the Triumph, but nonetheless, there were rare occasions when centuries-old suits of Thunder Armour might be seen.

The other instance of continued, or rather returned, use of Thunder Armour is recorded among the ranks of the so-called ‘Blackshields’. These outcast Legionaries, regardless of their affiliations, operated far beyond the influence of either Terra or the Warmaster, and bereft of conventional supply lines, they would often utilise any item of weaponry or wargear they could obtain, including marks and classes



long since passed into obsolescence. At such scattered locales as Susa 9, Okku Station, Belami and Kantim Secundus, Blackshield Legionaries reportedly wearing Mark I armour were encountered by Loyalist forces in battle, despite its obvious deficiencies compared to other, later marks.

THE UBIQUITOUS BOLT GUN

Even as the armouries of the Legiones Astartes were issued with new marks of power armour throughout the Great Crusade and the Horus Heresy, so they were swelled too with numerous other marks of equally essential equipment. Most notable of all such advances are those applied to the standard firearm of the Space Marines – the bolter.

Broadly speaking, each mark of Legiones Astartes power armour was issued around the same time as a corresponding new mark of the bolter and, in many cases, especially during a mass, post-campaign Legion-wide resupply, they were issued at exactly the same time. Thus it was common to witness Space Marines clad in Mark II or III power armour bearing the distinctive ‘Phobos’ pattern bolter, while later on, it was common for those issued with Mark IV ‘Maximus’ suits to be issued the ‘Tigris’ pattern bolter alongside it. By the time Marks V and VI were in heavy use, the ‘Umbra’ pattern bolter was being manufactured in vast quantities, and this would serve as the iconic pattern of Legiones Astartes bolter for many years to come.

Despite these broad alignments of development and supply, however, there existed no formal regulations prescribing that certain marks of armour be combined with certain marks of bolter, or indeed any other item of wargear. The Horus Heresy was a time of chaos and anarchy where brother fought brother with whatever weapons were, literally, to hand.



Phobos pattern boltgun. In service from late Unification Wars.



Umbra pattern boltgun. Limited field tests underway at outbreak of civil war. Mass manufacture and issue by time of the Siege of Terra. Issued alongside MkVI ‘Corvus’ pattern power armour.



Tigris pattern boltgun. Late Great Crusade era mass issue. Predominant in Traitor Legions at outbreak of civil war due to concurrent supply with MkIV ‘Maximus’ pattern power armour.

MARK II ASTARTES POWER ARMOUR (‘CRUSADE ARMOUR’)

At the height of the Great Crusade, Mark II power armour was all but ubiquitous, many millions of suits being manufactured on Mars and elsewhere for service in the Legions. For the greater part of the two centuries for which the Great Crusade waged, Mark II plate was synonymous with the Legiones Astartes, the Imperium and the Imperial Truth. Even though the mortal multitudes of the Imperial Army outnumbered the transhuman Space Marines a thousand times over, it was the grim visage of the Mark II helm that was at once the sum of all fears and all hopes to the scattered tribes of humanity, dependent on whether they chose to oppose or to welcome the coming of the Expeditionary fleets.

By the closing decades of the Great Crusade, Mark IV power armour had supplanted Mark II in many Legions, but two factors converged to keep it in service long beyond the point when the latter mark might have rendered it obsolete. The first is a simple matter of logistics, only writ large upon the galactic scale. Those Legions that had pressed the furthest into the darkness, or conversely, whose home worlds were in distance far from Terra, often continued to draw upon existing reserves of Mark II simply because newer patterns had yet to reach them in great quantities. This is especially true of the White Scars, for in their role as the pathfinders of the Great Crusade, the forces of the Vth Legion had pressed far indeed into the darkness of the void ahead of the ever-expanding frontiers of the Imperium of Mankind.

The second reason certain Legions retained Mark II long beyond its service is to be found ensnared in the great web of the Warmaster’s treachery. It is a matter of record long ago uncovered by our order that Horus deliberately withheld certain technologies from certain Legions, in particular, later marks of Astartes battle plate. Thus, while Mark IV suits were being shipped to such Legions as the Sons of Horus, the Night Lords and the Emperor’s Children in vast quantities, Legions such as the White Scars, Space Wolves and Dark Angels were issued only enough to ensure their suspicions were not raised. And indeed, they were not so raised – a fact that ensured that when the act of betrayal came, it was only those Legions that the Warmaster trusted that were well equipped with the advanced marks of armour. Indeed, this must surely have been but one small part in the Warmaster’s calculation, for in his dark genius, he must have estimated that in the event of a protracted war, such action might tip the scales of war in his favour.



MkII pattern power armour was produced by the millions during the two centuries of the Great Crusade, and with supplies of newer MkIV siphoned off to those Legions the Warmaster anticipated joining him in rebellion, many Legions continued using MkII throughout the civil war for want of significant stocks of newer marks.

Not all of the Legions known for their preference for Mark II battle plate would be counted by the Warmaster as his foes, however. The Thousand Sons, whose loyalties would remain uncertain even unto the very culmination of the war, made use of it in great numbers, perhaps indulging something of the Primarch’s notorious sense of the archaic. The Death Guard and Iron Warriors too were known for their heavy use of Crusade Armour, and in both cases, there must surely be something of the stoic and the utilitarian in its nature which spoke to some facet of their own.



THE HORUS HERESY

MARK III ASTARTES POWER ARMOUR (‘IRON ARMOUR’)

Iron Armour is a direct ancestor to its forbear, Crusade Armour, and is in many respects a specialised variant of it. In general, wherever Mark II was in heavy use, large stocks of Mark III would invariably be found, too. Yet even in those Legions that displayed a predilection for later Marks such as IV and VI, Iron Armour found utilisation in the role for which it was primarily conceived – that of heavy, frontal assault.

Throughout the years of the Horus Heresy, there would be countless occasions when a Legionary unit equipped with Iron Armour might be deployed, or when one whose warriors preferred other marks would don Mark III for a particular operation. Mark III found heavy use in the many boarding actions that occurred as the Warmaster's vast combined fleets advanced from the Istvan System toward Terra, a march that took the better part of a decade to complete and that saw the destruction of many thousands of capital-grade void ships. This manner of warfare was not limited to the cramped confines of warships, for other ‘zones mortalis’ were to be found upon space stations and defence monitors or cored deep into ancient asteroids. Neither were all fought in the cold depths of space, for many such battles took place within fortresses and bunker networks, within twisting hive cities or even deep beneath the earth in naturally occurring chambers turned into warzones by the coming of war.

As with all the marks of Legiones Astartes power armour, there were some Legions that displayed a marked preference for this pattern over the others, even long after supposedly more advanced marks had become available to them. In particular, the Imperial Fists were known to favour Mark III armour, finding it especially suited to the siege operations and boarding actions at which the Sons of Dorn were so markedly proficient.

The same has been said of the Death Guard, who favoured grinding and relentless frontal assaults for which Iron Armour was especially well suited. So well suited to the singular mien of the sons of Mortarion was Iron Armour that in ages to come it would become synonymous with their fall, for it would serve as the basis of the heavily corrupted and debased power armour worn by the vile warriors even now becoming known as ‘Plague Marines’.

THE LOST MARK

It is with sound reason that the Age of Darkness is named thus – so intense and all-consuming was the conflict that in many cases accurate accounts of all that transpired are all but lost – the witnesses, along with the physical relics themselves, naught but drifting ashes and burned remains.

There are those of our order who even now claim that the marks of Legiones Astartes power armour that saw service during the Horus Heresy were not the only ones that were worn. Incomplete histories speak of other marks, suits which must surely have been experimental during the Great Crusade and which were all but lost even as the Heresy unfolded. Most notable of these is a class referenced in but a handful of sources by the name of ‘Imperial Pattern’ power armour. This mark is described as a highly idiosyncratic design notable for a helmet not unlike that of the much later Mark VI, for a distinctly



MkIII pattern power armour was particularly favoured by the Imperial Fists, a Legion famed for its employment of Breacher Squads. The pattern was also used extensively by the Iron Warriors, Dark Angels and Space Wolves.

Mark III power armour saw still more use amongst certain of the Loyalist Legions, in no small part because later marks were less readily available to them. The Space Wolves and the Dark Angels are known to have made particular use of it, perhaps as much because its bellicose nature matched their own as because of any specific tactical or strategic necessity.

archaic arrangement of vents and joints, and for lacking the flared grieves so distinctive of the known classes. In these sources, the wearers of this class also bear a singular weapon thought to be related to the almost obsolete volkite, some manner of disintegration beamer now entirely lost to our age. What other wonders we have lost to the chaos of the Age of Darkness may never be known to us, such was the calamity of those times through which we have suffered.



MARK IV ASTARTES POWER ARMOUR (‘MAXIMUS ARMOUR’)

At one time intended as the epitome of Astartes power armour, Mark IV was in mass production at the time the Horus Heresy broke out and so had been issued in varying quantities to every single Legion. With the benefit of hindsight, however, it is evident that the bulk of Maximus Armour stocks had been diverted to those Legions the Warmaster anticipated would follow him into treachery, the better, it is assumed, to equip them for the rigours of the war he planned to unleash. At the outset of the Horus Heresy, Mark IV was the single most common pattern in use, though in time other marks would come to replace it.

Those Legions most well known for an observed preference for Mark IV must surely be the Warmaster's own Legion, the Sons of Horus, as well as the Legion of his brother Fulgrim, the Emperor's Children. Both had been issued with vast stockpiles of Mark IV in the run up to the treachery at Istvan III, and the same is true to varying degrees with such Legions as the Word Bearers, the Night Lords and the Alpha Legion.

Even the huge stocks of Mark IV issued to the Traitors in preparation for the war could not withstand the sheer destruction wrought throughout the long years of the Heresy, however, and so, in time, it would be eclipsed by other marks. The Thousand Sons Legion, however, appears to have adopted the mark later in the Horus Heresy, though how and why remains beyond our ken at the time of this study. In the years after the war, the Thousand Sons would manifest the dreadful ‘Rubric Marines’, who, according to accounts, appear to be almost universally equipped with a highly ornamented variation of Maximus Armour, making the mark now synonymous with the sons of Magnus the Red.



Initial stocks of MkIV pattern power armour were diverted from mass supply to those Legions the Warmaster expected to follow him in his rebellion, but the Ultramarines, according to records the most numerous Legion at that time, managed to procure it in great numbers too.



THE HORUS HERESY

MARK V ASTARTES POWER ARMOUR (‘HERESY ARMOUR’)

It is well documented that the designation ‘Mark V’ was a retrospective one intended to describe a broad class of ad hoc, ersatz and field-modified power armour that saw ever greater use as the Horus Heresy progressed due to the difficulty many units had in obtaining replacement suits to replace those irreparably damaged in battle. That, however, covers only part of the truth, and the issue of what constitutes Mark V armour is one worth delving into in more detail. Of particular importance is the fact that Mark V Legiones Astartes power armour can be divided broadly into two types.

The first type is occasionally referred to in the more obscure annals of the war as ‘Production Mark V’. This form consists of elements of power armour that most Legions were able to manufacture in their own forges, or else otherwise obtain themselves, falling back on common designs for parts that had specific cross-compatibilities. For example, the arms and upper legs of Production Mark V are in fact derived from early Mark VI designs, with the addition of distinctive external heat sinks and the banded wrist seals of Mark VII. The lower legs too are based on early Mark VI designs, and Production Heresy Armour uses the same power pack as the later Corvus pattern, so it is essentially a midway point between Mark IV and Mark VI that uses elements of both, with some further elements that saw full expression in the much later Mark VII. In essence, the most common and recognizable form of Mark V power armour is a stabilised hybrid of those elements of Marks IV, VI and VII that could be locally manufactured or obtained from extant stocks and that could be maintained even in the face of the extreme lack of supply all of the Legions experienced at some point or another.

The other type – ‘Non-production Mark V’ – is a genuine amalgamation of field modifications combining several different marks of armour in ways no Tech-Priest would ever think to sanction. In general, Mark II and III components can be combined without issue, as can those of Marks IV, Mark VI and the much later Mark VII. Parts outside these two distinct groups can only be combined with one another with great difficulty, however, and so this was often only seen in the more technically adept Legions such as the Iron Hands and Salamanders – in particular those elements of the ‘Shattered Legions’ that were cut off from ready sources of resupply in the wake of the treachery at Isstvan V.



Every Legion made use of MkV pattern power armour at some point, in particular those that operated far from conventional lines of resupply such as the Alpha Legion. In the years following the Isstvan Atrocity, the Raven Guard, Salamanders and Iron Hands were forced to rely on it extensively for want of resources.

Each and every Legion utilised Mark V armour in some manner and to some degree, though in the main it was those units that found themselves exceeding their lines of supply, or which were involved in the heaviest fighting, that did so the most. The so-called Shattered Legions – the Iron Hands, Salamanders and Raven Guard – are known to have relied upon it throughout much of the war, for they often operated far beyond any hope of mass resupply. Conversely, the main body of the Imperial Fists, held in reserve at Terra, used it less, though even amongst the ranks of the sons of Dorn there were those who fought far from their parent Legion and as such were forced by circumstance to adopt Mark V.

Likely due to the relentless pace of operations, one Legion in particular made especially heavy use of Mark V towards the end of the war: the World Eaters. Of all the Traitor Legions, the sons of Angron were committed time and time again to the most high-intensity assaults, and so the Legion's Techmarines and attached Mechanicum adepts were ever forced to make do with the armour components at hand, especially once the World Eaters ranks began to be rapidly replenished with those referred to by some sources as Inductii. Indeed, so prevalent was the use of Mark V amongst such warriors that the Legion's red-clad berzerkers, dedicated wholly to the so-called ‘Blood God’, would use it almost exclusively in the wars of the Scouring and beyond.



MARK VI ASTARTES POWER ARMOUR (‘CORVUS ARMOUR’)

Mark VI entered service just before the outbreak of the Heresy, and it was almost certainly never intended for mass issue but for use by more specialized sub-units. It was manufactured on Mars, and most of those suits that saw service in the early to mid period of the war were evacuated along with surviving Loyalist forces at the climax of the fall of the Red Planet. Many of these suits were issued to the Raven Guard Legion upon their brief return to the Sol System and saw service throughout the remainder of the war.

While the Raven Guard are the Legion most well known for fielding Mark VI, other Legions were in possession of varying quantities even before the outbreak of the war. The Alpha Legion are suspected to have acquired or even manufactured large stocks through some manner of subterfuge, and it is obvious that the characteristics of the armour mark suit their tactical and strategic proclivities well.

Towards the end of the Horus Heresy, Mark VI was in wide use throughout almost every Legion, for both sides were in possession of the imprints, and forge worlds allied to both Terra and the Warmaster were able to produce it in large quantities. In the main, it was those Legions in direct contact with a functioning supply chain that received the largest numbers of Mark VI suits, while individual units separated from reliable supply lines by distance or circumstance were forced to rely on the ersatz Mark V. By the time of the Siege of Terra, however, when the supply lines of most of the participants had been re-established, Mark VI was the most numerous pattern in service, and this would continue well into the Scouring and the present age.

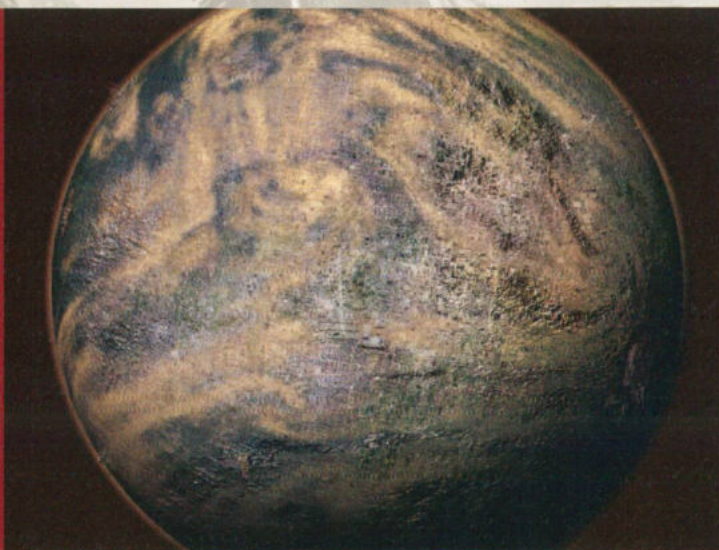
Like so many of the other marks of power armour, Mark VI would come in time to earn the dubious honour of being associated with the ranks of one particular Traitor Legion. In this case it would be the Emperor's Children, who have been observed to field troops who are evidently the descendents of the dread Kacophoni. These fallen Legionaries have come to be known as ‘Noise Marines’, and they appear to favour a heavily debased and corrupted variant of Corvus Armour, though what characteristics made that mark more suitable for that role than any other remains a mystery to our order.



At the outbreak of the civil war, MkVI pattern power armour was undergoing mass field testing with the Raven Guard Legion, who reported positive results following its use during the Scalland Campaign. By the eve of the Siege of Terra, MkVI was the predominant pattern used by all Legions, especially among newly raised ‘Inductii’ formations.

TERRA AND BEYOND

The climax of the great war through which we have emerged is well known, and it is a matter of record that even in the closing days of the Siege of Terra, both sides were introducing yet another mark of power armour: the aptly-named ‘Aquila Armour’, Mark VII. This variant had its roots in developmental work undertaken in the last few years before the outbreak of the Heresy, and it was little more than experimental even when it was entering service at Terra. In the aftermath of the Heresy, in the age that is even now becoming known as the Scouring, it would enter mass distribution amongst the Loyalists, many of whom were rapidly resupplied and reconstituted in the immediate aftermath of Terra before being committed en masse to running down the retreating Traitors. But that is a tale for another volume, for its resolution is even at this time unknown to us.





SHATTERED WORLD

By Jake Ozga

A tortured soul stands amidst the wreckage of a tortured world. He is faced with a pivotal choice, but does he control his fate, or does his fate control him? This Fated Fiction story has one of four possible endings. Fate will determine which one you experience!

The world cracks and burns as it is harvested. Millions die instantly as destructive engines descend from orbit, immense drills wreathed in the flames of atmospheric friction. Millions more are rounded up and taken to vast, misshapen structures that seem to appear overnight, spreading like barnacles across the shell of the dying world. Cities, fortresses, void ports – all once thought unassailable – now collapse into ruination as nightmare industry consumes the previously dependable foundations of the past. The new world is ruled by a tripartite blasphemy of the mechanical, the sorcerous and the heretical, and all goodness and decency is debased. Things appalling and vile break through the cracks caused by this sundering, and darkness is consumed by greater darkness as the world plunges into the maw of Chaos.

And yet, a vision of hope perseveres: there is a narrow and precipitous path that leads from this nightmare towards a silver doorway into a better future. Those few who have survived the devastation of their world are scattered, lost, and without a leader.

They wait for a hero.



'Wake up.'

The process of waking is slow and painful because he is reluctant to leave his dream behind now that it has turned to visions of heroism, and because the body he now inhabits is broken and wrong. The knowledge of this fundamental wrongness comes to him gradually but inexorably, like a rising tide that spills into the cracks and crevices of his body and his mind. He wakes in darkness. He feels his blood, as thick and sluggish as crude oil as it pumps into his extremities. The flesh of his arms and legs tingles as his limbs come to life.

New sensations, new awareness: he is standing barefoot on something warm and gritty; there is a smell of sap and unrefined promethium, and... he is mutilated. This last revelation sinks slowly to the pit of his stomach. *Oh*, he thinks. His thoughts come slowly. *Oh. I am not as I see myself in my dreams.*

He reaches to his face with an unsteady hand, contracted into a claw where circulation has not yet returned. He pulls aside the coarse sackcloth blindfold and blinks lazily in the sickly light. He is in a strange and crooked chamber; the walls are

uneven as if shaped by blind artisans. A single roughly shaped portal leads to a gloomy corridor beyond.

He holds his breath as he looks down at his unfamiliar body. Rags and corpse-pale skin mottled with a nebula of bruising. With a finger he traces the edge of his ruined face, down from the stubble of his scalp to where the skin and bone terminate in cold metal at his jaw. He makes note of all the individual staples and sutures that connect his flesh to this machinery, this arrangement of crude metal shapes and wires that has replaced half of his identity.

There is someone else there: a woman is watching him from the corner of the room. Her face is nondescript, with vague features that defy his attempts at recognition. Her silhouette is blurred, the perimeter flickers like a cogitator glitch.

'You are broken,' she says. Her voice is familiar and comforting. Certainly not unkind. It was her that spoke a moment ago to wake him from his sleep.

Something deep inside his skull goes *click*. Valves and pistons start to push and pull. Electroluminescent symbols printed directly onto his retina display a message:

<Systems online.>

Atomic fire bleeds into his optic nerve and the world takes on a sinister red hue.

He tries to speak. His lips won't open. He forces them apart with his tongue, the skin moistens and splits. He clears his throat and his spit tastes of engine oil.

'Origin...? Purpose...?'

She looks at him patiently. She is as pale and ethereal as a ghost. Wait, he thinks, wait, I can do better. He tries again, his voice is rough with disuse.

'This is what I am? This is who I am?'

She cocks her head and regards him with pinprick eyes like distant stars. 'Tell me what you remember.'

'Only a dream of the end of the world. Darkness. Nothing else. Not even a name.' He thinks for a moment. He should be angry at the injustice of it, but he shunts that thought

aside, locks it away. 'In my dream I was not... this.' He does not even recognise his own voice; it sounds an alien thing, distorted and ugly like a broken-down vox. Inside his skull there is a buzzing noise, like an insect has become trapped there, and he resists the urge to try to claw it out.

His left arm is partially mechanical. How has he not noticed that before? It seems to have a mind of its own: servo motors whine as it flexes; strands of ridged cable bunch beneath waxy skin; clumsy metal fingers open and close. He picks up the discarded blindfold and ties it to his belt.

She nods once, and turns to walk silently through the doorway, vanishing into the darkness. Feeling suddenly forsaken he follows her, but there is no trace of her in the silent passageway beyond. He listens for a time and waits in case she returns, but she does not. Panic begins to take root in the suffocating stillness of inactivity and so he sets out, choosing a direction at random.



He finds himself in crooked tunnels that chew their way haphazardly through greasy rock and resinous plascrete, which is warm and sticky to the touch. His bones grind against metal with every step; his muscles feel strong, but the process of walking is arduous and painful. Crude mechanisms hiss and clank. A *mockery of a body*, he thinks. He remembers fragments from his dream like the feeling of sunlight on his skin, and he seeks that sensation out now in the waking world.

The endless corridors are interwoven, like the burrowing tunnels of insects without discernible pattern or reason. He wanders lost in this labyrinth for some time until eventually he finds a route that ascends and becomes wider before emerging into a valley of sorts. The air is thick with dark particles that stain his flesh. His one remaining eye is a system of whirring lenses embedded in the metal mess of his skull and it sees through the haze with more clarity than he could otherwise manage. He stumbles forward, the waxy skin of the ground cracking beneath his footsteps.

He climbs a mound of loose scree; the jagged shards cut his bare feet, but he does not feel it. Dust hangs heavily in the air, but he climbs up through it until he sees a red sky. Towers surround him, huge and uneven, emerging from the blanket of dust like blunt teeth pock-marked with cavities. Some stretch away into the sky, as tall as any structure he has ever known, their pinnacles spewing black smoke. There is an omnipresent noise, like the grinding of giant machines. The thunder of industry: metal groans against metal, wheels turn and giant engines work. The sound reverberates from tower to tower.

He sees movement, a figure darting like a spider between the distant shadows cast by a crooked building.

'A predator construct. A murder gholam.' He starts at the sound of the voice. The ghostly woman has appeared beside him, emerging from the gloom in perfect silence.

In his dream there was a silver door and sunlight on his skin, but there is nothing like that here – there is only nightmare.

Overwhelmed, he drops to his knees.

'What is this place?' he says.

'You don't recognise it?' she says.

'I think I'm dying. There's radiation in my brain – I can feel it, like a furnace. Poison in my blood. I'm falling apart.'

'It is all in your head.'

He makes a strange sound, something possibly intended as laughter. 'That's what I was saying. What has been done to me?' The words turn into a cough and he looks at his hand: thousands of tiny symbols crawl over his skin like insects, ones and zeros. He hurriedly wipes them away.

'I'm infested with this. A living code! It's all around me – it's inside me!'

'Hallucinations. Phantasmagoria.' She reaches for him, then hesitates. He is twitchy, scratching at his skin. 'The important thing is this – you should not be alone.'

He nods, ratchets click into place in his neck. 'I should not be alone.' Finally, he thinks, *something that makes sense*.

He walks for what feels like hours in the strange landscape with no direction in mind. When he gets tired, a machine embedded in his chest mixes chemicals directly into his bloodstream. The stims burn like fire for a moment, then his strength returns. It is hard to judge how much time has passed since he woke: there is no obvious day or night cycle, no sun visible in the endless orange haze of the sky. Infrequent winds carry the cloying stench of chamel gases.

He walks along the coast of a rust red sea of human remains, pulverised by appalling machinery. The scale of it is too much for him to comprehend. Aerosolised blood and fat forms a mist that lingers along the crimson shoreline. His footsteps in the sand leave pools that coagulate in his wake.

'Do you remember...' he hesitates, uncertain of the authenticity of the memory that has just come to him. 'Do you remember we used to watch the stars together?'

The woman is suddenly at his side, coalescing from the mist like a phantom. She sighs. 'It is no longer possible to see the stars. The moons were harvested, broken up and rendered into dust. The smoke from the forges chokes the sky.'

'Whatever was done to me, it didn't work, did it? Not all the way, I mean. My body and my thoughts are all broken, but I am still myself.'

'You are unique,' she agrees.

'Did you save me?'

'My love,' she says, 'you must save yourself. You must save everyone.'



He passes rivers of molten slag where islands of dross meander down flaming channels carved through dark basalt. He passes spires that scrape the clouds and emit thick black smoke, and manufacturums with no doors or windows, misshapen and bloated. There is no order to the landscape, no sense at all to the configuration of the impossible structures.

With no fixed direction in mind, he walks for what feels like days along ruined paths through the skeletons of toppled macrostructures, each footstep echoing down collapsed corridors and into the husks of rooms and hab-units that appear as if they have seen no life for decades. Civilisation discarded, replaced. From a distance, he sees a symbol he recognises – sweeping avian wings that seem to try to encircle the world; a two-headed eagle, wrought in gold and set atop the partially collapsed dome of a cathedral. Once it would have dominated the landscape in all directions, magnificent and inescapable. Now it is bent and broken and made impotent by decrepitude. The significance of the symbol escapes him at first and he struggles to recall the word. Ah yes: aquila. The sigil of an invincible empire and its all-powerful ruler. He wonders if that empire still exists.

At times, radioactive ash settles so heavily on the ground that it reminds him of a winter snowfall from his youth. He recalls a time when they hiked in that snow together, when she stepped from the hidden path and sank up to her waist. He remembers her, though he cannot see her face clearly. She was overburdened with the equipment they carried as part of their training exercise; he laughed as he helped her back to sure footing. Military training? Had he been a soldier? Is that a true memory, he wonders, or another dream? He wants to ask her, but she has vanished. She appears to him infrequently. It frustrates him. *I should not be alone*, he thinks. *But why then does she abandon me?*

He is not sure where he is heading, but some impulse leads him on. *If I was a survivor, if I was now hiding, fearing for my life – would I seek refuge near to here? Would I want to be able to look upon the ruin of the world?* He changes his mind, retraces his steps and then heads in a different direction, out of the ash-swept ruins and down into the darkness of the fractures of the shattered world.

'This is good,' she says, appearing beside him once more. 'This is well. Use your instincts – there may be others like you here, those who have fallen through the cracks.'

Squeezing between rusted machines, he finds a hidden pathway. When the path tapers out he moves aside a makeshift barricade of plasteel sheeting disguising the entrance to a cave, which then winds like the tunnel of a worm through the bedrock and into the deep foundations of the ruined city above.

At the back of this cave he finds a kneeling woman. She is wrapped in a colourless cloak and a hood that shrouds her face. Where the cloak has slipped it reveals ashen skin, patterned with calcified ridges that form pale spirals. Where she kneels, her flesh has become one with the resinous floor:

it has grown around her as if claiming her. He hesitates, ashamed of his own appearance. He doesn't want to scare the woman. Despite her strangeness he senses kinship.

'I am no murder-construct,' he says, and his words echo in the cavernous space. They sound feeble as they return to him.

When the kneeling woman looks up, he sees that her eyes have been replaced by crystals or diamonds that reflect the red light of his own eye in a hundred facets. She is blind, he realises, she does not see what he is. He becomes aware of other figures, a dozen or more, hiding in the shadows behind her. These ones see him but make no move towards a confrontation.

'I won't hurt you. What was done to me – it didn't work. I am broken but I am still myself.'

The other figures step closer. Like the kneeling woman they are human, and like her most are changed in some way, some more monstrous than others. Some possess abnormalities of the flesh, some others are fused with machinery, much as he himself is.

'This is who I am,' he says, uncertainly. 'This is what I am.' And then he tells them of his dreams.



Time passes slowly in the half-light of the cave, and he sits and sleeps among the plascrete pilings and ancient debris. On occasion he sits with the kneeling woman, and they pray together to a half-remembered deity. At other times, the people gather with him to listen to his stories that might be dreams or might be memories: their expressions are blank, and their eyes are glazed, but their attention is fixed solely on him. He knows they are expecting something from him.

I am not as I see myself in my dreams, he reminds himself. *Though I may fantasise about heroism, the reality is just this: I am a fearful creature, a broken man – if I can even still be called a man at all. My dreams show a narrow path that leads to a brighter future, but how do I take my first step along this path?*

'You are at a crossroads.' Her voice is still a comfort to him. 'You are faced with a decision and though you do not know it, it is the same question that is asked of all men and women in dark times. And now it is your turn. So, answer – how will you rise to meet an uncertain future?'

He thinks of the silver door he sees in his dreams and all the possibilities contained within, waiting for a hero to seek them out. Is it delusional to cast himself as a hero?

And then his thoughts turn to anger at the injustice of the world and at what has been done to it and to him. *Maybe I was a soldier once*, he thinks, *but does that mean anything now?*

Or I could remain here, he thinks. *We are safe, and one day someone may hear our prayers.*

And there is another choice: I can put aside dreams of destiny and responsibility and vengeance and choose to put myself before all else. I can leave these people. I owe them nothing.

He leads them from the underground hiding place. They form a meagre procession as they trail one by one behind him like a desert snake emerging from beneath a rock. One of their number is left behind: the woman that kneels and is fused to the cave floor. She prefers to stay – to pray – and will not allow them to try to move her. He tells her he will return, and she smiles sadly and says that she knows he will.

He tries to explain to those who follow him that they must look inside themselves, past the fear, past the sadness and the paralysis that comes from that, and find their anger. He tries to explain that anger is a motivating force and that without anger there is no impetus for change. That prayer is merely intention without action. That anger can be unifying, that it can be selfless. Their expressions remain blank, their eyes dull.

Sometimes that is all we have to work with, he thinks as he watches them. *But we will make killers of you yet.* This thought surprises him and he tries to chase it down, trace its origins.

'Do you remember when we first met?' she asks. She is walking alongside him, her presence more tangible than it has felt before.

And suddenly he remembers. Marching through snow. Overburdened, under-prepared – they all were. Barely more than children really, answering the call to defend their world in its hour of need. Scared but determined. We will make killers of you yet, someone else had teased.

There is sudden movement in his peripheral vision. Something emerges from behind a ruined structure, humanoid but crawling on all fours like a beast. It is emaciated, part-machine with a spine of jagged blades. A scarce few tattered black strips of clothing trail from it like tentacles and its pale skin is inscribed with nauseating symbols and glyphs. It watches him from a few paces away, wary and tensed. It hisses vox feedback at him, it spits static poison.

Symbols appear, printed onto his retina. They cycle through different shapes until they form a message he can comprehend:

<Origin? Purpose?>

'A gholam,' she says. 'Designed only for murder! Do not let it near, it will infect you with its madness.' The gholam does not react to her words, it does not appear to see her at all.

He has no time to move before it is upon him. It reaches for him with skeletal fingers and forces him down to the ground with a strength that belies its wretched appearance. It opens a toothless red wound of a mouth and screams into his face, a wordless shriek that disintegrates into grinding metallic white noise. He finds he understands this language, he feels it wash over him as a swarm of ones and zeros, invasive creatures that seek to burrow into his flesh. He resists what he is able and responds with his own cry, fuelled by anger and mindless intent. Then he can resist no longer. Daemonic scrapcode floods his body, drowning out all conscious thought. He cannot move. The gholam turns its attention to his companions.

The others do not put up much of a fight, of course, they are no killers. He watches them die and his anger is futile. He is

bleeding heavily and when he looks at his blood it is infested: a writhing, squirming mass of ink black code.

When the creature returns it is sticky with gore. It crawls atop him. Conduction filaments spool out from the gholam's mouth and into his own. The symbols printed on his retina change:

<Follow.>

He cannot resist, his body no longer obeys him.

He is led to a monstrous underground forge. The Magos itself attends to his arrival, a mechanical spider at the centre of a silver web of cables and wires.

He has a sudden sense of what is about to happen, and though he does not know the specifics he knows with certainty that he will not recover from this. That though he had previously thought himself broken, he had still held on to a sense of himself, and that this was what he was about to lose. The Magos' code invades his mind. Parts of his neural system are stripped away, parts of him he thought were inviolable. *I remember her eyes,* he thinks. *We would watch the night sky together. Her eyes shone like the brightest stars. And when that same sky filled with nightmares, we swore we would not leave each other to face the end alone. Don't forget her,* he wills himself. *Don't forget.*

Words print on his retina:

<I see darkness in you. I see rage in you. >

The Magos seems to grow larger. Mechadendrites blossom from its back like a display of silver plumage and then he is plucked from his feet as if he is weightless. Each mechanical appendage is tipped with a delicate manipulating device; claws and hands tear away his ragged clothing and hold him suspended horizontally, like a puppet hanging from strings.

<Optimisation: single-minded extermination.>

His skin is flayed away. Surgical manipulators slice and peel, working on all his body at once. His arm is removed: the staples and sutures plucked out; the mechanical appendage cast carelessly aside. Then the Magos dismantles the architecture of his body, cracking and extracting his bones one by one and leaving him a writhing and formless thing of meat, suspended from a web of silver tentacles from which blood drips like rain. The bones of his skull and spine are removed too and discarded. He watches them go, each one irreplaceable. And then lastly his flesh is removed to leave only the web of his nervous system trailing like gossamer threads, each strand impossibly delicate and burning with indescribable pain.

A new body is prepared, a thing of coiled metal muscle and jagged blades. What is left of him is hammered into it, welded into it. His eye burns with renewed atomic fire.

All that remains to him now is rage. No longer does he lack clarity; no longer does he want for purpose. Now, now he is truly a killer. There is something important he wanted to remember. A woman?

Yes. Hiding in a cave. He told her he would return.

THE IRON KNIGHTS

Armies on Parade is an army building and painting challenge that has been a staple part of the Warhammer calendar for many years. This year, army and battlefield painter Andy Barlow created this stunning display featuring the Iron Knights Chapter.



Andy: I've been eager to make an Armies on Parade board for a while, as the last one I worked on was for an old Night Lords army probably ten years ago! During the 2020 lockdown I hit the 4,000-point milestone with my Iron Knights army, so I decided to build a display for everything I'd created.

The idea for my board was a host of knights – in this case the Iron Knights' 3rd Company – sallying forth from a besieged fortress. This worked with the knightly aesthetic of my army and the fact that the Iron Knights are successors of the Imperial Fists, who, as we all know, love a good fortress! Because I already had a fair number of models painted, most of my time was spent working out how to display them and, of course, how to build the board itself. I had been thinking about painting an Imperial Bastion for ages, perhaps as scatter scenery for my own table,

perhaps as something larger for a feature board. Armies on Parade was the perfect opportunity for me to tackle the kit. In the end, I combined several Bastions together into two much larger towers that are built in such a way that suggests they are part of a much larger defence network.

When creating a display board like this, it's important to take into consideration the colour of the army that will be on it. You don't want to upstage your army with more eye-catching terrain! For this reason, my display board features a lot of warm and neutral colours that won't interfere with the cool silver and black armour of the Space Marines. My biggest piece of advice, however, would be to make a plan for your display, but be prepared to encounter hurdles along the way. Try not to be disheartened if you come across a problem you didn't plan for; just take a step back, and approach it one step at a time.



ANDY BARLOW

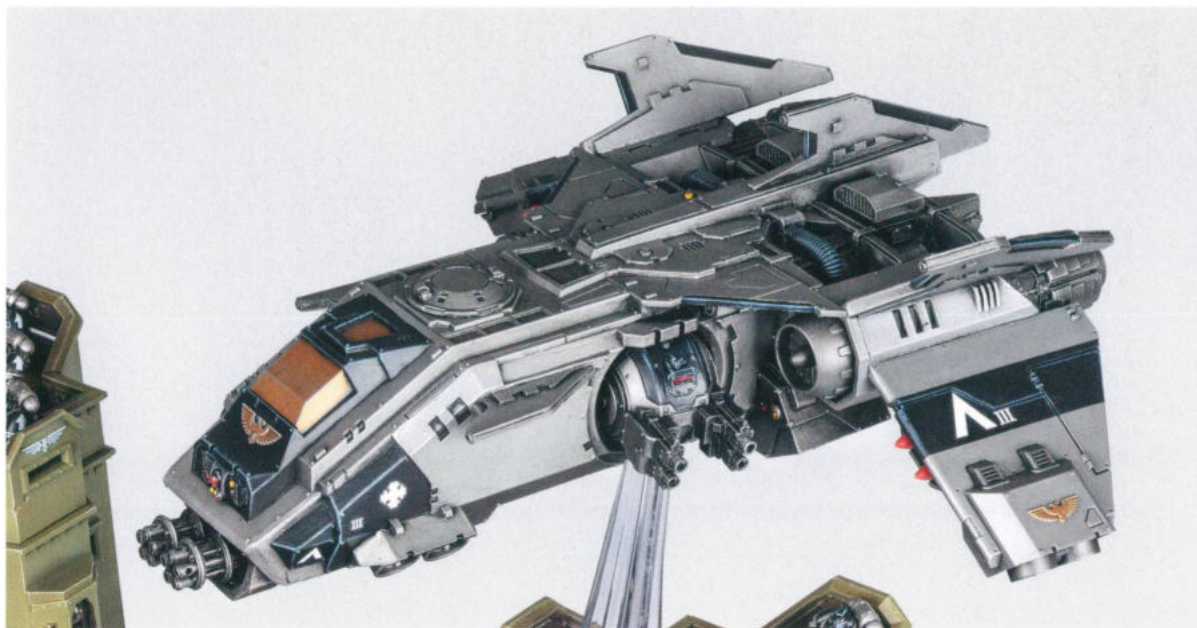
A former member of the Warhammer World studio team, Andy has recently joined the Warhammer Community team as an army and battlefield painter. Keep your eye on the Warhammer community page to see some of his latest creations.



1

The impressively bearded warrior coordinating the advance from the top of one of the towers (1) is Andy's take on Hervald Strom, the only Space Marine to have won two consecutive victories at the Feast of Blades. He is converted from Marneus Calgar with the weapon arms from the Dark Imperium Captain in Gravis Armour and Ulrik the Slayer's head.

As you can see from the Intercessors around him, the Iron Knights wear their squad markings on both pauldrons, with the Chapter symbol present on the tilting shield on their left shoulder



2

A Fire Raptor Gunship flies low over the battlements (2). Andy used the colour shown over the page to paint all the units in his army. A can of Leadbelcher Spray goes a long way for painting a large vehicle like this!

Andy's army includes all the models he has worked on since the release of *Dark Imperium* back in 2017. It also includes newer models, such as the Heavy Intercessors from *Pariah Nexus* (3), Assault Intercessors from *Indomitus* and a unit of Breacher Veterans that he converted for a previous *White Dwarf* modelling article.

Andy made use of a range of transfers from across the Warhammer and Forge World ranges, the idea being that each squad or vehicle has a unique sigil. His Outriders (4), for example, feature a bladed skull just behind the close-support symbol on the bike fairings. Andy's Chaplain on Bike, Balin Holant, is a conversion that combines parts from the *Indomitus* Chaplain with an Outrider and a Reiver helmet.



3



4

THE SILVER STANDARD

Here you can find the main colours that Andy used to paint his Iron Knights. He started by undercoating his models with Chaos Black Spray, then basecoating them with Leadbelcher Spray. The first wash in the Silver Armour section (Nuln Oil Gloss) was applied to all the metal areas on the model. The second wash (Basilicanum Grey and Black Templar) was applied only to the working metal areas such as backpack vents and boltgun barrels.



Chapter Champion Hervald Strom

SILVER ARMOUR

Basecoat: Leadbelcher

Wash: Nuln Oil Gloss

Lahmian Medium

1:1

Wash: Basilicanum Grey

Black Templar

1:1

Drybrush: Iron Hands Steel

Drybrush: Stormhost Silver

BLACK ARMOUR

Basecoat: Abaddon Black

Highlight: Dark Reaper

Highlight: Fenrisian Grey

PURPLE CLOAKS

Basecoat: Screamer Pink

Wash: Barak-Nar Burgundy

Wash: Barak-Nar Burgundy

Abaddon Black

1:1

Layer: Screamer Pink

Pink Horror

1:1

Highlight: Pink Horror

Highlight: Kislev Flesh

GOLD DETAILS

Basecoat: Retributor Armour

Wash: Nuln Oil

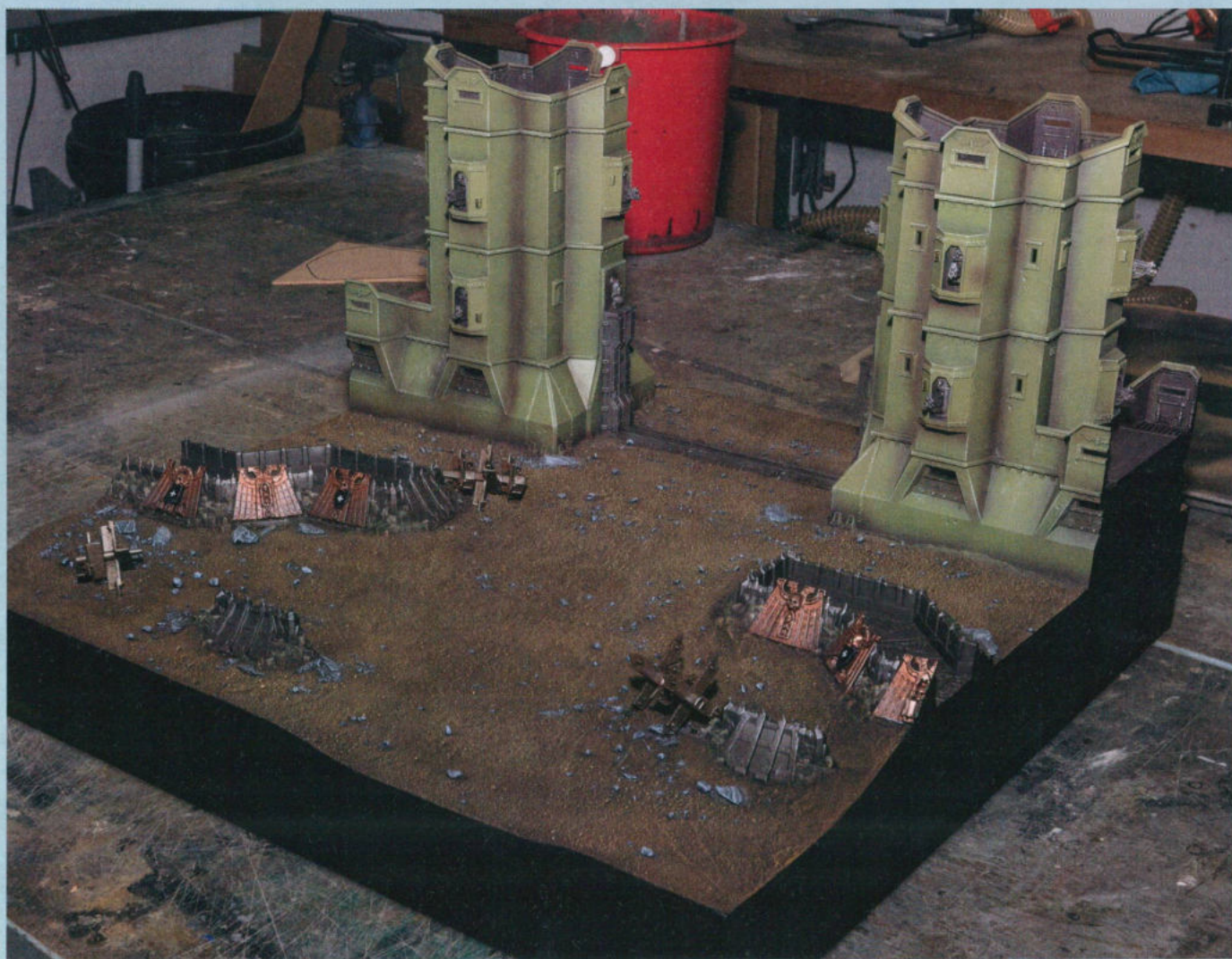
Highlight: Liberator Gold

Highlight: Stormhost Silver

BUILDING THE BOARD

Andy: The board was built on the table top of a flat-pack coffee table, with the battlefield itself built out of layers of foam. The two gatehouse towers were built separately and then attached once I had sawn down

the ends to follow the edge of the board. I then used sections of XPVC (dense foam board used for signs) to edge the whole piece. Finally, I added in the defence lines and textured the board with sand and slate.



ARMIES IN PARADE

Andy has converted and painted a number of heroes for his army, including a Judiciar converted from a Bladeguard Ancient (5), a Librarian in Phobos Armour complete with camo cape (6) and another Chaplain converted from Lieutenant Zakariah with the addition of a bionic arm, a Reiver head and (Heresy!) a Chaos Havoc's power maul (7).

Judiciar Baret Ikarion



Librarian Uwen Dirhan



Andy's Apothecary (8) is converted from the Primaris Captain from the Warhammer 40,000 Command Edition. He swapped his arms for the Apothecary's arms and replaced his head and backpack.

5

Master of Sanctity
Isaac Arnoldus



6

Chief Apothecary
Esgard Ganastyr



A Repulsor adds to the considerable firepower of Andy's force (9). If you look to the left of it, you can see the retracted doors of the fortress wall. These are made from Necromunda bulkhead doors.

7

8



9



Andy painted the Bastions (10) by spraying them Death Guard Green, then shading them with a mix of Agrax Earthshade and Dryad Bark Air applied through an airbrush. He then drybrushed them with Ogryn Camo and Ironrath Skin.

The rest of the board was sprayed Chaos Black, airbrushed Rhinox Hide, and drybrushed Balor Brown and then Morghast Bone. The rocks were picked out with Corvus Black and drybrushed Grey Seer.

Andy's 3rd Company force includes Aggressors (converted to have sinister Roiver helmets), Eliminators (decked out in camo capes just like the Librarian) and a Contemptor Dreadnought (11). Its fancy armour panels come from a Legio Custodes Contemptor-Achilles Dreadnought.



GLORY POINTS



DAVE SANDERS

Dave Sanders is one of the senior games developers in the Age of Sigmar Studio and the lead rules writer for Warhammer Underworlds. As one of the many warriors trapped in Beastgrave, Dave is essentially immortal. As a result, he has had plenty of time to ponder the more perplexing questions in life. Like why toast always lands butter-side down.

The latest season of Warhammer Underworlds draws to its climax – Direchasm is full to bursting with warbands battling desperately for their disparate purposes, and its echoing tunnels ring with the clash of blades and the screams of the damned. Amidst all this clangour, it can be difficult to find a path through the winding bowels of the mountain – and with so many warbands to choose from, it can be hard to decide with which warband you want to make the attempt!

It's with this in mind that I'm writing this article, to help those who may not yet have braved the living mountain to choose their warband, or to help those already embroiled in the battle with their next choice.

GLORIOUS ROSTER

Direchasm now boasts no fewer than eight new warbands, and the Starter Set released during this season adds another two warbands to this collection of heroes and villains.

MYARI'S PURIFIERS

Included in the Direchasm Core Set, the Lumineth Realm-lords of Myari's Purifiers seek to quell Beastgrave's rage forever using their vast lore. Should any seek to stop them, their matchless skill and discipline will surely see them triumph.

THE DREAD PAGEANT

Led by Vasillac the Gifted, the Hedonites of the Dread Pageant entered Beastgrave in search of their lost god Slaanesh. However, they have found the diversions and perversions afforded by the living mountain's anguish and the warbands trapped there to be worthy of at least a small delay to their quest.

THE STARBLOOD STALKERS

The long awaited Seraphon made their debut in Warhammer Underworlds with this warband, led by the skink priest Kixi-Taka on a quest to plant a device in the depths of Beastgrave that will forever end the threat of the mountain. Where the



Glory Points is our column all about Warhammer Underworlds: Direchasm. Curated by the game's rules team, this column delves into the development of the game, plus rules, tactics and gameplay. This time: choosing your warband.

skinks' cunning fails, the strength of their saurus Oldblood, Klaq-troq, will see them through.

KHAGRA'S RAVAGERS

This warband of Slaves to Darkness, led at least for the moment by Khagra the Usurper, is on a mission to turn Beastgrave to the service of Chaos. They will achieve this – and win recognition for themselves in the eyes of the gods – through dark rituals and brutal sacrifice.

THE CRIMSON COURT

Prince Duvalle leads this coterie of vampires into the depths of Direchasm in search of sport – by which I mean sentient prey that they can hunt, battle and then, like as not, devour. Careless of the greater designs of the other warbands in Beastgrave, they seek only to sate their various hungers.

HEDKRAKKA'S MADMOB

Hedkrakka, self-proclaimed Gob of Gork, leads a warband of brutal Bonesplitterz beneath the surface of the mountain. In Hedkrakka's visions, they find and devour Beastgrave's heart, and in doing so they gain the strength of the mountain, becoming mighty enough to battle gods.

KAINAN'S REAPERS

Kainan's Reapers are Ossisarch Bonereapers, sent by Nagash to collect a grim tithe of bones from

the inhabitants of Beastgrave. Should the designated tithe not be presented, they will be left with no choice but to harvest it from whoever and whatever they encounter in the hollows of the mountain.

ELATHAIN'S SOULRAID

Elathain Ill-fated hunts for souls in the darkness of Beastgrave. Denied his usual prey, he will lead his Idoneth Deepkin in search of the strongest souls now battling through the caverns of the mountain.

THE STORM OF CELESTUS

Drakan Celestus leads his unit of Castigators as they close in on their designated target – murderous Nighthaunt that have led them on a chase all the way from the shattered streets of Shadespire. Armed with their mighty thunderhead greatbows, they will greet any resistance with overwhelming firepower.

DREPUR'S WRAITHCREEPERS

Viceroy Drepur has received his sentence in death for his cruelty in life ... but his new form and function suit him very well indeed. Leading the depraved nobles he once commanded in life, now transformed into Glaivewraith Stalkers, Drepur hunts his prey through the tunnels of Direchasm in a deadly game of cat and mouse.



THREE WAYS TO CHOOSE

So where do you start when you're trying to choose which of these warbands to use in Warhammer Underworlds? This will be a personal decision that you might make for any number of reasons. However, if you're struggling, I'm going to suggest three ways to choose a warband here. Use whichever of them seems most helpful (or fun) to you, and may you be covered in glory.

1. CHOOSE THE MINIATURES YOU LIKE THE BEST.

For many people, the first things to grab them about Warhammer Underworlds are the incredible miniatures that you find in each box. If this sounds like you, then I'd advise not agonising too much over which warband is the best for any other

reason – just go for the one you like the look of best. This might sound glib, but if there's something that chimes with you about a particular warband, I'd recommend that you roll with it. You're more likely to enjoy the process of assembling, painting and learning how to play with your warband this way.

2. CHOOSE THE WARBAND WHICH SUITS YOUR CHARACTER.

Each warband has its own character, and this comes through in their cards and the way they work in the game. If you love reading stories about the warriors of the Mortal Realms, then you may find the diagram below helpful. In the manner of a personality test, just start at the top, answer each question honestly, and you'll end up at a warband recommended for someone who thinks like you.





3. CHOOSE A WARBAND WITH A PLAY STYLE YOU LIKE.

If you know how you like to play our games, or Warhammer Underworlds in particular, this third method may be for you. Again, we've got a personality test for you (featured below), but this time it is focused on what sort of play experience you want to have. Start at the top, answer the questions, and you'll find our recommendation at the end.

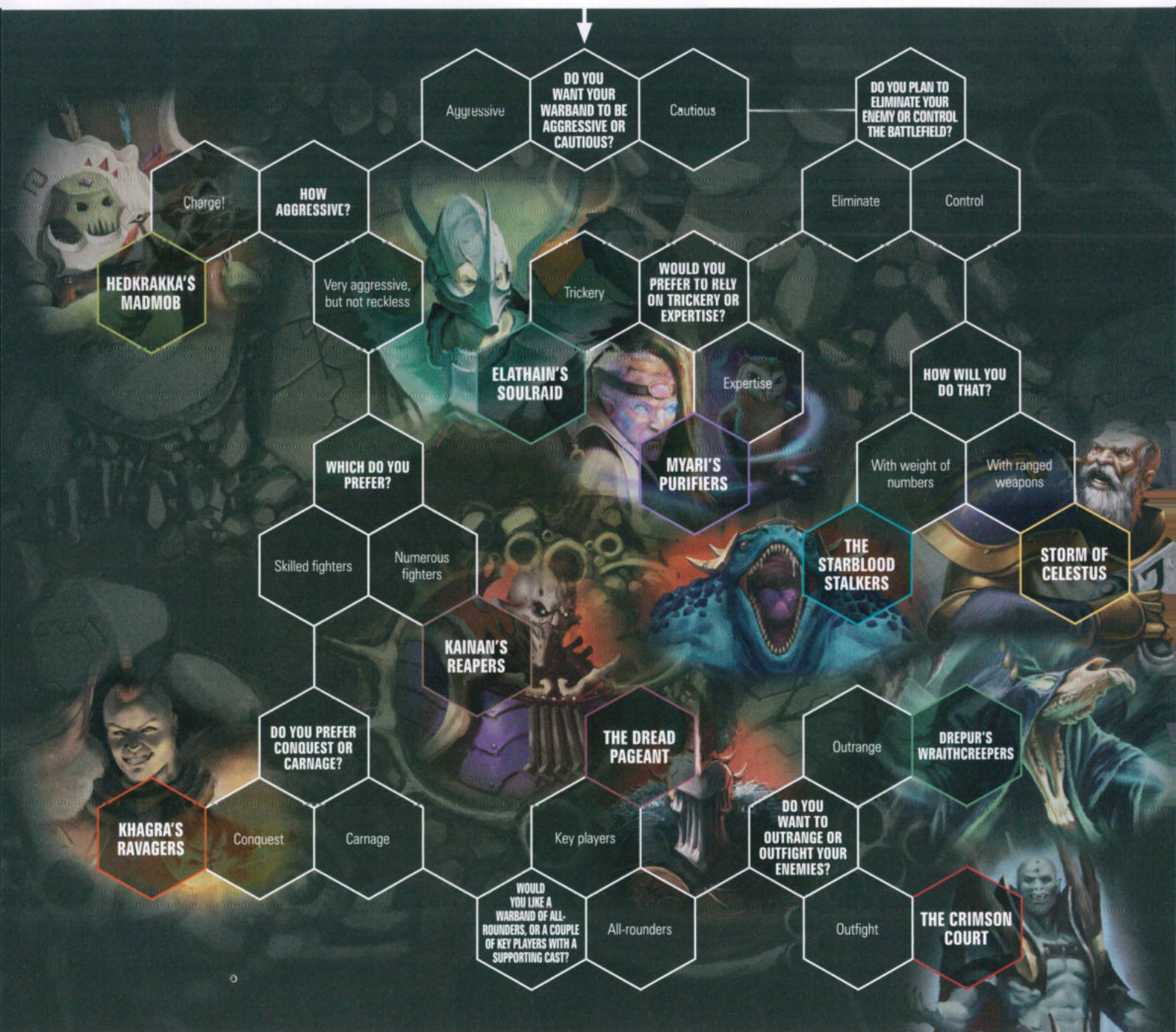
END PHASE

I had loads of fun with this column, and I hope you've found it useful, or at least enjoyed it! There are no bad choices here – each warband has something to recommend it, and whichever you choose to be your next project, you're sure to find it rewarding.

A LITTLE EXTRA READING

What would you like to read about in Glory Points? Let us know your thoughts, and we'll pass them on!

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LORD OF THE NAZGÛL

In this issue, the Middle-earth team turn their attention to the growing evil in the free lands to give their tactical insight into the most fearsome of Sauron's minions: the dreaded Witch-king of Angmar – greatest of the nine Ringwraiths.



There are many creatures that have been bent to Sauron's indomitable will, yet of all the foul and evil beings that serve the Dark Lord, none are as powerful or as feared across Middle-earth as the Nazgûl known as the Witch-king of Angmar.

Once a proud ruler of Men, the Witch-king was one of the nine kings gifted a Ring of Power by Sauron, only to be corrupted by the cruelty and malice poured into it. Twisted by the Dark Lord's influence, the Witch-king has since lost his physical form, now appearing as a wraith-like being cloaked all in black – one of the nine Ringwraiths. With his soul now bound to the power of the Dark Lord, whose commands he follows unwaveringly, the Witch-king has become the greatest and most terrifying of Sauron's dread servants and the one tasked with retrieving the One Ring from whoever carries it.

MIGHT, WILL & FATE

Ringwraiths and the Witch-king are unique in the fact that they can purchase different amounts of Might, Will and Fate. This means you can customise your Ringwraiths depending on what you need them to do in your games. This also helps represent the Nazgûl at different stages of the Dark Lord's rise to power – the less of these they have, the cheaper, but less powerful, they will be.

After founding the dread kingdom of Angmar, from which he gained his most notorious title, the Witch-king set his sights on bringing destruction to the realms of Men. It was the Witch-king who was behind the slow decay of the realm of Arnor. Over centuries, his armies slowly eroded this once proud land into nothing more than a few cities and settlements, before they too fell into ruin and disrepair.

Some years later, the Witch-king was responsible for ending the line of the Kings of Gondor, tricking the last of that bloodline into entering his domain of Minas Morgul, never to be seen again.

Quite befitting of such an iconic villain, the Witch-king is an incredibly powerful model in the Strategy Battle Game, and over the next few pages, we are going to look at how to get the best from the Lord of the Nazgûl.

'HE IS THE LORD OF THE NAZGÛL, THE GREATEST OF THE NINE'

One of the best things about using any of the Nazgûl is their ability to cast a host of different Magical Powers to affect the course of a game, and, being the greatest of the Ringwraiths, the Witch-king has an exceptional mastery of the dark sorceries at his disposal.

The Witch-king has a number of Magical Powers designed to disrupt and weaken his enemies, and each can be used to turn the tide of a battle in a pinch. Transfix is great for stopping an enemy Hero from moving and fighting, whilst Compel can pull an enemy model out of position. The latter is also great for moving an unwitting enemy into charge range of powerful allies, and often the Witch-king himself, setting them up to declare a Heroic Combat and slingshot themselves straight into an enemy battle line.

Some of the Lord of the Nazgûl's powers will have a lasting impact on those unfortunate enough to be on the receiving end of them. Sap Will is ideal for reducing an enemy Hero of precious Will points, making them far more vulnerable to magic later in the game, whilst Drain Courage will permanently reduce a model's Courage by 1. Repeatedly casting this on the same Hero over multiple turns can make even the bravest foes cower in fear and flee once their force is broken.

Instill Fear is another asset in the Witch-king's arsenal, and it is ideal for clearing key areas of the battlefield. If you find the Witch-king surrounded by enemies and in need of a way out, or you simply need to clear an objective, a well timed Instill Fear can win the game.

The Witch-king excels when casting Magical Powers. However, if he runs out of Will points, then the Will of Evil special rule means he can no longer sustain himself and he will be removed as a casualty. Not only does the Witch-king need to spend Will to cast Magical Powers, but he is required to reduce his store of Will by 1 at the end of a turn in which he was involved in a fight.

At first, this may seem like a huge weakness for the Lord of the Nazgûl. However, there are a couple of things to note. First is that he can have anywhere between 10 and 20 Will points – that's more than any other model in the game and means that, so long as you are sensible with how many you spend, he should stick around for a long time. The second is that the Witch-king can take the Crown of Morgul. This iconic piece of headgear allows the Witch-king to re-roll a single D6 for each Casting or Resist test he makes. Suddenly, the Witch-king becomes far more reliable when using or defending against magic, letting him spend less Will on average to do so.

ANGMAR ORCS

Orcs may not be great fighters, but they benefit hugely from the presence of the Witch-king. The Angmar Army Bonus grants Angmar Warrior models Terror when near a Spirit Hero, whilst the Witch-king's Harbinger of Evil lowers the Courage of nearby enemies. Combined, these make it tough for enemy models to charge your Orcs!

Below: The Witch-king leads the hordes of Orcs, Spirits and creatures of Angmar against the faltering armies of Arnor in the waning years of the once great kingdom of Men.





Above: From atop his dread Fell Beast, the Witch-king leads the armies of Mordor as they wage war upon the White City of Minas Tirith at the Battle of the Pelennor.

'DO NOT COME BETWEEN A NAZGÛL AND HIS PREY'

Of course, the Witch-king is not just an expert at harnessing the dark powers gifted to him by Sauron. He is also a truly terrifying foe to cross blades with on the battlefield. Such is the Witch-king's skill in combat that it was once prophesied that no Man could kill him.

The Witch-king has a respectable Fight value of 5, and access to Heroic Strike for taking on an enemy of great martial prowess. However, the Witch-king really comes into his own as a fighter when mounted atop his Fell Beast. This huge, winged creature gives the Witch-king a 12" move and the ability to fly over models and terrain. Such manoeuvrability is a great asset to the Witch-king, allowing him to engage the enemy battle lines wherever suits him best or wherever he can deal the most damage with a well placed Hurl Brutal Power Attack.

Being Cavalry, the Fell Beast allows the Witch-king to use its Attacks of 2 and Strength of 6 in a fight if he wishes – and as they are both superior to the Witch-king's own Attacks and Strength, this is a good move. This means that, on the charge, the Witch-king can dish out six Strength 6 strikes on an enemy model it has knocked down – ouch!

It doesn't stop there, though; this is the Lord of the Nazgûl we are talking about, after all! Remember that Crown of Morgul we mentioned earlier? Well, it also has a second effect that aids the Witch-king in combat.

When equipped with the Crown of Morgul, the Witch-king increases his Attacks characteristic from 1 to 3 – that's on par with the likes of Boromir, Éomer and even Aragorn! With three Attacks, the Witch-king can wade through ranks of enemy warriors and take on Heroes with ease. This also makes the Witch-king even more deadly on his Fell Beast as, when he charges and successfully knocks over his foe, he can dish out up to eight Strength 6 strikes against his quarry – no wonder Théoden was so easily cast aside!

However, when it comes to the Witch-king and fighting in combat, this Ringwraith has another trick up his shadowy sleeve – a Morgul Blade. This is a one-use-only item, and the Witch-king must use his own Attacks and Strength (not his Fell Beast's) when using it. However, any model that suffers a Wound from a Morgul Blade is instantly slain. This is perfect to use on Heroes with no Fate remaining, or multi-wound Monsters such as Ents, Eagles or even Smaug!

YOUR STAFF IS BROKEN

The Witch-king is ideally suited to dealing with troublesome Wizards. The Your Staff is Broken Magical Power allows him to shatter an enemy's Staff of Power, removing their free Will point per turn and leaving the Lord of the Nazgûl free to assert his magical dominance!

RIDERS IN BLACK

Whilst the Witch-king makes for an exceptional leader for any Mordor or Angmar force, there is another army list that he is key in – one that uses the Nazgûl very differently. The Black Riders Legendary Legion allows players to take the Nine on horses as they pursue the Ringbearer.

When taken as part of this Legendary Legion, the Witch-king actually plays very differently. The Will of Sauron rule means that Ringwraiths don't lose precious Will points for being in a fight; this means you can get the Witch-king and the other Nazgûl stuck into the fight without the risk of them being drained of their last points of Will and being forced to disappear.

Alongside his usual barrage of Magical Powers, the Witch-king also gains the dreaded Screech of the Nazgûl. This allows him to, once per game, automatically cast the channelled version of Transfix on an enemy Hero – likely stopping them in their tracks and leaving them to the mercy of the Riders in Black.

If you want to use the Witch-king in a slightly different way, one where he focuses more on combat than using Magical Powers to defeat the enemies of the Dark Lord, then the Black Riders Legendary Legion may be just what you are after.



DEATH FROM AFAR

Perhaps the most devastating Magical Power available to the Witch-king is Black Dart. By casting this, the Witch-king can inflict a Strength 9 hit on an enemy model within 12". This has so many uses, such as taking out important models such as banner bearers or hornblowers, killing a Hero's mount from underneath them and halting their charge, or dealing that final crucial Wound to a near-defeated enemy to finish them off. A canny player will always be on the lookout for the best targets for a Black Dart, so always keep that in mind when using, or playing against, the Witch-king of Angmar!

Overall, the Witch-king is up there as one of the very best Evil models in the Middle-earth Strategy Battle Game. His profile combines an exceptional array of Magical Powers that rival even those of the Dark Lord himself, and when equipped with the Crown of Morgul and mounted upon his Fell Beast, he is capable of slaying most Heroes in a single, devastating turn.

We hope this article has given you some food for thought about the different ways you can use the Witch-king in your games. Will you use the Lord of the Nazgûl to bombard your enemies with an abundance of magic? Or will you unleash this servant of Sauron upon them in combat? Or perhaps a bit of both? Either works just as well!

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: Tome Keepers, Imperial Fists, ghosts, duardin and a big ol' herd of squigs!

One of the great things about working in the *White Dwarf* team is that we are constantly surrounded by hobby, be it new rules or background, short stories or hordes of beautifully painted miniatures. With inspiration everywhere we look on a daily basis, it's no surprise that we paint so much! This month, Dan, Ben, Sophie and Matt all have models to show off, while Jonathan's latest creations can be seen in A Tale of

Four Warlords. Lyle's been quiet for a while as he focused on his ambitious model for this issue's Fantastic War Hosts. Here, however, we are joined by studio army painter Tom Moore and his pet squigs, and Warhammer camera operator Hatty Fenby-Taylor and her pet ghosts. Hopefully by the time you read this we'll all be playing games again. But then we did say that half a year ago. Time really does fly when you're edge highlighting ...

SQUIGS AHOY!

Studio army painter Tom Moore has started a new army of Gloomspite Gitz for when we're all able to play games again. Night Goblins were his first Warhammer army back in the day, so nostalgia was definitely a factor in him choosing them. Tom picked a quick and simple paint scheme, using Grey Seer as a basecoat for his models, then a whole load of Contrast paints. The squigs are painted with either Flesh Tearers Red or Blood Angels Red, then highlighted with various oranges in the range to provide variety.



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



JONATHAN STAPLETON

- 390

Having painted Necrons for almost a year now, Jonathan is not far from completing his hobby bingo sheet. Just six living-metal squares to go!



LYLE LOWERY

- 240

Lyle has devoted all of his hobby time lately to filling one square. At long last, that's finally done, and you can see his Nighthaunt Mega-Gargant on page 23!



SOPHIE BOSTOCK

- 520

Sophie is duelling Dan for second place in the bingo series. Or, as Matt puts it, 'first loser'. She's currently working on some Tome Keepers.



MATT HUTSON

- 1310

Matt is storming along with his second bingo sheet and is making it his mission to lap Ben! Turn to the back page to see what he's painted this month.

DAN HARDEN - 570

Dan's nearly completed his bingo sheet, but he still has a vehicle, a single model and a unit of ten models to paint. His most recent creation is this unit of Dire Wolves, which he sprayed with Grey Seer, washed with Space Wolves Grey and Contrast Medium and drybrushed White Scar.



D4
UNIT OF 10+ MODELS

BEN HUMBER - 70

Ben has just finished Thundrik's Profiteers. He basecoated them with Rhinox Hide as it was a perfect starting point for the gold and burgundy. He used Balthasar Gold and Agrax Earthshade for the gold, followed by drybrushes of Sycorax Bronze and Stormhost Silver on the top edges.



D2
UNIT OF 2+ MODELS

IN MEMORIAM

**Richard Fretson
Halliwell**
1959 - 2021



*Game Designer
Warhammer, Space
Hulk, Dark Future*

RIP

WE GOT TONES TO KEEP!

Sophie's continued adding to her Tome Keepers force with this ten-man squad of Assault Intercessors. While building them, she added books to their belts that she plundered from the Grey Knights Paladins kit. The models are painted following

the Classic style Tome Keepers painting guide (*White Dwarf* 458), though their bases are painted Astrogranite and drybrushed with Dawnstone and Administratum Grey to match her existing Tome Keepers force.

**UNIT OF 10+
MODELS**



TRICK OR TREAT!

Every year when Halloween comes around, camera operator Hatty Fenby-Taylor makes a diorama to celebrate all things spooky. This year, her diorama depicts a Space Marine and a Stormcast Eternal doing the rounds trick-or-treating. What they don't know is that they are about to stumble upon some real horror! Hatty made their classic ghostly bedsheets out of modelling putty, and she modified the Myrmour Banshees to look like they're having a boo-gie. She painted the ghosts in colourful tones to contrast with their dark, mouldy house.



MORE SENTINELS OF TERRA

Matt's always been a fan of the Imperial Fists, and over the last couple of months he has returned to Terra to recruit a few new units for his army.

'I've actually had the Intercessors assembled for ages; I just got distracted by other projects,' says Matt. 'They've all been upgraded with Imperial Fists shoulder pads from the upgrade frame, and now that they're painted, I have three full-sized Primaris units in my army – two Intercessor squads and a unit of Infiltrators.'

'I then painted a Techmarine because I love the model and because he fits in nicely with the fortification style of warfare employed by the Imperial Fists. And that's why I also painted a Hammerfall Bunker! I painted it grey as I see it as more of a building than a Chapter vehicle. I basecoated it Mechanicus Standard Grey and drybrushed it with Zandri Dust, Dawnstone and Administratum Grey. I then applied yellow stripes to match the rest of my force. I painted the metal support arms and the turret as sub assemblies to make painting the kit easier.'



B2
FORTIFICATION
OR SCENERY

A1
KITBASHED
MODEL

B5
UNIT OF 10+
MODELS

NEXT ISSUE

BIG HOLIDAY BONANZA!

NEXT ISSUE
ON SALE 19
NOVEMBER

