WHITE DWARF



ISSUE 472

A TALE OF FOUR WARLORDS: THE GRAND FINALE!

IMPERIUM VS DEATH GUARD BATTLE REPORT

GENESTEALER CULTS IN KILL TEAM

RULES UPDATES FOR OSSIARCH BONEREAPERS

BLACK LIBRARY TOME KEEPERS SERIAL NOVELLA

AND MUCH MORE FOR

WARHAMMER AGE OF SIGMAR

WARHAMMER 40,000

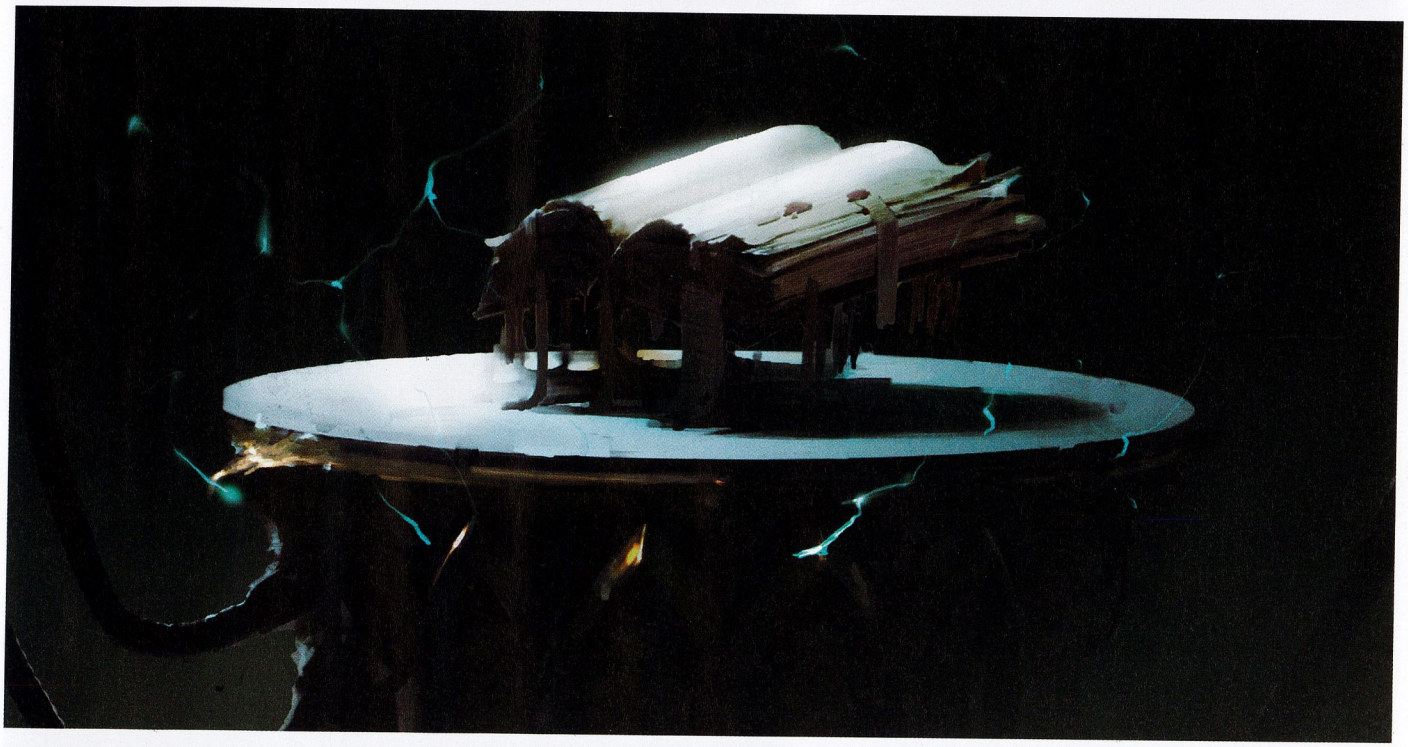
WARHAMMER 40,000
FREE INSIDE
GRAND TOURNAMENT
SECONDARY OBJECTIVE CARDS

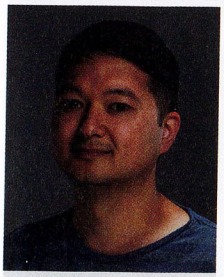
WARHAMMER 40,000
FLASHPOINT NACHMUND

WHITE DWARF

ISSUE 472

NEW TALES TO TELL





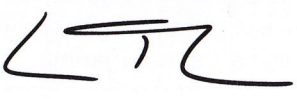
LYLE LOWERY
Managing Editor

This issue is marked by beginnings and ends. Our Tale of Four Warlords for Warhammer 40,000 comes to a concluding crescendo here, and it's been quite a ride. We've seen some particularly impressive armies from this group of warlords, and their journeys are now at a satisfying end, save, perhaps, for one big battle!

We enter the Nachmund Gauntlet in the Warhammer 40,000 Flashpoint kicking off here, and I think it's the best one yet. With the Imperium besieged by the forces of Chaos, it's the most heated rivalry in the galaxy, and in terms of theme, this Flashpoint is so classically grimdark. The vivid descriptions of the Nachmund Gauntlet and the spectrum of despair, hope, faith and zealotry really spark the imagination, and I think it's a fun sandbox to play in. Two words: tallow world. That's a seriously grimdark place!

This issue also features the first part of Black Library's Tome Keepers novella. Black Library and Warhammer 40,000 Studio writer Callum Davis wrote this captivating six-part serial, which will weave a tale told from multiple points of view. Callum was one of our 'consultants' when we created the Tome Keepers, so I'm pleased we were able to secure him to tell the biggest Tome Keepers story yet.

The War Zone: Nachmund Grand Tournament mission pack recently released, changing the face of matched play for Warhammer 40,000. With it came new secondary objectives, and we thought they'd be very handy to have in card form. So, instead of one card insert, this issue has a spine-breaking three inserts, all the better to contain the sheer volume of twenty-three new secondary objectives! Keep them at hand and you'll never lose sight of the mission.



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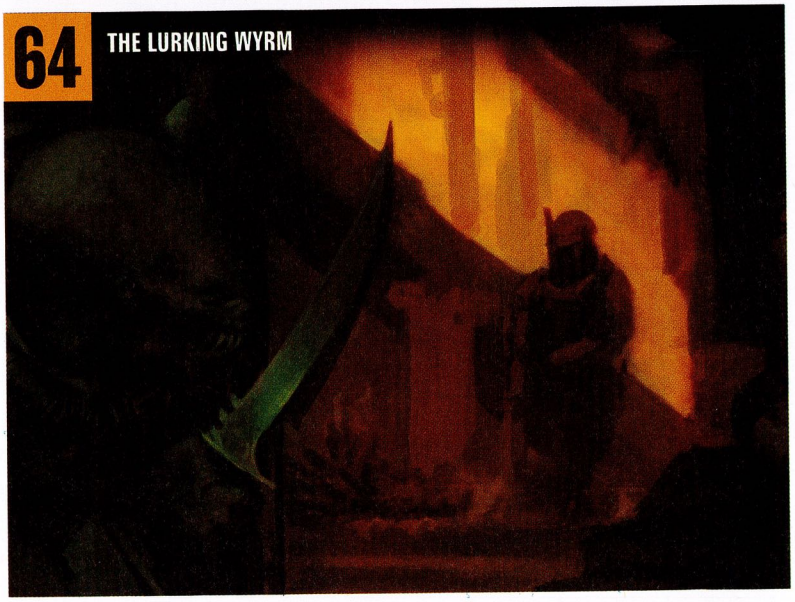

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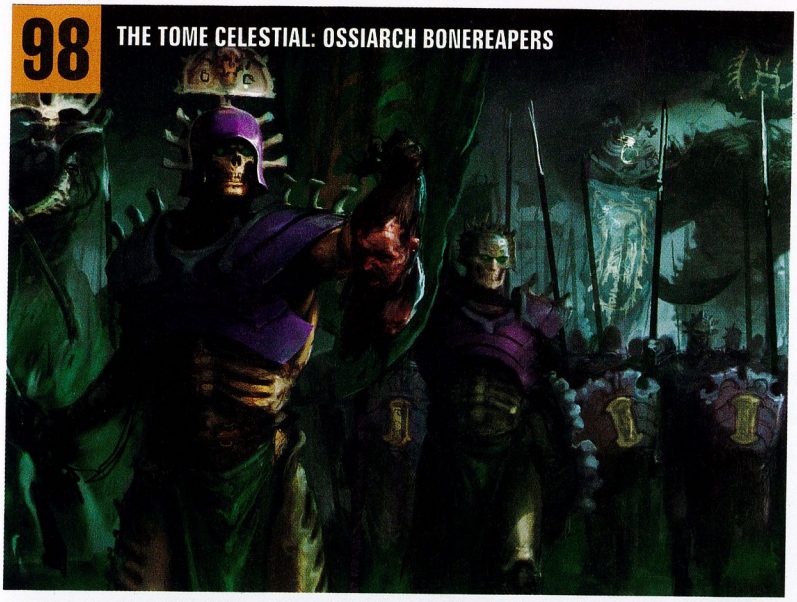

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Part one of a serialised story about the Tome Keepers Chapter and the warriors of the 3rd Company – the Godbreakers.

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

ON THIS ISSUE'S TEAR-OUT SHEET ...

It's a tear-out card bonanza, with not one, not two, not four, but three card sections for you to enjoy! They feature all twenty-three of the secondary objectives from the War Zone: Nachmund Grand Tournament mission pack, enabling you to pick the ones you want to use and place them to the side of the battlefield to remind you of your missions!



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.

PAINT FOR THE PAINT GOD!

Dear *White Dwarf*. My six-year-old daughter, Iris, has just finished painting Karanak, the Hound of Vengeance, and we wanted to show off her work! She got good results by drybrushing reds over a black basecoat and being really careful when painting the many teeth. Her favourite part was applying large amounts of Blood for the Blood God! Her next project is painting Garrek's Reavers. She's definitely a fan of Khorne …

Alex and Iris Parkins
Hemel Hempstead, UK

Well, that is incredibly impressive, Iris – congratulations on such a great paint job! What's even more impressive is that you're only six. At that age, most of us were still struggling to tie our shoelaces, let alone pick up a paintbrush. Give it a few years and we reckon you'll be competing in Golden Demon! In the meantime, Alex, make sure you keep Iris topped up with red paint and Khorne models. You wouldn't like to see a servant of the Blood God get angry now, would you?



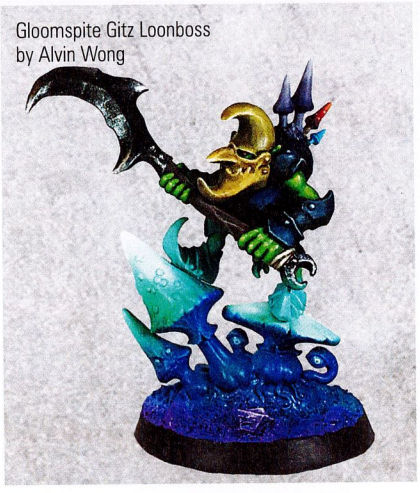




Genestealer Cults Aberrants
by John Margiotta



Blood Bowl Ogre
by Belselch Medina



Gloomspite Gitz Loonboss
by Alvin Wong



Inquisitor Greyfax
by Mateusz Sztraf

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Foul Blightspawn
by Anton Cook

ASK GROMBRINDAL



Dear Grombrindal. I hope you and your beard are doing well.

I read in *Codex: Tyranids* that Tyranids have an adverse effect on Chaos daemons. So, in theory, if you stuck enough of them in a warp rift, could you 'seal' it?

Samuel 'Tyranid Super Glue' Stewart
The Maelstrom

My beard and I are doing very well, thank you, Samuel. It's so kind of someone to ask about my wellbeing for a change. For your thoughtfulness, I will answer your question. Put simply, the psychic phenomenon generated by the Tyranids disrupts the link between realspace and the warp, but it doesn't seem to affect the warp itself. Psykers in realspace find their powers dulled or stifled entirely, while manifested daemons may wink out of existence if their link to the warp is not strong enough. So, in theory, if you could persuade enough Tyranids to gather around a warp rift, they could hypothetically stop daemons emerging from it. Good luck trying that out!

Grombrindal

MODEL OF THE MONTH: SIGVALD THE MAGNIFICENT

Our magnificent model of the month is this rendition of Sigvald painted by Adam Gladzinski. We asked Adam how he went about painting that super-shiny gold armour.

Adam: I painted Sigvald in sub-assemblies, breaking him down into his body (with arms and sword), his shield, head, both capes and the base. I started by painting his gold armour. I was heavily inspired by Richard Gray's work on the same model and also the other artists that painted him for the Warhammer Community site. I painted the non-metallic metal effect directly over a black undercoat, starting with thin coats of Mournfang Brown and working through various browns, ochres and yellows to achieve the desired effect. For his capes, I used an airbrush to create a delicate smoothness. For the outsides, I started with Naggaroth Night, went through Screamer Pink and ended with Pink Horror. For the insides, I started with Screamer Pink, which I mostly covered with Pink Horror and then worked up to white. As for the shield, I started with a brush and then smoothed out the colours with an airbrush using Caledor Sky and white. After that, I painted the trim gold to match his armour but with a hint of pink where the colour of his cape is reflecting off of it.



CONVERSION CORNER: INQUISITORIAL WARBAND

The conversion corner has been taken over by a warband of Witch Hunters painted by Michael Hanns. Here's what he had to say about his impressive creations.

Michael: This is the warband of Inquisitor Sebastian von Dernbach of the Ordo Hereticus. The project started because I thought it would be cool to make an Inquisitor in a manual wheelchair that was balanced and manoeuvred by a pair of servo-skulls. There's something about employing a pair of floating robots to achieve the same result as a motor and a stabiliser wheel that feels very Warhammer 40,000 to me. I used Inquisitor Karamazov's chair and legs as the basis of the model, with the upper torso from the Inquisitor with Inferno Pistol. The rest of Karamazov was used across the warband – his arms and torso went to my Navigator and sharpshooter, while the servitor from the Throne of Judgement formed the basis for my savant and combat servitor.

Much of the warband was built from whatever I found in my bitz box. Forge World Renegades and Heretics, Skaven Clanrats, Witch Elves, Flagellants, Blackstone Fortress Rogue Psykers, Necromunda gangers, and more. Even the guns were kitbashed – von Dernbach's needle pistol, for example, is a Freeguild Pistolier's handgun with parts from an Adepta Sororitas boltgun and meltagun. The only model I didn't convert was the Jokaero, who fits in perfectly as he is!

I've always enjoyed the art of John Blanche and the disturbingly imaginative miniatures showcased in *White Dwarf*'s Blanchitsu columns, and these miniatures felt like the perfect opportunity to explore that style of painting myself. The main colours I used were Abaddon Black, Mechanicus Standard Grey, Fire Dragon Bright, Zandri Dust, Elysian Green and Krieg Khaki. The metals are Leadbelcher washed with Agrax Earthshade and Typhus Corrosion, pin-washed with watered-down Ryza Rust and highlighted with Runefang Steel. I alternated between painting layers and washing several times to build up interesting textures that still read as a single colour. I also found that applying thin coats of Fuegan Orange is perfect for building up that mucky orange staining around the bottom of robes, which is often seen in John's iconic artwork, while Seraphim Sepia can be flicked off the bristles of a toothbrush to create a grimy, spattered look.



Death Cult Assassin Latoria Civatte



Inquisitor Sebastian von Dernbach



Savant Laurentius Salaman



Jokaero Pygmaeus



Medicae Carmina Forschner



Navigator Amadeus Molineaux



Skavvie Tracker Cornyx the Pathfinder



Sharpshooter Sparta Libritor



Servitor RNG82-12 aka 'The Twin'



Daemonhost Prisoner 82 – Kokabael



Vanari Auralan Wardens
by Darragh Greaney



Genestealer Cultists
by David Stafford



Jakkob Bugmansson XI
by Honza Skýpala

PAINTING QUESTION: HOWLING GRIFFONS

Dear *White Dwarf* team,

What paints did Robin Cruddace use to achieve those gorgeous reds and yellows on his Howling Griffons? I checked out the painting videos on the Warhammer YouTube channel, but I'm pretty sure they don't use the same colours. I would love to know which paints Robin used as I'm working on a successor Chapter, and I would like to use a similar colour scheme.

Mark Randell
Crewe, UK

An excellent question there, Mark! Robin was more than happy to provide us with the colour scheme for his models. Starting from a Corax White undercoat, he paints all the yellow areas first using the colours shown below. Robin has been painting Howling Griffons for a long time now, and he uses an older paint called Lamenters Yellow as a glaze. However, a 1:2 mix of Iyanden Yellow and Contrast Medium should work just as well. He recommends taking your time when painting the Khorne Red basecoat for the red sections, as it can be very difficult to tidy up yellow!



YELLOW

- Basecoat: Ushabti Bone
- Recess Wash: Tau Light Ochre
- Highlight: White Scar
- Glaze: Lamenters Yellow

RED

- Basecoat: Khorne Red
- Recess Wash: Carroburg Crimson
- Highlight: Evil Sunz Scarlet
- Crush the enemies of the Imperium!

TOP PHOTO TIPS

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

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

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

Always use a white background.

Make sure you've got good lighting.

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

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

STAR LETTER

PROJECT: LEGENDARY WARGAME

Hi, *White Dwarf* team. Allow us to share with you three big projects that were created by our local artists in Thailand and that are currently on display at our Warhammer Club, Legendary Wargame, in Thailand. We are very proud of all three, and we really hope they can appear in *White Dwarf*, which has been our inspiration for more than a decade. It would mean a lot to us at the club.

ARCHAON VERSUS NAGASH

This diorama was built and painted by Arm Pondai, and it is a historic reimagining of the War of Bones during which Archaon Everchosen invaded the Realm of Death and fought Nagash, Supreme Lord of the Undead. Archaon had the upper hand, as Nagash had recently fought both Sigmar and the skaven. The diorama shows Archaon's Slayer of Kings clashing with Nagash's Mortis, the Great Blade of Death. They are surrounded by the spirits of the dead, while the display base (which lights up!) is made of plaster and foam.

GIANT TRYGON

We wanted to decorate our Warhammer club to give people a big wow, and a giant Trygon that moves (jaw gaping and claws moving), breaking through the wall seemed like the perfect solution! It was built and painted by Aj Farng and Arm Pongdai, who based their design on the miniature. The remote control for the moving parts is sculpted to look like a Tyranid Ripper.

LEGIO GRYPHONICUS WARLORD TITAN

This Warlord Titan was built by Arm Pongdai and painted by Sitthichok Suwannarat (Master Oishi). The body frame was painted with Citadel sprays, while everything else was hand-painted, including the art of the Emperor of Mankind looking to the future and the griffon, representing both the Titan Legio and the Imperium. All the freehand images were chosen and hand-painted by Master Oishi to tell the epic stories of Warhammer 40,000. The Warlord Titan is in battle mode, which is indicated by all the weapons charging up. This Titan will forever inspire Warhammer enthusiasts in Thailand.

Legendary Wargame Team
Bang Muang, Bang Yai, Nonthaburi, Thailand







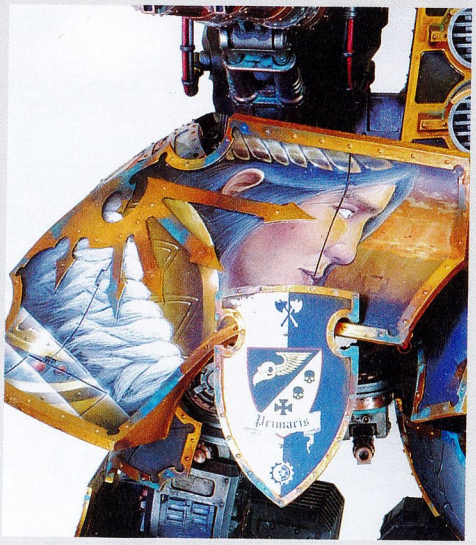


Wow! That is some pretty incredible hobby, guys. Your Warlord Titan is an inspiration, and the freehand painting is incredible. Master Oishi truly is a master of the brush! The War of Bones diorama is equally impressive, especially the reflected fire effect on Archaon's armour. It looks like Nagash is having a tough time, but hopefully his Spirit Hosts will cause a nuisance to the Everchosen. We love that the base has a glowing light in it to add to the spooky atmosphere.

Then there's the Trygon bursting through the wall. What an awesome sight for your customers when they pay a visit! We hope you all get to paint lots of models and play many games over the coming year. Perhaps one day, the *White Dwarf* team will be able to visit you all in Thailand. We can say it's a business trip and put it on the expense account.

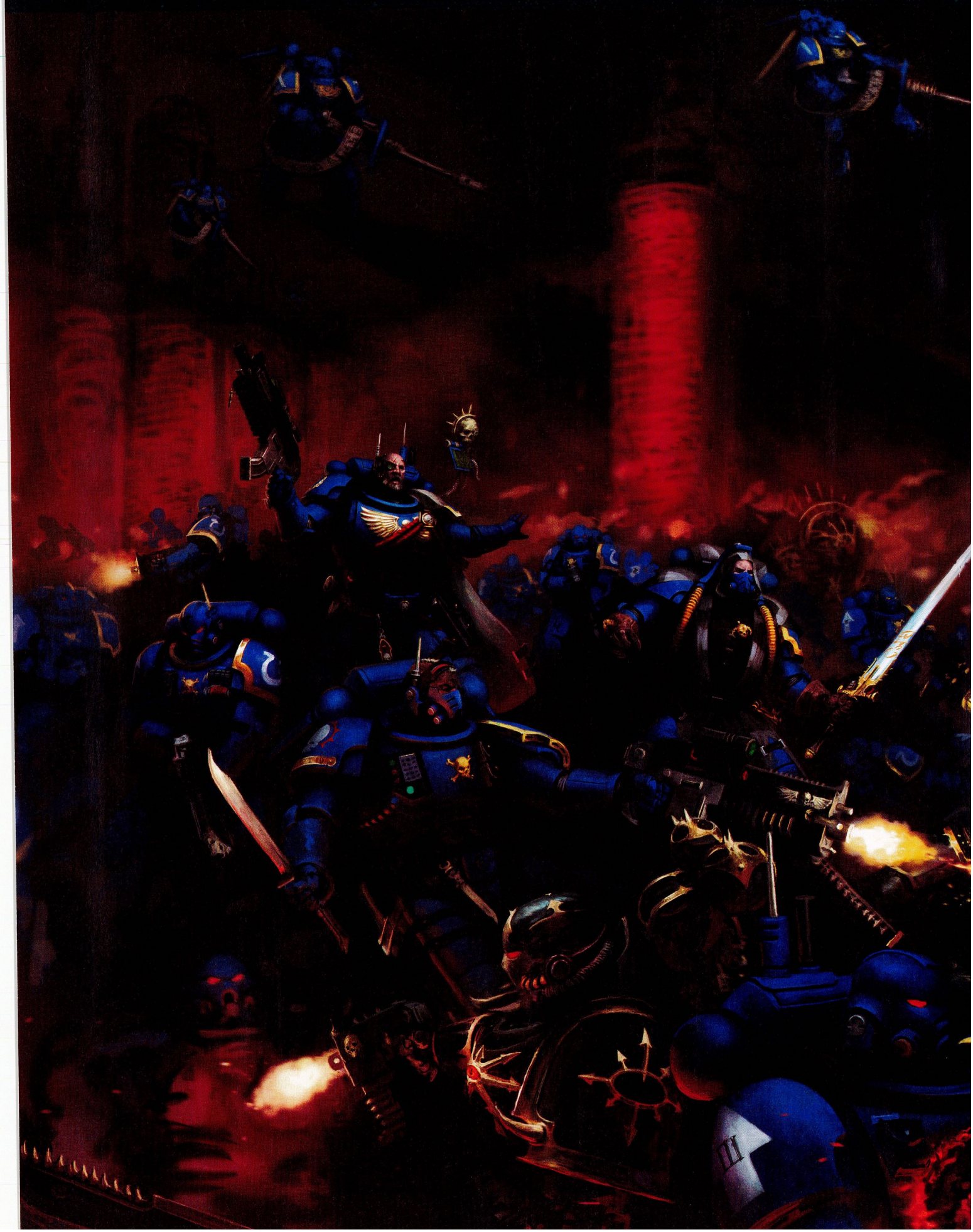






WARHAMMER 40,000

In the grim darkness of the far future, there is only war! This issue, there's also four warlords, four armies, a new Flashpoints series, a matched play Battle Report, Kill Team rules and Paint Splatter!





A TALE OF FOUR WARLORDS
It's the grand finale for this epic series. Turn the page to see the four incredible armies that Joel, Jonathan, Drew and Lydia have painted over the last year.



FLASHPOINT: NACHMUND
On page 30 we enter the Nachmund Gauntlet, where a war of faith between the Imperium and the forces of Chaos has reached boiling point.

WARHAMMER 40,000



A TALE OF FOUR WARLORDS

In a galaxy sundered by an eternity of battle, four mighty warlords have assembled their armies. Will they defend the Imperium of Mankind, or do they seek to crush it underfoot? In the final part of this epic series, our four challengers reach the 150 Power mark!



A TALE OF FOUR WARLORDS

A year ago, four warlords stood alone. They had no warriors to command, no war machines to direct in battle. Now they stand at the heads of four mighty armies, their vast legions ready to trample all before them. That's right, WD-fans, we have reached the end of this series of A Tale of Four Warlords!

Insert brass band fanfare, ticker tape parade and lights and laser show here.

Over the next few pages, you'll get to see their armies in all their glory and read the warlords' thoughts on a year of hobbying. Here's a brief summary of what they've been up to recently:

Master of the Forge Joel Martin has been busy in his workshop manufacturing gun platforms to support his Sons of Medusa army in battle. He's also recruited some new warriors to his Crusade force and finally added that psyker he's been talking about for, oh, almost a year!

Our resident reanimated robot Jonathan Stapleton has finally accepted the inevitable and bowed down to the might and majesty that is Szarekh, the Silent King. He's only painted one model for the Thokt Dynasty this month, but it really is a big one!

Defender of the faith Drew Palies has continued to build upon the background of the Order of the Argent Shroud while adding yet another wave of vehicles and infantry to his force. This time he's brought out the big guns and the big shields. And a really violent musical instrument.

And last, but certainly not least, Lydia Grant – our Runtherd extraordinaire – has gathered the grots for one final push. She's found some scrap and a bunch of grabby claws, looted a Mek Gun and strapped all of it to something huge (and, in her words, 'a bit derpy')! Turn the page to see what our four warlords created in their last month and bear witness to their completed armies!

HAVE YOU TAKEN PART?

As with previous years, we've encouraged you at home to join in with our challenge. And now we would like to see the fruits of your labours! If you've taken part in your own A Tale of Four Warlords challenge over the last year, we would love to see what you've been painting. Feel free to send some pictures of your creations to

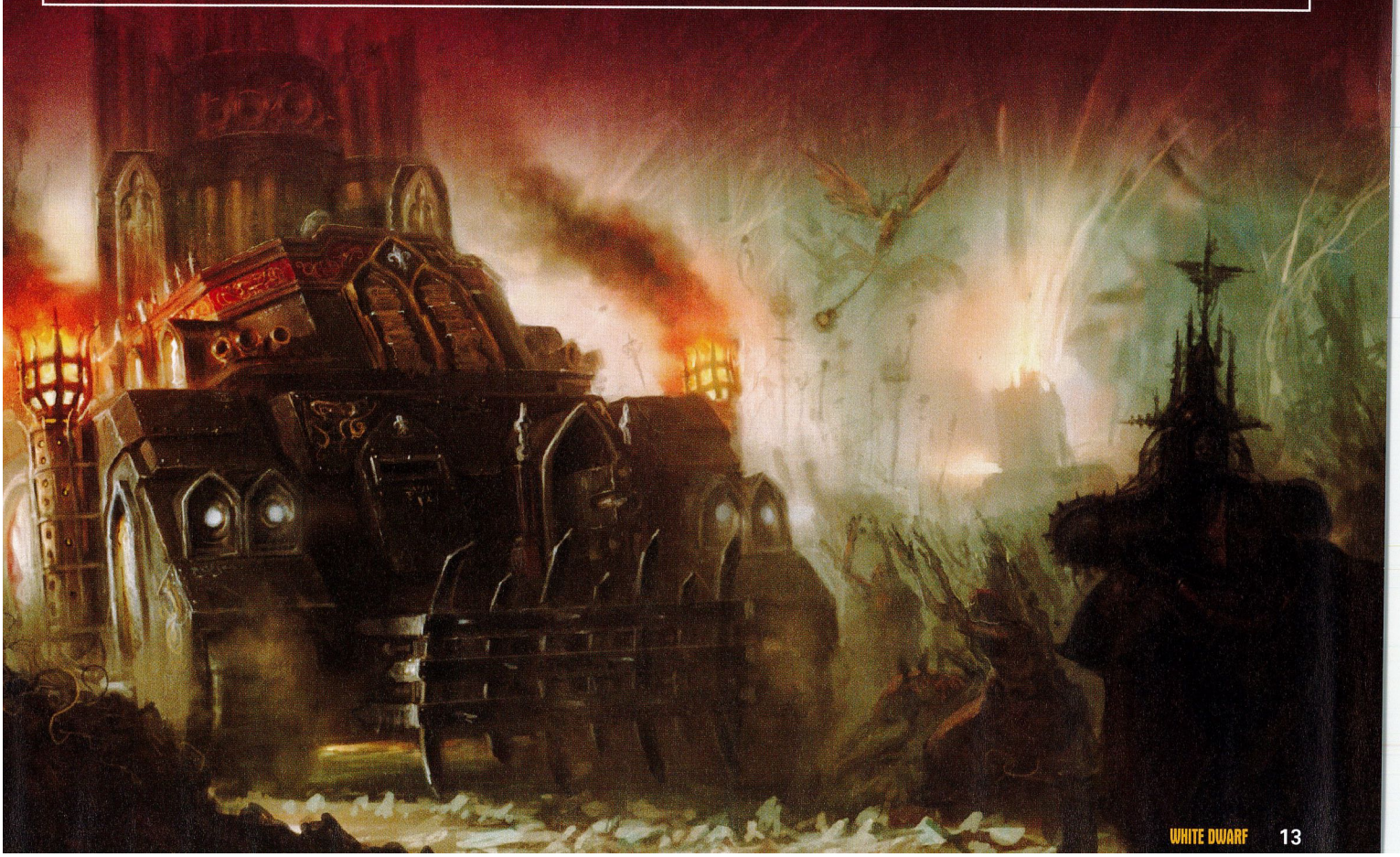
team@whitedwarf.co.uk.

Thanks to all of you who have sent us pictures throughout the year.

THE ONGOING CRUSADES

For this edition of A Tale of Four Warlords, our four hobbyists will be using the narrative play Crusade rules, which begin on page 306 of the *Warhammer 40,000 Core Book*.

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



SPACE MARINES

THE SONS OF MEDUSA

After a year of intense recruitment and war machine construction, the Sons of Medusa of the Atropos War Clan are now ready for battle. Joel tells us all about his latest creations and shares his thoughts on a year of painting things green.



JOEL MARTIN
Master of the Forge Joel Martin completes this year's challenge having painted forty-three Space Marines, five vehicles and three turrets. He was last seen staring vacantly at a pot of Warpstone Glow paint. The stare was utterly unbreakable.

Joel: Taking part in this series of A Tale of Four Warlords has been a great honour, and I've very much enjoyed the journey from assembling those first few Intercessors and selecting a Chapter for my Space Marines to adding hulking battle tanks and converting a character or two to add interest and flavour to my army. It's been an interesting and often turbulent year for everyone, and even though gaming has not been possible for the most part, having lots of building and painting to fall back on has been a great comfort to myself and many others!

REINFORCEMENTS FOR SQUAD KOLGRIMM

I had great fun painting my Aggressor Squad last month, so I decided to add another three models to Squad Kolgrimm. Fielded as a full unit, their auto boltstorm gauntlets and fragstorm grenade launchers will absolutely shred enemy infantry. I imagine using them to take and hold objectives. Alternatively, I can split the unit into combat squads so that half of them can be deployed in a Repulsor with Vaylund Cal.

BRING IN THE FIRE SUPPORT

No fewer than three Firestrike Servo-turrets also join my roster this month. I equipped them with las-talons because of their potential for higher damage output. The Techmarines manning the guns are painted in the same scheme I used for my Master of the Forge, with distinct black armour. The main panel of the gun itself sports the green livery of the bulk of my Chapter. I chose to tackle these in sub-assemblies, leaving the gun and gunner separate, so I could reach everywhere with a brush and add a little more detail.

PSYCHIC SHENANIGANS

I've been meaning to add a Librarian to my force for a while now (pretty much since the beginning!), so I thought I should add one before the end of this challenge. I opted for the Phobos variant of the Librarian, painting his armour in the traditional blue of the Librarius and painting a camo cloak to match the other vanguard elements of my force such as the Eliminators. The blue armour was painted using Macragge Blue as the base, and then I added a recess wash of Nuln Oil. After a quick tidy of Macragge Blue, I edge highlighted the panels using Calgar Blue. I was careful not to make this miniature too bright as I didn't want it to stand out too much from the bright green but instead complement it.

To see the army all assembled and painted on the shelf at home gives me a great sense of achievement. It's given me a lot to focus on over the course of the last year! I haven't been able to test out my army as much as the other warlords, but now the hard work is finished (and lockdowns eased), I'm hoping to field the Sons of Medusa on the battlefield in the near future.



THE 150 POWER MARK

After a year of painting, my army now sits at a mighty 153 Power. Most of the force sits neatly in a Battalion Detachment, but with so many Heavy Support choices (five in total) I will need to borrow one of my HQ choices to lead a Spearhead Detachment of big guns. I also realised that, while I have dubbed Vaylund Cal as a Master of the Forge, he sadly can't attain that title until he reaches the Heroic or Legendary Crusade rank. I guess he'll just have to get busy with that Omnissian power axe of his and start lopping off some heads. In the name of the Emperor, of course!

	CRUSADE CARDS	POWER RATING	CRUSADE POINTS
UNIT 1:	Master of the Forge, Iron Thane Vaylund Cal	5	
UNIT 2:	Primaris Captain Morn Graevarr	5	1
UNIT 3:	2 Primaris Lieutenants	8	
UNIT 4:	Primaris Ancient Maarkol Dourr	4	
UNIT 5:	Acchus Trull: Librarian in Phobos Armour	5	
UNIT 6:	Squad Torvokh: 5 Intercessors	5	
UNIT 7:	Squad Ghorrean: 10 Infiltrators	12	
UNIT 8:	Squad Acchus: 5 Assault Intercessors	5	
UNIT 9:	Squad Skorrgok: 5 Hellblasters	8	
UNIT 10:	Squad Draak: 3 Eliminators	5	
UNIT 11:	Squad Varrdon: 3 Outriders	6	
UNIT 12:	Squad Kolgrimm: 6 Aggressors	12	
UNIT 13:	Xeriis the Unrelenting: Redemptor Dreadnought	9	
UNIT 14:	Medusa's Wrath: Gladiator Lancer	11	
UNIT 15:	Omnissiah's Blade: Gladiator Valiant	12	
UNIT 16:	The Emperor's Retribution: Repulsor	16	
UNIT 17:	Cawl's Gift: Impulsor	7	
UNIT 18:	3 Firestrike Servo-turrets	18	



A trio of Firestrike Servo-turrets should provide my highly mobile army with a decent amount of firepower, enabling me to take out high-priority targets from afar.

The Repulsor *Emperor's Retribution* raced across the rubble of the ruined city, its grav-plates crackling with barely contained energy as they fought to keep the heavy armoured transport in the air. Rocks disintegrated at its passing, and metal beams bent backwards as the bow wave of repulsor energy struck them.

Inside the crew compartment, Iron Thane Vaylund Cal plugged a mechadendrite into the vehicle's sensor array and surveyed the battlefield. Targeting augurs picked out Necron warriors lurking in the nearby buildings, their metal bodies gleaming in the red light of the setting sun. The Repulsor's commander, sitting in the turret above him, opened fire, punching laser blasts through the shattered windows. Gauss fire flickered back like lightning, coruscating across the hull of the vehicle. Cal felt the rage of the Repulsor's machine spirit; the lights in the compartment burned just that little bit brighter.

'Prepare to disembark,' growled Cal as he patched a set of co-ordinates into the pilot's heads-up display. Around him, the Aggressors of Squad Kolgrimm cycled ammunition feeds into their boltstorm gauntlets. Safety catches clicked off. The Repulsor slowed and banked sharply as the door lock disengaged and the rear ramp descended. Hunched skeletal figures turned slowly towards the Sons of Medusa, gauss rifles raised.

'Engage,' said Vaylund Cal, and the Sons of Medusa annihilated all before them.

NEXT STEPS

After painting my Aggressors, I decided I really like the look of Space Marines in Gravis armour. I think they fit the Sons of Medusa aesthetic and background really well, so I'm definitely considering adding some other units such as Eradicators or Heavy Intercessors to my army in the future. But that's a project for another day; the list of things I would like to paint grows ever longer!

NECRONS

THE THOKT DYNASTY

After a year of intense renanimation, the Void Legion of Meghoshta is now ready for all-out war, the Thokt Dynasty's claim to galactic dominion supported by the Silent King himself. Here, Jonathan reminisces on creating his huge Necron army.



JONATHAN STAPLETON
Necron Overlord Jonathan has successfully reanimated sixty-eight infantry (or Destroyers), four war machines, a shard of a god and the leader of an entire race during the course of this challenge. A pretty good result overall. We gave him a B+ for effort.

Jonathan: With the continued and unstoppable awakening of the Void Legion of Meghoshta, not to mention Onryx's unshakable loyalty, the last Silent King has returned. Szarekh sees the Thokt Dynasty and its place in the Segmentum Pacificus as key to his people's reconquest of the galaxy. Perhaps the Thokt can be instrumental in reversing the curse of biotransference.

THE SILENT KING

Although Szarekh hails from his of his own dynasty, I decided to paint him in the same dark teal and electric blue of my Thokt legion. This represents his respect for the dynasty he is fighting alongside.

To show that he's far more important than any lowly Overlord, I gave him the finest living metal bod of any Necron. To represent this, I've painted his underskeleton to look like liquid bronze-gold (all his movements are effortless and silky smooth). This is copied across to the Triarch members that accompany him (Hapthatra the Radiant and Mesophet of the Shadowed Hand), although only their joints are painted to look like gold. They're clearly important members of the Triarch, but not as important as the Silent King.

The Silent King is a huge model in every sense of the word. It's three characters, a C'tan, two monolithic laser guns and the Dais of Dominion. He took a long time to paint! But rightly so, as he is a Lord of War and my overall army commander.

FINAL THOUGHTS

As this is the last instalment of the Warhammer 40,000 series of A Tale of Four Warlords, I thought it'd be good to look back over the last twelve months of awakenings.

Right at the start I remember I took a really long time to decide on a colour scheme. In hindsight, I feel that time was very well spent. I think the cool teal and electric blue tones really stand out on the battlefield and make my cold skeletal killing machines look even more intimidating than they already are. Putting that time into the colour scheme made painting the rest of the army so much easier and more achievable, as I knew what colours would be going where and how they were painted on each new model. This meant I could get each instalment's models painted in good time and then spend a little longer on the more complicated stuff like the Monolith, Void Dragon and Szarekh.

Overall, I'm really pleased with what I've achieved. It's been a huge undertaking, but seeing the army on display and on the battlefield is super cool. I hope to keep coming back to the Thokt Dynasty Necrons and adding units here and there over the coming years.



THE 150 POWER MARK

I think I've been the luckiest of all the warlords in terms of gaming. I've been able to play against several of the other photographers during our lunch breaks, and that has really helped me understand how to play with my army and have an enjoyable game with it. I reckon I have gone from being a 'terrible' general to an 'okay' one! I am more than happy with that. Creating this Necron army as a Crusade force definitely added a cool extra layer to it all. Seeing the army grow in size, experience and title length has been, and will continue to be, good fun.

CRUSADE CARDS		POWER RATING	CRUSADE POINTS
UNIT 1:	Szarekh, The Silent King	23	
UNIT 2:	Onryx, Indestructible Lord of Stars, Breaker of the Beings Below, Extinguisher of Injudicious Faith	6	4
UNIT 3:	Skorpekh Lord Anaurus	7	2
UNIT 4:	Royal Warden Accipitek	4	1
UNIT 5:	Illuminor Szeras	8	
UNIT 6:	Plasmancer Khaphtex	5	
UNIT 7:	Slave Unit Khaphtex: 2 Cryptothralls	2	
UNIT 8:	Warrior Phalanx Safhat: 10 Necron Warriors	6	
UNIT 9:	Warrior Phalanx Manat: 10 Necron Warriors	6	
UNIT 10:	Warrior Phalanx Sintek: 10 Necron Warriors	6	
UNIT 11:	Immortal Phalanx Sajouk: 10 Immortals	8	
UNIT 12:	Canoptek Reanimator	4	
UNIT 13:	Skorpekh Host Oberet: 3 Skorpekh Destroyers & Plasmacyte	6	1
UNIT 14:	6 Scarab Swarms	4	
UNIT 15:	3 Scarab Swarms	2	
UNIT 16:	Canoptek Doomstalker Khaneph	7	
UNIT 17:	Canoptek Doomstalker Karos	7	
UNIT 18:	Lokhust Host Khateph: 2 Lokhust Heavy Destroyers	8	
UNIT 19:	Ophydian Phalanx Abassid: 6 Ophydian Destroyers	10	
UNIT 20:	Pillar of Dominion: Monolith	19	
UNIT 21:	Void Dragon	18	



The Silent King makes for an awesome centrepiece in my army, which already has several incredible centrepieces such as the Shard of the Void Dragon and the Monolith!

NEXT STEPS

I had hoped to paint a unit of Triarch Praetorians to stand alongside Szarekh, but he took a lot longer than I expected, and, sadly, I didn't quite get to them before the end of the challenge, so they will probably be the next thing I add to the army. I also have a couple of Doom Scythes that need painting, but I might take a break from Necrons just for a little while to see what painting other things is like again!

ADEPTA SORORITAS

ORDER OF THE ARGENT SHROUD

Having reunited their scattered forces and reclaimed the Daemenor Sub-sector, the Battle Sisters of the Order of the Argent Shroud now stand firm against the enemies of Mankind. And now they've got even bigger guns, as Drew is keen to point out!



DREW PALIES
As we come to the end of the series, Drew has painted a mighty eighty-two Sisters of Battle (including heroes), seven vehicles and four warsuits! At night he dreams of burning braziers, smiting heretics and cute fluffy kittens. But mostly just kittens …

Drew: For the last article in the series, my Sisters of Battle have brought out the big guns! I know people often finish the series with a big model or a centrepiece kit, and I've kind of done that with an Exorcist, but I also wanted to keep to the story behind my force as their campaign gains momentum, starting with the troops and a few heroes and building up to the heavy stuff at the end. So that's what I've done.

SACRESANT SQUAD BRIGITTE

Following Eleanor's promotion to Canoness Preceptor (see issue 470), I felt that she deserved a personal retinue that befitted her rank. So the first thing I painted for this final month was a unit of Celestian Sacresants to accompany her into battle. I see their inclusion in my army as a sign of respect and great honour bestowed to Eleanor by Morvenn Vahl following the battle at Sanctuary 101.

The Sacresants are painted like my other Celestians to show their rank. I decided to paint their shields a light copper colour like the rest of the metalwork across the army. There was a temptation to paint them gold as a mark of their rank, but, in my eyes, the Adepta Sororitas should be humble. Pure gold felt a bit too bling bling! I equipped them with maces as I imagine them stepping in and pummelling anyone who tries to get close to Eleanor.



THE BIG GUNS

Unusually for me, all my Retributors were assembled straight out of the box – I love the models as they are, and there's such variation in them that I didn't want to do anything extra to them. I've built two heavy bolters and two multi-meltas for each unit as I like my units to be flexible rather than dedicated to a specific battlefield task. The heavy bolters are definitely my favourites. There's a great piece of art in the old *Codex: Witch Hunters* that features a Retributor with a bionic eye and a metal band in her hair – one of the models is sculpted to look just like that, so it's great to be able to build the model of the art.

AND NOW THE MUSIC!

The Exorcist was really cool to paint, especially the organ on the back. I added a few extra parchments to the hull and painted it in sub-assemblies, including the braziers, the organist's head and the cherubim. I used Runelord Brass for the organ, followed by a wash of Cryptek Armourshade and a layer of Canoptek Alloy.

Overall, the warlords challenge has been a great experience and a lifelong dream come true to be a part of it. I'm emotionally invested in the force I've created, and I have loads of ideas for the future of the army. I just need to play a few more games with them now!

THE 150 POWER MARK

I've been having a good think about how I'll use the new additions to my force. For the most part, I'll find whatever high ground is available and set the Retributors and Exorcist up on it to give them a commanding view of the battlefield. They can then prioritise armoured targets such as battle tanks. I'll also keep them well spread out. I'm still a little traumatised from having Jonathan's Monolith appear behind my army in the Battle Report, so I'm going to make sure I deploy (and stay positioned) in such a way that enemy units can't deep strike around me.

	CRUSADE CARDS	POWER RATING	CRUSADE POINTS
UNIT 1:	Celestine, the Living Saint	10	
UNIT 2:	Canoness Preceptor Eleanor – the White Martyr	3	2
UNIT 3:	Morvenn Vahl	13	
UNIT 4:	Squad Briar: 5 Sisters of Battle	3	
UNIT 5:	Squad Euphemia: 10 Sisters of Battle	6	
UNIT 6:	Squad Cordelia: 10 Sisters of Battle	6	
UNIT 7:	Squad Erhynica: 5 Celestians	4	
UNIT 8:	Repentia Superior Ebba	2	
UNIT 9:	Squad Ebba: 9 Sisters Repentia	6	
UNIT 10:	Squad Angelica: 10 Zephyrim	8	1
UNIT 11:	Squad Alice: 5 Dominions	4	
UNIT 12:	Squad Arabella: 5 Dominions	4	
UNIT 13:	Squad Magdalena: 3 Paragon Warsuits	13	
UNIT 14:	Squad Grace: 5 Retributors	6	
UNIT 15:	Squad Ethel: 5 Retributors	6	
UNIT 16:	Squad Brigitte: 5 Celestian Sacresants	3	
UNIT 17:	Dialogus Weldina	3	
UNIT 18:	Imagifier Beatrice	3	
UNIT 19:	Hospitaller Sophie	3	
UNIT 20:	Sororitas Rhino Clarice	4	
UNIT 21:	Sororitas Rhino Sariah	4	
UNIT 22:	Immolator Iona	7	
UNIT 23:	Immolator Lellia	7	
UNIT 24:	Immolator Sabine	7	
UNIT 25:	Immolator Amellda	7	
UNIT 26:	Exorcist Gallatea	9	



The big guns are ready to annihilate heretics, witches, aliens and daemons. My army is definitely geared more towards close-range firepower than close combat.

PAINTING FACES

I've had a lot of people online ask how I paint the faces of my Battle Sisters. I can't really show the process stage-by-stage as it involves a lot of back and forth with the colours, but I do have some advice. First, remember that all skin tones are different. Just changing the Base or Shade paint you use can make a big difference; Kislev Flesh has a yellower tone than Cadian Fleshtone, for example. For a ruddier tone, use Reikland Fleshshade as a wash instead of Guilliman Flesh. Second, use 'flesh' colours to highlight darker skin, not browns. I tend to work up from Rhinox Hide and mix in colours like Kislev Flesh to achieve more natural highlights. Lastly, avoid harsh highlights on feminine faces. Instead, aim for thinner layers to create softer transitions.



NEXT STEPS

I have so many plans! I want to add more regular Battle Sisters to the force and create custom Rhinos for both Eleanor and the Repentia. I would also like to paint the Triumph of Saint Katherine at some point, because it's utterly amazing, and a unit of Sacresants to go with it. Then maybe I'll paint some of the new Black Templars to join them in their crusade. This army may never end!

ORKS

WAAAGH! DA GOFFS

The Crooked Hand Waaagh! has rampaged across the galaxy for many long decades, but now it has been joined by the final (some would argue best) clan of them all - da Goffs! In this final instalment, Lydia tells us about her army's colossal centrepiece.



LYDIA GRANT
Over the course of this year-long challenge, Lydia has painted one hundred and ten infantry models, seven vehicles, a massive Squiggoth and a building. Not content with this mini-Waaagh!, Lydia has created a clone to help her paint even more greenskins.

Lydia: So what's bigger than the daddy of all Orks? More grots! In this episode, I go back to my roots to paint another ninety Gretchin! Only, no … not really. That joke doesn't really work when there's a big glossy picture on the opposite page with a massive freaking Squiggoth in it!

DOOF!

The moment I chose to paint an Ork army, I knew where I was starting and ending. Because what's better than a bunch of pallid, sickly grots? Pallid, sickly grots on the back of a massive warbeast! The Gargantuan Squiggoth is up there in my top three miniatures of all time, and it has, hands down, the best component ever – a set of perfectly formed removable dentures! But its not just the model. In true Crooked Hand style, there's also an epic story behind Doof. In Skartown, nothing much thrives apart from rust. And Squiggoths. Something about the iron content on the planet just works for them. It's also one of the reasons that the Orks lead such a nomadic lifestyle, because Squiggoths trampling through your camp can become quite disruptive!

You may remember from my previous battles that just shouting 'Bubbles!' very loudly at my opponents does not make for an effective weapon (don't go giving up on them, though – I just have the worst luck with them). So when Doof came rampaging round the latest camp and stood on all of the Mek Gunz, Skrappaking came up with a plan: put the gun on the Squiggoth! So I rebuilt the howdah to include not only a Mek Gun but a huge scrap pile and loads of grabby arms to show where the grots have turned Doof into a lumbering scrap collection service.

I toyed with the idea of airbrushing Doof's skin for a super-smooth blend, but, after covering myself in paint several times, I decided to go old-school and wet blend him from his dark sun-baked top scales down to his delightfully pallid belly. I made three big pools of paint on my palette: White Scar, Elysian Green and Stegadon Scale Green. Mixing these all together, I got my colours to work through from dark to light, with each layer going a little over the one before to create smooth blends. A wash of watered-down Coelia Greenshade brought it all together. It was nice painting something super bright to contrast with the washed-out tones of the rest of the army, and I'm hoping that will help Doof stand out on the battlefield. As if he needs a hand with that!

Finishing this miniature was bittersweet. I'm so proud of all I have done here, and seeing the army come together has been amazing, but with the Goffs mustered, the final clan has been added to the Crooked Hand Waaagh! and my friend Mark's vision is complete. But then I remember – we iz Orks and dere iz always more krumpin' to do!



THE 150 POWER MARK

Using the *Imperial Armour Compendium*, I'm able to include Doof as a Lord of War in my army. I'll have to splash out a few Command points on a Super-heavy Auxiliary Detachment, but that's a small price to pay to include a Gargantuan Squiggoth in my force. The rest of the army almost fits in a Battalion. I'm a little HQ heavy, but I'll rarely field all of them at the same time, so that's not a huge issue. I'll always take Skrappaking though – he's the brains of the operation, and his ability to fling grots across the table with Da Jump is both tactically useful and highly entertaining.

	CRUSADE CARDS	POWER RATING	CRUSADE POINTS
UNIT 1:	Makari (da most important character)	3	
UNIT 2:	Ghazghkull Thraka	15	
UNIT 3:	Da Orkganik Mekaniak: Big Mek with Shokk Attack Gun	6	2
UNIT 4:	Big Mek in Mega Armour	6	
UNIT 5:	Weirdgrot Skrappaking Smolwyrd	4	3
UNIT 6:	Da Legion of Boom: 10 Nobz	12	1
UNIT 7:	Da Bullet Farmers: 5 Meganobz	18	
UNIT 8:	The Warpups (led by Nuggz): 30 Gretchin	6	2
UNIT 9:	The Rocky Red Shirts (led by Rocky): 30 Gretchin	6	1
UNIT 10:	30 Gretchin	6	
UNIT 11:	3 Killa Kans	7	
UNIT 12:	Deff Dread	6	
UNIT 13:	Bubblechukka and Smasha Gun Mek gun	6	
UNIT 14:	Max: Gorkanaut	19	
UNIT 15:	Doof: Gargantuan Squiggoth	27	
UNIT 16:	Mekboy Workshop	4	



Doof is so called because it was the last noise that the Ork who had been asked what the Squiggoth was said before he was crushed by it.

NEXT STEPS

An Ork Waaagh! is never complete, and there are still so many models I want to add to my force. I'm so excited for the Beast Snaggas, and I definitely want to add some of them to my army in the coming months. I also need to add more Nobz to Ghazghkull's retinue and probably some more grots at some point. Perhaps I'll paint another Bubblechukka. But then again, maybe not …

SPACE MARINES

THE SONS OF MEDUSA

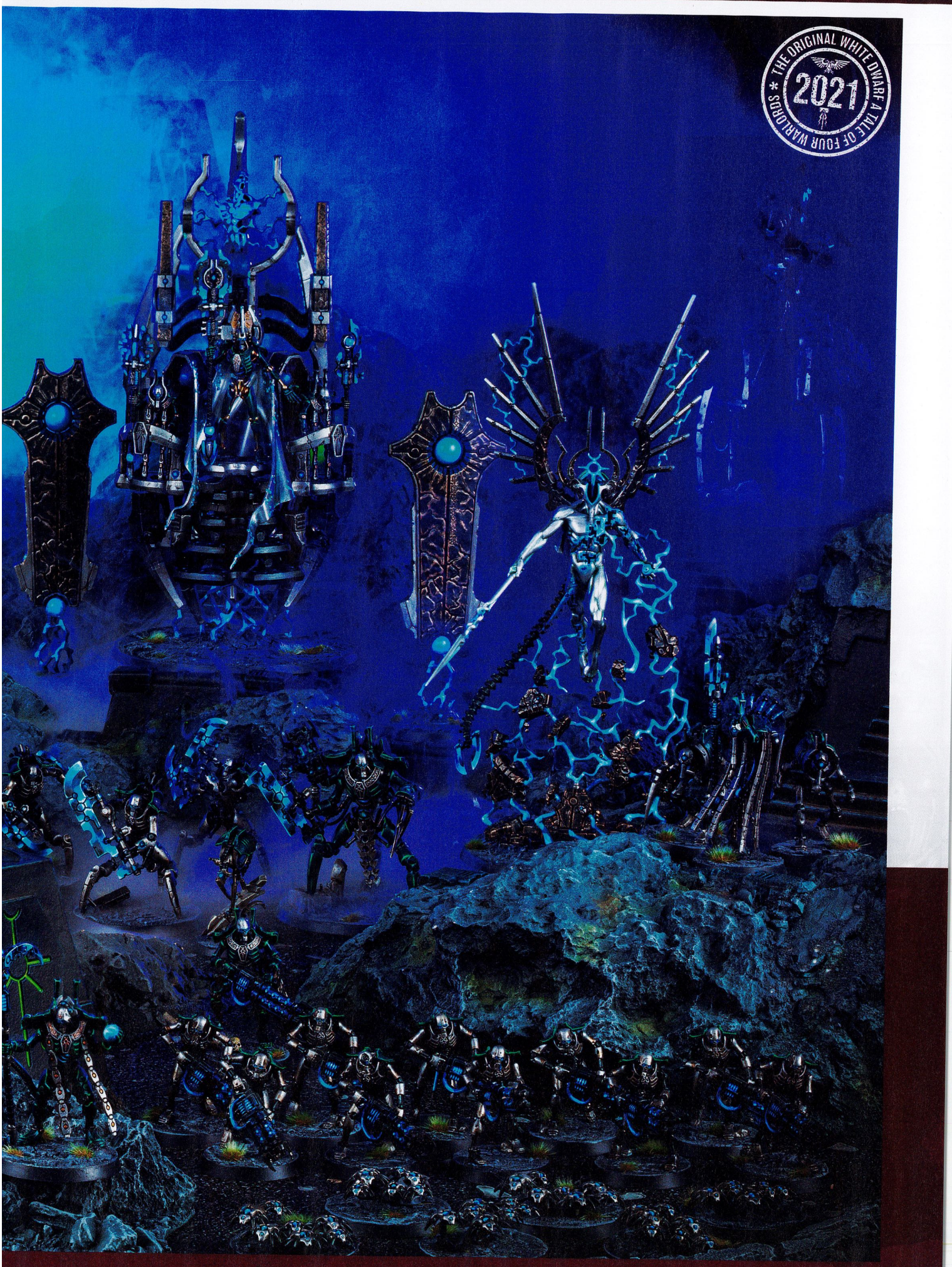



THE ORIGINAL WHITE DWARF A TALE OF FOUR WARLORDS
2021

NECRONS

THE THOKT DYNASTY

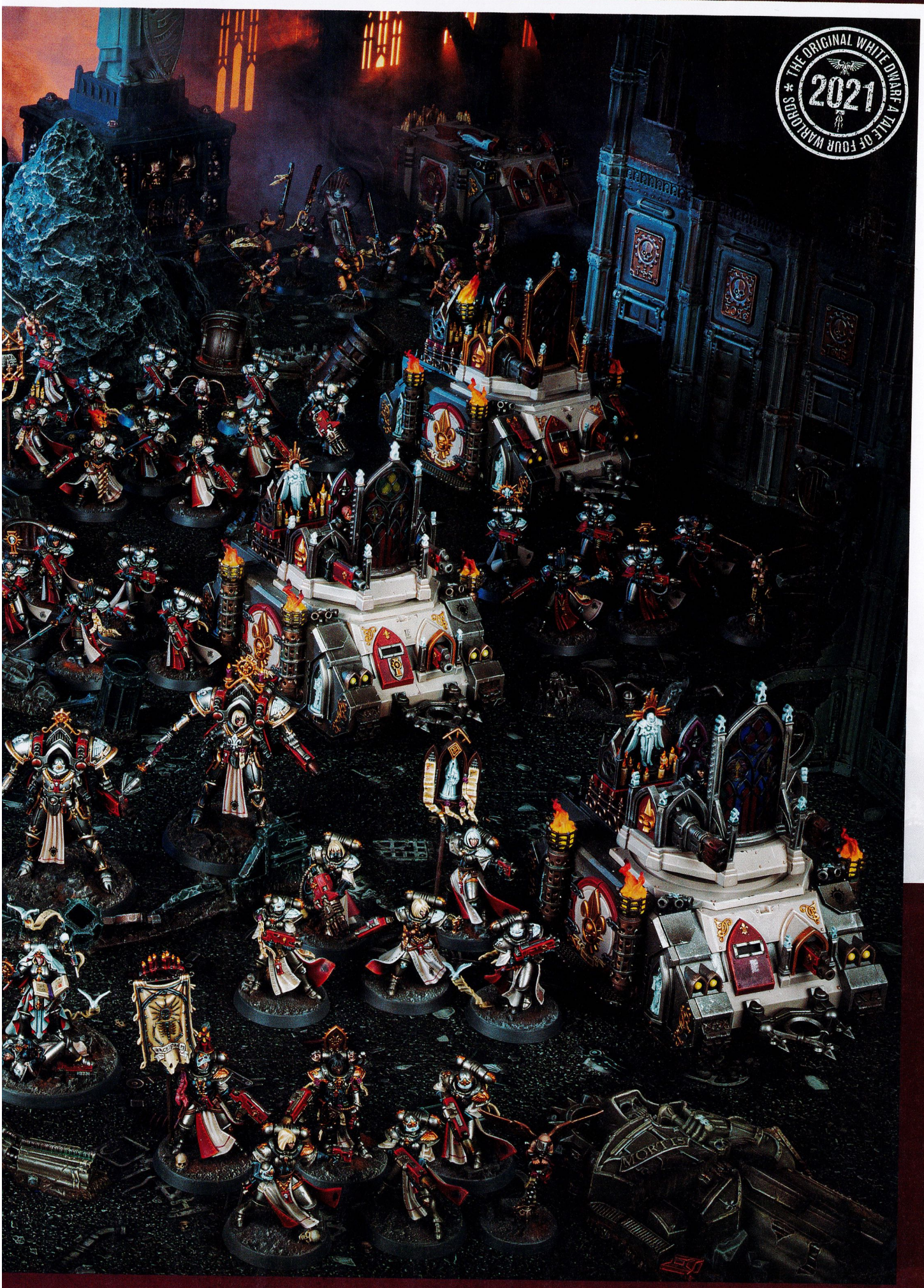



THE ORIGINAL WHITE DWARF A TALE OF FOUR WARLORDS
2021

ADEPTA SORORITAS

ORDER OF THE ARGENT SHROUD




THE ORIGINAL WHITE DWARF
2021
A TALE OF FOUR WARLORDS

ORKS

WAAAGH! DA GOFFS

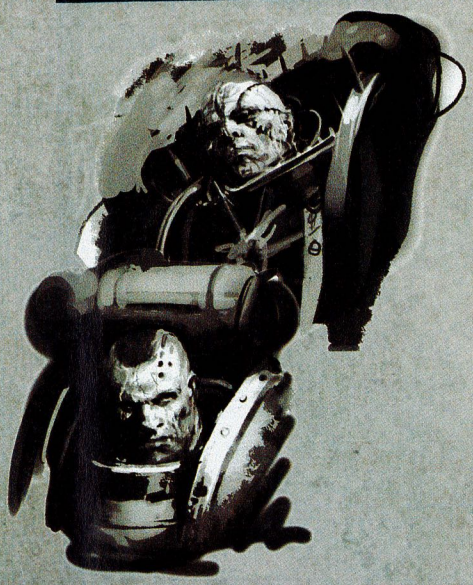


A TALE OF FOUR WARLORDS



WARHAMMER 40,000

FLASHPOINT



NACHMUND CAMPAIGN

The galaxy is being torn asunder, with new war zones exploding into life with ever-increasing frequency. In the first article of a new series, we begin a perilous journey through the Great Rift to explore the conflict raging within the Nachmund Gauntlet.

WHAT ARE FLASHPOINTS?

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

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

After the emergence of the Cicatrix Maledictum, precious few routes pierced the raging storm belt between the Imperium Sanctus and the Imperium Nihilus. Of these, the Nachmund Gauntlet was the largest and most stable. Where the Gauntlet emptied out into the darkness of the Imperium Nihilus, the world of Vigilus served as the loyalist bridgehead into the Imperium's darker half.

Heavily fortified, massively garrisoned and well situated to act as the linchpin of local defence, Vigilus soon became the focal world for a sprawling war. The Orks came first. Spilling from the void, a fleet of ramshackle warships fell upon the planet. Those ships that survived their headlong plunge through the world's picket fleet and defence-silo fire slammed into the surface to disgorge a tide of greenskins and smoke-belching war engines. Soon, the so-called Speedwaaagh! was surging across Vigilus' surface. The Orks struck at supply convoys. They raided the shielded hivesprawls and turned the desiccated plains between them into war-torn speedways. They also, inadvertently, triggered a second invasion, this time from below. Fearing to lose the world they considered theirs, the Genestealer Cult of the Pauper Princes rose up from the underbellies of the Imperial hivesprawls and began their own war of conquest.

Reinforcements flooded to the loyalists' aid, amongst them a coalition of Space Marine strike forces under the overall command of Ultramarines Chapter Master Marneus Calgar. But even with such powerful and merciless warriors battling the invaders, the War of the Beast raged on. Months of conflict became years. Then, just as Humanity seemed to be gaining the upper hand, Haarken Worldclaimer descended on Vigilus' high spires. Worldclaimer was a herald of catastrophe. He was the voice of Abaddon the Despoiler, and he filled Imperial vox networks with warnings of impending doom. Vigilus and all the worlds around it would soon be crushed by the Heretic Astartes and their allies, Haarken proclaimed, and there was nothing the loyalists could do to prevent it.

Abaddon's onslaught was ferocious. Vast forces of Heretic Astartes descended not only upon Vigilus but also onto the worlds and systems around it, many of which were already embroiled in vicious civil wars or battles against xenos threats. Regiment upon regiment of Traitor Guardsmen fought shoulder to shoulder with mutants and fanatical Chaos Cultists. Towering renegade Titans and deformed Chaos Knights stalked blazing Imperial cityscapes, guns thundering. Vigilus' dusty plains became the sites of swirling tank battles as thousands upon thousands of Ork, Chaos and Imperial armour units clashed. Amidst the mayhem, Abaddon's agents worked to raise heretical devices known as Noctilith Crowns. These lodestones of warp energy created a network that reached out to the fury of the Great Rift and began drawing the warp storms toward the planet. At Abaddon's bidding, the empyrean itself coiled out towards Vigilus, overrunning embattled systems and drowning worlds in madness as it threatened to seal off the Nachmund Gauntlet altogether.

A DESPERATE SACRIFICE

Marneus Calgar was able to stave off defeat on Vigilus, though only through dreadful sacrifice. Suspecting that such a powerful heretic warlord could not refuse a personal challenge without the risk of being undermined before his followers, the Ultramarines Chapter Master

drew Abaddon into a titanic one-on-one duel atop one of Vigilus' high spires. Even as Abaddon and Calgar fought blade to armoured fist, Imperial and allied Aeldari forces struck at the Despoiler's flagship, the *Vengeful Spirit*. Unwilling to sacrifice such an incredibly ancient and powerful vessel, Abaddon retreated. Without him to hold the heretic alliance together, Imperial forces were able to stabilise the situation on Vigilus, at least for the time being. Yet it was a poor prize to have been bought for such a high cost, for, during their duel, Abaddon had mortally wounded Calgar. The Ultramarine did not perish; instead he was borne away by the Chapter Apothecaries to be healed. However, this was not the story that spread across the planet and to the worlds and systems beyond.

Communication channels throughout the sector were in tatters. Empyric interference tainted every message and corrupted the visions of even the most able of seers. Agents belonging to the Alpha Legion and Word Bearers waged wars of disinformation, clashing with agents of the Inquisition as the heretics sought to spread demoralising lies. Thus, the mixture of rumour and hearsay that rippled out from Vigilus told not of a desperate and hard-fought victory nor of the subsequent campaign by Inquisitor Cartavolnus to topple the Noctilith Crowns. Instead, it concerned the martyrdom of Marneus Calgar at the hands of Abaddon the Despoiler. As far as the average Imperial soldier knew, the warp storms still raged, heretic and xenos forces still pressed in from all sides, and now matters were more desperate than ever.

WIDESPREAD ANARCHY

While battle had raged on Vigilus, so too had all the worlds and systems of War Zone Nachmund known hard years of warfare. Loyalist reinforcements had flowed through the Gauntlet to aid them in ever greater numbers. Many had been diverted straight to Vigilus, but many more raced to the aid of the wider sector. Imperial reinforcements limped in from the outer dark of the Imperium Nihilus as the conflict progressed, drawn to this comparative sanctuary after abandoning worse positions elsewhere. Some of these forces were little better than shell-shocked refugees, all added to the loyalist hosts defending the mouth of the Nachmund Gauntlet. Perhaps, had the Imperium been the only faction pouring warriors into the war zone, their numbers might have ensured victory. However, this was not the case.

Dozens of Ork warbands had been drawn to War Zone Nachmund, heeding the unerring instinct greenskins have for a good fight. Worlds like Phorda and the once-verdant Lyroth were overrun entirely and became crude Ork fiefs. Meanwhile, stately Ranmuud and the industrialised Vakka System endured years-long besiegement by hordes of Ork invaders. More Genestealer Cult uprisings also troubled the sector. The frontier world of Il'Jash found itself another victim of the Pauper Princes and – unlike Vigilus – fell swiftly to their ascendant broods. Amlin's Reach, Parduk's World and the backwater of Gohlim all saw uprisings by the dreaded Hive Cult, while the vital Administratum archive world of Schovum was overrun by a cult calling themselves the Tomewyrms.



Drukhari raids, such as the Periphonor Atrocity and the Night of Flaying, proved that the denizens of the Dark City were more than happy to disport amidst the widespread butchery. Meanwhile, Ordo Xenos Inquisitor Achimba fought a shadow campaign against the Asuryani of Craftworld Biel-Tan, who seemed determined to destabilise each centre of Human resistance in the region.

All such xenos onslaughts were deadly in their own right yet paled in comparison to the omnipresent threat of Chaos. Even before the Despoiler's coming, the manifestation of the Great Rift had spread mutation, corruption and heresy. Worlds were swallowed by sentient shadows. Psychic mutation brought nightmare and catastrophe. Daemon-worshipping doomsday cults multiplied amongst frightened and desperate Human populations and soon ignited dozens of bloody civil wars and even full-blown daemonic incursions. Dark rumours persisted of possessed geist fleets crewed by the damned, which preyed upon isolated vessels both in and out of the warp. Heretical warbands beyond number spilled from within the roiling madness of the rift's warp storms, some striking and fading like opportunist pirates, others coming with conquest and sacrifice in mind.



The number of traitor warbands assailing the worlds of War Zone Nachmund only increased with Abaddon's attack on Vigilus. The Despoiler's strategy was one of grand and widespread disruption. Just as he set his war dogs loose upon the planet to spread anarchy and murder, so too did he unleash them upon every system bordering the northern mouth of the Nachmund Gauntlet. By the time word spread of Marneus Calgar's supposed death, more than half the Imperial-held worlds in the sector had been overrun. To the defenders of those planets that endured, these rumours of a hero's fall came as yet another trying test of faith.

Some doomsayers proclaimed that Vigilus had fallen along with Calgar and that even now the Despoiler was leading a final strike through the Nachmund Gauntlet towards Holy Terra. Other cursed prophets wailed that Vigilus had been destroyed like Cadia before it. They warned that the Despoiler's hosts were even now racing through the void towards loyalist worlds, each towing a planet-shattering asteroid torn from the planet's carcass and destined to be used as a weapon of Exterminatus.

Yet for every Imperial soldier or citizen who felt the temptation of heresy or who gave in to dismay and despair, there was another whose faith only burned brighter in the face of adversity. Death Cults, Frateris Militia and Redemptionist crusades saw their ranks swell exponentially. Mainline Imperial regiments went into battle accompanied by huge mobs of wild-eyed zealots, who waved ragged aquila banners and wielded whatever blunt instruments and crude firearms they could lay their hands upon. Even though the skies twisted with the impossible hues of warp storms, even though mutation spread and doubt gnawed them from within, the Imperial armies of War Zone Nachmund fought harder than ever against the heretic invaders. For many, their faith was rewarded as they felt the spirit of the God-Emperor move within them, lending fresh vigour and blessed fortitude with every foe they slew.

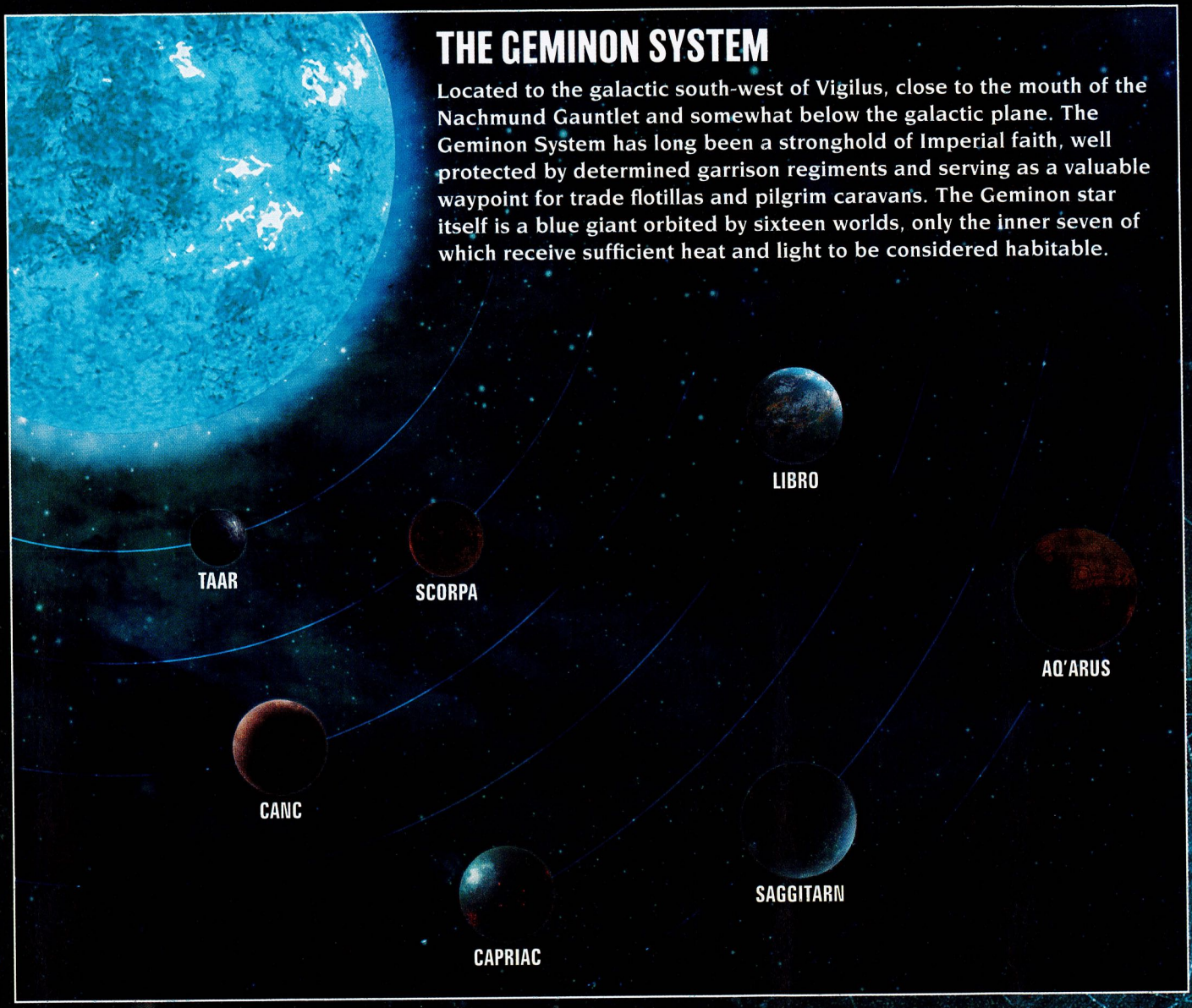
BEACON OF HOPE

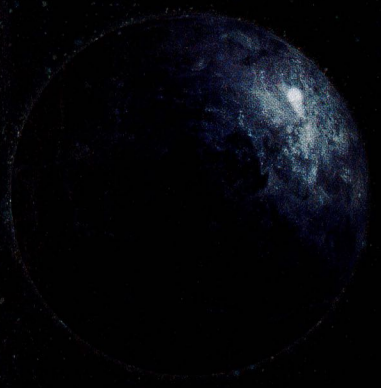
In the wake of Calgar's fall, increasing numbers of seers and prophets across the sector were visited with the same vision. They saw a flickering beacon of pure light amidst raging storms, warm and somehow welcoming, like the play of candlelight through an open shrine door. Some claimed it denoted sanctuary to be found upon Vigilus and was a sign that Calgar's martyrdom had not been in vain. Others warned it was a phantasm – a will-o'-the-wisp sent to tempt credulous fools into damnation. Regardless, more than one beleaguered ship's Navigator fixed that faint light in their third eye and set their course by it, praying all the while that their faith would be rewarded with salvation.


CALGAR
LIVES
A WARRIOR'S FAITH IN HIS COMMANDER IS HIS BEST ARMOUR AND HIS STRONGEST WEAPON.

THE GEMINON SYSTEM

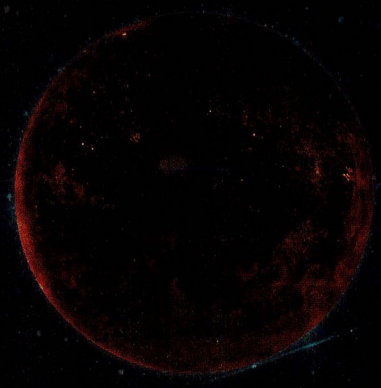
Located to the galactic south-west of Vigilus, close to the mouth of the Nachmund Gauntlet and somewhat below the galactic plane. The Geminon System has long been a stronghold of Imperial faith, well protected by determined garrison regiments and serving as a valuable waypoint for trade flotillas and pilgrim caravans. The Geminon star itself is a blue giant orbited by sixteen worlds, only the inner seven of which receive sufficient heat and light to be considered habitable.





TAAR – HUSK WORLD

Closest of all the system's worlds to their star, Taar is a rad-blasted ball of rock wreathed in magnetic distortion and battered by solar flares. It orbits so close to Geminon that it is distorted and riven with tremors. Despite its barely habitable nature, the Adeptus Mechanicus still maintain a research station on Taar, the purpose of which is a closely guarded secret.



SCORPA – TALLOW WORLD

Scorpa's surface bristles with towering mountains and deep chasms, their edges scoured blade-sharp by three-hundred-mile-an-hour wind storms thick with diamond dust. Below the surface sprawl under-habs that service the planet's immense tallow manufactorums. Here, dead bodies from across the system are rendered down, their fat reclaimed to fashion trillions of candles ready to be exported to Ministorum shrine worlds.



CANC – SPOIL WORLD

This small planet was hollowed out in some forgotten pre-Imperial age and employed as a dumping ground for scrap metals, mining spoil and other accumulated detritus. Now it supports numerous mining clans, whose macro-rigs pick their way across Canc's unstable surface before drilling down in search of valuable archeotech amongst millennia-worth of rubbish.



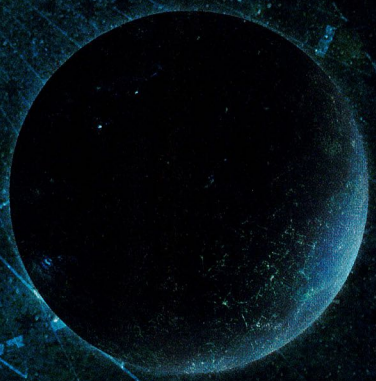
LIBRO – AGRI WORLD

Libro's climate is broadly temperate, and its oceans are formed of mineral-rich freshwater. Employing networks of macro-canals, the workers of Libro maintain water meadows – none more than a few feet deep but typically hundreds of miles in diameter – that produce an endless crop of nutrient algae. This bounty is shipped up to orbital manufactorums that transform it into ration blocks ready for distribution across the sector.



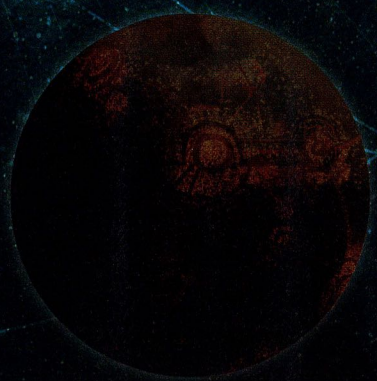
CAPRIAC – INDUSTRIAL WORLD

This heavily polluted industrial world is entirely given over to the manufacture of Mk18 high-yield lasgun cells. Its servitor-staffed forge-shrines produce enough ammunition each day to keep an entire Astra Militarum infantry regiment firing volleys for a month, even in the most murderous war zones.



SAGGITARN – DEATH WORLD

Twilit and cold, Saggitarn possesses gravity nearly twice Terran standard. Much of its surface is carpeted with fungal rainforests, busy with eerie bioluminescence and prowled by predatory insectoids of enormous size. Several fortified harvester-colonies cling to Saggitarn's surface, for its fungal flora are a rich source of medicinal spore cultures. Its mountainous northern continent also supports an extreme environment training facility run by the Schola Progenium.



AQ'ARUS – SHRINE WORLD

Aq'arus orbits far enough from Geminon that the star is but a cold blue orb, rarely glimpsed amidst the dark, cloud-choked skies. Almost all light and heat must be artificially generated, yet this has not stopped enormous shrine-plexes from rising all across Aq'arus' surface, interspersed with hive cities and hab-domes. The world's patron saint is Wynn the Lamplighter, whose holy radiance is said to ward the system's inner worlds from the perils of the outer dark. Unsurprisingly, Aq'arus is amongst the main importers of Scorpa's bounty of candles.



PRAISE SAINT WYNN

AQ'ARUS – SHRINE WORLD



ARM THE IMPERIUM

CAPRIAC – INDUSTRIAL WORLD



NOURISH THE MASSES

LIBRO – AGRI WORLD



LIGHT THE DARKNESS

SCORPA – TALLOW WORLD

THE TRIALS OF GEMINON

Though perilously close to the Great Rift, the Geminon System came through the darkness of the Noctis Aeterna miraculously unscathed. That its worlds were spared the malefic phenomena suffered by many Imperial systems was attributed to the ever-burning lights of Saint Wynn. Countless blessed candles burned in her shrines, and their light was deemed to be a shield against darkness and corruption. Located as it was near the mouth of the Nachmund Gauntlet, Geminon also retained a glimmer of the Emperor's Astronomican, another form of blessed light that also brought hope.

Though not heavily garrisoned, the Geminon System was not without defenders. Alongside local militias and a fleet of defence monitors, twenty-seven regiments of Astra Militarum infantry and armour were scattered across the system's worlds and orbitals. These soldiers were further supported by Battle Sisters based on Aq'arus and hailing from the Orders of the Bloody Rose and the Radiant Pyre. The Schola Progenium facility on Saggitarn was believed to maintain some undisclosed military presence, while rumour had it the Adeptus Mechanicus harboured strange soldiery and perilous weapons on Taar.

Geminon's already scant forces were further diminished by the outbreak of war on Vigilus. When a flotilla of Imperial Navy troop ships arrived in system and demanded twelve regiments embark for the Vigilus front, none could gainsay the order. The remaining Heidrun, Khymer and Valhallan regiments were hurriedly redeployed across the system, providing Scorpa, Canc, Libro, Capriac and Aq'arus each with at least a token garrison.

Years of creeping doubt and costly skirmishes followed. Thrice, wolfpacks of traitor warships burst from the warp to raid the Geminon System. Though their numbers were few, these bands of Heretic Astartes caused carnage first on Libro, then Capriac and finally on Aq'arus. Worse than the lives they took was the doubt these post-human murderers left in their wake. Some of Geminon's defenders had thought Space Marines a myth. Even those who knew better had believed them inviolable angels of the God-Emperor. Some feared that the Space Marines had attacked as punishment for some unknown failing. Others questioned, if such divine warriors could turn traitor, whether anyone could resist the taint of heresy.

Matters were not helped by Chaos cult uprisings across the system's worlds. Each of these heralded malefic manifestations, gruesome plagues and terrible damage and loss of life. On Scorpa, a cult calling themselves the Tallowhands conjured slouching horrors from the rendering vats – golems of sentient corpse fat whose touch spread an incurable rotting disease. On Libro, the Cult of the Eighth Blade launched one berserk uprising after another. An inexplicable madness accompanied their rampages, turning loyal soldiers into murderous lunatics, who fell upon one another with unbelievable savagery. Even Aq'arus was bedevilled by a secret church whose members called themselves the Shrouded and sought to extinguish the holy lights of Saint Wynn.

Though fresh Imperial forces did reach the Geminon System through the Nachmund Gauntlet during these years of violence, most merely demanded to refuel and resupply before pressing on for Vigilus. Thus, faith had to fill what gaps were left by a paucity of warriors and weapons. Ecclesiarchal priests of Saint Wynn travelled constantly between the system's beleaguered worlds, and they attached themselves in great numbers to the thinly spread defence regiments. They bore sacred lanterns atop their staves, and their hooded acolytes distributed countless blessed candles amongst the ranks. Soon, regiments were rolling into battle with their tanks resembling mobile altars thanks to the number of candles burning on their hulls. Soldiers carried candles in bandoliers and spare webbing. They affixed them to vox sets, helmets, shoulder guards, and wherever else they could. Ratling auxilia did a roaring trade in amulets fashioned from candle-stubs attached to crude chains. Some soldiers would even smear candle wax onto their weapons to secure Saint Wynn's blessing, or would eat melted tallow mixed in with their rations in the belief this would ward them against witchcraft.

For all the redoubling of piety and faith, when the warp storms of the Great Rift began to expand and roll towards the Geminon System, its defenders were rightly terrified. Plagues of mutation erupted across Scorpa, Canc and Libro. Wild distress cries came from Saggitarn and then fell ominously silent. Seers reported omens of doom, and, as the heretical uprisings worsened, the faithful were confronted with the choice of either unwavering zealotry or surrendering to corrosive doubt. Perhaps it was a mercy that, with the warp growing ever more tempestuous, word of Saint Calgar's fall never reached the hard-pressed defenders of Geminon. Yet in place of such dark tidings came instead an invasion fleet of Heretic Astartes. Warships of the Black Legion, the Crimson Slaughter and the Emperor's Children descended upon Aq'arus and Scorpa, giving every impression of seeking to extinguish the holy light of Saint Wynn once and for all.

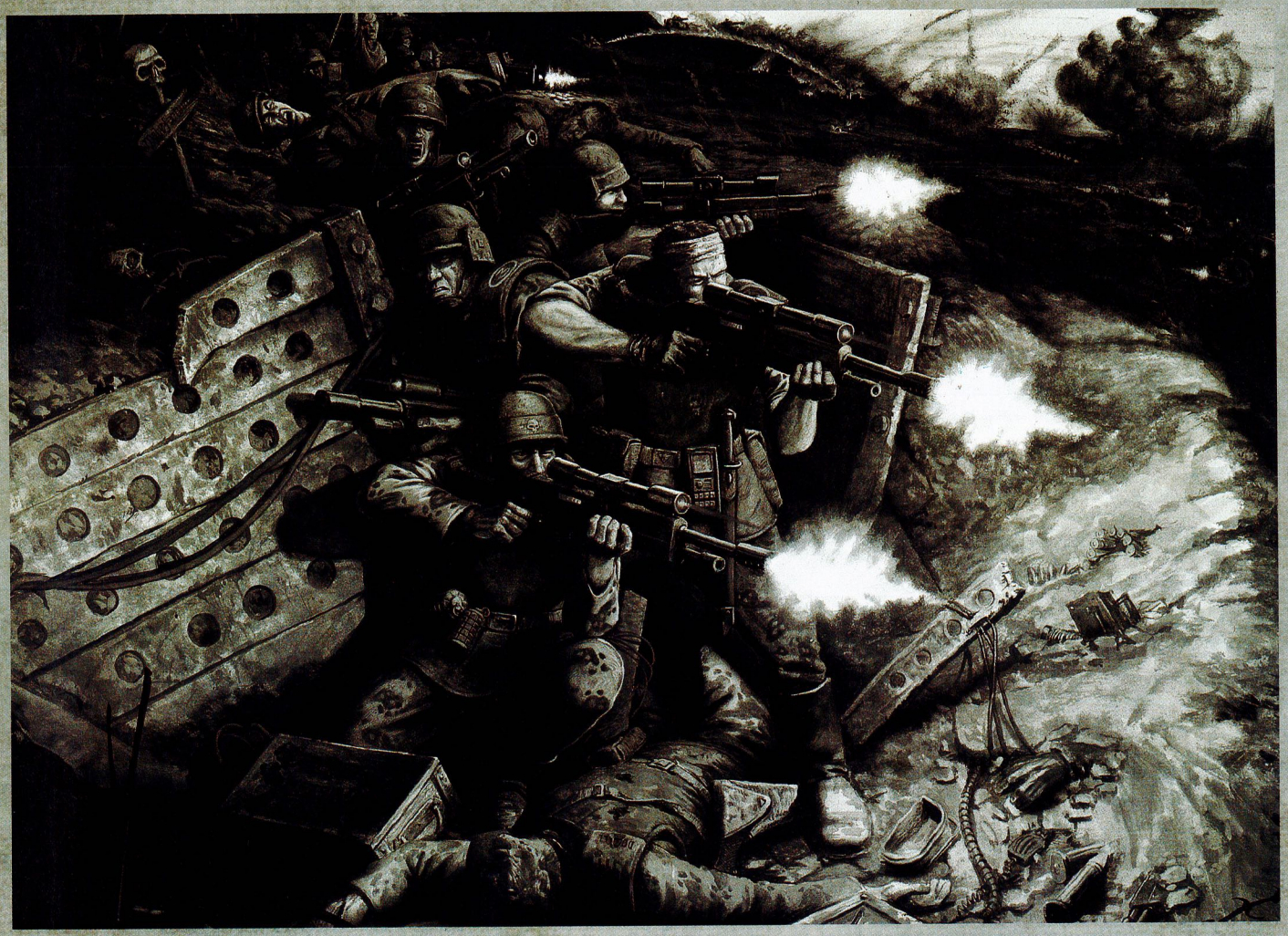
Despite mutation and sickness, despite the corrupting influence of the encroaching warp storms and the horrifying knowledge that they battled Heretic Astartes, still the system's regiments rallied to the fight. Adepta Sororitas forces spread themselves through the Imperial battle-lines, acting as linchpins of zealous fury to reinforce the morale of the Astra Militarum. Swelling candlelight illuminated savage tunnel fights and brutal battles through bomb-blasted Aq'arusian shrine-plexes. Imperial hymns rang out across burning cityscapes and through the vox-horns of boarded warships as the loyalist forces fought with righteous fervour and felt the spirit of the God-Emperor empower them. The defenders of the Geminon System had chosen zeal over despair, and they now set themselves resolutely against the threat of extinction with a furious determination.

WARHAMMER 40,000

FLASHPOINT

WHAT DUTY ASKS

Amidst the shrine gardens of Aq'arus, the Khymer 64th Infantry find themselves pushed back by a relentless foe. Outnumbered and without hope of support, Major Jesmund Hesper finds his faith in the God-Emperor tested.



'Fall back!'

Major Jesmund Hesper bellowed the order with his best parade-ground boom. The shrine garden was alive with violence, ringing with a cacophony of gunfire and screams, and the Khymer 64th Infantry were caught amidst it. Hesper needed to get them clear before they were massacred.

Bullets whined around him. They sparked off ornamental stonework and shredded the carefully tended greenery. The murderous chug of a heavy bolter sounded from somewhere up ahead, its percussive thump rebounding from the distant walls of the shrine. Then came the scream of incoming mortar shells. Ahead of Hesper, a bed of tall myelen bushes erupted into pulped wood and shredded leaf matter. Several soldiers clad in the grey fatigues and tan body armour of the 64th had sought cover amongst them. They came apart too, bodies rupturing, blood misting the air.

'Blood of the Throne,' cursed Hesper, ducking behind a decapitated statue of Saint Wynn and wiping gore from his face. He looked for his vox operator, DuVayne, and spotted her crouched in the lee of a grassy bank thick with flickering candles. The rest of his command squad were hunkered down beside her. DuVayne raised her hand, palm flat and side on to him in the Khymeran gesture of acknowledgement. Hesper felt the ghost of a smile flit across his face. He should have known the veteran vox

operator would be handling matters. Even now she was communicating his retreat order to the lieutenants in charge of the 64th Infantry platoons. They, in turn, would pull their soldiers back.

A figure dropped into cover next to him, stocky and clad in the black greatcoat and cap of the Commissariat. Even without the distinctive dress, Hesper would have recognised Shen Qalo in an instant. The man's copper skin and ice-white pupils marked him out as no Khymeran. Hesper had to admit the clawed bionic leg and the massive eviscerator the Commissar kept strapped to his back also were unsubtle giveaways.

'Setback?' asked Qalo with a mirthless grin.

Hesper crouched, Khymeran blood still dripping from him, and replied with a flat glare.

'Only in death does duty end, Major Hesper,' said Qalo, clearly unrepentant of his gallows levity. Hesper had never known the man to be anything but wryly amused or bombastic, except when he had to put a soldier down for dereliction of duty. On those occasions, Commissar Qalo was cold and unyielding as stone.

'In that case, may our enemies' travails all be ended soon,' replied Hesper. His hand strayed to the basket hilt of his power sword, *Consequence*, and he felt the righteous fire rise within his breast. He saw Qalo note the gesture. The Commissar shook his head.

'I'm all for zeal, Major, but you were right to order the retreat. We're too strung out. We need to pull our arses out of this skorvyn's nest and rethink our approach.'

Hesper cast a regretful glance through the undergrowth towards the half-seen shapes and flickering muzzle flares that marked the enemy trenches. He and his platoons would be in amongst those heretics soon enough, Hesper promised himself. Then there would be a reckoning.

'Let's get back to the east cloisterwalk,' he said, gesturing to his squad to pull back. 'We make a new plan there.'

As he and Qalo broke cover and dashed back through the burning gardens, Major Hesper chanced a glance at the skies above. The perennial gloom of Aq'arus was curdled by the light of the fires raging through the sprawling shrine, but still Hesper caught sight of stars speckling the darkness. He saw the cold blue coin that was Geminon and wondered if the God-Emperor was looking down from the heavens.

Judging.

Finding him wanting.



The east cloisterwalk abutted the shrine gardens and was a haven of warm candlelight and reassuringly sturdy barricades. The great mass of Shrine-plex East loomed over it. Hesper found himself appreciating its solidity. According to the strategic updates crackling through DuVayne's vox set, this part of the shrine-plex, at least, was still in loyalist hands.

Hundreds of Khymeran soldiers crouched in knots along the cloisterwalk. Some manned the barricades, lasguns and crew-served heavy weapons ready should the enemy seek to capitalise on their retreat. Others knelt in prayer amidst clusters of devotional candles, sucked water from plastek canteens or saw to the wounded. The casualties whimpered and moaned, and they were attended by either medicae or priests, depending upon the severity of their injuries. More priests moved amongst the bloodied soldiers with their lanterns held high. Adepts shuffled after them, distributing more blessed candles.

Major Hesper convened his command staff in a cool stone ossuary connected to the cloisterwalk by a marble arch. The walls and pillars were thick with tight-packed skulls, many of which had candles burning in their eye sockets and open jaws. Other gilded skulls drifted about the vaulted ceiling like weird miniature moons, grav suspensors keeping them aloft, hot wax dripping from the candles that crowned them like haloes.

Hesper had carefully cleared the votive offerings from atop a sarcophagus and ordered the local strat-charts unrolled across it. Now he, Commissar Qalo, Vox Operator DuVayne and the lieutenants of a dozen infantry platoons crowded around to strategise.

'Lieutenant Lorkin, any word on enemy movement?' Hesper asked the commanding officer of Fifth Platoon, several of whose squads had dug foxholes to serve as observation posts a few hundred feet into no man's land.

'Picket squads report probing attacks, sir, but nothing substantial yet,' replied the Lieutenant, shifting his bandaged arm in its sling and wincing.

Major Hesper took off his cap and dragged his fingers through his sweaty mop of short black curls. He blew out a breath and scowled down at the charts.

'They're not going to give us long, are they?'

'Doesn't look that way, sir,' replied First Lieutenant Gwyll. The leader of First Platoon, Gwyll was a head taller than Hesper, rangy and battle-scarred with buzz-cut hair and a bionic right eye. She had leaned her Maximov-pattern assault shotgun against the sarcophagus while she perused the charts, but Hesper knew she would still be armed. The first lieutenant never went anywhere without a couple of spare knives and her trench-garotte. She was as reliable in that respect as in every other.

'What about Shrine-plex North and Shrine-plex South?' he asked.



'Sporadic word from South, sir,' reported DuVayne. 'Brigadier Senkov is holding the heretics, last we heard, but he's hard-pressed. North is no-go. Palatine Mariahl and her Sisters are facing down Heretic Astartes. Her last report was two minutes ago, and she urged us in the strongest terms to break the heretic centre through the shrine gardens.'

'She's not wrong,' put in Qalo. 'If we can't take the pressure off one or other flank soon, they're going to fold us up like an old chapbook.'

Major Hesper clenched his teeth while he glared down at the strat-charts, as though he might intimidate them into showing better news. They remained obstinate in their pessimism. Enemy forces occupied hastily dug trenches all through the western reaches of the shrine garden, and there seemed no means to flank the foe without becoming embroiled in the firefights raging through Shrine-plexes North and South.

'Artillery?' he asked.

Gwyll shook her head. 'The Shrouded overran the attached elements of the 88th Thunderheads, sir. Their support units pulled back. It's just us.'

Hesper's temper flared. Yet again, they were fighting undermanned and ill supported. How many years had the system's governors been screaming into the void for reinforcements? Yet here they were, still battling on without aid from the wider Imperium. He wondered for the thousandth time whether they had angered the God-Emperor in some way to be so abandoned. As always, Major Hesper crushed the traitorous doubt as though grinding it beneath his boot heel. The God-Emperor would always test his servants, yes, but he was with every last one of them and knew their worth.

Feeling Qalo's eyes upon him, Major Hesper came to a decision. It wasn't one he liked, but it was, as far as he could see, the only option save for retreat.

'The Emperor expects, warriors of Khymer,' he said, placing his hand on the hilt of his blade. 'Our last advance was too hesitant, but we shan't make that mistake twice. We shall not waver in the face of this deviant foe. We shall not show them our heels as the Thunderheads did.'

He let righteous anger flow into his voice, amplifying it to a stern bark. He felt his officers respond, saw their backs straighten and fresh steel glint in their eyes.

'We are offered neither time nor chance for subtlety. You all know me, and you know I will not send soldiers into any hardship I will not face myself. I shall lead the advance at its centre. You will disperse in platoon order to either flank, single line, no reserves. Bayonets fixed. Everything up front. Weapons teams to assume aggressive positioning and provide close support for the charge. First

Platoon will accompany my command squad at the centre of the line and be ready for knife work.'

The first lieutenant offered him a crisp salute and hefted her shotgun.

'Today, as every day, faith must be the fire in our hearts that drives us on to victory!' cried Major Hesper. He felt righteous certainty surge within him, making the blood sing in his veins. They had retreated once today, but they would not do so again. The God-Emperor was watching, and now it was death or glory.

'Victory!' his officers chorused, Commissar Qalo's voice booming loudest of all.

'Sixty-forth, make sure of the kill!' shouted Hesper.

'Make sure of the kill!' they responded, their voices echoing around the ossuary.

Hesper was first out of the chamber, and he saw the knowledge of imminent battle ripple through the soldiers under his command. They tensed, checking weapons and muttering prayers to the God-Emperor. They looked as ready to kill as Hesper felt.

The bullets began flying when the 64th Khymer were still several hundred yards from the enemy lines. A stretch of corpse-strewn parkland separated the advancing loyalists from the heretic earthworks, scattered with ornamental undergrowth and shattered statuary. The enemy were half-glimpsed shapes installed in hastily dug trenches, the gauzy black shrouds they wore making them even harder to pick out amidst the gloom. Cover was poor, and Hesper knew that Khymeran casualties would be significant before the charge pressed home. Their blood would flow for a righteous cause, he told himself, and that would have to be enough.

Ignoring the bullets whipping around him and the renewed shriek of mortar shells, Major Hesper pointed with the sabre-like blade of his power sword and roared out his order.

'Soldiers of Khymer, charge!'

His warriors obeyed, yelling battle cries and prayers as they broke into a headlong run. Many fired their lasguns from the hip, bayonets flashing as they reflected each ruby bolt of light. Hesper felt the blood thundering in his ears as he charged, blade still thrust toward the foe like an accusation, a pious need to kill burning within. Gwyll was at his left hand, her shotgun booming. Qalo was to his right, pelting headlong into the enemy's fire with his bolt pistols *Reason* and *Order* already blazing in his fists. The eviscerator, Hesper knew, Qalo only drew in the face of the most monstrous threats. Doubtless he didn't consider these shroud-draped heretics to be worth the bite of its churning teeth.

Shells exploded and showered Hesper with dirt and blood. Bullets chewed up the ground around his feet. Something drew a line of fire across his temple and snatched his officer's cap from his head. He kept running, even as soldiers of Khymer were gunned down all around him, even as cultist flamers spat tongues of fire to engulf the leading loyalists in blazing promethium. Three more running steps took him up the front of the crude earthwork, and then he was dropping into the heretic trench feet first.

Hesper's boots struck an enemy in the face and slammed the man to the ground. *Consequence* sheared a glowing line through the air, opening a gaping wound in another cultist's throat and scything off the end of her autogun. Her black shroud caught alight at the touch of the power sword's blade. Her gurgling shrieks sounded like sweet hymnals to Hesper's ear.

'Sixty-forth, make sure of the kill!' he bellowed as Gwyll and Qalo's guns thundered, and more loyalist soldiers dropped into the trench around him. Bayonets plunged into yielding flesh. Blood jetted. The blessed butchery accelerated as more and more Khymeran warriors hurled themselves onto the turncoats who had sought to gun them down, exacting savage vengeance.

'Onward!' roared Hesper, hacking and stabbing with his blade as he pushed deeper into the enemy trenches. 'Onward in the God-Emperor's name!'



WARHAMMER 40,000

FLASHPOINT

RIGHTEOUS WARFARE

Faith takes many forms, from the pious priests of the Ecclesiarchy to heretical daemon-worshippers of Chaos cults. Such convictions can be powerful weapons, and the warriors of a Crusade of Faith can be nigh unbreakable in the heat of battle.



Our latest Flashpoint series is set around the Nachmund Gauntlet, where a vicious war of faith is taking place between the beleaguered forces of the Imperium and the heretical legions of Abaddon the Despoiler. As the power of the warp waxes strong, the worlds around the Nachmund Gauntlet find themselves assailed by cultists, Heretic Astartes and daemons from the dark depths of the Great Rift. With the situation becoming ever more desperate for the Imperial troops, they must turn to their faith for strength, protection and fortitude in these trying times. Yet the forces of Chaos also have faith, for their wars of slaughter and destruction are carried out in the names of the Dark Gods.

PATH OF THE RIGHTEOUS

Over the next few pages, you will find new rules for using your armies in the Nachmund Flashpoint. Opposite is an introduction to the Path of the Righteous – a new way to play a Warhammer 40,000 Crusade. This is followed by a quartet of new Agendas and a set of righteous Battle Honours for when your units gain a Battle Trait during their Crusade (we particularly like the anti-psyker Detestation ability!). Following this, you'll find three new Psychic Fortitudes and four powerful Crusade Relics that can be gifted to your mightiest heroes. The difficult choice now is whether you'll dedicate yourself to the Emperor of Mankind, the Dark Gods or some mysterious alien deity!

PATH OF THE RIGHTEOUS

In times of absolute uncertainty and tumultuous war, the tide of conflict can be turned by the manifestation of the miraculous and the extraordinary. In the face of injury, soldiers dig deep within themselves to find the will to fight on. Armoured fighting vehicles demonstrate unerring accuracy as their shells find the crucial weak points of their titanic adversaries. Monsters shrug off waves of fire that should have brought down behemoths many times their size. Whatever the source of these incredible twists of fortune, they inspire the resolve of those who behold them, reinforcing their belief that they are righteous and are walking the correct path.

If you choose for your Crusade force to embark upon its Crusade of Faith, you can use the rules found on the following pages, which allow players to represent these singular moments and critical turning points among the units of their Crusade force.

RIGHTEOUS INSPIRATION

Whenever warriors experience these inspirational moments on the battlefield, their belief in their cause hardens. On the following pages, you will find new Agendas that capture the hearts and minds of those who accomplish them, powerful Battle Honours that grant the fighters seemingly miraculous abilities on the battlefield, and Relics whose holy powers move their users to great and impassioned deeds.

All of these rules use Righteous Inspiration tallies on units' Crusade cards. Whenever you are instructed to add to a unit's Righteous Inspiration tally, if it does not have one already, create one for it on its Crusade Card, starting from 0. Each time a unit has a Righteous Inspiration tally started for it, it also gains the **RIGHTEOUS** keyword.

During this initial stage of your Crusade force's journey, no unit's Righteous Inspiration tally can go above 4. If a unit's Righteous Inspiration tally would go above this, any tally points in excess of 4 are lost.



AGENDAS

If your Crusade force has begun its Righteous journey, you can select one Agenda from the Righteous Inspiration Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

INDOMITABLE ZEAL
Righteous Agenda

Moved by their faith to seize a site of vital importance, your warriors plant their feet and vow to stand to the last rather than surrender their prize to the unbelievers. So potent is their zeal that blasts and blows that should have felled the faithful instead rebound from their armour as though miraculously warded away.

Keep an Indomitable Zeal tally for each unit from your army. Add 1 to a unit's Indomitable Zeal tally each time it successfully completes the following action:

Indomitable Zeal (Action): One **INFANTRY** or **CHARACTER** unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that a unit from your army has not yet claimed. The action is completed at the end of your turn. When this action is successfully completed, until the unit that performed this action is no longer in range of that objective marker, add 1 to armour saving throws made for the models in that unit.

Each unit gains a number of experience points equal to their Indomitable Zeal tally, and adds half their Indomitable Zeal tally (rounded up) to their Righteous Inspiration tally.

INSTRUMENT OF VENGEANCE
Righteous Agenda

The enemy's heretical leaders and the profane relics they bear cannot be allowed to endure. Guided to their prey by righteous zeal, your champions strike them down in full view of all, and they feel righteousness burn within them at the dismay that ripples through the enemy ranks.

Keep an Instrument of Vengeance tally for each unit from your army. Add 1 to a unit's Instrument of Vengeance tally each time it destroys an enemy unit that has the **CHARACTER** keyword or a unit that bears a Relic. If the destroyed unit was also your opponent's **WARLORD**, add an additional 1 to that unit from your army's Instrument of Vengeance tally.

Each unit gains a number of experience points equal to their Instrument of Vengeance tally, and adds half their Instrument of Vengeance tally (rounded up) to their Righteous Inspiration tally.

WRATH OF MARTYRS
Righteous Agenda

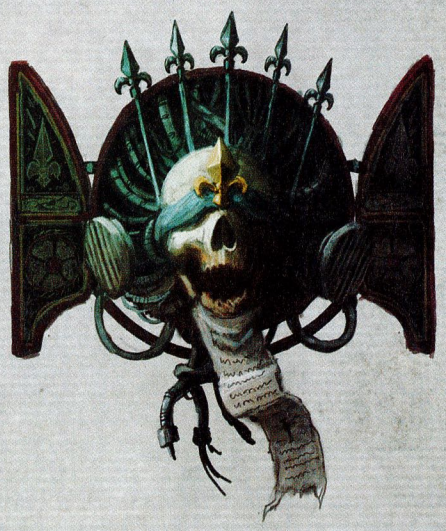
Only in death does duty end, and those of true faith must prove their willingness to make this ultimate sacrifice for their righteous cause. So must your warriors lay claim to the very heart of the battlefield, daring the foe to drive them back and fighting all the harder as surety of their divine favour surges through them.

Keep a Wrath of Martyrs tally for each unit from your army. Add 1 to a unit's Wrath of Martyrs tally each time it successfully completes the following action:

Wrath of Martyrs (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield. The action is completed at the end of your turn.

When this action is successfully completed, until the unit that performed this action is no longer within 6" of the centre of the battlefield, add 1 to the Attacks characteristic of models in that unit. The same unit can perform this action multiple times, but the Attacks characteristic of models in that unit never increases by more than 1 as a result of completing this action, no matter how many times they do so.

Each unit gains a number of experience points equal to their Wrath of Martyrs tally, and adds half their Wrath of Martyrs tally (rounded up) to their Righteous Inspiration tally.



SOUL FIRE

Righteous Agenda

Those with a connection to the immaterium are not necessarily corrupted by their powers, and the pious witch may strive harder than any to prove the purity of their faith. Drawing upon the metaphysical power of their belief allows them to unleash cleansing psychic flames from the depths of their soul, scouring the unclean from the field of battle while secure in the knowledge that the power they wield is pure.

Keep a Soul Fire tally for each **PSYKER** unit from your army. Add 1 to a unit's Soul Fire tally each time it successfully completes the following psychic action:

Soul Fire (Psychic Action – Warp Charge 6): One **PSYKER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 12" of at least one enemy unit that is visible to it. When this action is completed, the nearest enemy unit within 12" of and visible to this **PSYKER** suffers 3 mortal wounds.

Each unit gains a number of experience points equal to their Soul Fire tally, and adds half their Soul Fire tally (rounded up) to their Righteous Inspiration tally.

RIGHTEOUS BATTLE HONOURS

If your Crusade force has begun its Righteous journey, each time a unit gains one of the Battle Traits or Psychic Fortitudes shown on the following pages, add 1 to that unit's Righteous Inspiration tally.

BATTLE TRAITS

When a unit gains a Battle Trait, you can use the table below instead of one of the tables in the *Warhammer 40,000 Core Book* to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the table to randomly determine which Battle Trait the unit gains, or choose a Battle Trait that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the *Warhammer 40,000 Core Book*.

1. Just Killers

The warriors of this unit relish the holy act of purging their unclean foes, their zeal waxing hot as the ranks of the unbelievers are thinned.

Each time a model in this unit makes an attack that targets an enemy unit containing fewer models than this unit, add 1 to the Strength characteristic of that attack. For the purpose of this ability, **VEHICLE** and **MONSTER** models each count as 5 models.

2. Stoic Fervour

So absolute is this unit's conviction in the righteousness of their cause that it allows them to rise above the pain of their wounds, fighting on through injuries that should see them dead.

- Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost.
- Each time a model in this unit would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

3. Holy Purpose

The warriors of this unit believe with absolute certainty that a higher power watches over them, warding away the blows of their faithless foes until their appointed task is done.

Models in this unit have a 5+ invulnerable save.

4. Divine Guidance

It takes unquestioning faith to surrender one's aim or sword arm to be moved by the energies of the divine, yet those with the courage to do so strike unerringly true with miraculous ease.

Each time a model in this unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

5. Fervid Focus

In these warriors, faith has found expression in a state of near-supernatural focus. They weave through their foes with a dancer's grace, and no obstacle can bar their righteous path.

Each time this unit makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).

6. Detestation

So potent is this unit's contempt for the heretical works of witches that it manifests as a shroud of genuine warding power fashioned from pure zealous abjuration.

This unit cannot be selected as the target of psychic powers manifested by enemy models.

PSYCHIC FORTITUDES

When a **PSYKER** unit gains a Psychic Fortitude, you can use the table below instead of one of the tables in the *Warhammer 40,000 Core Book* to determine what Psychic Fortitude the unit has gained. If you do, roll one D6 and consult the table to randomly determine what Psychic Fortitude the unit gains, or choose a Psychic Fortitude that tells the best narrative for your unit. All the normal rules for Psychic Fortitudes apply (e.g. a unit cannot have the same Psychic Fortitude more than once). As with any Psychic Fortitude, make a note on the unit's Crusade card when it gains a Psychic Fortitude and increase its Crusade points accordingly, as described in the *Warhammer 40,000 Core Book*.

1-2. Spiritual Focus

Through repetitious mantras of prayer and penitent self-flagellation, this psyker has achieved an inner sanctity that stabilises and wards their conduit to the Sea of Souls.

Once per phase, you can re-roll one Psychic test taken for this unit.

3-4. Divine Reward

As they mould the energies of the warp to the righteous purpose of scouring the unclean from the battlefield, this psyker is spiritually rejuvenated.

Each time this unit successfully manifests the Smite psychic power or a Witchfire psychic power, for each mortal wound suffered by an enemy unit when resolving that psychic power, one model in this unit regains 1 lost wound (to a maximum of 3 wounds).

5-6. Unwavering Conviction

So passionate is this psyker's faith that they willingly push past the limits of their powers in the name of their righteous cause.

Add 6" to the range of psychic powers manifested by this unit (if a psychic power specifies multiple ranges, add 6" to the first range specified in that psychic power only).



RIGHTEOUS RELICS

If your Crusade force has begun its Righteous journey, when a **CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the *Warhammer 40,000 Core Book*, apply.

ARTIFICER RELICS

The Sliver of Epiphany

To those without psychic powers, this artefact appears nothing more than a humble shard of stained glass broken away from some unnamed shrine and set on a crude chain of silver links. Yet to one with the other-worldly sight to see, ghostly echoes of prophecy play out within its depths as the faithful of ages gone whisper their warnings of heresies to come.

PSYKER model only.

- Each time the bearer successfully manifests a psychic power, if the result of the Psychic test was 9 or more, you gain 1 Command point (to a maximum of 1 Command point per battle round).
- At the end of the battle, if you gained 3 or more Command points as a result of this Relic, add 1 to the bearer's Righteous Inspiration tally.

The Paladin's Fist

Said to have been the gauntlet of a holy champion whose name is lost to time, this device practically shudders with their zealous wrath. Once a warrior slides their hand into the gauntlet, it cannot be removed again until death takes them, for the geist of its former wearer melds with their own. Yet this blessed symbiosis brings great warrior might, filling the wielder of the Paladin's Fist with the vengeful fury and might of a crusader long slain.

- Each time the bearer fights, if it made a charge move this turn, then until that fight is resolved, add 1 to its Attacks characteristic, and each time it makes an attack, an unmodified hit roll of 6 scores one additional hit.
- At the end of the battle, if the bearer made any melee attacks that destroyed any enemy models with a Wounds characteristic of 8 or more, add 1 to the bearer's Righteous Inspiration tally.

Memento Dolorus

This hallowed triptych was recovered from the ruins of the Shrine Eternal on Septyra, a world subjected to Exterminatus. Though cracked and blackened until its imagery has become impossible to discern, the Memento Dolorus nonetheless retains a potent aura of sorrowful piety, the spiritual imprint of all those martyred in prayer even as the shrine came down upon them. Foes exposed to it fall back in despair, striking at one another or even themselves while the relic's bearer advances as though in solemn procession through their midst.

- Each time a melee attack is made against the bearer, on an unmodified hit roll of 1, the attacking model's unit suffers 1 mortal wound after the attacking unit has finished making its attacks. This Relic cannot cause enemy units to suffer more than 3 mortal wounds per turn.
- At the end of the battle, if the bearer is within range of an objective marker that is not within your deployment zone, and which you control, add 1 to the bearer's Righteous Inspiration tally.

Blade of the Flagellant

Those of faith know that only the defeat of the unrighteous truly matters, and that victory over such unclean foes can be achieved through suffering and sacrifice. Pain has a power of its own, and by anointing this softly singing blade in the willingly given blood of pious martyrs, that power is channelled into supernaturally swift and deadly flurries of blows that soon see the unbelievers laid low.

- Each time the bearer is selected to fight, it can use this Relic. If it does so, select one friendly unit within 3" of the bearer (excluding **VEHICLE** units). That unit suffers D3 mortal wounds, and, until that fight is resolved, each time the bearer makes an attack, you can re-roll the hit roll and you can re-roll the wound roll.
- At the end of the battle, if 6 or more enemy models were destroyed by melee attacks made by the bearer while using this Relic, add 1 to the bearer's Righteous Inspiration tally.

INFERNAL DELIVERANCE







RICHARD BUTLER & CALUM MCPHERSON
Rich and Calum are both members of the Warhammer 40,000 team. Rich is the product developer, while Calum is one of the photographers.

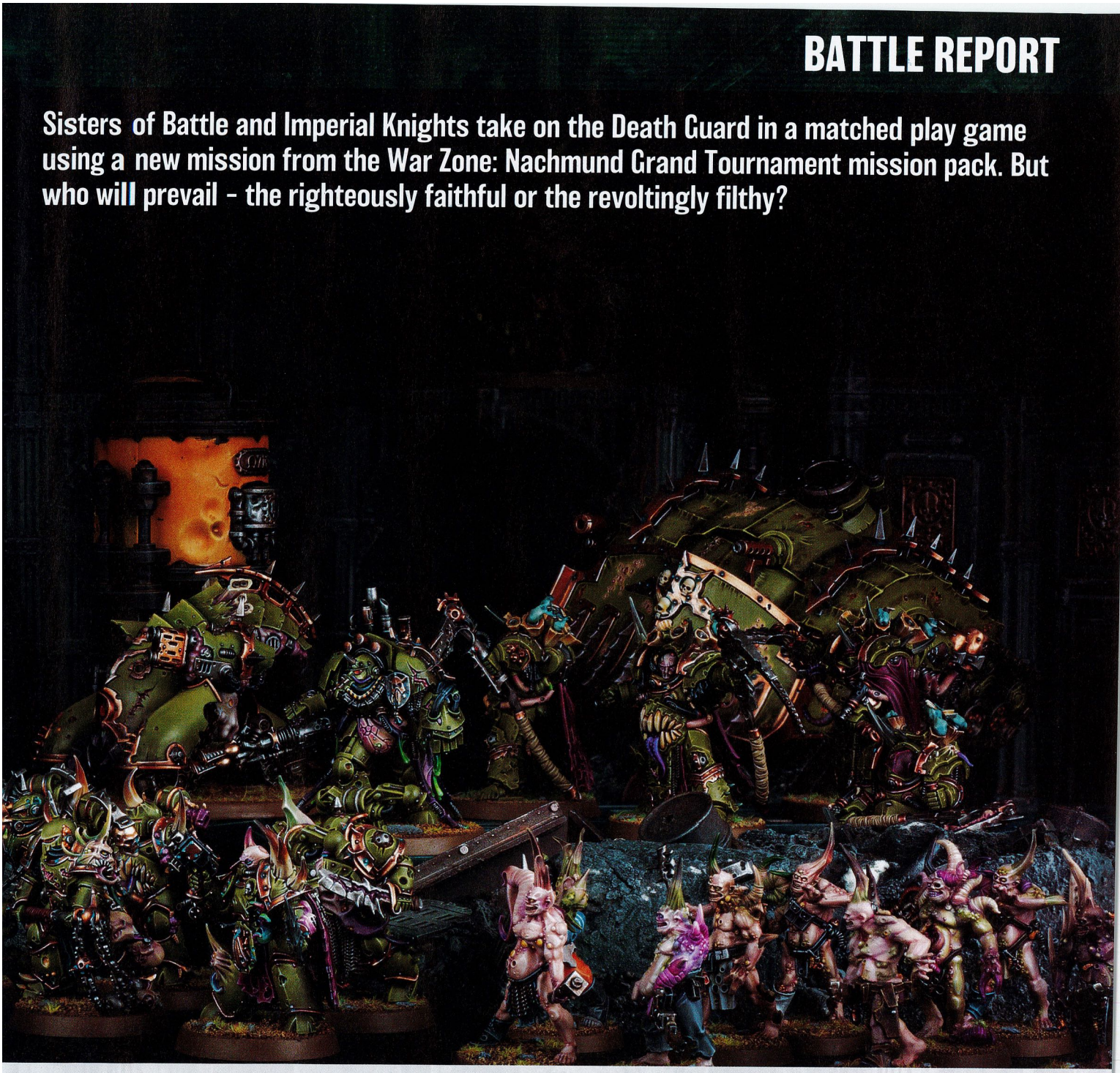
The new Flashpoint and the new Grand Tournament mission pack both share the Nachmund setting, so that gives us the perfect reason to do a Battle Report that's a little of both. We've got two armies that are right at home in the Nachmund Gauntlet commanded by two players with a tactical taste for matched play, eager to play the new rules.

Flying the flag for the Imperium of Mankind is Rich Butler, the product developer for the Warhammer 40,000 team. When he's not busy planning out new books and box sets for our favourite far-future dystopia, he can be found pitting his tactical wits against other gamers on the battlefield. For this 1,500-point Battle Report, he will be using his Sisters of Battle army and a pair of Imperial Knights. In addition to being ready for matched play, Rich is keen to tell his army's story through Flashpoint: Nachmund.

Opposing Rich is a man many of you will recognise by now – it's the one and only Calum McPherson. Currently taking part in the Warhammer Age of Sigmar series of A Tale of Four Warlords, Calum is actually a photographer in the Warhammer 40,000 team. But don't let his friendly demeanour deceive you – behind that cheery smile lurks a keen strategic mind just waiting to strike. In this game, Calum will be using the studio's Death Guard army, as his own collection has yet to reach the 1,500-point mark.

The mission being played is Deliverance, taken from the War Zone: Nachmund Grand Tournament mission pack. Opposite, you can see the set-up for the board along with a summary of the primary objectives for the game. Over the page, you can see the players' army lists (including their secondary objectives) and read their thoughts on how they're going to tackle the mission.

Sisters of Battle and Imperial Knights take on the Death Guard in a matched play game using a new mission from the War Zone: Nachmund Grand Tournament mission pack. But who will prevail – the righteously faithful or the revoltingly filthy?





THE MISSION

The Deliverance mission is one of nine new Incursion missions presented in the Grand Tournament mission pack. The mission has two primary objectives – Take and Hold and Secure Landing Sites – which come into effect in the second and third battle rounds respectively. Take and Hold awards victory points for securing objectives, just like most of the missions in the book. The more you hold, the more victory points you gain. Secure Landing Sites offers bonus victory points for holding the objectives in no man's land. The only difficulty is that some of these objectives will disappear as the battle progresses!

RIGHTEOUS FURY

Rich: My plan in this match is to charge my Knight Gallant forward as quickly as possible, tie up Calum's units and hopefully cause major damage to his forces. I'll then follow up with waves of Battle Sisters, who can cross the board more or less unharmed due to the massive distraction caused by the Knight Gallant!

The Knight Warden will provide supporting fire as I overwhelm the slow-moving Death Guard with a range of threat options, all of which are deadly, and none of which can be ignored! There isn't much in the way of Troops or objective-holding units in this army, with my goal being very much one of shock and awe, trampling the enemy before they have a chance to react or take any objectives. That said, the flanking squads of Repentia should be able to pick up a few victory points on the way to the enemy lines!



DISGUSTINGLY RESILIENT

Calum: My tactic is to keep my army in a nice, compact group and react to whatever Richard does in his first turn. I get the feeling he is going to play aggressively, which suits me as my army is pretty slow. He can do all the hard work and come to me! I'm going to deploy my Deathshroud Terminators towards the front of my force with all my characters behind them, so I can overlap the aura abilities of the Foul Blightspawn and the Plague Surgeon. Even if Richard does charge units in, the Blightspawn's Revolting Stench-vats will stop him striking first, while the Surgeon and Malignant Plaguecaster can help keep the already tough Deathshroud alive. The -1 to hit and ignoring wounds on a 6 will make them monumentally hard to get rid of. Taking objectives will be left to faster elements such as the Bloat-drone and the Blight-hauler, while my Troops choices hold my home turf.





IMPERIUM – 1,500 POINTS

Army Factions: Sisters of Battle & Imperial Knights

ADEPTA SORORITAS PATROL DETACHMENT
Order Militant: Order of the Bloody Rose

HQ
1 Saint Celestine and Geminae Superia **200 Points**
– Warlord
– Warlord Trait: Indomitable Belief

TROOPS
2 5 Battle Sisters **55 Points**

ELITES
3 8 Sisters Repentia **112 Points**
4 8 Sisters Repentia **112 Points**

FAST ATTACK
5 10 Zephyrim **170 Points**

SUPER-HEAVY AUXILIARY DETACHMENT
Knight House: Hawkshroud

LORD OF WAR
6 Knight Gallant **400 Points**

SUPER-HEAVY AUXILIARY DETACHMENT
Knight House: Hawkshroud

7 Knight Warden **450 Points**
– Ironstorm missile pod
– Thunderstrike gauntlet

Total Points: 1499
Starting Command Points: 6 (3CP spent on each Super-heavy Auxiliary Detachment).
Secondary Objectives: Engage on All Fronts, Assassination, Grind them Down.



CHAOS – 1,500 POINTS

Army Faction: Death Guard
DEATH GUARD VANGUARD DETACHMENT
Plague Company: 3rd Company – Mortarion's Anvil

HQ
1 Lord of Virulence **135 Points**
– Warlord
– Warlord Trait: Gloaming Bloat
– Deadly Pathogen: Unstable Sickness
2 Malignant Plaguecaster **95 Points**
– Psychic Power: Miasma of Pestilence

TROOPS
3 8 Plague Marines **188 Points**
– Blight launcher, flail of corruption
4 10 Poxwalkers **50 Points**

ELITES
5 5 Blightlord Terminators **215 Points**
– Flail of corruption, reaper autocannon, plague spewer
6 4 Deathshroud Terminators **200 Points**
7 Foul Blightspawn **85 Points**
– Relic: Revolting Stench-vats
– Deadly Pathogen: Viscous Death
8 Plague Surgeon **75 Points**
– Relic: Fulgaris' Helm

FAST ATTACK
9 Foetid Bloat-drone **140 Points**
– Heavy blight launcher
10 Myphitic Blight-hauler **140 Points**

HEAVY SUPPORT
11 Plagueburst Crawler **175 Points**

Total Points: 1,498
Starting Command Points: 8 (3 CP spent on a Vanguard Detachment, 1CP spent on the Gifts of Decay Stratagem).
Secondary Objectives: Bring It Down, Engage on All Fronts, Fleeing Vectors (Death Guard specific).

DEPLOYMENT: THE BEST DEFENCE IS A GOOD OFFENCE

Rich and Calum deploy their armies. As the Defender, Rich deploys surprisingly aggressively, while Calum errs on the side of caution as the Attacker and deploys more defensively.

Calum starts off the deployment phase by placing his Plagueburst Crawler as far from the enemy lines as possible behind the shelter of a large building. Its plagueburst mortar can fire upon enemies it can't see (and at range, too!), making it a difficult unit to target. Rich responds by placing Celestine on top of one of the buildings in his deployment zone, virtually tempting Calum to shoot her!

Calum deploys his Myphitic Blight-hauler and Foetid Bloat-drone on his east and west flanks respectively. He places the Poxwalkers on the far eastern end of his line. At this stage, he is deliberately avoiding placing his main infantry units and characters, as they will form the core of his force, and he wants to see where Rich will place his units. Rich obliges by deploying the Zephyrim with Celestine and his Knight Warden on the north edge of the board, where he has a good line of sight to the rest of the battlefield. He then deploys his Sisters Repentia to either flank ready to move up on the objectives in no man's land.

Understanding they will both need to take and hold objectives throughout the battle, both players place Troops choices on the objectives in their deployment zones. Knowing they will be hard to shift, Calum sets up a unit of Plague Marines, while Rich deploys his only Troops unit – the five-strong unit of Battle Sisters.

With the majority of their units now on the board, both players turn to their key units. Rich has just one unit left to deploy – his Knight Gallant – which he places right in the centre of his lines in front of the Battle Sisters squad.

Meanwhile, Calum places his four characters – the Lord of Virulence, the Plague Surgeon, the Foul Blightspawn and the Malignant Plaguecaster – in the centre of his deployment zone and aims them at the central objective. In front of them he places the four-strong unit of Deathshroud Terminators, who, because there are three or more of them in the unit, prevent any heroes within 3" from being targeted by ranged weapons. Last, he places his Blightlord Terminators in the teleportarium ready for a teleport strike.



SECONDARY OBJECTIVES

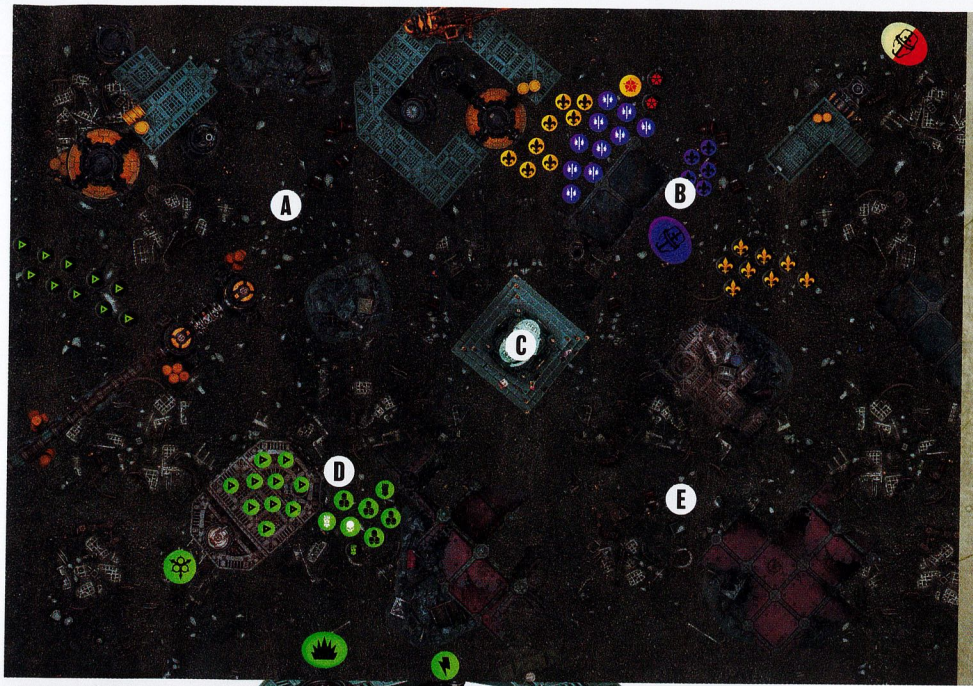
Rich: I've picked Assassination as a Secondary Objective because Calum has included lots of characters in his army. I want to get rid of them anyway, so this objective seems like a no-brainer to me. Engage on All Fronts also seems sensible, as I plan to advance aggressively early on, so I may as well score points while doing it!



MORE SECONDARY OBJECTIVES

Calum: I also picked Engage on All Fronts. My army may not be fast, but I do have a unit of Blightlord Terminators I can teleport in, so I should be able to take some ground. Fleeing Vectors will hopefully prove useful if I cause Rich's units to fail Morale tests, while Bring It Down is an ideal objective if you're facing monsters and, in this case, vehicles.





IMPERIUM

- Saint Celestine
- Geminae Superia
- Battle Sisters
- Sisters Repentia
- Sisters Repentia
- Zephyrim
- Knight Warden
- Knight Gallant

DEATH GUARD

- Lord of Virulence
- Malignant Plaguecaster
- Plague Marines
- Poxwalkers
- Deathshroud Terminators
- Blightlord Terminators
- Foul Blightspawn
- Plague Surgeon
- Foetid Bloat-drone
- Myphitic Blight-hauler
- Plagueburst Crawler

BATTLE ROUND ONE, TURN ONE: A MERCILESS ADVANCE

Rich wins the roll-off for the first turn and puts his plan into action: get stuck in with all his units as quickly as possible, hem in the slow-moving Death Guard and take all the objectives.

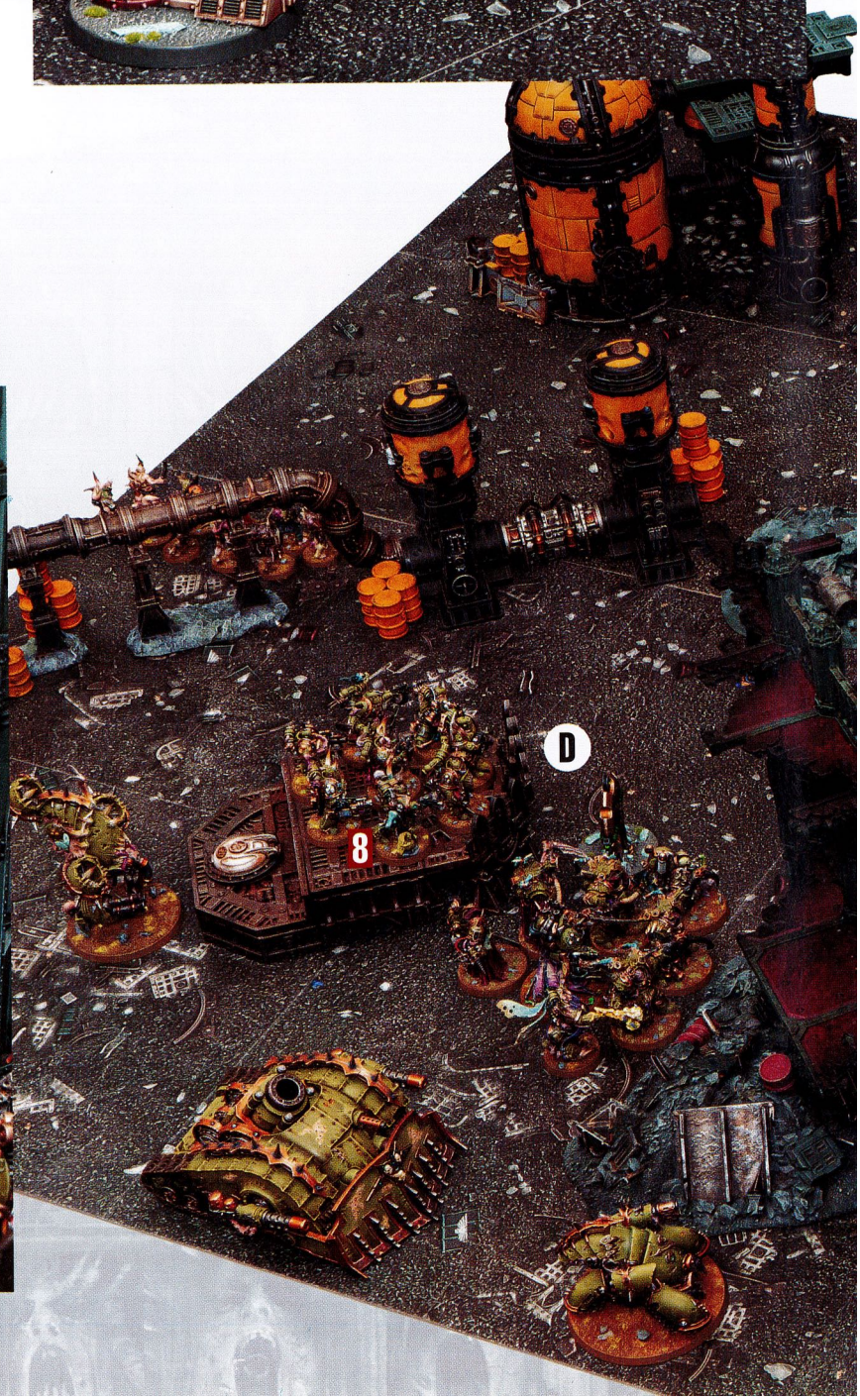
With very few shooting units in his army, Rich decides to race straight into the fray with as many of his squads as possible. He sends his Sisters Repentia wide on both flanks to take and hold the objectives in no man's land. These moves also mean that Rich has units in three out of the four table quarters, enabling him to score Engage on All Fronts.

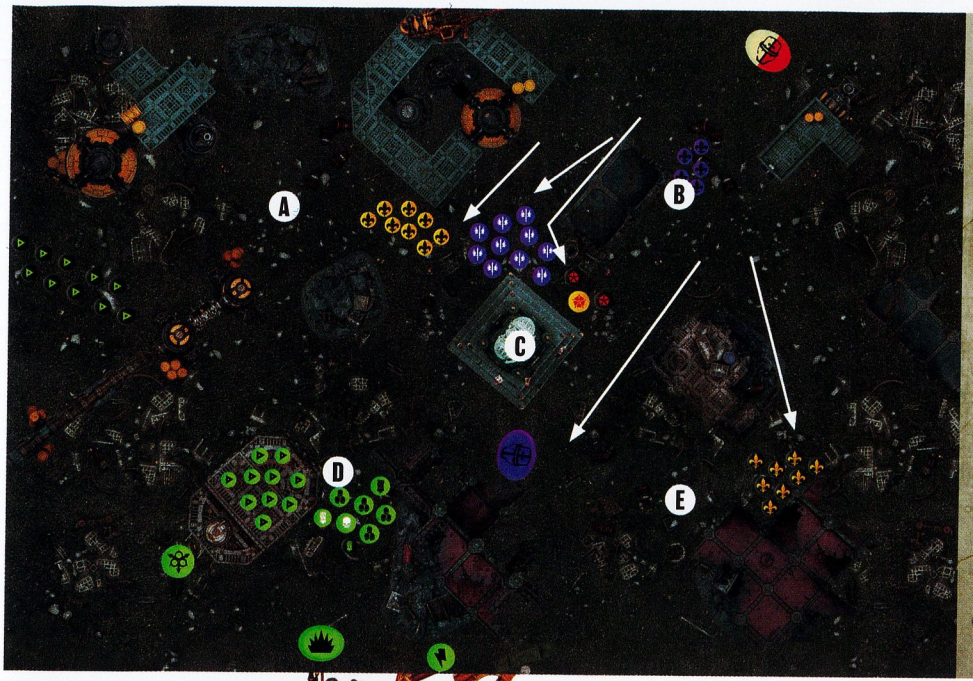
The key to Rich's strategy is his Knight Gallant, which he advances straight towards the enemy. He knows this is a big risk, but Calum doesn't have many anti-tank guns in his Death Guard force, and Rich hopes the Knight can weather the storm for a turn. At the very least, it should distract (and worry) Calum enough to make him concentrate his firepower on it.

In the Knight's wake, Saint Celestine takes the central objective while her Zephyrim fly forward ready to make a charge in the next turn. Rich's last action is to fire with his Knight Warden at the Plague Marines. With the avenger gatling cannon unable to fire (Calum deployed just out of its 36" range), he causes only a single wound on the Death Guard, who knock the damage down to 1 because of their Disgustingly Resilient rule.









IMPERIUM

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- Knight Gallant

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- Blightlord Terminators
- Foul Blightspawn
- Plague Surgeon
- Foetid Bloat-drone
- Mythitic Blight-hauler
- Plagueburst Crawler

The Battle Sisters **(1)** hold position around objective B.

One unit of Repentia moves up to objective A **(2)**, while the other advances on objective E **(3)**.

Saint Celestine glides down from her perch to land within 3" of objective C but just out of the Death Guard line of sight **(4)**. The Zephyrim fly along beside her **(5)**.

The Knight Gallant moves forward **(6)** but cannot charge due to Calum deploying his units too far away. Rich contents himself with advancing the Knight another 6" so that it's standing right in front of Calum's army.

The Knight Warden stays in position at the back of the battlefield **(7)** and fires at the Plague Marines **(8)**. Their high Toughness plus being in cover, Disgustingly Resilient and near the Plague Surgeon makes them virtually invincible.

Rich ends his turn scoring two victory points for Engage on All Fronts.

BATTLE ROUND ONE, TURN TWO: EXPLOSIVE REPERCUSSIONS

With an Imperial Knight dominating the centre of the battlefield (and encroaching into his deployment zone), Calum works out how to get rid of this imposing threat.

With his army cornered, Calum prepares for a breakout. He sends his Poxwalkers and Foetid Bloat-drone north and the Myphitic Blight-hauler east so that he can claim Engage on All Fronts by having units in three out of the four table quarters. He aims his characters and Deathshroud Terminators at the Knight Gallant. The Malignant Plaguecaster casts Miasma of Pestilence on the Deathshroud, making them -1 to hit.

Calum's Shooting phase begins poorly. The Deathshrouds' plagueburst gauntlets cause nine wounds on the Zephyrim but Rich saves eight of them. The Lord of Virulence claims two Zephyrim lives, but Rich saves the other four wounds he causes. It takes the combined firepower of the Plague Marines and the Plagueburst Crawler to kill seven out of the ten Zephyrim. However, the Foul Blightspawn and Foetid Bloat-drone do wipe out the Repentia to the north. Nearby, the Myphitic Blight-hauler causes some mischief to the Knight Gallant (see Diminutive Destroyer below).

It's to no one's surprise that Calum charges with everything that can reach the Knight Gallant. The Lord of Virulence strikes first, causing four wounds before Rich plays the Counter-offensive Stratagem and does nothing (sigh!) to the Deathshroud Terminators. Mortarion's elite chop down the Knight, and Rich uses the Noble Sacrifice stratagem to help ensure it explodes. It does, causing a colossal thirty-eight mortal wounds to nearby units. The Plague Surgeon, Geminae Superia, a Deathshroud Terminator and two more Zephyrim are among the casualties.

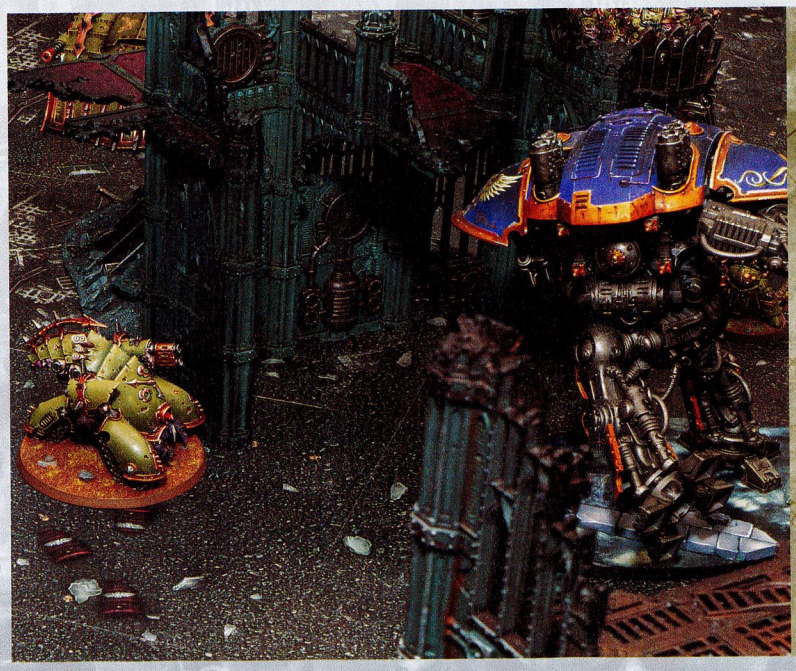


Calum moves his characters towards the Knight Gallant. He keeps them all within 6" of the Foul Blightspawn so that they can benefit from the aura of his Revolting Stench-vats Relic **(1)**.

The Blightspawn targets the Sisters Repentia near objective A with his plague sprayer, killing three. The remaining Repentia are blasted apart by the Foetid Bloat-drone heading towards them **(2)**.

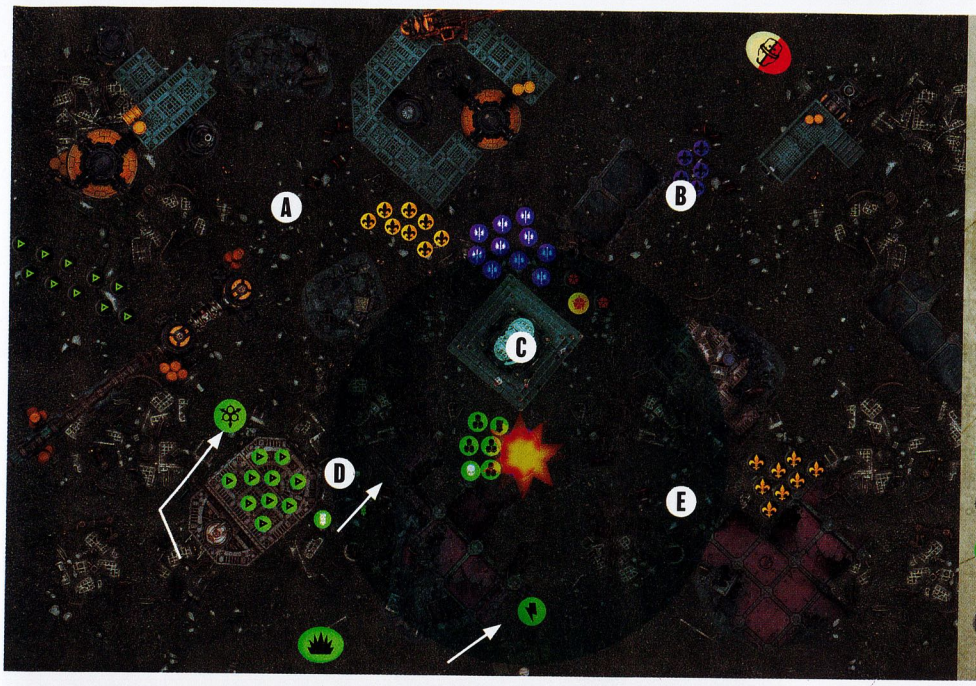
Death Guard infantry benefit from the Malicious Volley rule, which means they double the number of shots they make with rapid fire weapons if they remain stationary. Calum fires with his Plague Marines at the Zephyrim **(3)** but, despite the weight of fire, only manages to kill two of them thanks to the 5+ invulnerable save granted to them by their Angelic Visage.

The Lord of Virulence leads the charge on the Knight Gallant **(4)**. Rich prepares to use the 'make it explode' Stratagem.



DIMINUTIVE DESTROYER

Calum: Though I'd killed one unit of Repentia and most of the Zephyrim, Rich had saved a lot of the damage I'd inflicted on his army. Until the Myphitic Blight-hauler struck! Sneaking up on the Knight, it caused eight wounds with its multi-melta, a wound with its bile spurt, then a further five wounds with a krak missile! Rich failed to make any saves against these attacks, even with a Command Re-roll. In one round of shooting, the Blight-hauler had dropped the Knight Gallant from 24 wounds to 10!



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- Myphitic Blight-hauler
- Plagueburst Crawler

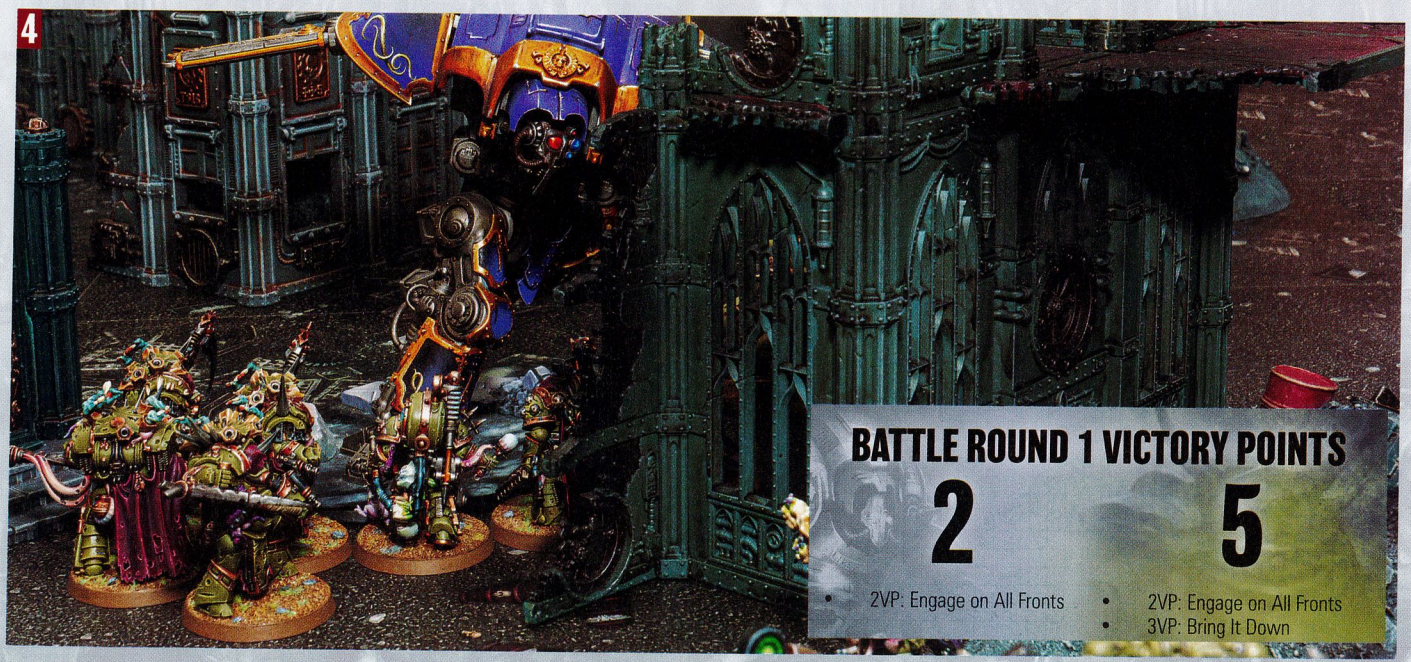
2



3



4



BATTLE ROUND 1 VICTORY POINTS

2

- 2VP: Engage on All Fronts

5

- 2VP: Engage on All Fronts
- 3VP: Bring It Down

BATTLE ROUND TWO, TURN ONE: ASSASSINATION!

With his Knight Gallant dead, but significant damage caused to the Death Guard, Rich charges in with his closest surviving units to try to break the back of the enemy army.

As Rich's second turn begins, he is still in possession of objectives B and E, which grant him some much-needed victory points. He keeps the Sisters of Battle squad and the Knight Warden back while advancing everything else into the fight.

Rich's shooting is relatively ineffective. The Knight Warden kills a Deathshroud Terminator, but Calum uses a Command Re-roll to pass the invulnerable save and keep him alive. Celestine finally kills the Terminator by firing the Ardent Blade at him.

The Charge and Fight phases have mixed results for Rich. The last remaining Zephyrim charges the Malignant Plaguecaster, the Repentia attack the Myphitic Blight-hauler, and Celestine (alone due to the death of her bodyguards) charges the Lord of Virulence. In response, Calum plays the Relaptic Assault Stratagem, enabling the Deathshroud to make a Heroic Intervention into the fight.

With the Foul Blightspawn in close proximity, Celestine is unable to strike first in combat, so Rich fights with the sole surviving Zephyrim instead **(1)**. She slays the Plaguecaster outright, gaining Rich valuable end-game victory points for assassinating an enemy character. Meanwhile, the Repentia cause three wounds on the Blight-hauler for no losses. Celestine has a much rougher time and is knocked to the ground by the Lord of Virulence **(2)**. A Miraculous Intervention sees her stand back up. But for how long ...?



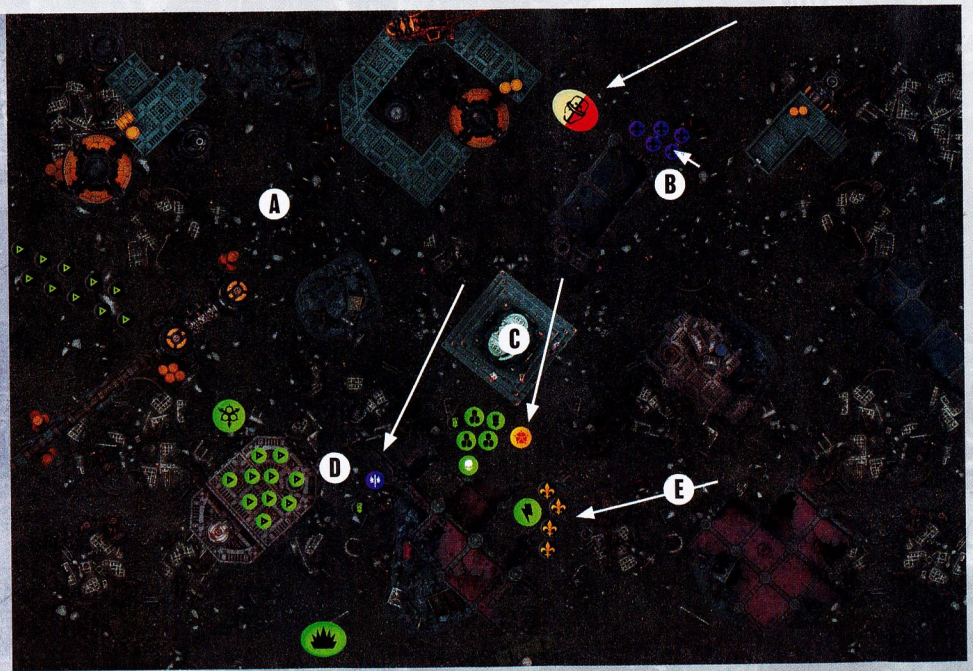


IMPERIUM

- Saint Celestine
- Geminae Superia
- Battle Sisters
- Sisters Repentia
- Sisters Repentia
- Zephyrim
- Knight Warden
- Knight Gallant

DEATH GUARD

- Lord of Virulence
- Malignant Plaguecaster
- Plague Marines
- Poxwalkers
- Deathshroud Terminators
- Blightlord Terminators
- Foul Blightspawn
- Plague Surgeon
- Foetid Bloat-drone
- Myphitic Blight-hauler
- Plagueburst Crawler



BATTLE ROUND TWO, TURN TWO: VIRULENT OUTBREAK

With the allied Imperial forces in tatters, Calum begins a slow but steady advance to claim the objectives and slay Rich's remaining units.





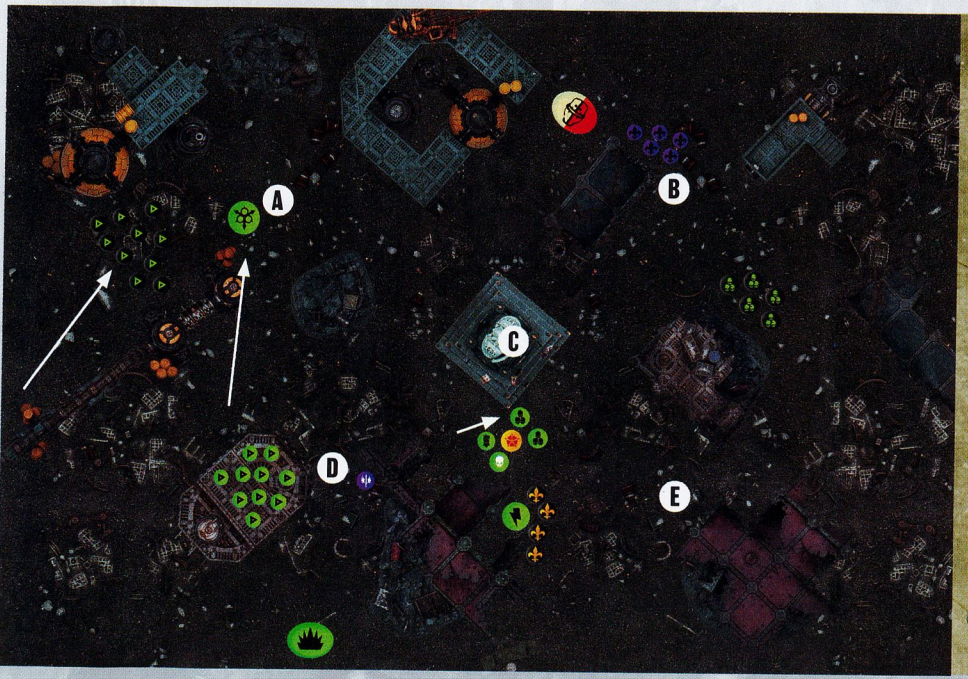
With two objectives under his belt, Calum moves his Foetid Bloat-drone onto objective A in the north-west quarter of the board, with the Poxwalkers following close behind. He retreats the Myphitic Blight-hauler from combat, while the Deathshroud advance on the resurrected Celestine. To the north-east, the Blightlord Terminators teleport in near to the Sisters of Battle **(3)**.

In the Shooting phase, the Deathshroud Terminators gun down the nearby Sisters Repentia with the help of the Foetid Bloat-drone, while the Plagueburst Crawler targets the Knight Warden. Calum plays the Disgusting Force Stratagem to make the plagueburst mortar more powerful, but Rich makes all his saves. The Knight still takes six damage from the entropy cannons, though. The last Zephyrim is slain by the tank's heavy slugger.

After failing to slay Celestine with the Lord of Virulence's plague spewers (Rich made eight out of nine saves), Calum charges the Death Guard hero into Celestine **(4)** and slays her once again. This time, she doesn't get back up.

BATTLE ROUND 2 VICTORY POINTS

10	15
• 8VP: Take and Hold	• 8VP: Take and Hold • 2VP: Engage on All Fronts



IMPERIUM

- Saint Celestine
- Sisters Repentia
- Geminae Superia
- Zephyrim
- Battle Sisters
- Knight Warden
- Sisters Repentia
- Knight Gallant

DEATH GUARD

- Lord of Virulence
- Foul Blightspawn
- Malignant Plaguecaster
- Plague Surgeon
- Foetid Bloat-drone
- Plague Marines
- Myphitic Blight-hauler
- Poxwalkers
- Deathshroud Terminators
- Plagueburst Crawler
- Blightlord Terminators

BATTLE ROUND THREE, TURN ONE: KNIGHTLY VALOUR

With just six models left on the table, Rich knows he is unlikely to win the battle. However, he can still narrow the victory points gap if he plays tactically.

Rich's first action is to move his Sisters of Battle away from the Blightlord Terminators and into the cover of the nearby building (though still just within range of the objective). He then moves the Knight Warden forward onto the central objective in a bid to deny it to Calum.

He fires both the Battle Sisters and the Knight Warden at the Blightlord Terminators, but once again his plans are foiled by their daunting characteristics and special rules. Toughness 5, three wounds, a 2+ save, a 4+ invulnerable save and being Disgustingly Resilient make them just too tough to crack, even with an avenger gatling cannon! Not a single Terminator falls.

With few options left to him, Rich attempts to charge the Deathshroud Terminators (who Calum has once again positioned in front of his more valuable characters) with the Knight Warden. He promptly rolls a double 1 for his charge roll, uses a Command point to re-roll the result and gets a double 6 instead!

The fight is disappointing for both sides. The Deathshroud Terminators strike first because of the effect of the Foul Blightspawn's Revolting Stench-vats. They cause just two wounds on the Knight Warden **(1)**, who strikes back but fails to hit anything at all with the thunderstrike gauntlet (even with a Command Re-roll). The Deathshroud simply ignore the war machine's titanic feet as it stomps around them. Things look bleak for the Imperial forces.

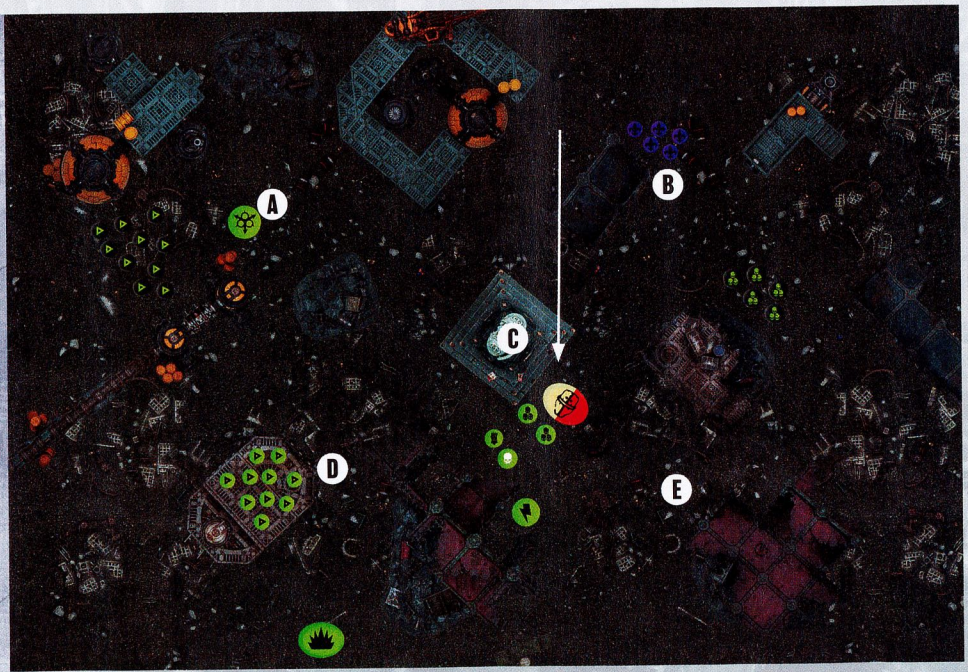


IMPERIUM

- Saint Celestine
- Geminae Superia
- Battle Sisters
- Sisters Repentia
- Sisters Repentia
- Zephyrim
- Knight Warden
- Knight Gallant

DEATH GUARD

- Lord of Virulence
- Malignant Plaguecaster
- Plague Marines
- Poxwalkers
- Deathshroud Terminators
- Blightlord Terminators
- Foul Blightspawn
- Plague Surgeon
- Foetid Bloat-drone
- Myphitic Blight-hauler
- Plagueburst Crawler



BATTLE ROUND THREE, TURN TWO: INFESTATION

With time (and most of an army) on his side, Calum sets about dominating the battlefield. Only one true threat remains, and it could be an explosive one ...

Despite having units in every quarter of the board, Calum is still only in control of two objectives as he enters his Command phase. However, the Poxwalkers finally reach objective A, giving Calum clear dominance of the battlefield.

To the north-east, the Blightlord Terminators move towards the Battle Sisters, and with help from the Foetid Bloat-drone, they blast four of them apart in the Shooting phase. In the centre of the board, the Plagueburst Crawler causes five damage on the Knight Warden **(2)**, while the Myphitic Blight-hauler inflicts a further nine damage! A shot from the Foul Blightspawn's plague sprayer takes the titanic war machine down to a single wound.

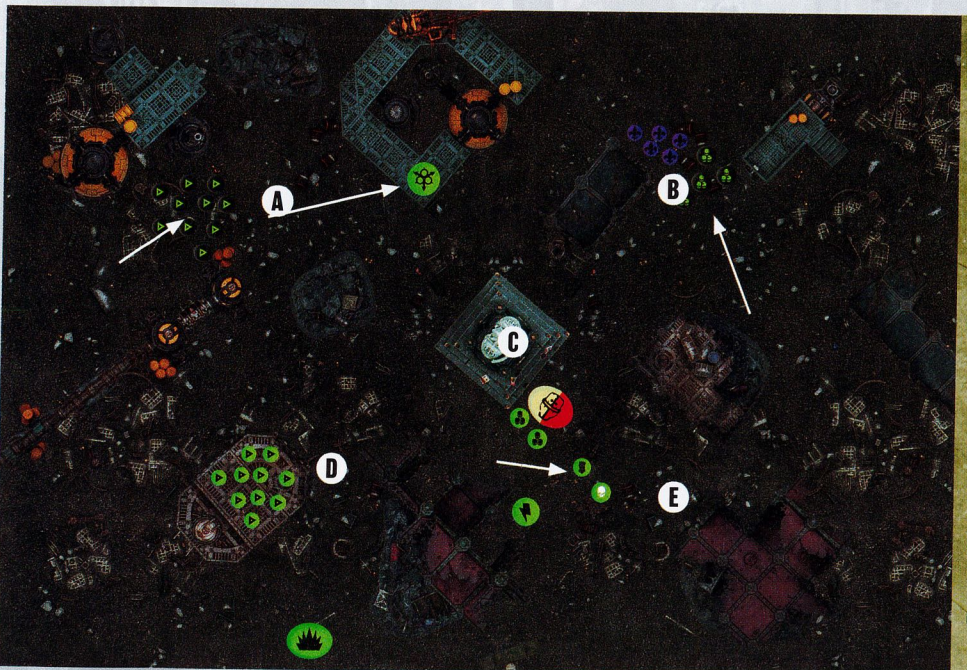
Charges and combat do not go as planned for Calum. The Blightlord Terminators fail an embarrassingly short charge **(3)**, while the Lord of Virulence, Foul Blightspawn and Deathshroud Terminators all fail to do any damage to the Knight Warden. In return, Rich splits the Imperial Knight's attacks between the two heroes. Incredibly, he hits them once each on a 5+ (due to the Knight being so damaged) with its thunderstrike gauntlet. Then he rolls a double 1 to wound them. A Command Re-roll generates another 1.





BATTLE ROUND 3 VICTORY POINTS

14	28
• 4VP: Take and Hold	• 8VP: Take and Hold • 2VP: Secure Landing Sites • 3VP: Engage on All Fronts



IMPERIUM

- Saint Celestine
- Sisters Repentia
- Geminae Superia
- Zephyrim
- Battle Sisters
- Knight Warden
- Sisters Repentia
- Knight Gallant

DEATH GUARD

- Lord of Virulence
- Foul Blightspawn
- Malignant Plaguecaster
- Plague Surgeon
- Foetid Bloat-drone
- Plague Marines
- Myphitic Blight-hauler
- Poxwalkers
- Deathshroud Terminators
- Plagueburst Crawler
- Blightlord Terminators

BATTLE ROUND FOUR: A FINAL TEST OF FAITH

With the Death Guard controlling most of the battlefield, it falls to Calum to inflict the coup de grâce and put an end to Rich's dreams of an Imperial victory.

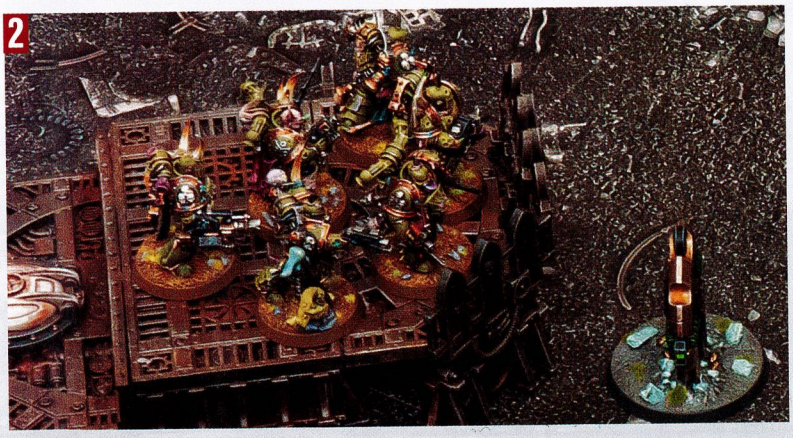
His Knight Warden alive with one wound remaining and one Battle Sister still stubbornly on the field (she passed her Morale test in the previous turn!), Rich makes his final moves. The Knight Warden fires into the Deathshroud Terminators at point-blank range **(1)**, finally killing one of them, but then fails to do any damage in combat.

As expected, the Lord of Virulence inflicts the final blow, and the Knight Warden finally falls. Rich excitedly plays Noble Sacrifice once more, hoping the Knight will explode and score him a few more victory points. He rolls the dice …

… the Knight doesn't explode.

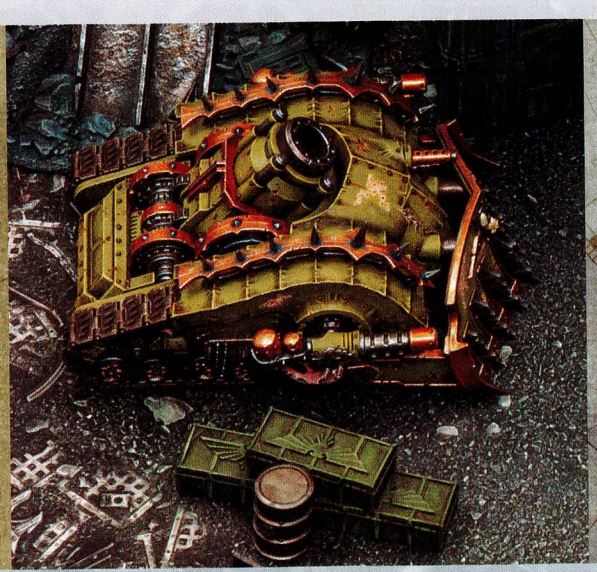
The Death Guard claim the central objective with their consolidation moves. Along with two other objectives **(2-3)**, this scores Calum maximum victory points for the Take and Hold primary objective in his final turn. Meanwhile, the last surviving Battle Sister meets a messy death. Victory goes to Calum and the Death Guard!


1


2


3

THE FINAL SHOT
As the Blightlord Terminators move in for the kill on the last surviving Battle Sister, the Plagueburst Crawler makes one final attack with its plagueburst mortar. The heavy shell roars through the air, hits the Sister with a full six hits, wounds her five times and puts a very messy end to her faithful stubbornness. Had the battle continued another turn, the Terminators would have claimed objective B.





THE POST-BATTLE CHAT

Having wiped the table clean (or should that be dirty?) of Imperial lackeys, Calum joins Rich to talk about the game, their tactics and what they could have done differently.

FINAL VICTORY POINTS

34	62
Primary Objectives:	**Primary Objectives:**
• 16VP: Take and Hold	• 28VP: Take and Hold
• 0VP: Secure Landing Sites	• 8VP: Secure Landing Sites
Secondary Objectives:	**Secondary Objectives:**
• 2VP: Engage on All Fronts	• 10VP: Engage on All Fronts
• 6VP: Assassination	• 6VP: Bring It Down
• 0VP: Grind Them Down	• 0VP: Fleeing Vectors
• 10VP: Painted Army	• 10VP: Painted Army



Rich: Well … I could have done better! I played aggressively right from the outset, and it didn't pay off. I saw your tight-knit deployment, thought I could corner your army and went straight in for the kill. I should have been more cautious, flanked your units at a distance and denied you a first-turn charge like a sensible player. Sadly, I am not sensible!

Calum: You just needed to avoid that Foul Blightspawn, but that was exactly why I placed him right in the middle of my force. As soon as you entered the aura of his Revolting Stench-vats, you were in trouble because I'd be able to attack first in the Fight phase. That knocked your Knight down to his lowest characteristics and left him an easy kill. He did cause a lot of damage when he exploded, though, so he made some of his points back at least!

Rich: It really says something when the most damage I cause in a game is by one of my own units dying. That explosion caused thirty-eight mortal wounds in total (technically forty, but the Plague Surgeon died before he could enjoy the last two!). That is one of the big risks of keeping all your powerful units together in such a concentrated space. I just wish I'd remembered to inflict wounds on the Plague Surgeon first so that he couldn't use his tainted narthecium on your other units. There's a lesson for you, kids: kill off the medics first!

Calum: It was a gamble on my part, but against most armies there's very little risk of an explosion causing that much damage. Ideally I would have taken your Knight Gallant out at range, but my shooting in the first round was a bit hit or miss (literally!), and there was no way I could have it rampaging around on my side of the board. I knew you'd play the Noble Sacrifice Stratagem and hope to blow it up …

Rich: I did say it out loud!

Calum: You did! But I was willing to take the fifty-fifty chance to get rid of a Knight. Risky tactic but worth it in the end, as I took down one of your main units and gained ground during the charge.

Rich: Oh, your tactics and combination of abilities were faultless. You trudged forward to the central objective to make sure you had two objectives in the bag, then weathered the storm. The Disgustingly Resilient ability quickly became a nightmare for my Knight Warden, whose avenger gatling cannon normally causes two damage per hit but could now only cause one. Add the effects of cover and/or Miasma of Pestilence, and the Warden became almost totally ineffective when normally he can shred infantry with impunity. By the time I decided to charge him in, it was already too late.

Calum: A concerted charge between the Knight Warden and the Repentia might have swung things back in your favour, but your units arrived piecemeal. Granted, you were a bit unlucky not to kill the Myphitic Blight-hauler with the Repentia, but Disgustingly Resilient proved invaluable once again. I think in this game of rock, paper, scissors, your scissor Sisters struggled against the Death Guard rock.

Rich: One thing I will take away from the game though – Zephyrim are really dangerous. If just one of them can kill an enemy hero, imagine what all ten of them could have done. Or thirty!

HERETIC OF THE MATCH

Calum: Easily the Foul Blightspawn. His Stench-vats virtually neutralised the threat of Rich's Knight Gallant in combat, enabling me to make a big dent in his army very early on. These guys really are a key unit for the Death Guard.



ZEALOT OF THE MATCH

Richard: It has to be the Battle Sister who survived, alone, until the fourth battle round. She passed her Morale test and doggedly clung to that objective until she was blown to smithereens. A true servant of the Emperor!



THE LURKING WYRM

Genestealer Cults are insidious broods of Human-xenos hybrids that have spread unnoticed on Imperial worlds for generations. They infiltrate the Imperium's social, industrial and military fabric, and when their Day of Ascension dawns, their uprising is nigh irresistible.



Genestealer Cults can lurk like a hidden cancer wherever the teeming masses of Humanity congregate – among nomad clans of feral tribes, within the bowels of vast industrial complexes, in the bellies of starships and particularly in the crowded hive cities raised on innumerable Imperial worlds. Each cult is a labyrinthine network of fanatically devoted individuals, all bound by a shared genetic and psychic lineage and willing to go to any lengths – including gladly sacrificing their own lives – to see the cult's goals achieved. Though individual cults, and their constituent gene-sects, can differ widely from one world to another, all cleave to the belief that they will be delivered from their oppressors within the Imperium and freed from lives of pain, poverty and drudgery when the Day of Ascension arrives and the devoted cultists are joined by their saviours, the Star Children.

In truth, the cultists are mere tools to their prophesied 'Star Children', for these are not the angelic liberators the devoted masses believe them to be but the ravenous swarms of the Tyranid hive fleets. The Tyranid fleets employ a number of vanguard organisms to probe far ahead of their tendrils, scouting out prospective prey worlds and assessing the native organisms' defensive stratagems. By far the most insidious and successful that the Imperium has become aware of are the creatures known as Genestealers. Hiding within Imperial ships, lurking in space hulks or even asteroids, just one of these xenos reaching a planet is enough to spawn innumerable cults. Genestealers parasitise on individual Humans, injecting portions of their own genetic material into those they capture. This creates a hypnotic bond between the now-hybrids and the Genestealer. This unswerving loyalty and adoration of the alien passes from hybrid to hybrid over generations. In recurrent breeding cycles, hybrids are born that share elements of both species with multiple limbs and chitinous claws. Others appear more or less Human, and a few, known as Purestrains, embody the original alien horror of the Genestealer. The growing cult comes to

worship its monstrous xenos sire, which swells in size and power to become a Patriarch, its hideousness seen by the enraptured cultists as beauteous and serene.

KILL TEAMS OF THE CULT

The cultists become convinced that the huge Genestealer's kin will arrive to save them from tyranny and raise them up to an eternity of peace and wellbeing, states virtually unknown on the oppressive worlds of the Imperium. This so-called Day of Ascension, when the Tyranids descend on the world, may not be for decades or even centuries to come, and, in that time, the xenos taint of the Genestealer genetic curse spreads and mutates ever further. Generation after generation, in cycles of morphologies and specialities, the cult's broods swell in size.

Though the coming of the Star Children may be many years in the future, the cult plans and prepares assiduously. When it comes, the Day of Ascension will see a mass uprising by the cult's faithful that will topple the oppressors and pave the way for the apotheosis they believe will be theirs. Hiding their deformities, occluding their plans and diverting attention from their leaders, the cultists forge an underground society steeped in clandestine operations. In preparation for the Day of Ascension, the cult requires weapons and information to be amassed, powerful individuals to be swayed to the cause or else killed, hideouts to be dug, sabotage to be enacted and many other secret deeds of malfeasance. To accomplish these goals, the cult fosters elite cells of its faithful, specialist broods of skilled infiltrators, packs of misshapen shock troops and teams of agitants and propagandists to disseminate mistrust and fear among the world's Imperial institutions.

Even after the uprising has revealed the cult's existence, these elite broods of xenos-tainted fanatics target the world's defences. They trigger enemy arsenals to explode, plant concealed bombs along transitways to waylay transports, contaminate food and water supplies, and falsify orders to scatter the foe or lead them into ambushes of much larger warbands of the cult. Other missions may be even grander and much more far-sighted in scope. Small units of hybrids may be tasked with hijacking a transport bound for another city, or an orbital lander, by which the cult seeks to spread its presence and influence beyond its humble origins. The team may even be tasked with smuggling one of the Patriarch's Purestrain Genestealer offspring aboard a ship or instructed to create a diversion while the Patriarch steals aboard itself. In this way, a handful of skilled individuals can condemn an entire other world to the same potential fate. The operatives themselves see such work as holy and righteous, a gift so worthy that risking death to achieve it is a minor sacrifice indeed.

NEOPHYTE HYBRIDS

While those hybrids born in the early stages of each cycle evince significant xenos physical traits, later incarnations of the Patriarch's heredity – typically those of the third and fourth generations – are more Human in appearance. These Neophyte Hybrids, while still often bearing overly large craniums, unusual skin tones or subtle bony ridges upon their brow, are more easily able to infiltrate manufactorum work gangs, industrial labour mobs, outland security details and a number of such postings that overseers are sometimes desperate to fill. As devout and determined members of the cult, unswayed by the petty concerns of their Imperial co-workers, Neophyte Hybrids often prove highly dependable and conscientious. Entire families of them may be granted favourable mining rights, individuals may rise to positions where they have access to secure ciphers and sensitive information, or they may gain access to prominent overseers or positions in the world's defence militia, Enforcers and even Astra Militarum tithes. When the uprising comes, however, they reveal their true colours, brandishing tattoos and metal-stamped sigils that mark them out as hybrid collaborators with the oncoming swarms.

The most talented Neophyte Hybrids may be selected for roles in Wyrmblade kill teams by the cult's Magus. This individual – part prophet, wonder-worker, political mastermind and spiritual puppeteer – is an extension of the psychic will of the cult's Patriarch. The Magus often dispatches Wyrmblade broods to particularly deep-rooted obstacles to the cult's plans. Ammunition stockpiles far behind enemy lines, chemical storage facilities deep underground, priority assassination targets at the highest echelons of power, data-stacks containing security logs or

NEOPHYTE LEADERS

The leaders of Wyrmblade kill teams are cool-tempered veterans of the cult's myriad clandestine operations. Some have been deployed with security or martial institutions of the Imperial oppressors for years, acting not only as the cult's eyes and ears on their enemies' capabilities but often acting as a vector for spreading the cult's message and xenos taint into these bodies. If the Day of Ascension draws near and the cult's brood cycles have spawned a Primus – a martial war-leader hybrid with strategies and alien cunning to rival the greatest military minds of the Imperium – a Neophyte Leader may have trained under that august individual. Whatever the source of their skills, Neophyte Leaders are hugely talented orchestrators of incursions and infiltrations. They know how to organise their Neophytes for maximum efficacy, employing their warriors' skills at exactly the right time. Often skilled brawlers, Neophyte Leaders are also tactically astute, with a solid grasp of squad-level strategies. They often maintain several redundancy schemes up their sleeves to ensure they stay one step ahead of their foes.



'How did they know?! Throne, vid-captures show these rebels were labourers, Sergeant. You tell me how stinking, worthless labourers knew the Prefect was being moved. They had time, too, Throne knows – time enough to skin him and carve traitor symbols into his flesh ...'

– Precinct Commander Drummond, 18th Precinct

defensive protocols, cipher-protected vox arrays – all are viable targets for a well-prepared Wyrmblade brood.

While some Neophyte operatives slip away from their ostensible Imperial duties when the psychic summons is sent, others are elite assets whose every waking hour is devoted to furthering the cult's aims rather than lurking among the Imperium's untainted masses. They receive additional training in sabotage, marksmanship, guerilla tactics and the brutal methods of silencing sentries. They are supplied with stolen schematics, forged access passes, the names and rotas of targets to avoid or assassinate and the best equipment the cult has managed to amass. After-action investigations within the bounds of the Cordon Impenetra of the Octarius Sector by Ordo Xenos Inquisitors have even raised the possibility that certain gene-strains have been intentionally crafted to produce cultists inherently imbued with the necessary skills and adaptations for certain missions. The more conservative agents of the Ordo reject such wild speculation yet have been unable to adequately explain how some small teams of Genestealer Cultists perform far more effectively than what the Ordo had previously believed was possible.

Wyrmblade kill teams become intimately familiar with their intended killzone's layout months, sometimes years, in advance of their mission. Every access point will have been scouted, every rusted grate oiled and hatch lock picked. On the few occasions their operatives are caught on vid-capture by those devices not already deactivated by other cells of the cult, they have been witnessed springing from dense nests of pipework, dropping from ventilation macro-ducts and evaporating by several other avenues once their mission is complete. In District 8.31 of the morass of shanties abutting Phegra-kappis on Abundantia, the cell known as the Shadowed Fang successfully accessed and destabilised a plasma conduit hub in the midst of the battle for the reclamation city. Spotted by Black Templars Space Marines who thundered towards them, five of the Shadowed Fang leapt to the fore, selling their lives dearly as the team's specialists vanished inside a nearby dwelling complex some six stories high. The Black Templars made short work of the sacrificial Neophytes and crashed through the complex's thin walls in pursuit of their remaining quarry. Hidden blasting charges then rippled through the complex's towering fabric, bringing the entire edifice crashing down onto the Space Marines, while the Shadowed Fang's Leader,

POLITICAL MALFEASANT UPDATE

Subject: Greiden Karm [identification probability 73% and falling].

Incident: Individual believed to be among unidentified insurgent movement originating in Lower Hold Thresca-V. Note: heretical deformities overlooked by local authorities [internal punitive measures under way]. This is the believed perpetrator of the firearms assault on Enforcers responding to the Thresca-V riots. Likely also to be connected to the dissemination of heretical and subversive dogma declaiming the Governor's purges of the Lower Hold that instigated the riots in the first place.

Proposal: All Enforcer units to report to Precinct-Missionarius Ven Kovr for supplementary fidelity assessment. Ven Kovr assures the district Probatus of this necessity to avoid spiritual corruption.



'This is it! Exactly as we were told, Enforcer rotation won't complete for another six microcycles. Now, Gaskin! Raise the icon and signal the attack – the uprising begins here!'

– Xalian Tarn, leader of the Coiled Serpent

Dayvesh Qirrim, had led her brothers and sisters in escape, worming their way through archaic run-off channels far beneath the dwelling.

HOLY APPOINTMENTS

Where missions require highly specialised skill sets, the gene-sect's leaders may proclaim its goals will be met via the exceptional abilities of prominent members of the cult. Each a specifically evolved bioform produced by the cult's brood cycles, these individuals are revered and respected by the kill team's elite warriors. The Locus is a gene-bred bodyguard whose place is usually close by the cult's most-esteemed leaders, particularly the Magus. They are patient creatures who epitomise the cult's doctrine, biding their time before exploding with a sudden whirlwind of motion and slicing blades, wielded with the speed of a striking Tyranid Lictor. Assigned to a Wyrmblade kill team, the Locus retains their protective role, commonly guarding the cell's Leader or another specialist whose skills are vital for the mission's success. The presence of a Locus is a huge honour for the kill team's Leader, a vote of confidence in their abilities, and underlines the importance of the mission at hand. The Locus also acts as the Magus's eyes and ears, watchful for any signs of failure in the team's actions as well as enabling the Magus to follow the progress of the mission through their psychic connection to the Locus.

The Sanctus, meanwhile, is a consummate and stealthy assassin. They join Wyrmblade broods where the elimination of a key individual is to be undertaken with finesse and subtlety, or where the target is afforded significant protection by defensive armour, arcane force fields or bodyguards too numerous even for the Neophytes to overwhelm alone. Armed as snipers with long-barrelled rifles, they commonly lurk motionless in shadows, awaiting the moment for the perfect headshot. Some instead, known amongst the brood as Talons, act in a more personal capacity as the Patriarch's extended claw. Tracking their prey via multi-lensed goggles before pouncing on them from the dark, they slice throats and puncture lungs in perfectly executed murders.

Folk heroes and inspirational warrior-nomads, Kelermorphs are cloak-swathed, gunslinging hybrids whose names and deeds are legendary within the cult. Though they often work alone, it is also through missions alongside kill teams of Neophyte Hybrids that their legend is forged. The team's members are filled with hope at the sight of the dashing revolutionary as the warrior leaps from rooftops to gantries, blazing away with their liberator autostubs as adoring Neophytes rush to emulate its deeds.

CULT ICONS AND BEARERS

Icon Bearers are honoured to carry one of the cult's wyrm-form icons on to the mission. Such devices are a means of bringing the cult's favour to the killzone and blessing the mission's success. They instil in the Icon Bearer's brothers and sisters the drive to sacrifice themselves where it will benefit the mission, knowing that its success is far more important to the Patriarch's will than their lives. Icon Bearers are expert at carrying these sigils low, hiding their magnificence until the right moment. At a word from their Leader, they raise the icon high and signal the attack. This is commonly a culmination of a long-prepared scheme that sees several Neophytes attack from numerous angles at once. It may instead be more of a spur-of-the-moment signal, guiding reinforcements forward in a sudden attack to divert attention from the kill team's activities elsewhere.

Each of these blessed icons is further festooned with grotesque parodies of holy relics. Vials of bioluminescent matter dangle and clink from some, emitting pheromonal waves that drive the broodkin to a killing frenzy. Blades of chitin from the Patriarch's own exoskeleton hang from others, resonating a fortifying psychic signature. Others still are hung with the remains of famed cultists of generations past, a reminder of the selfless masses who have toiled and died that the Day of Ascension might come at last. The cumulative impact of these tainted treasures upon cult morale is little short of supernatural.



NAMES AND DEMEANOURS

Every Wyrmblade brood has a name, be it a dedication to their brood sire, a subtle hint at the approaching majesty of the Hive Mind or perhaps something more subtle and nondescript.

This section is a tool to help you determine the names of your Genestealer Cult's warrior hybrids as well as the title of your Wyrmblade kill team, its quirks, base of operations and the background of the shadowy brood. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration for names and backgrounds of your own invention.

Every Wyrmblade brood has a clandestine identity, a title usually endowed upon it by the gene-sect's leaders or earned through completing daring and dangerous missions for years for the cult. Some names are adopted either by the brood's Leader or conferred by other cult members who are inspired by the brood's legendary and selfless deeds.

KILL TEAM NAME

The name given or adopted by Wyrmblade broods is normally a closely guarded secret, employed as a covert identifier in cult communications in case the snooping agents of the oppressors are intercepting their messages. If given by one of the cult's leaders, such names tend to echo the cult's wyrmform icon, express exaltation of the monstrous Patriarch or act as a blessing on the brood's missions. If adopted by another route, the names usually echo the legendary deeds of the kill team, whose members – though their names might be unknown to the wider cult – are hailed as folk heroes and lauded as the greatest freedom fighters. Some broods may also be given sinister nicknames by their fearful enemies, attributing acts of sabotage and assassination to unseen horrors that they then endow with fanciful and monstrous names. If you wish to generate a name for your kill team, you can roll on one or both of the tables below, choose whichever combination of options feels best for you or let them inspire you to create a name of your own.

TABLE 1

D6	
1	**The Enlightened**
2	**The Patient**
3	**Genekin**
4	**The Hidden**
5	**Proselytisers**
6	**Sire's Martyrs**

TABLE 2

D6	
1	**Coil of Redemption**
2	**Hierobrood**
3	**From Below**
4	**of the True Faith**
5	**Shadowcell**
6	**Most Humble**

SQUAD QUIRK

D6	Gene Deviance
1	**Deep-dwellers:** These warriors have lived underground for so long that they can sense nearby enemies merely by feeling the tremors of the earth beneath their feet.
2	**Rabid Evangelists:** These warriors are zealous followers of the Star Children, and in battle they proclaim their faith with wide-eyed, spittle-flecked intensity.
3	**Creeping Killers:** These warriors stalk the shadows, seeking unwary victims to drag into the darkness.
4	**Blessed:** Aberrations in the xenos gene have caused these warriors to develop a variety of unsettling minor mutations. They mark them as holy amongst the cult but must be kept hidden from the authorities at all costs.
5	**Twisted Physiologies:** Behind screens of stealth technology and auspex-obfuscation, your hidden holy works proceed apace.
6	**Inhuman Cruelty:** These warriors delight in tormenting those they see as their erstwhile oppressors.

BACKGROUND

D6	Sacred Cell
1	**Scavenger Cell:** The members of this kill team are looters, stripping priceless ammunition, weapons and supplies for the cult from the bodies of the dead.
2	**Tunnel Skulkers**: These cultists are close-combat specialists who use demolition charges and mining tools to clear subterranean zones.
3	**Iconoclast Cell:** These operatives are spreaders of the True Faith who aim to destroy or deface their enemy's religious iconography in order to better honour the Star Children.
4	**Snatcher Cell:** This hand-picked squad is tasked with abducting high-profile enemy leaders so that they may be granted the Genestealer's Kiss.
5	**Snare Setters:** These cultists are combat engineers who set improvised booby traps, mines and razor-wire snares across contested ground.
6	**Veterans of the First Cycle:** These warriors are amongst the few survivors from the cult's first cycle of hybrids – hardened killers who have honed their survival skills over many years.

OPERATIVE NAMES

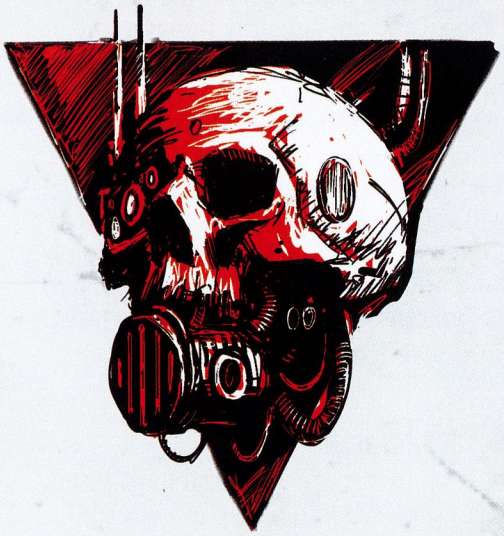
If you wish to create a name for one of your Genestealer Cult's brood-warriors, you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6s, one after the other – the first result is your 'tens' and your second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36. Cultists can be drawn from a variety of societies, classes and groups on the world their cult inhabits. Some may only be known by a single name, having originated in circles either so poverty-stricken or rarefied and noble that they do not use surnames. Others might only be known to their fellow cultists by a surname. Feel free to play around with different combinations in your own kill team and even to supplement them with nicknames.

NAME GENERATOR

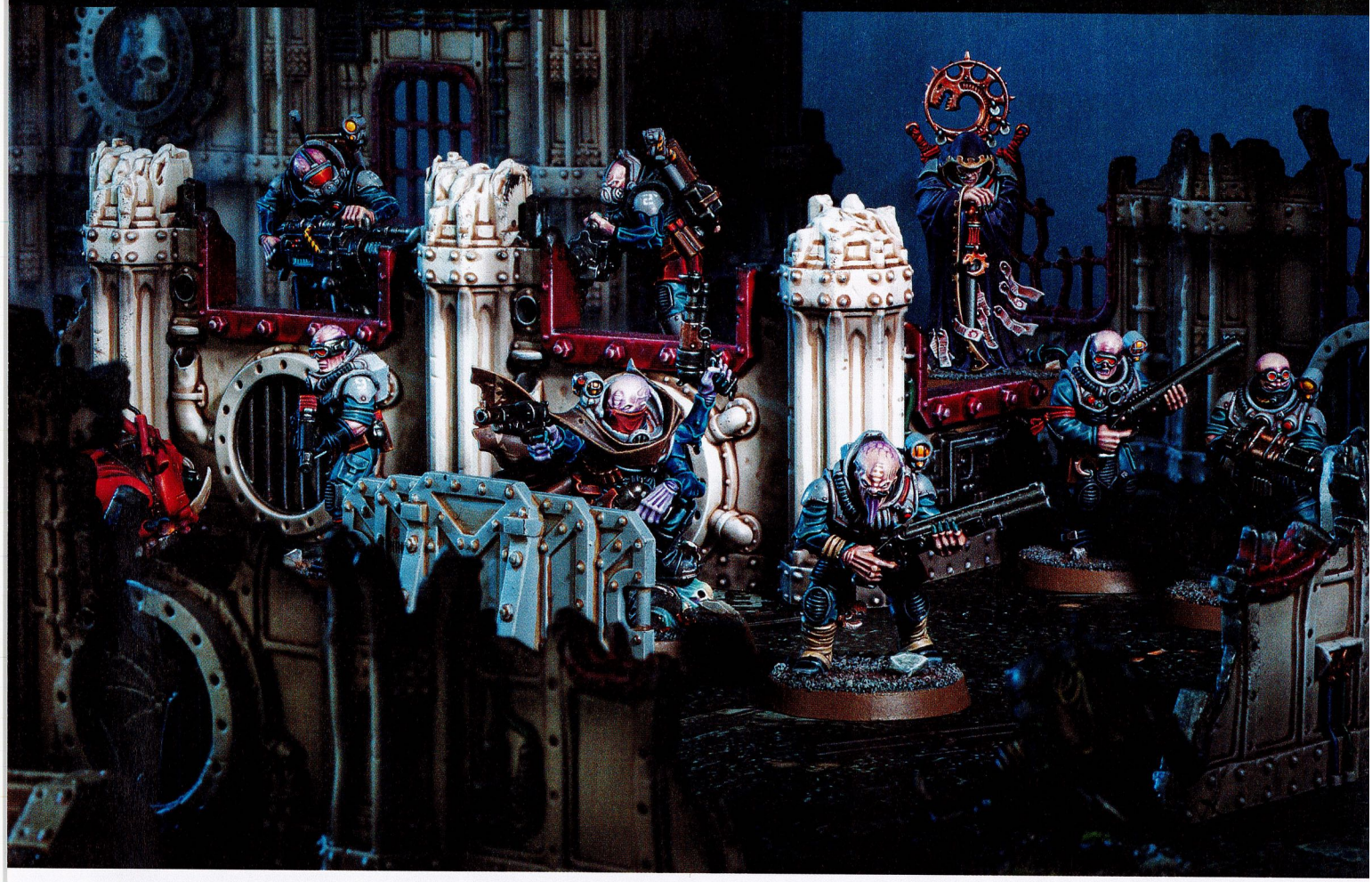
D66	First Name	D66	Surname
11	Gannar	11	Druchmann
12	Dhraz	12	Kreel
13	Yohrick	13	Desh
14	Kol	14	Cavorla
15	Hastun	15	Krauss
16	Sayben	16	Gardlinger
21	Hollan	21	Zorbech
22	Narek	22	Stennvar
23	Rauss	23	Varnway
24	Basc	24	Starn
25	Davon	25	Baumgart
26	Zask	26	Drisso
31	Nasser	31	Sammer
32	Seimon	32	Helm
33	Jacobiah	33	Tarnright
34	Skir	34	Valka
35	Ghaskin	35	Kelbrech
36	Foyle	36	Kheiser
41	Kreen	41	Madrach
42	Judh	42	Venner
43	Mordecai	43	Novek
44	Isaak	44	Svodnor
45	Michon	45	Black
46	Jerec	46	Barchus
51	Aldren	51	Matterzhek
52	Madrax	52	Onderghast
53	Vyrion	53	Trace
54	Hollun	54	Lhaska
55	Steen	55	Rezzekh
56	Pike	56	Carleon
61	Mallick	61	Drevender
62	Groust	62	Seifer
63	Eldric	63	Vreel
64	Yorl	64	Xyben
65	Xandus	65	Gorl
66	Crasker	66	Arnalt

BASE OF OPERATIONS

D6	Cult Hideout
1	**Goliath Trucks:** Commandeering a rugged, industrial vehicle, the brood secret all their stolen weapons and tools of usurpation in cleverly concealed lockers and are able to move quickly from one mission to the next while disguised as lowly labourers.
2	**Dirtcycles:** The brood traverse dangerous terrain and outpace chasing Enforcers on carefully maintained dirtcycles, carrying everything they need to bring down the works of the oppressor in panniers, saddlebags and strapped to engine cowlings.
3	**Abandoned Mine Annex:** Over generations, hundreds of the cult's members have toiled in a vast labyrinth of mines, and, over time, this hidden shaft has been worked and outfitted to provide the perfect lair for a specialist brood.
4	**Tectonic Fragdrill:** The brood have managed to steal an immense mining vehicle, which they control remotely. Directing it to delve beneath their enemies, the brood crawl along roughly-bored tunnels in the drill's wake, hidden from sight and able to penetrate supposedly secure defences.
5	**Beneath the Oppressors' Noses:** Having wormed their way into factorum work gangs, outpost security details or some other menial positions, the brood organise their missions from within, covertly living as loyal Imperial subjects.
6	**Macro Sewer Network:** Inured to the stench, the brood occupy a maze-like nest of sewer tunnels or else a dense pipe network carrying chemicals or power cabling. Hidden from sight, they use these ready-made transitways to outmanoeuvre their enemies.



WARHAMMER 40,000
KILL TEAM



THE ENEMY BELOW

The furtive Neophytes of a Genestealer Cult are perfectly suited to clandestine warfare, having lurked in the shadows for many generations. Meticulous and ruthless in equal measure, they sow confusion and discord before moving in for the kill.

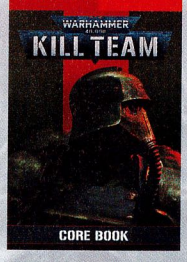
Genestealer Cults are amongst the most insidious of all factions in the known galaxy and are a deadly threat to the security of the Imperium. These human-alien hybrids will breed for generations in total secrecy, waiting patiently for decades, even centuries, for their plans to come to fruition. When their time of ascension is near, the cult leaders will send out teams of operatives to conduct covert missions such as assassinating key political and military figures, stealing weapons and equipment or destroying vital supply lines and fortifications. There are very few places a Genestealer Cultist cannot infiltrate.

ASSEMBLING YOUR KILL TEAM

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

WANT TO KNOW MORE?

The rules presented here for Genestealer Cult kill teams are designed to work with the core rules found in the *Kill Team Core Book*, but why not try them out in some of the missions presented in the expansion books too?



The first step can be found on the opposite page: selecting your operatives. These include Neophytes, gunners, heavy gunners and cult heroes such as the Locus, Sanctus and Kelermorph. Following this are some special rules for the Wyrmblade, including the Cult Ambush special rule (those sneaky hybrids!), plus 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 cult talismans, blasting charges and climbing equipment.

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. The time of ascension is at hand!

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

WYRMBLADE KILL TEAM

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

OPERATIVES

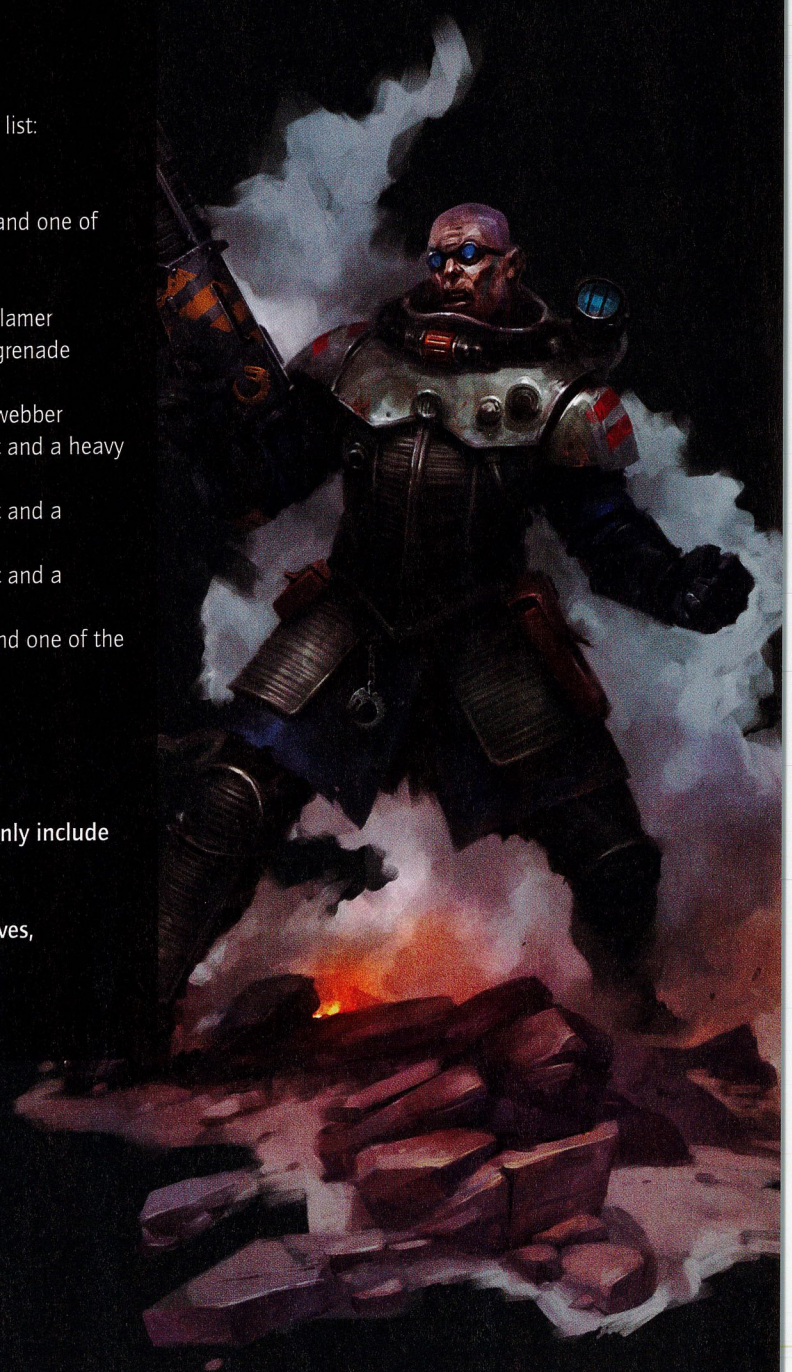
- 1 **NEOPHYTE LEADER** operative equipped with one of the following options:
  - Autogun; gun butt
  - Shotgun; gun butt

  Or one option from each of the following:
  - Master-crafted autopistol, bolt pistol or web pistol
  - Chainsword, power maul or power pick

- 13 **WYRMBLADE** operatives selected from the following list:
  - **KELERMORPH** (counts as two selections)
  - **LOCUS** (counts as two selections)
  - **NEOPHYTE BROOD-ADEPT** equipped with a gun butt and one of the following options:
    - Autogun or shotgun
  - **NEOPHYTE GUNNER** equipped with a gun butt and a flamer
  - **NEOPHYTE GUNNER** equipped with a gun butt and a grenade launcher
  - **NEOPHYTE GUNNER** equipped with a gun butt and a webber
  - **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a heavy stubber
  - **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a mining laser
  - **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a seismic cannon
  - **NEOPHYTE ICON BEARER** equipped with a gun butt and one of the following options:
    - Autogun or shotgun
  - **SANCTUS SNIPER** (counts as two selections)
  - **SANCTUS TALON** (counts as two selections)

Other than **BROOD-ADEPT** operatives, your kill team can only include each operative above once.

Your kill team can only include up to two **GUNNER** operatives, up to two **HEAVY GUNNER** operatives and up to two **CULT AGENT** operatives.



ABILITY

Below you will find common abilities of the **WYRMBLADE** kill team.

CULT AMBUSH

Just as Genestealer Cults bide their time in darkness, striking when the Day of Ascension dawns, so too do their most experienced broods when stalking the enemy. The cultists move in the shadows, setting up the perfect ambush. When the time comes and the signal is given, they strike with coordination, precision and zealous devotion.

During the first Turning Point, when this operative is activated, you can change its order.

The first time this operative performs either a **Fight** or **Shoot** action in each of its activations, if its order was changed from Conceal to Engage during that activation, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

PRETERNATURAL ASSASSIN

The most elite operatives available to a gene-sect's leaders, these cult agents are honed killers. They are intimately familiar with the murderous tools of their craft – weapons and specialist gear they have carefully maintained and employed for years in the cult's service. They are able to strike hard and fast from the shadows, eliminate their targets without mercy and vanish again before their victim's stunned comrades can react.

This operative cannot be equipped with equipment.

This operative has a 4+ invulnerable save.

Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, you can do one of the following:

- Retain one additional dice as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save instead of a normal save as a result of Cover.



STRATEGIC PLOYS

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

METICULOUS PLAN (1CP)

Until the end of the Turning Point, each time a friendly **NEOPHYTE** operative is activated, if it has a Conceal order, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP). You can only use this Strategic Ploy once.

ONE WITH THE SHADOWS (1CP)

Until the end of the Turning Point, when determining Line of Sight from an enemy operative to a friendly **WYRMBLADE** operative, if that friendly **WYRMBLADE** operative has a Conceal order, Light terrain is Obscuring.

WRITHING INGRESS (1CP)

Place one of your Ingress tokens within ▲ of a terrain feature no more than ▲ thick. Until the end of the battle, friendly **WYRMBLADE** operatives can move through that terrain feature as if it were not there, so long as they do so within ▲ of that token. You can only use this Strategic Ploy once.

CROSSFIRE (1CP)

Until the end of the Turning Point:

- Each time after a friendly **WYRMBLADE** operative makes a shooting attack, if the target has not been incapacitated and does not have a Crossfire token, the target gains a Crossfire token until the end of the Turning Point.
- Each time a friendly **WYRMBLADE** operative makes a shooting attack, if the target has a Crossfire token, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.



TACTICAL PLOYS

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

SLINK INTO DARKNESS (1CP)

Use this Tactical Ploy at the end of a friendly **WYRMBLADE** operative's activation. If that operative has an Engage order, change it to a Conceal order. You can only use this Tactical Ploy for each friendly operative once.

COILED SERPENT (1CP)

Use this Tactical Ploy when a friendly **WYRMBLADE** operative is activated and its order is changed from Conceal to Engage. The first time that operative performs either a **Fight** or **Shoot** action during that activation, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your successful normal hits as a critical hit instead.

UNQUESTIONING LOYALTY (1CP)

Use this Tactical Ploy when a friendly **WYRMBLADE** **LEADER** or **CULT AGENT** operative is selected as the target for combat. Select one other friendly **LOCUS** or **NEOPHYTE** operative (excluding a **LEADER** operative) within ■ of that friendly operative to intervene.

- If that intervening friendly operative is not within Engagement Range of an enemy operative, you can interrupt that combat to perform a free **Charge** action with it, but it must finish that move within Engagement Range of the enemy operative fighting in that combat.
- If that intervening friendly operative is within Engagement Range of that enemy operative, it becomes the target for that combat.

HIDING (1CP)

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence, when you would set up operatives. Select up to two friendly **NEOPHYTE** operatives to be set up hiding instead. In the Firefight phase of the first Turning Point:

- Friendly operatives hiding have a Group Activation characteristic of 1, are considered to be within the killzone for activation purposes and can be activated as normal.
- When a friendly operative hiding is activated for the first time, set it up with an order of your choice anywhere in the killzone within ⬟ of your drop zone and more than ■ from enemy operatives. That operative is treated as having performed a **Normal Move** action (subtract action points accordingly), then continue its activation as normal.
- Any hiding operatives not activated by the end of the first Turning Point are incapacitated.

You can only use this Tactical Ploy once.



NEOPHYTE LEADER

Often a clandestine veteran of one of numerous Imperial martial or security institutions, the leaders of Wyrmblade broods are accomplished guerrilla commanders. They are so highly skilled in unorthodox strikes and coordinating multipronged assaults that the gene-sect's agents defer to their experience.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⌖ Autogun	4	3+	2/3	-	-
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⌖ Master-crafted autopistol	4	3+	2/3	Rng ⬟, Balanced, Lethal 5+	-
⌖ Shotgun	4	2+	3/3	Rng ⬟	-
⌖ Web pistol	4	2+	2/2	Rng ⬟	Stun
⚔ Chainsword	4	3+	4/5	Ceaseless	-
⚔ Gun butt	3	4+	2/3	-	-
⚔ Power maul	4	3+	4/5	-	Stun
⚔ Power pick	4	3+	4/5	-	Rending

ABILITIES

Cult Ambush (pg 72)

Shadow Vector: Once per Turning Point, you can use either the Slink Into Darkness or Coiled Serpent Tactical Ploy (pg 73) without spending any Command points if a friendly **NEOPHYTE** operative Visible to this operative is the friendly **WYRMBLADE** operative for that ploy.

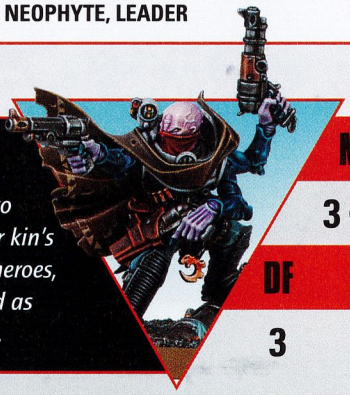
UNIQUE ACTIONS

-

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, LEADER

KELERMORPH

The Kelermorph is a third generation cult hybrid, bred to exploit the hopes of the downtrodden and embody their kin's desire for rebellion. They are seen as inspirational folk heroes, and it is often on Wyrmblade missions that their legend as unnaturally agile, gunslinging revolutionaries is forged.



M	APL	GA
3 ○	3	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⌖ Liberator autostubs *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
– Long range	4	4+	3/4	-	P1, Rending
– Short range	5	2+	3/4	Rng ⬟	P1, Rending
⚔ Kelermorph knife	3	3+	3/4	-	Rending

ABILITIES

Cult Ambush, Preternatural Assassin (pg 72)

Heroic Inspiration: If this operative incapacitates an enemy operative, until the end of the Turning Point, it is a Heroic Inspiration. Each time a friendly **WYRMBLADE NEOPHYTE** operative fights in combat or makes a shooting attack, if this operative is a Heroic Inspiration and is Visible to and within ■ of the friendly operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your attack dice results of 5+ that is a successful normal hit as a critical hit instead.

Expert Gunslinger: This operative can perform two **Shoot** actions during each of its activations.

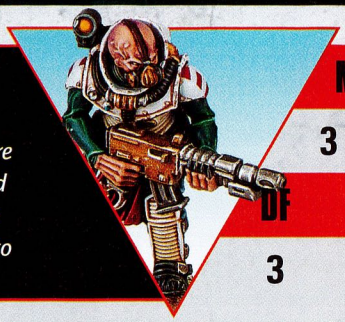
UNIQUE ACTIONS

Hypersense (1AP): The next time this operative performs a **Shoot** action during this activation, for that shooting attack, the short range profile of its liberator autostubs gains the Indirect and No Cover special rules but loses the P1 and Rending critical hit rules.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, KELERMORPH

NEOPHYTE BROOD-ADEPT

Brood-Adepts are amongst the most experienced guerrilla fighters of a cult's Neophyte Hybrids. They are veteran agitators and insurgents, ferociously loyal and deeply indoctrinated in the cult's creed. They form the backbone of the elite Wyrmblade broods sent deep into the oppressors' territory.



M	APL	GA
3"	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Autogun	4	4+	2/3	-	-
Shotgun	4	3+	3/3	Rng ⬟	-
Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 72)

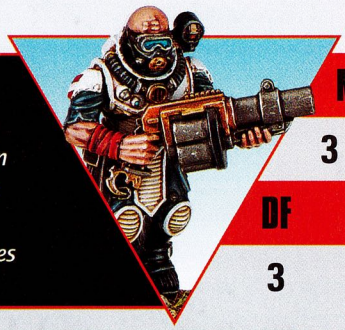
UNIQUE ACTIONS

-

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, BROOD-ADEPT

NEOPHYTE GUNNER

Especially powerful weapons purloined from defence militias, acquired via criminal contacts or even built in cult-owned weapons shops are issued to a Wyrmblade brood's most capable Gunners. These warriors gladly lay down salvoes on the move to protect their comrades and slay the cult's foes.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Flamer	5	2+	2/2	Rng ⬟, Torrent ○	-
Grenade launcher *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
– Frag	4	4+	2/4	Blast ○	-
– Krak	4	4+	4/5	AP1	-
Webber	5	3+	2/2	Rng ⬟, Lethal 5+	Stun
Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 72)

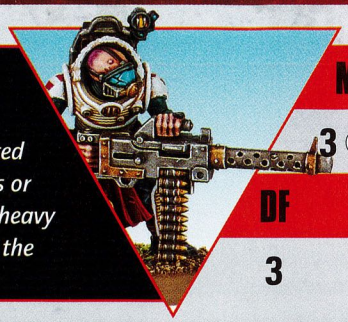
UNIQUE ACTIONS

-

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, GUNNER

NEOPHYTE HEAVY GUNNER

Powerfully built Neophytes - some more prominently bearing the blessed mark of their gene-sire - are granted the honour of bearing deadly, repurposed mining tools or weapons too hefty for normal Humans to carry. Their heavy firepower supports Wyrmblade missions by laying low the biggest threats.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Heavy stubber	5	4+	3/4	Ceaseless, Fusillade, Heavy	-
⌖ Mining laser	5	4+	5/6	AP1, Heavy	-
⌖ Seismic cannon *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
– Long-wave	6	4+	2/2	Blast ▲, Heavy	Stun
– Short-wave	4	3+	4/4	Rng ⬟, Heavy	P1, Stun
⚔ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 72)

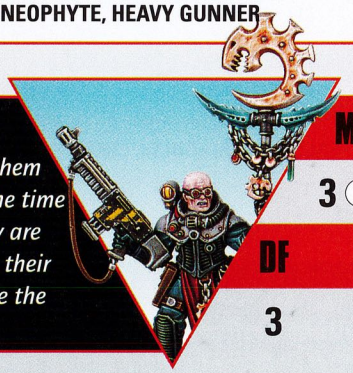
UNIQUE ACTIONS

-

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, HEAVY GUNNER

NEOPHYTE ICON BEARER

As strong in faith as their genetic inheritance makes them in body, Icon Bearers carry their holy sigils low until the time is right to raise them aloft and signal the attack. They are honoured wardens of their brood's holy icon, inspiring their brothers and sisters to feats of great sacrifice to ensure the mission succeeds.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Autogun	4	4+	2/3	-	-
⌖ Shotgun	4	3+	3/3	Rng ⬟	-
⚔ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 72)

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).

UNIQUE ACTIONS

Signal the Strike (1AP): Until the end of the Turning Point, for the purposes of the Cult Ambush ability (pg 72), if this operative is Visible to and within ■ of the friendly operative performing the **Fight** or **Shoot** action, you can re-roll any or all of your attack dice instead (rather than attack dice results of one result). This operative cannot perform this action while within Engagement Range of an enemy operative.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, ICON BEARER

SANCTUS SNIPER

Escape is almost impossible once a Sanctus Sniper has selected its target. Fixed by the assassin's tri-lens goggles and centred in the cross hairs of their calibrated rifle, the target is doomed. The Sanctus' aim is further refined by their Soulsight Familiar, through which the cult's Patriarch directs the killer.



M	APL	GA
3	3	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Sanctus sniper rifle	4	2+	3/3	Heavy, Silent	MW3
Fists	3	3+	2/4	-	-

ABILITIES

Cult Ambush, Preternatural Assassin (pg 72)

UNIQUE ACTIONS

Target Vulnerability (1AP): Until the end of the activation, the Sanctus sniper rifle this operative is equipped with gains the Lethal 5+ special rule.

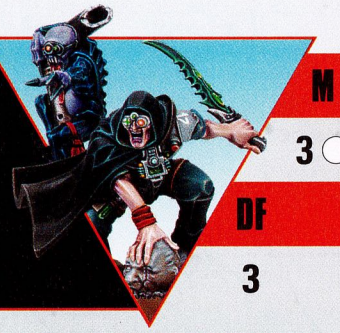
Familiar's Soulsight (1AP): Select one enemy operative. Until end of the Turning Point, each time this operative makes a shooting attack against that enemy operative:

- The Sanctus sniper rifle this operative is equipped with gains the No Cover special rule for that shooting attack.
- That enemy operative cannot be Obscured for that shooting attack.
- Areas of smoke cannot prevent that enemy operative from being Visible for that shooting attack.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, SANCTUS, SNIPER

SANCTUS TALON

Some Sanctuses wield atrophic blades, each grown within bubbling pools containing the liquefied psychic essences of slain cultists. Clutching these deadly weapons, a Sanctus will track its target for days, squeezing its multijointed limbs through narrow spaces while following its victim's psychic spoor.



M	APL	GA
3	3	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Sanctus bio-dagger	4	2+	3/6	Lethal 4+	Stun

ABILITIES

Cult Ambush, Preternatural Assassin (pg 72)

Creeping Shadow: This operative can perform a **Charge** action while it has a Conceal order. Each time after this operative fights in combat, it can perform a free **Dash** action, regardless of any other actions it has performed during this activation, and even if it is within Engagement Range of an enemy operative (but it cannot finish that move within Engagement Range of an enemy operative).

UNIQUE ACTIONS

Familiar's Soulsight (1AP): Select one enemy operative. Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, the Sanctus bio-dagger this operative is equipped with gains the Brutal and Balanced special rules for that combat.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, SANCTUS, TALON

LOCUS

Concealing a powerful, xenos-mutated form beneath heavy robes and a sinisterly still exterior, a Locus can erupt into a flurry of deadly attacks in the blink of an eye. Often appointed by the cult's Magus to protect a kill team's leader, these gene-bred bodyguards are also their master's eyes and ears.



M	APL	GA
3 ○	3	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⌖ Barbed tail	4	3+	3/4	Rng ■, Silent	-
⚔ Locus blades	5	2+	4/6	Lethal 5+	-

ABILITIES

Cult Ambush, Preternatural Assassin (pg 72)

Duellist: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, you can resolve one successful hit before the Attacker. If you do so, that successful hit must be used to parry.

Expert Swordsman: This operative can perform two **Fight** actions during each of its activations. Each time after this operative fights in combat, it can perform a free **Charge** action (even if it has done so during this activation), but can only move up to ■.

UNIQUE ACTIONS

Quicksilver Strike (1AP): Once this Turning Point, when an enemy operative is performing a **Normal Move** or **Dash** action and moves within ■ of this operative, you can interrupt that action to perform a free **Charge** action with this operative (it must finish that move within Engagement Range of that enemy operative, and if this operative has a Conceal order, change it to an Engage order to do so). If you do so, that enemy operative's action ends without finishing their move, and you must then perform a free **Fight** action with this operative against that enemy operative. This action is treated as a **Fight** action for the purposes of action restrictions.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, LOCUS



EQUIPMENT

WYRMBLADE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

FRAG GRENADE (2EP)

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules	!		
Rng ⬟, Blast ●, Indirect, Limited			

BLASTING CHARGE (3EP)

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Blasting charge	4	3+	3/4
Special Rules	!		
Rng ⬟, Blast △, Indirect, Limited			

FLASH VISOR (1EP)

The operative gains the following ability for the battle:

Flash Visor: Each time this operative is activated, you can ignore any or all modifiers to its APL.

SPOTLIGHT (3EP)

The operative gains the following ability for the battle:

Spotlight: While an enemy operative is Visible to and within ⬟ of a friendly operative with this ability, that enemy operative cannot be Obscured.

CULT TALISMAN (2EP)

The operative gains the following ability for the battle:

Cult Talisman: Once per battle, when a shooting attack is made against this operative, in the Resolve Successful Saves step of that shooting attack, you can change one of your retained normal saves to a critical save.

CLIMBING EQUIPMENT (1EP)

The operative gains the following ability for the battle:

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 ● it travels is counted as ● for that climb.
- This operative does not need to be within △ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

CULT KNIFE (1EP)

The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Cult knife	4	4+	2/3



TAC OPS

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

FACTION TAC OP 1: NOWHERE UNREACHABLE

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent places one of your Location tokens anywhere in the killzone that is more than ⬟ from their drop zone.

- At the end of any Turning Point, if a friendly operative is within ▲ of that location token, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

FACTION TAC OP 2: PERFECT AMBUSH

Reveal this Tac Op in the Target Reveal step of any Turning Point before the fourth. Keep a tally of wounds lost by each player's operatives during that Turning Point. At the end of that Turning Point:

- If the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives during that Turning Point, you score 1VP.
- If the total wounds lost by enemy operatives during that Turning Point as a result of friendly **CULT AGENT** operatives (shooting attacks they make or combats they fight in) is greater than the total number of wounds lost by friendly operatives during that Turning Point, you score 1VP.

FACTION TAC OP 3: MARK FOR ASSASSINATION

Reveal this Tac Op in the Target Reveal step of any Turning Point.

- If an enemy operative with a Marked token is incapacitated, you score 1VP.
- If another enemy operative with a Marked token is incapacitated, you score 1VP.

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

MARK FOR ASSASSINATION (1AP)

An operative can perform this action while an enemy operative with a Group Activation characteristic of 1 is Visible to and within ■ of it. That enemy operative gains a Marked token. An operative cannot perform this action while within Engagement Range of an enemy operative, or if another friendly operative has performed this action during this Turning Point.



SPEC OPS RULES

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

BATTLE HONOURS

Each time a **WYRMBLADE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Wyrmblade Specialist table to the right. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. 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).

WYRMBLADE SPECIALIST

D6	Battle Honour
1	**Scurry:** While this operative has a Conceal order, add ▲ to its Movement characteristic.
2	**Elusive:** Each time this operative is activated, if it is within Engagement Range of only one enemy operative, roll one D6: on a 4+, it can perform the **Fall Back** action for one less action point during that activation (to a minimum of 0AP).
3	**Mercurial:** Each time a shooting attack is made against this operative by an enemy operative more than ⬟ away, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.
4	**Prowler:** For the purposes of this operative performing mission actions, it only needs to be within the required range of an objective marker or token (it does not need to control it).
5	**Stalker:** You can use the Slink Into Darkness Tactical Ploy (pg 73) for this operative twice, instead of once.
6	**Clandestine:** If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **WYRMBLADE**, 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. SPLINTERWYRM KNIFE (2EP)

The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Splinterwyrm knife	4	3+	3/5
Special Rules	!		
Rending			

2. GENE-BREW (2EP)

Add 2 to the operative's Wounds characteristic for the battle. In addition, it gains the following ability for the battle:

Gene-brew: This operative ignores the effects of the Heavy special rule.

3. ICHOR-INFUSED AMMUNITION (1/2EP)

Select an autogun, heavy stubber or shotgun the operative is equipped with. It gains the Lethal 5+ special rule for the battle. If you selected a heavy stubber, this equipment costs 2EP, otherwise, it costs 1EP.

4. SHADOWLEAP CLOAK (2EP)

The operative gains the **FLY** keyword for the battle.

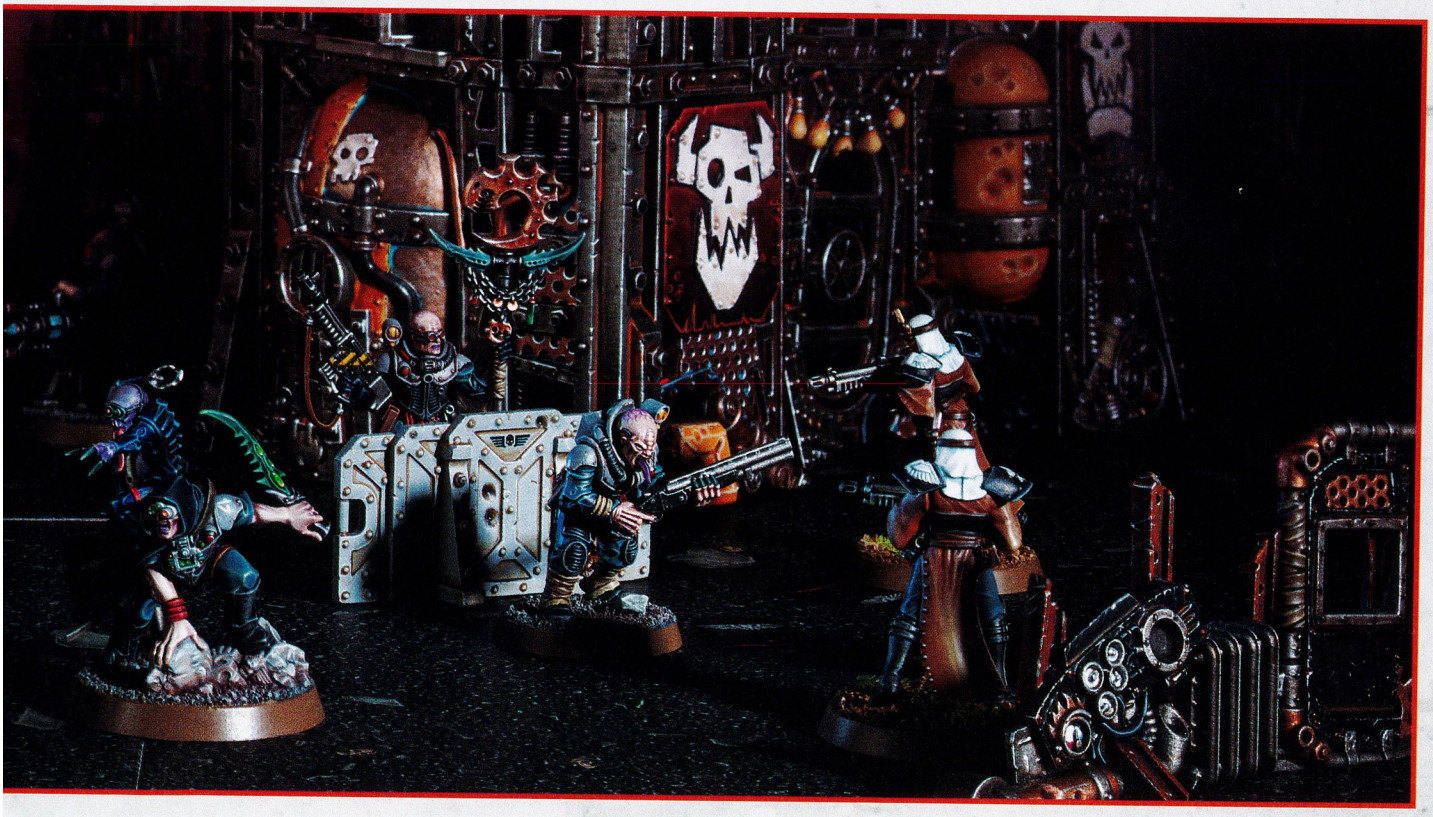
5. SIRE-BLESSED ICON (3EP)

ICON BEARER operative only. When the operative is equipped with this item for the battle, add 1CP to your pool. In addition, improve the operative's Save characteristic by 1 for the battle.

6. NEURAL SHROUD (3EP)

The operative gains the following ability for the battle:

Neural Shroud: While this operative is more than ⬟ from the active operative, it is in Cover.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **WYRMBLADE**, 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.

ALCHEMICAL CRYO-DISPENSARY

Stockpiled by the cult's Biophagus – a sinister master of alchemy and gene-manipulation – within this collection's ampoules, flasks and vials are concoctions of gene-spliced stimms, xenotropic enhancers and synthetic flesh. Keyed to the cult's hybrid biosignatures, these chemicals can prove potent restoratives and aid in hyper-rapid healing.

In the Update Dataslates step of the mission sequence, you can re-roll one Casualty test or one Recovery test.

WYRMBORE NETWORK

Within easy reach of the kill team's lair are a dizzying number of concealed tunnels, macropipes, mine shafts and industrial ducts. These provide a ready means of secretive ingress to numerous locations, allowing the kill team's operatives to squirm their way into key areas unobserved.

In the Set Up Operatives step of the mission sequence, you can use the Hiding Tactical Ploy (pg 73) without spending any Command points, and can select an additional friendly **NEOPHYTE** operative to be hiding.

INSURGENT DEAD DROP

Near the kill team's hideout is a secret location employed by a covert cell of insurgents. The other cell provides intelligence, local rumour, details on changing security patterns and a host of other vital information, leaving encrypted or psychically imprinted messages at the dead drop for the kill team's eyes only.

In the Scouting step of the mission sequence, after resolving your selection, you can select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection. If both players have this or a similar ability, the Defender resolves this ability first.

REQUISITIONS

If your faction is **WYRMBLADE**, you can use the following Requisitions in addition to those presented in other sources.

HONOURED BY THE CULT (2RP)

It is a great honour for the leader of a Wyrmblade brood to be assigned a highly placed agent of the cult for their holy missions. Such dispensation is viewed as a blessing of their work and a high appraisal of their worth to their gene-sire.

Purchase this Requisition before or after a game. Add one **CULT AGENT** operative to your dataslate. That operative starts with a number of experience points equal to the lowest experience points of the rank of a selected friendly **NEOPHYTE LEADER** operative from your dataslate (select its Battle Honours accordingly). For example, if you selected a **NEOPHYTE LEADER** operative that had 20XP, the new **CULT AGENT** operative would have 16XP.

SPIRITUAL AID (1RP)

Using their telepathic powers, the cult's Magus employs the gestalt consciousness emanating from their Patriarch to reach out to their distant clandestine cells, providing both mystical and spiritual aid, and fortifying their minds and bodies in times of need for the good of the cult.

Purchase this Requisition after a battle. In the Update Dataslates step of the mission sequence of that game, friendly **WYRMBLADE** operatives are not limited to a maximum of 3XP from a passed Casualty test. In addition, when determining their Battle Scars:

- They are treated as having one less Battle Scar for the purposes of modifying the result.
- They are unaffected by the Cerebral Affliction Battle Scar.

PROFICIENT PLANNING (1RP)

No amount of specialist training or vaunted wonder-weapons can ever equal the sheer lethality of a masterful operation, properly conceived and cunningly executed by the blessed of the brood.

Purchase this Requisition before or after a game, if your kill team is currently conducting a Spec Op. Add a number of planning points to your dataslate (make a note of it in the Notes section) equal to the number of ranks of a selected friendly **NEOPHYTE LEADER** operative. For example, Ace rank would equal 3 planning points. In each game of that Spec Ops campaign, in the Select a Kill Team step of the mission sequence, you can spend one (and only one) planning point you have to add 1CP to your pool (subtract 1 from your total planning points accordingly). Once you complete your Spec Op, remove all planning points from your dataslate. While conducting a Spec Op, you can only purchase this Requisition once.

SPEC OPS

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

WYRMBLADE ASSASSINATION

The cult has identified a key enemy target, one who stands in the way of its leaders' sinister preparations. The enemy have established a series of protection protocols and layers of subtle defences to keep the target safe that must be bypassed before the oppressor's head can be taken.

OPERATION 1: INSIDIOUS EVASION

The kill team must clandestinely work their way into position, bypassing defences to set up their assassination.

Complete five games in which you scored victory points from the 'Interloper', 'Capture Hostage & Infiltrate' and/or 'Behind Enemy Lines' Tac Op.

OPERATION 2: ELIMINATE OPPRESSOR

Once in position, the target must be marked for the brood to strike a zealous blow for the rebellion.

Complete a game in which you scored victory points from the 'Mark for Assassination' Tac Op.

COMMENDATION:

- You can select one friendly operative that incapacitated an enemy operative to score you victory points from the 'Mark for Assassination' Tac Op to earn up to 5XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- You gain one Requisition point.

SPEC OPS BONUS:

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

CLANDESTINE WARFARE

Anarchy and subversive sabotage can cripple the enemy, especially when conducted from the shadows. The foe must be left reeling and confused as the cult's brood-warriors escape the sites of their attacks, returning to their brothers and sisters with any information they have gleaned.

OPERATION 1: SHADOW ENGAGEMENTS

The kill team must conduct a series of strikes, appearing from the shadows then returning to them before the enemy can properly react.

Complete five games in which you scored victory points from Wyrmblade Tac Ops (pg 81).

OPERATION 2: RETURN TO THE CULT

With their mission successful, the kill team must evade the enemy's desperate searches for the culprits, returning to their cult as heroes.

Complete a game in which, at the end of the battle, one or more friendly operatives are wholly within your opponent's drop zone and more than ■ from enemy operatives.

COMMENDATION:

- You can distribute up to 5XP across the operatives on your dataslate. This is not affected by a passed Casualty test.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS:

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

WYRMBLADE KILL TEAMS

You've read all about Genestealer Cult kill teams over the last few pages. No doubt the influence of the Hive Mind has wormed its way into your brain. You suddenly have a desire to paint a Wyrmblade kill team of your very own. The Patriarch will be pleased!

Genestealer Cultists are, by their very nature, secretive and furtive creatures. Where other races are brash and bold, these alien hybrids lurk in the shadows, waiting for their moment to strike. It's for this reason that we chose an inconspicuous colour scheme for the painting guides featured in this article. These cultists could be regular workers, but we know the truth!

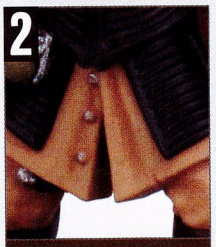
CLASSIC STYLE

The classic-style cultist was undercoated with Chaos Black Spray, then all the fatigues were basecoated with Zandri Dust. You can at this stage basecoat the fatigues using a spray can, but with so many dark areas on the model (such as the armour, boots and metalwork), we thought it easier to paint it by hand. Of course, if you choose to paint your

BATTLE READY

Using the stages to the right, this Neophyte Brood-Adept has been painted to a Battle Ready standard. Thirteen more models and your kill team is ready!



FATIGUES	BLACK ARMOUR	BOOTS & GLOVES
 1 Basecoat: Zandri Dust M Base	 1 Basecoat: Abaddon Black M Base	 1 Basecoat: Rhinox Hide S Base
 2 Wash: Steel Legion Drab M Shade		 2 Wash: Nuln Oil & Lahmian Medium 1:1 M Shade

PARADE READY

With a few extra highlights to each area of the model, this alien hybrid has been made Parade Ready. His time of ascension is close at hand!



 3 Highlight: Karak Stone S Layer	 2 Highlight: The Fang XS Artificer Layer	 3 Highlight: Mournfang Brown S Layer
 4 Highlight: Ushabti Bone XS Artificer Layer	 3 Highlight: Administratum Grey XS Artificer Layer	 4 Highlight: Balor Brown XS Artificer Layer

cultists with lighter armour (such as white) then Zandri Dust is a great basecoat to paint over.

Steel Legion Drab thinned with water was used to shade the fatigues. Rather than apply the glaze to all of the clothing, it was focused specifically in the deeper recesses and around the area where the trousers meet the hem of the tunic to help define them.

You can be really efficient with your painting by shading several areas at the same time. On this model, the boots and gloves, goggles and dynamite were all shaded with a 1:1 mix of Nuln Oil and Lahmian Medium. All the basecoats were applied first, then all of these areas were washed with the same mix for consistency. Diluting the shade with Lahmian Medium helps it to give more even coverage over the area without pooling too much.

On the other hand, you can enhance the depth of a shade by applying more than one coat. The dirty metal was shaded twice with the Agrax Earthshade and Reikland Fleshshade mix to get the armoured cuirass looking really filthy. It will look bronze at first (also a great effect!), but a highlight to the edge will bring it back to silver.

For the black armour, The Fang was used as a general highlight for each rib. Rather than highlight it again, Administratum Grey was dotted in the middle and at the end of each rib. This gives the impression of light reflecting off the armour. Note how the grey dots form a vertical line down the plates.



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 and flick the almost dry bristles across the model to catch the raised areas.

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

CONTRAST STYLE

The Contrast version of our colour scheme began with an undercoat of Wraithbone Spray. This provides a warm basecoat that's perfect for the fatigues and makes areas like the red loincloth really stand out.

The dirty metal cuirass on this Neophyte has been shaded with Guilliman Flesh, providing an alternative weathering method to the model on the previous page. The Guilliman Flesh was diluted in a 1:1 mix with Contrast Medium and applied in one coat to all of the metal armour. Diluting the paint ensures that the armour is only tinted a different colour and not completely stained. This makes it look as thought the rust has worked its way into the metal as opposed to just sitting on top of it. The more you dilute the Contrast paint, the subtler the effect. The less you dilute the Guilliman Flesh, the darker and more intense the weathering will become.

The ribbed armour of Genestealer Cultists is the perfect place for Contrast paints. Because of the way the Contrast paints work, you only need one coat of Black Templar to create both a basecoat and a highlight for the black armour. After highlighting the edges of the armour plates, the ribs were highlighted with a reflective spot highlight, just like the model in the classic stage-by-stage on the previous page.

An extra touch on this model is the glow effect on the head of the power pick to show that is has an internal power source. Casandora Yellow was painted straight over the Wraithbone basecoat and also onto the metalwork surrounding the coils. This gives the impression that the power coils are giving off light. This is known as object source lighting – the power coils being the object and the source of the light effect. Such effects also look great around the lights that many cultists wear on their backpacks.

BATTLE READY

Using the stages to the right, this Neophyte Leader has been painted to a Battle Ready standard almost entirely using Contrast paints.



PARADE READY

With a few extra highlights to each area of the model, the kill team's Leader has been made Parade Ready. Those extra highlights make quite a difference!

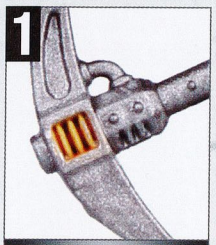
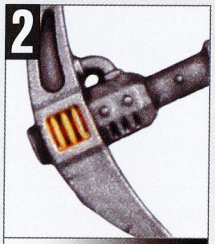
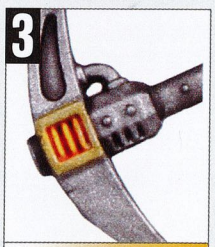


FATIGUES	BLACK ARMOUR	BOOTS & GLOVES
1  Basecoat: Wraithbone Spray Paint	1  Basecoat: Wraithbone Spray Paint	1  Basecoat: Wraithbone Spray Paint
2  Wash: Skeleton Horde M Shade	2  Wash: Black Templar M Shade	2  Wash: Cygor Brown M Shade
3  Highlight: Ushabti Bone S Layer	3  Highlight: Dawnstone S Layer	3  Highlight: Mournfang Brown S Layer
4  Highlight: Screaming Skull XS Artificer Layer	4  Highlight: Administratum Grey XS Artificer Layer	4  Highlight: Balor Brown XS Artificer Layer

ALIEN VID-CAPTURES

The painting guide shown here is just the tip of the cult iceberg when it comes to painting advice for Genestealer Cults. Over on our Warhammer YouTube channel, there are loads of painting guides for Genestealer Cults, including how to paint cultist skin, Neophyte Hybrids, Aberrant flesh and Atalan Jackals. These videos also provide you with alternative colour schemes, should you wish to try something different to this guide.



GOGGLES	DIRTY METAL	CLOTH	POWER PICK	SKIN
1	1	1	1	1
				
Basecoat: Wraithbone	Basecoat: Leadbelcher	Basecoat: Wraithbone	Basecoat: Leadbelcher	Basecoat: Wraithbone
Spray Paint	S Base	Spray Paint	S Base	Spray Paint
2	2	2	2	2
				
Wash: Talassar Blue	Wash: Guilliman Flesh	Wash: Blood Angels Red	Wash: Nuln Oil	Wash: Guilliman Flesh
M Glaze	M Shade	M Shade	M Shade	M Glaze
	3	3	3	3
				
	Highlight: Ironbreaker	Highlight: Wild Rider Red	Wash: Casandora Yellow	Highlight: Ushabti Bone
	S Layer	S Layer	M Shade	S Layer
		4	4	4
				
		Highlight: Troll Slayer Orange	Highlight: Ironbreaker	Highlight: Screaming Skull
		XS Artificer Layer	XS Artificer Layer	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.

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 battletome update, an Ossiarch campaign and some icy inspiration.





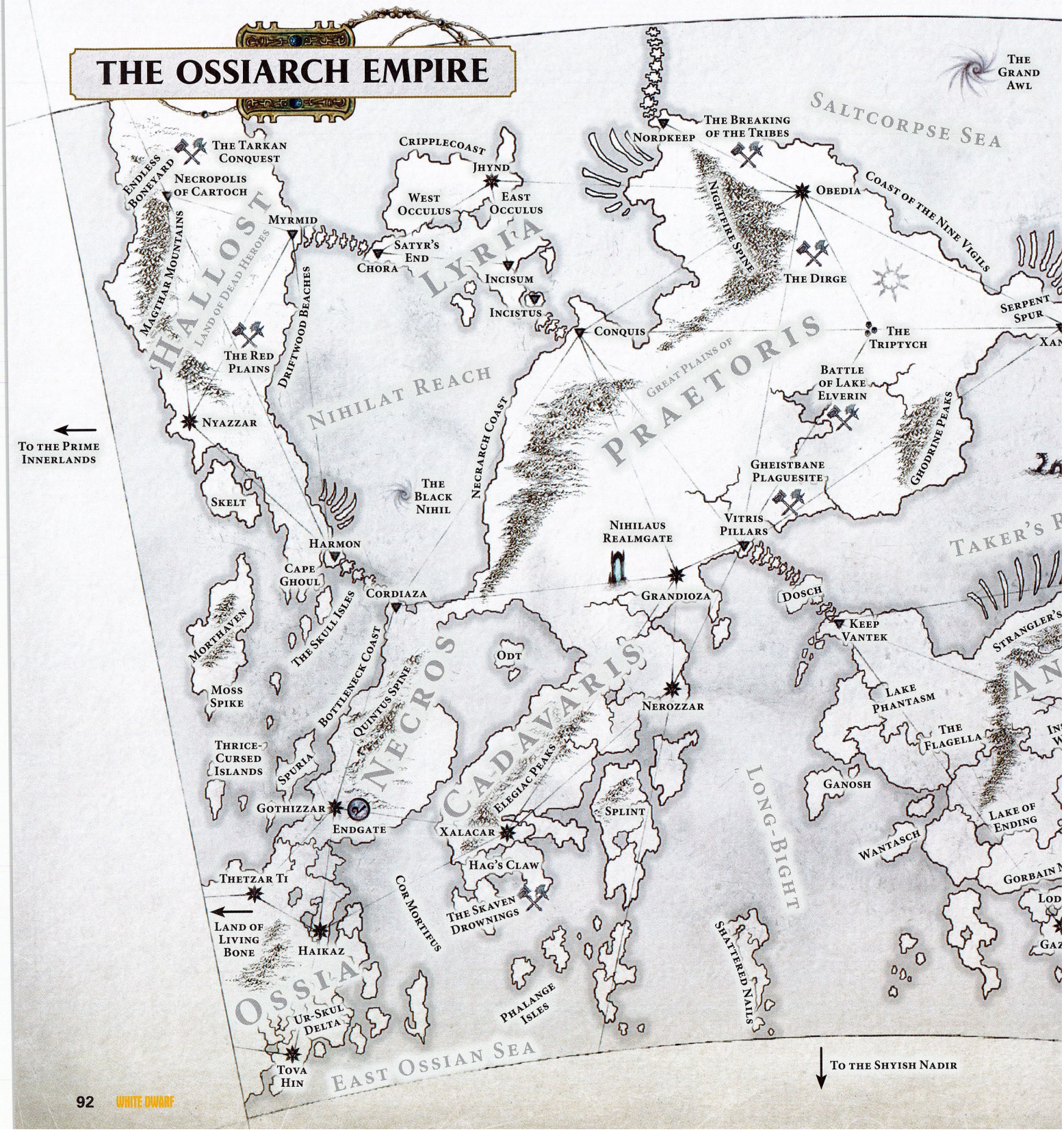
FLASHPOINT CLASH
Turn the page for an exploration of the Ossiarch Empire of Shyish, followed by an exciting battletome update for the Ossiarch Bonereapers.



THE WINTER WARRIORS
It's the middle of January, so what better time to feature a modelling and painting article about winter warriors? Turn to page 120 for snow.

THE OSSIARCH EMPIRE

The Ossiarch Empire is a dark jewel in Nagash's crown, a chilling portent of what his necrotopia would resemble were it ever to come to pass. Across these lands, death holds sway; what life there is persists only by the will of its unliving overlords.





The Ossiarch Bonereapers were first sculpted in the underworlds of Ossia and Necros. It was here that the greatest number of underground vaults were constructed, hiding the development of the legions from prying eyes until they were ready to march forth. Ever since being unleashed, however, the Ossiarchs have been eager to expand their domains. Around the rim of the Shyish Nadir – the all-devouring vortex of morbid energy formed at the Realm of Death's heart in the wake of Nagash's botched ritual – they have conquered a swathe of lands and bound them into an empire of bone and soul. Though the Nadir may one day consume their territories, still the Ossiarchs draw upon its power, building their necropolises close to this epicentre of deathly magic. The result is a domain so powerful that even the gods would struggle to sunder it entirely.

With the exceptions of the Ivory Host, who were charged with conquering Ghur, and the Petrifex Elite, a nomadic force that roams far and wide, each of the greatest Ossiarch legions has its own territory within the empire. Arguably mightiest of all is Praetoris, for this is where Katakros' chosen hold dominion. However, Praetoris hosted the hardest fighting in the recent war against the Lumineth, and many of its renowned landmarks lie shattered and damaged – a monstrous wound to the pride of the Mortis Praetorians. The Ossiarchs' grip upon their homeland has been shaken by recent events, yet it is far from slackened. The mortal communities that dot the lands are faced with ever-escalating demands for tribute from their overlords. With rebellions becoming increasingly rife, even those communities which have always complied with the Bonereapers in the past may find themselves butchered to make a point to would-be freedom fighters.

When the Ossiarch legions march out, they typically follow the morbid ley lines that cross the lands. These magical pathways are extremely conducive to arcane energies, and the places where they cross are fine locations to found new settlements – a notion, many lieges note with cruel amusement, that has also occurred to the Dawnbringers of Sigmar. The magical paths often directly cross deserts, mountains and even bodies of water, but this does not stop the undead legions from travelling as straight as their bone-moulded avians fly. The tightest mountain paths are widened under the tread of the legions, who endure even the steepest climbs and harshest conditions without complaint. In the case of water, bridges and pontoons of bone are raised by the Mortisans to allow the Bonereapers to cross wherever they choose. Often these connections are left in place even after the legion has moved on, linking the scattered landmasses of the empire together like a network of oversized vertebrae.

EMPIRE OF BONE

The Ossiarch Bonereapers would describe their domain as a place of majesty and peace, where all are one in Nagash. The reality is far grimmer. If something lives in the Ossiarch Empire, it is only because the undead have permitted it or else not yet made time to stamp it out. But their patience is not endless, and their loathing of the living is deep ...

To the Ossiarch Bonereapers, death alone is beautiful. Only through unity with Nagash can the realms be saved from dissolution and anarchy. The living are nothing but a resource to be exploited, harvested and brought into the embrace of the Undying King. Their remains will serve a far more glorious purpose in death than they ever did in life.

Nowhere exemplifies this horrific creed better than the Ossiarch Empire itself. True, there is a measure of peace to be found here, but it is enforced at the edge of a nadirite blade. Those pockets of the living that remain have long been cowed, viewed as little more than a supply of replenishing resources by the Bonereapers. Their communities are found huddled in the shadows of looming idols known as Bone-tithe Nexuses, sites where the Bonereapers demand their grim tribute be laid out. Skeletal carrion birds, the eyes of the Aviarch Spymasters, constantly circle above townships of the living, watching for any fomenting dissent.

Far more imposing are the domains of the dead. Fortresses and necropolises abound, raised where ley lines converge or strategic need dictates. Ossiarch strongholds tend to resemble one another, for their builders adhere strictly to the doctrines of Katakros' seminal *Principia Necrotopia* and follow a predefined order of construction. First to rise is the Bone-tithe Nexus, to which more raw materials can be delivered. Following this, walls and fortifications are erected and then the ziggurat-like laboratories of the Mortisan order.

Next come barracks and forges, temples and statuary gardens, libraries and galleries in which relics of conquest are displayed. In this way, a necropolis expands in a manner not unlike Sigmar's Dawnbringer outposts with their prefabricated structures – though to mention this similarity to an Ossiarch would likely result in one being struck down by the prideful undead. The *Principia*'s blueprints are not entirely rigid. Once the core of a necropolis has been built, its Mortisans are permitted to add new structures and ornamentation as they see fit. After all, the necrotopia is a place of glory as well as sterility, and the bone-sculpted artwork of the Ossifact caste is often as impressive as it is ghoulish.

Of all those lands entirely subsumed into the Ossiarchs' domain, Praetoris is the most infamous. The realm of





Katakros' chosen, the Mortis Praetorians, the grandeur of its necropolises is matched only by Gothizzar and dread Nagashizzar itself. Its great plains are presided over by looming statuary, colossal edifices commemorating the legion's victories. However, Praetoris' favoured status saw it draw the attention of the Lumineth in their recent invasion. Many fortresses and monuments now stand half-collapsed, and, since the aelves' retreat, other enemies have emerged to raid and ravage. The Praetorians rage at the insults levelled against them, but, while Katakros requires the bulk of their strength in the Eightpoints, there is little they can do to fully reclaim their home.

Equuis Main is the fiefdom of the Stalliarch Lords, the finest cavalry in all the empire. Its fortresses exist only to guard points of coastal ingress, for the majority of the land is windswept and barren – the perfect place for their Deathrider echelons to train. Equuis Main was once populated by Khornate tribesmen. The Stalliarch Lords have allowed a portion of these mortals to remain, both to provide bloody bones to harvest and to ensure their own skills can be tested at a moment's notice.

Of all the lands of the Ossiarch Empire, Anadiria is the most suffused in the breath of the Shyish Nadir. Small wonder then that it was claimed by the Null Myriad, whose resistance to the arcane is legendary. Anadiria is a grim place, where even the wind cannot muster the strength to howl. Only emptiness awaits amongst its dark forests and lonely valleys – emptiness and the suffocating embrace of death magic. It is said that Arkhan the Black, master of the Null Myriad, has a secret stronghold in these lands. Since being hurled from the rim of Hysh, however, none have seen the ancient liche, and the Null Myriad have retreated to lick their aelf-given wounds.

Last of the imperial heartlands is Ur-Crematoria. One might believe it to be some miserable corner of Aqshy rather than Shyish, for its cracked plains are dotted by craters within which eternally burn gouts of baleflame. The Crematorian legion has always been viewed as expendable by Nagash, their purpose only to explosively perish and be remade once more. It is thus little surprise that they were granted this most inhospitable of territories. But though the necropolises of Lindl and Pytch are less outwardly magnificent than others, they are, in fact, some of the greatest repositories of knowledge in all the empire. In secret vaults, the masters of the Crematorians search for a way to break Nagash's curse, so that they may be considered a Legion equal to their peers.

'What is the finest quality of the Ossiarch Empire? Is it the glorious necropolises atop which burn braziers of ghostly flame? Is it the shrines to victories past, the plains over which we ride, the vast bridges that connect our lands just as we are all connected in our master? No. The finest thing about the Ossiarch Empire is the silence – the endless silence, in which blades can finally be laid to rest. Such a gift we will bring to all the realms.'

– Arch-Kavalos Zandtos, the Dark Lance of Ossia

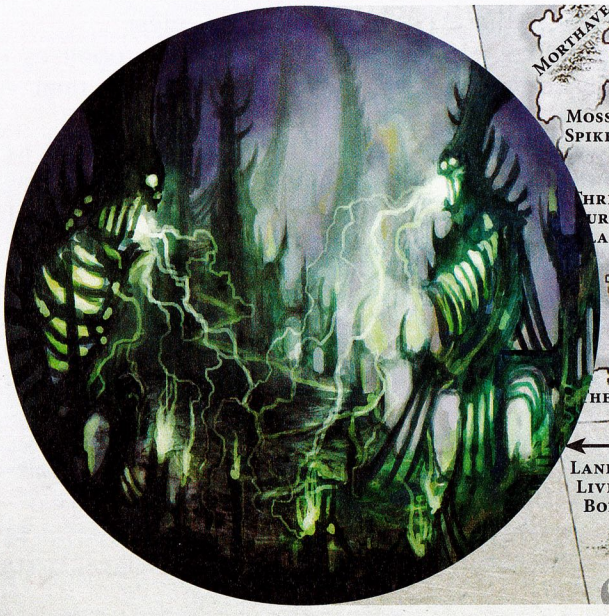
CADAVEROUS LANDMARKS

The Ossiarch Empire has its places of majesty, though all of them are possessed of a grim and morbid aspect. Bones and souls are the materials with which this undying dominion has been crafted; what is glorious to the Bonereapers is nightmarish to the living, standing as a testament to Nagash's insane ambitions.



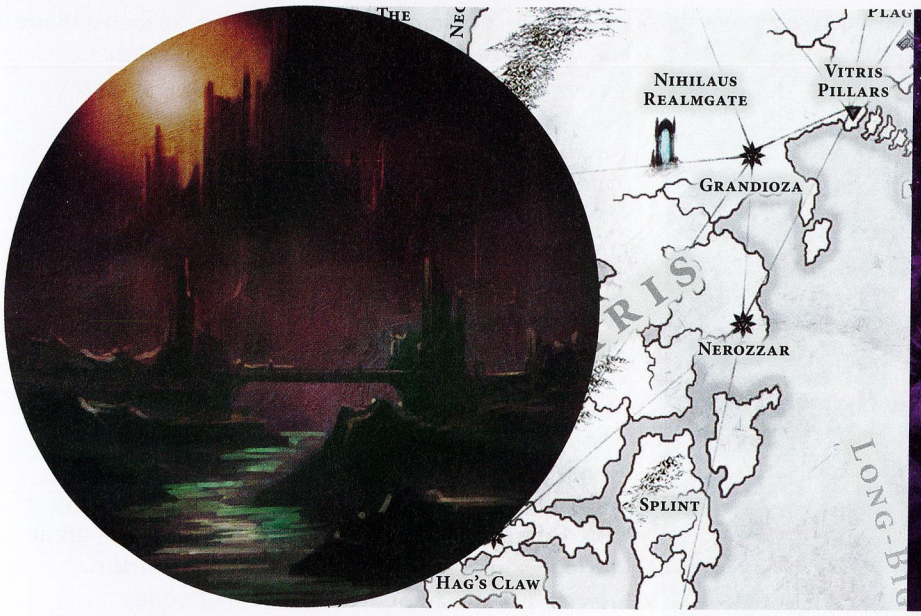
THE TRIPTYCH

The triad of statues known as the Triptych once stood sentinel over a confluence of realmgates connected to other Shyishan lands, forming a major strategic lynchpin for the Ossiarch legions. Just as crucially, the colossal statues embodied Katakros' dominion over all he surveyed and so were prime targets for the Lumineth in their war to restore hope. Cast down by the elemental powers of light and wind, the Triptych are now but a shadow of their former glory. Entire cadres of Mortisans labour to restore them, grander than ever before and replete with new, arcane defences.



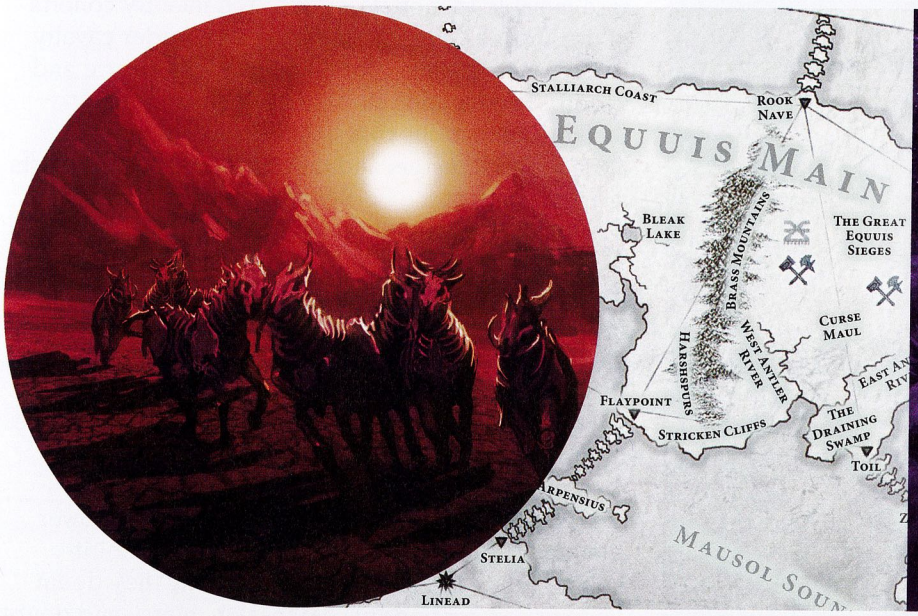
GOTHIZZAR

Few fortresses can match the morbid grandeur of Gothizzar. This huge deathly citadel protects the Shyishan side of the Endgate Arcway, the portal that connects to the cursed Eightpoints. Its defences are arrayed into multiple concentric rings, fortified by the most brilliant defensive minds of the Ossifact caste, and its inhabitants labour tirelessly to supply the Arx Terminus on the other side of the Endgate. However, rumour has reached the castellans of Gothizzar that Archaon now seeks to sack their fortress, though how the Everchosen might achieve this when the Endgate is so heavily fortified is unknown.



NEROZZAR

Nerozzar is a port necropolis, lying on the eastern coast of Cadaveris. This land has almost entirely fallen to the legions of Katakros, and, from Nerozzar and similar fortresses, the Bonereapers march out to subdue the last pockets of resistance. Osseous barques sail the Long-Bight sea to reach Nerozzar's harbour each day, unloading their cargo of bone that has been transported from across the empire. Nerozzar's most famous landmark is the vast, imposing bridge across the Pentaghul River – said to be made entirely from the bones of an ancient order of Shyishan monks.



THE PLAINS OF EQUUIS

The plains of Equuis are a cracked wasteland, trampled flat over the years. Nothing grows here; any flora is soon churned up by stampeding herds of undead equines or drowned by long-clotted blood that still clogs the withered soil. The horses of Equuis Main are no natural steeds. Each is wrought from the remains of a Bonereaper who has failed in their duty, their consciousness still trapped in their animalistic prison. The Stalliarch Lords let them roam free not as a kindness but to remind them that they can never outrun their sins in Nagash's eyes.



THE GREEDMOUTH

The realmgate known as the Greedmouth lies in the depths of Taker's Reach. Appearing as a great gnashing whirlpool, it connects to the Krakensea of Ghur and has long been guarded by the predatory fleets of the Ivory Host. Ossiarch war-galleys navigate the churning waters and their treacherous denizens to deliver reinforcements to the Amber Realm. Since the dawn of the Era of the Beast, however, the Greedmouth has become ever more volatile. Fleets of ships crewed by ogors and orruks have even been able to smash through the Host's defences on occasion, sailing into the imperial heartlands.

FLASHPOINT CLASH

THE TOME CELESTIAL

Unyielding. Unfeeling. Unstoppable. This is the creed of the Ossiarch Bonereapers, a strange and fearsome breed of undead. These legions are the Great Necromancer's finest troops, wholly dedicated to raising up his twisted necrotopia. To do this, however, the Ossiarchs must exact a grisly tithe from the living - a tithe of bone ...



THE OSSIARCH BONEREAPERS

The Ossiarch Bonereapers are Nagash's blade of conquest. Crafted through sinister necromancy and forbidden soul alchemy, they stand foremost in the Great Necromancer's sight. Commanded by their master, Katakros (known by his infamous sobriquet of 'the Undefeated'), they march tirelessly across the realms, seeking new lands to seize in the cold claw of death. To come to the attention of the Bonereapers is to know doom, for their martial might is nearly unmatched, and they seize any opportunity to display it.

Though their appearance is skeletal, the Ossiarch Bonereapers are no mere cadavers animated by necromancy. Each is a construct of bone, carefully shaped to serve some predetermined end. In great underground laboratories, the Mortisan order magically experiments upon hauls of bones, strengthening and refashioning them to create new Ossiarchs. While most Ossiarch constructs take forms recognisable to mortals, such as the infantry cohorts of the Mortek Guard and hulking Deathrider cavalry lances, their legions contain many more bizarre and unsettling creations. Multi-limbed Necropolis Stalkers, monstrous corpse collectors known as Gothizzar Harvesters and morbidly angelic Morghasts are just some of the horrifying aberrations that an Ossiarch liege can call upon.

An Ossiarch's soul is no less deliberately crafted than its body. Contained within gemstones of vitrified gravesand, these spiritual essences are the product of the vilest necromancy. It is rare – almost unheard of – for an Ossiarch construct to be animated by a single mortal soul, as is the case with other undead creatures. Instead, multiple captured souls are dissected, blended together and used to empower the phylactery gems. In the process of this spirit-splicing, the Mortisans remove anything they deem unnecessary; notions of compassion, mercy and doubt are extracted, leaving only a chilling core of purpose and obedience. Because their souls are amalgamated entities, each Ossiarch is a unique individual, divorced from any past life. While a Kavalos Deathrider's gemstone may contain soul-fragments harvested from brave cavalrymen, cunning hunters and relentless trackers, no single personality survives to take dominance, combining instead to create a new mind that has only ever known the glory of undeath.

Bones and souls are the twin currencies of the Ossiarch Empire. Souls are a power source unlike any other, while bone is their favoured material of construction, used to build everything from lethal artillery pieces to the walls of their necropolis strongholds. The greatest horror of the Ossiarchs, however, is in how they maintain a steady supply of these resources. Unlike many undead, they do not simply kill mortals out of hand; doing so would ensure a brief surplus of material, true, but this would quickly run dry. Instead, the Bonereapers earn their

name by dominating regions populated by the living and enforcing upon them a most terrible tithe.

On the darkest nights, the emissaries of the Ossiarch Empire appear before the walls of mortal cities. In grave-deep voices carried upon stale winds, they demand a highly specific quantity of osseous matter to be laid in tribute around the forbidding statues known as Bone-tithe Nexuses. How this tithe is acquired is of no concern to the Bonereapers; mortals may raid and slaughter neighbouring settlements, dig up their own ancestors, introduce enforced geriatricide, or any other number of grim practices. The deadline, however, is always immutable. Should it be missed, or should the emissaries detect that an attempt at swindling has taken place, then the doom of the living is ensured. The Ossiarch legions will march out in all their deathless majesty, grinding the defiant foe down through displays of battlefield prowess and taking through force what they were denied in bleak peace.



'My investigations into the hierarchy of the Ossiarch echelons have borne fruit, great majesty, though it has not been without difficulty. The Bonereapers are little inclined to talk to any they perceive as bearing the stink of mortality. Even so, I have deduced that Ossiarch civilisation is inherently caste-based. Great Nagash stands atop this proverbial pyramid, with the Mortarchs of Sacrament and the Necropolis but a step below him. Beneath these legendary figures are the many elements that comprise the constructs' society. It does not seem possible to move up this hierarchy, only down – and only in the case of failure. I have even heard that Bonereapers who truly shame themselves are converted into the steeds their cavalrymen ride, though this seems warped, even for them.

First amongst the castes are the Emissarians, the tithe-masters and religious leaders of Ossiarch society. Of all the higher ranks, it was these I encountered most frequently, for they constantly traverse conquered lands in great processions and upon palanquins of bone. No less favoured are the Panoptic caste, the lieges and marshals of the legions. Given that almost every Bonereaper holds some military rank, I surmise that these figures are roughly equivalent to mortal satraps, local governors in the empire of Katakros. The Ossifact caste are masons and builders, both of the Bonereapers themselves and their necropolises. The vast majority of Mortisan sorcerers seem to belong to this caste. The Thorac caste are the footsoldiers of the legions. They are, in turn, served by the squires, scribes and messengers of the Mornial caste. The Priad caste contains elite formations, such as the Deathrider cavalry or Goliath bodyguards of the ruling castes. In my endeavours, I uncovered mention of the Parrha, 'outcasts' in the strange language of Ossia. What this could refer to, I confess, I have no answers.'

– Correspondence of Ornesto Valkairn, agent of Nulhamia

WEAPONS OF THE GREAT NECROMANCER

Though the Ossiarch Bonereapers were first unleashed at the height of the Soul Wars, work on their creation began long ago. Even in the Age of Myth, when he numbered amongst Sigmar's Pantheon, Nagash plotted to become sole master of the cosmos. Many were the schemes that the God of Undeath put into motion, so gradual in their implementation that even the greatest seers did not detect them until it was far too late. Most famous of these designs was the creation of the Great Black Pyramid, which, in turn, birthed the Shyish Nadir.

But Nagash had other plans as well. Even as his skeletal servants helped to build the cities of the living, they secretly hollowed out vast underground chambers, the existence of which was unknown to those dwelling above. It was here that the Ossiarchs were first created and here that they would wait until the order to march was given.

The Age of Chaos complicated matters. As the War of Bones raged across Shyish, countless mortal cities were torn down. While the nascent Ossiarchs remained safe in their hidden vaults – places protected by deathly wards of such power that even the burrowing skaven could not easily breach them – there was no chance to finalise their long and complex creation, especially not after Nagash fell at the Battle of Black Skies. When the Great Necromancer at last returned at the dawn of the Age of Sigmar, he worked to reconquer those locations that secretly concealed Ossiarch cohorts and was finally able to prepare them for war.

Yet, before the Bonereapers could march, they would need a general. The Great Necromancer had once had such a figure in mind. In life, Orpheon Katakros had been a military genius from Ghur. Unlike many of his fellows, Katakros was not a garrulous hunter at one with his savage homelands. Instead, he prized excellence above all and



believed that warfare was a discipline like any other – one that could be mastered, given enough time. While many saw arrogance in his personal rigour and cold detachment, Katakros' successes were undeniable. His skill at command – first warbands, then echelons, then entire armies – was legendary, seeing him rise swiftly through the ranks of his homeland's military. Many a victory did Katakros win, until he was slain in battle against mutant gor-kin and sent to the underworld of Ossia.

Ossia was an underworld where toil and labour were seen as their own rewards. It suited Orpheon Katakros perfectly. He joined the ghostly ranks of Ossia's defenders, rising to become supreme commander. At this time, Ossia had not yet been absorbed into Nagash's empire, a fact the Great Necromancer sought to remedy. But even as Katakros led his fellow spirits against the undead, he saw much to admire in Nagash – especially his ability to grant the eternity the general so craved to master his craft. In return, Nagash developed a grudging respect for the individual who had stymied his advance, for he was not so petty that he could not acknowledge a worthy potential servant.

A bargain was soon struck. While the Ossiarchs themselves were not yet complete, Katakros led Nagash's armies to many decisive successes, both at the tail end of the Age of Myth and the beginning of the War of Bones. When Sigmar believed Nagash to have betrayed him during the Age of Chaos and came seeking vengeance, it was Katakros who faced him on the shores of Lake Lethis. Though the God-King shattered his body, even he could not break the general's indomitable spirit. Katakros' essence was sealed within the Stormvault known as the Midnight Tomb, around which the city of Lethis was constructed centuries later.

Katakros was only freed during the Soul Wars, when Lady Olynder's Nighthaunt laid siege to Lethis and unsealed the Midnight Tomb. His spirit returned to Nagashizzar, where Nagash eagerly awaited his potent servant. The general was bestowed a body of immaculately sculpted bone and granted the title Mortarch of the Necropolis – master of the Ossiarch legions. Empires of undeath were soon carved out by the Bonereapers, the greatest lying to the east of Shyish's Prime Innerlands. Katakros won victories that immortalised him once more, including crushing multiple chambers of the Anvils of the Heldenhammer on the banks of the Daxammatic River. As these conquests were underway, the Mortarch sought to organise his legions and instil his military ethos within them, refining the 'perfect' army he had always desired.

While every Ossiarch legion has developed its own traditions and tactical preferences, they are all extensions of Katakros' will – just as he is content to serve Nagash's own. A relentless discipline forms the core of their doctrine. While the Hekatos captains of each Ossiarch cohort could communicate through rattling hisses, they prefer to bark out orders in a rasping approximation of the living, leading their warriors as if they were mortal soldiers drilled to perfection. Every aspect of Ossiarch civilisation centres around preparation for war. When not in the field, the Bonereapers compose treatises on strategy and governance that are stored in the dusty libraries of their necropolises, play all manner of games intended to hone their tactical skill and attend regulated worship of Nagash that emphasises their purpose to conquer in his name.

Many Bonereapers see themselves as a cut above other undead. They do not attack as a howling gale or shambling tide, instead relying on true battlefield mastery to earn victory. The Ossiarchs typically do not hate mortalkind, no more than a butcher does their livestock or a lumberjack does a tree. Plenty are unflinchingly, if coldly, polite when collecting the tithe, seeing no need to heap further indignity upon an already cowed populace. Yet the Ossiarch Bonereapers are utterly inhuman, and their arrogance is monstrous. The second that any notion of resistance is encountered, nadirite blades are drawn with glee, and the living are crushed by a host of remorseless undead constructs.



OF BONE AND BEASTS

The Soul Wars were a time of triumph for the Ossiarchs. Vast necropolises rose around concentrations of death magic, their construction fuelled by the Bonereapers' ghoulish tithes. Enemies were crushed beneath the legions' might, both within the realm of Shyish and further afield. The Bonereapers had every excuse to revel in their victories. Yet pride, as it is said, ever goes before the fall.

It was the Lumineth of Hysh that at last decided to check the Ossiarchs' advance. They launched an invasion into the heart of the Empire, their shining hosts even more luminous when contrasted against the grim lands they found themselves within. Had the aelves met the Ossiarchs squarely in the field, the Bonereapers could have thrown the advance back. This, however, was not the strategy employed by the Hyshians. Rather than commit only to pitched battles, the aelves used their speed and precision to target manifest symbols of Ossiarch dominion – sprawling necropolises, sculptures of renowned lieges and the huge statues known as the Triptych. By felling these symbols of domination, the aelves proved that the Ossiarchs were not invincible, even in their own territory.

The physical loss of warriors and materiel was problematic for the Ossiarchs but far from insurmountable. So long as there were bones to harvest, they could recover. Far more troubling was the true goal of the aelves – to inspire an upsurge of defiance amongst those mortals suppressed by the Bonereapers. Even as the Ossiarchs counter-attacked Hysh, with the Null Myriad of Arkhan the Black bringing devastation to Ymetrica, those lieges and Mortisans charged with rebuilding the imperial heartlands found themselves distracted by increasingly regular rebellions.

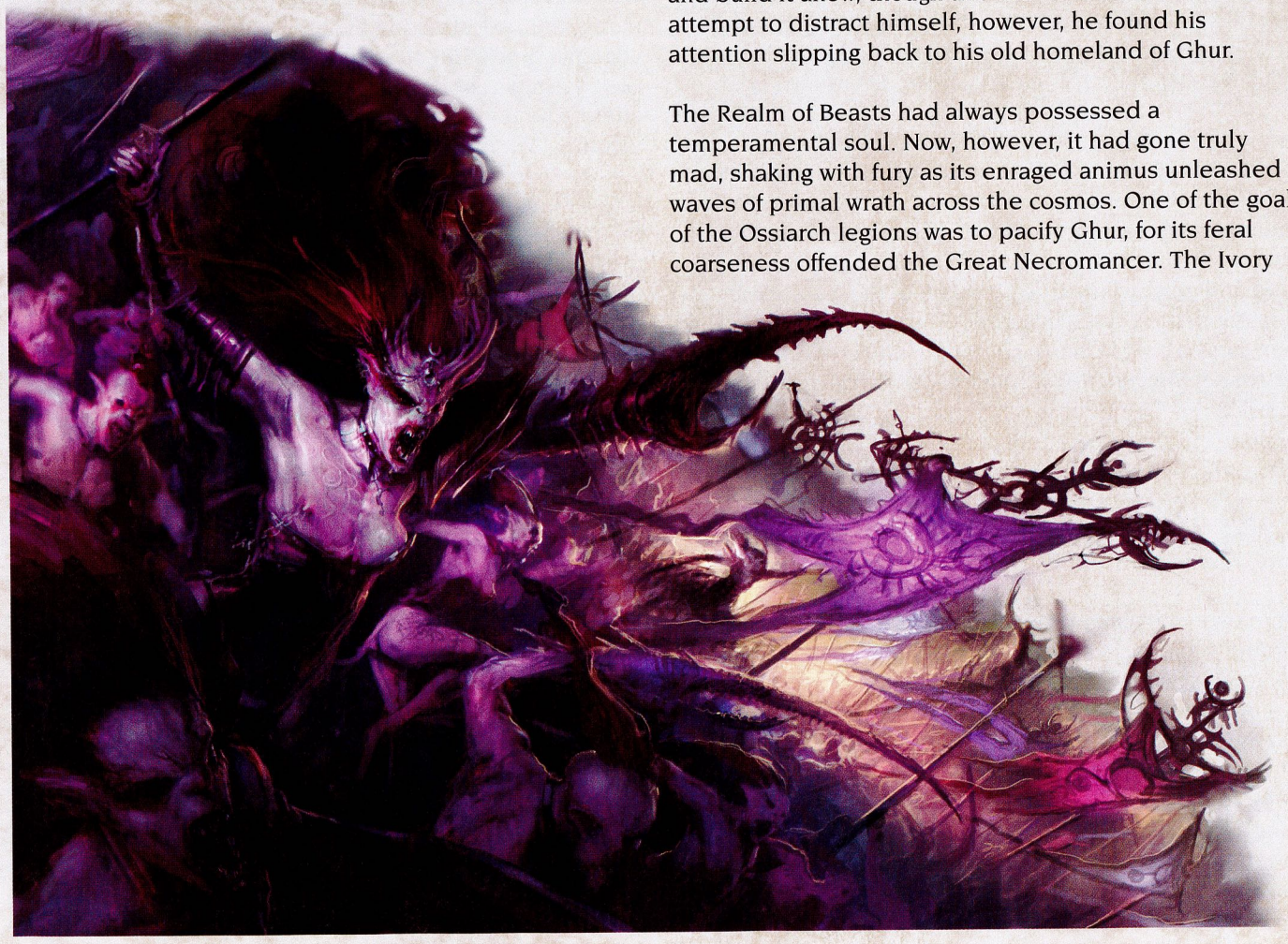
That these uprisings could be quelled was immaterial; they were a constant drain upon resources at a time when such things could not be afforded. The damage to the legions' prestige in the eyes of Nagash's other servants was great, with many vampires in particular looking to profit from their counterparts' misfortune. When the Great Necromancer was shattered in Hysh after a climactic battle with Teclis, the Ossiarchs found themselves devoid of the master who prized them so highly. Until Nagash could recover, and inevitably he would, they were no more or less favoured than any other undead, forced to forge their own destiny.

It was not only these mortals that threatened the Empire. The Slaaneshi champion Sigvald had made it his mission to destroy the Bonereapers' sovereign lands in retribution for insults the Great Necromancer had levelled against him long ago. While the Geld-Prince had been called away to Ghur on some divine quest, warbands of his Decadent Host still roamed, causing ecstatic havoc wherever they went. Necropolises were razed by the Hedonites, replaced by vile pleasure palaces. Many ogors also sought to take a bite out of the Ossiarchs' domains. The pounding drumbeat of the Era of the Beast had inflamed both their savagery and their hunger, and the Tarkan warglutt had already clashed with the legions over tantalising deposits of bone. Once forced to retreat, the Tyrant Kagruk Kin-eater and his fellows now sought revenge. They were joined by other Shyishan ogor tribes who had developed an appetite for bone, and the soul energies used by the Ossiarchs added a satisfying tang to their meals.

With such strife wracking the heart of their empire, many lieges wondered whether Katakros would return to restore order. Over the course of the Soul Wars, Katakros had achieved what no other commander had: he had erected a permanent fortress within the Eightpoints, the interstitial sub-realm that granted passage to its eight greater siblings and had been claimed as a stronghold of Chaos. The Arx Terminus fortress stood sentinel around the gate that connected the Eightpoints to Shyish, a forward base for the conquering legions. Katakros had already led an invasion deep into the Eightpoints, though it was ultimately repulsed and the Mortarch struck down by Archaon Everchosen. In truth, however, Katakros had expected as much, and he used the strike as a means to judge the worth of his legendary adversary.

To quit the Arx and return to the empire would be to squander all that advantage. Furthermore, Katakros was contending with a secret weakness. After his defeat, the Mortarch's spirit had fled back to the Arx, coming to inhabit a pre-prepared secondary body. This should have been the end of matters, but to Katakros' disquiet, the pain inflicted by the Everchosen's blade – the infamous Slayer of Kings – had never fully faded, throbbing like phantom wounds in his flawless form. More unsettling still, the Mortarch believed he heard whispering voices when alone in his private chambers, and he was struck by unpredictable, harrowing visions of anarchy and madness. Katakros spoke of these occurrences to no one, and after each 'incident', he had his Mortisans tear apart his body and build it anew, though this did not end the curse. In an attempt to distract himself, however, he found his attention slipping back to his old homeland of Ghur.

The Realm of Beasts had always possessed a temperamental soul. Now, however, it had gone truly mad, shaking with fury as its enraged animus unleashed waves of primal wrath across the cosmos. One of the goals of the Ossiarch legions was to pacify Ghur, for its feral coarseness offended the Great Necromancer. The Ivory





Host had been founded for just this reason. Ironically, it was the rampant death magics utilised by these undead that had, in part, driven Ghur into such a frenzy. This tectonic instability culminated in the releasing of the earthquake god Kragnos from his rocky prison, who – after being lured to the land of Bjarl through the cunning of the goddess Morathi-Khaine – began to lash out at anything that earned his ire, including the citadels of the Ivory Host. The fury of the End of Empires almost saw the Host's stronghold entirely sundered. The Bonereapers were able to muster enough resistance that Kragnos eventually decided his rage was better spent elsewhere, but their holdings were no less battered than the Ossiarch Empire itself.

Matters looked grim for the Ossiarchs. But their greatest weapon, more so even than their warriors and strategies, was their self-belief; they were Nagash's elite, his chosen conquerors, and they would not relent. Across the realms, the legions appraised the situation, reworked their strategies and retaliated in force. Their first concern was to resupply. Bone was needed in greater quantity than ever, and the Deathrattle Kingdoms – territories populated by shambling skeletons and their Wight overlords – were a prime target. The Bonereapers overwhelmed several of these barrow-empires in a series of brutal conquests, harvesting their inhabitants to replenish their ranks.

The Dawnbringer Crusades of Sigmar were another useful vector through which bones and souls could be acquired. Bonereaper cohorts would often strive to defend travelling crusade parties, though always without the mortals' knowledge. Once the Dawnbringers were deep within Ossiarch territory, however, the legions moved in and exacted their horrific tithes. In many cases, the Bonereapers demanded that the leaders of subjugated outposts send messages back to their home cities telling of the bountiful lands they had settled, thereby drawing more victims into the waiting arms of the Ossiarchs.

In Ghur, the Ivory Host took even more drastic steps. They had always experimented with incorporating Ghurish realmstone into their warriors; by working fragments of amberbone into the soul-trap gems, they granted their cohorts a primal, if sometimes uncontrollable, strength. This practice, having not sprung from Nagash's teachings, had always been controversial. Yet Ghuri-Xza – the Monarch of Tusks and ruler of the Host – now saw it as a way to restore her army. The use of amberbone and monstrous remains became ever more common. The Ivory Host's Mortisans sought a means to channel the swelling power of Ghur through their warriors without them losing control entirely. In many cases, they failed, the horrors they created too vile even for the Bonereapers to permit. Yet gradually, breakthroughs were made. These discoveries were committed to vellum made of human skin and quietly disseminated amongst other legions for their elucidation.

The Ossiarch Bonereapers were battered but not broken, scarred but more determined than ever to claim victory. Nagash's necrotopia, a universe of pure unchanging death, would come to fruition. If they were forced to make monsters of themselves to ensure it, then so be it.

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: OSSIARCH BONEREAPERS UPDATE

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

ALLEGIANCE ABILITIES
This section of this article has new command abilities for relentless discipline points and new heroic actions you can use for Ossiarch Bonereapers **Heroes**.

OPEN PLAY
This section includes twists and ruses that can only be used by an Ossiarch Bonereapers army.

MATCHED PLAY
This section includes grand strategies and battle tactics that can only be used by an Ossiarch Bonereapers army.

PATH TO GLORY
This section contains rules for using your Ossiarch Bonereapers collection in a Path to Glory campaign.

TITHE-TAKERS
The last section is a campaign arc for your Ossiarch Bonereapers to play through. It tells the story of a Liege-Kavalos and the forces at their command as they try to reclaim Bone-tithe Nexus sites that have been razed by rebellious settlements across the region of Praetoris.

ALLEGIANCE ABILITIES
Update the following battle traits in the Allegiance Abilities section in *Battletome: Ossiarch Bonereapers*.

RELENTLESS DISCIPLINE
The Ossiarch Bonereapers are a military force like no other. They are organised and efficient to a supernatural degree, led by generals created by Nagash himself and lent a measure of his necromantic power.

If your army is an Ossiarch Bonereapers army, you do not receive command points. Instead, you receive relentless discipline points.

GENERATING RELENTLESS DISCIPLINE POINTS
You receive relentless discipline points in the following ways:

- At the start of each battle round, after determining who will take which turn, you receive 1 relentless discipline point for each friendly **Ossiarch Bonereapers Hero** that is on the battlefield, 1 relentless discipline point for each friendly **Liege** that is on the battlefield, and 3 relentless discipline points if **Katakros** is your general and is on the battlefield.

- If you will take the first turn, you receive 1 relentless discipline point. If you will take the second turn, you receive 2 relentless discipline points.

- At the start of each hero phase, roll a dice for each friendly **Ossiarch Bonereapers** unit on the battlefield (including any **Heroes**). For each 6, you receive 1 extra relentless discipline point.

All relentless discipline points that you have remaining are lost at the end of each battle round.

USING RELENTLESS DISCIPLINE POINTS

Relentless discipline points are used to issue a command in the same manner as command points, but they can only be spent to use an **Ossiarch command ability**. Ossiarch command abilities are command abilities that appear on a warscroll that has the **OSSIARCH BONEREAPERS** keyword, or are an Ossiarch Bonereaper Legion command ability, or are included in the list of Ossiarch command abilities below.

The restriction that you cannot use the same command ability more than once in the same phase does not apply to Ossiarch command abilities. For example, you can use the Shieldwall command ability on the Mortek Guard warscroll more than once in the same phase, as long as that command is issued by a model that has not already issued a command in that phase and it is received by unit that has not already received a command in that phase.

In addition, you cannot use the Expert, Slayers, Strategists or Swift battalion abilities (core rules, 26.3). Instead, for each battalion in your army that has any of these battalion abilities, once per battle at the start of any battle round, you can choose to receive 1 relentless discipline point.

OSSIARCH COMMAND ABILITIES

Unstoppable Advance: *Ossiarch Bonereapers advance upon the foe at a remorseless pace.*

You can use this Ossiarch command ability in your movement phase when you pick a friendly **OSSIARCH BONEREAPERS** unit to make a normal move, run or retreat. Add 3" to that unit's Move characteristic in that phase.

Reknit Constructs: *At a barked command from their leaders, Ossiarch cohorts pause to harvest the remains of the fallen, allowing their own forms to be remade.*

You can use this Ossiarch command ability at the end of your movement phase. The unit that receives the command must be a friendly **OSSIARCH BONEREAPERS** unit that remained stationary in that phase, and that is more than 3" from all enemy units. You can heal up to D3 wounds allocated to that unit or, if no wounds are allocated to it, you can return a number of slain models to that unit that have a combined Wounds characteristic of D3 or less.

Unflinching Coordination: *When the commanders of the Ossiarch legions strike alongside their cohorts, it is always to turn the tide of battle.*

You can use this Ossiarch command ability in the combat phase after a friendly **OSSIARCH BONEREAPERS HERO** has fought for the first time in that phase. The unit that issues the command must be a friendly **OSSIARCH BONEREAPERS HERO** that has already fought in that phase. The unit that receives the command must be a friendly **OSSIARCH BONEREAPERS** unit that is not a **HERO**, that has not yet fought in that phase, and that is within 3" of an enemy unit. That unit can fight immediately.

BATTLE TRAITS

Add the following heroic actions to the Battle Traits section in *Battletome: Ossiarch Bonereapers.*

RELENTLESS LEADERSHIP

There is no fighting force in the Mortal Realms that can rival the discipline and obedience of the Ossiarch legions, and their commanders take full advantage of this fact.

At the start of your hero phase, you can carry out this heroic action with a friendly **OSSIARCH BONEREAPERS HERO** instead of any other heroic action you can carry out with that **HERO**.

HEROIC ACTION	
	**Relentless Leadership:** Pick 1 friendly **OSSIARCH BONEREAPERS HERO**. Until the end of this turn, you can use an Ossiarch command ability to issue a command with that **HERO** without a relentless discipline point being spent.

NECROMANTIC MASTERY

The mages of the Mortisan order are master bone-sculptors and soul-harvesters. The necromantic energies they wield are extremely refined, the better to aid the advance of the Bonereapers.

At the start of your hero phase, you can carry out this heroic action with a friendly **MORTISAN** instead of any other heroic action you can carry out with that **MORTISAN**.

HEROIC ACTION	
	**Necromantic Mastery:** Pick 1 friendly **MORTISAN**. If the first spell that **MORTISAN** attempts to cast in this turn is successfully cast, that spell cannot be unbound.

OPEN PLAY

If the players are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book*, players using an Ossiarch Bonereapers army can use the following rules as well as those found in the battlepack.

OSSIARCH BONEREAPERS TWIST

If the roll on the Twist table is a 1, you can ignore the No Twist result and roll on the following table instead. If both players can roll on a Twist table in this way, so long as those Twist tables are different, each player can roll on their Twist table and both twists are used for the battle (each twist applies to each player, as normal). both twists are used for the battle.

OSSIARCH BONEREAPERS TWIST TABLE	
D6	**Twist**
1-3	**Missing Delegation:** *There has been no word from the delegation sent to discuss the terms of a local settlement's tithe. As yet, their fate is unknown.* This twist has no effect on the battle.
4-6	**Gaze of the Nexus:** *This towering construct leers at the enemy with an unnatural hunger for bone.* In your hero phase, if you use the Deadly Gaze ability of a Bone-tithe Nexus that is part of your army, roll a dice before choosing which punishment it will deliver. On a 4+, you can choose for that terrain feature to unleash two punishments in that phase instead of 1. You cannot pick the same punishment more than once per turn with this ability.

OSSIARCH BONEREAPERS 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).

Reconstructed Nightmares: *When an Ossiarch legion is on the march, its Mortisans work tirelessly to repair damaged warriors. Consequently they are all but unstoppable, and the enemy can do little but kneel before them.*

Once per battle, at the end of your movement phase, you can pick 1 friendly **MORTEK GUARD** or **KAVALOS DEATHRIDERS** unit that has been destroyed. After you pick a unit that has been destroyed, roll a dice. On a 4+, a new replacement unit with half of the models from the unit that was destroyed (rounding up) is added to your army. Set up that unit wholly within 12" of a friendly **OSSIARCH BONEREAPERS HERO** and more than 3" from all enemy units.

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.

DEMANDS OF THE TITHE

Ossiarch Bonereapers army only.

Unrelenting Efficiency: *The legions of the Ossiarch Bonereapers are expected to fight in an extremely efficient fashion and not waste precious bone on repairing themselves.*

When the battle ends, you complete this grand strategy if any friendly **Mortek Guard** or **Kavalos Deathriders** units from your starting army have the same number of models in that unit as they had at the start of the battle.

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.

FLAWLESS EXECUTIONS

Ossiarch Bonereapers army only.

Trample the Defiant: *Few sights express the Ossiarchs' mastery of war as clearly as a thunderous, rank-breaking charge from a Kavalos lance.*

Pick 1 friendly **Kavalos Deathriders** unit that is more than 3" from all enemy units. You complete this battle tactic if that unit makes a charge move this turn and is within 3" of any enemy units at the end of this turn.

Unfeeling Recursion: *The might of the Ossiarchs lies in their ability to endlessly replenish their ranks in the heat of battle.*

You complete this battle tactic if two or more friendly **Ossiarch Bonereapers** units had slain models returned to them with the Reknit Constructs Ossiarch command ability in this turn.

The Tithe Demands: *There are occasions when the Ossiarchs will seek to harvest specific beasts or enemy champions, seizing superior bone with which to bolster their ranks.*

Pick 1 enemy **Hero** or **Monster** on the battlefield. You complete this battle tactic if that unit is destroyed this turn. If that enemy **Hero** or **Monster** was destroyed by an attack made by a friendly **Gothizzar Harvester**, score 1 additional victory point.

PATH TO GLORY

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

REAPERS OF THE TITHE

The Ossiarch Bonereapers exist to harvest the remains of their enemies, using them to construct Nagash's dreaded necrotopia. Though they prefer to take this tithe from oppressed mortal cities, the undead have no objection to also doing so in the aftermath of battle upon the field.

Each time an enemy unit is destroyed by an attack made with a melee weapon by a friendly **OSSIARCH BONEREAPERS** unit, you can say that the enemy unit's bones will be claimed for the tithe. If you do so, roll a number of dice equal to the Wounds characteristic of the destroyed unit. For each 2+, the bones of the destroyed unit have been claimed and your tithe points are increased by 1.

THE BRICKS AND MORTAR OF THE OSSIARCH EMPIRE

Upon returning to their necropolises or staging posts, the Boneshapers of the Mortisan order begin putting their precious harvest of osseous matter to use. This grim haul is processed, reshaped and refined into both new warriors and morbid structures, tightening the undead's grip on the local lands.

During step 7 of the aftermath sequence, each time you add a new unit to your order of battle, you can use bones from your tithe instead of glory points to meet the cost of doing so. In such cases, 1 tithe point is equivalent to 1 glory point, and you can spend any combination of tithe points and glory points to meet the cost. Each time you spend a tithe point in this way, subtract 1 from your tithe.

At the end of the aftermath sequence, the Mortisan order distributes the remainder of the tithe to the Ossiarch empire and your tithe points are reduced to 0.

VETERAN ABILITIES

Each time an **OSSIARCH BONEREAPERS** 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 Book.

OSSIARCH BONEREAPERS VETERAN ABILITIES
Immortal Legionaries: *It is nigh impossible to extinguish the souls of these warriors.* This unit can use this veteran ability once per battle at the start of the combat phase. When it does so, the Deathless Warriors battle trait negates a wound or mortal wound allocated to this unit on a roll of a 5+ instead of 6 until the end of that phase.
Peerless Warriors: *This cohort has studied many forms of combat and seeks to master them all.* This unit can use this veteran ability once per battle, at the start of the combat phase. When it does so, until the end of that phase, if the unmodified wound roll for an attack made with a melee weapon by this unit is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.
Hatred of the Living: *These warriors harbour a deep loathing of all living creatures.* This unit can use this veteran ability once per battle at the start of the combat phase. When it does so, add 1 to wound rolls for attacks made with melee weapons by this unit until the end of that phase, unless the target has the **DEATH** keyword.

OSSIARCH BONEREAPERS QUESTS

If your army is an Ossiarch Bonereapers army, you can pick the following quest for your Path to Glory roster.

QUEST

BLOOD FOR BONE

While those mortal strongholds that kneel before you provide a sustainable supply of bone, there is something to be said for claiming fresh, blood-slick remains. And the more a legionary cohort takes to the field of battle and spreads necromantic energies, the more they are empowered in turn ...

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and you have 10 or more tithe points. When you complete this quest, in the next Path to Glory battle you fight against an opponent who is using a Path to Glory army, at the start of your hero phase, you can return 1 slain model to each friendly **OSSIARCH BONEREAPERS** unit on the battlefield with a Wounds characteristic of 3 or less.

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 Book 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 Book.

OSSIARCH BONEREAPERS TERRITORIES (D66)

61-62 ANCIENT BATTLE SITE

The bones scattered across these lands will be repurposed to wage war once again.

Add 1 to the number of **MONSTERS** or **WAR MACHINES** you can include in your army.

[Upgrade 10GP] Reaped for the Tithe: Add 2 to the number of **MONSTERS** or **WAR MACHINES** you can include in your army instead of 1.

63-64 SHYISHAN REALMGATE

Standing at the heart of an abandoned ruin, this portal bleeds morbid energies into its surroundings. It will now serve as a link to the Nadir at Shyish's heart, bolstering the necromantic arts of your Mortisans and furthering their mastery of the arcane.

You can never have more than 1 territory of this type.

Pick 1 endless spell that can only be summoned by **OSSIARCH BONEREAPERS WIZARDS**. Add the endless spell you picked to your vault.

[Upgrade 10GP] Surge of Amethyst Energy: Once per battle, 1 friendly **OSSIARCH BONEREAPERS WIZARD** can automatically cast the spell used to summon that endless spell (do not roll 2D6) and it cannot be unbound.

65-66 NECROPOLIS FOUNDATIONS

Your Aviarch Spymasters have found an ideal site upon which the core of a new necropolis could be erected. A foothold in this region will see the Ossiarch Empire grow at an accelerated rate.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 15GP] Ossified Fortress: Each time you win a **major victory** in a Path to Glory battle, you gain 1 additional glory point for each friendly **OSSIARCH BONEREAPERS** unit that was not destroyed in that battle.

THE TITHE-TAKERS

The undying legions of the Ossiarch Bonereapers are constructed purely for war and conquest. If the living defy Nagash's rule, the Ossiarch Bonereapers are sent to quell the rebellion and collect the bones of those who would stand against the Great Necromancer.

The Ossiarch Empire burns in a conflagration of war. First to assault it were the aelves, perfidious inhabitants of Hysh. They brought their wretched light to your lands, seeking to cast down your glorious works and bring hope to those mortals rightfully ground beneath your boot. Even once the Lumineth had retreated, others came intent on violence. Wailing devotees of the Dark Prince, ravenous ogors with a thirst for marrow, even other undead who would seek their own fortune in the wake of Nagash's fall – all these and more would threaten your designs.

But a greater task awaits you, beyond settling the current crisis and casting back these odious foes. The mechanisms of the bone-tithe, so central to your deathless civilisation, have been compromised by recent events. Bone-tithe Nexuses have been toppled by roaming warbands, their precious tribute of bleached remains stolen away. Even worse, outposts of the living who previously offered up their due have now risen in rebellion, either striking out for themselves or swearing allegiance to one of the other powers seeking control of the Mortal Realms. Before your vengeance can be fully realised, the bone-tithe must be reinstated – with interest.

Each of the prime landmasses of the Ossiarch Empire is now a hotbed of dissent. Other legionary forces are marching out to restore Nagash's peace, and you would be well advised to lend your own strength to the mounting campaign. Whichever land you choose to pacify, however, the process is straightforward – though far from easy. The first locations you must reconquer are the sacred Bone-tithe Nexuses. Without these linchpins being secured and fortified, there is no guarantee that the Emissarian caste will be able to enforce terms of tribute on a pacified populace once more. However, so dire is the hour that you must also take on the duties of the tithe-master yourself.

The armies that trespass across your territory have, inadvertently, offered up the perfect means of rebuilding your wounded empire: their own mortal remains. By engaging and crushing these forces on the field, you can harvest their bones; even in defeat, you can still recover some portion of fallen material. Not all bone is created equal, of course. Human, duardin, aelf, greenskin, even those of a monstrous provenance – all have their uses to the Mortisan order, one way or another. By returning to your necropolis with a sizeable haul of bone, you could win great favour from the upper echelons of the empire.

Be cautious, however. That which you would offer in tribute to your betters is also required to replenish your ranks. Should you command incautiously and lose too many warriors in battle, your supply of bone will start to dwindle. And in these desperate times, a Liege who cannot supply the empire's demands will not be looked upon kindly …





INTRODUCTION

On these pages, you will find a single-player campaign arc. In the campaign, you take on the role of the leader of an Ossiarch Bonereapers army that has set out to reclaim five Bone-tithe Nexus sites that have been razed by rebellious settlements across the region of Praetoris.

This campaign arc is different to most others in that it doesn't require a regular opponent against whom to play the five games. 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 retaking the lost nexuses and claiming the bones of the defiant rebels who desecrated them.

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.

FORGING A DIFFERENT NARRATIVE

If you do not have an Ossiarch Bonereapers army, you should feel free to use a different army to replace it. Ideally, the replacement should be one from the Grand Alliance of Death or, failing that, the Grand Alliance of Chaos.

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 if 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.

GETTING READY

In order to fight this campaign, you will need an Ossiarch Bonereapers army, and you will need a copy of the campaign roster supplied with this article. When you first fill in the campaign roster, you will need to name the Liege-Kavalos who leads your army (we have included a naming table you can use if you wish). Then, list all of the **Ossiarch Bonereapers** units in your collection on the campaign roster.

NAME GENERATOR

Roll on the table below to name your Liege-Kavalos and bestow an appropriate title upon them. Alternatively, you can use the following examples as inspirations when coming up with your own name, choosing a title that best suits the relentless fury that your liege plans to unleash upon your foes.

D6	LIEGE NAME
1	Venzauron
2	Xarkhar
3	Petriax
4	Tojarkis
5	Menatorphos
6	Sekhauris

D6	TITLE
1	Bane of Reticence
2	The Immaculate
3	The Unfeeling Blade
4	Breaker of the Nine Tribes
5	Victor of the Barrowsiege
6	Overlord of Western Cadaveris

PICKING CAMPAIGN ARMIES

If you have embarked upon this campaign, you must choose your army following the instructions from the battlepack you are using. During the campaign, you can only select units recorded on your campaign roster to be part of your army, but you cannot use **NAGASH, KATAKROS, ARKHAN, ARCH-KAVALOS ZANDTOS** or **VOKMORTIAN** in your army (such affairs are left to the lesser commanders of the empire).

PLAYING CAMPAIGN BATTLES

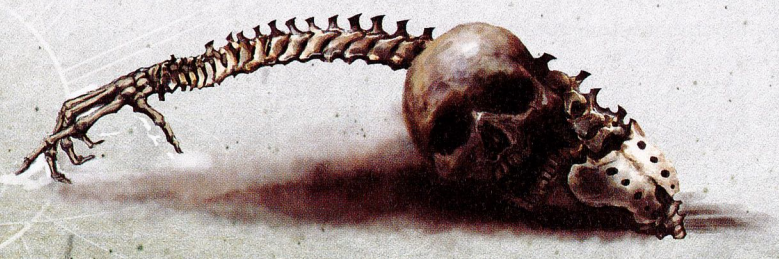
During each campaign battle, you can earn a number of campaign victory points, hereafter referred to as **bones**. The more you retrieve from your battles, the more successful your campaign has been and the better the **campaign outcome** you will achieve. Record your number of bones on your campaign roster.

ROLLING BONES

In each campaign battle, you can collect **bone dice** for completing the criteria below.

After each campaign battle, you must roll all of the bone dice you earned in that battle. The result of each roll determines the number of bones that dice is worth. Add the result of each roll to your number of bones on your campaign roster.

CRITERIA	BONE DICE
Win a **major victory**	10
Win a **minor victory**	8
The enemy general was slain	5
Your general was not slain	5
1 or more units from your army ended the battle wholly within enemy territory	4
For each enemy **MONSTER** that was slain	3
For each enemy **HERO** that was slain	3
Half or more of the units in the enemy army were destroyed	2
All the units in the enemy army were destroyed	2
For each enemy unit that was destroyed	1



THE TITHE OF BATTLE

Each **OSSIARCH BONEREAPERS** unit in your army has a **construct value**. The construct value that a unit has is equal to the number of bones required to sustain that unit between each campaign battle. After each campaign battle, you must spend a number of your bones to sustain the units that were used in that battle. To do so, look up the construct value for that unit on the table below. Then, subtract the construct value of each unit from your total number of bones on your campaign roster.

If you do not have the number of bones required to sustain a unit, you cannot pick that unit to be a part of your army in the next campaign battle. Put an 'x' in the 'Unavailable?' column for that unit on your campaign roster and cross it off after you have picked the units you will use in your next battle.

UNIT	CONSTRUCT VALUE
Kavalos Deathriders (every 5 models)	4
Mortek Guard (every 10 models)	4
Mortek Crawler	10
Gothizzar Harvester	9
Liege-Kavalos	7
Mortisan Boneshaper	5
Mortisan Soulmason	5
Mortisan Soulreaper	5
Immortis Guard (every 3 models)	6
Necropolis Stalkers (every 3 models)	6
Morghast Archai (every 2 models)	8
Morghast Harbingers (every 2 models)	8



CAMPAIGN VICTORY

After the fifth campaign battle, the campaign ends. With blood spilled and bones claimed across the lands of Praetoris, the defiant and rebellious mortals of this plain once again know the unquestionable might of the Ossiarch Empire. The time has come for the long march home to the necropolis, where the Mortisan order eagerly awaits your haul of bones to process and sculpt as the empire needs.

Upon your return, the success of your campaign will be measured by the upper echelons of the empire. While bone is the lifeblood of the Ossiarchs, there will be no tolerance for losses in the field. To end the campaign, follow these steps:

Tally the Tithe: Add up your combined total of bones.

Face the Mortisan Order: Consult the table of campaign outcomes below to see the result of your efforts to reclaim the fallen Bone-tithe Nexus sites and the bones of your foes.

BONES	CAMPAIGN OUTCOME
0-50	*Very quickly, you feel the air in the tithing chamber turn thick. It might have been more advisable not to return at all and seek out new patrons elsewhere in the empire. As your fellow commanders mutter between themselves in amusement, the Mortisans fix you with a pitiless stare. Do you think, they wish to know, that the imperial heartlands will simply repair themselves? Perhaps your meagre offering shows some lack of conviction, a flaw in the soul-blending process? Yet generals are scarce these days, and for now they will overlook this dereliction of duty. Disappoint them again, and they may not be so kind ...*
51-100	*As the Mortisan order takes its account of your returned tithe-material, you can feel a sense of tension growing throughout the chamber. Even the dead are not immune to nerves now and again. At length, the chief Boneshaper turns their attention unto you. While your offering is not received ungratefully, in this time of upheaval, the empire demands more substantial returns. There can be little room for a commander who cannot pull their weight. Thankfully, they already have a theatre of war in mind for you to redeem yourself in – rejoice, for the Mortarch's own gruelling struggle in the Eightpoints now beckons you ...*
101-150	*As the great tithe-scales balance, you breathe a sigh of relief – at least, you would, if you were not devoid of lungs. Comparing your total yield of bone against your expenditure, you have done enough to earn the approval of the Mortisans. The same cannot be said for all of your rivals. The chief Soulmasons nod approvingly, commending you for your service to the imperial cause. While they warn you not to rest upon your laurels, they also see fit to reward you with a treasure from their own vaults. Considering the strife currently wracking the empire, any advantage is to be seized eagerly ...*
151+	*It is not often that the misers of the Mortisan order are impressed, but you feel a cold admiration swell from within them as they calculate your total offering. Few have done so much to bolster the cause of the Ossiarch Empire, at least in recent days. As your fellow lieges look on in barely disguised jealousy, the foremost mages of the necropolis amass in great ceremony, summoning all the pageantry of undeath to bestow upon you both formal accolades of triumph and a powerful Shyishan relic. Keep this up, and your name will surely come to the attention of the Mortarch himself ...*

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 campaign battle, if you collected 10 or more bone dice in that battle, units that survived the battle gain a bonus D3 renown points each.

2. If you achieve 101-150 or 151+ bones at the end of the campaign, you can immediately add 1 artefact of power to your vault.

TITHE-TAKERS CAMPAIGN ROSTER

PLAYER NAME	GENERAL'S NAME	BONES

OSSIARCH BONEREAPERS UNITS			
WARSCROLL NAME	**UNIT SIZE**	**CONSTRUCT VALUE**	**UNAVAILABLE?**

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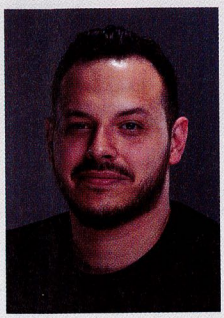
WARHAMMER AGE OF SIGMAR

RULES OF ENGAGEMENT



LOUIS AGUILAR

Louis is one of the games developers for the Age of Sigmar design team. Since joining the studio, he has worked on many battletomes and matched play rules sets, including the latest edition of Warhammer Age of Sigmar and the *General's Handbook* 2021. These days, Louis can be overheard doing impressions of Jervis Johnson in the tea room. We think he misses him a bit.

With the arrival of the new edition of Warhammer Age of Sigmar, I've seen many discussions about the direction this iteration takes when it comes to unit sizes and core battalions in matched play. So, I thought I'd use this column as a means to give some context for our design choices in these areas and answer some of the questions I've received about their impact. Hopefully, this will help you understand why we've gone about these things in the way that we have.

I imagine by now many of you will understand that this edition of Age of Sigmar is a very different system to its predecessor, and many aspects of the game are covered in greater detail than ever before. Among the changes we have introduced are: new approaches to army building, individual unit configuration, overall strategy, battleplan scoring, and so on. To fully take advantage of the new options that are available, you will need to learn new tactics and ways of doing things. In this column, I aim to give you a little bit of a head start on learning these important lessons.

So, why cut down the number of models a unit can have? Especially in 'horde' armies?

First and foremost, we wanted to apply a system-wide set of restrictions to unit sizes to promote more interesting army list design, move players away from 'spamming' units, promote diversity in faction lists and let 'Battleline if …' units benefit the most from being reinforced.

Secondly, we wanted the gameplay experience to be smoother and to remove aspects of the game that slowed the pace of a battle. One of the biggest culprits for slower-paced games were units of 30 or more models. While these units are still tactically viable and important, having an unlimited number of them in an army worked against our desires to streamline gameplay and speed up battles.

At its heart, Age of Sigmar is a tabletop wargame that focuses on controlling objectives, and while we all love demolishing the ranks of our opponents, having to play to the objective and interact with positions on the battlefield gives the game so much more depth. With this in mind, the number of models in a single unit was another area we looked at to make contesting objectives a more balanced affair across the board. Granted, some armies will be able to field units with 30 or more models, but those players will more often than not find they are only able to afford two units of this size, and they will have to invest a significant amount of points in these, restricting their unit choices elsewhere.

Okay, but now I have units that won't fit into my list or core battalions …

This will be the case for most armies that were created for the previous edition. As I mentioned before, the new edition really is different, and it will require lots of adjustments for all of the system's players and its factions. Not all of your knowledge of the previous versions of Age of Sigmar will be applicable to its latest incarnation. The new rules are designed to reinvigorate the game and conjure up all of the intrigue and passion that we love to apply to our hobby. If we knew all of the ins and outs of the games we play right off the bat, the fun of discovering new things and giving them a try would be missing entirely. You'll find some useful pointers for using these extra units later in this column.

Can you explain how the old warscroll battalions convert to core battalions in the new edition?

An important note to mention here is that there are some factions that have unique battalion organisation requirements that don't fit into the core battalions found in the core rules. But fear not, we have started the process of making new core battalions that can be used instead of the old warscroll battalions, the first of which have already debuted in the battletome updates on the pages of *White Dwarf* magazine. We don't want people who have purchased and built armies conforming to previous warscroll battalion organisations to be left out, so we will add any unique battalion configurations to new editions of battletomes as they are released. For now, the

Rules of Engagement - curated by the Age of Sigmar games developers - focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. This issue, Louis looks at some of the recent changes to building an army and how to make the most of them.



most universal of the core battalions is the Battle Regiment, which should be flexible enough to accommodate the vast majority of your army lists. However, it is important to remember that different core battalions are available in different battlepacks (see the *General's Handbook* 2021) as well as the fact that you **do not** have to put your units into battalions if you do not wish to do so.

Our aim with the core battalions was to allow players to pick and choose what rules they want to apply to specific parts of their army. We also wanted to stop the 'rules creep' with the old warscroll battalion rules, which gave you a single drop, extra artefact of power and special rules, all of which made them too valuable to ignore. The core battalions provide just one fairly limited ability, but you get it for free. If you still want a one-drop army, the option is there for you, but that is the only perk that core battalion will bring. We designed the game so that going second is not as much of a concern as it was in the previous edition, and there are plenty of reasons to take the second turn in any battle round. Ultimately, if the first turn is a must-have for your army, then you have to obey the same restrictions as everyone else, and you run the risk of your opponent taking the same core battalion and beating you to the punch.

So, when all is said and done, the core battalions, the option to use them or to not, as well as their universal application, help to provide the system with a fair and balanced approach to army building. With it, everyone can benefit from 'one drops' or extra enhancements and not be left out as they previously were if their battletome did not feature a 'must have' warscroll battalion.

Do you have any pointers for building armies within these new restrictions?

Of course! I think the following points can be applied to building armies for most factions in the game. Hopefully, no matter what faction you play, you'll find some of the advice presented below useful when building your army.

- **Consider how freely you want to be able to set up your units in deployment – units with large numbers of models can be obstructive.**

There's nothing worse than struggling to fit a unit into a position you really need them to be in. With the changes to battlefield size and how battleplan maps are divided, you might find it harder to place your models.

- **Consider how easy it will be to manoeuvre large units of models around a smaller battlefield and how effectively those units will be able to fight when thinking about the new coherency rules.**

In previous editions, the idea of reinforcing a unit to make it more formidable in combat was a viable notion. But now, you may find that this will hinder that unit's effectiveness throughout the game. Not only do you have to consider a unit's coherency in relation to the Range characteristic of their attacks but also the number of terrain features on the board too. Eight terrain features with up to two faction terrain features on the tabletop will certainly have an impact the positioning and movement of these bigger units.

- **Understand that, while losing the 'power in numbers' aspect of some units, having several smaller units will allow you to position your army better for reactions such as Redeploy and Unleash Hell and for trapping enemy units in certain parts of the battlefield.**

Some of the more dominant army lists of the previous edition were already making use of multiple smaller units. These armies really drove home the idea of units working independently and being able to adapt to the state of the game at a much faster rate. With 'reaction commands' such as Redeploy and Unleash Hell, not only do you have more options to counter enemy movement and charges, but you also have the ability to absorb damage in a mitigated way through smaller units that are not as badly affected by battleshock. The flip side to this is that some reinforced units can benefit from these commands more than others, providing a lethal sting that your opponent will be wary of before committing to a charge.

- **Remember that having more units consisting of fewer models will allow you to contest more objectives across the battlefield, counterbalancing the restriction on each unit only being able to contest one objective.**

With the changes to the number of models MONSTERS and units with a Wound characteristic of 5 or more count towards an objective, it will be important to manage the number of models you dedicate to each objective on the board. This reactive aspect of gameplay is ideal for several smaller units, letting you maintain a board presence where you need it and adapting the other units accordingly.



While we have you, what about army building for* Pitched Battles 2021 *restrictions? Do you have any advice for handling all these *** monsters?***

Oh, go on then! With the spotlight for this season on **Monsters**, they will certainly be making an appearance in a lot of players' lists. However, all of the tools to deal with these ferocious adversaries are included inside the Pitched Battles 2021 battlepack. While they may be able to score more victory points from objectives in some battleplans or battle tactics, they are worth victory points to their opponents just for taking them down. There are many **Monsters** in Age of Sigmar, so making sure that you have at least one unit that can take them on will be key.

Remember, you can turn your own **Heroes** into monsters, too! The Metamorphosis realmsphere spell can help you achieve the impact and power of a **Monster** to rival their scoring abilities and monstrous rampages. And finally, the Hunters of the Heartlands core battalion really gives your lower-ranking units the ability to keep up with this season's star units.

Oi! What about those of us who want to smash our opponents with monsters? Be fair!

Fair is fair, I guess. It should go without saying, but players with lots of **Monsters** in their army will need to carefully tread the line of aggression and conservation this season, as opponents will be expecting these units to make an appearance and will no doubt plan for such. You might find using one of your **Monsters** to draw the focus of your opponent will provide better opportunities for you in terms of objective and counter play. That being said, this may backfire if your opponent is able to effectively deal with your 'bait' **Monster** in two turns or fewer.

Personally, I think that using **Monsters** as scoring units to hold objectives will be where they really shine rather than simply sending them off to stomp enemy formations. There are so many potential victory points on the table that knowing when and what to engage with these units will be the biggest challenge that you **Monster** enthusiasts will face.

And there you have it. I hope that the areas covered in this column provide you with some useful insights into why we made alterations to unit sizes and core battalions in this edition of the game and how the impact of these changes will affect your approach toward matched play and Pitched Battle games going forward.

That's all from me for this issue. Now, if you'll excuse me, I'm off for a chat with Jervis in the tea room.

A LITTLE EXTRA READING

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

team@whitedwarf.co.uk



THE WINTER WARRIORS

Fantastical Realms is an ongoing series of articles showing you how you can build and paint your Warhammer Age of Sigmar armies based around the Mortal Realms they live and fight in. Grab your scarves and don your mittens because things are getting chilly!



The Mortal Realms are weird and wonderful places, ranging from the merely fantastical domains at the heart of each realm to the magically saturated lands at the Realm's Edge, where only the strongest of mind and body can ever hope to survive (and possibly not even for that long).

Each realm is home to countless unique ecosystems that exist within their respective realmspheres, and they all experience day and night, months, seasons and years to some greater or lesser degree as the power in each realm waxes and wanes. Yet regardless of what realm a person may live in, it is with a sense of dread that they prepare for the winter months, for they are inevitably the harshest. Only the most hardy, driven or desperate generals lead their armies to war during the winter seasons, where the elements are often as dangerous as the enemy.

SIGNS OF WINTER

The clans, tribes and settlements that live and fight in snow-covered lands often adopt an icon or heraldry that matches the terrain they live in. The people of Tempest's Eye, for example, wear blue and white, while the Icebone orruks have a blue skull as their sigil.



THE WINTER MONTHS

The winter months are known by the civilised races of the realms as Evenswinter, Coldbane and Shiverblight, though to less cultured races, such as orruks, they may simply be known as Cold, Ded Cold and Freezin'. Trees shed their leaves and crops wither in the sub-zero temperatures, leaving naught but gnarled trunks and blackened husks. Entire continents disappear beneath blankets of thick snow that can smother the unwary. Lakes and seas freeze over, and icebergs crash together to form jagged mountain ranges many miles high. Shards of ice the size of ogors rain down from the sky as fearsome blizzards flense flesh from bone. Beasts that slumbered during the heat of summer emerge from deep crevasses to hunt once more, their fur as white as the landscapes they prowl. Cities freeze like glacial palaces, rising up from barren tundras like glittering shards. The senses are deadened by the bleakness.



SCIONS OF SNOW
These Beastclaw Raiders are great examples of the sorts of warriors who fight in icy climes. They wear thick leathers, beast pelts and furs to protect themselves from the harsh Everwinter, while their weapons are crafted from chunks of thousand-year-old ice embedded with metal studs and nails. Even their beasts have taken on the aspect of winter, with pale-coloured fur and tusks the colour of ancient glaciers. Their clan markings feature jagged blue and white ice shards.

THE WINTER LEGIONS

Creating a winter-themed army is an exciting prospect for modellers and painters alike. You could paint an army based on existing lore, such as the Freeguild City of Tempest's Eye, the Winterbite Mawtribe or the Icebone Warclan. Imagine painting Stormcast Prosecutors with icy wings or Knights riding Demigryphs with snow leopard patterns on their hindquarters. The Icebone orruks ride thick-skinned boars with stark white fur and carry totems made of ice, both of which would make for an eye-catching and unique orruk colour scheme. Perhaps a Lumineth Realm-lords army from the mountain peaks of Ymetrica would provide an interesting painting challenge, combining an already well-established blue and white colour scheme with some suitably frosty bases.

But who's to say that winter has to be white? The Mortal Realms are vast places made up of countless fantastical lands. In Aqshy, winter could be a time when black ash falls from the sky, coating everything in a thick blanket of darkness. Wearing white in such conditions might look a little conspicuous. The Realm of Fire might even be warm in winter! Perhaps the ice crystals in Shyish are purple like gravesand. The Sylvaneth of Ghyran may draw their life energy from evergreen forests and sport deep green foliage that endures despite the cold. The snow in Chamon could be made of swarf or fine gold flakes.

The modelling side of things is equally exciting. You could give your winter warriors big fur hats or cloaks to protect them from the freezing temperatures. Maybe you could equip them with blades or shields made of slabs of magical ice. A wizard could be modelled casting an icy blizzard around themself. Perhaps you just need a few icicles hanging off a troggoth's nose to suggest that winter has set in.

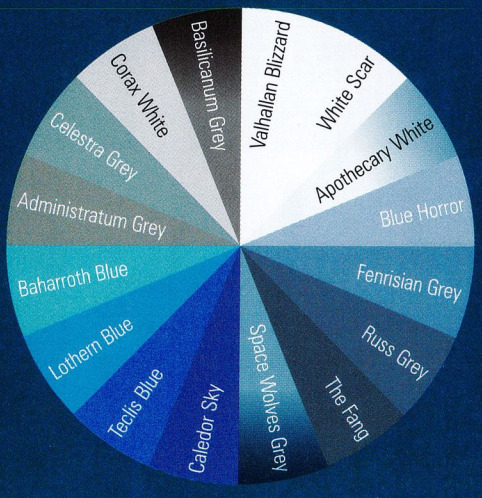
We hope this article provides you with some useful inspiration for how to create your very own winter army. If you have an idea you would like to share with us, send us some pictures of your creation to: **team@whitedwarf.co.uk**

COLD COLOURS

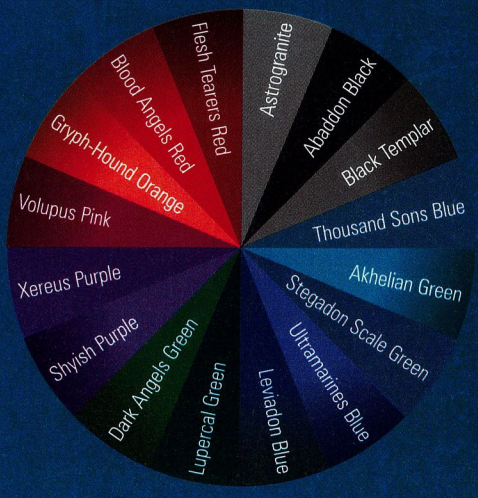
Winter as we know it has a few traditional colours – namely white, grey and blue. Essentially, ice and snow! There are a number of colours in the Citadel Paint range that capture the colours of winter perfectly, from blue-greys such as Fenrisian Grey through to vibrant colours like Baharroth Blue. There are also plenty of whites and greys to pick from, too, with Corax White, Celestra Grey and White Scar all creating different effects on your models, especially when combined with grey or blue Contrast paints.

Once you've come up with your primary colour scheme, you'll likely want to pick some secondary or spot colours. These can be contrasting colours, such as warm reds, pinks or oranges, or a cooler tone, such as turquoise or purple, that sits more harmoniously with your winter colours. The colour wheel on the far right provides a few examples of good secondary colours.

WINTER COLOURS



CONTRASTING AND COMPLEMENTARY COLOURS



THE REALMS OF WINTER

There are lots of ways you can show your army is from a winter realm, including icy bases and frost-wreathed weapons. You could even paint a set of scenery to match your army's wintery theme.

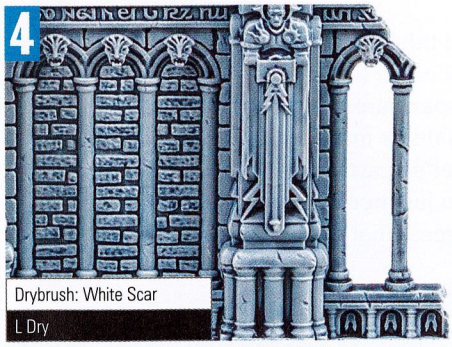
The wintry terrain shown here is just a small part of writer Dan's Age of Sigmar scenery collection. He painted it to match the cool blue-and-white colour scheme of his Cypher Lords warband, which he painted for A Tale of Four Warbands a just over a year ago (issues 453-456 if you want to check them out) and which is slowly expanding into a Slaves to Darkness force as you'll see over the page.

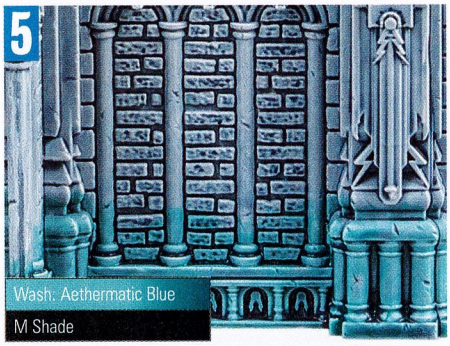
Dan picked a colour scheme that is cold but also fairly neutral so that it doesn't overshadow or clash with the models fighting over it. After spraying the building with Grey Seer, he laid the building on its side so that one of the walls was facing upwards. He then applied a wash of Space Wolves Grey to the wall, making sure it didn't pool too heavily in the recesses. When that wall was dry, he turned the building to the next wall and repeated the process. This ensured even coverage of the Contrast paint over the walls rather than having it run down to the lower panels. The blue tint around the lower walls matches the deep blue icy bases that Dan created for his miniatures, while the scorch marks around the broken walls have a warmer tone to contrast with the cold grey stonework.

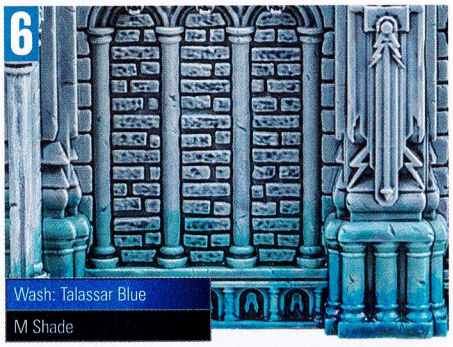










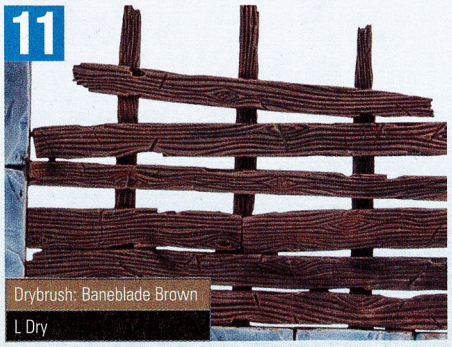




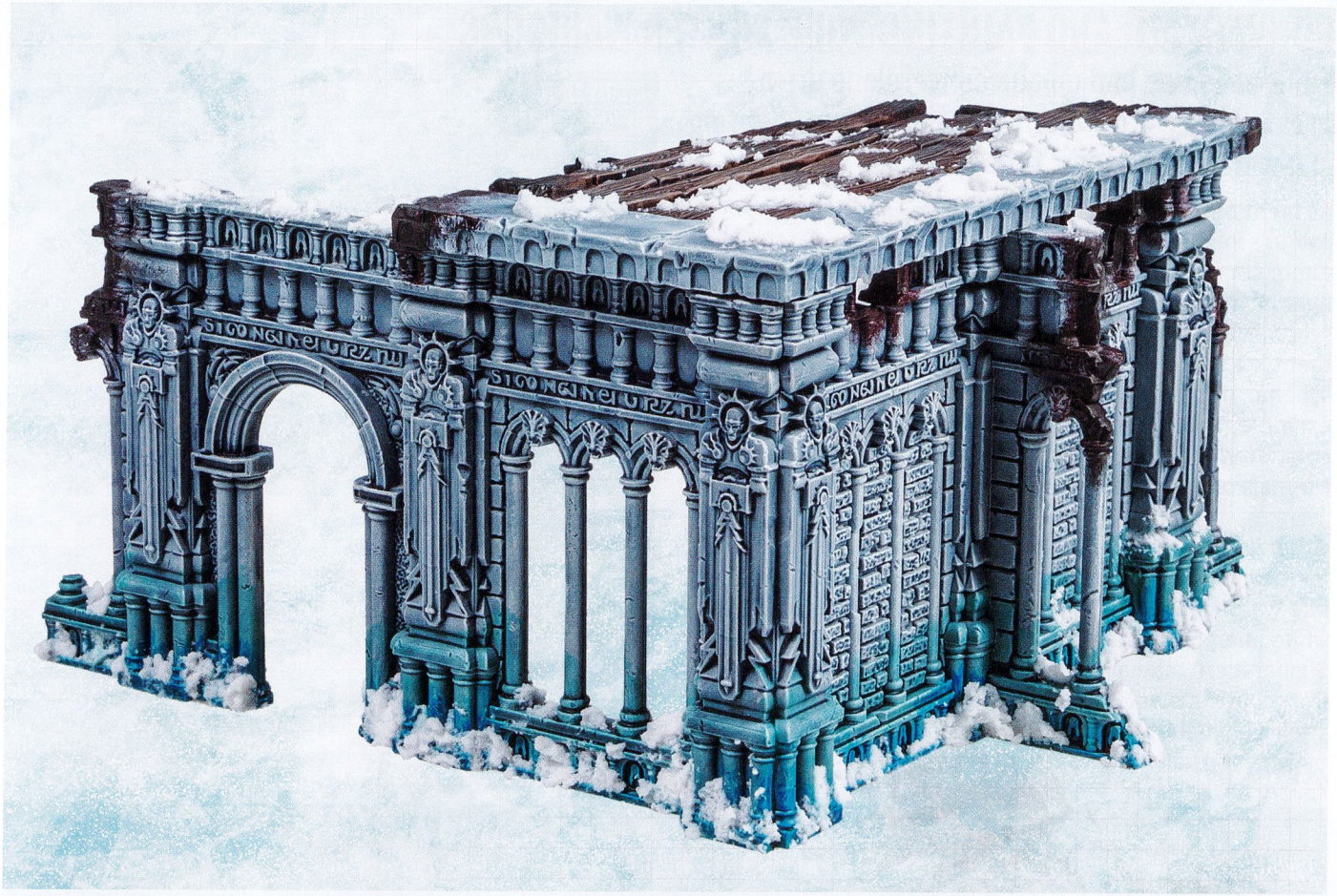












FROZEN BASES



















ICY WEAPONS











CONVERTING AND PAINTING YOUR WINTER WARRIORS

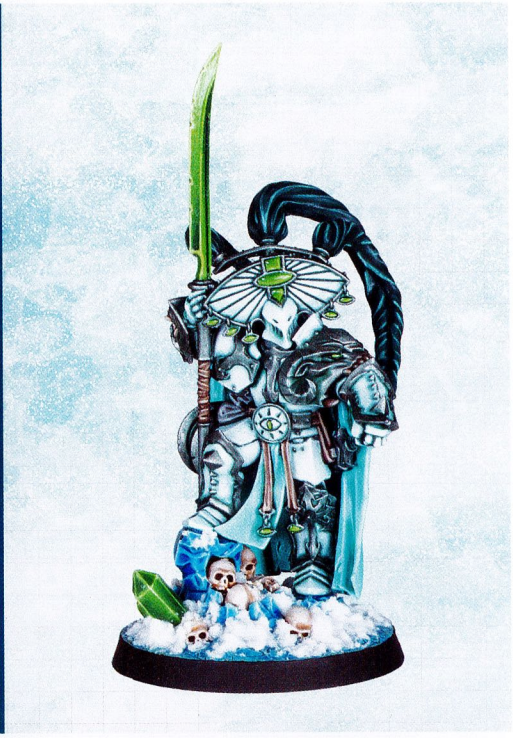
Paint schemes and unique conversions are a great way to show that your warriors are fighting in a wintery war zone. Here are a few examples.

As mentioned on the previous pages, a traditional snowy colour scheme is a great way to show that your warriors either come from a wintery wonderland or are currently fighting in one. Some people like to create the colour scheme for their miniatures first and then decide to set them in a wintery realmscape that contrasts with that colour scheme. Red-and-brass-armoured warriors of Khorne, for example, would look great on a snowy (probably blood-splattered) field, as would black-armoured Stormcast Eternals or dark-robed Gloomspite Gitz.

Other hobbyists prefer to come up with a wintery scheme for their models that harmonises with their bases. In games like Warhammer 40,000, this would often be represented by white and grey camouflage, but in Warhammer Age of Sigmar it can take many interesting forms. Icy weapons, frozen, frostbitten or otherworldly skin, magical effects and spells, animal pelts – the list goes on. There really are lots of ways you can bring winter to your armies!

CHAOS LORD BY DAN HARDEN

Dan: I converted this Chaos Lord to fight alongside my Cypher Lords warband that I painted for Warcry. I swapped the model's head for that of a spare Thrallmaster and changed his spear blade for one of the Mirrorblade glaives. The model is painted just like my Cypher Lords, with white and silver armour both very lightly shaded with Coelia Greenshade to give them a green tone. There are nine skulls on the Lord's base – the favoured number of his patron, Tzeentch.



DEATHRATTLE SKELETONS BY LUKE BLICK

Luke: I started off with a Chaos Black undercoat, then applied a zenithal highlight of Corax White from above. I used Contrast paints for the majority of the colours, including a Contrast/metallic mix for the metal. I started with a base of Basilicanum Grey and Gryph-Charger Grey, then added in Leadbelcher to create a metallic Contrast. The red cloth is Flesh Tearers Red, which (like all the other colours) I shaded with oil paints. I highlighted the red cloth with Evil Sunz Scarlet while the leather details were painted with Wyldwood.





MUTALITH VORTEX BEAST BY LUKE OCHROMBEL

Luke: The Mutalith Vortex Beast has a lot of different textures on it, so I decided to paint it as if it's been living on an icy mountain for a long time. I used different colours to suggest jagged ice, weathered rock and fleshy tendrils. I used a bunch of Technical paints to enhance these different textures, including Blood For The Blood God, Valhallan Blizzard and Astrogranite Debris. The 'vortex' became a giant snowball that I imagine the beast uses to call down huge snowstorms from the top of the mountain.

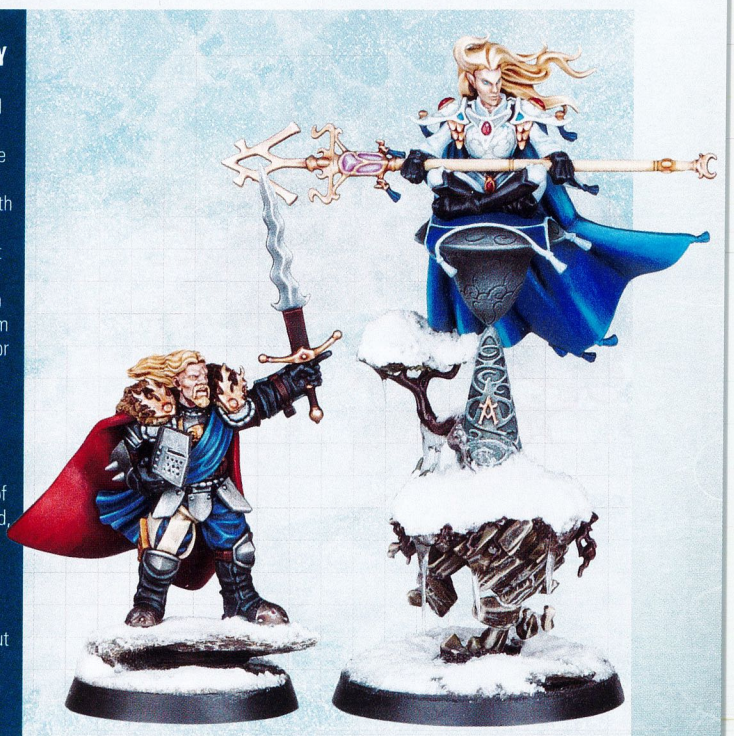
OGROID MYRMIDON BY CHRIS HARKNESS

Chris: I primed my Myrmidon with Grey Seer, drybrushed the skin with Corax White, and then applied a thin wash of Space Wolves Grey to shade it. I wanted to show that this Myrmidon was slowly freezing, so I built up thin layers of Talassar Blue, Ultramarines Blue and Black Templar on its extremities and applied Volupus Pink around its nose and lips.



GENERAL AND STONEMAGE BY ASHLEY LOWE

Ash: My Freeguild General is converted from the Blood Bowl player Griff Oberwald, with a head from Forge World's Stormcast Eternals Heads Upgrade Set and a cloak sculpted from modelling putty. For the Stonemage, I swapped his head for that of a Wood Elf Blood Bowl player. The icicles are short lengths of a spare flying stand, heated up and stretched out with tweezers until it's really thin in the middle and then cut in half when it re-solidifies, giving you two icicles.



SPIRIT OF DURTHU BY ANDY BARLOW

Andy: I painted my fiery Spirit of Durthu in complete contrast to the snowy landscape in which he's standing. I started by spraying him Chaos Black and then applied a zenithal highlight of Skavenblight Dinge to build up some colour on his bark. I followed this with drybrushes of Stormvermin Fur, Karak Stone, Rakarth Flesh and finally Pallid Wych Flesh. The glowing red runes and face are painted with washes of Wild Rider Red, Troll Slayer Orange, Fire Dragon Bright and Flash Gitz Yellow.





IRONJAWZ MEGABOSS BY JOE NABER

Joe: I used this project as a way to stretch my building and converting muscles. I digitally sculpted the rocky base, added on a few vines and skulls, and then painted as normal before adding clear resin for the water. I also sculpted a fur cloak and additional belts for the Megaboss out of modelling putty. I painted these (and his skull trophy) in warm tones to contrast with the cool blue of his armour. The glyphs on his armour are white to represent icicles.



IRONJAWZ BRUTES BY STEVE BARRETT

Steve: I painted my Brutes with dark armour to contrast with the snow, while their skin is really pale to show that they've been living in a cold climate. The skin was based with Celestra Grey then washed with Apothecary White. I then built up the texture by drybrushing them with more Celestra Grey, Ulthuan Grey and White Scar. The sneaky snoworruk (snorruk?) was the most fun! I started with three balls of modelling putty and then pressed a spare head and two arms into them. I used a lot of Valhallan Blizzard to make him snowy!

WARSTOMPER MEGA-GARGANT BY ANT SALIBA

Ant: This Mega-Gargant was an experiment to see if I could copy the 'Eavy Metal method for painting skin that was shown in *White Dwarf* 460. I also converted his club into an ice mace that is so cold you can see snow building up on it. The rest of the model was me playing around with different green hues and warm colours to help the Warstomper stand out from his rocky, snow-covered base. I imagine he's been roaming the wastes for some time now, which is why there's a dusting of snow on parts of his body.



OGOR GLUTTONS BY RICHARD GARTON-WILLS

Richard: The idea behind these Ogor Gluttons is that they've latched on to a Beastclaw Raiders Alfrostun. Over time, they picked up some cultural traits from their beast-riding kin, such as wearing animal pelts and wielding pistols. I painted them with lots of cold tones such as whites, blues and greys to match their wintry environment, and I shaded various parts of the models with thinned Fenrisian Grey and Drakenhof Nightshade to give them a bluish tone.



IRONJAWZ MEGABOSS BY JOSH NOY

Josh: I converted my Megaboss to wear the tusks of his prey, which I took from the Warchanter kit and added to his jawplate. For the dark-blue armour, I used Dark Reaper as a basecoat, which I then drybrushed with Temple Guard Blue and Baharroth Blue to give it a weathered look. For the ice armour and axe, I applied a few layers of White Scar and then washed them using a mix of Baharroth Blue and Lahmian Medium. Once dry, I drybrushed them with White Scar to give them a frosty feel.



LYRIOR UTHRALLE BY JAMES BRAGG

James: I chose a cool colour palette for Lyrior and his base but painted his windcharger with Tau Light Ochre to give it a contrasting warmer tone. His armour started with a basecoat of Fenrisian Grey followed by a 1:1 mix of Fenrisian Grey and White Scar. The cloth and helmet plume were painted Ahriman Blue and Lothern Blue. The gems are Screamer Pink highlighted with Emperor's Children and Fulgrim Pink.





BLACK COACH BY JOEL TOWNSEND

Joel: I theme many of my miniatures around winter as it's my favourite season. I use a lot of Valhallan Blizzard as I love the effect of terrain half hidden under a fresh layer of snow. On this model, I used some spare pieces I had from the Sigmarite Mausoleum kit to give the impression that the coach is rising up through the graveyard. The colour scheme is inspired by one of my favourite album covers (by a band, appropriately enough, called Ghost), and I think the turquoise and white works really well.

MANGLER SQUIGS BY KRYSTAL TOOKER

Krystal: In my opinion, squigs always look best painted in bright, eye-catching colours, which is why I painted these Mangler Squigs blue. My logic was that they've made their home in a colder climate, so they've sort of adapted to their surroundings. I used Macragge Blue for their darker underbellies and a mix of Caledor Sky and Lothern Blue for the main blue tone to create a high contrast. I also gave the little grot riders cold noses and toes.





LAUKA VAI BY MARK BEDFORD

Mark: I painted Lauka Vai to contrast with the snowy environment she's fighting in. I basecoated her armour with Leadbelcher and highlighted it with Stormhost Silver before applying a layer of Angron Red Clear to make it look as though it was quenched in blood during its forging. Her pale features were made to feel cooler by adding a thinned wash of blue to the recesses before blending the skin back up to a pure porcelain white that fits in with the cold environment.

A FRESH PAGE

By Callum Davis

A new chapter is written in the book of Sergeant Nasiem as the Tome Keepers of the Third Company prosecute wars against the enemies of the Imperium. Yet misfortune seems to plague their every step in the first of this six-part series.

The 41st millennium, years prior to the opening of the Great Rift ...

The rain hammered down. It beat upon Sergeant Nasiem's armour like the sticks of a thousand drummers across stretched animal skins. In the week he and the rest of the Tome Keepers Third Company had spent on the civilised world of Argen VII, it had yet to stop. It was so heavy that it had washed away his armour's colouring, at least that which hadn't been chipped off by the barbed splinters fired at him by the enemy.

Nasiem looked out over the half-collapsed wall he crouched behind. Even with the advanced spectral filters built into the helmet of his Mk VIII power armour, he could barely make out the court complex in which his warriors and companies of the Seventh Vangrian Royal Guard had cornered hundreds of drukhari. To confine beings of such a slippery and duplicitous race was an exhausting achievement in itself, the xenos seeming to have the power to strike out of thin air. It had only been made possible by consulting the Tome Keepers' entire recorded history of conflicts with the drukhari, as well as a rare book entitled *The Dark Eldar: Their Methods and How To Defeat Them, By One Who Has Done So*. The volume was thousands of years old, believed to have been penned by a former colonel of the Astra Militarum regiment Nasiem now fought beside.

With knowledge, we are strong and banish the evils, Nasiem mused, recalling one of his Chapter's ancient maxims.

How true it has ever been.

At the thought, Nasiem brought his armoured fingers to the small leather-and-steel-bound volume that he had mag-locked to the outer thigh of his armour. On the pages of that book were accounts of each of his battles and achievements. It even included those he had fought to gain the approval of the Tome Keepers when he partook in the Trial of Pages, the monthly aspirant-selection event in the city of Niveneh on Istrouma, the home world of the Chapter. Nasiem had run a distance the length of the Seventh Scroll of Epistolary Abishi bal Duana, the Cataloguer of Stars, faster than any other wishing to be a Page – neophyte – of the Chapter in that trial. He had held the crushing weight of the Tungsten Codex of Orator Gulkishar bal Kurra over his head for a day and a night without rest. He had climbed to the peak of treacherous Mount Kerad in a single day, reciting *The Lessons and Proverbs of Muballit bal Kadash the Wise*. Upon reaching the summit, he had read the writing on the eastward sides of the eighteen Ziggurats of Zargosh – the two-hundred-and-eighty-four-stanza Viatorine epic, the tale accounting the arrival of the Space Marines who would become the Tome Keepers to Istrouma. Nasiem had needed to commit it to memory; he recited it without error to the Chapter's Master of Recruits and High Orator, his lips cracked with thirst, his stomach aching with hunger and his skin shredded by the razor-sharp rocks of the mountain. He had passed many more trials, the only other candidate to do so out of his group.

Nasiem flinched as something struck him. He lost vision through one of his helmet lenses and ducked back behind the wall, checking what it had been. His gauntleted fingers brushed over the length of a thin splinter shard. Incredibly, it had not pierced all the way through to reach his flesh.

A good shot, he grudgingly allowed whichever xenos had spotted and fired at him. *But not good enough to break through mankind's knowledge of technology*. The damage was not severe enough to prevent Nasiem fulfilling his duty.

Others in his squad had not managed to evade death. Hurbaz bal Gulkish and Apia bal Zeri had both fallen. It would be Nasiem's task to write the final chapters in their personal tomes.

Their lives were too short. They deserved more.

Both warriors had been slain within hours of the Tome Keepers arriving on Argen VII, before the drukhari had been forced onto the defensive. The xenos had harried and ambushed the Space Marines relentlessly.

'Brother, my squad is in position. We are ready to attack.'

It was Sergeant Sumu bal Nabon, the Third Company's other assault squad sergeant, speaking over the vox. With the drukhari cornered, the assault squads were to storm the Argenite court complex and slaughter the xenos within. Elements of the Vangrian Royal Guard were to follow them

in, secure the ground and mop up enemy survivors. Nasiem looked around at the human soldiery. They were soaked to the bone and shivering. Their dead littered the ground – they had already learned that anyone looking to take care of the fallen soon became a target themselves. The only mercy was that the heavy rain kept flies from the corpses.

Nearby, two Guardsmen were trying to quieten a third. He screamed through the rag they were using to stop his mouth, his right arm shredded by what must have been a splinter rifle shot. Hundreds of Vangrians had been killed, brutally, in the effort to corral the xenos here. They kept up a strong rate of fire on the drukhari positions to keep their foes trapped, but that did not stop the enemy from making attempts to break the siege. The xenos sallied out on raids, cut into their lines, then fled with prisoners as the Vangrians moved to reinforce.

This regiment has won renown fighting these creatures ... But will any survive to learn the lessons? Nasiem wondered. *This time, some will. This I vow.*

'Understood, brother,' Nasiem said to Sumu. 'I too am ready to attack.' Together, they would storm the ruined complex. They had selected their points of ingress, and the two squads would link up inside before assaulting the central plaza. It had been the wish of the Vangrian officers to call in artillery support from the 22nd Riatov Ordnancers, but both Nasiem and Sumu had declined. The court was a place of reason, justice and argument. It had been damaged enough by the conflict; neither sergeant would see it pulverised into oblivion. Argen VII's civilisation was too precious to destroy, particularly when the drukhari could be more effectively purged with bolt pistol and chainsword.

We are exposed to greater risk, but the cost of order will always be high.

'Captain Zoboro,' Nasiem voxed to the senior Vangrian officer.

'*Yes, lord*?' she replied.

'*The time for the attack has come. As planned, I want full covering fire. Everyone who can hold a lasgun is to target the court complex. Every platoon is to keep to ordered firing lanes. Adeptus Astartes routes of ingress to be left clear. Thirty seconds after my warriors and I have entered the complex, your troops are to follow.*'

'We are ready, lord,' said Captain Zoboro.

'Begin,' said Nasiem.

Half a second later, the din of the rain was almost equal to the chug of heavy bolters and heavy stubbers, the hiss and whine of lasguns and the thump of mortars and grenade launchers.

'Squad Nasiem, charge! For Truth and Wisdom!'

'*Truth and Wisdom*!' roared the seven Tome Keepers under Nasiem's command.

It would take two bursts from their jump packs for his squad to clear the distance between the Imperial-held ruins and those of the court complex. Nasiem's plan was for them to leap over the southern wall and into the courtyard beyond.

Nasiem could not help but grin as he leapt into the air, and not just at the exhilaration he felt.

Finally, we take the fight to them. We will make them feel the fear they have inflicted on the citizens of this world. We will make them feel their victims' pain.

He flexed his armoured fingers around the grips of his bolt pistol and power maul, enjoying the sure feel of their weight in his hands.

'You will deliver the Emperor's judgement today,' he said to his weapons. He held no belief that they possessed the kind of machine-spirit that required such ritualistic encouragement ahead of battle, but he allowed himself this indulgence all the same. Both had been with him for a long time and had served him well. Though the Tome Keepers were a pragmatic brotherhood, it was difficult not to ascribe a kind of sentimental value to weapons that had saved his life on so many occasions. They had a story of their own in the Emperor's service, just as he did.

The Vangrians' covering fire worked. Not one of Nasiem's warriors was slain or even struck by enemy rounds reaching the complex. As Nasiem landed, smooth tiles and paving slabs crunched and cracked beneath his armoured bulk. He heard more such noises as the rest of his squad landed around him.

'We are in,' he voxed to Zoboro. 'Cease fire. Stay alert. Slay any xenos that try to escape us.'

'*Yes, Sergeant.*'

War had devastated what had once been beautiful buildings. Frescoes were spattered with blood, and portions of the masonry they had been painted onto were crumbling piles of dust. Marble statues of past leaders and judges were shattered. Hideously disfigured human and drukhari corpses lay in ornamental fountains that had long since ceased to work. Torched and torn tapestries were piled up where they had fallen from the walls, their colours drained by the ceaseless rain. Nasiem absorbed all this detail in a fraction of a second.

A barrage of splinter rounds bounced off power armour and jump packs as the Tome Keepers moved. Lithe warriors with bladed armour and wicked knives lunged among the Space Marines, slashing and thrusting at rapid speed.

The Tome Keepers had prepared for such an attack.

'Gedryon, second movement!' Nasiem ordered. As one, the Tome Keepers of his squad closed ranks into a diamond formation, preventing any of them from being

surrounded by the nimble and sadistic xenos. The stance was a combat manoeuvre that had been used by the Tome Keepers for thousands of years, named for one of the Chapter's earliest captains who was a master of denying ground to the enemy and presenting no vulnerable part of his forces for a foe to exploit.

The drukhari had no choice now but to face the Space Marines head-on. For a scant few seconds, the enemy had thought they had the initiative. With three words, Nasiem had restored it to where it belonged – with the Tome Keepers.

'Kill them, brothers!' roared Nasiem. 'Let none through us!'

He drove his power maul into the skull of the drukhari who darted for him. The blow destroyed the creature's head and sent what was left of its corpse flying. Before he even finished the blow, he aimed his bolt pistol at another and fired. The bolt shattered the drukhari's rifle and detonated in its abdomen, nearly cutting it in half and sending blood and offal spraying in all directions. Around him, Nasiem saw more of the enemy dispatched by his warriors, blown apart by bolt pistol shots or cleaved to pieces by the Tome Keepers' vicious chainsword swings. The lightly armoured drukhari stood no chance against such raw power and ferocity.

'We make for the central plaza,' Nasiem voxed the squad. 'Keep formation. I lead. Nusku, you will guard our rear.'

'Yes, sergeant,' said Nusku. *'Sumu and the Vangrians will follow the trail of blood I shall leave behind us.'*

For Nasiem, war was duty – nothing more and nothing less. But Nusku enjoyed it. He was a big man, even by the standards of Space Marines, and there was no one Nasiem would rather have at his back.

'See that they do, Nusku,' replied Nasiem, smiling.

Nasiem and his squad kept moving, methodically slaughtering any drukhari they encountered. Nasiem killed and killed and killed, slipping into a kind of battle-meditative state where his every pull of the trigger and swing of the maul happened in a smooth, near-trance-like fashion. His mind was focused entirely on the present second, the current target, the next step forward.

'Nasiem,' said Nusku. 'There are Vangrian bodies everywhere. There are more drukhari. We should not be this beset. Sumu should be drawing some away.'

'Agreed,' voxed Nasiem in response. Then, switching channels, *'Brother-Sergeant Sumu, how fares your attack?'*

There was no response.

'Sumu? The Vangrians are failing, and my squad is under heavy assault. Where are you?'

There was only silence.

'Brothers, we are too far in to withdraw,' he voxed to his squad. 'We must continue the mission. Whatever difficulty lies ahead, we will overcome. Nusku, take two warriors, push back, link up with the Vangrians and lead them forward. The rest of you, with me.'

A swift series of vox-clicks signalled the squad's assent.

Nasiem and the warriors with him continued to advance on the central plaza.

'Move swiftly, brothers,' Nasiem commanded.

Together, they ran through broken colonnades, the columns of which were pockmarked by weapons fire. Dead bodies were strewn everywhere, and holes had been blown into the walls. Mosaics and artwork were scorched or ripped apart.

With the squad numbering just four warriors, maintaining formation was all but impossible. Each had to cover more angles. Ammunition was depleted. Chainswords lost teeth or struggled to work through the increasing volume of chewed meat caking their lengths.

Nasiem fired a burst from his jump pack to slam into a number of drukhari wielding pistols and short stabbing blades. They were even more lightly armoured than their fellows, agile and acrobatic, but even they could not move fast enough to avoid the Space Marine sergeant. The first alien Nasiem struck was completely pulverised, every bone in her body shattered by the impact. The others fared little better. One was crushed against a wall, leaving a thick red smear of viscera across a painted image of the Glorious Emperor Ascendant. The other fell to the floor, screaming in pain and clutching her legs. Nasiem pressed a foot down hard upon her torso. He pushed so hard his boot reached the tiled floor and broke several of its plates. The alien's screams stopped.

'Sumu? Brother?' he voxed. Still, there was no reply.

Nasiem cursed.

'How fare you, Nusku?'

'Sogidanus is fallen, brother,' said Nusku. *'He was surrounded attempting to reach a cut-off squad of Vangrians. He succeeded, but he paid with his life. We successfully linked up with them. We are making our way to you. Progress will be slow.'*

Another lost, thought Nasiem. *Where are you, Sumu?*

The drukhari would pick the Tome Keepers off one by one if they could. Nasiem would not allow that to happen.

'Understood, brother,' Nasiem said. 'You have done well. We fight on.'

'Yes, Sergeant.'

Nasiem and his three warriors were close to the central plaza. Through the ruins ahead, Nasiem could see an entrance, recently made twice as wide by damage. They had to keep pushing forwards, despite Sumu's absence. If they stopped now, they would be surrounded and worn down.

'We go in two abreast,' he ordered. 'Shammana, with me.'

'*Yes, Sergeant,*' replied Shammana. The warrior caught up with Nasiem and stood beside him.

'We are almost done here,' Shammana said. 'We did not need Sumu after all. I'll make a point of that when I record this chapter.'

But his apparent failure has seen our squad split, the Vangrians stalled and a battle-brother fallen, thought Nasiem.

'*Be sure to note the qualities of your sergeant,*' Nasiem said, jokingly.

'Our tomes are intended to record events as they happened, for the benefit of later generations... Would that assessment be truthful, Sergeant?' Shammana jibed.

'That will depend upon who writes that chapter for you,' riposted Nasiem with a smile.

Shammana laughed – if he fell, Nasiem would be the one most likely to complete his tome.

With that, they stormed the plaza. Nasiem saw nothing within it at first. It appeared empty, save for tumbled masonry and statuary. But Shammana's roar of pain quickly told him he had been mistaken. He looked to his right. A heavily armoured drukhari wielding an immense two-handed blade stood over Shammana's bisected corpse. As the alien raised his weapon to strike at Nasiem, the sergeant saw more of the xenos emerge from behind the ruins, blades and rifles at the ready.

'Ambush!' he roared. 'Ki-yarna! Fourth rotation!' Ki-yarna was one of dozens of ambush-response protocols the Tome Keepers had developed over the millennia. It referred to a great battle on the world of Ki-yarna, where warriors of the Fourth Company had fought a campaign in steaming jungles against orks of the Blood Axe clan – greenskins infamous for their use of camouflage and unconventional tactics. The manoeuvre Nasiem ordered required surprising the ambushers, acting in a way none of them could have anticipated.

With the word given, Nasiem ignited his jump pack. The remaining two Tome Keepers with him, Esserhad and Ezushib, did the same. Nasiem fired his bolt pistol down on the drukhari warriors as he soared above them, picking off several with accurate shots and forcing the others to scatter and run for cover. As he dropped from the sky, he aimed his descent upon one of the xenos. He landed swiftly atop the unfortunate creature, who was left as little more than a pool of blood, burst organs and cracked armour over the plaza's brightly painted floor slabs.

'Move quickly, strike true, move again,' he ordered. 'Never stop moving!' They were doomed if they stopped: it would give the drukhari time to surround them.

Nasiem did not wait to finish off the wounded xenos; he struck them, then ran on foot or fired a burst from his jump pack.

They are too numerous, he thought. Then he caught sight of the drukhari leader. The alien stood atop a broken column, watching with almost bored disinterest as the Space Marines fought for their lives. Warriors surrounded him.

He is mine, vowed Nasiem. *If we are to die here, I will take their lord with us. Such a deed will make a fine closing act for my final chapter – if any here live to record my deeds.*

He was about to activate his jump pack when he saw a number of armoured warriors in the air, thick trails of propulsion following them in their wake. They were clad in armour the colour of bleached bone, and their left shoulder pads bore the symbol of an open book with a star at its centre. They were Tome Keepers.

'Sumu!'

'*Yes, brother, I am here. We will see these wretched creatures undone!*'

Before Nasiem could surge into the fray, his target, the drukhari leader, was crushed beneath the mass of one of the Assault Marines. Having been struck with such speed and surprise, the drukhari had no time to respond, barely unsheathing his blade before being slain. The Tome Keeper's helmet was the blood red of a sergeant's, with a skull in the centre of the forehead.

Sumu had taken Nasiem's kill.

Nasiem wanted to rage. The chance for him to claim vengeance for his fallen warriors had been taken from him, but he controlled his temper. He knew the Tome Keepers' ways were those of pragmatism. The enemy leader had been slain, and that was all that mattered.

Ambushed in turn, the drukhari were swiftly slaughtered. Those who survived and fled the plaza met Nusku and the Vangrian Royal Guard and were cut down.

Though Nasiem cast aside his anger at being denied his vengeance, questions remained. As his warriors mopped up the remaining drukhari, he approached Sumu in the plaza.

'Do you fare well, brother? Where were you? Did you have to fight past unexpected drukhari?'

'I fare well indeed, Nasiem. Victory here is ours! To answer your question, I did not face any unexpected enemies.'

'Why did you not follow the plan? I was forced to split my squad. Two of my warriors are dead.'

'I formed a new plan. A better one.'

A new plan?

Nasiem was unsure of what to say next. He had never encountered such an act before. Openness between brothers was paramount to the Tome Keepers. He felt his pulse quicken. He clenched his fists.

'Why did you not tell me?'

'I identified a flaw in the plan, brother. One that could have meant the drukhari would slip away, and we would have to fight them again and again. I did not tell you because, if you had known, your actions, however unintentional, would have betrayed something to the xenos. They would have sensed a trap. They are a devious foe, this you know just as well as I. I had no choice. Knowledge is power, brother. Because of what I did, we had knowledge the drukhari did not. They thought they had won, so they let you come to them. You led them into a false sense of security, which I exploited. It was a fine example of Ki-yarna in the thirteenth rotation.'

Nasiem was glad he had not gone unhelmed, for it kept Sumu from seeing his expression.

Sumu placed a hand on Nasiem's pauldron.

'I grieve for your losses, brother, I truly do. It hurts me deeply. But had I done anything different, I know we both would be writing more final chapters than we will be now.'

The 41st millennium, many years later, after the emergence of the Great Rift ...

Captain Nasiem smashed his power axe through the necron's torso, cutting it in two. It collapsed to the dark sands of the ground in a heap of sparking metal. Within seconds it had disappeared entirely, taking its broad shield and heavy blade with it.

Abominations, Nasiem thought.

In a fluid motion, he raised his Sunwrath pistol and aimed it at another of the necron bodyguards. He fired, unleashing the raw power of a star at the alien. It vanished in the searing energy blast, reduced to its constituent particles by the weapon's fury.

The Avenging Son sends his regards.

The weapon had been a gift from Roboute Guilliman himself, a reward for valour. It was Nasiem's most treasured possession, besides his personal tome.

Around him, his warriors, brothers of the Tome Keepers Third Company, finished off the last of the necron resistance in the Blackshard Gulch. It was but one of scores of battlefields contested fiercely by the Imperial and necron forces on Foronika, a world rich in blackstone deposits, which had been mined in secret by the Adeptus Mechanicus for years.

And only when they are in trouble, and need our help, do they deign to inform us of their activities, thought Nasiem bitterly.

The Imperium – or, more specifically, Task Force XI of Battle Group Kallides of Fleet Primus of the Indomitus Crusade – had little choice but to answer the call. Such a rich source of the precious material could not be allowed to fall into necron hands. Especially given what the Imperium now knew about its properties: that it could contain and nullify the power of the warp, as well as effectively extinguish a human soul in an effect some knew as 'the Stilling'.

'The last of the enemy have been slain, captain,' said Ancient Kae. The vexilla bearer held tightly to his charge and stood next to Nasiem. The parchments that hung from the standard wafted in the strong winds and were half blackened by the clouds of thick dust blown through the air. The gold of the aquila atop the vexilla was dulled by it, though, even had the metal been freshly polished, Foronika's thick cloud cover would have prevented much light from catching its surface.

'Status report,' Nasiem demanded.

'The gulch is completely ours,' said Kae. 'Sisters of the Sublime Adoration, the frateris militia and the Miasman Redcowls have secured the high ground. The Sixty-Ninth Xomoni Blasthounds are being brought in to fortify the position. However, the books of four of our brothers will need to close.'

Four more dead.

Casualties were inevitable. Nasiem had known scores of battle-brothers to fall in his time. But never had his firm belief in the worthiness of their sacrifice been challenged as it was here. This was the second time in as many weeks he had led the securing of the Blackshard Gulch. His company was scattered over Foronika, fighting relentlessly.

And for so little, he thought. *We lose all we gain here. This war is already called an apocalypse by some, a meat grinder by others.*

It was no war for Adeptus Astartes, warriors used to devastating strikes that led to swift conquests through utterly overwhelming the foe.

'Another victory, brothers!' roared Orator Sephax. His voice was amplified by the telepathic psychic powers of Epistolary Lykandos. In doing this, the Orator's words were imbued with psychic energy and boomed directly into the minds of the Tome Keepers warriors all over the battlefield.

+For now,+ the Librarian projected into Nasiem's mind. +He speaks of this victory as if we have rendered the xenos extinct. We know enough about the necrons of this

world to know that they will not permit a defeat to last long. We will likely have to come back here, of that I have no doubt.+

He fulfils his duty, Brother-Epistolary, thought Nasiem, knowing the Librarian could hear him. *Do not assume that I do not share your frustrations or observations. I do not see glory in hollow victories, nor do I enjoy stalemate.*

Nasiem was interrupted by Lieutenant Sanduq over the vox.

'Captain, the Mechanicus excavation site on Lairdi's Peak is under siege once again. We are holding, but the situation is tenuous at best. Request aid.'

Nasiem sighed.

'We shall head there at once,' he said.

'Brothers,' he said to Kae, Sephax and Lykandos, his company's Triumvirate of Truth – the Tome Keepers' collective name for a company's Ancient, Orator and Librarian – and his closest advisors and comrades. 'Lairdi's Peak is under attack. Again. We leave at once.'

'Another opportunity to break the alien and show them our superiority,' said Sephax. 'The peak has become a fine anvil upon which to shatter them.'

+So it continues,+ said Lykandos. +We will need to change tack soon. We cannot do this forever.+

Agreed, thought Nasiem.

Sergeant Marut and his squad moved silently through the Mechanicus mining facility. There was no illumination of any kind. Natural light was blocked out, and the lumen strips that would otherwise have bathed the corridors and chambers in a cold glow had been completely destroyed in the fighting when the necrons had captured the location weeks before. Marut relied on his visor to see, its advanced auto-senses ensuring that no detail escaped his notice.

There were bodies everywhere. Skitarii, Astra Militarum troops and Battle Sisters alike were strewn around. Most appeared to have been cleaved apart.

There were no signs of life, not even of the enemy.

Where are they?

The Tome Keepers passed side corridors and chambers. Warriors broke off from the squad's advance to clear them before returning to the group. Wordlessly, they followed Scouring of Kaleh'ka sweep patterns, named for the purging of the world of Kaleh'ka's insidious heretical cults. The traitors had embedded themselves in a honeycomb-tunnel network in a continent-sized mountain range and knew their home formidably well. Removing them had cost the Imperium dearly.

Marut did not have his squad move too quickly, and the longer they went without encountering any enemies, the slower he had them advance. Other troops would have become lax and complacent by now. Not Space Marines. Not the Tome Keepers.

'Clear,' said Brother Nikiiar. Marut had the warrior scouting ahead, reporting to him every five local minutes.

'Still nothing?' Marut asked.

'No, sergeant. It is strange. We should have encountered ... something by now.'

'Agreed, brother.'

'Wait, I hear....'

Marut kept silent, not wishing to distract Nikiiar.

For a few seconds, there was nothing.

Then he heard it – a kind of metallic scuttling.

There was a rapid series of booms – a bolt carbine being fired.

'Scarabs! Thousands of them!'

The Hegeddon Mesa stood tall on a vast plain of dark sands scattered with hardy thorn-shrubs. Techmarine Rabash overlooked it all – from the mesa's peak he could see for hundreds of miles.

'There are excellent fields of fire here,' he said.

'Agreed, Brother-Techmarine,' said Sergeant Agum. 'The necrons will not be able to strike us without warning.'

'No they will not, Zeta-mu is well placed.'

Zeta-mu was one of the Adeptus Mechanicus's noctilith extraction sites, which had been built into the mesa. It was one of the largest such facilities on Foronika, and the Tome Keepers had agreed to provide a guard. Rabash took charge, leading fire support squads Agum and Jagurth. The Redemptor Dreadnought Nadinusur was also with them, along with the Vindicator Gasaru. The top of the mesa was a hive of activity, as Astra Militarum troops prepared static positions for anti-air guns and artillery tanks. The winds were strong here, and Valkyrie gunships carrying loads of filled sandbags beneath them battled against the gales to maintain a stable position long enough for the soldiers to unhook the delivery.

'I will have my warriors establish sniping positions at various locations around the facility, Brother-Techmarine,' said Sergeant Jagurth. He and his squad were equipped as Eliminators. 'We will establish primary and fallback positions, in line with Zar'tesh Protocols.'

The Zar'tesh Protocols were a series of fundamental defensive sniper tactics designed to allow the greatest flexibility in the face of unknown enemy strength and route of attack.

'My squad and I will stand here to provide overwatch and protect the artillery,' said Agum.

'Good,' said Rabash. 'It will do the soldiery good to see Adeptus Astartes among them. Even the best-written books need a strong spine. See to your duties.'

Rabash looked out to the plains again, assessing the lie of the land for any possible route of assault that might offer the foe some protection from the Imperial force's defensive fire. There was nothing.

In the near distance was another Mechanicus facility, named Omega-psi. It was not close enough that they could reinforce it, nor could it reinforce them in anything resembling a timely manner. It was also between the Hegeddon Mesa and an estimated necron strongpoint. In all likelihood, the xenos would storm Omega-psi before reaching Zeta-mu and provide good warning for Rabash. Omega-psi was well defended in its own right, with macroclades of Skitarii and Astra Militarum troops and tanks. It was Rabash's business to know the fighting capabilities of any allies in close proximity to his position: a gap in his knowledge of that magnitude could lead to disastrous command decisions. Knowledge meant success – such an idea was drilled into the Tome Keepers from the time they undertook the Trial of Pages to join the Chapter.

Knowing that a direct assault was the only way to storm the mesa, Rabash calculated fire defence patterns, assessing the furthest distance the rounds of the longest-ranged weapons would fall and working backwards towards the mesa. He would ascertain when each of his assets would begin their bombardment, how long they would need to reload, when that would happen, and countless other details. Any attacker would be saturated with an all-encompassing crossfire that would leave none of them standing for long.

Suddenly, a noise made him stop. A strange kind of keening or droning.

What is that?

It was not a sound made by Imperial machinery to his knowledge, and Rabash knew a great deal.

Then he saw them. Aircraft. Hundreds of them. They were the shape of a quarter moon and were flying incredibly quickly towards Omega-psi.

He addressed every Tome Keeper in his force.

'Necron aircraft. Attacking Omega-psi!'

He watched as huge explosions of eldritch lightning tore apart the facility's superstructure. Coruscating beams of viridian energy blasted holes through battlements and demolished fortified towers. Other craft flew close to the ground and fired beams of a different kind; beams out of which phalanxes of necron troops marched, their gauss weapons blazing.

Within seconds, having already obliterated much of Omega-psi's defences, the flyers turned their attention to Zeta-mu.

'This is Techmarine Rabash to all Imperial and Mechanicus forces on the Hegeddon Mesa. Incoming xenos aircraft. Ready for attack!'



For miles, the landscape was aflame. Vehicles burned. Hillsides were lit with endless flashes of discharged energy. The booms, cracks and whips of weapons fire reverberated around the valley. Imperial battle tanks of the Nunciar Chevlariks, Lascreen Thunderers and Touzen Tank Corps desperately tried to form battle lines, respond to surges of necron forces or conduct counter-attacks of their own.

'*It is a mess*,' said Sergeant Barzia bal Gemekaa from the gunner's seat of his Land Speeder Typhoon, overlooking the battle.

'*You should see it from up here*,' said Anagali bal Zikiti, pilot of the Stormhawk Surdu. '*How did the necrons get through the Astra Militarum at the pass so quickly?*'

'Impossible to tell. It does not matter now.'

'*We need to turn the tide – the enemy will overrun them otherwise. What little of a line there is, is already buckling.*'

'All we can do is buy them time, but we will do that,' said Barzia. The Tome Keepers were spread thin. Most of the force's strength was embroiled in a number of battles and could not be brought to bear instantaneously against any new threats. 'Brothers, we will strike the necrons in the flank. Keep to as high a speed as possible. Prioritise enemy heavy weapons as targets. Fire at will, and hold nothing back – loose every missile, empty every fuel cell. More Astra Militarum troops are disembarking from landers in the Hayses Rift. If the necrons break through here, they could slaughter tens of thousands of Guardsmen before they even get off their transports. Keep to loose formation. Illebrias patterns of the second form. Attack.'

Upon his command, his driver, Diimerit, gunned the Land Speeder's engines and directed the craft towards the

necrons. Simultaneously, the Land Speeder to his left and right did the same. They kept good distance. Illebrias had once been a famed sand-skiff flotilla captain on Istrouma, one of few who could navigate his fleet through the rad-hurricanes and violent rock storms that plagued the Harabân Desert. Such were his skills that the early Tome Keepers learned greatly from him.

Barzia firmly held the grip of his multi-melta.

You will claim many of the xenos today.

The Land Speeders vaulted some crumbling masonry and rocky outcrops, and within a matter of seconds the squadron was nearing the necrons' flank, though the Stormhawks were already running amok. Skyhammer missiles detonated among flocks of necrons piloting semicircular jetbikes, scattering fragments of alien metal. Las-talon beams scored holes in the flanks of the xenos' anti-grav barges in searing flashes of blinding white light. Such sights brought a rare smile to Barzia's face.

He watched as a squadron of necrons with beetle-like anti-grav sled bodies scythed through a Hellhound flame tank squadron. They unleashed beams of searing gauss energy from their cannon-arms into the Hellhounds' fuel tanks, causing a series of explosions that almost overwhelmed Barzia's helm's light filters. Heat washed over him, causing warning alarms to chime.

'Pursue them,' he said to Diimerit. The pilot turned the Land Speeder in the direction of the fast-moving necrons. Data and telemetry filled the targeting screen before him.

'Fire,' he said. Diimerit fired the Land Speeder's Typhoon missile launcher. Seconds later, scorched alien wreckage tumbled to the ground before phasing away.

The dark sciences of the alien never cease to horrify, thought Barzia.

Diimerit weaved the Land Speeder around the battlefield, dodging necron and Imperial weapon blasts alike. The vehicle was peppered by shrapnel from explosions and grit thrown up from the ground. Lethal energy rays barely missed them, but they never took a direct hit.

'Fine piloting, brother,' said Barzia.

With melta blasts and missile salvoes, Barzia crippled huge four-legged necron walkers as they clambered over burning Leman Russ battle tanks, reduced crawling and scuttling xenos monstrosities to slag as they burst out of the ground and destroyed Pylon artillery as it poured fire onto beleaguered Imperial troops. Barzia's warriors in the other Land Speeders, and the pilots soaring through the skies above, destroyed yet more necron artillery, anti-grav engines and walkers with hails of missiles. They had caused immense damage.

We are not doing enough, thought Barzia. *The xenos are relentless.*

The necrons had barely been slowed down, their numbers seemingly countless. More columns of infantry and war machines powered through the fires and the wreckage, indifferent to what those ahead of them had suffered.

'How fare the Imperial Guard, Anagali?' he asked the Stormhawk pilot.

'Little better, sergeant. Every time I blink, another tank is in flames. We cannot stay here much longer. Fuel is low, ammunition lower.'

'Understood, brother, it is little better for us on the ground. Expend what fire you have left, then depart. We will resupply and come in for another run.'

'Yes, Sergeant, we will return to aid you.'

'Gratitude, brother.'

Looking up, Barzia watched as the Stormhawks fired their last handful of missiles, which exploded among marching columns of the enemy, destroying dozens. The flyers peeled off.

Barzia fired his multi-melta at a bizarre walker that stood four times his height; a colossal cannon was mounted over its 'head', which resembled those of necron constructs collectively referred to as canopteks. The beam of superheated energy struck the xenos construct in the midriff, melting the alien metals as if they were ice in a furnace. The top half of the walker tumbled to the ground as its fearsome weapon charged to fire, and it detonated upon impact with the ground. Tons of grit and rock were thrown into the air by a ball of crackling energy, landing to smash one of Barzia's eye-lenses, as well as his multi-melta's firing mechanism.

That was my last shot anyway, xenos scum.

'Time to depart, brothers. Head to rally point alpha-three-zeta.'

He received a series of vox-clicks in the affirmative.

'Thunderhawk transport Kalliur, this is Sergeant Barzia. Request refuel and refit at alpha-three-zeta.'

'Yes, Sergeant,' said the pilot.

Diimerit sped the Land Speeder to the rally point, dodging more weapons fire and necron forces. Unable to engage any targets, Barzia observed the battle instead. It was beyond a nightmare. Hundreds of Imperial tanks burned. The more he saw, the more he believed that, without reinforcements, defeat here was likely.

We must do what we can, he thought. *It is our duty.*

Rally point alpha-three-zeta was situated on high ground several miles from the battlefield, overlooking parts of the Kaserill Pass, which the Astra Militarum had been en route to secure. Barzia assessed the situation.

Throne.

The pass was full of marching necron phalanxes and squadrons of their anti-grav barges and vehicles. Towering over them all was monolith after monolith. They were heading straight for the valley where the Astra Militarum barely held on.

They are doomed.



'I need your advice, brothers,' said Nasiem, over the deep thrums of the drives of the Repulsor transport that he occupied with his Triumvirate of Truth. 'All of your perspectives and wisdom. This war frustrates me; it won't have escaped your notice by now. Every victory is turned to defeat by our enemies. We push the foe back, other forces secure the ground, the necrons defeat them, and we must fight the same battle again. Marut reports a full retreat in his sector. Rabash's position at the Hegeddon Mesa is under full-scale attack. The Astra Militarum have been beaten to the Kaserill Pass, and they can barely contain the xenos pouring through it. I admit, I do not see us winning this war.'

The Repulsor Tallakti was one of many vehicles in the Tome Keepers relief column heading towards Lairdi's Peak. The Land Raider Mahisu, the Repulsor Ba'eru, the Predators Elamku and Nisku and a number of Impulsors full of Tome Keepers joined them. Overhead, the strike force's Stormtalon gunships provided air support.

'We must hold firm and show patience,' said Sephax. 'This is a time for ruthless determination. The necrons seek to wear us down as waves wear down cliffs. We must not let them.'

+Not once in the history of the universe has a cliff face won its battles with the waves of the ocean,+ said Lykandos, pressing the words into Nasiem's mind. +A war of attrition is not one we can win.+

'As your second, Captain, I cannot talk of loss,' continued the Orator. 'If we give but the smallest allowance to the possibility of defeat, we surely invite it upon us. Victory requires the fullest commitment.'

'I recognise your fury, Orator, and I can say that none here challenge your bravery or devotion to duty,' said Kae. 'Yet I do not see how this war on Foronika will be won with any kind of swift victory. This will go on for years. Our allies have no momentum, and there are too few of us to give it to them, even if we gathered our full strength in one place. The necrons are, for now, too numerous and in control, as much as it pains me to acknowledge it. Suffering the xenos' continued presence here sickens me to my core, as it does all of us. Regardless of my distaste, however, they will not be broken swiftly.'

'I concur,' said Lykandos.

'As you would, Brother-Epistolary,' spat Sephax.

The Epistolary and the Orator held each other's gaze. Lykandos' expression appeared shrewd, calm and distant, as if the Orator was someone whose presence the Librarian merely tolerated. Sephax's face bore a look of fury that would not have appeared out of place were he about to charge across the battlefield.

Both Greyshields, yet one has the cantankerous wisdom of a four-century veteran, while the other possesses all the unexpended wrath of a newly ascended battle-brother, thought Nasiem. *A combination that makes for a difficult Triumvirate.*

'Squabbles do us little good, brothers,' said Kae. 'Our captain requires counsel, not argument.'

'Our Ancient is correct. We have enemies enough without fighting among ourselves,' said Nasiem. 'I believe you have all made yourselves clear.'

+My duty will always come ahead of personal differences,+ said Lykandos.

Out of my head, Librarian. Unless what you have to say needs to be kept between us, say it aloud. Our Chapter's success depends on brotherhood and open knowledge.

'Apologies, Captain,' said Sephax.

'Indeed, apologies,' said Lykandos.

'*The peak is in sight, lords,*' said the Repulsor's driver, Labashi, through the vox-set in the battle tank's transport hold. '*It is besieged and embattled. The foe are numerous.*'

Once again we must cleanse this place, thought Nasiem.

'*This is Nasiem to all Tome Keepers. We are to lift the siege. All vehicles, prepare to charge. Smash them aside. We strike swift and true. Lance of Erebin.*'

The Tome Keepers had few blunter strategies than Lance of Erebin. A straightforward arrowhead formation of armoured vehicles moving at high speed, its job was to shatter dense enemy formations as quickly as possible.

Nasiem felt Tallakti speed up. Its anti-grav drives thrummed more loudly.

'*Thirty seconds from Imperial lines,*' said Labashi.

Nasiem heard explosions. The necrons had spotted them.

The Repulsor shook as the tank's gunner opened fire. Flashes of green and blue light shot through the tank's viewports, and Nasiem's ears were assaulted by the sound of explosions, energy pulses, lasweapon coil charges and the chug of automatic weapons.

'Ba'eru is struck, captain,' said Labashi.

'Keep going!' shouted Nasiem. '*Lieutenant Sanduq, report.*'

'The necrons are advancing everywhere. Outer defences in the south-east and south-west sectors are all but overrun. I've Sergeant Harzeem redeploying there to slow the xenos. All other sectors hard-pressed. Your arrival could not have been more timely, Captain.'

'Understood, Lieutenant. We will see the foul xenos undone here once again.'

'We've reached Imperial lines, Captain,' reported Labashi.

Nasiem felt the vehicle slow down as it cut through the necron positions.

'Sergeants Ishlar and Burias, you will join us in restoring the defences fully to Imperial control. Sergeant Karime, vehicle commanders, slaughter the xenos beyond the walls.'

The Repulsor's hatches opened.

Nasiem raced out.

'For the Emperor!'

'She has ordered complete withdrawal, Captain,' reported Lieutenant Gadatas over the vox.

'What?' said Nasiem.

'Admiral Tansk has ordered the complete withdrawal of Imperial forces from Hishrea. A necron tomb fleet arrived. The admiral determined there was nothing to be gained by holding her ground. The xenos are too numerous.'

They had been winning there. Once again, they found themselves frustrated and stymied by the enemy.

Nasiem had considered taking his entire strength on Foronika to Hishrea. With Imperial forces there ascendant, the Tome Keepers could have tipped the balance and helped bring about a quicker victory. With that accomplished, the armies that conquered Hishrea would be freed up to defeat the necrons on Foronika once and for all. That could not happen now. Not with an entire world uncontested and a tomb fleet in orbit.

Nasiem clenched his fists and jaw. He suppressed the roar of anger that he was so close to unleashing.

Tansk has destabilised all of our efforts.

Nasiem shook his head. Through his frustrations at being caught in a quagmire he had lost perspective.

She could have done little else. If she had stayed, she would have lost everything. At least her fleets and armies remain intact.

'Come to Foronika, Lieutenant. Immediately. Bring every warrior.'

'Yes, Captain.'

Nasiem cut the vox-link.

He strode through the ruins of Lairdi's Peak, inspecting the damage. The latest attack had turned most of the fortifications to rubble. They would have to be completely replaced. There were few Imperial corpses – necron gauss weapons reduced all they struck to their constituent molecular parts, leaving nothing behind of their victims. Five more Astartes battle-brothers had been slain in a battle that once again had ultimately made little contribution to the war effort. Across the planet, ground was being lost, retaken and lost in an endless cycle. The net result was nothing whatsoever, except booming casualty rates.

If the Third stay here, we will be bled to nothing. We are wasting ourselves. We need a new war. Here, success is stolen from us. Every victory feels like a defeat.

As much as Nasiem hated the situation, he could not deny what was happening.

'Nasiem to all squads,' he voxed. 'Gather at your designated rally points. We are leaving Foronika. We have been reduced to the role of firefighters on this world, and our presence here does not swing the war in our favour. I tire of this chapter in our account. There are battles to be had in which our presence will be the deciding factor, but they are not here. It is time to begin a new chapter, on a fresh page.'

Before he had even finished his statement, he heard the gunning of engines as transport and battle tank drivers stirred the machine-spirits of their vehicles.

Nasiem opened a new vox-link.

'Commodore Belessunu.'

Belessunu commanded the Tome Keepers strike cruiser *Hariwok* in orbit and was the naval commander for the flotilla assigned to the Third Company.

'Yes, Lord,' she said, her voice characteristically orotund.

'Ready Thunderhawks for my forces' extraction, and prepare for the arrival of the Nahasu from Hishrea. I want the flotilla prepared for departure from the system at a moment's notice.

'It will be done as you say, Captain.'

The *Hariwok* had served the Tome Keepers for millennia, taking warriors to war all over the galaxy.

So much history, thought Nasiem, as he walked the ship's metal corridors. She was more than just a voidship of war, or a means of transport to bring Space Marines to battle.

The *Hariwok* was a symbol of the Tome Keepers' long service to the Imperium. She had her own tome, her own account of a life of toil. It was the responsibility of the ship's captain to write it, not any Space Marine's. A captain knew their vessel best, and the Tome Keepers were wise enough to know that the perspective of mortal humans was as important to the recording of past events as that of a transhuman, perhaps more so.

Nasiem had read the *Hariwok's* tome many times. It reminded him of the legacy he had inherited from the Tome Keepers who came before him. The vessel had served in the Bellrath Crusade to liberate the Laanath Rifts. She had borne the bodies of thirty fallen Tome Keepers back to Istrouma after that campaign and had claimed for herself no fewer than a dozen of the Hellgrammite's nightmarish voidcraft. The *Hariwok* had plunged through the atmosphere of Aesklyn's World to bombard the ork hordes that would have otherwise overrun a hive cluster populated by some twelve billion souls. Those were but two events in the ship's glorious history. Nasiem was proud that now he served aboard her.

The Third Company captain made for the ship's chapel of sanctity. He passed the Archive of Nabopol, named for the *Hariwok's* first captain. Inside were kept the logs and tomes of every Chapter-serf who had served aboard. Every ceremonial sword and sidearm of past captains was displayed inside, each a masterwork of Istrouman craftsmanship. There were countless other treasures and relics, including medals awarded to past crew for their bravery. The Tome Keepers did not hesitate to acknowledge the dedication of their serfs. Nasiem strode through chambers filled with scores of men and women copying old texts to preserve them for generations to come, or committing volumes to memory in case any should ever be lost.

He walked along corridors lined with the busts of Tome Keepers who had gone to war aboard the ship. The captain felt their eyes upon him and their expectations weigh down upon his broad, armoured shoulders. There was a price to be paid by the Tome Keepers for having such a deep knowledge of their Chapter's past. They knew what terrible things their predecessors had overcome. What ferocious battles they had fought and won. For many, it placed them under incredible pressure that ignorance would have shielded them from.

Their deeds and sacrifices make us strong, Nasiem thought. *Their example shows us that we can succeed, what we are capable of, what strength runs in our veins. Ignorance is indeed a kind of bliss – a kind that weakens.*

It was one thing for a Tome Keeper to recognise such a fact intellectually, another again to believe it in their hearts and soul.

Nasiem made for the chapel of sanctity for the ritual of the Closing of the Books and the Final Chapter.

So many books to close.

Twenty-one Chapter brothers had fallen on Hishrea and Foronika.

They will be honoured.

Nasiem was first to arrive at the chapel, as was his duty as captain of the Third Company and the ranking Tome Keepers officer in the strike force. He took his place at the front of the hallowed chamber. Before him was an altar, carved from a single piece of crimson Istrouman marble to resemble a neat stack of rolled-up scrolls, the ends of their handles taking the form of skulls. Upon the stone were twenty-one books, each open at the first page of its final chapter. Some were incredibly thin, others inches thick. For some of the fallen battle-brothers, particularly those who had come to the Tome Keepers as Greyshields, their final chapter was the only record of their careers, for they had never taken up the tradition of maintaining a personal tome. For some, this had been their first campaign. Their final chapter was their only chapter.

The rest of the Tome Keepers aboard filed into the chapel. During the ritual, a mournful bell would tone twenty-one times. Orator Sephax would read the Rites of Remembrance while his two accompanying cenobytes walked swinging brass censers, the herbs and spices burning within taken from the site of the Tome Keepers fortress-monastery, the Liber Fortis. One by one, Sephax would read the final chapters in each tome, close them and bind them shut with a single purity seal. He would speak well.

He knows how to carry out our rituals and his duties perfectly, thought Nasiem, *who had witnessed scores of these rituals under dozens of* Orators. *But he does not believe in it. Not yet. He does not fully understand why we do this, why it matters.*

After the ritual had ended, Nasiem gathered the company leadership and his closest advisors. They assembled in the Heart of the *Hariwok*, the chamber in which the ship's own tome was kept on permanent display behind a stasis field, open at the next empty page to signify the stories of wars and battles that were yet to be written.

Banners and purity seals hung from the walls, each one listing a campaign, battle or commendation. The Wraithpurge of Selodon III, the Hellkiln and Gelrauch's Salvation were but three of the countless names of past actions. Servo-skulls hovered around the ancient standards and records, spraying them with preserving fluids or drawing dust particles from the recycled air.

Lieutenants Gadatas and Sanduq, Ancient Kae, Orator Sephax, Epistolary Lykandos, Apothecary Kelam, Techmarine Rabash and Company Champion Manishtu were all present. Manishtu was the only non-Primaris Space Marine of the group. He had elected not to cross the Rubicon Primaris; he wished instead to remain a symbol of what had come before. Though he lacked Mk X

armour and the three Primaris organs, there were few finer bladesmen in the entire strike force.

'I have decided on our next actions,' said Nasiem. 'Now that our fallen have been appropriately honoured, I can share my plans with you all. As always, I welcome the counsel of each and every one of you.'

'Wherever you lead, I shall follow,' said Sephax.

'Thank you, Brother-Orator.'

Others nodded in agreement.

'Thank you all. Each brother in this chamber has served unfailingly and unflinchingly, despite our losses and the strength of our enemy, as every Tome Keeper should. I am proud to lead you and serve alongside you.'

'I am sure I speak for all of us when I say it is our honour, Captain,' said Kae.

Nasiem bowed his head in acknowledgement. The bonds he shared with his chosen warriors were precious.

Without them I cannot fulfil my duty.

'Brothers, we are leaving the Argovon System,' Nasiem declared.

'But there is much still to be done here – the fate of the system hangs in the balance,' said Sephax.

'Indeed it does. But the endless series of setbacks on Foronika and Hishrea have shown me that there is little more we can do.'

Manishtu's expression was grave.

'Captain… you cannot possibly suggest we give up?'

Nasiem had expected this.

'Manishtu, I thank you for your customary frankness and for challenging my views. We have fought many battles together, and you have made me the leader I am today. I assure you now, and all Tome Keepers, we are doing nothing of the sort, though I understand your concerns. I am looking to the wider strategic picture. I am taking the strike force to Anakletos.'

'The shrine world we passed through before coming to Argovon?' asked Gadatas.

'Indeed, brother. I have received word that it faces insurrection.'

'Surely that is for the governor to resolve?' asked Sephax. 'The task here is enormous.'

'Yes, Brother-Orator, but Anakletos has become a lynchpin world. Its population has proven remarkably resistant to the effect of the Stilling, despite being so close to the Pariah Nexus, likely due to the strength of its people's faith. It has become a crucial point on Task Force Eleven's supply lines and has also become a magnet for refugees. Should the insurrection grow or succeed, Task Force Eleven will be cut off. The lives of billions of loyal citizens and the fate of the entire enterprise are at risk. We shall go, destroy the insurrection and ensure that Task Force Eleven is equipped and reinforced as and when it is needed.'

'A sound plan,' said Lykandos.

'Agreed,' said Kae.

'I see you are right, captain,' said Manishtu. 'Anakletos must stand firm. Too much is at stake. Though I will not relish fighting alongside, or dealing with, the Ecclesiarchy.'

With the assent of these three warriors, Nasiem knew he had the whole strike force with him. As captain, he did not need their approval, but a warrior who understood the importance of a mission fought all the harder to see it completed successfully.

Nasiem laughed, clapping the Company Champion on the shoulder.

'It is not something I look forward to either, brother. Perhaps they will learn to like us, even though historically we have not seen eye to eye?'

'There is little the Emperor cannot do,' said Manishtu. 'But I daresay that might even make Him sweat.'

They all laughed, and Nasiem knew that he had made the right decision.

'Ready our warriors,' he said to the others. 'We make for Anakletos immediately.'



It was only after the last empyreal energies released by the Tome Keepers' departure had dissipated that it appeared out of Foronika's shadow. It prowled through the void with a purposeful calm, like a carcharonid that has scented distant blood. It bore no identifying colours or marks of any kind, though, should it have been observed by any Imperial vessels in the region, its design was clearly that of a warship of mankind.

Moving with neither haste nor hesitation, it followed in the Tome Keepers' wake, slipping into the warp with the ease of a hunter stalking prey.

HEIRS OF REASON CONTINUES WITH PART II IN THE NEXT ISSUE OF WHITE DWARF.

INSIDE THE STUDIO

As we come to the end of the magazine, we take a look at the games the studio staff have been playing and the models they've been painting. This month, a Grey Knights tank, some unsavoury heroes, Stormcast Eternals, veterans of Middle-earth and some terrain building.

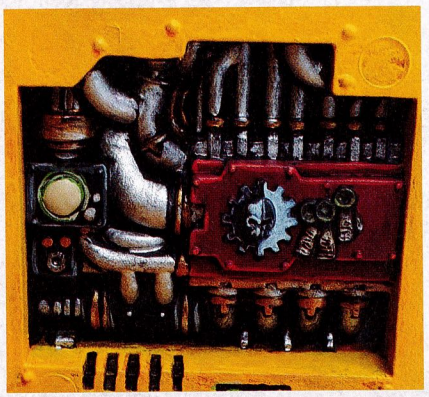
Welcome, one and all, to the final pages of the magazine for the first time in 2022! It's a fresh new year, full of hope and harmony and equality, not to mention that first manned trip to Mars, the falling sea levels and the creation of the first test-tube dinosaur. At least, that's what we imagine the future looks like as we wrote this issue way back in the summer of 2021. Surely there must be dinosaurs by now ...

Anyway, here in the studio we've all started on our hobby bingo sheets for 2022, and over the next few pages you can see the first few models we've painted for the new year. For all you cool kids out there taking part in the *White Dwarf* Hobby Bingo challenge, make sure you tag your works of art on social media with #WhiteDwarf and #hobbybingo so that everyone can see how well you're doing. Bonne chance (that's French for 'enjoy the dinosaurs')!

DIRK WEHNER'S LAND RAIDER BANISHER

Dirk: I thought it would be cool to start this year's hobby bingo with a bang, so I picked up the Land Raider Banisher from Forge World for my Grey Knights. It's such a lovely kit! I took my time and painted everything in sub-assemblies. It's such a satisfying process to put everything together in the end. All my Astartes tanks have the black-and-yellow checker pattern on them; it helps to tie my Grey Knights and my Angels Vermillion together when I field them side by side.

C1 10 pts
VEHICLE OR MONSTER
Expert Level: Warhammer 40,000





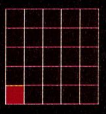
HOBBY BINGO

White Dwarf Hobby Bingo 2022 has begun! Let us know how you are doing at team@whitedwarf.co.uk or tag your models online: #WhiteDwarf #hobbybingo

A1 10 pts **HERO OR CHARACTER** Expert Level: Warhammer 40,000	B1 10 pts **FORTIFICATION OR SCENERY** Expert Level: Warhammer 40,000	C1 10 pts **HERO OR CHARACTER** Expert Level: Warhammer Age of Sigmar	D1 10 pts **KITBASHED MODEL** Expert Level: Warhammer Age of Sigmar	E1 10 pts **LORD OF WAR OR BEHEMOTH** Expert Level: Warhammer Age of Sigmar
A2 10 pts **UNIT OF 5+ MODELS** Expert Level: Any System	B2 10 pts **UNIT OF 2+ MODELS** Expert Level: Warhammer Age of Sigmar	C1 10 pts **VEHICLE OR MONSTER** Expert Level: Warhammer 40,000	D2 10 pts **UNIT OF 2+ MODELS** Expert Level: Warhammer Underworlds	E2 10 pts **UNIT OF 10+ MODELS** Expert Level: Warhammer 40,000
A3 10 pts **UNIT OF 10+ MODELS** Expert Level: Warhammer Age of Sigmar	B3 10 pts **KITBASHED MODEL** Expert Level: Warhammer 40,000	C3 10 pts **ANY MODEL** Expert Level: Any System	D3 10 pts **VEHICLE OR MONSTER** Expert Level: Warhammer Age of Sigmar	E3 10 pts **FORTIFICATION OR SCENERY** Expert Level: Warhammer Age of Sigmar
A4 10 pts **UNIT OF 2+ MODELS** Expert Level: Warhammer 40,000	B4 10 pts **VEHICLE OR MONSTER** Expert Level: Warhammer Age of Sigmar	C4 10 pts **UNIT OF 5+ MODELS** Expert Level: Kill Team	D4 10 pts **UNIT OF 10+ MODELS** Expert Level: Warhammer 40,000	E4 10 pts **HERO OR CHARACTER** Expert Level: Warhammer 40,000
A5 10 pts **LORD OF WAR OR BEHEMOTH** Expert Level: Warhammer 40,000	B5 10 pts **UNIT OF 10+ MODELS** Expert Level: Warhammer Age of Sigmar	C5 10 pts **HERO OR CHARACTER** Expert Level: Warhammer Age of Sigmar	D5 10 pts **UNIT OF 5+ MODELS** Expert Level: Warcry	E5 10 pts **VEHICLE OR MONSTER** Expert Level: Warhammer 40,000

IN BRIEF

SCORING TABLE
Box: 10
Line: 50
Entire grid: 150



JONATHAN STAPLETON – 10

Jonathan: I've been painting my final model for A Tale of Four Warlords – Szarekh, the Silent King. He's utterly incredible, but he also might break me!



SOPHIE BOSTOCK – 20

Sophie: I took a trip to the underhive this month to paint a Necromunda Orlock gang and some scenery for them to fight over.



DAN HARDEN – 20

Dan: I'm painting all manner of models! I started this year's bingo sheet with a Chaos Lord of Tzeentch, then went straight on to some Warhammer 40,000 scenery.

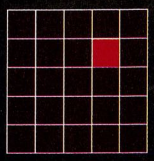


MATT HUTSON – 40

Matt: I concentrated on painting the Stormcast Eternals that come in the Dominion box set. I've already painted a fair number of them.

BEN HUMBER – 10

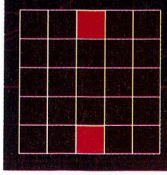
Ben: Warriors of Minas Tirith were the first models I ever painted, so I went back to my roots to paint some Osgiliath Veterans. They're painted using Leadbelcher and Runefang Steel for the metal but with a wash of Agrax Earthshade to give them a dirty, battle-worn feel. I highlighted the black cloth with Fenrisian Grey to add a bit more colour.





LYLE LOWERY – 20

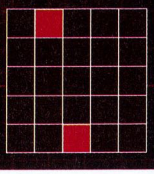
Lyle: I painted Lord Sealth – my Knight of Shrouds – for last month's Battle Report. My Nighthaunt army is more or less 'his' army. I don't have much experience with non-metallic metal weapons, but I wanted to try it out on some of my Nighthaunt characters. I tried to keep the greys light and bluish, giving Lord Sealth's blade an ethereal, supernatural hue.





ANDREW KING – 20

Andy: I painted the Murknob from the Dominion set first because I like the idea of having the army form up around the clan's standard. I've been following the advice we've presented in Brush Tips over the last few issues to really try to push my painting skills. One of the big things I've taken from those articles is using Contrast and Layer paints to create both soft and deep shading on models.

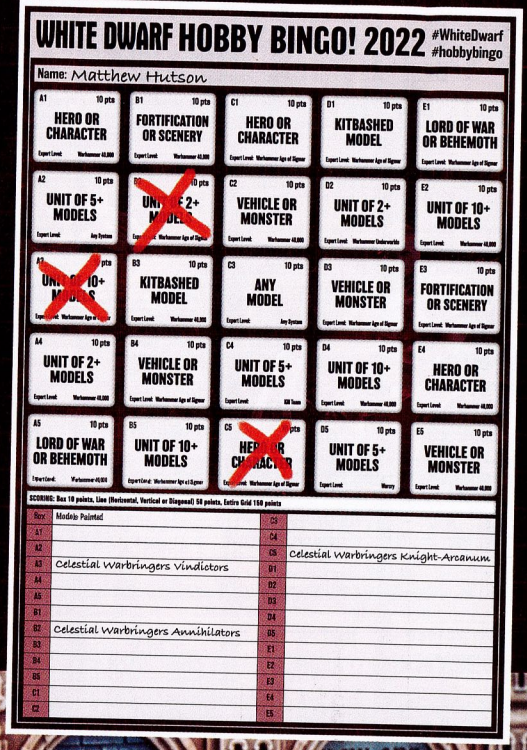


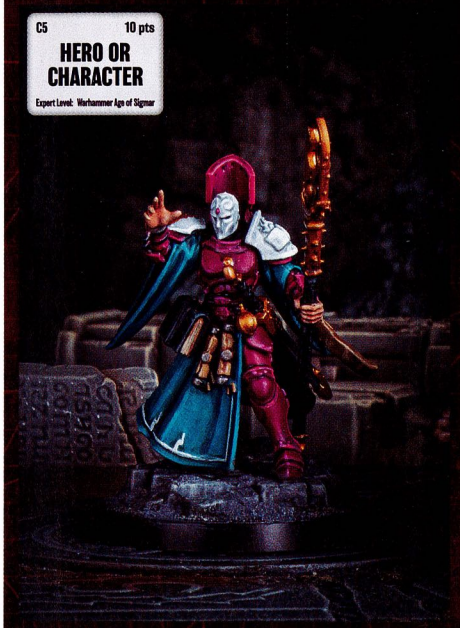


HOBBY BINGO SPOTLIGHT

Each month we'll shine a spotlight on someone's hobby bingo achievements. Matt has started the year strong by crossing off three boxes on his sheet already!

Matt: I've been reading the background in the *Age of Sigmar Core Book*, and I've been really inspired by Ulgu, particularly Misthåvn. At the heart of the city is Scryer's Ark, a massive 'barque-keep' of the Celestial Warbringers. I also like the colour Screamer Pink, so I decided to paint some new Stormcast Eternals as Celestial Warbringers (who, it's important to note, differ from Astral Templars, who don't have white shoulder pads or shields). I've gone in big in hobby bingo and started with a unit of ten Vindictors followed by another unit and a hero. I've actually already planned out the first few months of what I'm going to paint, and the Celestial Warbringers will form much of my Age of Sigmar content.





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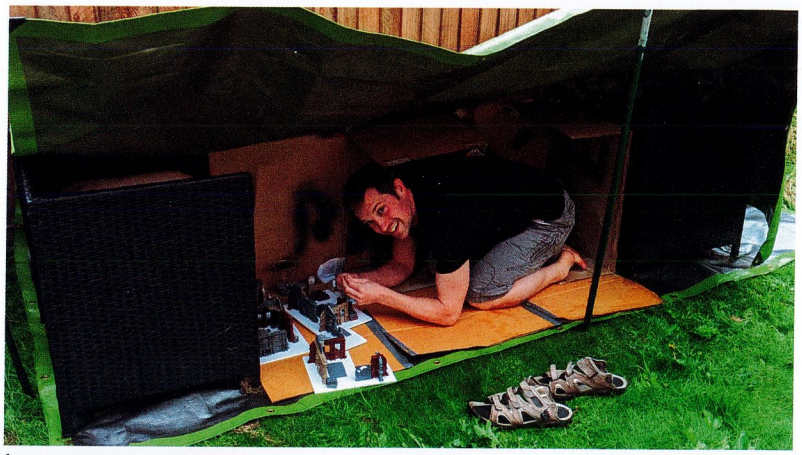
My Knight-Arcanum **(1)**, Annihilators **(2)** and Vindictors **(3)** are painted using a basecoat of Screamer Pink followed by a wash of Druchii Violet then highlights of Pink Horror and Emperor's Children. For contrast, the cloak on the Knight-Arcanum character is painted Sotek Green shaded with Stegadon Scale Green and highlighted with Temple Guard Blue. This is actually the same colour pallet that I use for my Thousand Sons Rubric Marines!



3

BUILDING A BETTER FUTURE

Our writer Dan loves building and painting scenery – so much so that he recently teamed up with one of his friends, Luke, for two days of terrain building. Their goal was to create a new set of terrain for their gaming boards based around the Ryza Ruins and Sector Mechanicus sets. Combining newly purchased kits with a host of parts from their collective bitz boxes, they set about creating a complex of ruined buildings, each of them based on a piece of XPVC to create a defined footprint. They then set about making a couple of feature pieces – Luke built a tank repair facility and Dan made a container depot.



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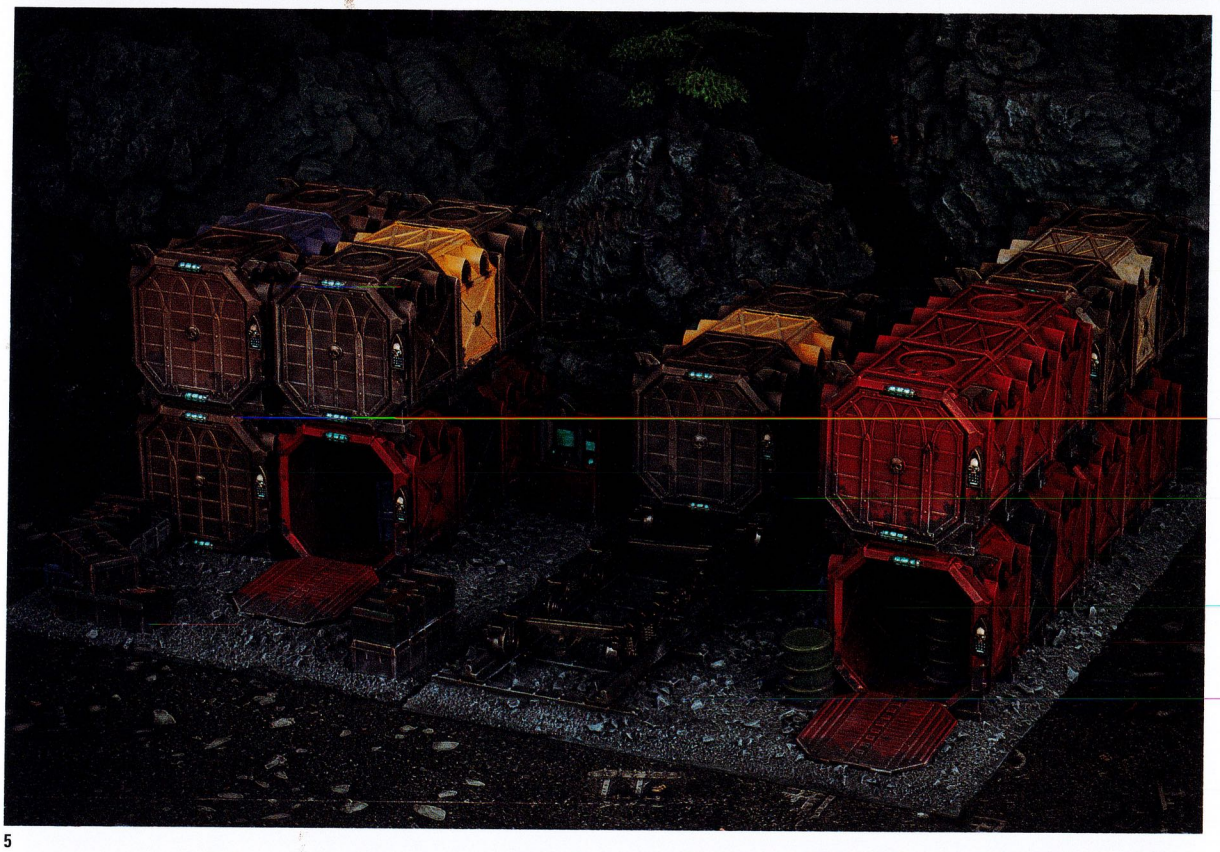

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A makeshift 'Glue and Spray Station™' **(1)** enabled Dan and Luke to build and paint their terrain even when the weather turned foul. Dan looks so happy!

The workstation **(2)**. In the foreground, piles of oil drums are ready to be painted and used as scatter terrain.

The ruined complex takes shape **(3)**. The seven buildings can all be used individually or slotted together jigsaw style, creating one huge terrain complex. Nearby, the tank repair bay takes shape **(4)**, complete with jacked-up Leman Russ and a crane to reassemble it.

Dan's finished container depot, painted in the red and brown of his Astra Militarum army **(5)**.

NEXT ISSUE

TOME CELESTIAL: BEASTS OF CHAOS

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NACHMUND SECONDARY OBJECTIVES

The secondary objectives presented here are for use with the War Zone Nachmund: Grand Tournament Mission Pack.

When players select secondary objectives for a War Zone Nachmund: Grand Tournament game, they must select three, at least two of which must be selected from these cards.

If a secondary objective has a keyword in brackets next to its title, players can only select that secondary objective if every model from their army (excluding Unaligned models) has that Faction keyword (in the case of The Long War, this can be selected if every unit in a player's army, excluding Unaligned models, is a Chaos Space Marines unit, as defined in *Codex: Chaos Space Marines*). The players can select a maximum of one secondary objective from another source, such as a Codex or Codex Supplement.

Each secondary objective has a category (e.g. Warpcraft) and players cannot choose more than one from each category.

The players can score no more than 15 victory points from each secondary objective (any excess victory points are discounted).

END GAME OBJECTIVE

ASSASSINATION

The enemy looks to their champions for courage. Identify and eliminate them with extreme prejudice.

Score 3 victory points at the end of the battle for each enemy **CHARACTER** model that is destroyed. If the enemy **WARLORD** was destroyed during the battle, gain 1 additional victory point.

PURGE THE ENEMY

PROGRESSIVE OBJECTIVE

FOR THE EMPEROR! (ASTRA MILITARUM)

So long as the enemy is obliterated, Astra Militarum casualties are of minor importance.

Score 1 victory point at the end of the battle round for each enemy unit that was destroyed during that battle round by an **ASTRA MILITARUM** unit from your army (to a maximum of 3 victory points per battle round).

PURGE THE ENEMY

END GAME OBJECTIVE

BRING IT DOWN

The opposing army contains numerous heavily armoured units. Take any opportunity to bring them down.

Score 1 victory point at the end of the battle for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 9 or less that is destroyed, 2 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of between 10-14 that is destroyed, and 3 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 15 or more that is destroyed.

PURGE THE ENEMY

END GAME OBJECTIVE

TITAN HUNTER

The foe has committed its largest weapons of war to this battlefield. The larger the foe, the greater the glory.

Score 4 victory points at the end of the battle if one enemy **TITANIC** model is destroyed, 9 victory points if two enemy **TITANIC** models are destroyed, or 15 victory points if three or more enemy **TITANIC** models are destroyed.

PURGE THE ENEMY

END GAME OBJECTIVE

NO PRISONERS

Exterminate the enemy. Show them no mercy.

If you select this objective, keep a Kill Points tally. Each time an enemy model is destroyed, unless that model is a **VEHICLE**, **MONSTER** or **CHARACTER** unit, add a number of marks to this tally equal to the Wounds characteristic of the destroyed model. A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially have marks added to this tally several times (assuming it is resurrected and subsequently destroyed several times over).

At the end of the battle, divide your Kill Points tally by 10 and round down – the result is the number of victory points you score. In addition, if your Kill Points tally is between 50 and 99, you score 1 additional victory point, and if your Kill Points tally is 100 or more, you score 2 additional victory points.

NO MERCY, NO RESPITE

PROGRESSIVE OBJECTIVE

GRIND THEM DOWN

Some battles can only be won through bloody attrition.

Score 3 victory points at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

NO MERCY, NO RESPITE

END GAME OBJECTIVE

TO THE LAST

While our mightiest warriors stand, we will prevail.

If you select this objective, then before the battle, after you have selected deployment zones, identify which three units from your army (excluding those with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more are tied, you choose between them). If your army has three or fewer units, you instead identify all the units in your army. A unit's points value includes the points of all weapons, other wargear and upgrades it is has. You score 5 victory points for each of these units that are on the battlefield at the end of the battle. If a unit splits into several smaller units during a battle, all of those separate units (excluding **DRONE** units) must be on the battlefield at the end of the battle to score 5 victory points; if some of those separate units (excluding **DRONE** units) are on the battlefield at the end of the battle, but not all of them are, you score 3 victory points instead of 5.

NO MERCY, NO RESPITE

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PROGRESSIVE OBJECTIVE

PATH OF DESTRUCTION (CHAOS KNIGHTS)

Carve a path of death and destruction in the enemy's lines.

Score 1 victory point at the end of the battle round for each of the following conditions that were satisfied during that battle round (for a maximum of 3 victory points):

- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was wholly within your deployment zone.
- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was more than 3" away from either player's deployment zone.
- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was wholly within your opponent's deployment zone.

NO MERCY, NO RESPITE

PROGRESSIVE OBJECTIVE

SYNAPTIC INSIGHT (TYRANIDS)

Leader-beasts are tasked to use seek out and eliminate the greatest threats to the Hive Mind.

If you select this objective, keep a Synaptic Kill tally. Reset this tally to 0 at the start of each battle round. Each time an enemy model (excluding Dedicated Transport models) is destroyed by a **SYNAPSE** model from your army: if that enemy had a Wounds characteristic between 3 and 5, add 1 to your Synaptic Kill tally; if it had a Wounds characteristic between 6 and 9, add 2 to this tally; if it had a Wounds characteristic of 10 or more, add 3 to this tally.

Score 3 victory points at the end of the battle round if your Synaptic Kill tally is 4 or more. You cannot score more than 12 victory points from this objective.

NO MERCY, NO RESPITE

PROGRESSIVE OBJECTIVE

THE LONG WAR (CHAOS SPACE MARINES)

Chaos Space Marines have been conquering the galaxy for millennia. This battle is but one of many.

- At the end of your turn, you score 1 victory point for each enemy unit that was within range of an objective marker at the start of that turn that was destroyed by a **HERETIC ASTARTES** unit from your army during that turn.
- At the end of your turn, you score 2 victory points if you control one or more objective markers that were controlled by your opponent at the start of that turn, and a **HERETIC ASTARTES** unit from your army is within range of one or more of those objective markers.

You cannot score more than 3 victory points from this secondary objective per turn.

NO MERCY, NO RESPITE

PROGRESSIVE OBJECTIVE

MALEFIC TERROR (CHAOS DAEMONS)

Mortal terror nourishes the denizens of the warp.

- Each time an enemy model flees the battlefield, score 1 victory point.
- Each time an enemy unit is destroyed by an attack made by a **CHAOS DAEMONS** unit from your army, before removing the last model from the battlefield, roll 2D6: if the result equals or exceeds the current Leadership characteristic of that enemy model, score 1 victory point.

You cannot score more than 4 victory points from this secondary objective per turn.

NO MERCY, NO RESPITE

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END GAME OBJECTIVE

ABHOR THE WITCH

The presence of enemy psykers in this theatre of war can no longer be tolerated – hunt them down.

You cannot select this secondary objective if your army includes any **PSYKER** units. Score 3 victory points at the end of the battle for each enemy **PSYKER CHARACTER** unit that is destroyed, and 2 victory points for every other enemy **PSYKER** unit that is destroyed.

WARPCRAFT

END GAME OBJECTIVE

WARP RITUAL

Completion of a complex ritual will allow your psykers to fully harness the power of the warp.

If you select this objective, keep a Ritual Points tally; add 1 to that tally each time a unit from your army successfully completes the following psychic action during the battle:

Warp Ritual (Psychic Action – Warp Charge 3): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 6" of the centre of the battlefield.

At the end of the battle, score 3 victory points if your Ritual Points tally is 1, score 7 victory points if your tally is 2, or score 12 victory points if your tally is 3 or more.

WARPCRAFT

END GAME OBJECTIVE

PIERCE THE VEIL

Your psykers must attempt to use their warp-gifted sight to scry that which cannot be seen by conventional methods.

Score 8 victory points at the end of the battle if one or more units from your army successfully completed the following psychic action 2 or more times during the battle, or 15 victory points at the end of the battle if one or more units from your army successfully completed the following psychic action 4 times during the battle (note that you can only score this objective once):

Pierce the Veil (Psychic Action - Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action during your Psychic phase if it is within 6" of your opponent's battlefield edge and more than 6" from any enemy models.

WARPCRAFT

PROGRESSIVE OBJECTIVE

PSYCHIC INTERROGATION

Your psykers must use their mental powers to delve into the minds of the enemy leaders and discover their battle plans.

Score 3 victory points each time you successfully complete the following psychic action:

Psychic Interrogation (Psychic Action – Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 24" of any enemy **CHARACTER** units.

WARPCRAFT

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PROGRESSIVE AND END GAME OBJECTIVE

RAISE THE BANNERS HIGH

Claim the battlefield and display your colours high so that the enemy is in no doubt as to their defeat.

If you select this objective, then units in your army can perform the following action:

Raise Banners (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have one of your army's banners raised on it (the banner is 'removed' if your opponent controls the objective marker at the start of any phase).

Score 1 victory point at the end of each of your Command phases, and 1 victory point at the end of the battle, for each objective marker on the battlefield that has one of your banners raised upon it.

SHADOW OPERATIONS

PROGRESSIVE OBJECTIVE

INVESTIGATE SIGNAL

A mysterious signal has been received by our fleet in the Nachmund war zone, and its source has been identified as originating somewhere in the vicinity of this battlefield. You must secure, search and locate it without delay.

Score 3 victory points each time a unit from your army successfully completes the following action:

Investigate Signal (Action): One **INFANTRY** unit from your army that contains 3 or more models can start to perform this action at the end of your Movement phase if it is wholly within 6" of the centre of the battlefield. This action is completed at the end of your turn provided the unit attempting it is still wholly within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT** units) are wholly within 6" of the centre of the battlefield.

SHADOW OPERATIONS

END GAME OBJECTIVE

RETRIEVE NACHMUND DATA

Several servo-skulls containing vital data have been lost within this region. Locate and retrieve these at all cost.

If you select this objective, keep a Retrieved Data tally. In addition, units in your army can perform the following action:

Retrieve Data (Action): One **INFANTRY** or **BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within a table quarter that has not had a servo-skull retrieved by your army (see below) and it is more then 6" away from any other table quarter. This action is completed at the end of your turn provided the unit attempting it is still within the same table quarter. If this action is successfully completed, roll one D6, subtracting 1 from the result if the unit that completed the action has the Troops battlefield role: if the result is less than or equal to the number of models currently in that unit, that table quarter is said to have had a servo-skull retrieved by your army and you add 1 to your Retrieved Data tally.

At the end of the battle, score 4 victory points if your Retrieved Data tally is 2, score 8 victory points if your tally is 3, or score 12 victory points if your tally is 4.

SHADOW OPERATIONS

PROGRESSIVE AND END GAME OBJECTIVE

DEPLOY TELEPORT HOMERS

If your vanguard forces deploy a series of teleport homers deep within enemy territory in preparation for the fleet's arrival, we will be able to launch a deadly surprise assault.

If you select this objective, then units from your army can perform the following action:

Deploy Teleport Homer (Action): One **INFANTRY** or **BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within 12" of your opponent's deployment zone. If the unit attempting this action has the Troops battlefield role, the action is completed at the end of your turn; otherwise the action is completed at the end of your next Command phase. In either case, the action is only completed if the unit attempting it is still wholly within 12" of your opponent's deployment zone.

Each time a unit from your army successfully completes this action, you score 2 victory points (you score 4 victory points instead if the unit completed the action while wholly within your opponent's deployment zone).

SHADOW OPERATIONS

PROGRESSIVE OBJECTIVE

BEHIND ENEMY LINES

Dispatch a spearhead to break through the enemy's defences and cut off their routes of escape.

Score 2 victory points at the end of your turn if one unit from your army (excluding **AIRCRAFT** units) is wholly within your opponent's deployment zone. Score 4 victory points at the end of your turn instead if two or more units from your army (excluding **AIRCRAFT** units) are wholly within your opponent's deployment zone.

BATTLEFIELD SUPREMACY

PROGRESSIVE OBJECTIVE

ENGAGE ON ALL FRONTS

No part of the battlefield can be left unchallenged.

Score 2 victory points at the end of your turn if you have one or more qualifying units (see below) from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 3 victory points instead if you have one or more qualifying units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield. A qualifying unit is one that contains 3 or more models, or one that contains 1 or more **VEHICLE** or **MONSTER** models.

BATTLEFIELD SUPREMACY

PROGRESSIVE OBJECTIVE

STRANGLEHOLD

Maintain a stranglehold on your foe by dominating key strategic locations in the area.

Score 3 victory points at the end of your turn if you control 3 or more objective markers and you also control more objective marker than your opponent controls.

BATTLEFIELD SUPREMACY

PROGRESSIVE OBJECTIVE

YIELD NO GROUND (IMPERIAL KNIGHTS)

The time has come to plant your adamantine feet and make a stand against the enemy. Take not one step back!

If you select this objective, at the end of your turn, you score victory points as follows (for a maximum of 5 victory points):

- Score 2 victory points if you control half or more of the total number of objective markers on the battlefield, and one or more **IMPERIAL KNIGHTS** models from your army are within range of each of those objective markers.
- Score 2 victory points if no enemy units (excluding **AIRCRAFT** units) are wholly within your deployment zone.
- Score 1 victory point so long as no **IMPERIAL KNIGHTS** models from your army ended that turn closer to your battlefield edge than they started the turn, and no **IMPERIAL KNIGHTS** units from your army Fell Back during that turn.

*This secondary objective cannot be scored in the first battle round.

BATTLEFIELD SUPREMACY

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