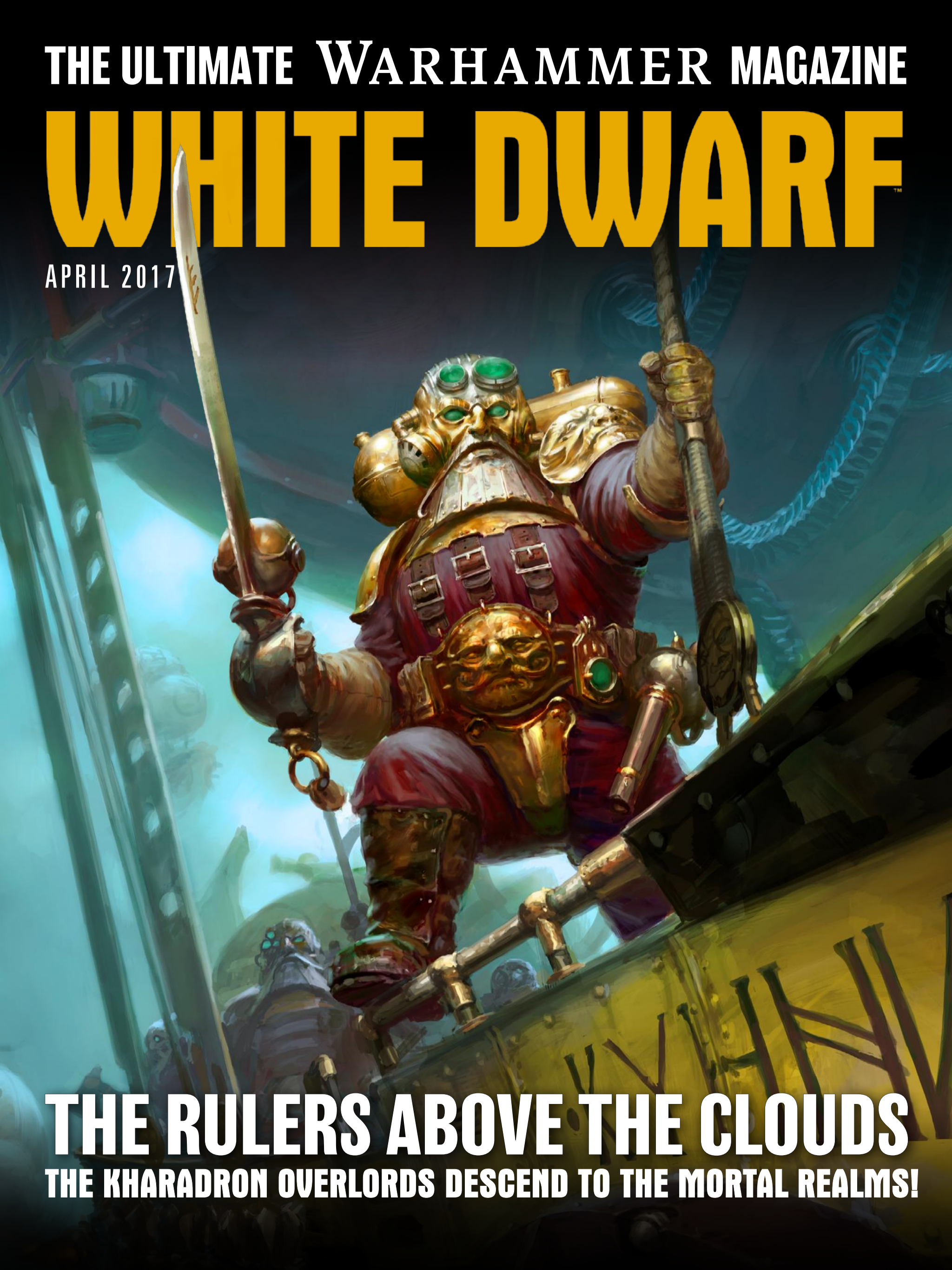


THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

APRIL 2017



THE RULERS ABOVE THE CLOUDS
THE KHARADRON OVERLORDS DESCEND TO THE MORTAL REALMS!

USER GUIDE

Hi and welcome to the digital edition of White Dwarf, the ultimate Warhammer magazine. Here is your quick guide on how to make the most out of your digital download.

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Throughout this issue you'll see various icons which indicate an action. Below you'll find a quick key to these icons and what they do.



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team@whitedwarf.co.uk



We hope you enjoy the issue!

MEET THE WHITE DWARF TEAM

Hidden from the rest of humanity in the fabled White Dwarf bunker, itself buried deep beneath the Games Workshop Citadel, the White Dwarf team work tirelessly to craft everyone's favourite hobby magazine each month.

MATT KEEFE

Editor

Matt's still mourning his many Blood Bowl defeats. He just doesn't know what's happened. He used to be so good at the game, too...

Matt's favourite feature:

"The Kharadron background article really got me excited about the new faction. And Martyn's photo in the fold-out section is stunning."



MICHAEL WIESKE

Production Editor

Michael's been painting Eldar recently, but then he inexplicably started building a Leman Russ tank. We wonder what he's up to.

Michael's favourite feature:

"I enjoyed Paint Splatter because I can't wait to paint some of my own Kharadron Overlords, and I plan to use some of those tips."



MELISSA HOLLAND

Digital Editor

Mel finished Alarielle this month, but before her brushes were dry she'd already started painting a Saurus Eternity Warden.

Mel's favourite feature:

"A Tale of Warlords. I love seeing people's armies come together as they work on them. Maxime's Black Templars are especially cool!"



MATTHEW HUTSON

Lead Designer

Matt's painted models from three different armies this month, though he's really hankering for some Kharadron Overlords.

Matt's favourite feature:

"I love the fold-out section in the Kharadron article – it makes me want to paint an army the same size. It might take a while."



BEN HUMBER

Designer

Inspired by the release of Shadow War, Ben has covered his work desk with Guardsmen, Space Marine Scouts and pots of paint.

Ben's favourite feature:

"It's the Shadow War game for me. It's the first Battle Report I've played in and it was great fun. I want to play more of it now."



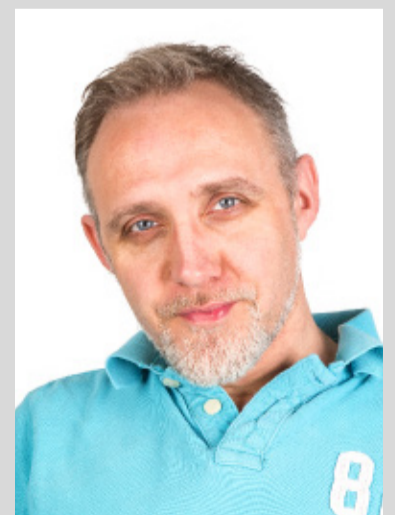
SHAUN PRITCHARD

Reprographics Operative

Say hello to Shaun, our new Reprographics Operator. He makes sure White Dwarf looks tip-top and is ready for printing every month.

Shaun's favourite feature:

"Golden Demon, especially David Soper's winning entry. The colours on it are superb – it's just such an inspiring model."



DAN HARDEN

Staff Writer

Dan's fingers have been covered in silver paint this month, overlaid with patches of black and yellow. He really does love those Iron Warriors.

Dan's favourite feature:

"The designers' notes on the Kharadron Overlords were brilliant, I love finding out how the designers go about creating new models."



STUART EDNEY

Staff Writer

He was working on Tzeentch Arcanites, but Stuart has recently been distracted by the duardin. We can't possibly think why...

Stuart's favourite feature:

"The Shadow War game report – it's got a lot of personality and it's a lot of fun to read. And the board is absolutely gorgeous."



MARTYN LYON

Photographer

Martyn's spent most of his lunch breaks playing Warhammer Age of Sigmar. He's found the Kharadron Overlords super-tough to beat!

Martyn's favourite feature:

"It may sound crazy, but the front cover. It clearly shows something new and exciting and it really draws you in to the issue."



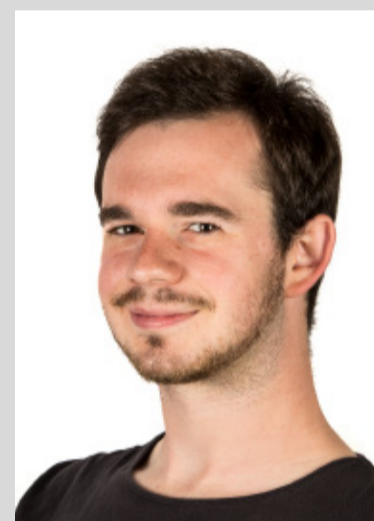
ERIK NIEMZ

Photographer

Erik's been immersing himself in the war for Armageddon this month with the release of Shadow War. He's also been recording videos...

Erik's favourite feature:

"More rules for Shadow War. I've been working on some Genestealer Cultists so I'm looking forward to using them in the game."



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All the news on the latest Games Workshop goings-on!

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The letters page, where you get your say.

TEMPORAL DISTORT

1996 is our destination, hold on to your hats!

GOLDEN DEMON: ENEMIES OF THE IMPERIUM

World-class and award-winning miniature painting.

KHARADRON OVERLORDS

Weigh your sky-anchor, feed your drillbill and don your hazardous environment suit because this is a comprehensive look at the Kharadron Overlords, the new faction for Warhammer Age of Sigmar.

DESIGNERS' NOTES

The miniatures designers and battletome writers spill the sky-beans on the Kharadron Overlords.

DESTINED DUEL

Not only did Dave Sanders play a hand in bringing us the Karadron Overlords, he's also written this minigame!

ILLUMINATIONS

Servants of the Imperium, know your enemies!

A GRUDGE TO SETTLE

The Kharadron Overlords take on the Flesh-eater Courts in our first of three Battle Reports.

ESCAPE FROM FERRO-GIANT ALPHUS

Our second Battle Report is for Shadow War and features the tallest battlefield we've ever fought over.

NEW RULES

New rules for Shadow War – field Skitarii and Genestealer Cult kill teams in the underhives of Armageddon.

WAR ON THE LONG LAKE

A new scenario for The Hobbit: Strategy Battle Game™.

SPIKE! MAGAZINE

It's all about the big guys. And some harmless blackmail...

A TALE OF FOUR WARLORDS

Four warlords, four Start Collecting! boxes, a whole load of sleepless nights. See what they've been painting right here.

Ferro-Giant Alphus, the tallest battlefield we've ever fought on!



Imperial, Chaos or Xenos? Which of our four hobbyists will be crowned warlord of warlords?



The Kharadron Overlords have a grudge to settle with an unsavoury foe...



DENIZENS AND CITIES OF THE MORTAL REALMS

Join us as we celebrate the release of a new faction for Warhammer Age of Sigmar.

PLANET WARHAMMER
KHARADRON OVERLORDS

DESIGNERS' NOTES
PAINT SPLATTER



BLANCHITSU

Bear witness to the Pilgrim, for she has arrived.

THE SKY SERPENTS

Duke Sliscus's Sky Serpents (try saying that three times fast) – a Dark Eldar army painted by Paulie Wallis.

REALMS OF BATTLE: SECTOR MECHANICUS

Want to know what you can do with the new Sector Mechanicus scenery kits? This is the article for you.

PAINT SPLATTER

Stage-by-stage painting guides for the Kharadron Overlords.

MONSTERS MENAGERIE

A Parade Ground of Monsters from the Mortal Realms.

READERS' MODELS

A wonderful selection of models painted by you, our readers.

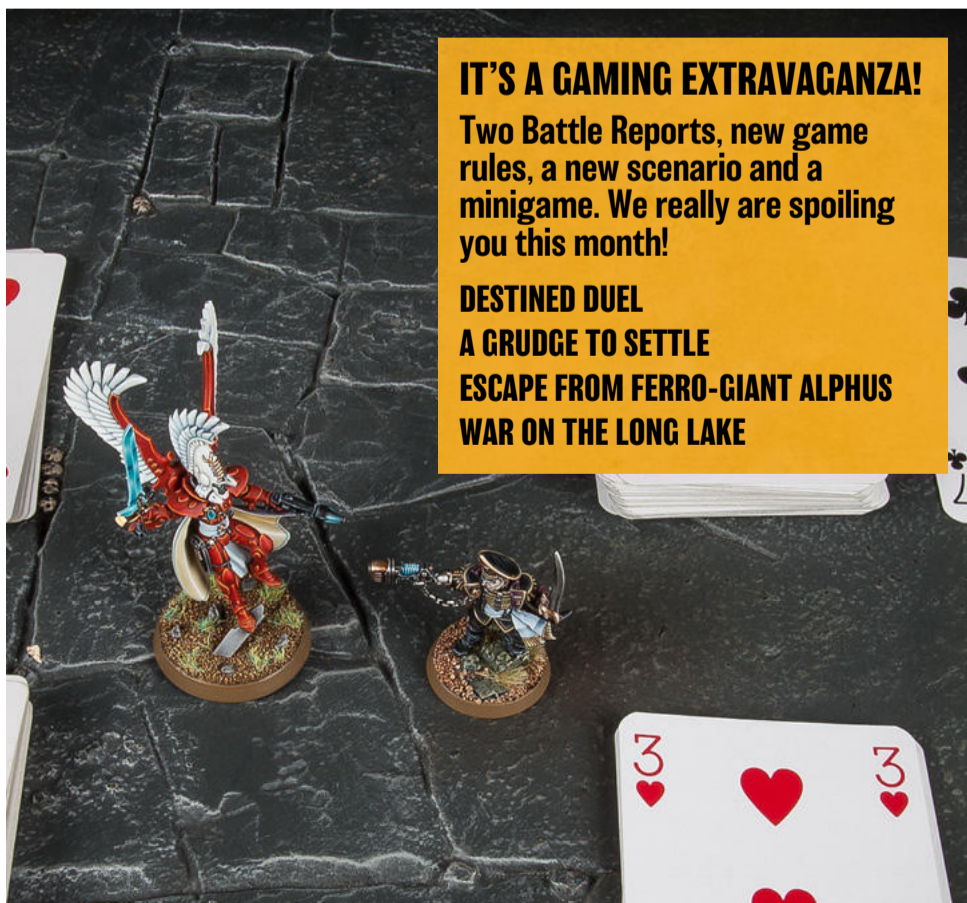
IN THE BUNKER

What we've been up to in the White Dwarf hobby room.

IT'S A GAMING EXTRAVAGANZA!

Two Battle Reports, new game rules, a new scenario and a minigame. We really are spoiling you this month!

DESTINED DUEL
A GRUDGE TO SETTLE
ESCAPE FROM FERRO-GIANT ALPHUS
WAR ON THE LONG LAKE



WHITE DWARF™

APRIL 2017

WELCOME YOUR NEW OVERLORDS

WHAT IS THE GAMES WORKSHOP HOBBY?

The Games Workshop hobby is collecting, building, painting and playing games with Citadel miniatures – all hugely enjoyable activities that we strive to explore in White Dwarf magazine. Games Workshop produces a huge range of games involving Citadel miniatures, but these are the ones that all others spring from...

WARHAMMER 40,000

In the grim darkness of the far future, there is only war! Warhammer 40,000 sees humanity besieged on all sides by the traitor, the heretic, the alien and the insidious threat of Chaos. The superhuman Space Marines and the brave men of the Astra Militarum are all that stand between extinction and survival for the human race, the superstitious might of the Imperium utilising arcane weaponry and mighty mountain-levelling war machines in their quest for galactic dominance.

WARHAMMER AGE OF SIGMAR

The Age of Sigmar is all about epic battles in an age of unending war, where mighty heroes, titanic monsters and powerful wizards battle for control of the Mortal Realms, and the vile servants of the Dark Gods seek to subjugate all beneath their heels. Can the God-King Sigmar prevail?



We're very lucky in the White Dwarf bunker – we sometimes refer to ourselves as hobby millionaires, in fact – because we get to see all the latest releases first and are often lucky enough to get our hands on a few of them before anyone else. The excitement at the start of each month is palpable and one of the most enjoyable parts of working on the magazine is seeing members of the team discover new (and old) favourites each time. I'm not sure I can remember the last time I saw the team as excited as they were this month, though, with the arrival of the Kharadron Overlords.

The Kharadron Overlords are quite unlike anything we've ever seen before, and yet the amazing thing about them is how immediately recognisable they are as duardin and as descendants of the Dwarfs of old. The love of technology, the respect for craftsmanship, the grudges settled by cannons and big axes – it's all still there, with a whole new layer of stuff we've never seen before on top. Quite remarkable. Needless to say we give them the comprehensive White Dwarf treatment this issue, with a feature, Designers' Notes, an appearance in the Battle Report, Paint Splatter and more. Turn the page to check out where to find those articles and all the other great stuff we have for you this month.

And there's another new arrival in the White Dwarf bunker this month – Shaun Pritchard, our new Repromancer, who will be employing technological wizardry to make sure the magazine goes to print each month. So, welcome to Shaun, and we'll see you all next issue.

Matt K



PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

RISE OF THE SKY-LORDS



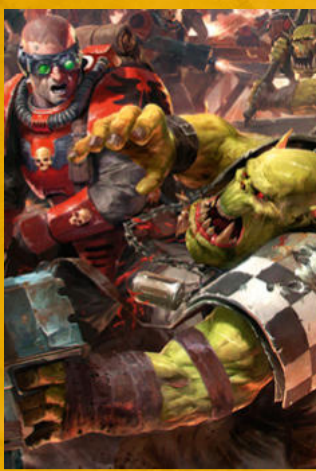
From the clouds they came, the duardin sky-warriors, the aether-princes of Grungni – the Kharadron Overlords. For many an age they dwelt in the mountains of Chamon, the Realm of Metal, until the Legions of Chaos descended upon the Mortal Realms. Forced to retreat into their mountain holds, then driven to the highest peaks, the duardin used their knowledge of technology to perform the most miraculous of escapes from their seemingly inevitable demise – they took to the skies!

Harnessing the power of the mysterious substance known as aether-gold, the Kharadron Overlords created vast floating cities and fleets of airships in which they could sail the skies of the realms, mining, plundering and even offering their military services for a price. Unseen by many for thousands of years, their return to the Mortal Realms heralds a grand new age.

THE CHILDREN OF GRUNGNI

Fans of Warhammer Age of Sigmar will already have met the Fyreslayers, the spiritual descendants of Grimnir, the duardin god of war and battle. The Kharadron Overlords are more commonly associated with Grungni, the duardin ancestor god of mining and smithing, hence their knowledge and understanding of high technology and crafting. Many of the Kharadron Overlords believe that aether-gold is the breath of Grungni himself and will go to any lengths to mine, barter or acquire this divine metal.

The Kharadron Overlords are a brand-new faction for Warhammer Age of Sigmar and, it has to be said, they certainly know how to make an entrance! This new range includes no fewer than three Kharadron airships (which you can see above), gun-toting mercenary soldiers, duardin held aloft by aether-endrins fuelled by refined aether-gold, Arkanaut crews and a bewildering array of heroes that will leave you in no doubt that the Kharadron Overlords are the most technologically advanced faction in the Mortal Realms. Alongside a bevy of brilliant models, more of which you can see [here](#), the range is also accompanied by what is arguably the finest battletome to come out of the Design Studio (see right) so far. You can find out more about the Kharadron Overlords throughout the issue, in our Designers' Notes section [here](#) and in our Battle Report [here](#). Just remember to abide by the Kharadron Code...



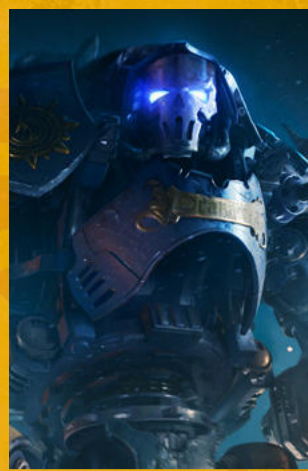
THE GUERRILLA WAR

What's this, a skirmish game for Warhammer 40,000? Journey to the shadowy underworld of Acheron Hive on Armageddon, where Space Marine Scouts do battle with Ork Warbands amidst the detritus of a war-ravaged world. Find out more [here](#).



CREATING A SCENE

There's a new scenery range for Warhammer 40,000 – the Sector Mechanicus. With pipes, ladders, gantries, fuel tanks, exhausts and a sinister skull-crane, it's a real slice of martian architecture. Click [here](#) to read more about it.



DAWN OF WAR III

Dawn of War III is almost here! This issue we take a closer look at the Super Units of the game – Wraithknights, Gorkanauts (or possibly Morkanauts) and, of course, the mighty Imperial Knights. Click [here](#) to read more.

ABIDE BY THE CODE

Battletome: Kharadron Overlords is out this month, and every one of its 144 pages is filled with loads of exciting new material. Inside you'll find a raft of illustrations (every single one of them is new), extensive background on the Kharadron Overlords, an alchemical explanation of what aether-gold is and why its so important to these sky-faring duardin, six painting guides, an 'Eavy Metal gallery, new battleplans for narrative battles, warscrolls, warscroll battalions, unit entries and bestiaries, a tactics guide, points for matched play games, a mini conversion guide and so much more besides. If you like the idea of collecting an airborne army of armoured, cannon-wielding, technologically advanced duardin sky-prospectors, then this book is definitely for you!

FOUR THINGS WE LOVE IN... APRIL

4 Battle Reports! We love a good battle report in the White Dwarf team and this issue contains two of them. The first is your traditional-style Battle report, which pits the Kharadron Overlords (who else?!) against the depraved minions of a Flesh-eater Court. We heard something about a hammer of aethermatic might being stolen and a grudge that required settling. Then we've got a Shadow War game, in which a team of Astra Militarum Veterans must escape from a megalithic mining rig before a warband of Orks get their green hands on them. Fortunately there's a squad of Space Marine Scouts on standby to help the Guard out. We'll also be taking a closer look at the rules for Shadow War throughout the game.



1



2



3

FIND OUT MORE HERE



ORDER BATTLETOME: KHARADRON OVERLORDS

For more information, visit:



Battletome: Kharadron Overlords is packed to the gunwales with new artwork and background (1). The illustration on the left shows one of the infamous Arknaut Frigates, while the piece on the right shows the Arknauts of Barak-Nar being led into battle by Brokk Grungsson, Lord-Magnate of the City of the First Sunrise. The artwork certainly gives you a sense of the scale of the Kharadron Overlords' enterprises.

The battletome is packed full of evocative battle shots, such as this piece featuring the skyfarers of Barak-Zilfin (2). You get a good idea of the scale of the miniatures here, with the Arknaut Ironclads and Frigates looming over the duardin warriors below.

As with all battletomes, this book includes warscrolls and warscroll battalions for all the Kharadron Overlords units, plus five battleplans (3) that epitomise their style of warfare. There's even a tactics section on how to use them in battle.

CHAOS BATTLETOME: BLADES OF KHORNE

A few months ago, the Disciples of Tzeentch got their very own battletome, enabling you to build an army wholly dedicated to the Changer of Ways. Khorne, jealous of his brother's new tome, sent several of his servants to the Design Studio to 'encourage' the writers to create him a new battletome, too. And that's exactly what they've done. Chaos Battletome: Blades of Khorne is your definitive guide to the servants of Khorne, be they Daemons, mortals or Slaves to Darkness. Inside you'll find an army list complete with warscrolls, warscroll battalions and points values so you can create your very own army of blood-crazed maniacs. There's a new type of rule in the book, too, the Blood Tithe, which fans of the Khorne Daemonkin in Warhammer 40,000 may recognise. Essentially, the more enemies your units kill (or the more of your own units that die), the more blessings Khorne will bestow upon your force. He may even gift you with a Bloodthirster if you offer him enough skulls! The book also includes a wealth of background, loads of artwork (including several new pieces) and galleries of miniatures.



CHAOS BATTLETOME: BLADES OF KHORNE

Pre-order: 01 Apr
Available: 08 Apr
 £25, €32,50, 250dkr, 300skr, 280nkr, 125zł, USA \$40, Can \$50, Aus \$70, NZ \$83, ¥5,800, 250rmb, HK\$340, RM155, SG\$60



FOUR THINGS WE LOVE IN... APRIL

3 Watching our four warlords as they paint their models for this month's challenge. Chris was first to finish his units, followed closely by Dan (he says Leadbelcher spray makes Iron Warriors very easy to paint) and James, then Maxime. If you're also joining in with a Tale of Four Warlords, let us know how you're getting along on our Facebook page.

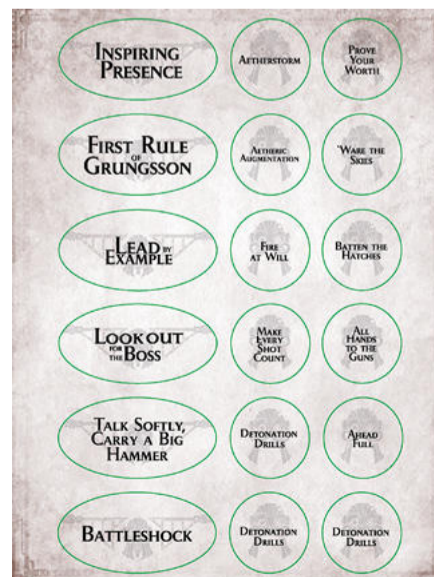
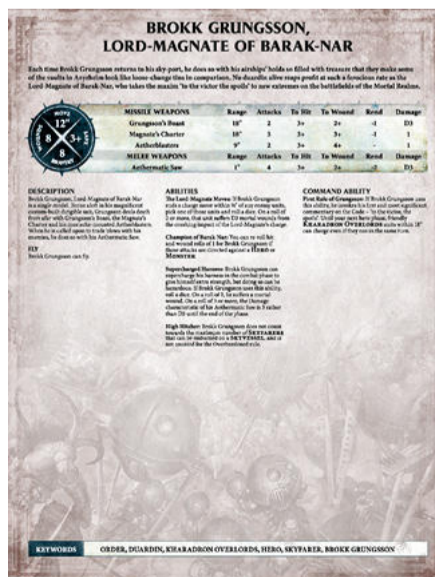
2 Orange Dark Eldar. Click [here](#) to see Paulie Wallis's characterful force based on Duke Sliscus's Sky Serpents. If you've got a beautifully painted army that you would like to see featured in White Dwarf, send us an email and a few pictures:



NEW SETS OF WARSCROLL CARDS

Remember the Stormcast Eternals Warscroll Cards that came out a few months ago? Well, now there are Warscroll Cards coming out for two other factions – the Blades of Khorne and the Kharadron Overlords.

Inside each pack you'll find a set of warscroll cards – one card for every unit presented in its respective battletome. Having these cards on hand during a game means you don't have to flick between the warscroll pages in your battletome – you can just keep the cards handy nearby for quick reference. Each pack also contains a sheet of push-out card counters and tokens (shown below) that you can use to keep track of active spells, abilities and command traits during your battles.



WARSCROLL CARDS: BLADES OF KHORNE

Pre-order: 01 Apr
Available: 08 Apr
 £15, €20, 150dkr, 180skr, 170nkr, 75zł, USA \$25, Can \$30, Aus \$40, NZ \$50, ¥3,500, 150rmb, HK\$200, RM90, SG\$35



KHARADRON OVERLORDS

Pre-order: 08 Apr
Available: 15 Apr
 £10, €12, 100dkr, 120skr, 110nkr, 50zł, USA \$15, Can \$20, Aus \$28, NZ \$33, ¥2,300, 100rmb, HK\$140, RM60, SG\$24



PLANET WARHAMMER

SHADOW WAR: ARMAGEDDON

Armageddon is one of the most powerful industrial planets in the Imperium, a hive world where billions of citizens toil every day to create war materiel for the Imperial armies. Yet Armageddon is in a state of perpetual war following a vast Ork invasion led by the notorious Ork Warlord Ghazghkull Thraka. His colossal armies have wreaked destruction upon Armageddon and many of the planet's hive cities have been consumed by war, assailed from the outside by billions-strong hordes and infiltrated by Ork kill teams intent on violence and plunder. Most contested of all is Hive Acheron, where mobs of Orks and Space Marine Scouts fight for control of the Promethium Sprawl, the life-line of the entire hive. Their war is not fought with massed ranks and war machines, but with guile, resourcefulness and bitter desperation. This is the shadow war for Armageddon.

NEW SCENERY!

One of the defining features of this boxed game is the scenery that comes in the set. Inside you'll find two of the new scenery pieces – the Ferratonic Furnace and the Alchomite Stack (which you can see more of over the page). They can be assembled in dozens of different ways – more, probably – and the game rulebook makes suggestions on how best to use the scenery in your Shadow War missions. Here you can see parts from the Alchomite Stack mounted on top of the gantries from the Ferratonic Furnace.

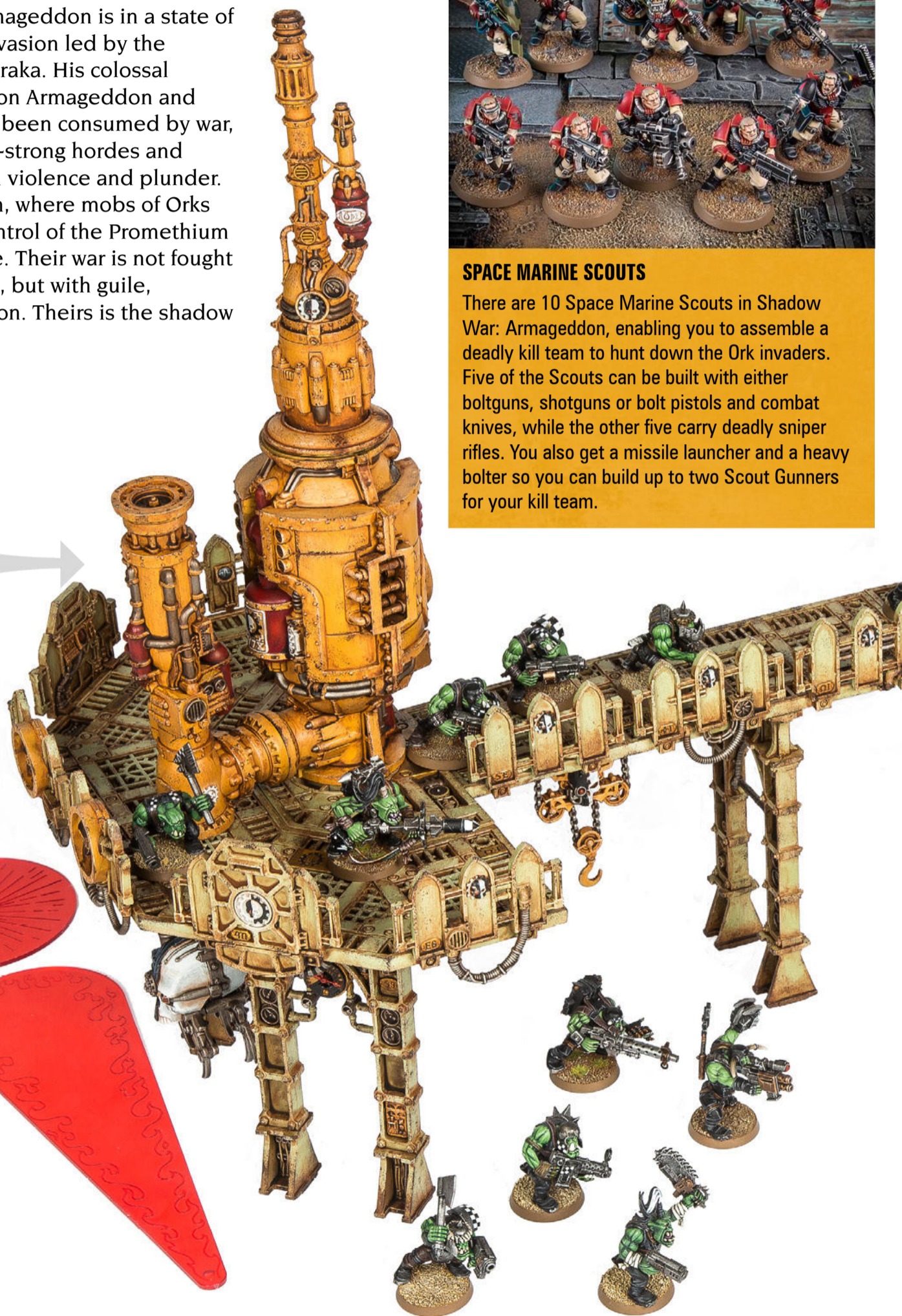
ACCESSORIES!

Shadow War: Armageddon comes with a trio of translucent red templates – a small one for explosive shotgun rounds, a large one for grenades (they make a big bang) and a teardrop-shaped one for flamethrowers. The set also comes with seven dice including an artillery and a scatter dice.



SPACE MARINE SCOUTS

There are 10 Space Marine Scouts in Shadow War: Armageddon, enabling you to assemble a deadly kill team to hunt down the Ork invaders. Five of the Scouts can be built with either boltguns, shotguns or bolt pistols and combat knives, while the other five carry deadly sniper rifles. You also get a missile launcher and a heavy bolter so you can build up to two Scout Gunners for your kill team.



LATEST NEWS

MORE NEW SCENERY!

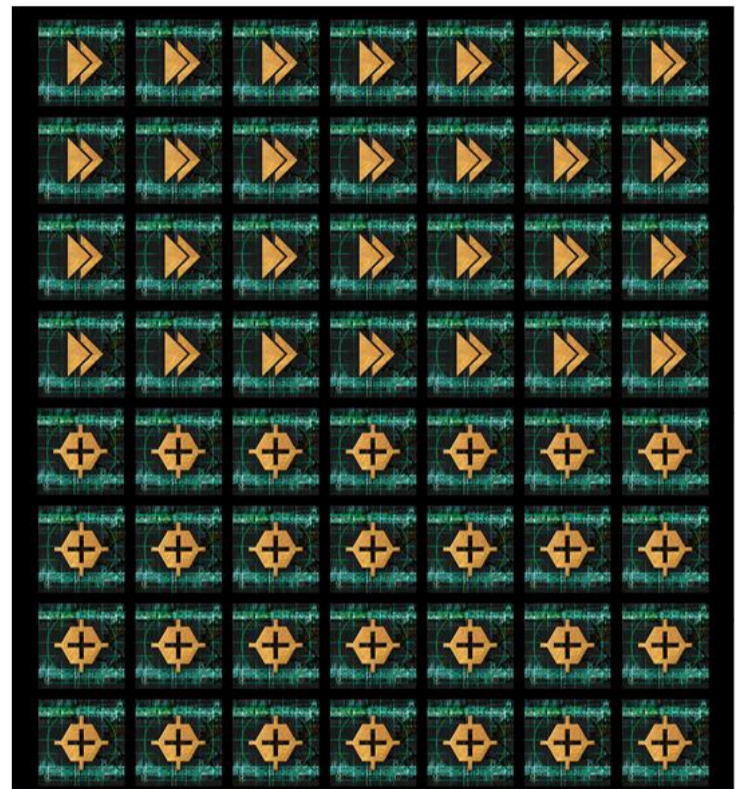
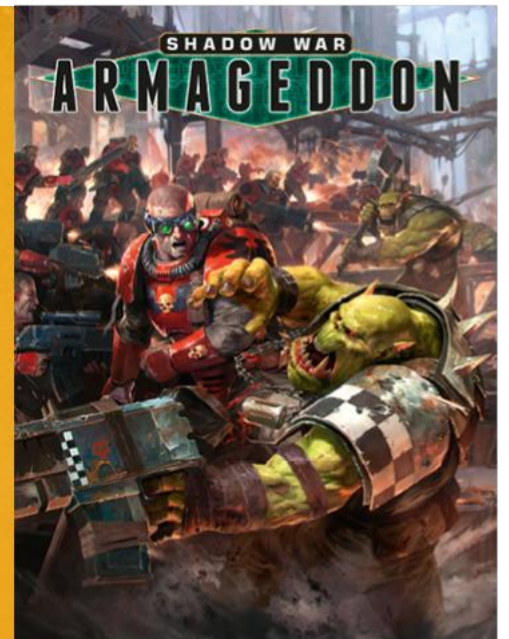
Scenery plays an important role in Shadow War: Armageddon. Not only can it be used as objectives, but it also provides your kill team with cover, without which they'd almost certainly be shot to pieces. Finding a good spot to hide is crucial in Shadow War, so making use of cover is one of the key features of the game. More often than not you'll hide one of your warriors behind a chimney or pipeline, thinking them safe, only to miss the enemy trooper sneaking along the gantry above them! It certainly adds a new dynamic to your games, and a considerable amount of height.



IT'S A WHOLE NEW GAME

Shadow War: Armageddon may use miniatures from Warhammer 40,000 but it is, in fact, a standalone game complete with its own set of rules.

Inside the box (and it is a very big box), you'll find a 120-page paperback rulebook that includes all the rules you need to play the game. The veteran dice-rollers amongst you may recognise the rules set, which is closely based on the classic skirmish game Necromunda, where the members of your kill team act independently (rather than in squads) to complete your mission. The rules are clearly explained with illustrated examples, and there are even additional rules should you wish to really immerse yourself in the game – falling off gantries when you get shot at is a team favourite. The book also features an in-depth campaign system where the members of your kill team can progress and become more experienced and skilled warriors (assuming they survive each battle, of course). There are six missions in the rulebook, too, plus kill team rosters for Space Marine Scouts, Orks and Astra Militarum Veterans.



YOU CAN RUN, BUT YOU CAN'T HIDE...

Inside the box you'll find a sheet of 64 hard-wearing double-sided card counters to help you keep track of your models' actions (such as running and hiding). The sheet also includes objective markers that are used in some of the missions found in the rulebook.

FULL CONTENTS

Shadow War: Armageddon is a seriously impressive set that contains...

A 120-page rulebook, 28 double-sided run/hidden counters, 28 double-sided overwatch/broken counters, six loot counters, one promethium tank counter, one bunker entrance counter, three red templates and seven dice (including a scatter and an artillery dice).

Then, of course, there are all the models...

Five Space Marine Scouts with boltguns (with alternative weapon options and parts to build a Sergeant and a Gunner), five Space Marine Scouts with sniper rifles (with options to build a Gunner), 10 Ork Boyz (with parts to build two of them as Spanner Boyz) and one Ork Nob.

And all the brand-new scenery...

One Alchomite Stack, one Ferratonic Furnace and a plethora of walkways to connect them.



ORK BOYZ

This set includes 11 Ork Boyz, one of which can be built as a Nob to lead your kill team in their campaign of conquest across the promethium sprawls of Armageddon. The Ork Nob can be built with either a big choppa or a power claw, both of which are excellent at smashin' up humies. The Ork Boyz and Yoofs in the kill team can be armed with either shootas (for more dakka), or sluggas and choppas (for more choppin', of course). You also get a big shoota and a rokkit launcha in the kit, enabling you to build up to two Spanner Boyz.



SECTOR MECHANICUS

ALCHOMITE STACK

There's a new range of scenery coming out for Warhammer 40,000, the Sector Mechanicus, and this month sees the release of the first three kits in the range – the Galvanic Magnavent, the Ferratonic Furnace and the Alchomite Stack.

The Alchomite Stack kit contains a veritable forest of chimneys, pipes and exhaust stacks, which can be combined in myriad ways to create your very own industrial war zone. The central part of the kit is a squat, domed

building onto which any of the other chimneys can be added – you could feasibly construct several of these kits and have no two of them look alike. You can then build the other chimneys as independent pieces of terrain, or connect them to the exhaust port on the dome itself (which is the same size as the ones on the Promethium Relay Pipes kit). Look carefully and you'll also notice that the chimneys and the dome all feature symbols of the Adeptus Mechanicus, from tiny cog symbols to maker plates and part designations.

GOING UP?

The Alchomite Stack has several different assembly methods, but you can feasibly make a chimney stack over 12" tall using the parts in the kit. Combined with the Galvanic Magnavent, you can end up with some seriously tall scenery.



GALVANIC MAGNAVENT

The Galvanic Magnavent is an industrial agglomeration of walkways, supporting beams, turbines and chimney stacks. In the kit you'll find a frame of walkways, plus four supporting arches, a load of clip-on balustrades for the edges of the walkways, a chimney stack (which can be assembled as several smaller stacks) and a bizarre-looking lifter assembly fashioned in the shape of an Adeptus Mechanicus skull.

As a stand-alone scenery piece the Galvanic Magnavent can be assembled in many different configurations, creating a ring of walkways, as shown here, a meandering stretch of raised gangways or anything in-between. They can even be assembled on top of each other to make a two-storey structure. The legs for the walkways can plug into any of the many holes underneath the walkways, which themselves can be clipped and glued together for durability – build them into freestanding sections and you can change their configuration between games, too. The favourite component of the kit amongst the White Dwarf team, though, is the skull-shaped lifting winch hanging beneath the platform. Like the other components in the kit, it can be plugged into any of the sockets on the underside of the walkways. Just don't walk underneath the skull, as it can be a little... nippy.

Where the Galvanic Magnavent really shows its worth, however, is when it is combined with other scenery kits in the Sector Mechanicus range. The chimneys can be combined with those in the Alchomite Stack to create a larger array of exhaust stacks, while the walkways fit perfectly with those found in the Ferratonic Furnace, which you can see over the page.



FOUR THINGS WE LOVE IN... APRIL

1 New scenery kits! It's been over 10 years since the Warhammer 40,000 Sector Imperialis building kits came out and our scenery designers thought it was high time to create some

new terrain. You can find out more about these kits – collectively called the Sector Mechanicus – and see how they go together in Realms of Battle [here](#).

PLANET WARHAMMER

FERRATONIC FURNACE

The third kit in our triad of terrain is the Ferratonic Furnace. Like with the Galvanic Magnavent, its primary feature is a large silo, which forms the bulk of the structure, and the platform on top where models can be placed. The platform sprue comes with loads of optional extras to detail your kit, such as the armoured panels and turbines that you can see around the edge of the platform and the cables, pipes and winches hanging beneath it. All of these are separate components that you can clip into place wherever you like using the plug-in holes beneath the gantries, giving the kit great modularity. The set also comes with an all-important pair of ladders so your models can climb to the top more easily and the blast door can be glued either open or closed.

MODULARITY

Not only are these three new kits compatible with each other, they can also be combined with the Haemotrope Reactor, the Promethium Relay Pipes and the Void Shield Generator to create even larger structures.



MUNITORUM REPORT: ARMAGEDDON

THE TRIALS AND TRIBULATIONS OF A WORLD NAMED AFTER THE END OF ALL THINGS

HIGH: SALVATION

Originally known as Ullanor, Armageddon is scheduled for Exterminatus in M32 following the defeat of The Beast, a colossal Ork Warlord. Instead, the Adeptus Mechanicus secretly saves the world.

LOW: THE FIRST WAR

In 444.M41, Armageddon is assaulted by an army of Khorne led by the Daemon Primarch Angron. Only the intervention of the Space Wolves and the Grey Knights saves the planet, though many billions still die.

LOW: THE SECOND WAR

Warlord Ghazghkull Mag Uruk Thraka invades Armageddon at the head of a huge Ork Waaagh in 941.M41. Eventually the Orks are defeated after the death of several billion more inhabitants.

LOW: THE THIRD WAR

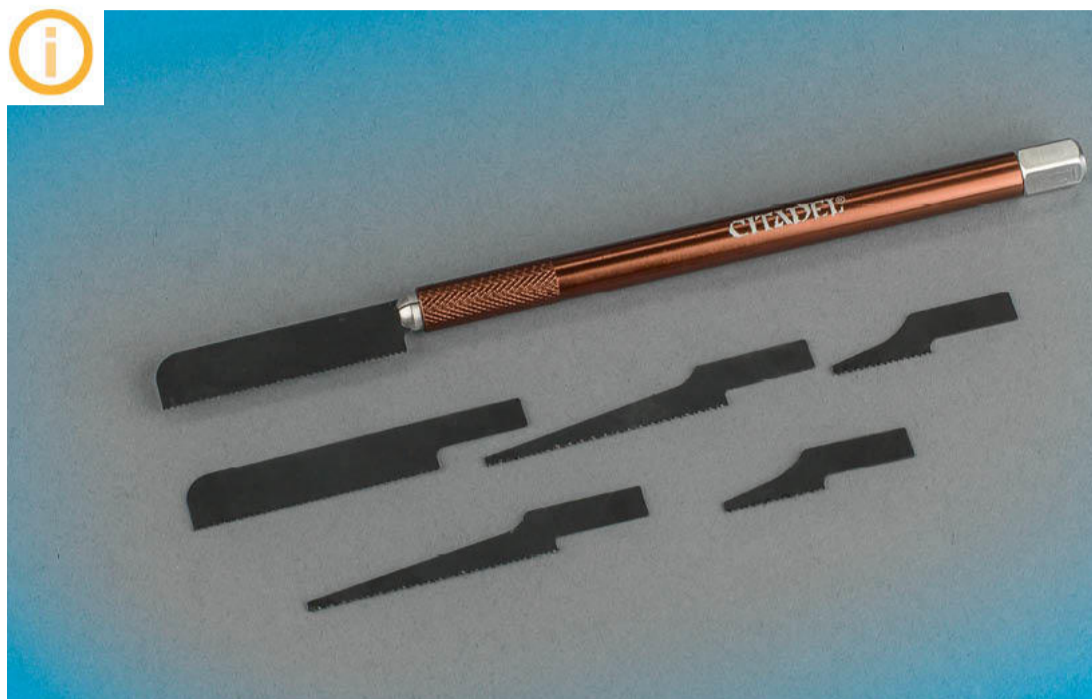
In 998.M41 Ghazghkull invades Armageddon again (his last attempt was a 'practice run'). The world's hive cities are almost all reduced to rubble and the war continues to rage as the millennium draws to a close.



BUILDING & MODELLING

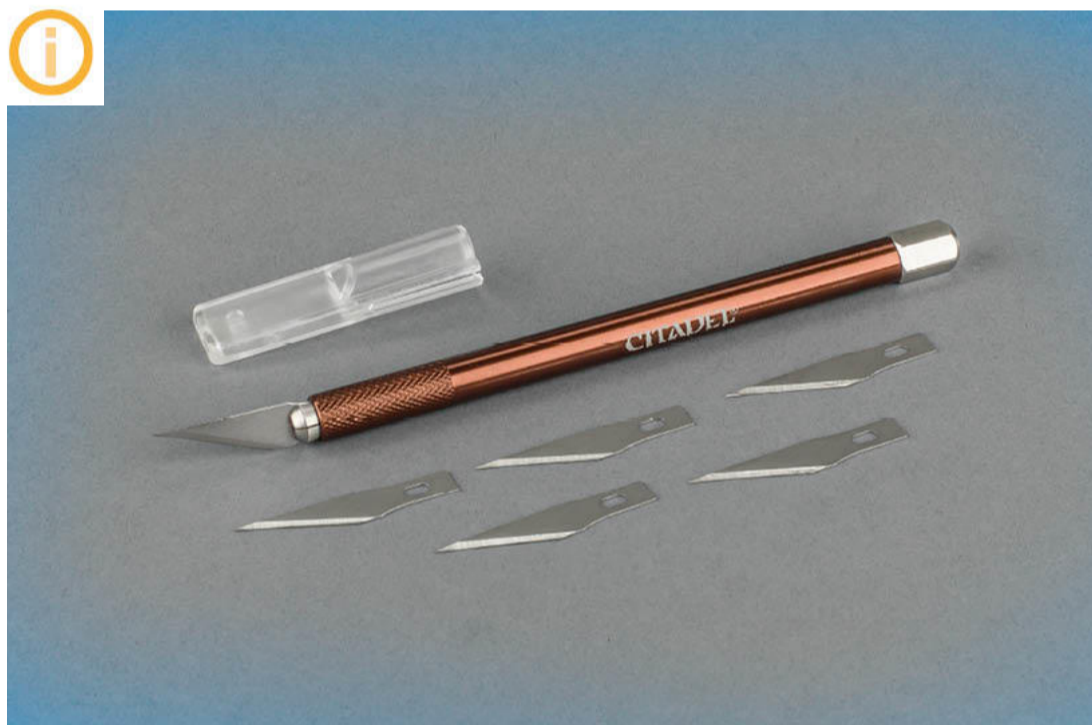
CITADEL SAW

Rejoice, model-makers, there's a new Citadel Saw available to help you with all your modelling and converting needs. This saw comes with three fine-toothed blades (there are two of each in the kit making six blades in total), which are perfect for cutting off pipes and cables, limbs (on models, of course) or even sawing through pieces of terrain to create ruined areas. The larger blade is perfect for terrain, while the smaller, thinner blades are great for working on smaller models.



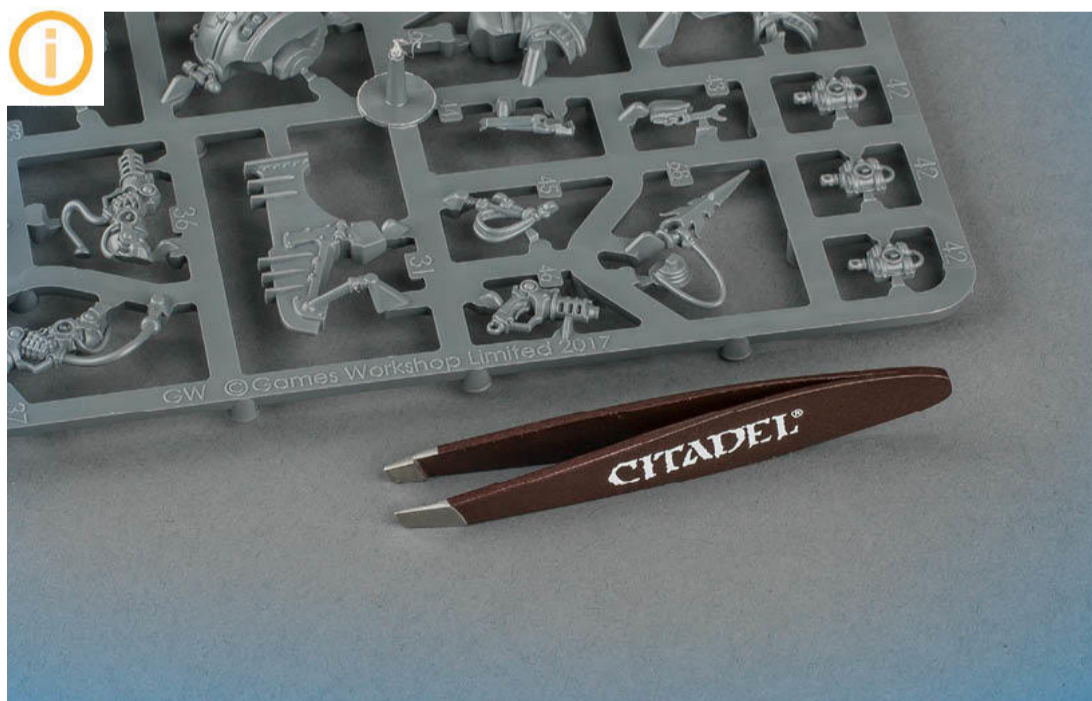
CITADEL KNIFE

And alongside the new saw comes a new knife. Like the saw, the Citadel Knife has an aluminium handle with a steel insert that holds the blade firmly when screwed tight. The blades, of which there are six in the set, are easy to change and, should you run out, readily available in most model shops. Like the saw, the knife is designed not to roll on a desk and, should it happen to fall, it is weighted at the base so it lands hilt down, not on its point. Safety first, people!



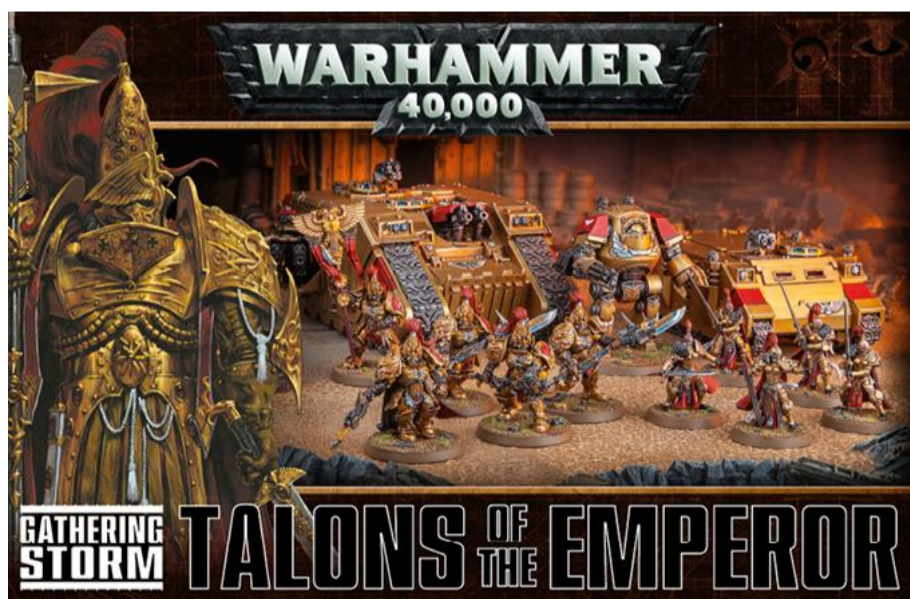
CITADEL TWEEZERS

Ever struggled to pick up a tiny component such as a purity seal or a skull? Find it hard to grab grass tufts and stick them in place? Then you need the new Citadel Tweezers! This nippy little tool is ideal for holding on to those small parts that your fingers just can't grab hold of, enabling you to stick them into place quickly and easily. They're also great for holding onto transfer paper while you use your brush to manoeuvre the decal into place. An all-round handy bit of kit.



**HEAD OVER TO THE GAMES WORKSHOP WEBSITE TO
SEE OUR FULL RANGE OF TOOLS**

PLANET WARHAMMER



TALONS OF THE EMPEROR

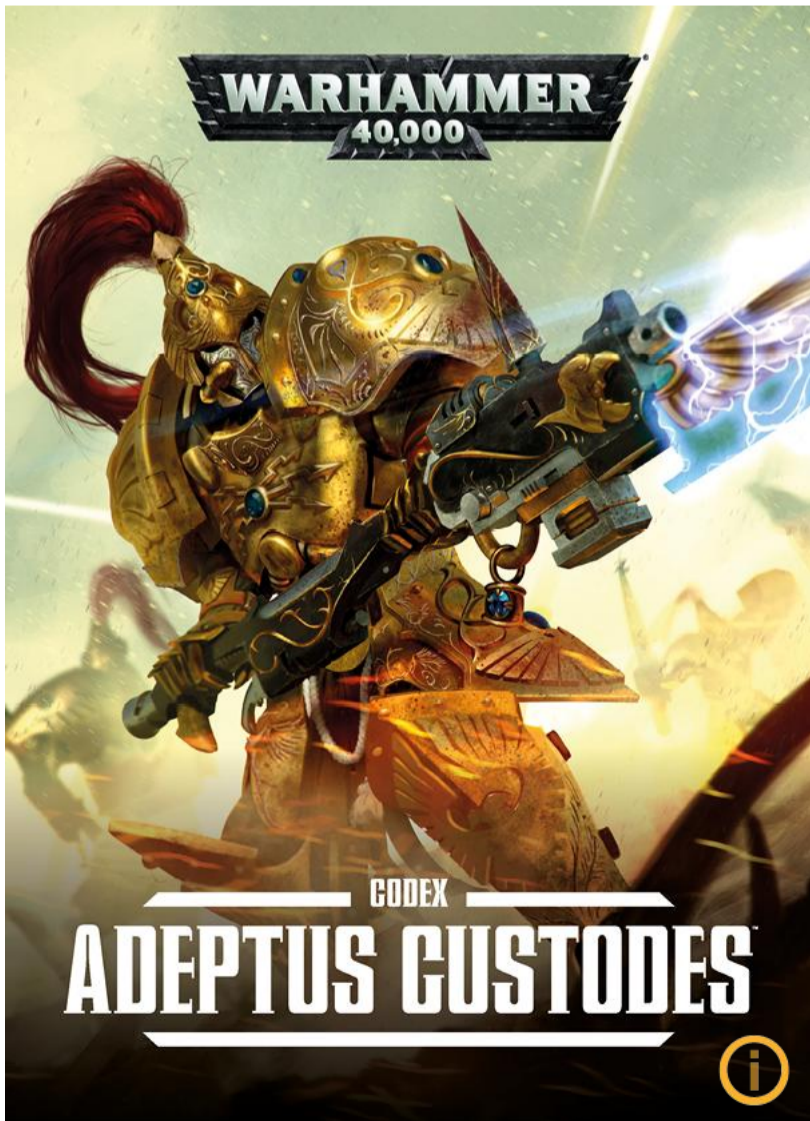


The resurrection of Roboute Guilliman, Primarch of the Ultramarines, has had huge repercussions for the Imperium. Billions of pilgrims have flocked to see the Emperor's son reborn and the Imperium's armies have gathered to fight once more in his presence. His return has come at a crucial time, for Chaos is in the ascendancy and the Imperium of man faces its darkest hour in almost 10,000 years. That is why, alongside the vast armies of the

Imperium, two of its most secretive yet formidable forces have presented their blades to Roboute Guilliman – the Adeptus Custodes, the Emperor's personal bodyguards, and the Sisters of Silence, a secretive order of anti-psykers whose mere presence is often enough to defeat a Daemonic uprising.

The Talons of the Emperor set contains a strike force of the Imperium's most deadly warriors. Inside you'll find a squad of five Custodian Guard, who can be armed with either guardian spears or sentinel blades and storm shields (or a mix of the two). There's also an option to give one of the unit a vexilla, a standard proclaiming the arrival and dominance of the Emperor's finest. The set also includes five Sisters of Silence (that can be equipped with executioner greatblades, flamers or bolters), a Contemptor Dreadnought (armed with either a Kheres pattern assault cannon or a multi-melta), a Rhino and a Land Raider. What's unusual about this boxed set is that it also contains two 24-page paperback codexes – one each for the Adeptus Custodes and the Sisters of Silence. Each codex contains a wealth of new background about its respective faction, detailing its history from the time of the Great Crusade to the present day. The codexes also feature galleries of painted miniatures and full rules for using them in games, including army and detachment-specific rules that make them truly formidable foes on the battlefield.

LATEST NEWS



Above: The Adeptus Custodes and the Sisters of Silence stand ready to enact the Emperor's will supported by tanks from the Imperial armoury.

LATEST FROM FORGE WORLD



KARACNOS ASSAULT TANK

The Karacnos is a dedicated assault tank of the Mechanicum Taghmata, its armoured chassis a modification of the Triaros Armoured Conveyor. Where the Triaros carries the servants of the Omnissiah into battle, the Karacnos carries only death, its transport compartment converted to hold a mortar array packed with radioactive fragmentation warheads. A long-range barrage from the Karacnos can devastate an infantry platoon, the radioactive fall-out from the blast ensuring that the survivors don't live on too long. In addition to its main armament, the Karacnos also mounts a shock ram on the front of its hull and a pair of lightning-blaster sentinels guided by autonomous servitors. Mounted on servo-arms on either side of the hull, they keep watch for enemy units attempting to get close to the Karacnos while it is firing its mortars.



Left: The Karacnos mortar battery as seen from above the tank. Nestled in the hull are the mortars' many warheads, each one a plasma-implosion device wrapped around a highly toxic radium-cobalt isotope core. Put simply, if the blast doesn't kill you, the radiation will.

The hatches of the mortar batteries have hinges so you can open and close them. The arms for the lightning blaster sentinels also feature moveable joints so you can raise and lower them.

The Karacnos, and the rest of the Forge World range are available direct from the Forge World website: forgeworld.co.uk



IN STORES NOW



Below: The appearance of the Ancyte Shield is a real hark back to the Realm of Chaos artwork and miniatures of the '80s, where Chaos shields often had faces growing out of them. Look closely and you can see several rows of lips and teeth in its mouth and an extra eye staring balefully from beneath a fold of skin.

The rules for using Mazarall in your games of Warhammer Age of Sigmar can be found on a warscroll on the Forge World website:

www.forgeworld.co.uk



(where you'll also find Mazarall and the rest of the Forge World range). Simply type 'Mazarall' into the search bar and you'll find a PDF of his rules on his product page.

MAZARALL THE BUTCHER

Bellowing his rage to the sundered skies of the Mortal Realms is Mazarall the Butcher, a Daemon Prince of Khorne and the perfect addition to a Blades of Khorne army (it's almost like the two releases were planned to come out at the same time...). A blood-crazed beast and a maniacal slaughterer, Mazarall is also a formidable commander who knows just when to embolden his followers with his blood-rage.

In one hand Mazarall wields the axe known as Harrow Meat, which hungers for blood whenever it is unleashed. In the other he carries the Ancyte Shield, which plays host to the countless Daemons Mazarall has defeated in combat. The shield's face is in constant flux and, in the heat of battle, spits bolts of pure anger at all those who dare stand before it. Not that many do, of course.



TALES FROM THE BLACK LIBRARY



FEATURED BOOK



PRIMARCHS: MAGNUS THE RED – MASTER OF PROSPERO

By Graham McNeill | Hardback | 192 pages | 15 Apr

What's that, you missed the limited edition release of *Magnus the Red – Master of Prospero*? Well, never fear, because it's being released as a hardback book as well as an MP3 and an eBook.

Magnus the Red is the Primarch of the Thousand Sons and a formidable psyker, only surpassed by his father, the Emperor. He also has an obsession with gaining knowledge, doing all he can to assimilate information from lost human civilisations and, dare we say it, from other, more esoteric sources (it's not a secret, he dabbled in the Warp – bad Magnus!). In this story, McNeill partners Magnus with his brother Perturabo as they try to save the population of a planet from destruction. The problem for Magnus is that there is an awful lot of hidden knowledge on this planet, too, and he can't preserve all of it. It's a thought-provoking tale of a demi-god torn between duty and desire.



PRIMARCHS: PERTURABO – THE HAMMER OF OLYMPIA

By Guy Haley | Hardback | 208 pages | 22 Apr

For those of you not in the know, Perturabo is the Primarch of the Iron Warriors Legion. He's a superlative innovator and scientist with a formidable understanding of technology, yet he is also cold and logical, rarely expressing his emotions. When he is united with his legion during the Great Crusade he is tasked with the most unforgiving military actions – gruelling sieges, bloody compliance missions and unrewarding garrison duties. Believing himself little more than a servant to the Emperor's whim, resentment, bitterness and hatred grow within Perturabo, providing the emotional drive at the heart of this superb story by Guy Haley.

Like the preceding three books in the Primarchs series, *Perturabo – The Hammer of Olympia* is presented in a slipcase presentation box with unique numbering and iconography. This novel, however, also features the greatest icon of all on the slipcase cover – the armoured skull of the IV Legion, the Iron Warriors (*did Dan write this?* – Ed).



SPACE MARINE BATTLES: CALGAR'S FURY

By Paul Kearney | Hardback | 352 pages | 29 Apr

When a Space Hulk emerges from the Warp into realspace it's a race to see who will reach it first – the Ultramarines, the Adeptus Mechanicus or the Inquisition. But why are they all so keen to investigate this huge amalgamation of ancient starships? As you can well imagine, there's a lot of distrust between these so-called allies, which only increases when the Space Hulk unexpectedly translates back into the Warp with Chapter Master Marneus Calgar and all three expedition forces still on-board.



DAWN OF WAR III

By Robbie MacNiven | Paperback | 336 pages | 15 Apr

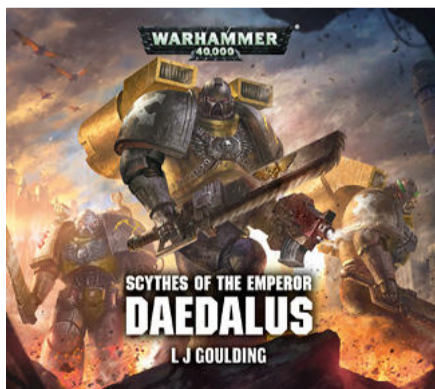
Dawn of War III is the novelisation of the computer game of the same name, which will be out later this year. In the story, the Blood Ravens Chapter of Space Marines journeys to the planet Acheron, where both the Orks and the Eldar are causing mischief (as is their wont to do). If you've played the previous Dawn of War games you'll recognise the main characters – Gabriel Angelos, now Chapter Master of the Blood Ravens, makes an appearance, as do Farseer Macha and Ork Warlord Gorgutz.



SCYTHES OF THE EMPEROR: DAEDALUS

By L J Goulding | Audio Drama | 75 minutes | 08 Apr

Badly mauled by Hive Fleet Kraken, the Chapter of Space Marines known as the Scythes of the Emperor are on the brink of annihilation. There are barely 100 battle-brothers remaining, which is why this mission is so crucial – they must recover a cache of geneseed, with which they can start to rebuild the Chapter. The only catch? The world is swarming with Tyranids and there's only a single Assault Squad available to conduct the mission. Prepare yourself for 75 minutes of non-stop action!



BLACK LIBRARY

now on

amazonkindle

You may have guessed from the title that Black Library is now available on Amazon Kindle! We caught up with the Black Library team to get the low-down.

White Dwarf: So, Black Library novels are now available on Kindle. Is that a worldwide thing, or is it just in certain areas?

Black Library: They're currently available in the UK, Europe and the US, but we're looking to expand further in the very near future.

WD: How many books are available?

BL: Over 500 titles are available on Kindle so far, with many more to come. The goal is to have every book in the Black Library eBook range available on Kindle. All the most popular ones are already out, such as the Horus Heresy series, Gotrek and Felix, the Beast Arises, Gaunt's Ghosts and the Realmgate Wars. The books in each series are numbered, too, so you can keep track of which ones you've downloaded.

WD: A handy feature. Are there any more Kindle features people can enjoy?

BL: The Kindle Text-to-Speech function works on a lot of the newer books, so you can have the Kindle read the story to you. It's a brilliant feature that has obvious applications.

WD: So how do I find these books?

BL: If you have a Kindle already, simply type the name of the book you're after into the search bar and it will come up if it's on there. Or type 'Warhammer' or 'Black Library' if you're just hunting for new stories in general. There's also a link on the Black Library website to the Amazon store where the Kindle version will be featured alongside the paper edition.

WD: I have a Kindle already, what should I do right now?

BL: Download the *Gates of Azyr* novella – it's completely free, so what do you have to lose? And keep an eye out for future promotions and offers from Black Library on Kindle.

LISTEN NOW

VIDEO GAME NEWS



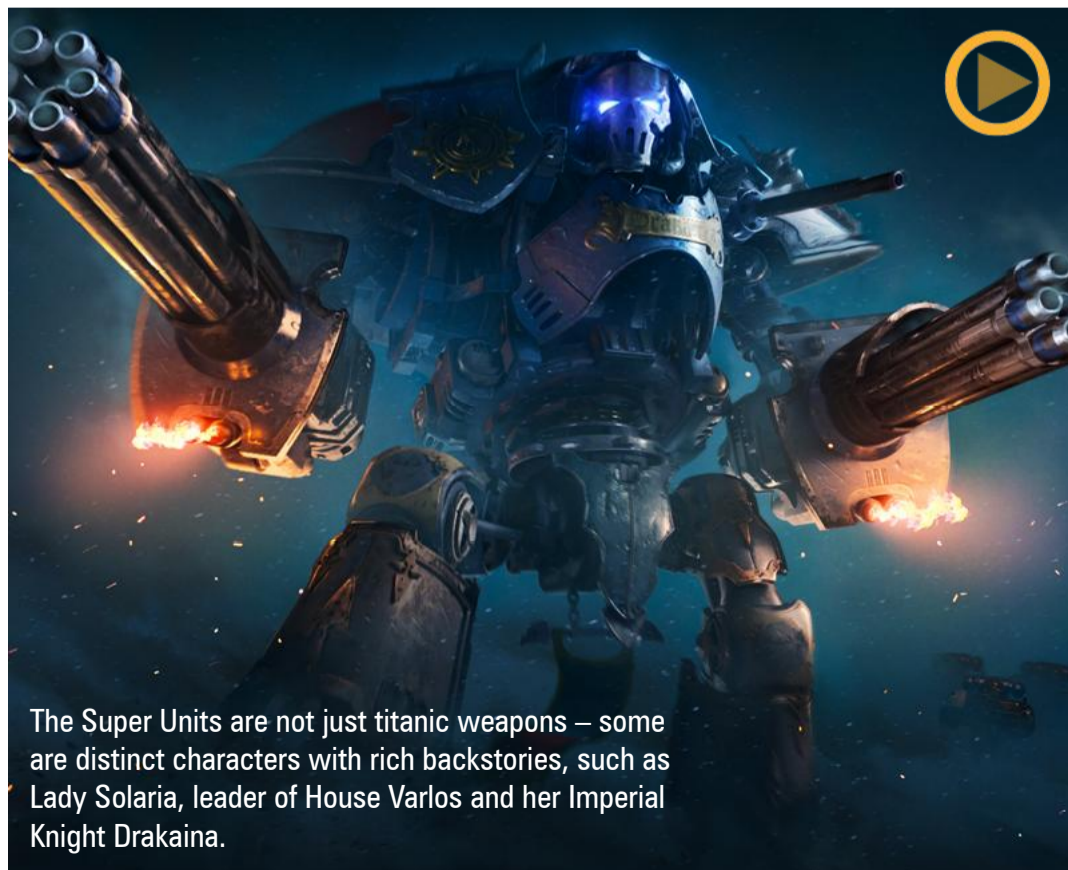
Mighty as they are, the Super Units can be brought low by canny commanders using their armies to their strengths. But properly supported by heroes and other units, even outnumbered Super Units can sweep all before them in tides of fire and violence.

WARHAMMER 40,000: DAWN OF WAR III



The drum of war beats ever louder as Dawn of War III grows even closer – we're certain you're as excited as we are to get your hands on the latest entry in this fantastic series. To whet your appetite even further, this month we've a small bit of news about something rather big...

The biggest addition (in more ways than one) to Dawn of War III has to be the Super Units – colossi that bestride the battlefield, smashing all in their path with impunity. Each of the three factions has its own version to bring to battle – the Space Marines are aided by the mighty Imperial Knights, the Eldar have the towering Wraithknights, and the Orks can unleash the hulking Gorkanauts (or is it the Morkanauts?). We can't wait to see them action!



The Super Units are not just titanic weapons – some are distinct characters with rich backstories, such as Lady Solaria, leader of House Varlos and her Imperial Knight Drakaina.

IN STORES NOW



Left: They are the apex of each faction's Elite Units – powerful units the player chooses before a battle even begins. Super Units are deployed using a resource known as Elite Points. All Super Units require a hefty investment of them, so are deployed late in the game – the question is, do you risk waiting for these or take a unit that can be used earlier, like the Wraithblades?



Left: Looming large is the Gorkanaut. Able to smash Space Marines and Eldar (and other Orks) into bloody paste with its sheer bulk and massive Klaw of Gork (or Mork, depending on who you ask), it's a mechanical altar to the greenskin gods armed with ferocious amounts of firepower.

A BRAND-NEW TALE

With Dawn of War III edging ever closer, Titan Comics is hard at work on a comic miniseries to accompany it. It's a brand-new story that expands on that seen in the game and more. Titan Comics were kind enough to grant us a sneak preview – the cover of the first issue. If you've been enjoying Will of Iron and are hungry for more comic action you'll want to keep one eye on the newsstands...



FREEBLADE



Pixel Toys have been keeping the content coming for their fantastic game of knightly combat, *Warhammer 40,000: Freeblade*. The latest addition to the game gives you the option of turning your Imperial Knight into a Chaos Knight (of Khorne, Slaanesh or Chaos Undivided), and lets you unlock corrupted relics to make your perfidious war-engine even more powerful. For the Dark Gods!





CONTACT

Where you get to have your say...
send us your letters and pictures
and we'll print the best ones we get!



By submitting letters, articles or photographs, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

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WHAT SECRETS?

To White Dwarf,

I'm really enjoying the new monthly White Dwarf, particularly November's Ultimate guide to Commorragh. It would be cool if there was an Ultimate Guide to the Rock exploring the remains of Caliban and the secrets hidden within.

*Anthony Hingston,
Carnoustie, Scotland*

As former White Dwarf and Dark Angels fanatic Adam Troke might say, "What secrets? There are no secrets on Caliban!" (But, of course, there are – thanks for the suggestion!)

DIGITAL RULES

Dear Dwarfers,

I just wanted to say how much I'm enjoying White Dwarf in its newest form. The hard work that you're all putting into the magazine shines through and I find myself reading each issue from cover to cover for the first time in about 15 years!

I'm a big fan of the iPad edition as I like to read White Dwarf on my commute. I especially like the fact that it contains bonus video content frequently. Are there any plans to support iPhone, too?

Thanks for all of the great content!

*Aaron Tunney,
London, UK*

Hi Aaron. Thanks for the praise. No plans for an iPhone edition yet but you never know...



A PILGRYM SPEAKS

Mikael Silvanto, friend of White Dwarf and one of the folks behind the Pilgrim (which returns this issue here), recently posted about the experience on his website, www.ironseet.com. Tim Molloy, another of the Pilgrims, was kind enough to pass it along to us in the bunker, so we thought we'd share it here.

Thank you,

This entry starts with gratitude. Immense gratitude to Games Workshop, the company we grew up with, the miniatures and the worlds we discovered quarter a century ago as kids. 25 years later I am staring at a White Dwarf article and fresh images from the Warhammer World museum with a surreal sense of the same magical wonder and excitement that I felt first finding the hobby. I think of John (Blanche), his incredible talent, productivity – how his work shaped our visions from the beginning to this day – and his kindness and the friendship we have enjoyed for many years. I think of our gang of creatives, each with a peculiar obsession (passion with curiosity) to this hobby. I think of everyone here who's support and excitement fueled the adventure. And all I can say is thank you.

Special thanks to Matt and his White Dwarf team for incredibly thorough, beautiful coverage that we've just seen the first part of. Thanks to Tim and to the Warhammer World museum team for stellar display of the tables and miniatures. During the game we had Alan (Merrett), Jes (Goodwin) and John all there for a little bit. The triumvirate of creativity that has been so central to Games Workshops success. Thank you!

When I first had an idea for Pilgrim pretty much exactly a year ago and fired an email to John and PDH (Peter Hudson) to discuss, then the whole gang, no-one, none of us certainly, could have imagined the adventure and impact that it would have. From CNC-cutting Cathedral stairs to the hundreds of miniatures produced.

To everyone else out there looking to enjoy the hobby through the richness of the best art, best literature, wildest imagination, and most crazy miniatures... to magical collaboration, I hope we've showed you one way to celebrate it and you'll take it and make it yours, and inspire us in turn. Amazing events have already emerged, from the Los Angeles' "Curse of the Alabaster" to Helsinki's "Outgard".

There will be a Pilgrim spin-off game in January, while we mastermind a far bigger undertaking, the expedition to the Thorn Moons and its sinister forest hives. The plan is to take this insanity to Warhammer 40,000 and army scale. I hope. Thank you.

Mikael Silvanto, San Francisco, USA

So, a big thank you to Mikael and the other Pilgrims for masterminding the game. When the White Dwarf team popped through to see the game in action on the day, we were all very impressed and we knew many of our readers would be, too. Mikael makes a really important point in his post – this is one way of enjoying the hobby, inspired as Mikael so eloquently explains, by the work of John Blanche, but there are many others. The Pilgrims all enjoy story-led games with masses of preparation; others much prefer the convenience of putting together an army list, picking a battleplan or mission and getting things rolling. But the approaches do influence one another. In *A Tale of Four Warlords* (here), Maxime Corbeil has chosen a painting style somewhat influenced by that we see in *Blanchitsu*. It's interesting to hear from Mikael that the Pilgrims, too, plan full-scale armies ("At last!" we hear you cry), so it really does go to show there is any number of ways to do it, and you can take what you like from each of them.

THE BEST WHITE DWARF EVER

Hi,

I wanted to make sure the team know that – wow! – this is possibly the best White Dwarf has ever been! From the combination of

content to the unearthing of new factoids about past and present fluff and design influences, the mix of art and photography, the quality of the print itself and of the layout and design, the sheer amount of content for the price and the fact that no one could accuse it of being a catalogue like in the old days. I would say this is the best it's ever been, as good as the halcyon days of issues 150 to 300, but improved with modern printing and photography methods as well as the quality of the models themselves.

Together with the great gaming content coming out of Games Workshop, the company has really changed noticeably from being good to being absolutely great

Whoever is in charge now seems to be really letting everyone do what they think is best without interfering. The product quality is amazing, as is the community engagement and online presence.

Tim Ocock, Keighley, UK

Hello Tim. Many thanks for the kind words! As for whoever's in charge not interfering, well, Grombrindal still keeps poking his axe in...

SILVER TOWERS EVERYWHERE

Dear White Dwarf,

Well played with the new magazine. I've very much enjoyed reading it in Kabul! I've recently purchased Warhammer Quest Silver Tower and it's fantastic. When we are not training the Afghan Army, I and a few colleagues enjoy a good game to unwind. Keep up the good work, it's much appreciated.

All the best,

Captain Ollie Rowley, Afghanistan



Hi Ollie. Thanks for the letter – glad to hear you're enjoying Warhammer Quest and hope you made it out of the Silver Tower okay!

CONFESSIONS OF A FORMER NON-HOBBYIST

So let's start with a confession, I'm not a 'Hammerite', or a 'Follower of the Dark (Eldar) Arts' – I'm not even sure what a Warhammer hobbyist is called (if there is a name for such a thing). As a partner of someone who spends a serious amount of time at their paint station, I wasn't really sure what all the fuss was about, until I just picked up the last issue of their beloved White Dwarf. From the dark chaos of Blanchitsu, to the supreme skill of Golden Demon, the serious strategy of the Battle Report, and guides to universes I never knew existed – my mind was blown away. And after seeing the wonders of Armies on Parade, I'm even thinking of digging out a few of the spare Space Marines I know need constructing at home. So let's end with a word of advice – for every boyfriend/girlfriend/parent out there who doesn't understand what you do, stick a copy of White Dwarf under their nose – at the very least you'll get some respect, or better still you might even have an ally in waiting.

Sincerely,

Livabeth, Hastings, UK

Hi Livabeth. We're delighted to hear that White Dwarf has created such enthusiasm for you. We're sure plenty of other readers have idly curious others just waiting to find out more, too.

WRITE TO US!

Readers! White Dwarf wants your letters, so to start you off here's some topics we want to hear from you on...

What is your favourite feature this issue? Or in any issue so far?

The Kharadron Overlords – the most amazing fantasy miniatures ever made?

Sector Mechanicus – the most amazing terrain ever made? (Spotting a theme?)

A Tale of Four Warlords – are you following along? Tell us all about it.

Got a question for Grombrindal? You know he loves to show off his vast knowledge...

So, get in touch by writing to us:



ASK GROMBRINDAL...

Dear Grombrindal. I have often wondered how Terminator armour evolved. Power armour has a clear linear development, but Terminator armour doesn't. How did it come about?

Tim 'Indomitus' Coutts, Canberra, Australia

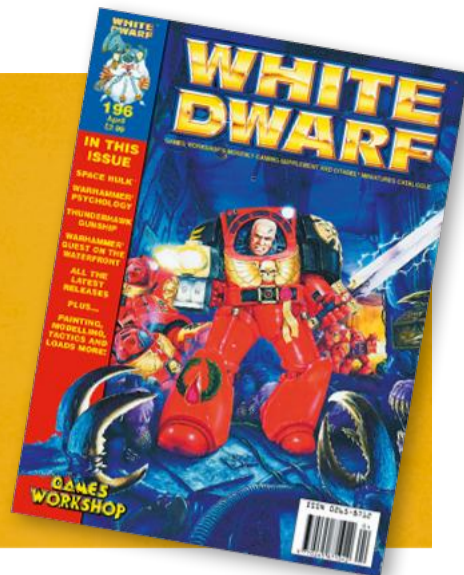


Well, Tim, Terminator armour has a slightly different story to power armour in that its three main designs – Cataphractii, Tartaros and Indomitus – were designed at a similar time rather than one after the other. Cataphractii armour follows a similar design principle to Mk. III power armour in that it's designed for close quarter battles and frontal assaults, but like its power armour equivalent, it can be quite slow and prone to overheating. Tartaros Terminator armour is more closely related to the design of Mk. IV armour and shares many of its internal systems – it's more manoeuvrable than Cataphractii armour but much harder to manufacture. Indomitus Terminator armour is almost the halfway house between the two designs and, curiously, its helmet design actually led to the development of the Mk. V power armour helmet. The things I know, eh?

Grombrindal

TEMPORAL DISTORTION

Join us on a journey through time and space, into the past of White Dwarf. This time, it's White Dwarf 196 from April 1996, with all manner of content.



With a Blood Angels Terminator on the cover, the big release in White Dwarf 196 was the second edition of the classic Space Hulk game. On top of that, the issue featured a host of articles from Gav Thorpe's discourse on how to bump off wizards in games of Warhammer (to be expected from a long-time Dwarf player) to a report on the 1996 Warhammer 40,000 Grand Tournament by Jervis Johnson, and a look at Necromunda, focusing on Beastmasters and their gribbly beasties and the frothing mad Redemptionist Cult.

SMALL SEEDS

This month saw the first appearance of Wood Elf Dryads – a hint at things to come, as the first Wood Elf army book was just around the corner. Nigel Stillman offered up background and rules for using the new models. Little did they know where it would all lead in time – the Sylvaneth as a full-blown faction!

In 'Eavy Metal Masterclass, Mike McVey chewed the fat with Spanish Golden Demon winner José Antonio Romero, who showed off his scratch-built Horus and Sanguinius, and a rather worrying Screaming Bell made with real mouse skulls...

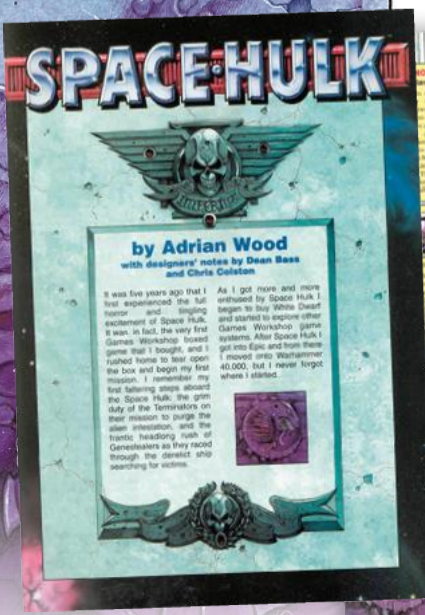
Another highlight of the issue was the release of the first Warhammer 40,000 Thunderhawk Gunship – made in over 5kg of white metal. The merest handful were made for general consumption, an incredible rarity for the most ardent and grey-bearded of hobbyists.

UNCIVIL WAR

The Battle Report for this month was a showdown for the title of ultimate Warhammer 40,000 general – between the winner of the first International Warhammer 40,000 Tournament, Wai Lam, and the winner of the Warhammer 40,000 Staff Tournament, Lawrence Widdicome. Both players were using their Eldar armies, and despite a savage bloodbath of a game, Wai Lam walked away the victor!

SPACE HULK

The classic game of savage combat aboard derelict space vessels, Space Hulk received a new edition this month. To celebrate, Adrian Wood wrote up an introductory article on the game, as well as showing off Mike McVey's Deathwing diorama. Adrian also roped in Dean Bass and Chris Colston, the games designers behind this iteration of Space Hulk, to discuss how the game worked, the changes since its previous release, and how to manage the ever-present fear of running out of Command Points!



GETTING OVER IT

The ancient ancestor of Realms of Battle, Modelling Workshop this month showed off the art of bridge-building, giving you something to do with your spare balsa wood (or, if you preferred, ice lolly sticks) and cereal packet cardboard.

Owen Branham took readers through how to make a simple plank gangway and a more advanced humpback bridge, along with notes and ideas for making your own unique creations.

It wasn't all happy hobby advice, however – Owen added some hard-nosed tactical tips for building bridges just wide enough to allow one fully ranked up regiment of soldiers to fit on them.

MODELLING WORKSHOP

A BRIDGE TOO FAR

BY OWEN BRANHAM

Learn how to make a simple plank gangway and a more advanced humpback bridge, along with notes and ideas for making your own unique creations.

SETTING ABRIDGE

PLANK BRIDGE

MAKING A PLANK BRIDGE

MAKING A HUMPBACK BRIDGE

BRIDGE CHARACTERISTICS

PIRATES BRIDGES

MODELLING WORKSHOP

MAKING A PLANK BRIDGE

MAKING A HUMPBACK BRIDGE

BRIDGE CHARACTERISTICS

PIRATES BRIDGES

THE J FILES

With a name not remotely inspired by Jervis's favourite '90s TV show, the J Files was Jervis Johnson's irregular column on all aspects of the hobby. This month, Jervis turned his eye to special characters and their place in Games Workshop's many games.

THE J FILES

SPECIAL CHARACTERS

By Jervis Johnson

This article discusses special characters and their place in Games Workshop's many games.

CONCLUSION

GREEN FINGERS FROM THE START

Amongst this month's new starters in the Design Studio was Brian Nelson, taking up the role of miniatures designer after impressing veteran sculptors with his natural talent. In the 20 years since, Brian has turned his hand to all manner of models, but perhaps his most popular efforts have been with the greenskins, a love affair that started early in Brian's career, as with the classic Orc Big 'Un miniature shown below.



A CRAWL BY THE SEASIDE

The original Warhammer Quest got a new settlement for players to explore this month, the Seaport, with all the fun of harbour events – from drinking contests in one of the many dockside taverns to dodgy dealings, the threat of press-ganging and the ever-present danger of players singing sea shanties at the top of their lungs. Rules for your warriors being attacked by vicious seagulls, buying chips and losing their gold in Dwarf-made claw machines were cut for space.

Warhammer Quest

ON THE WATERFRONT

By Ian Pickstock and Gavin Thorpe

This article introduces coastal towns, ocean journeys and Lost Kingdoms campaigns.

THE SEAPORT

THE HARBOUR

A WARM WELCOME

SPACE HULK

Games Workshop News features Space Hulk and other miniatures.

THE TRADING POST

THE BRIG

ILLEGAL TRADING

TILEAN INVASION!

HARBOUR EVENTS

Roll a D66, any special skills or rules that apply to Settlement Events also apply to Harbour Events.

11-13 GONE FISHING

21-23 OF SEA DOG

24 PIRATE

34-36 CAPTAIN

HARBOUR LOCATIONS

You may visit one Harbour location each day, as well as any other Settlement location. See also the Warhammer Taverns later.

THE TRADING POST

THE BRIG

ILLEGAL TRADING

TILEAN INVASION!

GOLDEN DEMON

ENEMIES OF THE IMPERIUM 2016

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world showcase their finest works. This month, we feature the Slayer Sword winner from Golden Demon: Enemies of the Imperium, plus more besides.

SLAYER SWORD
WINNER



GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most have specific themes, such as Golden Demon: Space Marines, while Golden Demon: Classic includes 12 different categories, ranging from squads and vehicles to heroes and dioramas. You can find out more about upcoming Golden Demons on the Warhammer World website:



GOLD, ENEMIES OF THE IMPERIUM SINGLE MINIATURE
ELDAR FARSEER BY DAVID SOPER

David Soper's back in the pages of White Dwarf with not only another Golden Demon win under his belt but a Slayer Sword, too! Here we chat to him about his winning entry from Golden Demon: Enemies of the Imperium – an Eldar Farseer.

White Dwarf: Why did you pick the Farseer?

David Soper: I've always had a soft spot for the Eldar – I find the design of them very appealing. I like the subtle ancient Egyptian influence in the Farseer with the stylised beard on his helmet. I find this age-old and sophisticated, yet fallen, race a very stimulating subject to paint.

WD: What informed your choice of colour palette?

DS: My colour palette is designed around bold colours and strong contrasts. Beyond that I chose my colours to create the atmosphere I wanted – the palette has a darker and moodier feel to it than is usual for me, as I think this suits the nature of an Eldar Farseer. However, there also needed to be some lighter and brighter elements involved as the Eldar are not all about darkness! I had intended to use white for the outer robe but I rejected this idea as the scheme developed. White would have created too strong a contrast, so I painted it light grey instead. This felt right both in terms of contrast and as a colour choice for the sometimes ambiguous Eldar.

WD: You used a black undercoat for the model, which you don't normally do. Why the change?

DS: The use of black as a basecoat, and in my palette, helped me to create the moodier feel I wanted. There is a little bit of black mixed in with the red, blue, purple and even the gold. This helps to tie all the colours together and unify the palette across the whole model.

WD: How did you achieve the texture effect on the cape? It's very impressive!

DS: I created the cape's texture by stippling on the paint. This involved building up the contrasts and transitions with individual dots of diluted colour. Once I was happy with the transitions, I applied a glaze of light grey to soften the texture.

WD: What effect were you looking to achieve with the base? What is the Farseer doing?

DS: I wanted to present my Farseer using his psychic power, which is represented by crackling blue energy and glowing effects. Above all I wanted to make sure the piece had a mystical rather than a martial atmosphere. To convey this I fixed the Farseer to the base as though he were levitating off the ground. My Farseer would be in the very throws of carrying out a divination, so I placed a rune floating just below his extended open hand – it's suspended on a tiny piece of clear nylon thread. I also wanted the Farseer to look as though he was summoning long-dormant power up from the ruins below him, hence the motes of psychic energy floating around him. ☠



ABOUT DAVID

Regular readers will likely recognise David's name by now. At the time of going to print he has four Slayer Swords to his name, though it may well be more by the time you read this. We also interviewed him in January's issue, where we talked to him about painting and Golden Demon. Heed his wise words, fellow painters!

WHAT THE JUDGES SAID

'Eavy Metal painter Aidan Daly and Miniatures Designer Joe Tomaszewski were among the judges at this Golden Demon. Here's what they had to say about David's entry.

"The cloak shows a great use of texture, giving the impression that it's made of a different material to the armour," says Aidan. "At first glance it appears to be painted normally, but it actually has a fine texture that makes it look like cloth."

"David's entry exemplifies pretty much all the qualities we look for at Golden Demon," says Joe. "It has beautifully smooth and precise painting, great colour choices, and to top it all off it's a great conversion."

THE GREAT XENOS THREAT



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- 1 David converted his Farseer by combining the upper torso of the Farseer model with the legs and base of a Shadowseer to give it its floating pose.
- 2 The soft sheen and light texture of the outer robes contrast well with the matt finish David applied to the inner ones.
- 3 The psychic effect on the base was achieved by suspending microbeads on tiny strips of plastic that are held in place with a spot of matt varnish.

GOLDEN DEMON



SILVER, ENEMIES OF THE IMPERIUM SINGLE MINIATURE
CHAOS SORCERER BY ROBIN MCLEOD



THE FACE OF HERESY



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- 1 "I already have a Chaos Space Marines army, so the Sorcerer was an easy choice," says Robin. "I'd been inspired to paint something Tzeentchian ever since Silver Tower came out and I even used one of the familiars from that set to reinforce the Sorcerer's affiliation. I envisaged him channelling Warp energy, so I converted his right hand so he looked like he was about to unleash a psychic power on the enemy. I painted him in the colours of the Thousand Sons and I used a non-metallic metal painting technique to make his armour look reflective."
- 2 "I used lots of glazing and layering to get the transitions smooth on the armour and I added a hint of Xereus Purple into the mix to help complement the blue and contrast with the gold. Non-metallic metals are very challenging to paint and it was fun trying to emulate the 'Eavy Metal team's style."
- 3 "I made a few minor conversion to the model," adds Robin. "His head is from the Curseling, while his cape is from Forge World's Lord Zhufor. That was another challenge – painting the Chaos star onto it. I think it finishes off the model nicely, though."

WHAT THE JUDGES SAID

"The blending on the armour of this miniature is fantastic and really well executed, especially the non-metallic metal parts," says Aidan. "The colour choice is really bright without being garish and instantly catches the eye. Most importantly, the model's gaunt face really stands out against the rich blue armour and reinforces where the focal point of the miniature is."

"Robin's Sorcerer is beautifully painted and features extremely rich, smooth transitions along with some fantastic freehand on the cape, says Joe. "Robin's also made really great use of colour with the blue, purple and gold complimenting each other. And even without eyes the pale skin draws attention to the model's face."



**BRONZE, ENEMIES OF THE IMPERIUM SINGLE MINIATURE
DEATHSHROUD TERMINATOR BY RICHARD GRAY**



WHAT THE JUDGES SAID

“Richard’s Deathshroud Terminator is a masterclass in weathering, using various techniques such as rust streaks and verdigris, plus delicate colour shading and blending to create a really nuanced miniature,” says Aidan. “Crucially, though, Richard’s not gone over the top with the weathering – a common fault on some Golden Demon entries. The white armour and green pauldrons still stand out amongst all the filth, grime and rust effects.”

“This model demonstrates a really gritty and interesting take on the Deathshroud Terminator,” says Joe. “It has a mixture of warm and cold colours – the rust next to the white armour, for example – applied in a natural and realistic way. There’s an oppressive atmosphere to the Terminator that contrasts well with the greenery on the base.”



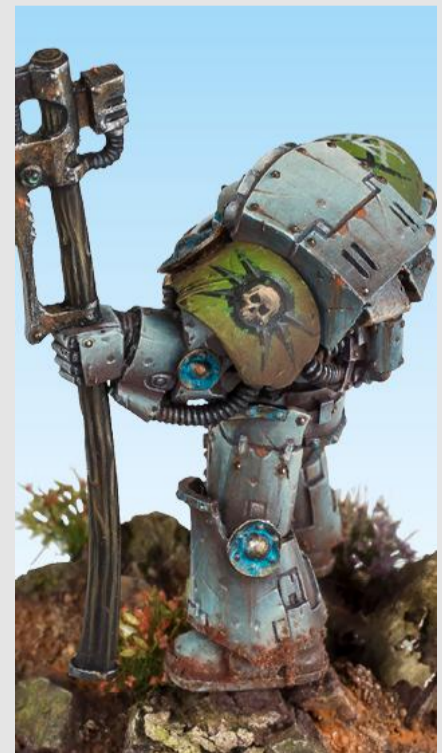
THE MOST VILE CORRUPTION



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- 1 “I originally painted this model in a clean style,” says Richard, “but with Golden Demon approaching I thought it would be fun to revisit the model and make it look filthy!”
- 2 “I love weathering models – it’s my second favourite thing to paint after freehand. I used lots of glazes to dull down the colour, then added streaks and tiny chips and scratches to achieve a really worn look.”
- 3 “The hardest part was the freehand on the shoulder pads – they’re so tiny!”

KHARADRON OVERLORDS

In secrecy a new power has been building. High above the mountaintops, shielded from those below by great distances and clouds, a new empire has grown strong. They are the Kharadron Overlords, their long age of isolation has ended and a new era has begun...

Not by accident have the Kharadron Overlords risen from a few skyborne waystations overcrowded with refugees to a growing power in the realm of Chamon. They are duardin, like their ancient forebears fierce, resilient warriors and hard-working craftsmen beyond compare. Yet theirs is a kingdom unlike any other, a society built upon airpower and governed by a new code.

It was the discovery and subsequent exploitation of aether-gold that began the Kharadron Overlords' ascent. Aether-gold is mined from clouds, but once refined from its gas state, the metal solidifies and is possessed of many fantastical properties. Indeed, aether-gold is the keystone upon which the Kharadron have built their success, for it holds aloft the great sky-port cities in which they live, fuels their skyships and powers the great bulk of their unique inventions, from weaponry to endrineering wonders.

While aether-gold mining has made many duardin rich, it is a perilous occupation, for its

THE BATTLE OF STRATIS SKULL

The Battle of Stratis Skull occurred when no less than eight sky-ports claimed mining rights over a floating sky-fortress believed to have once belonged to a Cloud-Giant. Much fighting between rival duardin was only interrupted when it was found that the cloud-island was not abandoned but home to a great many monsters as well as a nest of grotbag scuttlers who tethered their flotilla in the floating isle's enormous eye sockets. The ultimate victors were the fleet of Barak-Nar, led by then-Admiral Brokk Grungsson.

presence attracts all manner of beasts. Along the largest of the sky seams of aether-gold it is not a matter of if a monster will attack, but when. Convoys must be rigorously defended, for the skies are full of dangers and the fabulous wealth of the growing sky-ports has attracted all manner of enemies. In that respect the Kharadron Overlords have found the skies no different to their former home, and constant vigilance is needed. Only the fighting prowess of their sky-fleets has allowed the Kharadron Overlords to carve out their new empire in the skies.

Kharadron sky-fleets sail out from one of six major sky-ports and many dozens of smaller ones spread across the skies of Chamon. They issue forth to repel raiders and are sent far afield to accompany mining fleets, guard trade routes, protect land-based mineworks or strongholds and seek out new veins of aether-gold. It is a dangerous life and every time a ship leaves the sky-port all aboard know that their return is not guaranteed. Even those vessels that do return rarely do so with their



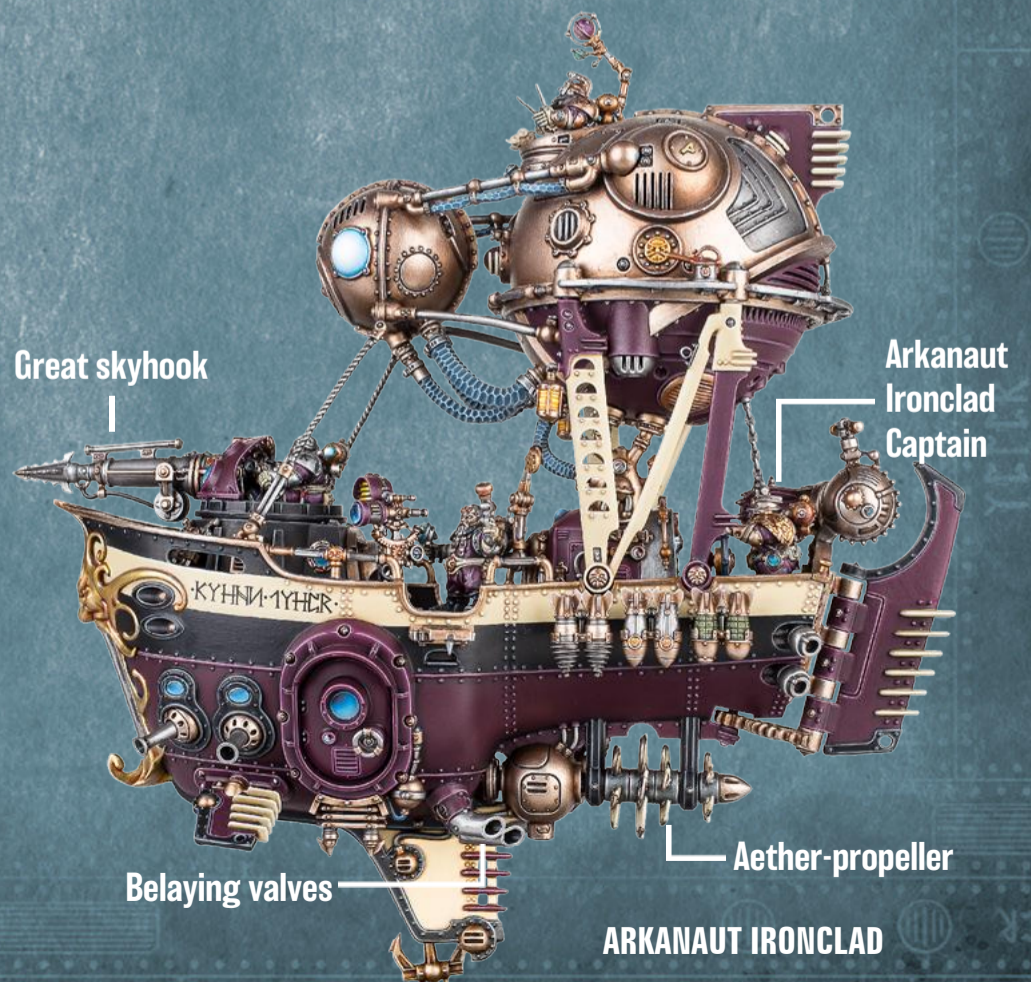
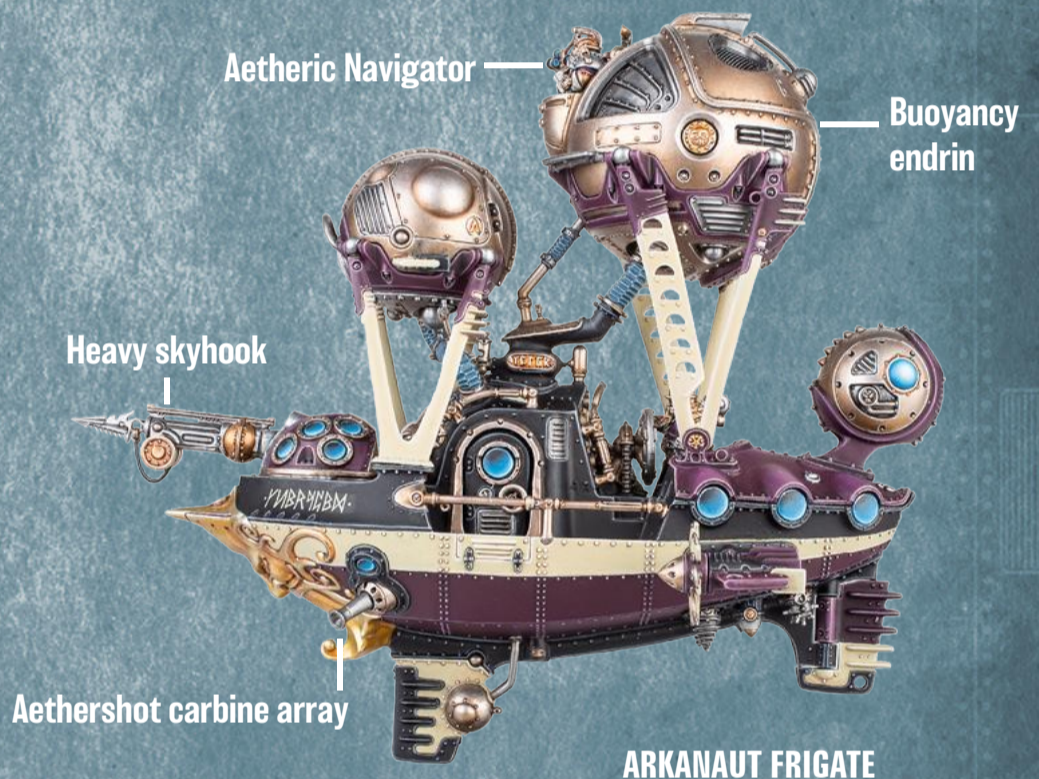
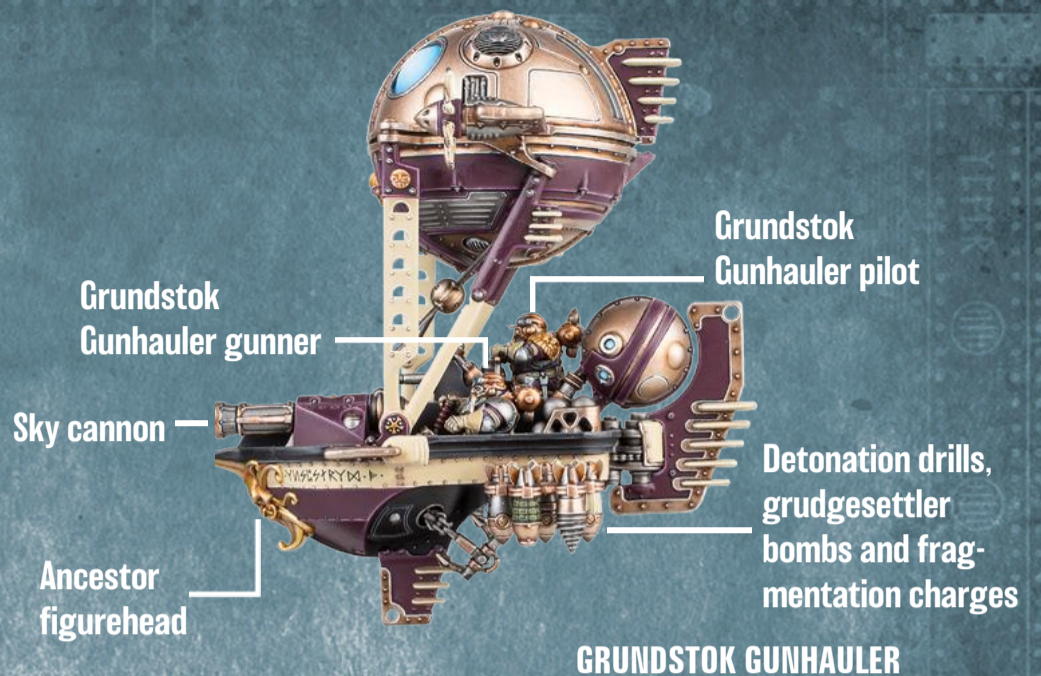
SHIPS OF THE SKY-FLEETS

full complement of crew. Despite the risks, the best and brightest of all duardin seek berth amongst the sky-fleets, for there is no quicker way to earn a fortune.

The Kharadron Overlords do not use black powder weapons but instead use aethermatically powered ones, and their troops and ships bristle with them. Deck-sweepers, fumigators, drill cannons and more rake the foe, while the skyships peel off on bombing runs, the ground shaking under the thunderous impact of grudgesettler bombs. Few foes last until the Arkanaut Companies crash home – each warrior wielding blade and pistol, with a few privateers mixing in skypikes or volley guns. If the enemy holds, they will find a new threat descending from the clouds – Skyriggers wearing spherical aether-endrins upon their backs to gain the power of flight. In addition to making repairs to the fleet's skyships they serve as air-cavalry, launching strikes and chasing down fleeing foes.

During the bleak years of the Age of Chaos the Kharadron Overlords did not just survive, they built a booming new empire. Yet it might not have been so. The influx of refugees from the fallen Karaks led to the Time of Reaving, as sky-port fought sky-port for all-important mining rights. Even so, all was solved with the establishment of the Kharadron Code. For the duardin, following kings had proven disastrous, and the gods had abandoned them. With only themselves to turn to, they invented a new code to guide their every move, based upon the laws invented for life aboard the first airships. The Kharadron took and expanded those rules so that by following their new code, every decision – from going to war to selecting a leader – would adhere to certain stipulations. Indeed, their own isolation came from following the Code. Old oaths had been broken, and there was no profit to be had from any new dealings.

The Kharadron Overlords watched the reopening of the Gates of Azyr with great interest. Although many duardin had voted to aid Sigmar's cause and join the fight against Chaos, the Code stipulated when alliances could be forged. Only when the God-King's followers began to build their cities did the sky-fleets join the fight. Flush with new trade partners, the Kharadron Overlords profited like never before, the shipyards of every sky-port working feverishly to complete new sky-fleets. A new era has dawned over Chamon, and there is great profit to be reaped for those willing to risk the dangers...



THE RULERS ABOVE THE CLOUDS

Unusually, the armies and fleets of the Kharadron Overlords are on the same, sky-fleets of Frigates and Ironclads crewed by Arkonaut and bearing professional Grundstok mercenaries.



ARKANAUT COMPANY

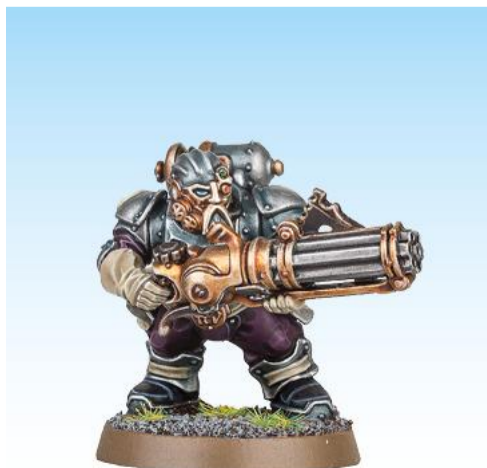
Hardened by a life mining the skies, the Arkonaut Companies are the core of the Kharadron sky-fleets. Whilst such a role may not be especially glamorous, it carries with it the promise of a better life. Each crew member is a shareholder who stands to make their fortune from the venture and so, despite the dangers and deprivations of spending months plying the skies, Kharadron duardin are ever eager to be selected at the Musterpress to serve on a sky-vessel. They will fight to protect what is theirs, facing skykraken or the warriors of Chaos with courage, grit and superior firepower.



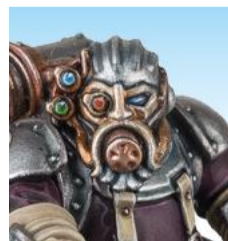
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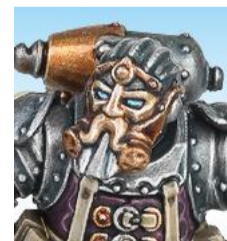
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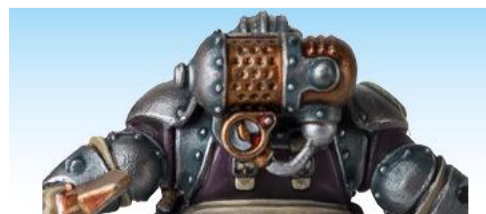
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The Arkonaut Companies are led by Company Captains (1 and 2), who are second only to their home vessel's Captain. Each has served on many long voyages, purchasing bespoke armour or elaborate handguns and blades.

Some especially flush Arkonauts will invest their share in heavier firepower such as aethermatic volley guns (3) to protect their vessels and interests.

The masks the Arkonauts wear are individually crafted for the owner (4 and 5) and incorporate a rebreather and lenses to help them operate in the murk of the high atmosphere.

The backpacks serve as part of an air filtration system (6), basic but sturdy, robust and reliable in design.

SKYWARDENS

The most fearless (and possibly crazy) Arkanaut crew will don personal aether-endrins to defend their vessels, flitting through the air as a form of aerial cavalry. Wielding long-handled skyhooks, aether-powered vulcaniser pistols and bundles of skymines, they're just as proficient at dealing with aerial barnacles and rampaging harkraken as they are with ragtag fleets of Grotbag Scuttlers and daemonic shoals of Screamer of Tzeentch.

1



2



Whilst the role of Skywarden may at times be dull – clearing cloudlimpets off a Frigate's hull with a vulcaniser pistol **(1)** in a roaring gale – when foes threaten the sky-fleets, they can turn these same tools into lethal weapons, incinerating enemies in blasts of white-hot fire.

Many a foe may have an impression that duardin are sluggish, slow-moving creatures – such notions are quickly disabused when bands of Skywardens swarm out of the skies, jabbing aether-charged skyhooks into the enemy as easily as spearing cloudfish in a keg of ale **(2)**.

ENDRINRIGGERS

Fuelled as they are by aether-gold, the sky-vessels of the Kharadron Overlords don't just sail by good wishes alone – it's through the tireless work of bands of Endrinriggers that they are kept in airworthy order. Equipped with personal aether-endrins, they dart and fly about their home craft, undertaking repairs as it chugs through the skies. The finest Endrinriggers can keep a Frigate flying at full power through aetherstorms and even sky-filling aerial wars.

3



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Endrinriggers carry an array of useful tools and devices that are great for fixing up damaged sky-vessels, but at a pinch make brilliant weapons. Their aether-powered rivet guns **(3)** can blast a red-hot hole through an enemy skull as well as any Freeguild bullet or Sylvaneth arrow, and the cutting edge of their aethermatic saws **(4)** would put even the daemon-blessed blade of a Bloodbound champion to shame.

All too often would-be pirates underestimate the Endrinriggers, not realising that to survive and thrive in such a career weeds out all but the toughest.



COVER FEATURE

GRUNDSTOK THUNDERERS

Whilst much of the Kharadron sky-fleet is mercantile in nature, there is a demand for a dedicated military presence – vicious aerial fauna and sky-pirates are a constant threat to Kharadron trade routes, after all. To that end, many sky-fleets will engage the services of the Grundstok Company, also known as the Grundcorps – a professional military organisation synonymous with service, honour and overwhelming firepower.

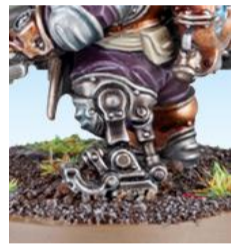
The Grundcorps will outfit their employees with the finest arms and armour money can buy to make sure they fulfil their contracts. With such cutting-edge weapons as infantry-shredding decksweepers and brutal aethercannons in their tirelessly drilled, well-trained hands, Grundstok Thunderers are worth their weight in refined aether-gold to their clients.



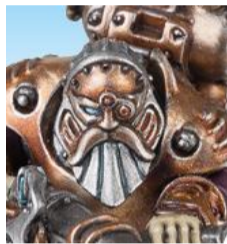
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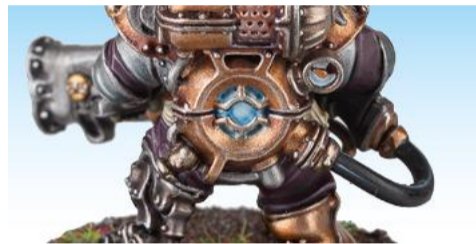
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Each Grundstok Thunderers unit is led by a Grundcaptain **(1)**, the most experienced rank in the Grundcorps. In homage to their illustrious founder Belegrimm Grundstok, some even carry an aethermatic bird known as a drillbill.

The Honour Bearer **(2)** carries a relic that speaks of the unit's history.

It's not an easy life in the Grundcorps, but thanks to Kharadron ingenuity a missing leg is not a career-ending injury **(3)**.

As befits their status as well-paid soldiers of fortune, Thunderers can afford masks with better filtration and rangefinding attachments **(4)**.

Most Grundstok Thunderers don't carry solid ammunition **(5)**, as their arms and armour are aethermatically powered through portable generators.

The Grundcorps outfit their soldiers with the best weapons available, such as the ubiquitous aethershot rifle **(6)** and the Grundstok mortar **(7)**.



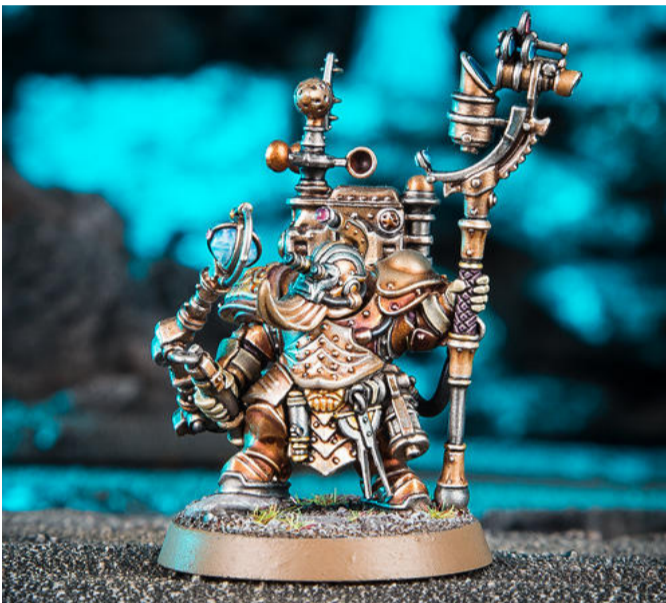
ARKANAUT ADMIRAL

Masters of the Arkonaut sky-fleets, Admirals have worked their way to the top through a blend of hard work, personal merit and ruthless pragmatism – and they are keen to remain in their position by being forever at the forefront of the Kharadron's expansion. Accruing an aelf-king's ransom over a career in the air, they can afford the very finest equipment money can buy.



AETHERIC NAVIGATOR

Within any other race or nation, the Aetheric Navigators would be seen as mystical seers. To the Kharadron Overlords they are valued cartographers whose knowledge of the air currents is second to none. Drawing on a combination of cutting-edge tools and years of hard study, they can summon tempests to batter the Kharadron's foes or create fair winds for the vessels of the sky-fleets.



AETHER-KHEMISTS

Able to sniff out even the merest gust of aether-gold in thick cloudbanks, the Aether-Khemists ensure a constant supply of aether-gold without which Kharadron society would come crashing down – quite literally. Carrying a plethora of scientific apparatuses, they can imbue their allies with the power of aether-gold or steal the very breath from the lungs of their foes.



ENDRINMASTERS

The technological geniuses of the Kharadron Overlords, the Endrinmasters are the leading lights of the Endrineers Guild – able to discern a single damaged part in a running Ironclad endrin with intuition bordering on the uncanny. Many wear an endrinharness, equally useful in performing tough tasks and lugging an Endrinmaster's weighty and deadly aethermight hammer around.



THE GUILDS

You'd be hard-pressed to find a profession in Kharadron society that doesn't have a trade body. Below are three of the most influential.



THE NAV-LEAGUE

Testing and training the aero-cartographers of the sky-fleets, the Nav-League is the secretive body of the Aetheric Navigators. It is through their tireless work that the trade routes of the Kharadron Overlords flow and their influence grows.



THE AETHER-KHEMISTS GUILD

A strange blend of alchemists and scientists, the Aether-Khemists have a measure of understanding of the mysteries of aether-gold. They alone can sniff it out (quite literally) and it is through their artifice and ingenuity it can be refined into solid matter.



THE ENDRINEERS GUILD

Composed of the most mechanically minded duardin, the Endrineers Guild is home to artificers and craftsmen of all stripes but only the most adventurous and skilled go on to become Endrinriggers and Endrinmasters for the sky-fleets.



GRUNDSTOK GUNHAULER

The Grundstok Gunhailer is one of the famed military inventions of the Grundcorps – a quick and deadly escort fighter designed to protect the larger vessels of the sky-fleets. Just as the Grundcorps hire out squads of Thunderers to protect a vessel from boarders, they also offer the services of wings of Gunhailer escort craft – for a very competitive fee, of course.

Mounting ordnance otherwise only found on capital vessels like the Arkanaut Frigates, Grundstok Gunhailers swarm around their larger charges to divert enemy fire before launching devastating attack runs with bombs, aethershot carbines and their main armament – the deadly sky cannon or the armour-piercing drill cannon. What the Grundstok Gunhailers lack in size, they make up for in speed and sheer deadliness.

THE OLD FAITH

One of the ways in which the Kharadron Overlords have changed from their forebears is their faith. Most Kharadron duardin, save those who hail from the conservative sky-port of Barak-Thryng, do not put much stock in ancestor gods. Even so, they have not forgotten the old ways entirely – shipwrights will adorn ships with a figurehead in tribute to the ancestor gods and many individuals will bear such designs on their equipment – although how much of this is faith and how much is fashion depends on the duardin in question.

ARKANAUT FRIGATE

The workhorses of the sky-fleets, Arkanaut Frigates serve many roles – merchant vessel, trawler, military transport and patrol ship, to name but a handful. Built around a single sky-vessel endrin, they are the perfect blend of speed, firepower and hold capacity. There may be vessels that excel in particular areas, but none are jacks of all trades like the Frigates.

Each Frigate carries a veritable arsenal of weapons, including arrays of aethershot carbines for dealing with ground-based threats, racks of boarder-repelling detonation drills and the aptly named grudgesettler bombs. Some vessels will even have heavy skyhooks that can drag them closer to their target, while others will use heavy sky cannons to blast apart anyone foolish enough to meddle in Kharadron affairs.



ARKANAUT IRONCLAD

The pride of the sky-fleets, the Arkanaut Ironclad is the very limit of what Kharadron science can lift with a single buoyancy endrin. Bristling with guns to protect such a titanic investment, Ironclads are typically used as capital ships in the sky-fleets – the batteries of aethershot carbines, racks of aethershot torpedoes, arrays of bombs and the great sky cannons, great skyhooks and the positively lethal aethermatic volley cannon mean little will be left standing after a broadside. And any aerial opponents cunning or crazed enough to try attacking from below will get a very nasty shock in the form of the supremacy mine.

Not only are the Ironclads blessed with superior offensive ability, Kharadron shipwrights cover every inch of these well-

TO THE LIMIT

The Ironclad is not the biggest ship the Kharadron Overlords can build – the sky-ports themselves prove otherwise. Rather, the Ironclad is the largest vessel that can be propelled by a single endrin. Craft with multiple buoyancy endrins exist but are ruinously expensive to build and maintain. Even so, each sky-port possesses a number of massive craft for when the need arises, from Khrundhal-class battleships to Tork-class torpedo boats, Grundcarriers and Grungni alone knows how many custom, one-off patterns and designs.

armed vessels in thick layers of armoured plating. Within their hulls is enough space for a fortune in aether-gold – or a sizeable band of well-armed duardin troops ready to see off would-be pirates or anyone foolish enough to contest a Kharadron claim.

For such a vessel to be destroyed by war or (ancestors forbend) accident is a catastrophic loss to a sky-fleet and its home port, and so only the most accomplished Kharadron will be given a chance to serve on a sky-fleet's Ironclad – the hard-working Arkanaut crew, the ship's dedicated Aetheric Navigator, and even the Captain, have risen to this post as a matter of pure merit after years of service to their sky-port. Such a posting can make the fortune for many a Kharadron, for they will be sailing, working and fighting alongside the cream of the Kharadron Overlords, learning from the very best. ☠



RISE OF THE SKY-PORTS

The Kharadron Overlords have interests across the Mortal Realms, but the seats of their power are the six major sky-ports of Chamon.

The sky-ports of the Kharadron Overlords are heaving skyborne metropolises that the Kharadron duardin have called home since the Sky Exodus and the Time of Reaving. In those ancient days, the duardin's mountain fastnesses were laid low by their manifold enemies. Many died, but a bold and adventurous few fled, not below or outwards, but to the skies themselves. The aerial mining colonies and airborne fortresses in the clouds of Chamon grew with the influx of refugees from the sundered Karaks, using the power of aether-gold and burgeoning sciences to become centres of a new civilisation.

Originally, each sky-port was a law unto itself, and conflict and civil strife was common when rival ports chased the same sky-seam of aether-gold. Since the institution of the Kharadron Code at the Conference of Madralta, each sky-port follows the same laws and guidelines – subject to interpretation, of course...

There are countless sky-ports, but the most powerful are the six who currently compose the Geldraad, the ruling council of the Kharadron Overlords. They are Barak-Thryng, City of Ancestors; Barak-Mhornar, City of Shadow; Barak-Urbaz, the Market City; Barak-Zon, City of the Sun; Barak-Nar, City of the First Sunrise and currently the richest and most powerful of all sky-ports; and finally Barak-Zilfin, the Windswept City, whose livery of blue and yellow can be found on the swiftest vessels in all the skies of the Mortal Realms.





PROSPECTORS & PRIVATEERS

Descending through the clouds above the Mortal Realms, the Kharadron Overlords have made themselves known. White Dwarf Wordwright Stuart Edney stowed away on the next Ironclad bound for the Design Studio to find out just what these new duardin are all about.



OLIVER NORMAN

Designer Oliver has got previous form with stout aircraft, having designed the Dwarf Gyrocopter. More recently, his work has included the Sylvaneth special character Drycha Hamadreth and the Fyreslayers Grimwrath Berzerker, to name but two. It seems we just can't keep him away from designing duardin.

The latest faction to be revealed in the Age of Sigmar, the Kharadron Overlords are a fantastic blend of strange sciences, overwhelming firepower and magnificent sky-vessels. In fact, we'd say they are one of the most visually striking ranges we've ever seen. We spoke to some of the folks in the Design Studio who worked on the project to find out more..

"The Kharadron Overlords are a race of duardin that don't mine the earth like Dwarfs of old, but engage in something like gas mining in the clouds high above the realms," says Oliver Norman, one of the designers behind the new range.

"One of John Blanche's first concept drawings (which you can see below. – Ed) presented a hierarchy of the Kharadron's society. At the very bottom of the pile are the Arkanaut Company, the deck crews. These guys aren't very wealthy and basically have the minimum amount of equipment you need to survive in their realm – the helmet, the suit and a filter on the back.

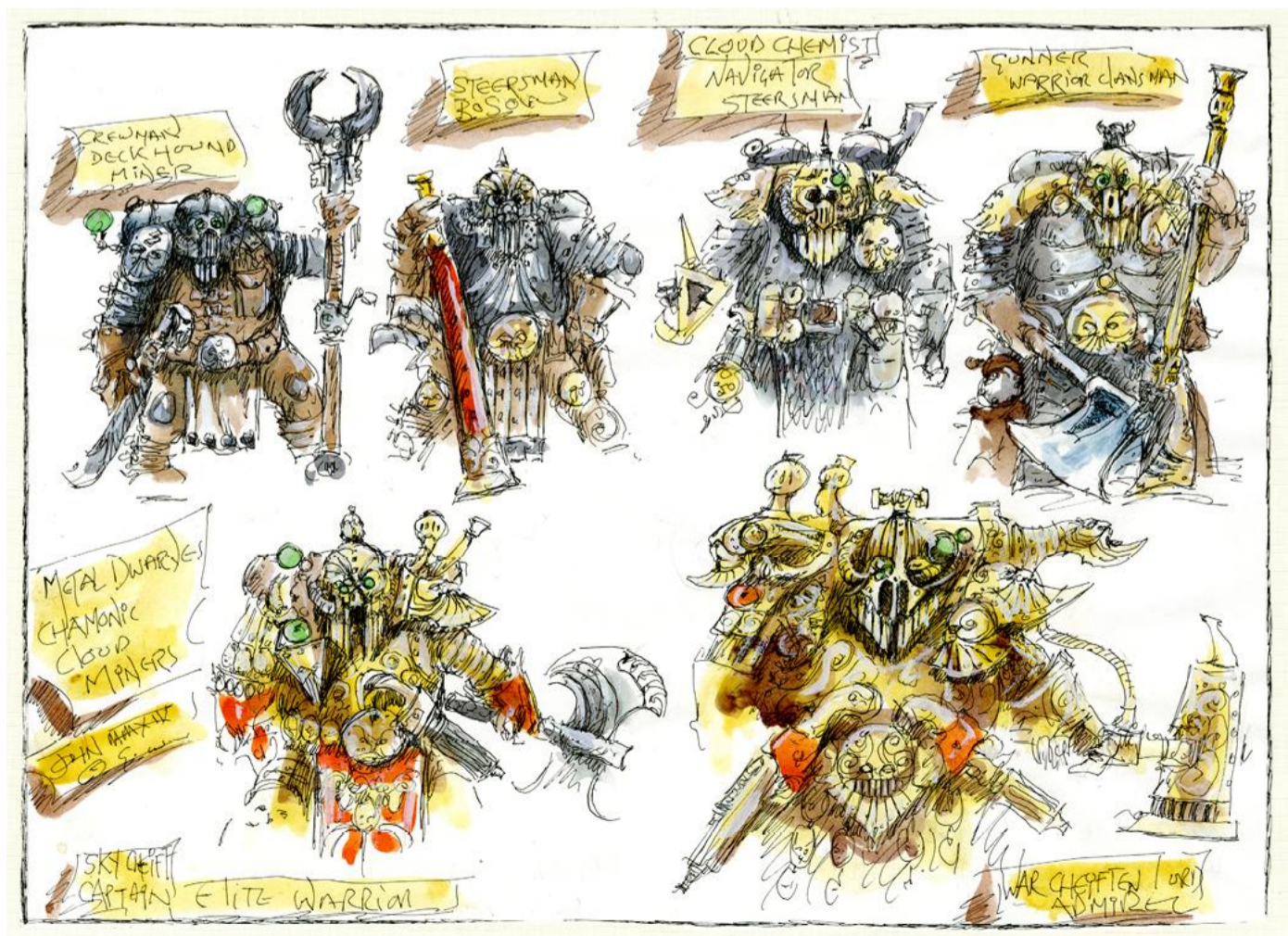
You move up to the professional soldiers – the Grundstok Thunderers – and there's a leap in technology. Not only do they have slightly better filtration units than the Arkanauts, they also carry a self-contained power pack. This is where you first start to see the Kharadron employing aether-gold – it powers their weapons, in some cases it provides the ammunition as well (as you see to the right – Ed), it powers the filtration units and so on."

"Those early designs also set out the most important part of the Kharadron Overlords – their skyvessels," says Oliver. "How else would duardin get around in the skies above the Mortal Realms? John's concept explorations produced the initial silhouettes – many of which included the spherical shape that would later become the buoyancy endrins. From this, we set up the ideas of specific substances that'd make everything fly – what would become aether-gold – and this then set in motion other ideas." And, of course, the skyvessels themselves came into being...▶



MARTIN FOOTITT

Martin has had a hand in more than a few Dwarf and duardin kits over his 20 years at Games Workshop, including the Runelord and the Cogsmith, to say nothing of other armies' centrepieces like Nagash and the Stormcast Eternals Stardrake. A long-time Dwarf fan, Martin was a natural fit for the project.

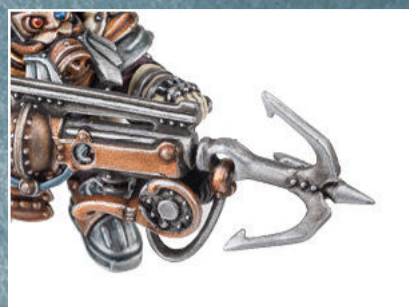


WEAPONS OF THE SKY-FLEETS

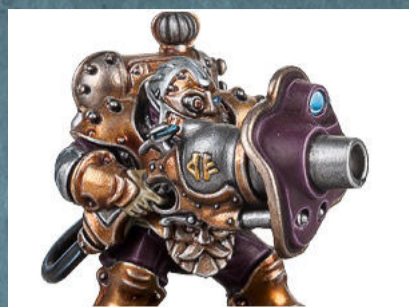
Each Kharadron weapon is powered in some way by aether - even their melee weapons make use of it, as the Arknaut cutters unleash a charge of pent-up energy when they make contact with a target. Each weapon design reflects just how they operate, whether they're melee or firearms - privateer pistols and aethercannons, which are from the same family of weapons, have a stubby barrel and a bulge at the compression chamber above the trigger. There's no solid ammunition to be hand loaded - the chemical reaction that creates the 'bullet' also expels it from the barrel at the pull of a trigger. One weapon the Designers are particularly fond of is the double-barrelled aethershot rifle wielded by the Grundcaptain - which was based in part on the over-and-under shotgun design.



Skyhook



Grapnel launcher



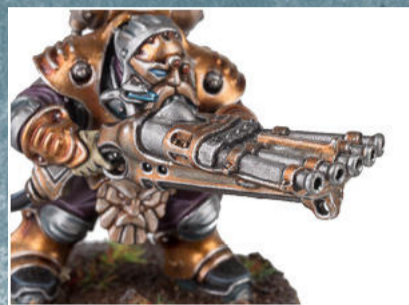
Aethercannon



Grundstok Mortar



Aetheric fumigator



Decksweeper



Aethershot rifle



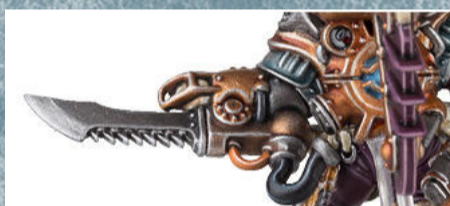
Aethershot rifle



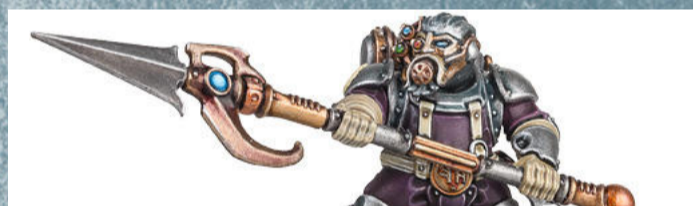
Aethermatic volley gun



Light skyhook



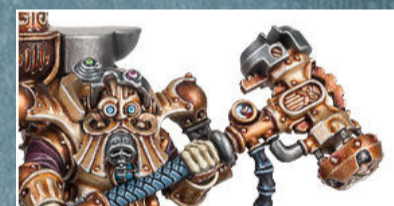
Aethermatic saw



Skypike



Arknaut cutter



Aethermight hammer



Arknaut cutter



The Magnate's Charter



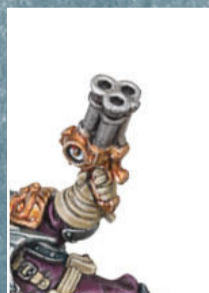
Aethermatic volley cannon



Great skyhook



Privateer pistol



Repeater pistol



Great sky cannon



Bombs



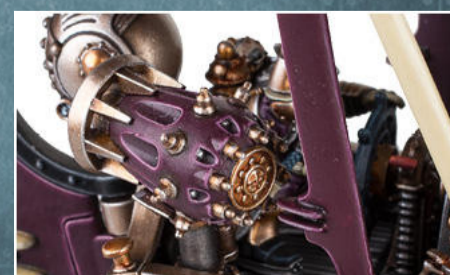
Sky cannon



Aethershot carbines



Heavy skyhook



Supremacy mine

DESIGNERS' NOTES

CAPTAIN OF THE SHIP

A Captain is the unquestioned leader aboard his ship and answers only to an Admiral. Ultimately, however, a Captain must prove successful or be voted out of position. Like nearly all aspects of Kharadron society, the ship is run as a meritocracy. The shareholders of the ship (the crew and the council members of their respective sky-port) expect every voyage to end with profit, so to keep command a Captain must not only prove himself a keen tactician but also keep a weather eye out for any chance to claim mining rights, salvage and plunder.



VESSELS OF THE SKY-FLEETS

▶ “The ships were city-sized warships in John’s first sketches,” says Oliver. “We had to scale it back, as brilliant as a six-foot long flying model battleship would be! One part that was kept through to the finished designs are the globes, which are an integral part of the Kharadron’s look. We thought the globes would function as lifting devices – their shape implies balloon, but who knows what’s actually inside? It could be gas, or it could be machinery, or even massive chunks of refined aether-gold – or maybe it’s some combination of all three. We don’t know the details of Kharadron machinery (the Endrineers Guild keep their secrets close to their chests!) but we can imply some of the functions with the design of the equipment – the pressure valves, the pumpjacks and the reinforced pipes, just as some common examples. As a final touch to the skyvessels, the propellers were added to give them a sense of forward motion – which the endrins alone lacked. It also means there are a few nods to the old Gyrocopters in their design as well, which carries through to things like the screw propeller on the keel of the Ironclad’s hull, and even in the design of the grudgesettler bombs the skyvessels all carry – the duardin aren’t going to reinvent the wheel if an idea has proven itself over the centuries to work.”

“The Arkanaut Frigate is the mainstay of the fleets. By contrast, the Arkanaut Ironclad is the centrepiece, the equivalent of a giant monster in other armies. All of the ships bear the ancestor faces on their prows, and whilst some Kharadron still pay homage ancestor-gods, we saw the designs as something like a maker’s mark. Every vessel is a one-off piece – the Kharadron may exist in an industrialised society, but they don’t buy into mass production. We thought these duardin would like the idea of craftsmanship that’s made to last, even in a society driven entirely by commerce. The majority of what they make is the product of individual craft – even the equipment of the Arkanaut deckhands is bespoke, items made to the individual’s tastes.”

LIFE ABOVE THE CLOUDS

“The Kharadron have a unique take on duardin society,” says Martin. “Their ships are almost the basic family unit of their society, like the clan or hold is for the Dispossessed, with the Captain of a skyvessel taking the role of undisputed head of that family. Another thing we wanted to show was that the Kharadron are a distinctly mercantile faction – many of their units aren’t professional soldiers, they’re merchant sailors with some combat training because the skies of the Mortal Realms are a dangerous place to make a living.”

THE CAPTAINS OF INDUSTRY

The Kharadron Overlords don’t have thanes and kings like their ancestors, but inhabit a far more fluid society, one where rank is based on merit and wealth, and fortunes can change like the winds.

“Affluence and wealth are notions shot through the entire range,” says Oliver. “The Kharadron Overlords are more like the ultimate meritocracy – no one is born into nobility and privilege, and each duardin has to rise through the ranks through hard work and gumption – every Kharadron can go from being a humble deckhand on an Arkanaut Frigate to a Captain of his own vessel, or even an Admiral rolling in gold. Of course, it cuts both ways; the Kharadron Code (which governs all aspects of life for the Kharadron Overlords) does have articles for crew to remove a ship’s Captain if they’re not turning a profit – there’s no shame in Code-approved mutiny.”

“Lord-Magnate Brokk Grungsson epitomises this focus on skill and personal merit,” says Oliver. “Brokk is an industrialist-businessman-scientist-adventurer. There’s a sense of a blustering tycoon to his look. We imagine he’s wealthy, even beyond the likes of the Admirals, so he has the very best of everything. His headgear denotes his rank (and his own slightly idiosyncratic personality). He’s not a king, he doesn’t wear a crown. The top hat fits the idea of him being an ultra-wealthy merchant. Like any other Kharadron, however, he could easily lose it all on one unlucky venture.”



DESIGN VOCABULARY

“When we say we built up a design vocabulary,” says Oliver, “what we mean is what sort of textures and materials and shapes the faction has. With the Kharadron Overlords, we had the vision of them existing in areas that would have a

deadly, highly corrosive atmosphere – so organic materials like wood are right out, as is the idea that they’d have any bare flesh. This then extended to the idea that the better the equipment they have, the more armour they wear – compare the Arkonaut Crewmen and their exposed undersuits to the Admiral’s armour.”



Endrinriggers are a great example of this duality, as their weapons are their repair tools – even the cutlasses on the Arkonaut crew are intended as multi-purpose tools that, whilst very useful at butchering megalofin carcasses, just so happen to be really good at running through orruks or Bloodreavers. The only part of the entire range that is militaristic are the Grundstok Thunderers, as they’re all soldiers for hire who have access to a selection of heavy-duty firearms – everyone else can fight at a pinch, but they’re not out looking for trouble. They’re just plying the aerial trade routes, and trouble finds them.”

THE BEST AND THE BRIGHTEST

The Kharadron Overlords are merchants and sailors but they’re led by a varied quartet of characters. “Aether-gold is vital to the Kharadron Overlords but also a hazardous substance,” says Oliver, “so they have the Aether-Khemist to work with it. He’s in something more akin to a deep-sea diving suit, the height of Kharadron filtration technology. He’s also got all the gadgets he needs to locate those veins of gaseous metal. The Endrinmaster keeps everything running – his equipment includes a set of tools and a portable anvil. He’s a true craftsman, so instead of repairing machines with premade components, he’ll be smithing replacements by hand, ensuring quality duardin

GOLDEN SKIES

“Aether-gold is the fuel of almost every aspect of Kharadron society,” says Oliver. “We liked the notion of it being dangerous, almost radioactive, and very hazardous to your health – after all, in Warhammer magic is usually a dangerous thing to mess with. To use it, the Kharadron need to keep it contained somehow, hence the sealed buoyancy endrins and the aesthetic of the Aether-Khemist and his heavily armoured environment suit (which is made from the same stuff as the aether-endrin pipes, but to keep the gas out rather than in).

“What’s worse is that aether-gold tends to attract the hazardous kinds of wildlife, which is why even merchant vessels and tankers mount heavy weapons and have armed crews. This helps keep the range as an army, but with a duality of design and purpose.”



craftsmanship even out in the far skies. The Aetheric Navigator has the equipment you’d expect of a navigation officer and represents his people’s spirit of exploration – but there’s plenty of elements of the arcane there, as he’s navigating across the skies of magical realms in a flying ship powered (maybe) by the breath of a god! Finally, the Arkonaut Admiral has the elements of the Arkonaut crews, just turned up to 11 – he started out as one of them, made it big, and now has the very best equipment money can buy. He displays the notion that wealth and success being the measure of a Kharadron.”

NEW HORIZONS

“The Kharadron Overlords are really like nothing you’ve ever seen in the Age of Sigmar,” says Oliver. “They’re a real blend of engineering, science and magic – they use what might be the breath of an actual god to power their machines, they hunt impossible flying beasts with advanced firearms fuelled by backpack generators, and they live in floating cities held aloft by that mix of engineering knowhow, burgeoning science and industrialised magic. Yet they’re still duardin, they still have those hallmarks you’d expect – the runes, the stocky profiles, and, of course, the beards. For all their uniqueness, the Kharadron Overlords are unequivocally ‘Warhammer’.”



DAVE SANDERS

Dave's a relative newcomer to the role of rules designer. His recent work includes the most recent iteration of the Stormcast Eternals battle tome and this issue's minigame!



JEREMY VETOCK

Background Writer
Jeremy spent many a long night writing up the Kharadron Code (the entire thing!) as part of the Kharadron project – and even found time to list their favourite tipples too.



THERE'S A WHOLE NEW WORLD UP THERE

Eager to learn more about these brand-new duardin, we sought out battle tome scribes Dave Sanders and Jeremy Vetock to find out what lays within the latest volume.

Duardin they may be, but the Kharadron Overlords stand apart from anything we've ever seen before, a rising power of forward-looking traditionalists. Bringing that to life was a task for the writing team of Jeremy Vetock and Dave Sanders.

"The Kharadron Overlords are like a pirate crew recast as a large business conglomerate mixed in with a strong sense of 'duardiness'," says Jeremy. "So things like craftsmanship, beard length and grudges are still immensely important to them. They may have forgone some of the traditions of their ancestors, but they're still duardin at heart. As new and strange as the Kharadron Overlords are, at the same time, if you look closely, there are plenty of details that hark back to their pre-airborne days that make this faction feel connected back to the heart of Warhammer."

You can see that in the miniatures themselves – in the use of runes on equipment and on the hulls of their vessels, and their casual disregard for magic (now become a respect for

new-found 'science') – and the Kharadron's peculiarities are also reflected in their rules. "The battle traits – the Artycles, Amendments and Footnotes – really capture the Kharadron Code," says Jeremy, "and how weird and interesting it is – a living document subject to amendments, additions and reinterpretation."

"As the Code is the basis of all of Kharadron society, we also used it as the basis of their battle traits," says Dave. "Instead of getting a single trait like most other factions, you choose your army's interpretation of the Kharadron Code from a trio of lists – giving you an Artycle, an Amendment and a Footnote, which allow you to interpret the Code to your preferences. But if you want to theme your army around one of the major sky-ports, we created bespoke rules for them. To make up for losing the flexibility of choosing your own interpretations, you get a small bonus – such as the traditionalists of Barak-Thryng being allowed a special artefact named the Grudgehammer, or the peerless aeronauts of Barak-Zilfin gaining bonuses to their skyvessels."

THE GREAT SIX

The Kharadron Overlords are, broadly speaking, governed by the ruling body known as the Geldraad – which is made up of representatives from each of the major sky-ports, as determined by wealth and influence.

Currently, Barak-Nar is the most powerful, with seven delegates – its fortunes have grown as it has embraced the new sciences over the old faiths. Barak-Zilfin is the second most influential, with four delegates, as its swift fleets have opened up countless new trade routes across the Mortal Realms. The militaristic Barak-Zon has three delegates, helped in part by its rigid discipline and well-armed Frigates, whilst the profit-hungry Barak-Urbaz only has two. The last of the six great sky-ports have but a single delegate each – Barak-Mhornar, regarded as scoundrels at best and pirates at worst, and the staunch conservatives of Barak-Thryng.



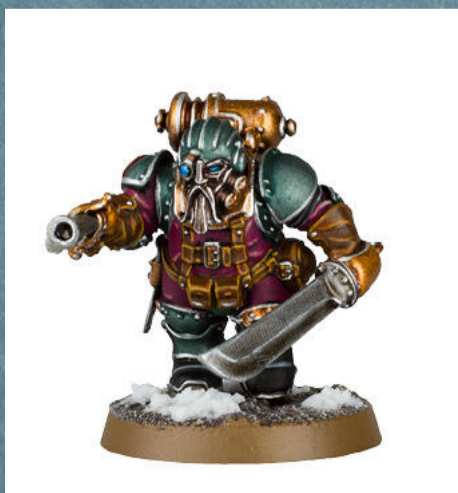
Barak-Nar



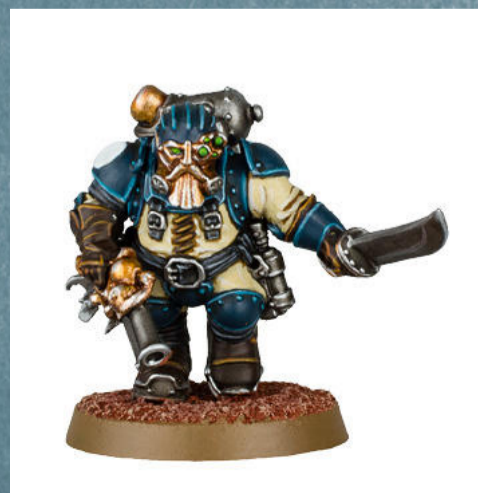
Barak-Zilfin



Barak-Zon



Barak-Urbaz



Barak-Mhornar



Barak-Thryng

BRINGING THE SKIES TO LIFE

Battletome: Kharadron Overlords not only shows the Kharadron fending off foes and sailing to war, but for the first time in a battletome also gives the reader a glimpse of their world outside of battle, in the sky-ports and out in the high reaches of the Mortal Realms.

The piece below shows vessels hailing from many sky-ports traversing the outskirts of a Kharadron trade post. On the right, a flotilla in the colours of Barak-Zon puts out to the skies while, on the left, one of Barak-Zilfin's swift Frigates comes into port heavy with cloudlimpets and, doubtless, precious aether-gold.



SAILING THE GOLDEN SKIES

“The first rules we wrote for the Kharadron Overlords were for their ships,” says Dave. “The skyvessels really are a huge part of the army, and combine some serious ranged presence with swift movement, which opens up a whole host of tactical possibilities for using them, and tactical challenge for facing them. They’re unusually fast for an army of duardin, as is suitable for a race of flying sailors, and their manoeuvrability is absolutely paramount to making the best use of their firepower. And they have plenty of that, as there isn’t a single model that doesn’t have a ranged attack of some description.

“The whole army is loaded with neat abilities that reward experimentation to discover what works for you, with the Ironclad being an exemplar of this – it’s loaded to the gunwales with different abilities and weapons, each of which have a different purpose and a function, with some like the Flagship signals opening up some nice synergies with the other skyvessels and units in your army.” These signals, in fact, affect all friendly skyvessels that can see them (makes sense, they’re flags!) and, amongst other things, can boost the range of shooting attacks by 3” – apply that to an Iron Sky Squadron battalion, and in the first battle round you can potentially decimate an enemy battle line!

THE GILDED GUILDS

Guilds and leagues dominate Kharadron society, and each sky-port boasts dozens of different groups. From the Dockworkers Union to the Consortium of Cloudminers, each is organised according to the Code and maintains their own hall and charter.

Some of the more famous institutions (and by far, the richest) are the Nav-League, a secretive order of aero-cartographers, the Aether-Khemists who hold the secrets of extracting solid metal from gaseous aether-cloud and the Endrineer’s Guild, the great makers.

All three of these guilds hold stake – shares and vested interests – in the skyfleets, and frequently send their own agents abroad aboard Arkanaut ships. Guild rivalries are only surpassed by their many fees, dues, and tithes.



The battletome isn’t stingy in terms of tactical advice either, as there’s a section dedicated to fighting your battles and collecting your force. In fact, we’d say, **Battletome: Kharadron Overlords** is one of the most comprehensive army supplements we’ve ever released for any of our games – alongside the reams of background and rules, there’s oodles of hobby content, too, like painting guides for the six major sky-ports, guides on building models as sub-assemblies, how to make scenic bases, weathering advice – the team really pulled out all the stops to produce a one-stop shop for all things Kharadron Overlords.

“The more you know about a faction, the more interesting they become,” says Jeremy. “The sad thing is we always run out of book space before we run out of things to fill the pages – there’s so much stuff that we just couldn’t jam in alongside the descriptions of the sky-ports, the glimpses of aerial fauna and the snippets of the Kharadron Code. We aimed to make the Kharadron Overlords fantastical and unique, but also let you see their society as it is – they build, they amass wealth and power, and so on. That’s what duardin do – these ones just happen to do so in the danger-ridden airways of the Mortal Realms. There’s a whole new world of monsters and enemies up there in the clouds and I feel like we’ve only just scratched the surface...” ☠



DESTINED DUEL

Ever wondered what it would be like to pit two mighty heroes against each other in a clash of martial skill and brutal cunning? Then you need to play **Destined Duel**, an exclusive mini game in which two players (and their chosen heroes) clash across a war-torn battlefield.

WHAT DO YOU NEED TO PLAY?

To play **Destined Duel** all you need is a small area to fight in (around 12" square is fine), a couple of Warhammer 40,000 models and a pack of cards each (don't worry if you've lost the Jokers from the pack, you don't need them for this game).

You can use any miniature for the duel, but there are plenty of great character models available, such as Assassins, Space Marine Captains, Ork Warbosses and Eldar Farseers. Many are available off the shelves in our stores and you can find the full range online on the Games Workshop website.



There are times when the outcome of a battle, or even a war, rests on the shoulders of two combatants who have come face-to-face on the war-torn world their armies are fighting over. As the two fighters square up against each other, the battle around them fades into inconsequence, and there is only the duel. One wrong move could be fatal, and the fate of millions could rest in the balance.

Destined Duel is a quick game for two players, each with a Warhammer 40,000 Citadel Miniature – their fighter – and a pack of playing cards. It doesn't matter which miniature you choose, although this game is more fun when the players choose miniatures that look good when pitted against each other! You could fight a duel between an Assault Marine and a Wych, a Hive Tyrant and a Daemon Prince, or even an Imperial Knight and a Renegade Knight! You can play this game anywhere where you have enough room to place your fighters with a bit of

space to manoeuvre, and somewhere to place your cards – a 12" by 12" square will normally be more than enough space for most destined duels.

SET UP

The fighters face each other over the broken ground, each weighing up their opponent and looking for an opportunity to strike.

Each player takes their pack of playing cards and removes any jokers and all of the cards from the hearts suit. In this game, cards from the other three suits – clubs, diamonds and spades – represent Attack, Defend and Sidestep actions, respectively. Each player shuffles the remaining cards from their pack – this is their deck, which is placed face down on the playing area.

Card	Action
Club	Attack
Diamond	Defend
Spade	Sidestep

Each player then takes the ace to the ten of the hearts suits, puts them in a pile in order, and places them in the playing area so that the ace is face up on top of each pile. This is their character's life stack, and it is used to track the damage each fighter has suffered.

Each player then sets up their fighter facing the other, around 1" apart, and draws and reveals the top card of their deck. If one player draws a club, that player is the Attacker in the first round – players will take it in turns to be the Attacker in subsequent rounds. If both players draw a club, the one who drew the highest value is the Attacker in the first round. If both players drew the same value club, or neither player draws a club, each player draws the top card of their deck again, and so on until the Attacker is determined. You might find it helpful to give the Attacker a joker card, to help you remember who is the Attacker in each round. With the Attacker decided, each player shuffles any drawn cards back into their deck, and the duel begins!

CARD VALUES

In Destined Duel, cards are ranked from the Ace – the lowest – through two, three and so on up to the Jack, then the Queen, then the King – the highest value card in each suit.

FIGHTING THE DUEL

The fighters come together in a flurry, striking and parrying, ducking and weaving, each seeking to land a telling blow.

The duel is fought in a number of rounds, until one of the fighters is eliminated.

At the beginning of each round, each player draws 5 cards from their playing deck. This draw is open – each player sees the cards their opponent has drawn.

Once both players have drawn their cards, either player may choose to discard any number of cards. Once they have done so, they can re-draw, drawing a card for each card they have discarded, though doing so may disadvantage them as detailed below. The Attacker declares whether they will do so first, and once both players have declared whether or not they will do so, players who have chosen to do so discard and re-draw cards. These re-draws are also open – both players see the cards that are drawn.

If the Attacker re-draws: they become the Defender in this round. (If you're using a joker card to identify the Attacker, the other player takes the joker card.)

If the Defender re-draws: they remain the Defender in the following round. (The Attacker could take a second joker card as a reminder that they will be the Attacker again in the following round.)

If both players re-draw: continue with no change to the Attacker or Defender.

EXAMPLE 1

Dave's Ultramarines Captain and John's Ork Warboss face off against each other (Dave and John also face off against each other, pulling suitably heroic/brutal faces at each other). Dave draws a card from his Playing Deck – it's the nine of diamonds. John draws a card too – it's the three of spades. Neither player has a club, so they draw another card. This time Dave draws the nine of clubs, while John's card is a measly two of diamonds. Dave will be attacking first.

Both players then draw five cards from their Playing Deck. Dave, as the attacker, decides to discard three of his cards in favour of three new ones, while John decides not to discard any at all. According to the game play rules to the left, because Dave re-drew some of his cards, John is now the attacker in the first round.



A DUEL TO THE DEATH

To the left you can see an example of how the Destined Duel can be set up.

On the left you have the Eldar Autarch with all his relevant card decks. At the top you can see his life discard pile next to his life stack (the heart cards), which show that he has suffered three damage so far (with seven life points remaining). Below is the Autarch's discard pile (left) and playing deck (right), where cards are drawn each round to determine what actions the Autarch can make.

On the right you can see the Commissar's decks, but with the positions of the life stack and the playing deck reversed so they don't get mixed up with the Autarch's cards during the duel.



MINIGAME

ACTION RESULT TABLE		Highest value Card		
		Attack (Club)	Block (Diamond)	Sidestep (Spade)
Lowest Value Card	Attack (Club)	The fighter with the initiative deals 2 Damage to the front or side, then the other fighter deals 2 Damage to the front or side.	No effect.	The fighter with the initiative moves, then the other fighter deals 1 Damage to the front or side.
	Block (Diamond)	The fighter with the initiative deals 1 Damage to the front or side.	No effect.	The fighter with the initiative moves.
	Sidestep (Spade)	The fighter with the initiative deals 1 Damage to the front or side, then the other fighter moves.	The fighter without the initiative moves.	The fighters are placed facing each other, and then the fighter with the initiative moves.

Each player now conceals their cards from the other player – this is their hand. Then both players select a card from their hand in secret, and reveal them simultaneously. The fighters act according to the actions on the cards, and the card values determine who acts first. Check the action result by cross-referencing the cards revealed by each player on the table above. Whoever has played the highest value card is said to have the initiative.

MOVE

When the action result tells you to move, move your fighter clockwise or anti-clockwise 90 degrees around your opponent, and turn the fighter to face them. You can, if you wish, not move your fighter when the action result tells you to move. When you do this, you can still turn your fighter to face their opponent.

FRONT, SIDE AND REAR

Some actions refer to the front, back or side. This diagram shows you what is meant by this. A fighter can only ever be in front of their opponent, to the side of their opponent, or behind their opponent, and when they take a move they will move from their opponent's front to their side, or from their side to their



rear, and so on. When a fighter deals Damage, the rules say in which direction or directions they deal this damage: if an attack deals Damage to the front or side, for example, a fighter making that attack would Damage an opponent who was in front of them or to either side of them.

DAMAGE

When a fighter deals Damage, the opposing player removes the top card from their life track for each point of Damage dealt to their fighter. When there are no more cards in their life track, that fighter is eliminated.

NO ESCAPE

An Attack made by a fighter that is to the rear of the target fighter deals two Damage, even if the action result says 'No effect'.

CARDS OF EQUAL VALUE

If both players play a card of equal value (regardless of suit), rather than using the table above, instead compare the Attacker's action to the Defender's action on the table below.

ACTION RESULT TABLE		Attacker's Card		
		Attack (Club)	Block (Diamond)	Sidestep (Spade)
Defender's Card	Attack (Club)	Both fighters deal 2 Damage to the front or side.	No effect.	The Attacker moves, then the Defender deals 1 Damage to the front or side.
	Block (Diamond)	No effect.	No effect.	The Attacker moves.
	Sidestep (Spade)	The Attacker deals 1 Damage to the front or side, then the Defender moves.	The Defender moves.	The fighters are placed facing each other.

Actions		Follow-up Action	
Attack (Club)	Attack (Club)	Attack (Club)	<i>All Out Attack</i> – deal 3 Damage to the front.
Attack (Club)	Attack (Club)	Block (Diamond)	<i>Measured Attack</i> – deal 2 Damage to the front.
Attack (Club)	Attack (Club)	Sidestep (Spade)	<i>Quick Attack</i> – deal 1 Damage to the front or side.
Attack (Club)	Block (Diamond)	Sidestep (Spade)	<i>Riposte</i> – deal 1 Damage to the front or side and ignore 1 Damage except from the rear.
Block (Diamond)	Block (Diamond)	Block (Diamond)	<i>All Out Defence</i> – ignore up to 3 Damage except from the rear.
Block (Diamond)	Block (Diamond)	Attack (Club)	<i>Counterattack</i> – deal 2 Damage to the front and ignore 1 Damage except from the rear.
Block (Diamond)	Block (Diamond)	Sidestep (Spade)	<i>Disengage</i> – move once and ignore 1 Damage except from the rear.
Sidestep (Spade)	Sidestep (Spade)	Sidestep (Spade)	<i>Circle</i> – move to the rear of the target at the beginning of the next round. If both fighters Circle, set them up facing each other at the beginning of the next round.
Sidestep (Spade)	Sidestep (Spade)	Attack (Club)	<i>Backstab</i> – move once and deal 1 Damage, or 3 if your fighter is to the rear of the target.
Sidestep (Spade)	Sidestep (Spade)	Block (Diamond)	<i>Feint</i> – your opponent can only draw 4 cards in the next round.

SECOND AND THIRD ACTIONS

Once their first action has been resolved, both players select another card from their hand, reveal them simultaneously and resolve them as above. Then they do this a third time.

FOLLOW-UP ACTION

The fighters' strategies are revealed as their feints, blocks and parries open a chink in their opponent's defences.

Once both players have taken three actions, each fighter then performs a follow-up action. This follow-up action is decided by the combination of actions that the fighter has already taken this round (the order in which they took these actions doesn't matter – only the combination). Follow-up actions are taken simultaneously, with the following exception: if either of the follow-up actions involves a move, the moves are resolved first, starting with the Defender, before any Damage is dealt, ignored or avoided.

For example, if the Attacker had made two Sidesteps and an Attack (leading to a Backstab follow-up action) and the Defender had made two Blocks and a Sidestep (leading to a Disengage follow-up action), the Defender would move, then the Attacker would move, and then the Damage would be dealt and blocked based on the new positions of the fighters.

IGNORING DAMAGE

When resolving follow-up actions, you may find that one fighter deals Damage while the other

ignores it. If the amount of Damage ignored is equal to or greater than the Damage dealt, the fighter ignoring Damage takes no Damage. If the amount of Damage ignored is less than the Damage dealt, subtract the amount of Damage ignored from the Damage dealt. The fighter ignoring Damage suffers the remaining Damage.

CONTINUING THE DUEL

Bloodied but unbroken, the fighters marshal their resources for the next clash with their opponent.

Once the follow-up actions are resolved, the action cards played in this round and the remaining cards in each player's hand are put into a discard pile, face up next to their deck.

The next round begins with the Attacker now the Defender and vice versa (unless only the Defender used a re-draw in this round, in which case the players keep their current roles). Both players draw five cards unless otherwise stated.

If a player's deck ever runs out of cards, they simply shuffle their discard pile and place it face down as their deck.

ENDING THE DUEL

Exhausted but triumphant, the fighter stands over their downed foe, this great contest won.

Once there are no cards left in a fighter's life stack they are eliminated. The other player wins! If both players' fighters are eliminated at the same time, the result is a draw. ☹

EXAMPLE 2

The first action sees John play the eight of diamonds and Dave play the four of spades. Consulting the chart on the far left, the diamond is clearly the higher value card, but Dave was clever and played a spade, enabling his Captain to move to the side of the Ork. The players make their second action. This time Dave plays a ten of clubs, while John puts down a four of diamonds. Dave's card is the higher of the two, but the result on the chart shows that John's Ork Warboss does one damage to his Space Marine Captain. The third action sees John play the seven of clubs and Dave the seven of spades – a draw! They consult the chart on the bottom of the previous page and find that the Warboss does a point of damage to the Captain, then the Captain moves behind the Ork Warboss.

Main actions over, the players place down their three cards and see what their follow-up actions will be. Because Dave's the Defender and is moving during his follow-up action, he conducts his moves first but decides to leave his Captain standing behind the Ork Warboss. His cards reveal that he is conducting a Backstab action, while John's Ork is performing a Counterattack. Clearly the Warboss has been outmanoeuvred and his attacks miss. The Space Marine, Captain, however, does three damage because he's attacking the Ork from the rear.



ENEMIES OF THE IMPERIUM

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This month, we take a closer look at the art of the enemies of Mankind and ask the artists behind these impressive pieces for insight into their magnificent work.

Tyranids versus the Imperial Fists by Kevin Chin. "This piece evokes the swarming nature of the Tyranids," says Kevin. "It brings that sense of grim darkness in that no matter how well the Imperial Fists in the piece fight, they will still die."



Left: Genestealer Cult Goliath Rockgrinder and Genestealers by Nemanja Stankovic. "My job was to find the best way to present the idea of a Genestealer Cult uprising to the viewer," says Nemanja. "While the obvious focus is on the Rockgrinder that the piece was intended to introduce, there are a couple of other points of interest that play a more symbolic role and also help add a bit of story to the piece. The Space Marine statues in the background, although gigantic, are still and powerless against the Genestealer Cult onslaught around them. At the front of the piece is a concrete Imperial Aquila being broken down and shattered by the Rockgrinder's drilldozer – both are visual points that help make it clear to the viewer that this is a battle the Imperium of Man is losing catastrophically."





Left: Tau Attack by Pedro Núñez. It's a rare thing indeed for someone to get the drop on the Adeptus Astartes, but in this piece the Tau have, through a canny blend of technological sophistication and strategic cunning. Pedro has managed to capture a sense of speed and dynamism as the Tau launch an aerial assault upon an Imperial city, posing the Tau flyers and Crisis Suits as if they are descending down into the city, emerging from around the viewer. In contrast, the Imperial flyers are rising up in the distance as if in response to the approaching threat.

Pedro managed to encapsulate the Tau's predilection for ranged warfare in this piece with the posing of the Crisis Suits. As opposed to the wings of Tau flyers swooping in to engage the Imperial defenders, the Crisis Suits are descending to attack but are keeping the Imperial aircraft at arm's length, trusting in their superior firepower.



Left: Planetstrike by Paul Dainton. "As obvious as it may sound at first," says Paul, "with this piece I wanted to evoke the idea of an invasion. The layout of the piece was deliberately intended to be a letterbox, to give the impression of an epic, almost apocalyptic sweep of a planet-wide battle.

"I wanted to contrast how the Eldar and Imperial Guard fight here – they don't just look different, they fight differently as well. So we had a static Imperial firing line and Valhallan troopers in heavy greatcoats being attacked by a lithe and rapid-moving Eldar assault that almost seems to be leaping over the trench walls. The choice of Warrior Aspect and Craftworld – Striking Scorpions and Biel-Tan, respectively – was a deliberate one, as the greens and whites contrast strongly with the reds, browns and oranges of the background. I really enjoyed working on this piece, especially the Striking Scorpions."

The Necrons by Alex Boyd. "With this piece, I wanted to bring out the horror aspect of Warhammer 40,000," says Alex. "The eerie green light coruscates through every aspect of the army – crackling through the Necrons' weapons, through their eyes, even through the air itself. It has an alien and otherworldly quality to it."



Armageddon by Adrian Smith. Adrian captured the essence of the Orks in this piece, showing their savagery and brutality, and their raucous joy at the violence around them – which is in marked contrast to the wide-eyed fear of the Guardsmen.



Dark Eldar Attack by Alex Boyd. "With this piece, I wanted to focus on the Dark Eldar's speed and agility," says Alex. "The viewer is put in the Guardsmen's boots as the Dark Eldar loom above them, like graceful and deadly shadows."



Daemonic Incursion by Kevin Chin. "With this piece, we wanted to show just what a Warp rift would be like," says Kevin. "The powers of Chaos change anything they come into contact with, the landscape included, but it's different to the way Tyranids will change a world – the Chaos powers have no rhyme or reason for how or why they twist things. We wanted to show off the Daemons of all the Chaos Gods in this piece, but I'm especially happy with how the Keeper of Secrets turned out."



The Black Legion by Kevin Chin. "One goal we had for this piece was to get across the difference between Daemons and Chaos Space Marines," says Kevin. "The latter are purely about physical destruction. Getting across this idea of apocalyptic ruination, of sundering worlds rather than corrupting them, informed the use of reds and oranges. The piece's composition is key as well – the Chaos Space Marines are almost like a black tide, crushing any and all before them with monstrous impunity."





A GRUDGE TO SETTLE

Deep in the Shattered Lands of Chamon, the sky-fleets of Barak-Zilfin have been dispatched to settle a debt – to recover Admiral Banebellow’s masterwrought hammer from the Flesh-eater Courts. Dave Sanders and James Karch take command in this month’s Battle Report.

Following a failed business venture with the Ironbark Sylvaneth, Admiral Banebellow of Barak-Zilfin tried to recoup his considerable losses by opening trade negotiations with the savage and cannibalistic Flesh-eater Court of Kazikorak the Malodorous, a canny if crazed Abhorrant Ghoul King, whose lands may contain untapped bounties of aether-gold above them. Instead of fruitful trade, Banebellow’s

expedition was butchered and his beautifully made hammer of aethermatic might was taken as a trophy by the vile mordant monarch. Calling in every favour and spending the last copper coin to his name, Admiral Banebellow outfitted a sky-fleet of vengeance to settle the grudge – either he would reclaim what was owed to him (and his numerous creditors) and return to Barak-Zilfin in triumph, or he’d not return at all...



KHARADRON OVERLORDS – COLLECTING A DEBT

Dave: My first White Dwarf battle report! I'm really excited to be taking part in this battle – the Kharadron Overlords are an exciting new force and introduce new elements to the game, so I'm really looking forward to doing them justice.

For this game, we're playing the battleplan A Grudge To Settle from the new battletome, which has variable victory conditions – we rolled up Stolen Treasure, which means James's general has taken my Admiral's hammer of aethermatic might. Understandably, my Admiral wants it back, along with the dastardly vampire's head!

Going into this battle, I know who my opponent is and the army he's using – this should be an exciting match-up for the Kharadron Overlords. The Flesh-eater Courts are fast, resilient,

ferocious in close combat, and they have a number of flying units as well. All of that will stand them in good stead against the highly mobile shooting army that is the Kharadron Overlords. With my opponent and the battleplan in mind, I'm picking an army that will hopefully be able to tackle anything it comes up against.

My army will be from Barak-Zilfin, the Windswept City – the Kharadron Overlords boast mastery of the skies, but none can so rightly claim that as the duardin of Barak-Zilfin. These superlative sailors know how to coax the most out of their skyvessels, how to make the most of the slightest breeze, and how to punish any foes with the temerity to challenge their aerial supremacy!



DAVE SANDERS

As the man behind the mechanics of the Kharadron Overlords, Dave was the natural choice to command the doughty duardin in this month's Battle Report. But Dave's led his own Death army before – will his insider knowledge aid him against James?

FLESH-EATER COURTS – TIME TO FEAST

James: I was a bit apprehensive when I was asked to take part in this month's Battle Report – the Kharadron Overlords are nothing like I've ever seen in Warhammer Age of Sigmar.

They're loaded with guns upon guns and all sorts of weird and wonderful gizmos that I've no idea how to counteract. And that doesn't even take into account those skyvessels...

The match up of forces is a brilliant one – the two armies could not be more different. The Kharadron are superlative at shooting, but the Flesh-eater Courts only have a few ranged attacks on the big beasties. The Flesh-eater Courts do have a big advantage elsewhere, though – they're far better at combat, with a lot more attacks and the chance to boost them further. They've also got the upper hand in

terms of magic – the Black Hunger and Feeding Frenzy spells will potentially turn my ghoul packs into absolute combat monsters. Add in the ability to negate duff dice rolls with Courtiers, and if I can close the gap with Dave's Kharadron early on, I may be able to do an absolute ton of damage.

With all this in mind, I'm going to need to twist around the terrain and try to block line of sight to my advantage wherever I can – I need to keep my general alive as long as possible to win. Outside of hiding, my plan is to present more pressing threats than my vampire to Dave's many, many guns. Dave might be able to just sail over some of my units, but they should be able to drag his skyvessels down with sheer weight of numbers!

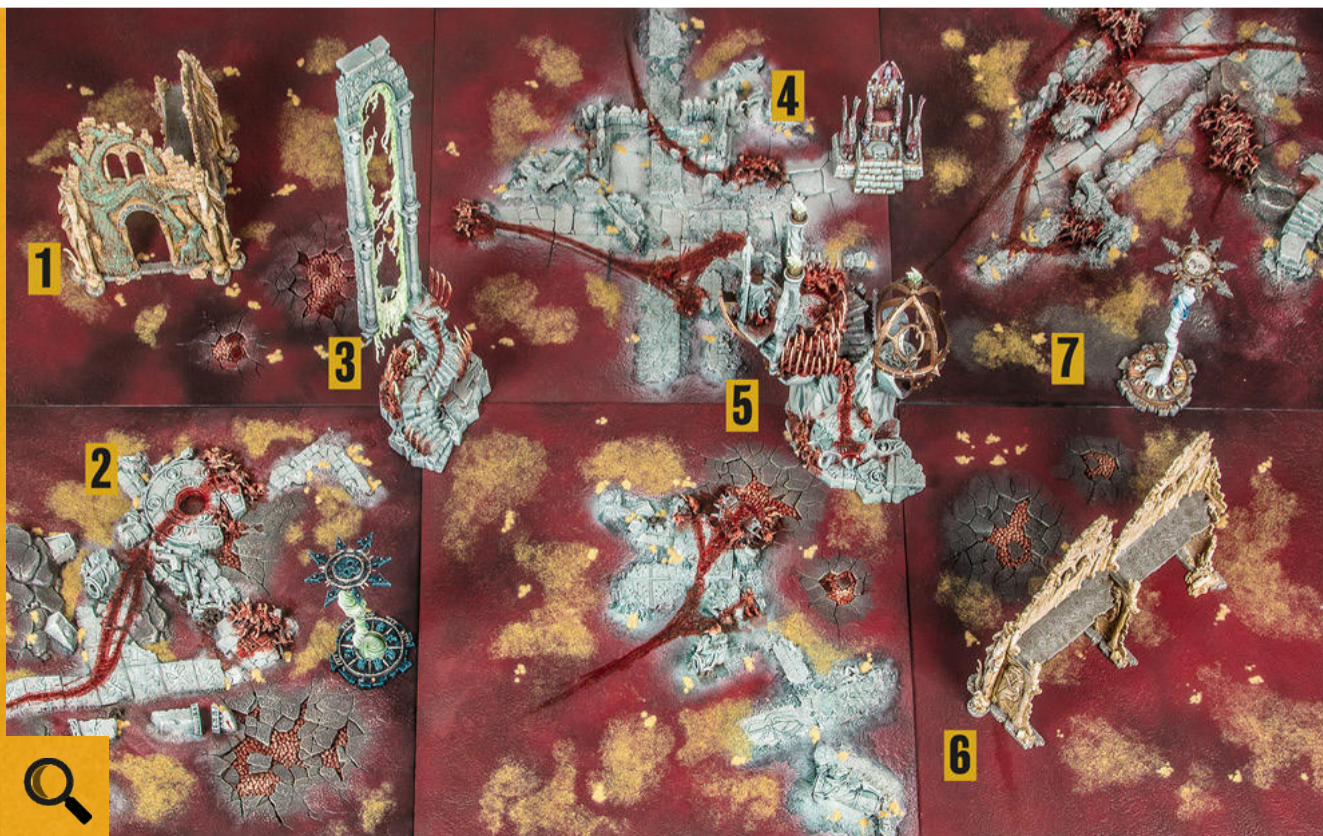


JAMES KARCH

As current Tale of Four Warlords champion, it felt only right to give James a chance to show off his tactical nous in a Battle Report. Can he pull off another spectacular victory with his Flesh-eater Courts? Or will Dave blow his army away?

THE REALM OF BATTLE

To represent the Shattered Lands, we used the Studio's Flesh-eater Courts board and terrain (although both players opted not to use any special terrain rules). As this battle is taking place in Flesh-eater Courts land, we named each piece of terrain in a suitably gruesome fashion – they are the House of the Hydra (1), the Breath of Nagash (2), the Gate of the Golden King (3), the Malodorous Throne (4), the Crimson Villa (5), the Broken Temple (6) and the Well of Hungry Ghosts (7).



BATTLE REPORT



ADMIRAL BANEBELLOW'S SKY-FLEET OF BARAK-ZILFIN

Dave: I've drawn my army from the Studio's Barak-Zilfin collection, which gave me a lot of units to pick from as they have at least one of everything!

My general is the Arkanaut Admiral Banebellow, who I had decided to give an artefact of power – a hammer of aethermatic might. I had hoped that it'd boost his already-considerable combat abilities, until it became clear James's general had stolen it. I also chose a pair of specialists to accompany the Admiral on his venture of vengeance – Endrinmaster Grimwright and the Aetheric Navigator Zephyrbeard.

I just had to include an Ironclad, so I have the Debt of Honour. Kharadron Overlords have access to great endrinworks, which are artefacts of power for their ships, and it was clear which skyvessel would be getting it. One of them turns a single shooting weapon on the skyvessel into The Last Word, allowing it to be fired whenever an

enemy ends a charge within ½" of the ship. Upgrading the Ironclad's aethermatic volley cannon should give James pause when charging my flagship. The Grundstok Thunderers, an Arkanaut Company and three heroes will start the game embarked aboard the Ironclad, so they should be well protected until I set them down – especially with the band of Endrinriggers tagging along.

My Frigate, Acquisition, mounts a heavy skyhook and has an Arkanaut Company in the hold. It's also accompanied by a unit of Skywardens to see off any flying nasties. I also chose a Grundstok Gunhauler, Grundstok's Oath, with a sky cannon – to deal with James's monsters. Finally, I chose a third Arkanaut Company on foot.

My choice of units allows me to set up most of my army embarked on skyvessels. This means I can set up my ships in a fairly central position, the better to respond to James's set-up and the victory conditions for the battle.



THE DARK COURT OF KAZIKORAK THE MALODOROUS

James: My army is virtually the entire Flesh-eater Court section of the force I collected for A Tale of Four Warlords – so that made choosing it very easy!

As is only fitting for a Flesh-eater Court, the army is based around its monarch. So the first selection was my general, Kazikorak the Malodorous, an Abhorrant Ghoul King on Zombie Dragon. He'll be target number one for the Kharadron, and I have to keep him alive to deny Dave victory. Kazikorak could easily fly away from danger, but the problem is he's central to my army's combat abilities, so I need to keep him relatively close to the masses of Crypt Ghouls – oh, the dilemma!

I've found that in order to get the most out of my Flesh-eater Court it's better to keep them pretty close together so that the characters can use their abilities as effectively as possible. I added with an Abhorrant Ghoul King on foot, Hizajako the Ungallant, and then chose to take one

of each Courtier. With them around, I hope that the units will stay on the battlefield long enough to get into combat, where they're most effective. I selected a Varghulf Courtier, Fozalik, as a Varghulf is an absolute brute, even before you factor in his ability to bring on reinforcements. Djaff the Unworthy and Lomiq the Obsequious, my Crypt Infernal and Crypt Haunter Courtiers respectively, are useful additions to the units of Crypt Flayers and Crypt Infernals. I then backed all this up with lots and lots of lovely Crypt Ghouls, both as part of the King's Ghouls battalion (led by the Crypt Ghost Courtier, Vazirak) and as separate units.

And as a final consideration, I added a Terrorgheist, Rotscrech – we can't have Dave dominating the air entirely now, can we? All in all, we're both highly mobile armies, and I have the chance to replenish my ranks to make up for all the gunfire they'll be weathering – I only hope that it'll be enough to grant me victory...



BATTLE ROUND 1 & 2: THE OPENING SHOT AND FIRST BLOOD

Admiral Banebellow had led his skyfleet of vengeance to the most desolate and ruined tract of the Shattered Lands of Chamon – once, the region had been home to a prosperous civilisation of men, but now it was naught but cyclopean ruins haunted by degenerate cannibals. The fleet's trio of vessels drifted serenely from the clouds to the spot where Banebellow's last expedition had fallen, their way marked by the flares of Arkanaut Company scouts who'd marched on ahead. If there was any doubt the undertaking was in the wrong spot, those concerns were quashed at the sight of shapes massing to the north-east – a handful at first, then more still, the numbers soon beyond counting. At the heart of it all was the massive, lumbering corpse of a dragon with a hulking bestial figure atop its mouldering neck – without a doubt, this was Kazikorak the Malodorous, the monarch of this benighted realm and Admiral Banebellow's nemesis.

rites of war

Dave's army is from Barak-Zilfin, so its battle traits reflect that – Master the Skies lets them reroll hit and wound rolls of 1 against flying targets, Don't Argue With The Wind grants them a 6 for all run moves for skyvessels, and Superlative Sailors means their ships ignore Mortal Wounds on a 6. Dave chose the Grudgebearer trait for his Admiral as well – rather apt, we think! James opted to roll for his general's trait and artefact, gaining Ruler of the Night (which boosts the Deathless Minions ability) and a 'Sword' (actually an amulet) of Unholy Power.

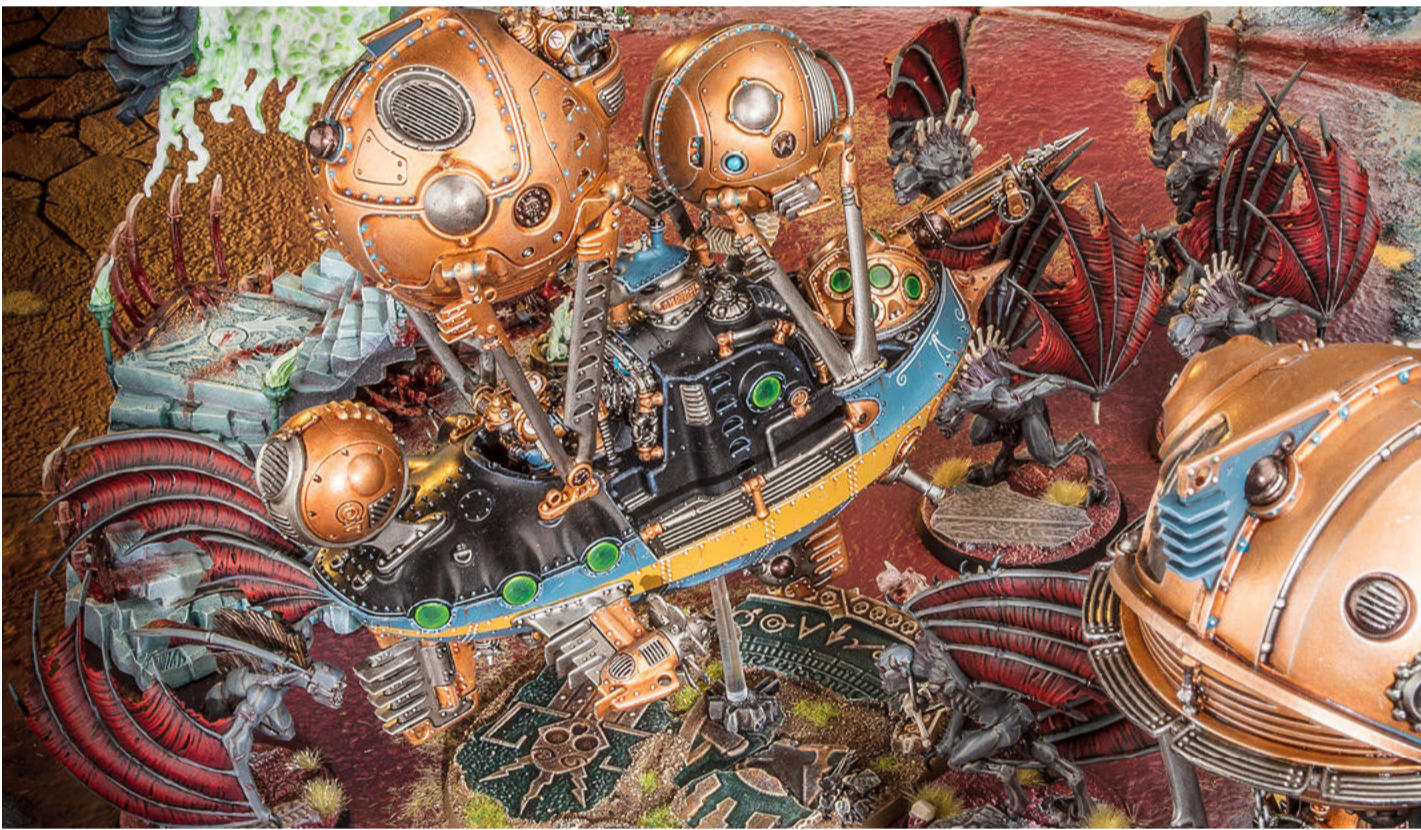


With a curt order and a flash of signals, the three vessels of the fleet opened fire at a vile flock of Crypt Flyers, the only foe in range of their guns. The debased creatures were torn apart by aetheric shot and cannon fire, and all but their twisted leader were cast to the rusted ground. Yet to the horror of the Kharadron gunners, the Crypt Flyers stood back up – wounds knitting back together, bones clicking into place – and surged at the *Acquisition*, tearing it from the skies as their fellow mordants swarmed across the battlefield, lured by the promise of fresh meat. The survivors of the crash joined with their comrades who descended from the Ironclad and opened fire into the onrushing horde of ghouls.

To the east, in the Broken Temple, the monstrous Terrorgheist Rotscrech descended upon the Arkanaut scouts hiding behind the ancient walls. With a hideous screech, it slew fully half the band from naught but sheer terror.



1



2

Driven by the Abhorrant Ghoul King's infernal will, the Dark Court gathers around their liege-lord (1), eager to protect him from what the mordant wretches perceive to be deformed, sky-dwelling monsters with skins of tarnished iron.

The pack of Crypt Flyers descend like a flock of hellish bats upon the Frigate *Acquisition* (2), batting aside skymines and detonation drills to tear at the warm, fleshy morsels inside the iron shells. Despite the stoic defence by the Arkanaut Crew, the Frigate is pulled down by the weight of numbers. The passengers aboard attempt to use the numerous saviour lines and prudency chutes, but many aboard meet their dooms with the end of the ship.

ALWAYS ROOM FOR ONE MORE!

Kharadron skyvessels can carry models with the Skyfarer keyword – Dave chose to have his entire army bar one band of Arkanauts embarked on his Ironclad and Frigate at deployment. This granted the units within the durability and speed of the airships. However, units that are embarked can't do anything until they disembark, and if a terrible incident (like Crypt Flyers tearing at the hull) causes a skyvessel to go down, there's a chance not everyone will make it off the stricken ship!



BATTLE REPORT

BATTLE ROUND 3: THE METAL MEETS THE FLESH

Ever keen to lead his employees by example, Admiral Banebellow exhorted those around him with promises of extra shares from the eventual aether-gold bonus due when (and more importantly if) the region could be safely mined. Meanwhile, the Debt of Honour and the Grundstok's Oath opened fire with all guns on Kazikorak the Malodorous and his grotesque mount – they failed to slay the monster, which seemed singularly unfazed by the storm of aetheric shot. Even when the rounds bit deep, Kazikorak's wounds healed moments later thanks of his unnatural biology.

Turning his black gaze from the thundering sky-ships, Kazikorak, along with his diabolical princeling Hizajako, twisted the minds of his swarming bands of followers, imbuing the mordants with a great and terrible hunger that gnawed at their very being. Their minds burning with the need to protect their sainted

BOMBING RUNS

James was obviously eager to close the gap and claw more of Dave's skyvessels out of the air, but the ships do have a way of dealing with would-be boarders – bombs! All Kharadron skyvessels come with detonation drills (which mean the afflicted unit cannot attack until the end of the combat phase) and grudgebuster bombs (which kill things stone dead). Grundstok Gunhauleds also carry frag charges for close quarters, Frigates have skymines (which can wound any flying foes that get too close) and Ironclads boast the mighty supremacy mine...



liege and cast down the hideous, stunted interlopers from their lofty perches, each pack of ghouls crashed into the survivors of the Frigate's destruction in the shadow of the Crimson Villa, tearing at anything that came close. The Endrinrigger band, which had been attached to protect the Debt of Honour, sought to hold out against the tide of enraged Crypt Ghouls – one by one they were pulled down, rivet guns punching holes through ghoulish flesh until they were cast to the ground and torn apart. Only their Mizzenmaster, Jhonti Gearglimmer, survived, consumed by grief and anger, cutting down every ghoull nearby.

The crew of the Grundstok's Oath, surrounded by ravenous ghouls, hurled munitions overside to thin the mordants' numbers and was supported by the nearby Ironclad. At such close range, the crew of the Debt of Honour resorted to using the vessel's belaying valves to scald the Crypt Ghouls with clouds of super-hot aetheric steam.



CHOOSE YOUR TARGETS WISELY

With so many guns on each skyvessel, using the right tool for the right job is the name of the game – remember you can split your fire in Warhammer Age of Sigmar! Dave chose to use the aethershot carbine array on the Debt of Honour (and the aethershock torpedoes when that didn't work) against the Crypt Ghastronaut – that left him with the aethermatic volley cannon, which was better suited to stripping wounds off of James's general, softening him up for a final savage volley.



1



2



3

Crazed with grief at the loss of his fellow Endrinriggers, Mizzenmaster Jhonti Gearglimmer (1) becomes a grim spectre of vengeance, carving through ranks of ghouls with his aethermatically powered saw blade.

Sensing the threat posed by the swift sky-craft, the band of ghouls attempt to pull the *Grundstok's Oath* from the sky. (2) The two soldiers of fortune piloting it are decidedly nonplussed by the degenerate cannibals swarming about their diminutive vessel and drop duardin-made fragmentation charges to clear away the swarms of mordants in a series of gory explosions.

The hulking Terrorgheist Rotscreach proves to be a terror to the scout company of Arknauts hiding in the Broken Temple – the mere sound of its infernal screeching has already killed half of their number, and now it's in biting distance...

The rotten abomination seeks to sate its nightmarish hunger by feasting on the survivors (3) – pulling them apart with mouldering claws or shoving them into its carious maw, the ruined chunks falling through its broken and flyblown digestive tract. Before the last of the Arknauts are pulled down to their death, Captain 'Deadeye' Stumpi shoots the beast square in its dead sockets, illuminating the skull in a plume of aetheric flame as its dagger-like fangs rend him to bloody shreds.

BATTLE REPORT



BATTLE ROUND 4: TIME RUNS OUT

Rotscreach, having all but entirely consumed the scouting party of Arkonaut crew, began to turn its greedy sights upon the masters of the fleet. Admiral Banebellow, Endrinmaster Grimwright and Aetheric Navigator Zephyrbeard opened fire on the hideous abomination with their sidearms. Eager to save what was left of their venture from being consumed by the massive bat-like abomination, Admiral Banebellow and Endrinmaster Grimwright charged the Terrorgeist and began to pummel it into oblivion with aether-charged hammers. As was the Admiral's prerogative, it was Banebellow who landed the killing blow – only for the beast to explode into a mass of necrophagous vampire bats, tearing and biting at the pair.

As mighty as he was, Kazikorak's deathless frame was beginning to suffer under the relentless assault of the Grundstok Gunhailer,

TECHNOLOGY AND MAGIC

Like the Dwarfs of old, Kharadron Overlords don't have wizards, though the Aetheric Navigator fulfils a similar function and served as Dave's main way of unbinding James's magic. One of the Aetheric Navigator's other abilities is unleashing an aetherstorm with his arcane apparatus – this meant that James's flying units could only move at half-speed when they were within 18" of the Navigator. The trick, however, was Dave keeping him at the heart of the army to maximise the benefit – with his short duardin legs, he only has a movement of 4.



the punishing firepower now leaving damage his dark magic could not easily repair. If the pair of Grundstok mercenaries crewing the aerial war machine could keep the pace of fire up, there was every chance they would be the end of him...

As if heeding a silent summons, more ghouls swarmed onto the battlefield – Crypt Ghouls and Crypt Horrors loping from the shadows, Crypt Flyers descending from the darkening skies. For every one blown apart by superior Kharadron firepower, another took its place. The degenerate cannibals had numbers on their side, but they were poor-quality troops in comparison to the well-drilled Thunderers, who calmly stepped back towards the Breath of Nagash and tore through anything that came into the range of their guns. Despite the overwhelming odds facing them, so long as the Kharadron Overlords had enough ammunition, they could still turn a profit from the venture.

PUTTING THE HAMMER DOWN

The Kharadron Overlords may be supremely well equipped for shooting, but that's not to say some of them can't mix it up in combat – Admiral Banebellow was able to smash apart ghouls with his skalfhammer, and after Dave supercharged Endrinmaster Grimwright's harness, he managed to bludgeon the Varghulf Courtier, Fozalik, to death doing 9 Damage in a single combat round! Ably assisted by the Endrinmaster, Admiral Banebellow finally sent Rotscreech back to death in combat.



1



2



3

Endrinmaster Grimwright, already wounded by the swarms of necrophagous bats that swarmed out of the wreck of the Terrorgeist, is further hurt by his malfunctioning endrinharness – sluggish and bloody, he fights valiantly against the Crypt Horrors (1) but succumbs to the blows of the degenerate monsters.

Aetheric Navigator Zephyrbeard finally manages to work the kinks out of his equipment and summons a titanic aetherstorm over the battlefield (2). Winds created by duardin science buffet the aerial abominations of the Flesh-eater Courts out of the sky, forcing them to hobble across the ground like the despicable vermin that they truly are.

Despite being pummelled with shot and explosive cannon shells, Kazikorak the Malodorous steadily advances towards the Gunhailer (3), regenerating some of the catastrophic damage done to him – wounds that would have felled a mortal creature seem to do little but infuriate the ghastly undead monarch.

As his grizzly skeletal mount seizes the *Grundstok's Oath* in its necrotic jaws, the Abhorrant Ghoul King lunges forward and tears the occupants to gory ribbons. With no surviving crew and its armoured hull dented and pierced by the savage attentions of Kazikorak's Zombie Dragon mount, the *Grundstok Gunhailer* falls to earth, its contract forever unfulfilled.

BATTLE ROUND 5: THE TRAGIC END OF THE DEBT OF HONOUR

The crew of the *Debt of Honour* saw that time was rapidly running out for their fellows on the ground and chose to unleash everything they had at Kazikorak. Aethershock torpedoes tore great chunks from the fiend's mount, while the aetheric volley cannon stitched round after round into the Abhorrant Ghoul King's sickly flesh, bringing him ever closer to his final death – but it was not to be. With Mizzenmaster Gearglimmer dead atop a pile of Crypt Ghouls corpses and the King's Ghouls tearing apart Admiral Banebellow, the entirety of the Dark Court swarmed the *Debt of Honour*. The mighty Ironclad was pulled to the ground by the sheer weight of numbers, its crew butchered by the vile Hizajako and its aether-endrin ruptured by the scrabbling claws of countless Crypt Ghouls, their twisted minds turned to a whirling morass of insanity and bloodlust by the black magicks of their infernal sovereign and his twisted princeling.

CLOSE ASSAULT

The Kharadron Overlords, for all their strengths like their speed, durability and shooting, are not unbeatable. Especially in matched play, the Kharadron as a force are relatively weak in combat and easily outnumbered, as even the mighty Ironclad isn't the ideal fighter for the swirling melee. Isolating and overwhelming a single Kharadron unit at a time is an especially effective strategy, as James ably demonstrated again and again. Whilst at range the Kharadron can keep even numerous foes at bay, in combat their gun butts and tools are no match for dedicated combat weapons.



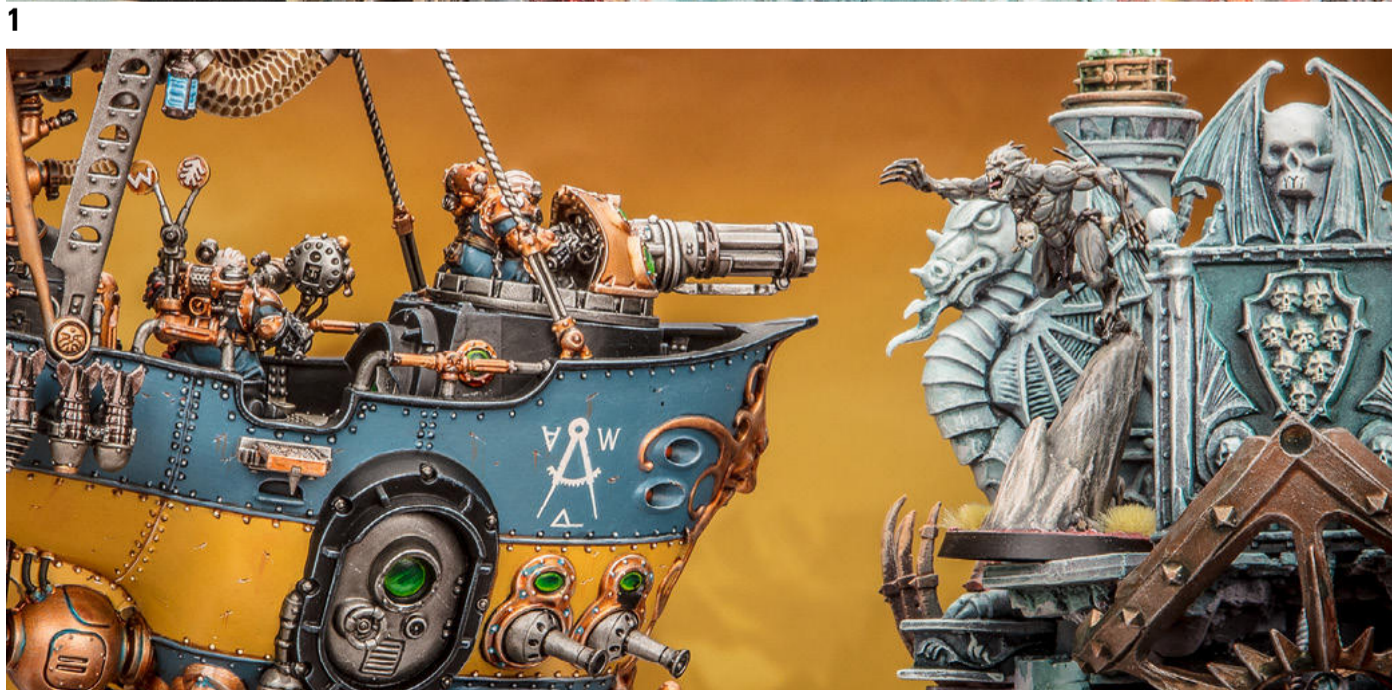
With the *Debt of Honour's* destruction, the battle was over. Despite victory, the field was littered with the dead of the Flesh-eater Court, and a mighty Terrorgeist lay destroyed. More troubling for Kazikorak, the Ironclad's final volley had left the mordant monarch in physical ruins. He would require much fresh blood and many long nights before he could bestride his kingdom once again.

As for the remnants of the Barak-Zilfin sky-fleet, Zephyrbeard the Aetheric Navigator and the Grundstok Thunderers believed their contract was fulfilled, as the venture had been a costly failure. All that was left to do was retreat and summon aid to retrieve them, as per the Grundcorps guidelines. Yet one employee elected to remain – Crombi Stoutfist, the last surviving Arkanaut crewmember, for the fiend Kazikorak still lived. Skyhook in hand, Crombi set off, eager to claim the pale beast's head as compensation for the deaths of his crew...

His venture failing fast, Admiral Banebellow fights valiantly against the same Crypt Horrors that have slain his business partner, Grimwright, the expedition's attached Endrinmaster. Smashing the nightmare beast's blows aside, he can feel his limbs growing leaden, and at last he raises his skalfhammer just a fraction too slowly (1) – in an instant, the Admiral is knocked to the ground by the Crypt Horrors' bone clubs, before being torn limb from limb by the hulking nightmares.

Sensing that the last true threat to his monarch was the hulking Ironclad, Hizajako the Ungallant climbs to the top of Crimson Villa and leaps from the edge onto the *Debt of Honour's* foredeck (2) – a suitably theatrical gesture that ends in the fiend savaging the sky-vessel's crew with gruesome impunity.

Despite giving its all and unleashing an absolute storm of shot against the entire Dark Court, the *Debt of Honour* is surrounded by Kazikorak's mordant subjects and hauled unceremoniously from the sky into the heart of the valley (3). Within moments, the crew are torn apart by starving Crypt Ghouls and snarling Crypt Horrors, leaving nothing but a ruined hulk to litter the landscape of the Shattered Lands.



FIRE EVERYTHING!

It took everything in James's army to pull down the *Debt of Honour*, Dave's Ironclad, including a whopping 88 attacks from 22 rabid Crypt Ghouls boosted by Black Hunger and Feeding Frenzy. Even then, the swarm of mordants only just managed to tear the Ironclad out of the sky. Meanwhile, the *Debt of Honour* managed to reduce Kazikorak, James's general, to just a pair of wounds in a single round of shooting. If the game had gone on for one battle round longer, Dave could have won a minor (and incredibly pyrrhic) victory – instead, a minor victory went to James for keeping his general alive until the end.



BATTLE REPORT

PROFIT FORECASTS ARE LOOKING... CHANGEABLE

Dave: Well, the dust has settled, and that familiar feeling of post-defeat reflectiveness has settled in. What could I have done differently? What were my mistakes? How can a person roll quite so many 1s? Before I get into that, though: it was a cracking game. James was an excellent opponent, putting up with my jibes and playing a great, exciting battle where he wasn't afraid to take a few risks. The Kharadron Overlords were a blast to play with, and when they got to play to their strengths they were completely devastating!

The skyvessels were great fun, being mobile, loaded with guns and tough to take out in combat – firing The Last Word five times (50 shots!) in James's turn was a particular highlight – and they all feel like solid centrepieces for the army.

DUARDIN OF THE DAY

"The Admiral was my duardin of the day," says Dave. "With his eminently suitable command trait of Grudgebearer he had an extra combat attack, and he certainly made the most of it, smashing Ghoul skulls with his huge skalfhammer!"



There were occasions in the battle where I feel the Kharadron Overlords really showed what they can do – with the combination of the resilience of the skyvessels and their ability to shelter the duardin infantry, I could set up situations where almost the whole of my army could focus its firepower on a single unit, with devastating results. It's just a shame that I wasn't able to do that to James's wicked general, even if I did get him down to two wounds!

I also got to use a lot of the Kharadron Overlords' tricks – dropping bombs on enemies as they charged into combat, summoning an aetheric storm to slow down their flyers. All in all, it was a great game that genuinely could have gone either way – next time, James! Next time!

FRESH MEAT DELIVERED TO OUR DOOR!

James: I was a bit hesitant at the start of the game because of the Kharadron's huge number of guns on display – luckily for me, though, Dave's dice didn't seem to be doing him any favours at all. Even with his battle trait giving him rerolls of 1s on hit and wound rolls against a lot of my heavy hitters (because they can fly).

I was a little pleased that Dave had kept a lot of his guys aboard their ships at the start of the game – it gave me the opportunity to do a bit of manoeuvring forward and start getting some of my ghouls stuck into combat without getting shot to bits along the way. The Courtiers had the opportunity to beef up the units a bit as well – along with the magic, I really had a nasty edge over the magic-less duardin.

GHOUL OF THE GAME

"My ghoul of the game had to be my Varghulf Courtier, Fozalik," says James. "He did an absolute ton of damage throughout the game. Sure, he may not have brought down a skyvessel by himself, but I have a soft spot for him."



In the end I was pretty pleased with how the Flesh-eater Courts handled themselves against the Kharadron Overlords' ships and superweapons – a ravaging horde of ghouls without number proved quite neatly that it's not all about the high technology and fancy gadgets to win a battle – you can still do some damage with claws and bones.

If I want to try something a bit different next time around, I may well deploy the army in more of a conventional battleline formation rather than concentrate it all around the general. It'd mean the Kharadron gun lines wouldn't be able to pour fire onto a single point, and I imagine if and when Dave and I have a rematch, he'll be taking plenty of drill cannons to thin out my hordes... ☠

WORKING AS ADVERTISED

For the White Dwarf team, the stars of the show were the skyvessels, especially the Ironclad – it was only brought down after James's entire army attacked it at once (and even then, only just)! They're incredibly tough, they're heavily armed (the aethermatic volley cannon is going to be the bane of light infantry, even without The Last Word) and their manoeuvrability and transport abilities are really going to change the way people think about Warhammer Age of Sigmar.



THE ESCAPE FROM FERRO-GIANT ALPHUS

On the shores of the Tempest Ocean, a team of Cadian Veterans must extract themselves from the war zone. Two things stand in their way: a warband of Orks and a colossal promethium rig.

With the release of Shadow War : Armageddon, several members of the White Dwarf team thought it would be fun to play a game of it. Meanwhile, in the office next door, the talented chaps in the Hobby Products team, led by master-artisan Dave Andrews, were busy creating a colossal board for exactly that purpose. Known as Ferro-Giant Alphas, this board represents one of the massive promethium rigs that can be found all across Armageddon – a crucial asset that both the Imperium and the Orks are trying to control.

In our battle, two kill teams of Orks (controlled by Dan and Erik) hold Ferro-Giant Alphas, unaware that above them on the highest tower, a unit of Blood Angels Scouts (commanded by Ben) are watching their every move. It is the Scouts' mission to ensure that the kill team of Cadian Veterans (controlled by Michael) gets safely into the promethium rig and up to the landing pad where they will be extracted by a Valkyrie Gunship. It's rumoured that this Astra Militarum squad have vital information for the war effort on Armageddon. Let's hope it's worth it...

SCOUT SERGEANT VENITOR:

++ CADIAN 8TH, SQUAD 265, ACKNOWLEDGE. ++

GUARD SERGEANT JARDELL:

++ ...INTERFERENCE... LOST VOX-OPER... HELMET COMMS COMPR... SEEKING ASSIST... ++

SCOUT SERGEANT VENITOR:

++ WE HAVE VISUAL ON YOU, 265. THE PROMETHIUM RIG YOU ARE APPROACHING, DESIGNATED FERRO-GIANT ALPHUS, HAS A LANDING PAD ON THE SOUTH-WEST TOWER. A VALKYRIE IS INBOUND FOR EXTRACTION. ++

GUARD SERGEANT JARDELL:

++ ...UNDERSTOOD, MESSAGE RECEIVED... EN ROUTE. ++

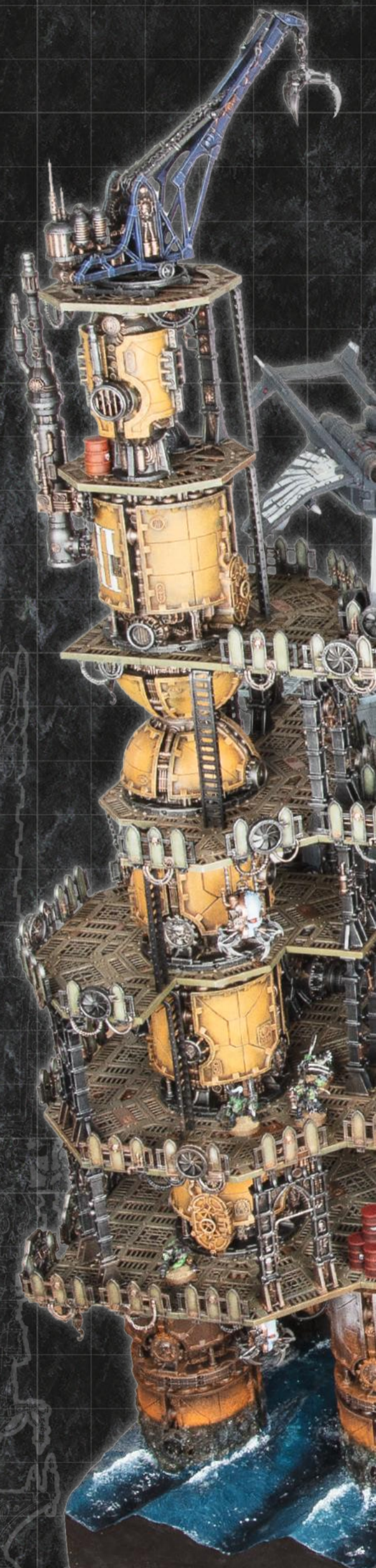
SCOUT SERGEANT VENITOR:

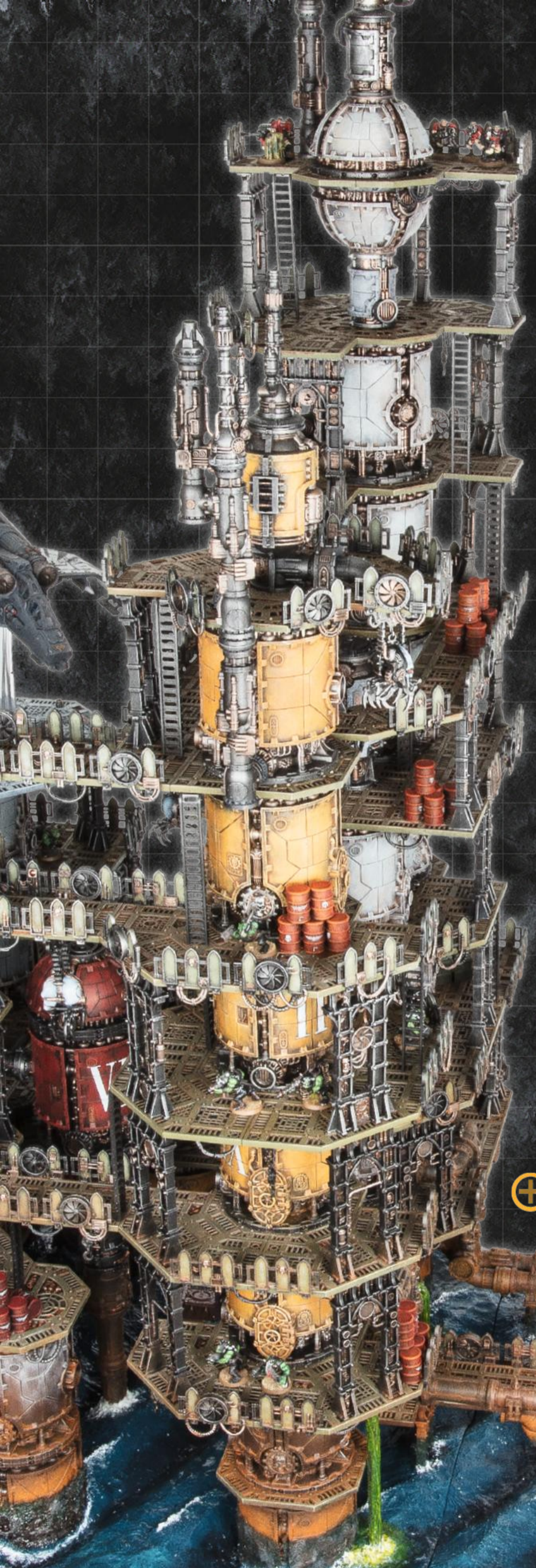
++ WE WILL COVER YOUR ADVANCE, 265. ++



FIGHTING AT ALTITUDE

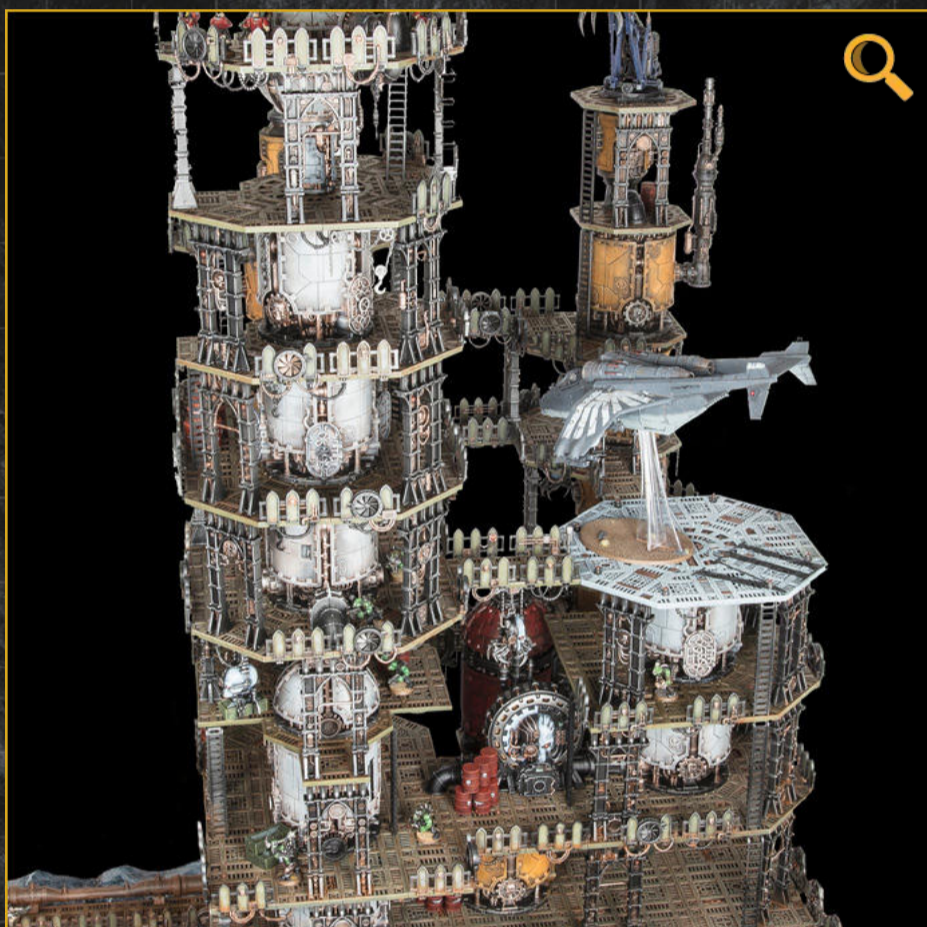
At 4'10" tall, and a whopping 8' high when sitting on our gaming table, the Ferro-Giant Alphas board is the tallest battlefield any of the Dwarfers have ever fought over. A stepladder was on standby for some of the high-altitude fighting, and line of sight was generally done from the lower floors looking up rather than the other way round! Here, Ben can be seen tracing a sniper shot from Scout Sidriel down through six floors of gantries and walkways to the unfortunate Goff Boy Bazza da Blade – a member of Erik's kill team. Michael, keen to make sure the shot hit, only bent the tape measure a little bit...





SCOUT KILL TEAM VENITOR

Ben's Blood Angels Scouts were set up at the pinnacle of Ferro-Giant Alphas. Eight floors up from the roiling sea, they have a commanding view of the upper floors of the promethium rig and the landing pad where the Guardsmen must be extracted.



THE EXTRACTION POINT

From the west side of the tower you can see the landing pad – the extraction point for the Hive Dogs kill team. As you can see, the landing pad is on the fifth floor of the promethium rig, and in the opposite corner to the causeway along which the Guardsmen are approaching (just seen in the bottom left of the picture). It's going to be a tough slog for the Veterans and there are lots of Orks in their way.

**SEE THIS BOARD IN
WARHAMMER WORLD
NOW!**



KILL TEAMS OF FERRO-GIANT ALPHUS

KILL TEAM 'VENITOR'

Ben: My mission is to protect the Guardsmen as they try to escape. The Sniper can reach pretty much the entire board, so I will place him right at the top of the tallest tower to cover as much of the board as possible and use the rest of the Scouts to secure the landing pad. Hopefully...

KILL TEAM 'HIVE DOGS'

Michael: I'm going to try and hold off shooting as long as possible in the hope of not attracting too many Orks. I don't think I'll have a choice eventually, though, so I'll lead the charge with my weapon specialists. I reckon they should be able to clear a path to the Valkyrie for me.

KILL TEAM 'BUTCHA BOYZ'

Dan: I just want to chop up some Guardsmen! I'm going to try and hide my Orks amongst the scenery so that Michael and Ben don't notice them, then pounce with sluggas blazing. I've picked two Spanner Boyz for my team to give them as much dakka as possible.

KILL TEAM 'DAKKALADZ'

Erik: I've gone for a good all-round mix of Orks, but picked the Nob with the power klaw just because he'll be loads of fun in combat. If he gets into a fight he will destroy whatever he touches. My plan is to hit the Guardsmen fast and early with everything I have!

BLOOD ANGELS SCOUTS KILL TEAM, SQUAD VENITOR



SERGEANT MALIK VENITOR
BOLT PISTOL, CHAINWORD, WEAPON RELOAD.



SCOUT GUNNER KAELLON
HEAVY BOLTER, COMBAT BLADE.



SCOUT JEDUTHUN
SHOTGUN, FRAG GRENADES, COMBAT BLADE.



SCOUT BARRATTIEL
BOLTGUN, COMBAT BLADE.



SCOUT SIDRIEL
SNIPER RIFLE, RED DOT LASER SIGHT, CAMO GEAR.

CADIAN KILL TEAM, THE HIVE DOGS



VETERAN SERGEANT JARDELL
LASPISTOL, CHAINWORD.



WEAPONS OPERATIVE RONE TERSON
PLASMA GUN, COMBAT BLADE.



WEAPONS OPERATIVE LUKAS MORDANT
FLAMER, COMBAT BLADE.



VETERAN GUARDSMAN KIANI LENEZ
LASGUN, FRAG GRENADES, COMBAT BLADE.



VETERAN GUARDSMAN JUSTOR RYANTE
LASGUN, COMBAT BLADE.



VETERAN GUARDSMAN ARMAND COYLE
LASGUN, COMBAT BLADE.



VETERAN GUARDSMAN ATSONG KRILL
LASGUN, COMBAT BLADE.



GUARDSMAN KAYN FOSTE
LASGUN, COMBAT BLADE.



GUARDSMAN KARL ROBUTL
LASGUN, COMBAT BLADE.



GUARDSMAN MIRA VARDEZ
LASGUN, COMBAT BLADE.

ORKS KILL TEAM, DA BUTCHA BOYZ



HAKKA
BUZZKILL NOB

BIG CHOPPA, 'EAVY
ARMOUR, SLUGGA, SHANK.



KAGA
SPANNER BOY

BIG SHOOTA,
SHANK.



GUNKA
SPANNER BOY

ROKKIT LAUNCHA,
SHANK.



DOBBA DA
LOBBA BOY

SLUGGA, CHOPPA,
STIKKBOMBS,
SHANK.



CHAKKA
BOY

SHOOTA, SHANK.



RAMHACK DA
SPIKE BOY

SHOOTA, SHANK.



MINZA
YOOF

SLUGGA, CHOPPA,
SHANK.



SMALL TOOF
YOOF

SLUGGA, CHOPPA,
SHANK.

ORKS KILL TEAM, DA DAKKALADZ



KRUNK DA
KLAU NOB

POWER KLAU,
'EAVY ARMOUR,
SLUGGA, SHANK.



GAZMEK
SPANNER BOY

BIG SHOOTA,
SHANK.



FAZKAP DA
FANCY BOY

SLUGGA, CHOPPA,
SHANK.



BAZZA DA
BLADE BOY

SLUGGA, CHOPPA,
SHANK.



ROARIN'
URK BOY

SLUGGA, CHOPPA,
SHANK.



CHEKKAMAW
BOY

SHOOTA, SHANK.



DAKKACHOPZ
BOY

SHOOTA, SHANK.



BASHA
CRAGTOOF BOY

SHOOTA, SHANK.



LUGZ
YOOF

SLUGGA, CHOPPA,
SHANK.



KRUMPA
YOOF

SLUGGA, CHOPPA,
SHANK.

BATTLE REPORT

THE INFILTRATION OF FERRO-GIANT ALPHUS

SENTRIES

In some Shadow War missions, one player will play the role of defender and will set their units up as if on patrol, which is exactly what Dan and Erik did in this battle. The Orks are not expecting an attack, so they go about their business, moving randomly and only attacking when shots are fired or an enemy is spotted. The Guard would have to tread very carefully.



Below: The Hive Dogs emerge from the stairways onto the second floor and find themselves face to face with several Orks including the Spanner Boy Gunka who turns to aim his rokket launcher at Guardsman Ryante, the first trooper out of the stairwell. Ryante and Krill manage to pin the Ork, who dives for cover behind the grey tower. Behind them, Sergeant Jardell is gunned down by Small Toof, an Ork Yoof eager to prove his worth.

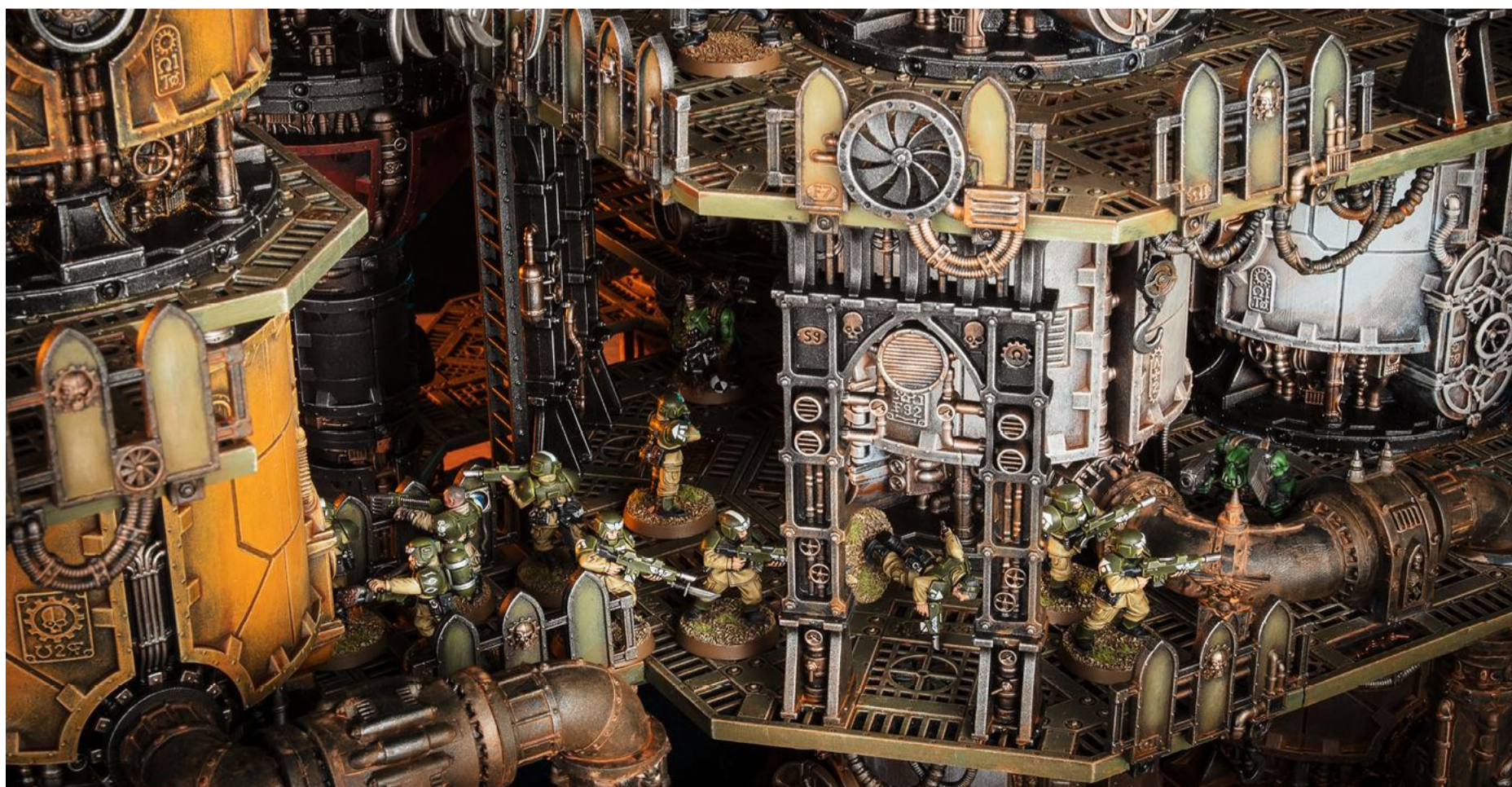
Sergeant Eli Jardell of the Cadian 8th looked up at Ferro-Giant Alphas and felt a momentary pang of despair. The promethium rig was huge and, through his magnoculars, he could see Orks swarming all over its many gantries. Getting to the landing pad, which he could see distantly in the mist, would be no small task. Jardell fingered the sealed communiqué in his breast pocket again, just to make sure it was still there. With his vox-operator dead, his kill team had been cut off from the command chain and they had vital information for the war effort. They just needed to get themselves, and the information, to safety.

Jardell looked over at his team, standing shivering on the bridge. Four of them were his own men – Veterans that had fought with him for many years. Terson and Mordant were weapon operatives borrowed from the regiment for their last mission, while the other three were new troopers seconded to his team for the duration of the war. Or until they died, thought Jardell.

Waving his troopers forwards, Jardell and his kill team approached the promethium rig along a narrow causeway from the north. The Orks, oblivious to the ten Guardsmen below, were being characteristically raucous, firing their crude guns at oil barrels in a mockery of target practice. Those on patrol slouched lazily

around the metal gantries, not even bothering to look at the causeway as the Guardsmen reached the base of the rig and, as silently as possible, opened the access hatches to the next level. Jardell hoped the Blood Angels Scouts above were still watching over them.

Veteran Guardsman Ryante emerged from the stairwell in the north-west tower and walked straight into an Ork. The stench of rotten leather and foul breath was overwhelming. Firing his lasgun on full auto, Ryante was joined by Veteran Krill and, between them, they forced the Ork to duck for cover behind the tower. Jardell bellowed for his troopers to spread out before the orks could corner them. One of his new troopers, Vardez, took aim at an Ork across the gantry, missed his shot and was blasted off his feet by the Ork's return fire, then fell screaming off the walkway. Terson, his plasma gun whining ominously, fired back and the Ork dived behind a stack of barrels to avoid the incandescent blast. Watching his men disperse, Jardell failed to see the Yoof sneaking up behind him. Too late he turned and was shot in the chest, his armour breached by the slugga shot. Veterans Lenez and Coyle ran past the sergeant as he fell, firing at the Ork who dived behind a promethium pipeline. With the element of surprise gone, the Blood Angels descended to lend whatever aid they could to the Cadians.





VARDEZ TAKES A LONG DIVE

Far left: Standing near the edge of a walkway when you get shot at can be hazardous, as trooper Vardez quickly discovered. When a warrior is pinned (see the grey box, below) or goes down, they may panic and fall off a gantry if they are too close to the edge.

Left: Vardez panicked. Shot by Basha Cragtoof, he fell from the gantry to land face first on the grating below, sustaining a Strength 5 hit (a point of Strength for every inch he fell). His legs broken, Vardez was having a bad mission.

PINNED, DOWN AND OUT OF ACTION

In Shadow War, a model isn't hit, wounded and killed like in other games. Instead, if a model is hit it is Pinned – put simply, the fighter dives for cover when the bullets start flying. The model is placed on its back and it can do nothing next turn while it stands up. Of course, the bullets might wound it, in which case the model is placed face down and considered to be 'down'. A downed fighter could get back up or they might just lie there wailing in agony – they may even be taken out of action and removed from the game.



Left: Special Weapons Operative Lukas 'Flaming' Mordant opens the blast door to the north-east tower and sets light to Dagz, the Ork Yoof skulking in the shadows. Though Dagz is not wounded, he's pinned in place by the wall of fire (and his trousers are set alight, which is inconvenient but not fatal). Behind Mordant, Rone 'Grinner' Terson sends a beam of plasma arcing across the rig towards Dakkachopz, who dives backwards to avoid the searing ball of energy. Somewhere far below, Vardez carries on screaming...



LINE OF SIGHT

Line of sight is crucial in Shadow War, as Erik and Dan found out when the Scouts started shooting down from the top of the rig, forcing many of the Orks to dive for cover. Of course, the more cover a model is in, the harder it is to shoot it, but even a protruding foot or an outstretched arm is enough for a shot. Sadly for Dan and Erik, Orks are notoriously bad at shooting, while Michael's Veteran Guardsmen, especially at close range, were proving to be very efficient marksmen. The Orks needed to get into combat...

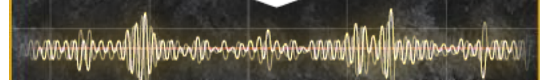
SCOUT SNIPER SIDRIEL:
++ THE GREENSKINS
ARE ON THE MOVE,
SERGEANT. I HAVE A
TARGET. ++

SCOUT SERGEANT VENTOR:
++ HOLD FIRE,
SIDRIEL, THE GUARD
HAVEN'T BEEN
SPOTTED YET, THEY
MAY... ++

<< SOUNDS OF GUNFIRE >>

SCOUT SERGEANT VENTOR:
++ IGNORE THAT
ORDER. AIM WELL,
SIDRIEL. ++

SCOUT SNIPER SIDRIEL:
++ DEATH TO THE
ALIEN. ++



BATTLE REPORT

FIREFIGHTS, FALLS AND MAD BUTCHERY

Krunk da Klaw ducked beneath a hail of lasgun shots and fired his slugga at the Guardsmen on the walkway, missing all of them. These humies were too small to hit, not like the big ones in the red armour. With the access tower on fire ahead of him and a psychotic-looking plasma gunner standing near the door, Krunk decided against trying to jump across to the gantry and instead ran back to the south-east tower and then on towards the drop ship landing pad. He'd heard the Valkyrie flying low above the water and knew exactly where the oomies would be heading...

Hakka Buzzkill watched the Guardsmen climb the tower with his beady red eyes and hefted his big choppa. He watched as Boz, one of Krunk's new yoofs, slid down a ladder and almost cleaved a Guardsman in half as he

AMMO ROLLS

Kill teams operate away from the main army, often without resupply, for many months at a time. As a result, it's not unlikely that in the heat of battle a trooper may run out of ammunition or even jam his gun. If you roll a 6 to hit when shooting, the shot hits (which you resolve as normal), but the gun may have run out of ammo in the process. Lasguns are by far the most reliable weapons, while flamers tend to run out of fuel pretty quickly, as Mordant soon found out...



landed, a spray of bright red blood blasting across the rig. Hakka licked his lips in anticipation of the violence to come, then paused as Boz was shot to death by the oomies. They were pretty good shots. The Nob quickly reconsidered running headlong into the fight – he wanted a scrap, but he wasn't stoopid. As he looked over the balcony at the firefight taking place below, a shot suddenly pinged off the turbine by his shoulder. It had come from above! Close to the top of the rig, Hakka could just see a pair of red gloves disappearing from sight. There were more oomies above them! Pointing at the grey tower above, he bellowed for Kaga and Chakka to fire every bullet they had at the Scouts sneaking about above. The noise of Kaga's big shoota was pleasantly deafening. Hakka turned his attention back to the Guardsmen below.

BASHA GOES FOR A SWIM

Right: Basha Cragtoof, (who shot Vardez off a walkway), became the next target for Terson's plasma gun. Both the Ork's shoota and the Guardsman's plasma gun are sustained fire weapons, which means they fire D3 shots a turn. The Ork blasted the walkway with a hail of bullets before his clip ran dry. Terson returned fire and blasted Basha off his feet, but the Ork got back up, so Terson shot him again.

Far Right: Basha dodged the shot but leapt too far and fell into the sea below.



THE THRILL OF CLOSE COMBAT

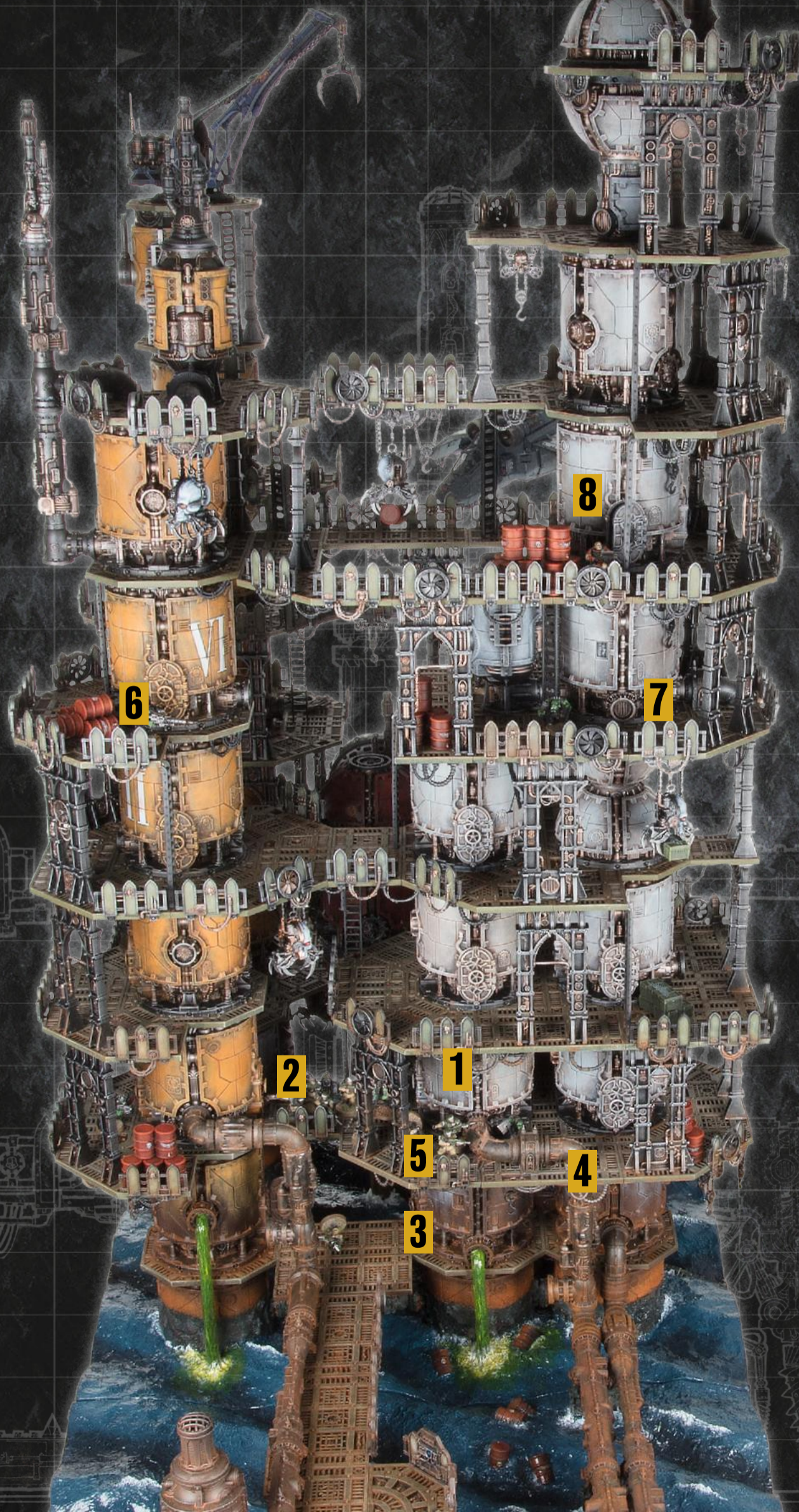
In Shadow War, a model can charge into combat up to double their movement value. To work out the combat result, both players roll a number of dice equal to their model's Attacks characteristic, then add the highest dice roll to their Weapon Skill. That is the model's combat score. The difference between the two scores is how many times the winner hits the loser. Here, the Yoof Boz scored three hits on Guardsman Foste, wounding him and taking him out of action.



FERRO-GIANT ALPHUS: NORTH FACE



TAP THE NUMBERS FOR MORE INFORMATION



SCOUT SERGEANT
VENITOR:
++ JEDUTHUN,
HOLD LEVEL SIX,
WE'RE MOVING TO
CLEAR THE LANDING
PAD. ++

SCOUT JEDUTHUN:
++ ACKNOWLEDGED.
I HAVE A CRATE
OF GRENADES AND
NO SHORTAGE OF
TARGETS. ++

SCOUT SERGEANT
VENITOR:
++ GOOD HUNTING,
JED. ++

BATTLE REPORT

AS THE ANGELS DESCEND, THE ORKS GET CUNNIN'

Scout Sergeant Venitor raced around level six of the north-west tower, Barrattiel and Kaellon in hot pursuit. Venitor had tried raising the Guard Sergeant on his vox-bead, but Jardell had gone silent. Venitor expected the worst, but he could hear fighting below, so there must still be Cadians alive.

As they rounded the corner of the tower, Kaellon skidded to a halt, unslung his heavy bolter and prepared to fire it at an Ork racing along the gantry towards him. Without warning, the air around him exploded in a hail of bullets fired from somewhere below, one of the heavy-calibre shells shattering the Scout's shoulder. Kaellon roared in pain and fell, but staggered back to his feet just in time to see the Ork knocked flying by a long-range shot from Jeduthun. The Ork scabbled for the edge of the gantry but failed to find purchase. His body exploded on impact with a walkway three levels below.

Venitor glanced over the railings to see the Guardsmen doggedly climbing up the ladders. There were only seven of them left from what he could tell and most of them were in bad shape. Far below, he could see a Guardsman with a flamer canister on his back knifing a badly burned Ork to death. Venitor admired their courage, but courage alone would not save them.

Top right: Sniper Scout Sidriel moves down to level eight to get a better line of sight. Defying all probability he is actually hit by Kaga's shooting, but his armour protects him from harm.

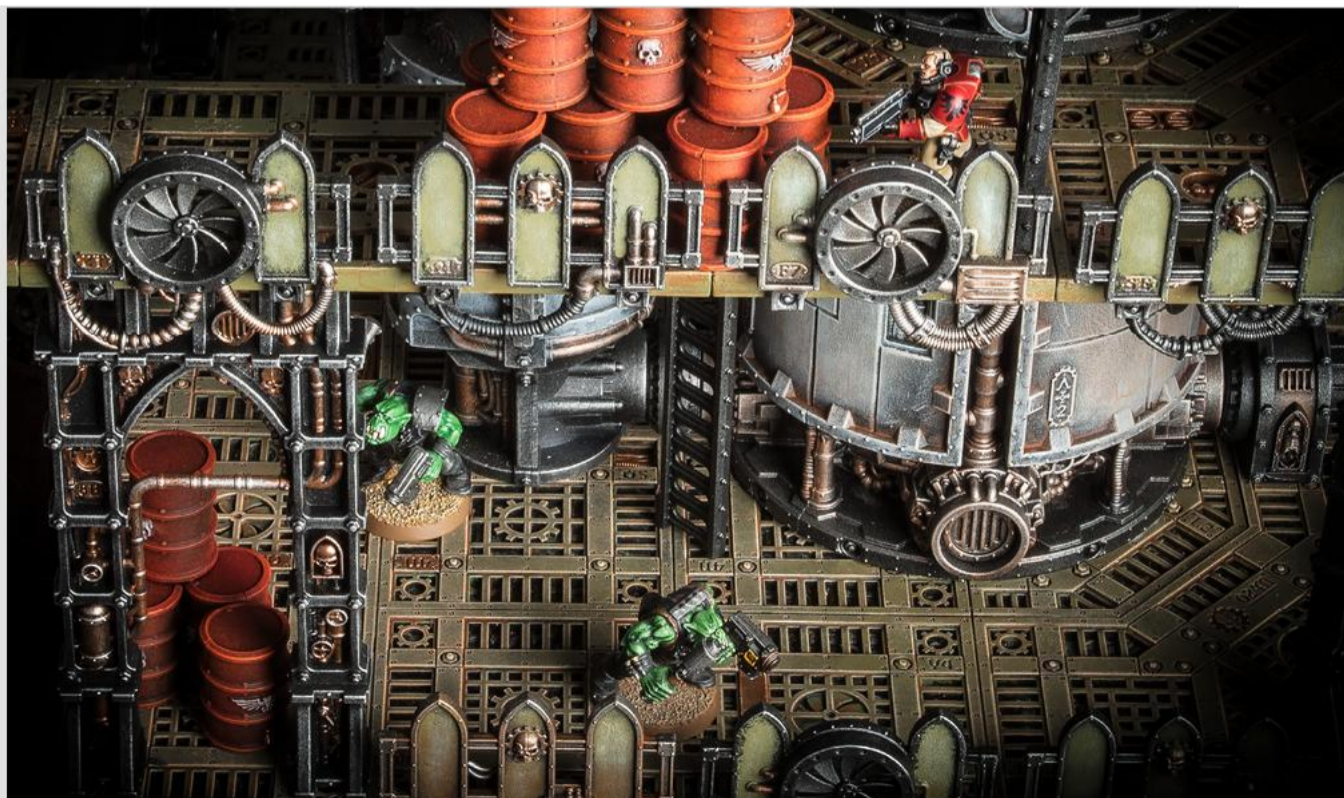
Right: Gazmek's Overwatch vigil pays off. Ben completely forgets about the Ork and moves Kaellon into his line of sight. The Scout is knocked down by the fusillade of bullets.

Far right: Michael moves Guardsman Robotl forward, ready to climb up to level four. He is oblivious to the fact that Hakka Buzzkill is standing at the top of the ladder, big choppa ready...



GRENADE... GRENADE!

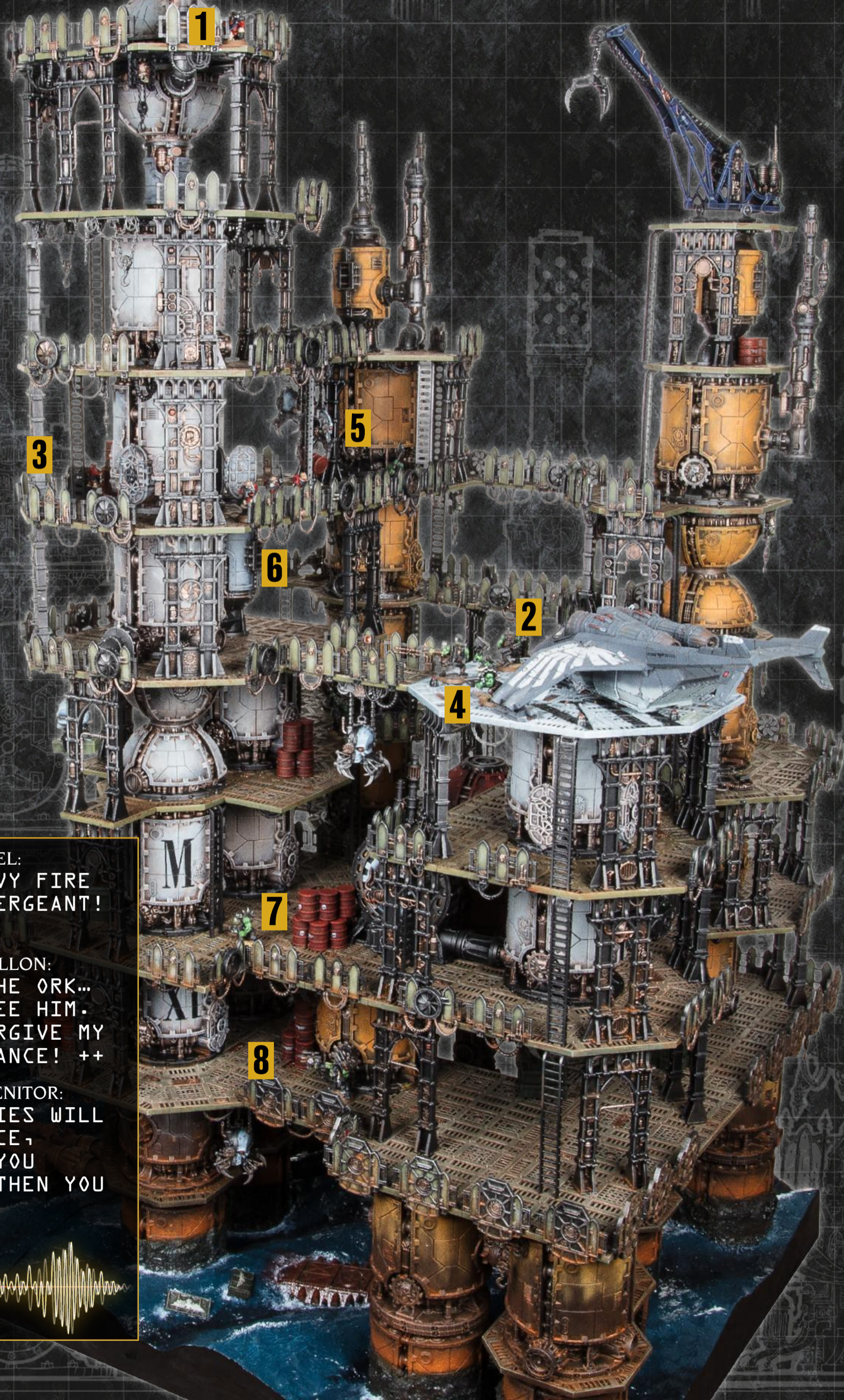
Grenades are very handy in Shadow War, enabling you to wheedle well-entrenched foes out of cover. Grenades are thrown just like a normal shooting attack with the difference that if you miss, the grenade scatters. That's what the artillery and scatter dice are for in the boxed game – the grenade really can go anywhere. Dobba's stikkbomb was wildly, if unsurprisingly, off target, but Jeduthun's frag grenade hit the Ork square on the head, catching both Dobba and the nearby Yoof Minza in the massive 5" blast.



FERRO-GIANT ALPHUS: SOUTH-WEST FACE



TAP THE NUMBERS
FOR MORE
INFORMATION



SCOUT SNIPER SIDRIEL:
++ TAKING HEAVY FIRE
FROM BELOW, SERGEANT!
++

SCOUT GUNNER KAELLON:
++ AAAARGH! THE ORK...
I... I DIDN'T SEE HIM.
SANGUINIUS FORGIVE MY
LACK OF VIGILANCE! ++

SCOUT SERGEANT VENITOR:
++ YOUR INJURIES WILL
BE YOUR PENANCE,
KAELLON. CAN YOU
STAND? GOOD, THEN YOU
CAN FIGHT. ++



BATTLE REPORT



THE GREAT ESCAPE

After three turns scrambling up ladders, Ryante reaches level five, where he is met by Jeduthun. Meanwhile, Sidriel takes both Kaga and Fazcap da Fancy out of action, before shooting Chakka off the landing pad. The survivors of Da Butcha Boyz finally have enough and flee, skulking off into the shadows. Ryante, battered and bloody, is successfully extracted.

Veteran Guardsman Ryante dived to the deck as the Ork Nob leapt down from the floor above and bisected Robotl at the waist, his torso falling into the churning sea below. Terson reacted first and fired a searing beam of plasma at the hulking Ork. Though wounded, the beast still lived and Ryante kept firing his lasgun until the Ork finally dropped to the ground. Mordant, his flamer now useless, ran over to the fallen Ork and stabbed it repeatedly in the chest, his blade coated in dark ichor.

Somewhere below, Ryante heard a furious bellow and over his vox-bead he heard Lenez cry out followed almost immediately by Coyle. Their screams,

along with those of Vardez far, far below, filled his ears and Ryante turned off his vox so he wouldn't have to hear them. It didn't help. Ryante ran for the ladder and starting scrambling up it just as an Ork plummeted to the deck next to him, blood and gore spraying across his face and armour as the Ork's body detonated on impact. Ryante didn't stop to check if the Ork was dead – he leapt for the next ladder as bullets whined around him from the north-east tower. As he neared the top, a red-armoured hand reached down to grab his collar and hauled him over the ledge. Ryante looked into the youthful face of Scout Jeduthun and thanked the Emperor there were angels.

SCOUT JEDUTHUN:
++ WELL MET,
TROOPER. FOR A
WHILE WE THOUGHT
YOU WOULDN'T MAKE
IT. ++

VETERAN GUARDSMAN
RYANTE:
++ YOU THOUGHT I
WOULDN'T MAKE IT?
ARE THE REST... ARE
ANY OF THEM STILL
ALIVE DOWN
THERE? ++

SCOUT JEDUTHUN:
++ THAT IS NO
LONGER YOUR
CONCERN. DO YOU
HAVE THE
COMMUNIQUE? YOU
DO. GOOD. LET'S
GET YOU OFF THIS
BLASTED RIG. ++



WHAT PRICE VICTORY? THE FOUR PLAYERS DISCUSS

Dan: Now that was a hilarious game, well played, all. I am amazed our kill teams all lasted so long!

Michael: Well, considering I was taking Break Tests every turn from the middle of the game – and without my Sergeant's Leadership – I was pretty amazed, too!

Erik: Your dice rolling was impressive throughout, though, Michael. Pretty much every shot your Guardsmen fired hit on a six, which was obviously good in terms of causing pinning, but you must have made so many ammo rolls.

“Then Basha Cragtoof went for a swim and I realised how dangerous it was to stand near the edge of a gantry. It is so easy to forget and just put a model right on the edge...”

Michael: I passed all of them, too! Well, except for my flame-trooper, who then had to go about knifing Orks to death.

Ben: How many did he get in the end?

Michael: Three – the Yoof in the doorway that he flamed first then knifed to death while he lay burning, another one of Erik's Orks that got too close and the Nob with the big choppa. They were all down already, but that still counts, right?

Dan: Erm, kind of, but it's not very honourable. But then you do have to take them out of action to ensure they don't get back up again. We did start to run out of standing Orks quite quickly.

Erik: To be honest, we probably didn't use our Orks quite as well as we thought we were. I thought they would out-shoot the Guardsmen, what with their sustained fire, but they just couldn't hit anything. Then Basha Cragtoof went for a swim and I realised how dangerous it was to stand near the edge of a gantry. It is so easy to forget and just put a model right on the edge – this game is not at all like Warhammer 40,000.

Dan: You lost a few Orks to falling, didn't you. The best one was Bazza, who fell, what, three stories?

Ben: That was one of my favourite shots of the game. Jed could only just reach him with his shotgun, but his aim was perfect. Actually, Jed was probably my top Scout in the game.

Michael: What, not the Sniper? He took three Orks out of action in the last three turns. He cleared the whole landing pad on his own.

Ben: Yeah, but up to that point he'd missed pretty much every shot. He needs more practice. I am quite pleased to say I didn't lose a single model, though. Pretty smug right now.

Erik: Yeah, I don't think the same can be said for the rest of us. Dan's mob broke, Michael only had three models left and I had five, two of which were lying down. I think they were just resting, but they might have been dead... ☠

MEN (AND ORKS) OF THE MATCH

Ben: For me it was Jeduthun the shotgun Scout. He scored three wounding hits throughout the game and escorted Ryante to the Valkyrie.

Erik: Knife guy! Well, flamer guy originally, but now knife guy.

Michael: Guardsman Krill. He ran off on his own to hunt down that Ork with the rokkit launcha, killed him, then almost took out the Nob with the power claw, too.

Dan: Sidriel when he went on his sniper rampage. It was wondrous to behold.



LEARNING POINTS FROM THE TEAM

Ben: It's far harder to kill something than you might think. But just wounding a few models can really cause problems for a kill team.

Erik: Get Orks into combat. They really struggle to hit things when shooting.

Michael: Just scoring a hit is so important. If you can pin a model it's basically at your mercy for a turn.

Dan: Check your models are in cover from every angle – it's easy to get caught out if you're not careful.



OUR FAVOURITE MOMENTS FIGHTING ON FERRO-GIANT ALPHUS

Watching Guardsman Vardez fall off the gantry, cry all game and somehow recover right at the end.

Laughing every time Lenez and Coyle failed to wound Small Toof (who eventually killed both of them).

Watching Mordant knife three downed Orks to death.

Seeing Robutl cleaved in half by Hakka Buzzkill, who Michael genuinely didn't know was waiting for him at the top of the ladder.

SHADOW WAR

ARMAGEDDON

The Shadow War for Armageddon has raged for many years, though it is not the only covert war taking place within the Imperium. On thousands of worlds, teams of desperate warriors from different factions clash, vying for supremacy in an uncaring galaxy. Here we present the rules for using Skitarii and Genestealer Cult Kill Teams in Shadow War.

SKITARII RANGER KILL TEAMS

A mainstay of the legions of the Adeptus Mechanicus, Skitarii Rangers are relentless hunters. Able to operate for days on end without rest or respite, they will track their prey to the point of exhaustion before bringing them down in a hail of fire from their exotic weaponry.

SKITARII SPECIAL RULES

The following special rules apply to all of the members of a Skitarii kill team.

Artificer Weaponry: Each Skitarii fighter may ignore their first failed Ammo roll in each game.

USING A SKITARII KILL TEAM

A Skitarii Ranger kill team follows all of the normal rules for selecting a kill team, with the following exceptions:

- A Skitarii kill team consists of 3-10 models.
- A Skitarii kill team can include up to 3 specialists.

'The machine spirit guards the knowledge of the ancients. Flesh is fallible, but ritual honours the machine spirit. To break with ritual is to break with faith.'
- THE WARNINGS, TENETS OF THE ADEPTUS MECHANICUS

SKITARII RANGER ALPHA

Kill Team Leader

Cost to recruit: 150 points

	M	WS	BS	S	T	W	I	A	Ld
Skitarii Ranger Alpha	4"	3	4	3	3	2	4	2	9

Every Skitarii Ranger team is led by an Alpha, one blessed enough that their modifications now make up more of their body than flesh does.

Wargear: A Skitarii Ranger Alpha is equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger Alpha can be armed with items chosen from the Skitarii Hand-to-Hand, Pistols, Basic Weapons, Ammunition and Miscellaneous Equipment lists.

SKITARII RANGER

Trooper

Cost to recruit: 80 points

	M	WS	BS	S	T	W	I	A	Ld
Skitarii Ranger	4"	3	4	3	3	1	3	1	8

Skitarii Rangers are the mainstay of a Skitarii Ranger kill team. They are highly modified and methodical fighters.

Wargear: All Skitarii Rangers are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger can be armed with items chosen from the Skitarii Basic Weapons, Ammunition and Miscellaneous Equipment lists.

SKITARII FRESH-FORGED

New Recruit

Cost to recruit: 65 points

	M	WS	BS	S	T	W	I	A	Ld
Skitarii Fresh-forged	4"	3	3	3	3	1	3	1	8

Fresh-forged are the most recent additions to a Skitarii Ranger team, their remaining flesh still raw from the surgery involved in bionic modification.

Wargear: All Skitarii Fresh-forged are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Fresh-forged can be armed with items chosen from the Skitarii Basic Weapons, Ammunition and Miscellaneous Equipment lists.

SKITARII SPECIALIST

Specialist

Cost to recruit: 90 points

	M	WS	BS	S	T	W	I	A	Ld
Skitarii Specialist	4"	3	4	3	3	1	3	1	8

Skitarii Specialists are given the holy duty of carrying and maintaining the kill team's more unusual weaponry.

Wargear: All Skitarii Specialists are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger Specialist can be armed with items chosen from the Skitarii Pistols, Special Weapons, Ammunition and Miscellaneous Equipment lists.

SKITARII WEAPON AND EQUIPMENT LISTS

Grenades

Frag grenades.....	25 points
Melta bombs*.....	30 points
Krak grenades.....	40 points

* Skitarii Ranger Alpha only

Miscellaneous

Clip harness.....	10 points
Photo-visor.....	15 points
Red-dot laser sight*.....	20 points
Telescopic sight**.....	20 points
Enhanced data-tether.....	35 points
Omnispex.....	40 points
Weapon reload.....	Half cost of weapon in points

* Can be fitted to galvanic rifles, radium carbines and transuranic arquebuses only

** Can be fitted to galvanic rifles and transuranic arquebuses only

Hand-to-Hand Weapons

Combat blade (knife).....	5 points
Taser goad.....	45 points
Arc maul*.....	50 points
Power sword*.....	50 points

* Skitarii Ranger Alpha only

Pistols

Radium pistol.....	20 points
Arc pistol.....	30 points
Phosphor blast pistol*.....	40 points

* Skitarii Ranger Alpha only

Basic Weapons

Galvanic rifle.....	35 points
Radium carbine.....	35 points

Special Weapons

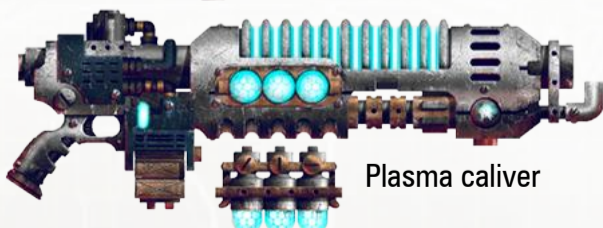
Plasma caliver.....	75 points
Arc rifle.....	40 points
Transuranic arquebus.....	180 points



Galvanic rifle



Radium carbine



Plasma caliver



Arc rifle



NEW RULES

SKITARII WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

ARC MAUL

When activated, an arc maul becomes a rod of lightning like those wielded by the gods of Old Earth.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-1

Concussive: A fighter who goes down as a result of an injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

CHORDCLAW

The feared chordclaw works on a similar principle to the other transonic weaponry. The resonant frequencies that pulse through its talons turn muscle, bone and fat to jelly.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	D3	-

Transonic: On a wound roll of 6, the save modifier of this weapon changes to -4.

PAIR OF TRANSONIC BLADES

When they strike armour, transonic blades will adjust their hostile sonic field to match its resonant frequency, quickly slicing right through it.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

Paired: A fighter attacking with these weapons can re-roll To Wound rolls in the hand-to-hand phase.

Parry: Fighters with a pair of transonic blades are able to make two parries.

Transonic: On a wound roll of 6, the save modifier of this weapon changes to -4.

TASER GOAD

Powered by hyperdynamo capacitors, taser weapons store an incredible amount of potential energy. A solid impact will cause this energy to be discharged in a scorching blast, only to be harnessed once more by the electrothief prongs at the weapon's tip.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-

Taser: Add +2 to your combat score if your opponent fumbles, instead of the usual +1.

TRANSONIC RAZOR

Transonic razors are shorter than transonic blades, but are no less deadly. When combined with a chordclaw, they form a humming web of weaving, stabbing and slicing edges.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	D3	-

Transonic: On a wound roll of 6, the save modifier of this weapon changes to -4.

PISTOLS

ARC PISTOL

Arc weapons discharge with a loud crack, firing bolts of blue-white electricity that can fry a man's brain or overload a war machine's datacortex in a second.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+2	-	5	1	-	5+

FLECHETTE BLASTER

A flechette blaster fires hundreds of tiny darts in a single salvo. Where one dart hits home it emits a bioelectric pulse that attracts others, resulting in a series of impacts that burrow through bone.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	-	+1	2	1	-	5+

Sustained Fire: 2 dice.

PHOSPHOR BLAST PISTOL

If those struck by the burning spheres fired by a phosphor blast pistol are not killed by the initial trauma, they are soon felled by the light-guided volleys that follow.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	-	-	5	D3	-	6+

Phosphor: A model that suffers a hit from a phosphor pistol cannot hide in its next turn.

RADIUM PISTOL

The baroque beauty of a radium pistol belies a singularly vile function – not only to strike, but to render the battlefield as deadly as the rad-wastes of Mars.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+1	-	4	1	-	4+

STUBCARBINE

A stubcarbine fills the air with a storm of solid shot that chews its victims to bloody ruin.

▮Range▮		▮To Hit▮		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	-	-	4	1	-	5+

Sustained Fire: 1 dice.

BASIC WEAPONS

GALVANIC RIFLE

The galvanic servitor-bullets inside this weapon are incredibly advanced. When such a bullet strikes home, it causes all the potential energy of the target to burn out in a killing blast of electric force.

▮Range▮		▮To Hit▮		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-15"	15-30"	-	+1	4	1	-1	5+

RADIUM CARBINE

The bullets fired by a radium carbine are so laced with radiation that even a minor wound can slay its victim within a matter of days.

▮Range▮		▮To Hit▮		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	4	1	-	4+

SPECIAL WEAPONS

ARC RIFLE

Arc rifles are often used for disabling and destroying enemy war machines, but their killing power works just as well on living flesh.

▮Range▮		▮To Hit▮		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+2	-	5	1	-	5+

PLASMA CALIVER

As volatile as it is deadly, the plasma caliver exchanges range for a truly terrifying rate of fire.

▮Range▮		▮To Hit▮		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-18"	-	-	7	1	-3	7+

Sustained Fire: 1 dice.

Volatile: A plasma caliver has the potential to overheat, and may explode.

TRANSURANIC ARQUEBUS

▮Range▮		▮To Hit▮		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-20"	20-72"	-1	-	7	D3	-3	6+

This weapon fires a hyper-velocity shell of lethal depleted transuranium across extremely long distances.

Sniper Weapon: A transuranic arquebus takes time to set up and use. Because of this, a fighter cannot fire a transuranic arquebus if they moved that turn.

ARMOUR

SICARIAN BATTLE ARMOUR

The alloy of this armour acts as a capacitor that harnesses the energy of incoming attacks and disperses it harmlessly across the wearer's bionic frame.

Save: A fighter equipped with Sicarian battle armour has a 4+ armour save and a 6+ invulnerable save.

SKITARII WAR PLATE

Skitarii war plate prevents the slow abrasion of the wearer's body whilst affording a measure of protection from the harmful emanations of their weaponry.

Armour Save: A fighter equipped with Skitarii war plate has a 4+ armour save

MISCELLANEOUS EQUIPMENT

ENHANCED DATA-TETHER

Those honoured with bearing enhanced data-tethers are obeyed without hesitation by their reverent comrades.

A model equipped with an enhanced data-tether and any friendly fighters within 6" may test to recover from pinning as if they were within 6" of your leader.

OMNISPEX

An omnispeX can read heat emissions, data signatures and biological waveforms, and transfer this targeting information wherever it is needed.

A fighter equipped with an omnispeX may designate an enemy fighter in line of sight as a priority target at the start of your turn. If they do so, friendly fighters within 6" of the omnispeX's bearer ignore any penalties for cover that they would otherwise suffer when shooting at that target. If a fighter uses an omnispeX, they may not move or shoot this turn. A fighter may not use an omnispeX whilst engaged in close combat.

NEW RULES

SKITARII SPECIAL OPERATIVES

TECH-PRIEST ENGINEER

	M	WS	BS	S	T	W	I	A	Ld
Tech-Priest Engineer	4"	3	3	3	3	1	3	1	8

Skilled battle-smiths and custodians of the war machines that accompany the massed ranks of the Astra Militarum, Tech-Priest Engineers can soothe the machine spirits of even most temperamental weapons.

Wargear: A Tech-Priest Engineer has a laspistol, power axe, servo-arm, frag and krak grenades and power armour.

Soothe Machine Spirit: You can choose to re-roll any failed Ammo rolls for fighters within 6" of a friendly Tech-Priest Engineer.

SICARIAN RUSTSTALKER

	M	WS	BS	S	T	W	I	A	Ld
Sicarian Ruststalker	6"	4	4	3	3	2	4	2	8

Sicarian Ruststalkers are stick-thin assassins driven to a bitter murderlust by the mutilations of their former lives. Known as 'shivs' to the soldiers of the Astra Militarum due to the shivering, blurring appearance of their transonic weaponry, the Ruststalkers dart across the battlefield at daunting speed and fight with a frantic energy.

Wargear: A Sicarian Ruststalker has a transonic razor, chordclaw and Sicarian battle armour. They may also do any of the following:

Exchange their transonic razor and chordclaw for a pair of transonic blades.

Combat Master: If a Sicarian Ruststalker is attacked by multiple opponents in hand-to-hand combat, it uses their numbers against them. The enemy fighters don't gain the multiple combat bonuses to their Attacks and Combat Score.

SICARIAN INFILTRATOR

	M	WS	BS	S	T	W	I	A	Ld
Sicarian Infiltrator	6"	4	4	3	3	2	4	2	8

Those hunted by Sicarian Infiltrators will find themselves buffeted by the waves of neurostatic these gangle-limbed stalkers broadcast before them. Robbed of their sight, their hearing, even their sense of smell, such victims are easy targets for the compact tools the Infiltrators use in their deadly work.

Wargear: A Sicarian Infiltrator has a stubcarbine, power sword and Sicarian battle armour. They may also do any of the following:

Exchange their stubcarbine for a flechette blaster.

Exchange their power sword for a taser goad.

Infiltration: Once both kill teams have been set up, but before a mission begins, you may make two free run moves with this fighter. They may not do anything during these moves except run, and they may not move within 8" of an enemy.

Neurostatic Aura: Fighters within 6" of any enemy Sicarian Infiltrators subtract 1 from their Initiative and Leadership characteristics.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Skitarii Rangers are skilled at both ranged and close combat, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Skitarii Rangers	Trooper	✓		✓			✓	
	Specialist	✓		✓		✓	✓	
	Leader	✓	✓	✓		✓	✓	✓



NEW RULES

GENESTEALER CULT HYBRID KILL TEAMS

Genestealer Cults do everything in their power to avoid revealing their true nature, operating with alien cunning and timeless patience in all their clandestine dealings until their appointed time to rise up. They will fight with inhuman zeal and ferocity to protect their cult's secrecy until that day comes.

GENESTEALER CULT HYBRID SPECIAL RULES

The following special rules apply to all of the members of a Genestealer Cult Hybrid kill team.

Lying in Wait: Models in a Genestealer Cult Hybrid kill team can begin any mission in hiding, providing that they have been deployed in a position where they would normally be able to do so (i.e. so that they are in cover and not within an enemy model's Initiative range, etc.).

USING A GENESTEALER CULT HYBRID KILL TEAM

A Genestealer Cult Hybrid kill team follows all of the normal rules for selecting a kill team, with the following exceptions:

- A Genestealer Cult Hybrid kill team consists of 3-15 models.
- A Genestealer Cult Hybrid kill team can include up to 3 specialists.
- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), add 2 to the random number of models that take part in the mission for a Genestealer Cult Hybrid kill team.
- If a fighter has more than two arms and carries a weapon in each hand, then the fighter rolls one extra Attack dice in hand-to-hand combat. Any hits are inflicted by cycling through the weapons they are using in an order chosen by the controlling player.

NEOPHYTE LEADER

Kill Team Leader

Cost to recruit: 120 points

	M	WS	BS	S	T	W	I	A	Ld
Neophyte Leader	4"	3	3	3	3	1	4	2	9

A Neophyte Leader has an instinctive command over his broodkin.

Brood Command: Any fighter within 12" of their kill team's Neophyte Leader can use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken. In addition, any fighters within 12" of their kill team's Neophyte Leader can use their Initiative characteristic when testing to escape pinning early.

Wargear: A Neophyte Leader has a combat blade and a mining suit. In addition, a Neophyte Leader can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

NEOPHYTE HYBRID

Trooper

Cost to recruit: 60 points

	M	WS	BS	S	T	W	I	A	Ld
Neophyte Hybrid	4"	3	3	3	3	1	4	1	8

The more humanoid appearance of cultists of the third and fourth generations means that these warriors often perform the bulk of a cult's clandestine activities.

Wargear: A Neophyte Hybrid has a combat blade and a mining suit. In addition, a Neophyte Hybrid can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

NEOPHYTE INITIATE

New Recruit

Cost to recruit: 50 points

	M	WS	BS	S	T	W	I	A	Ld
Neophyte Initiate	4"	3	3	3	3	1	4	1	7

A young member of the cult, a Neophyte Initiate is well trained but relies more heavily on the brood leader's command in the heat of battle.

Wargear: A Neophyte Initiate has a combat blade and a mining suit. In addition, a Neophyte Hybrid can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

NEOPHYTE HEAVY

Specialist

Cost to recruit: 10 points

	M	WS	BS	S	T	W	I	A	Ld
Neophyte Heavy	4"	3	3	3	3	1	4	1	8

Neophyte Heavies are tasked with fielding larger or more complex weaponry.

Wargear: A Neophyte Heavy has a combat blade and a mining suit. In addition, a Neophyte Heavy can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Special Weapons, Heavy Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

'When you fight these xenos cults, you face not only those before you on the field of battle but the untold thousands which seek to surround you, which attack your supporting units and are destroying your supply lines in perfect synchronicity.'

- LIEUTENANT-COLONEL USKRA, 13TH/23RD TIGER LIZARDS

GENESTEALER CULT HYBRID WEAPON AND EQUIPMENT LISTS

Ammunition

Hot-shot laser power pack.....15 points

Grenades

Blasting charges.....40 points

Miscellaneous

Clip harness.....10 points

Photo-visior.....15 points

Weapon reload.....*Half cost of weapon in points*

Hand-to-Hand Weapons

Combat blade (knife).....5 points

Chainsword.....25 points

Power maul*.....50 points

Power pick*.....50 points

* Neophyte Leader only

Pistols

Autopistol.....15 points

Laspistol.....15 points

Bolt pistol.....25 points

Web pistol*.....75 points

* Neophyte Leader only

Basic Weapons

Autogun.....20 points

Shotgun.....20 points

Lasgun.....35 points

Special Weapons

Flamer.....40 points

Webber.....100 points

Grenade launcher:

... with frag grenades.....85 points

... with krak greandes.....100 points

... with both.....125 points

Heavy Weapons

Heavy stubber.....120 points

Mining laser.....200 points

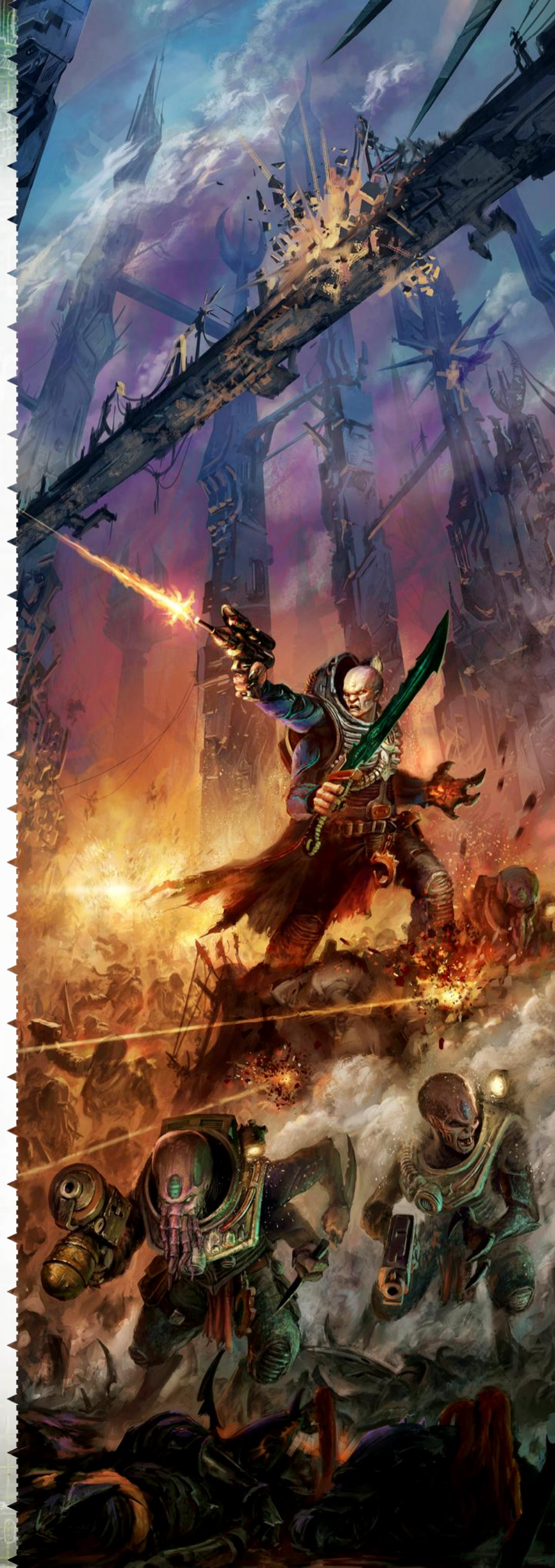
Seismic cannon.....250 points



Grenade launcher



Mining laser



NEW RULES

GENESTEALER CULT HYBRID WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

METAMORPH CLAW

Metamorph claws can mangle flesh and armour in a single spasming grasp.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-2

METAMORPH TALON

Long, razor-edged claws of serrated chitin, Metamorphs use these fearsome talons to stab and wrack their prey.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-1

Scything Strikes: A fighter attacking with a Metamorph talon adds 1 to its Weapon Skill in hand-to-hand combat; a model attacking with two Metamorph talons has a +2 bonus to its Weapon Skill in hand-to-hand combat instead.

METAMORPH WHIP

Metamorph whips are cords of muscles that thrash about at frightening speeds to lash and entangle the weapons of their foes.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-1

Entangling Lash: When attacking with a Metamorph whip, you can force one enemy model in hand-to-hand combat with this model to roll one less Attack dice (to a minimum of 1).

POWER PICK

Power picks are simple enough in design. They bear a low-quality disruption field powerful enough to shatter ceramite like glass.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-4

RENDING CLAW

These claws can tear through armour as if it were clay.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-2

Claw: A fighter attacking with a rending claw cannot carry anything else in that hand. If the fighter is attacking with two rending claws, they can re-roll To Wound rolls in the hand-to-hand phase.

PISTOLS

HAND FLAMER

The compact nature of a hand flamer severely limits its effective range, yet it is all but impossible to miss with at point-blank range.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-2"	2-4"	+3	+2	3	1	-1	5+

Ammo roll: The hand flamer is required to take an Ammo roll each and every time it fires or is used in hand-to-hand combat.

AUTOPISTOL

The autopistol is a rapid-firing automatic pistol that is both easy to manufacture and simple to use, making it a favoured weapon amongst cultist organisations.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+2	-	3	1	-	4+

WEB PISTOL

Web pistols are popular amongst the many cults and gangs of the Imperium, for they are easily concealed and can be used to entrap prized victims. The tough, sticky strands it hurls at its targets constrict on contact with air, throttling or suffocating those trapped in their cloying embrace.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-4"	4-8"	-	-1	*	*	*	7+

Webbed: If a web pistol hits its target, the victim is automatically webbed – no rolls are made for wounds or injuries and no saving roll is allowed for armour. A webbed target can attempt to struggle free at the start of each of their turns. To do so, roll a D6 and add the model's Strength; if the total is 8 or more, the victim frees itself and may act normally that turn. If the total is less than 8 then the victim remains trapped and immediately suffers 1 wound (though armour saves may be taken as normal against this wound). Webbed targets can do nothing other than fight if they are engaged in hand-to-hand combat, and if they do, they can only ever roll one Attack dice and always count as encumbered.

BASIC WEAPONS

AUTOGUN

Autoguns are manufactured in factories and underhive workshops across the Imperium. A sturdy frame combined with a high rate of fire makes an autogun a popular and reliable weapon on many an Imperial world.

◀Range▶		◀To Hit▶		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	3	1	-	4+

SPECIAL WEAPONS

WEBBER

This weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. A victim who struggles too hard may be strangled or even crushed by the constricting mesh.

◀Range▶		◀To Hit▶		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	-	-1	*	*	*	4+

Webbed: If this weapon hits its target, the victim is automatically webbed – no rolls are made for wounds or injuries and no saving roll is allowed for armour. A webbed target can attempt to struggle free at the start of each of their turns. To do so, roll a D6 and add the model's Strength; if the total is 8 or more, the victim frees itself and may act normally that turn. If the total is less than 8 then the victim remains trapped and immediately suffers 1 wound (though armour saves may be taken as normal against this wound). Webbed fighters may not move under any circumstances, and may not shoot; if they are engaged in hand-to-hand combat, they can only ever roll one Attack dice and always count as encumbered.

HEAVY WEAPONS

HEAVY STUBBER

Despite a seemingly outdated design, a heavy stubber can nonetheless reliably rattle off a hail of large-calibre bullets that will mercilessly cut down anyone foolish enough to underestimate its potency.

◀Range▶		◀To Hit▶		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-20"	20-40"	-	-	4	1	-1	4+

Sustained Fire: 2 dice.

MINING LASER

When their range limiters are short-circuited, the mining lasers of guilds make powerful weapons, able to blast apart rock, armour or flesh with equal indifference.

◀Range▶		◀To Hit▶		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-24"	+1	-	9	D6	-6	7+

SEISMIC CANNON

The distinctive pronged muzzle of a seismic cannon sends out pulsed bow waves of sonic force that can shiver a basilica wall into rubble, or turn the internal organs of living targets to mush.

A seismic cannon has a different profile depending on how far the target is from the firing model.

◀Range▶		◀To Hit▶		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"		-		8	D3	-5	7+
	12-24"		-	5	1	-2	7+

Sustained Fire: 1 dice at short range; 2 dice at long range.

GRENADES

BLASTING CHARGES

Created from scavenged detonators and low-end demolition gear, the short-fused blasting charges used by Genestealer Cultists can be hurled at the enemy to sow explosive death amongst their ranks.

Strength	Damage	Save Mod.
4	1	-1

Large Blast: Blasting charges are potent industrial-grade explosives; they use the large blast template.

Unwieldy: Although powerful, blasting charges are essentially improvised weapons. It is therefore harder to hit a target with a blasting charge than with a dedicated grenade, and a -1 to hit modifier is imposed when throwing one.

ARMOUR

MINING SUIT

In combat, Genestealer Cultists commonly make use of the limited protection offered by the mining suits they attained when infiltrating the planet's civilian workforce. The shoulder-mounted spotlight built into these suits also serves to aid the wearer in searching for hidden threats.

Armour Save: A fighter wearing a mining suit has a basic armour save of 6+. This is increased to 5+ against weapons that use a template.

Spotlight: Add 1 to the wearer's Initiative characteristic when determining the distance they automatically spot a hidden enemy. For example, a Neophyte Hybrid with an Initiative characteristic of 4 will automatically spot all hidden enemy fighters within 5" of them.

NEW RULES

GENESTEALER CULT HYBRID SPECIAL OPERATIVES

ACOLYTE HYBRID

	M	WS	BS	S	T	W	I	A	Ld
Acolyte Hybrid	5"	4	3	4	3	1	4	2	8

Born of the cult's first or second generation, the alien heritage of an Acolyte Hybrid manifests itself far more openly in appearance, forcing them to rely on stealth far more than their Neophyte kin. All bear the archetypal mark of the Genestealer in the form of a diamond-hard claw that can tear through armour like paper.

Wargear: An Acolyte Hybrid has a combat blade, rending claw, autopistol, blasting charges and a mining suit. He may also do any of the following:

Take a photo-visor.

Exchange his autopistol for a hand flamer.

Sneak Up: Halve the distance at which an Acolyte Hybrid is spotted when in hiding. For example, if an enemy would normally spot this fighter when within 3", they can only spot an Acolyte Hybrid when within 1½".

HYBRID METAMORPH

	M	WS	BS	S	T	W	I	A	Ld
Hybrid Metamorph	5"	4	3	4	3	1	4	2	8

A Hybrid Metamorph is the result of a spawning in a cult's latter cycles. These cultists sport weapon-limb biomorphs that set them apart from their broodkin in terms of both appearance and lethality.

Wargear: A Hybrid Metamorph has an autopistol, two rending claws, a Metamorph talon, blasting charges and a mining suit. He may also do any of the following:

Exchange one of his rending claws for an additional Metamorph talon.

Exchange one Metamorph talon for a Metamorph claw.

Exchange one Metamorph talon for a Metamorph whip.

Exchange his autopistol for a hand flamer.

Berserk Charge: A Hybrid Metamorph's combat modifier for charging is +2, rather than +1.

PURESTRAIN GENESTEALER

	M	WS	BS	S	T	W	I	A	Ld
Purestrain Genestealer	6"	6	0	4	4	1	6	3	10

Amongst the deadliest predators in the galaxy, a Purestrain Genestealer combines preternatural reflexes with the ability to tear even a Space Marine limb from limb with its deadly claws. Should one make its lair upon an Imperial world, it will eventually evolve into a Patriarch around which its own cult will be established. Indeed, one such a creature has the potential to doom an entire world.

Wargear: A Purestrain Genestealer has two rending claws.

Bounty: If a Purestrain Genestealer is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

Hyper-reflexes: Purestrain Genestealers have a 5+ invulnerable save.

Killer Reputation: Purestrain Genestealers cause fear.

Preternatural Agility: Purestrain Genestealers may triple their movement rate when they run or charge, rather than doubling it as normal. In addition, if Purestrain Genestealers jump across a gap, they jump 3+D3" rather than D6". They can use the full distance rolled, even if they do not have sufficient movement remaining to do so.

Unstoppable Killer: Purestrain Genestealers cannot be pinned by shooting attacks, unless they are from high-impact weapons.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Genestealer Cult Hybrids are highly adept at stealth and guerilla warfare, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to different skills that reflect their

different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Genestealer Cult Hybrids	Trooper		✓	✓				✓
	Specialist			✓		✓	✓	✓
	Leader	✓	✓	✓		✓	✓	✓



WAR ON THE LONG LAKE

The Lake-town House provides gamers with an exciting new scenery piece for *The Hobbit: An Unexpected Journey™* Strategy Battle Game. Jay from the Middle-earth™ team presents a slew of special rules to add new tactics (and fish-related frivolity!) to your games.



JAY CLARE

The *Middle-earth* team's rules writer Jay is often called 'Mr. Lake-town' by his friends in reference to his impressive collection of Lake-town Guard, Militia and, of course, all of the heroes. With that in mind, Jay seemed the perfect choice to present a selection of rules for playing games in his favourite place in *Middle-earth*.

Jay: The new Lake-town House has been available for a few months now, and here in the Forge World office we've played loads of games using it, even creating our very own Esgaroth with a number of them for our playtest games. On lunch breaks and after work we've played through the scenarios in *The Hobbit: Motion Picture Trilogy™ There and Back Again* set in Lake-town (the Lake-town Chase being a personal favourite of ours), and have even played a selection of Points Match battles using our new board as well – the scenery gave a really exciting and challenging dynamic to our games that was very different to normal Points Match play. Fighting around the houses and on the narrow walkways and piers of Lake-town meant that traditional Shieldwall formations had to split into smaller bands of warriors to get around, and both players were at risk of having their models forced into the freezing waters of the Long Lake once they met the enemy.

With all these games now under our belts, we got to thinking: 'Wouldn't it be cool to create some extra rules for our games on the Long Lake?' The Lake-town House kit contains loads of extra bits, so we're presenting some ideas for using the boats, barrels, baskets of fish and yes, even the outhouse, to make your games all the more exciting. We've even cooked up some rules for fighting in Lake-town as the city is engulfed in flames! Perfect to add that sense of drama to the Fire & Water scenario in *There and Back Again*, or if you're fighting in Lake-town as the great Fire-drake *Smaug™* burns Esgaroth to ash.

So without further ado, here is a selection of new rules that can be used alongside the ones provided in the scenarios in *The Hobbit: Motion Picture Trilogy™ There and Back Again*, as well as in your Points Match games. There's even an extra Points Match scenario at the end of this article for you to try out with your own armies – enjoy!



FIGHTING IN LAKE-TOWN

DOORWAYS

The many houses that are built atop the Long Lake provide a variety of extra pathways and shortcuts for warriors to traverse Esgaroth.

A Man-sized (or smaller) model that starts its Move phase in base contact with a door on a Lake-town House may choose to enter the house instead of moving. The model spends its turn running through the house (no doubt knocking over chairs, tables and various other items as it goes) and is placed in base contact with any other door on the Lake-town House. A model that moves in this way counts as having moved its full Movement allowance. If the model cannot be placed in base contact with another door, for whatever reason, then it cannot move in this way.

BOATS

Many of the folk of Lake-town are fishermen or bargemen. It is therefore commonplace in Lake-town for families to own a boat, which they use to fish or cross the Long Lake.

A model may enter or exit a boat by passing a Leap test. A boat has limited space, and as such only two Man-sized (or smaller) models may occupy a single boat. An unengaged model that is in a boat may row it up to 6" in any direction upon the water; each boat may only be moved this way once per turn. If two enemy models are in the same boat, they count as engaged and will fight each other in the Fight phase. As models in a boat cannot back away, any model that loses a Duel roll whilst in a boat counts as Trapped.

ICE FLOES

The freezing waters of the Long Lake are strewn with numerous ice floes. Although these sheets of ice can provide a cunning warrior with an alternative pathway across Lake-town, even the most surefooted can find themselves upended by the ice's treacherous surface.

At the start of each turn, determine the direction that the current of the lake is flowing. This can be done with a Scatter dice, a roll of a D6 or simply by the player with Priority getting to choose. Each Ice Floe is moved D3" in the chosen direction. Any model that moved during the Move phase and ended their move on an Ice Floe must roll a D6. On a 1, that model loses its footing and falls into the lake. Any model that falls into the freezing waters is removed as a casualty.

BARRELS

Lake-town is constantly littered with barrels containing all manner of exciting things, from fish to ale to countless other goods. A well-timed kick to one of these can knock over any unlucky adversaries as it barrels (pun intended) down the streets of Esgaroth.

A barrel is a Heavy Object. Any model carrying a barrel may choose to kick it D6" towards the enemy, even moving through other models. Any model that the barrel moves through must roll a D6. On a 1-2, the model is immediately knocked Prone and suffers a Strength 1 hit. Place the Barrel where it finishes its movement – it gives your opponent the chance to kick it right back! Barrels that enter the Long Lake are removed from play.

FISH BASKETS

Esgaroth is a fishing settlement, and as such baskets and barrels of produce can be seen on almost every street corner and table. A sharp

slap with a fish will disorientate anyone who is on the receiving end of the slimy makeshift weapon.

If a model that is in base contact with a Fish Basket wins a Duel roll, they may choose to slap one enemy model with a fish instead of making Strikes. Any model that is slapped with a fish suffers a Strength 1 hit. Additionally, they may not move during the following Move phase and are reduced to Fight 1/6+ until the End phase of the following turn.

LANTERNS

When the skies turn dark around the Lonely Mountain, the streets of Lake-town are dotted with lanterns that light up its streets, outlining the edges of the walkways for the townsfolk.

Many of the scenarios in Lake-town take place at night. When this is the case, models can only see other models that are within 12" of them. A model within 3" of a Lantern can be targeted at any distance.

SLIPPERY WALKWAYS

The walkways of Lake-town are constantly wet from the waters of the Long Lake, not to mention the fish that often litter the piers, making them slippery and dangerous for those fighting atop them.

Whenever a model backs away as a result of losing a Duel roll, it must roll a D6. On a 1 that model slips on a particularly wet piece of wood (or potentially a stray fish) and is knocked Prone. Note that this happens before Strikes are made, which means that any model that slips will therefore be Prone when its opponent makes its Strikes!

FENDERS

These lightweight wicker objects prevent Lake-town's boats from crashing into the docks. However, they can also be used to deliver a swift thwack to an enemy in times of desperation.

A Fender is a Light Object. At any point during its Move phase, a model carrying a Fender may use it to hit a single enemy model within 1" of itself. On a 4+, the model hit with a Fender is knocked Prone.

OUTHOUSES

An outhouse can make for a very good, albeit smelly, hiding place (not many people are inconsiderate enough to try to enter an outhouse while its door is shut!) and can conceal its occupant from enemies that traverse Lake-town's walkways.

During the Move phase, a Man-sized (or smaller) model that is in base contact with the door of an unoccupied Outhouse may choose to enter it. Whilst within an Outhouse, a model cannot be targeted or seen by enemy models and has no Control Zone. Models inside an Outhouse cannot draw Line of Sight and therefore may not Shoot, cast Magical Powers or use any special rules that target a specific enemy or friendly model. They may, however, Charge out of an Outhouse as if they did have Line of Sight from the door of the Outhouse.

Each Move phase, a single model may attempt to open the Outhouse door, revealing anyone hiding inside by being in base contact and rolling a D6. On a 6, the model inside has been found and is subsequently charged by the model that found it. As there is nowhere to back away to in an Outhouse, if the model inside loses a Duel roll, it will automatically be Trapped.

I AM FIRE, I AM DEATH!

The coming of Smaug heralded the destruction of Lake-town. The Dragon's wrath was fierce as he rained down huge jets of flame upon the humble fishing settlement, setting the wooden houses and jetties alight. As Esgaroth burned, houses collapsed and the walkways crumbled away, burning and broken remnants of buildings falling into the waters.

Smaug's arrival in Lake-town was a whirlwind of fire and death. The films show the city ablaze and the buildings of Lake-town engulfed in flame. In *The Hobbit: Motion Picture Trilogy™ There and Back Again*, we presented the Fire & Water scenario that follows those in Lake-town as Smaug takes his revenge. Here are a few extra rules for what happens when a building is on fire, not to mention how to actually set them alight with your own fire-breathing Dragon!

Smaug, or any other fire-breathing creature for that matter, can set a Lake-town House on fire by shooting it with the Breathe Fire special rule as if it were a normal target. Any Lake-town House that is hit by the Breathe Fire special rule is not wounded, but is instead automatically set on fire. Any Lake-town House that is set on fire follows these rules:

Spreading Flames

The house has become completely engulfed in flames, which are spreading fast, endangering anyone closeby.

Any model that is in base contact with a Lake-town House that is on fire is Set Ablaze. At the end of each turn, the player with Priority may place a single 1" (or 25mm) Flame marker anywhere within 2" of a Lake-town house that is on fire, or another Flame marker, but at least 1" away from any model. Any model that touches a Flame marker at any point automatically suffers a Strength 5 hit. Additionally, at the start of each turn, before any dice are rolled, roll a D6 for each Flame marker. On a 1, the flames subside – remove the marker from play.

Modelling Flames: We used some cotton wool to make our Flame markers. This was first sprayed with Mephiston Red then with Chaos Black at the top. Whilst we decided to use cotton wool (it was the closest thing at hand), you could also use teddy bear fur or wire wool to give a very similar effect.

Falling Debris

As the flames devour the buildings of Esgaroth, pieces of the wooden structures splinter and fall upon the walkways below.

During the End phase of each turn, roll a D6 for each model within 2" of a Lake-town House that is on fire. On a 1, that model is hit by falling debris and suffers a Strength 6 hit.



SCENARIO – THE MASTER'S HOARD

WHITE
DWARF
EXCLUSIVE

As Esgaroth burns, both forces seek to retrieve as much of the Master's wealth from the city's remains as possible before the city is reduced to ash and its gold claimed by the waters of the Long Lake.

Scenario Outline

Collect more gold from the ruins of Lake-town than your opponent.

The Armies

Players choose their force, as described on pages 100–101 of *The Hobbit: An Unexpected Journey*TM, to an equal points value before the game.

Whilst you can select any models, the scenario works best with only infantry. Cavalry and Monsters may struggle to traverse the thin walkways of Lake-town.

Layout

This scenario takes place across the wooden walkways and jetties of Lake-town. There should be plenty of Lake-town Houses as well as a generous smattering of Ice Floes, Boats, Lanterns, Outhouses, Fish Baskets, Fenders and Barrels to make good use of all the above special rules. One Lake-town House should be right in the centre of the board and start the game on fire. Players then alternate placing six 1" (or 25mm) Gold markers on the board at least 6" away from each other and not in either deployment zone.

Starting Positions

Each player rolls a D6. The player with the highest score picks one of the two deployment zones. Starting with the player who chose their deployment zone, both players take it in turns to place a warband until both have deployed all their warbands on the board.

Objectives

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below – the force that has scored the most Victory Points at this point wins the game. If both players have the same number of Victory Points, the game is a draw.

Victory Points are scored for the following:

- You score 1 Victory Point for each Gold marker that one of your models is holding at the end of the game.
- You score 1 Victory Point for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you have killed the enemy leader, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score 3 Victory Points.

Special Rules

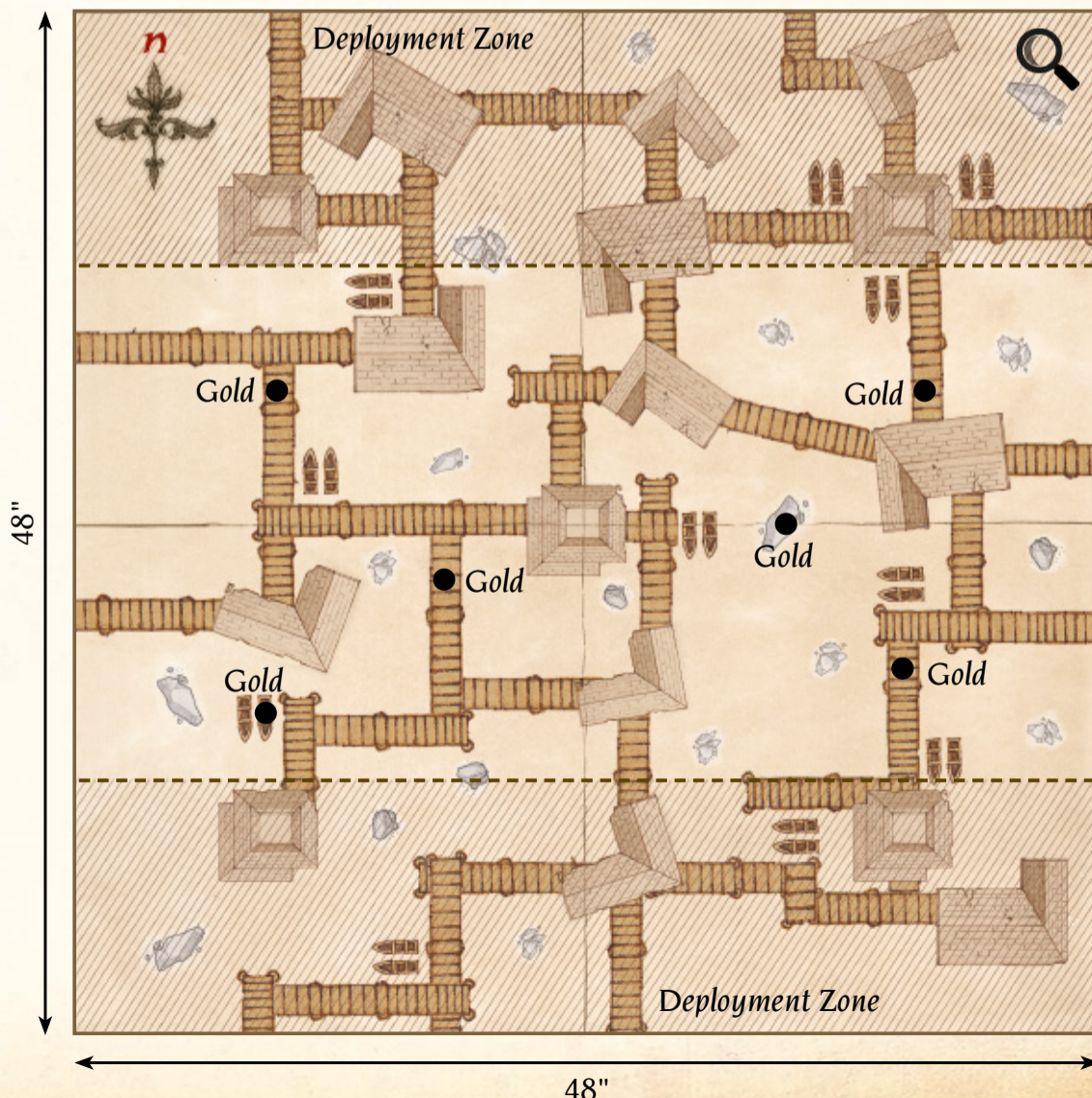
Barrels, Boats, Doorways, Falling Debris, Fenders, Fish Baskets, Ice Flows, Lanterns, Outhouses, Slippery Walkways, Spreading Flames.

Gold Markers: A Gold marker is a Light Object. A model that is carrying a Gold marker may not willingly give it up, pass it onto another model or drop it – the lure of wealth is too strong! A model may only carry a maximum of two Gold markers at any one time.

The Dark of Night: Due to the reduced visibility, models cannot be targeted by shooting, Magical Powers or special abilities over 12" away.

Modelling Treasure

Some spare plastic rod, or some Green Stuff rolled thinly, can be cut up into thin slices to represent a treasure of golden coins – spray them Retributor Armour, wash with Reikland Fleshshade then drybrush with Auric Armour Gold and Stormhost Silver.

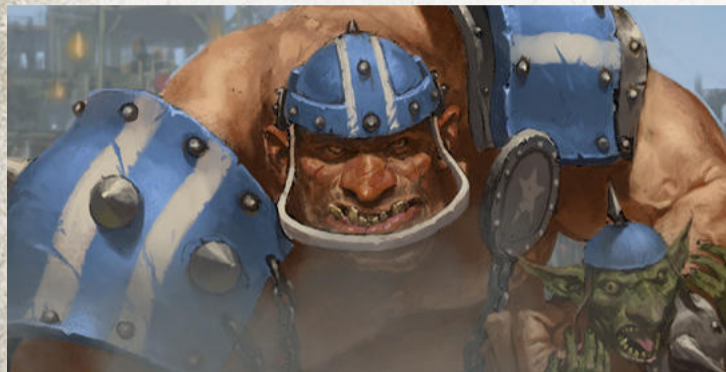




SPIKE! MAGAZINE

ALL THE LATEST NEWS FROM THE BLOOD BOWL WORLD

THE BIGGER THEY ARE...



This month, Spike! Magazine casts its attention to the lumbering lunks known far and wide as 'big guys'. From bosky Treemen to nose-picking Trolls, they're the rock-solid foundation on which many a team is built.

COLOSSI OF THE BACKFIELD

Blood Bowl teams are typically drawn from members of a single race, with a handful of exceptions like the Goblin hangers-on in some Orc teams and the mish-mash of rotten acolytes found on Nurgle teams. Sometimes, teams will cast their net wider to try and fill gaps in their line-up – more often than not, they hire some big burly bruiser to put the boot in at the start of a match! These titans of the Blood Bowl field will usually be unable to form a team of their own, because Ogres and Trolls are not really suited to roles that don't involve bludgeoning someone to death with their own arms – but the brutal game has a home for everyone, so these 'big guys' will often play alongside whatever teams can stand their company. Just don't expect to be seeing a Treeman playing for the Dwarf Giants any time soon!

OGRES: BREAKING FACES

Despite regarding the whole 'ball' business as a bit of a faff, Ogres are natural Blood Bowl players, with many finding happy homes as the brute strength element of Human sides. Some Ogres, such as Morg 'n' Thorg, have even become beloved (and infamous) stars of the game.

TROLLS: CAN'T KEEP 'EM DOWN

Dimmer than a ha'penny candle, Trolls are employed by Orc and Goblin teams not for their tactical insight (because they haven't got

any), conversation skills (because they haven't got any) or hygiene (ditto) – Trolls are used because they pack a punch even a Black Orc can respect and can walk off injuries that would see most players retiring to the great Dugout in the Sky, thanks to their strange quirk of regenerating – although a wise Orc coach keeps a Goblin near the team's Troll at all times to tell the hulking lump what to do!

RAT OGRES: THE BIG CHEESES

It took years of selective breeding on the part of Clan Moulder before they created a Rat Ogre capable of understanding even the basics of Blood Bowl, with the first being utilised by the Skavenblight Scramblers – earlier attempts led to Rat Ogres rampaging through their own teams, the opposition, the crowd and even the city outside the stadium! Much in demand by many Skaven teams as extra muscle they'd otherwise lack, Clan Moulder's Rat Ogres come with an ever-growing selection of 'optional extras', including back-up arms, masses of tentacles and additional heads.

GOOD EVENING, SPORTS FANS! JIM JOHNSON HERE, WITH ANOTHER GREAT ISSUE OF SPIKE! MAGAZINE - LET'S SEE WHAT OUR CRACK TEAM OF REPORTERS HAVE BEEN UP TO!

DID YOU KNOW...

One of the highest-rated Skaven players of all time was the two-headed and four-armed Tarsh Surehands. Sadly, in a crucial game against the Kureshi Kobras snakeman team, a missed pass led to a furious argument between his heads, and before anyone could stop him, he had strangled himself to death – a great loss to the sport!

PLAY OF THE MONTH



This issue's Play of the Month just goes to show it's not only the players who are cunning – sometimes it's the guys on the sidelines who are really pulling the strings! In the most recent league match between the Rattenberg Nibblers and the Lootown Looters, it looked as if Longtail Grit (Nibblers No. 10) had a clear run at the Looters' end zone. It seemed a touchdown was in the bag... until Theetzl Fast-claw (Nibblers No. 9), the team's other thrower came out of nowhere, tackled Grit to the ground and swiped the ball. Upon a Cabal-O-Vision replay, it seemed Theetzl's sudden indulgence in backstabbing followed the Lootown Looters coach making a complicated series of hand-gestures in his direction. Accusations of bribery have followed, especially as Theetzl's locker was later found to be full of warpstone stuffed into a Looters replica kit bag! Theetzl only saved his head from the (quite literally) rabid Skaven home crowd by scoring the Nibblers' winning touchdown himself!

MORE FROM THE MAKERS OF SPIKE! MAGAZINE AT: WWW.BLOODBOWL.COM

A TALE OF FOUR WARLORDS

Four warlords intent on galactic domination are mustering their armies ready for war. As the Gathering Storm sweeps bodily across the galaxy, our Warlords seek to bring about each other's destruction. But who will prevail? The Imperium, Chaos or the xenos?

Dan Harden's newly painted Iron Warriors pose for a publicity shot with James Ashbey's Cadian Shock Troops. We reckon the Guardsmen may have a tough battle ahead...



THE WARLORD CHALLENGES

Every month, we set our four warlords a new challenge to complete. For this first month, they had to paint the contents of a Start Collecting! box. Next month, they must all paint an Elites unit to add to their army and they have the option to paint an HQ choice or a dedicated transport, too. We've also asked them to write a piece of background about their army, explaining the story behind their growing collection.

Welcome, one and all, to A Tale of Four Warlords, where four (yes, four!) eager hobbyists build and paint new armies with which to dominate the battlefields of the 41st Millennium. In the last issue of White Dwarf, we introduced our handsome quartet and gave you a glimpse of what armies they were thinking of collecting. This month, we lift the lid on their secret projects and show you the results of their first month's painting.

Their challenge, in the first month, was to build and paint the contents of a Start Collecting! box for their chosen faction. Miniatures Designer Maxime Corbeil picked Space Marines and decided to paint them as Black Templars. Product Developer James Ashbey joined him on the Imperial side with Cadian Shock Troops. Opposing them both is White Dwarf Writer Dan Harden with his Iron Warriors. Lingering in the mysterious and enigmatic grey area between good and evil is Photographer Chris Bilewicz with his Eldar from Iybraesil Craftworld. Between

them the four warlords have created a colourful mix of different armies, more of which you can see over the following pages.

To accompany their fledgling armies, we also asked our four warlords to provide us with a few painting tips and colour swatches for their models should you wish to paint your own miniatures the same way (you can see the colours Maxime used on his Black Templars to the right, for example). Each paint colour has a letter next to it indicating how it was applied to the model, either as a basecoat (B), shading (S), drybrushing (D), layering (L) or an edge highlight (H).

Remember, you too can join in with A Tale of Four Warlords from the comfort of your very own home – all you need to do is complete the same challenges our warlords do every month. Why not share your progress with us on the White Dwarf Facebook page? Now, on with the models!

SPACE MARINES

Maxime Corbeil has been on a one-man painting crusade for the last few weeks, which is appropriate as he's picked the ultra-fanatical Black Templars as his army for A Tale of Four Warlords.



As our Imperial paragon, Maxime decided to paint his Start Collecting! Space Marines box as Black Templars – his favourite chapter. With inspiration coming from every conceivable angle, Maxime is stoked up for this challenge.

“I mentioned last month that my inspiration for my army came from two sources – John Blanche’s Black Templars artwork (*you can actually buy a print of it from warhammerart.com.* – Ed) and Martin Peterson’s Golden Demon-winning Black Templars squad,” says Maxime. “Well, I have a third inspiration now – the Gathering Storm story. Marshal Amalrich and his Black Templars play a great part in it and I like the idea of the Black Templars going on a crusade alongside Guilliman to save the Imperium.”

But how has Maxime gotten on with his painting over the last month? “I won’t lie, it’s been tough,” says Maxime. “Because the models are mainly black, you paint for a long while before you add another colour and it doesn’t feel like you’re getting very far. But then, once the armour’s done, the models are pretty much finished!”

PAINTING BLACK TEMPLARS

“I painted the black armour with very fine edge highlights and tiny spot reflections to help give the impression of lacquered armour,” says Maxime. “The armour is the main part of each Space Marine, so I took longer painting it than any other part of the model. I undercoated the shoulder pads separately from the rest of the models and sprayed them with Corax White (as opposed to Chaos Black) to make painting the cream colour on them easier.”



PULL

BLACK ARMOUR

Abaddon Black & Incubi Darkness (B)
Incubi Darkness (H)
Thunderhawk Blue (H)

Fenrisian Grey (H)
Blue Horror (H)

WHITE PAULDRON

Ceramite White (B)
Screaming Skull & Lahmian Medium (S)
Ceramite White (L)



MAXIME CORBEIL

Designing new miniatures by day (you’ll see some of his first creations very soon) and painting models by night, Maxime is surrounded by Citadel miniatures almost 24 hours a day. His favourite colour is Abaddon Black.

A TALE OF FOUR WARLORDS

ASTRA MILITARUM

Also defending the Imperium are James Ashbey's Cadian Shock Troops who, despite the loss of their homeworld (you have heard about that, right?), continue to fight for the salvation of the Imperium.



JAMES ASHBEY

With his first Imperial Guardsmen painted, James is already looking to get a few games against the other Warlords. He keeps mumbling something about reclaiming Cadia, but we all know he has no hope. At least not just with lasguns...

James began his A Tale of Four Warlords challenge with the Start Collecting! Astra Militarum set, which includes 10 Guardsmen, a heavy weapons team, a Commissar and a Lemman Russ Battle Tank. We asked him how he got on with his first month's challenge.

"Because I got the colour scheme for my guardsmen nailed last month, painting the infantry wasn't too tricky," says James. "The tank was a little harder to work out, though, because I wanted it to be a different colour to the Guardsmen but still use the same palette. In the end I used the infantry's grey fatigue colours for the tank armour but drybrushed them on to give the tank a weathered effect. I then used white and red – the armour colours for my troopers – for the squadron markings. I painted the Commissar last as a treat for completing all the infantry. With the bases I went for a dusty sand-coloured effect. I normally paint my bases grey, but that wouldn't have stood out against the grey clothes." We also asked James what he's thinking of painting for next month's challenge. "Well, I do really like the Ogryn models, so probably them," says James.

PAINTING CADIAN

"I start by painting the fatigues of the Guardsmen," says James, "then work outwards to the armour, then the weapons. That way I can start out painting messily, then get neater as I work on the more detailed areas. Only the clothing and the metalwork have washes on them, so I don't need to worry about shade paints running into different areas. I also made the highlights on the armour sharper than those on the cloth and boots to help it look more solid."



PULL

GREY FATIGUES

Mechanicus Standard Grey (B)
Agrax Earthshade (S)
Dawnstone (H)
Administratum Grey (H)

RED ARMOUR

Incubi Darkness (B)
Kabalite Green (H)
Sybarite Green (H)

WEAPON CASING

Khorne Red (B)
Evil Sunz Scarlet (H)
Fire Dragon Bright (H)
Seraphim Sepia (S)

CHAOS SPACE MARINES

With the Gathering Storm now a howling gale, Dan Harden allied himself to the Iron Warriors and now has a small force painted. He says the silver was easy to paint. The chevrons took him a little longer...

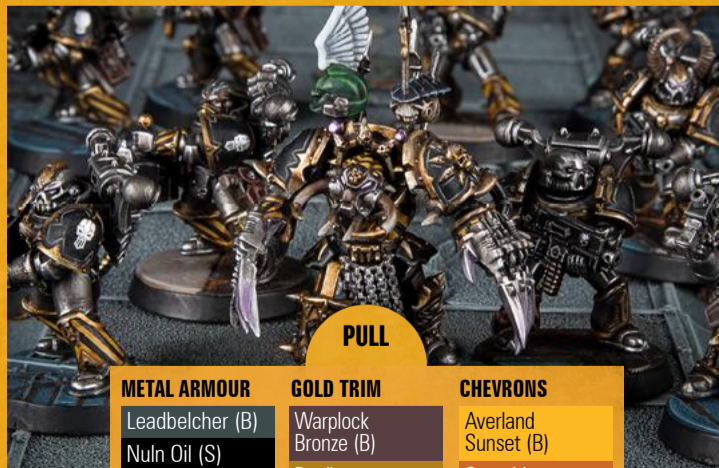


Over the last month, Dan has painted the contents of the Start Collecting! Chaos Space Marines boxed set. He chose to paint them as Iron Warriors, having taken a liking to both their background and their colour scheme. Here he tells us how he got on this month.

“It’s definitely been a bit of a challenge,” says Dan, “but it got easier as the month progressed. The thing with my colour scheme, and the order in which I’m painting my Iron Warriors (see right), is that they generally don’t look that interesting, or even well-painted, until the chevrons and details are added. Up to that point they’re just silver and gold, and I did feel a little demoralised at times looking at a bunch of metallic models. The bases helped a lot with that, actually. I painted them in matt tones so as not to clash with the silver armour.” Keen-eyed readers may recognise the bluish colour scheme that Dan used on his bases – he used the same colours as the ones the Army Painters used on the Cagalian IX board featured in last October’s issue. So what’s next for Dan? “Terminators, I reckon,” says Dan. “And something to put them in!”

PAINTING IRON WARRIORS

“Usually I paint one area on a model to completion before moving on to another section,” says Dan. “With the Iron Warriors I found it much easier to basecoat and wash the silver, then basecoat and layer the gold, then highlight both at the same time with Runefang Steel. Similarly, I applied the yellow basecoat before washing both it and the gold together. Painting models this way felt unusual to begin with, but it is a lot more efficient.”



METAL ARMOUR

Leadbelcher (B)
Nuln Oil (S)
Runefang Steel (H)

GOLD TRIM

Warplock Bronze (B)
Retributor Armour (L)
Seraphim Sepia (S)
Runefang Steel (H)

CHEVRONS

Averland Sunset (B)
Seraphim Sepia (S)
Abaddon Black (L)
Skavenblight (S)



DAN HARDEN

‘Iron within, iron without’ has been Dan’s mantra for the last few weeks. That doesn’t mean that he’s been eating nails, but rather that he’s stuck to a rigid painting schedule to ensure that he got everything painted for the monthly deadline.

A TALE OF FOUR WARLORDS

CRAFTWORLD ELDAR

The aliens amongst us are the Eldar of Craftworld Iybraesil painted by Chris Bilewicz. Clad in icy blue and white, the Eldar of Chris's fledgling force all ride into battle on jetbikes. Walking is clearly beneath them.



CHRIS BILEWICZ

As a former Army Painter for the Studio, Chris knows how to get paint on a model fast and finished his Start Collecting! box before the other three warlords had even finished assembling their models! He's already eyeing up what to paint next.

Chris was the first of the four warlords to come up with his colour scheme and set about painting the models in his Start Collecting! box the moment he got his hands on it. But how does he paint so fast and to such a high standard?

"For me it's all about finding the most efficient way to paint my models," says Chris. "Eldar vehicles are really easy to paint in two halves – you can spray the upper hull one colour and the lower hull a different colour, giving you great contrast between the two and quick basecoats to work over. Craftworld Iybraesil already has a colour scheme, so I didn't need to make one up, though I did ponder what colour to use as my spot colour, settling on orange as it's opposite blue on the colour wheel. I used orange for all the spirit stones and crystals, but decided to paint my Farseer's robes red, so he would stand out from the crowd. It clearly marks him out as the focal miniature in the force. I also decided not to use too many metallic paints on my models, as Eldar don't tend use metal for their wargear. I did paint the Farseer's witchblade Runefang Steel, though, to give it a shimmering appearance."

PAINTING IYBRAESIL ELDAR

"I painted all of my models in sub-assemblies," says Chris. "The blue areas were sprayed Macragge Blue over a Chaos Black undercoat, while the cream underbellies of the jetbikes and Fire Prism were undercoated Corax White. Once I'd painted each of the areas, I then glued them together."



PULL

BLUE ARMOUR

Sotek Green (B)
Drakenhof Nightshade (S)
Temple Guard Blue (D)
Etherium Blue (D)

WRAITHBONE

Ushabti Bone (B)
Praxeti White (D)
Seraphim Sepia & Mournfang Brown (S)

WHITE ARMOUR

Ulthuan Grey (B)
Drakenhof Nightshade (S)
Ceramide White (H)

AND SO THE CHALLENGE BEGINS...

There you have it, folks, the first offerings of our four warlords for your enjoyment. As you can see, they've been hard at work for the last month painting models, but their challenge has only just begun. Over the next five months, they will gradually add to their armies, painting new units and vehicles, heroes and monsters for their forces while also coming to blows on the battlefield to decide who will be the supreme warlord.

As mentioned earlier, A Tale of Four Warlords isn't just for these four hobbyists – you can join in too! All you need to do is take on each challenge every month, just like them. The warlords' next monthly challenge is to paint an Elite unit for their army, with the option of painting a dedicated transport or another HQ choice. Not only that, we've also set them the task of writing a piece of background about their army and giving all their units names. Obviously they don't need to do this to paint a model or play a game, but we find it adds so much more character to an army. If you're taking part in A Tale of Four Warlords where you are, make sure you let us know how you're doing with the challenge on the White Dwarf Facebook page. We look forward to seeing what you paint. You never know, we might even feature your work in the magazine. 🐼



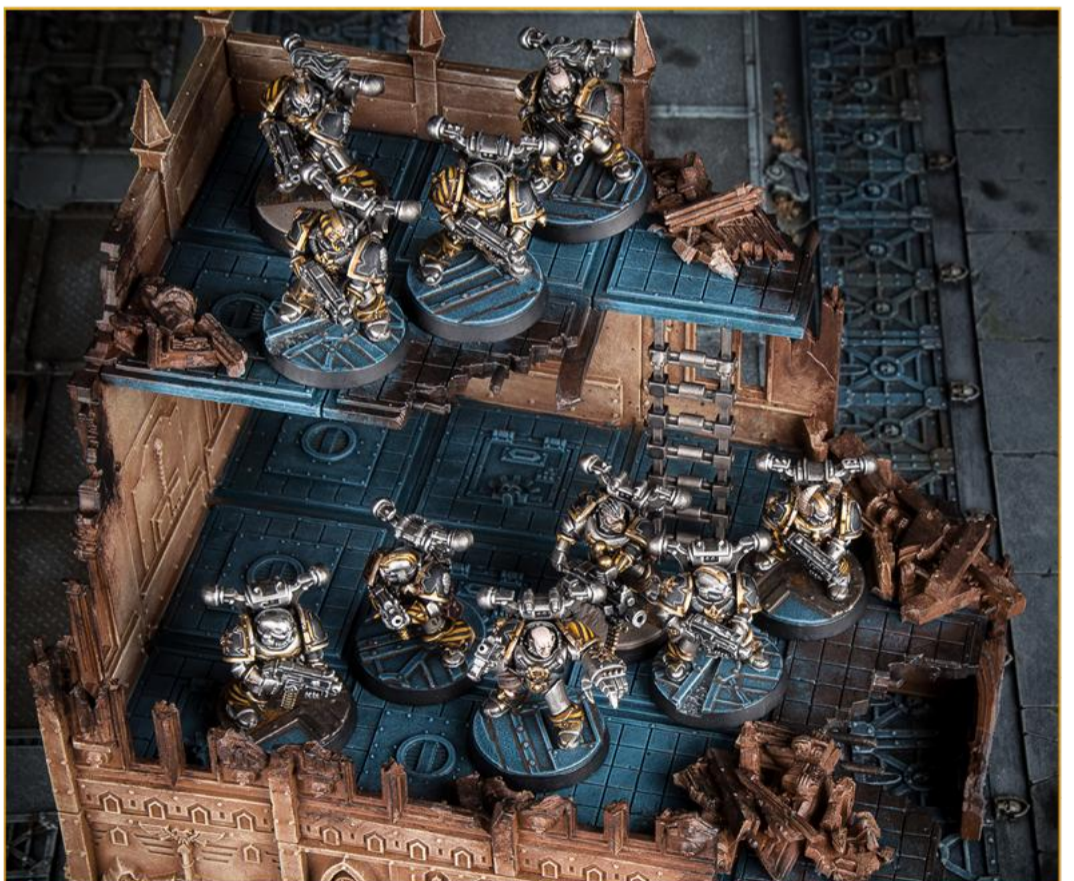
PAINTING IN THE BUNKER

With deadlines drawing close, James, Maxime and Dan got together in the White Dwarf hobby room to work on their models one lunchtime. Chris, who'd already painted all his models for the first month's challenge (and a few other models, besides) did not deign to join in, leaving the humans – both good(ish) and evil – to their painting. We hope to show you some stage-by-stage painting guides of their work in the future.



THE WARLORDS' FIRST BATTLE

The first two warlords to clash on the battlefield were Dan and James. While Dan's Iron Warriors clearly had the upper hand over the Guardsmen, they avoided the Leman Russ (specifically its battle cannon) like the plague, which cost them several crucial tactical objective points and, ultimately, the game.



CITIES OF DEATH!

We mentioned last month that Dan and Chris are keen to build and paint a battlefield for the warlords to fight over. Well, Dan has completed the first building, which he painted in a light sandstone colour. "I thought it would contrast well with our armies, which are quite dark for the most part," explains Dan. "Coincidentally, I painted the floors the same way I painted the bases of my models. What are the chances of that, eh?"



B LANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has also enthused and excited many other painters, modellers and collectors, and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month, we return to the warbands of the Pilgrim with Kari Hernesniemi's cast of colourful characters, who played a particularly vital role in the events of the Pilgrim...

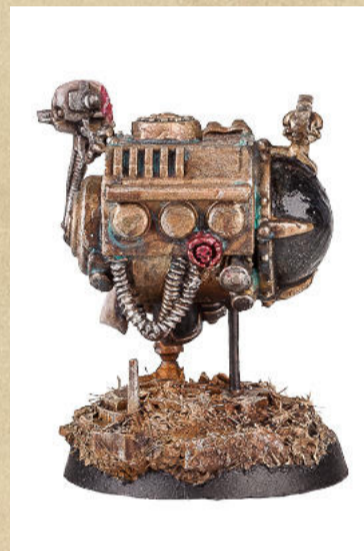
This month we return to the Pilgrim, the stunning painting, modelling and gaming project organised by John Blanche and his favoured acolytes. This month we look at a warband central to the Pilgrim story's sinister plot – Kari Hernesniemi's delegation of House Marguardt. Kari's warband sits at the very heart of the Pilgrim tale, for they harbour the titular character – the strange infant daughter of Lorde Castor Marguardt and his deceased wife, carried aloft by an opaque void-carrier.

“When it came to the Pilgrim game, my warband's main objective was a pretty simple one,” says Kari. “They were tasked with bringing the baby daughter of Lorde Marguardt to the High Cardinal waiting for the entourage on top of the stairs of the Daylight Chapel, at the summit of the board. The baby is a monstrously powerful infant psyker, kept safe inside the anti-grav cradle – the God-Emperor alone knows what chaos the girl-child might let loose if someone happens to open the void-carrier by mistake...”



The warband of House Marguardt. Together, they keep a close watch on their sacred charge – the youngest scion of Mercina's ruling house (ensconced within a void-carrier), who some radicals believe to be the fulcrum upon which the fate of the Imperium will turn. Are they heralding a new golden age, or are they hastening the Imperium's destruction?

Lorde Marguardt and his daughter, accompanied by the household guard of House Marguardt. “The guardsmen have white uniforms with black-and-white stripy trousers,” says Kari. “The same design can be seen on Lorde Marguardt too, adding some uniformity. The guardsmen are built from Freeguild Handgunner parts with Skitarii guns. Their simplicity contrasts nicely with the warband’s main characters.”



SEARCHING FOR INSPIRATION

“When I was starting to build Castor,” says Kari, “I was eagerly browsing the old Inquisitor rulebook (a classic Games Workshop skirmish game from yesteryear – Ed) for inspiration. After flipping through a couple of pages, I paused on the spread with the iconic painting of an Inquisitor by John Blanche, the one with yellow and golden hues and a very powerful-looking character with a symbolic two-headed eagle sitting upon his shoulder.

“Lorde Castor Marguardt is the Ædhelinge (a prince or inheritor) of the mining world known as Mercina,” says Kari, who – like all the Pilgrim’s participants – worked out an elaborate background story for his warband. “He is the father of a new-born baby – and now also a widower because of it. Because of the nature of his daughter he sees himself forced to take a pilgrimage to Terra and seek for advice from the eldest of mankind.

“For the base of the model I used the Militarum Tempestus Scion commander’s torso and coat, Chaos Cultist legs and Mechanicus Skitarii Ranger arms and weapons. The head took me a while to find – it’s the modified head of a Freeguild Handgunner, onto which I sculpted cables, which made it feel a little more at home in the setting.

“I was a bit stressed out when the time came to create a baby girl character for the warband as there weren’t that many models that’d fit,” says Kari. “I had thought of using a cherub model, but I decided to put the baby inside an enclosed cradle to hide her form. This worked out well, as



This particular piece gave me my initial idea, as the character in John’s artwork absolutely oozed the proud and regal authority I was looking to evoke with the head of House Marguardt. I didn’t intend to copy the piece completely, but carry the same themes on my model.”

THE PILGRYM

It's been a few months since we've covered the Pilgrim event, so if you're just jumping in, here's a brief summary.

The Pilgrim was a collaborative project between a dedicated group of Blanchitsu hobbyists, telling the tale of strange heroes and stranger villains, whose plots and intrigues clash on the first step of one pilgrim's path on the soil of sacred Terra.

The fruits of these hobbyists' labours was a fantastic narrative game that took place at Warhammer World, using scratch-built gaming boards and a whole host of wonderfully converted miniatures sent in by fellow fans from around the globe.



Right: While Adsum is based on one of the Putrid Blightkings, Kari removed the Nurgle elements from the model and added a few Imperial touches – the purity seals, for example. Note the typically Blanchesque thunder hammer, combining a technological relic (using a Space Marine thunder hammer) with a length of twisted wood as a handle (from the Blightkings's Sonorous Tocsin).



the blank, anonymous void-carrier sparked the idea of how powerful she might be and led to her being the Pilgrim who everyone is looking for.”

As the head of House Marguardt, Lorde Castor is accompanied by a host of sinister henchmen a corpulent enforcer, a great-coated hunter and an ancient retainer amongst them

“Adsum is based on a concept piece I drew,” says Kari. “I wanted to use bits from the Putrid Blightkings kit to create an intimidating character for my warband. I did start doubting the idea, as the character I was creating didn't really fit into my plans for the noble family. I shared the concept art on the Iron Sleet blog and got some good feedback on the character, which gave me a few ideas for where Adsum would fit. He then became Lorde Marguardt's proxy on Terra, whose task would be to escort the family to meet the High Cardinal of the Daylight Chapel.

“My next character was Uncle Jocoff Essell, an influential and skilled fighter from House Essell, another noble house of Mercina. Both he and Marguardt are strong personalities, and there's a certain degree of friction between the two – Essell blames Marguardt for the death of his sister (Marguardt's late wife). It's a key part of their characters and something I wanted to show off even in their body language and posture – they're posed as if they're looking in opposite directions. Jocoff's torso swarms with servo-skulls, some of which he uses to scout Terra's underhives. He brands his servo-skulls with red markings so that he can detect them at a glance.”



Above: Jocoff Essell. “I really like the Wulfrik the Wanderer model,” says Kari. “I swapped his head for a bald Bloodreaver one and I added some cables to the skulls to make them look like servo-skulls,

mounted a Skitarii backpack on his back, then put a gun in his empty hand. One small detail on Jocoff that I'm quite proud of is the servo-skull he's dangling in his off-hand.”



"I came up with the white emblem by accident as I was testing different free-hand designs on the apron," says Kari. It resembles her own long hat, with a skull where the face would be.



"The skull of a titled mother who has died while giving a birth to a child is often given to Imettäjä," says Kari, "who will then give it a new, second life as a servo-skull."



One of the most striking and unusual members of the warband is Imettäjä, an honoured member of the Officio Medicae, formerly of the Adepta Sororitas's Orders Hospitaller. Her services are retained by House Marguardt to care for Lorde Marguardt's infant daughter.

"I used the Tech-Priest Dominus as the basis for Imettäjä," says Kari. "It's a fantastic kit. I cut off the upper body and reversed the lower part with the robes, upon which I attached the body of a Crypt Ghoul. As a final touch, she's hovering around on an anti-grav board made of a Rhino hatch ring and a Terminator torso.

"I ended up choosing a black, red and white colour combination for Imettäjä as I felt it fit well with my painting style. She was in fact the first model I finished for the warband, and the colour scheme carries through on the other models, tying them all together. With Imettäjä in particular, I wanted her upper body to be very dark, even latex-like, so that her head would pop out. Her face is something I'm especially proud of, which is based on a Deathmage Necromancer's head. Getting the final look for Imettäjä just right was an enormous investment of time, but looking at the result, I think it was ultimately worth it." ☠

Hunted and harassed by the master of the Black Ship Garm's Maw and its crew, the agents of House Marguardt test their mettle against the radical Captain-Inquisitor Lazaros.



ARMY SHOWCASE



THE SKY SERPENTS

This Dark Eldar force – Duke Sliscus’s Sky Serpents – was painted by Paulie Wallis, who won the Best Painted Army award at the Great Devourer doubles event held at Warhammer World last year. We sat down with Paulie after the event to talk about his collection.

SHOW US YOUR ARMIES!

Have you got a beautifully painted army that you think should be featured in *White Dwarf* for all the world to see? Then you need to get in touch with us! Send us an email, along with a few pictures of your models:



If its something we can use you'll hear from us soon enough!

You don't often see a bright orange army on the battlefields of the 41st Millennium, especially a Dark Eldar one. We caught up with Paulie Wallis to find out more about his impressive collection.

White Dwarf: So, Paulie, where did it all begin with you and the Dark Eldar?

Paulie Wallis: Way back in the third edition of Warhammer 40,000. There were Dark Eldar in the boxed game and they looked really different and exciting – they caught my imagination. I collected them for a good few years, but took a break from gaming while I was at university – you know how it is! I stayed in touch with the hobby, though, and set up the

Dark City – a Dark Eldar community forum – during that time. Then the new models came out and I was hooked again.

WD: What's the inspiration behind your Dark Eldar collection, then?

PW: There are a couple of inspirations, actually. The first was the character Duke Sliscus, who made an appearance in the previous edition of the codex. He is such a flamboyant, outrageous character, and he really cemented the image in my head of what the Dark Eldar – particularly their Corsairs – are like. I straight away decided to build an army around him and the Sky Serpents, his Corsair Warband. My second source of inspiration was Phil Kelly's Dark Eldar force. I remember thinking "that's what Dark



Eldar should look like". Phil wrote the codex, built and painted a great-looking army, played games with it – for me he encapsulated what it meant to collect Dark Eldar. His army was predominantly painted black with orange as the detail colour. I really liked the scheme but reversed it for my own models, using orange as the main colour and black for the details. It's my interpretation of his colour scheme, an homage if you will.

WD: It is a very bright colour scheme, which is unusual for Dark Eldar.

PW: Well, Duke Sliscus is meant to be pretty ostentatious so I thought why not go for a really bright and striking colour scheme. I used a white undercoat for all the models, then airbrushed them with pretty much every orange in the paint range, working up from Troll Slayer Orange to Fire Dragon Bright, then Lugganath Orange. I find that an airbrush is the best way to get a solid, smooth basecoat onto a model, especially with light colours like orange. I then applied Fuegan Orange between the armour panels by hand, followed by all the details. For my spot colours I had a look at a colour wheel and settled on purple and green

as my spot colours (*alongside orange, they're the three secondary colours, so they contrast with each other.* – Ed), using them for hair, screens, weapons and such-like. I also added blue into the mix, mainly for energy effects, but also as another hair colour to make my units easier to keep apart on the battlefield. All the vehicle markings were painted using black, grey and white so they don't clash with the rest of the colour scheme. I like the art nouveau patterns on Dark Eldar vehicles and, while I didn't think I would be able to paint them, I surprised myself. I guess you just have to believe in yourself and go for it, otherwise you'll never know. ►

Above: Paulie's army stands ready for war. The bright orange colour scheme was distinctive on the battlefield and helped win Paulie the Best Painted Army award (as voted for by his peers) at the doubles event. As you can see, much of Paulie's army is made up of fast-moving Reavers and Venom-mounted Kabalites, though there is a large contingent of Pain Engines – the Habitué of Constant Grief – hiding at the back of the force.

DID YOU KNOW?

Duke Traevelliath Sliscus is a Corsair commander and leader of the warband known as the Sky Serpents. Unpredictable and megalomaniacal, Sliscus can be charming and charismatic one moment, then dangerously ruthless the next. It's this changeable persona that has earned him the moniker 'the Serpent'. Described as 'amoral, despicable and impeccably dressed' by fellow Archon Lady Malys, Sliscus leads regular raids into realspace that draw the attention of Kabalites, Wyches and Reavers looking for fun and plunder.

ARMY SHOWCASE

DUKE SLISCUS, THE SERPENT

Paulie converted Duke Sliscus from several models. The legs come from the aelf Assassin model, while the torso, loincloth, arms and head come from the Kabalite Warriors kit. The shoulder pads and cape, however, are from the Dark Eldar Archon. The Duke's lustrous top-knot comes from the Wyches box. The back banner is from the Dire Avengers set, while the banner top is from the Black Ark Corsairs. Fittingly, considering the Duke's extravagance, Paulie spared no expense converting him.



Below: The Corpsethief Claw known as the Habitué of Constant Grief floats ominously into battle. Note how the lead Talos is covered in mutilated bodies, which Paulie plundered from the Corpse Cart kit.

► **WD:** There are a lot of conversions in your force, too. What was your thought process behind that?

PW: Nearly every model in the army is converted. They're meant to be a rag-tag bunch of Corsairs, with loads of different equipment and esoteric wargear. I pretty much plundered the entire Citadel catalogue for suitable

models, including Black Ark Corsairs and even a Sartosan Vampire, and kit-bashed them all with Dark Eldar parts. It was great fun creating such a unique force.

WD: There isn't a model for Duke Sliscus, but you've converted your own version of him.

PW: Yeah, I use him as an Archon in my games. I actually want to make six versions of him, all wearing different costumes. Part of his background is that he never goes into battle wearing the same clothes twice, and I thought it would be fun to create loads of different versions of him. I still need to get around to building them all, but time is never on my side. I'll have to settle for one Duke for now...

WD: What's your gaming track record been like?

PW: Well, over the course of this weekend, myself and my doubles partner – who was using Harlequins – won two games, lost two games and drew one. That's pretty much the perfect spread, in my opinion. It's been a great event overall and I've learnt a lot about using my army against lots of different opponents.

WD: What are your usual tactics then? How do you normally like to fight?





Here you can see the blade and hook patterns that Paulie has painted onto one of his Venoms. He also converted the gunner to be a Sslyth and surrounded the crew compartment and cockpit with skulls and severed heads taken from myriad kits. Clearly this Sslyth is a notorious head-hunter.



PW: I like the speed and the flexibility of the army. I field a lot of Raiders because they're just so fast and manoeuvrable – they can be wherever I need them on the battlefield. They're particularly useful in Maelstrom of War missions where you need to capture objectives quickly. I've found you really have to keep your eye on the prize with Dark Eldar and not get distracted by things you want to kill. You also have to know when to get out of trouble before it arrives and then deliver crippling punishment in return. That's why I love my Court of the Archon. My Sslyth – very fitting for the Sky Serpents, I feel – are a seriously powerful unit and can churn out a huge amount of firepower, especially when embarked on a Raider. Deployed through a webway portal, they can arrive wherever I need them at the crucial point in a battle.

WD: It seems like you've got your Dark Eldar battleplan sussed, then?

PW: Almost, but I've got so many models I still need to paint and when I do they will invariably change the army's dynamic. I'm really stoked to paint models at the moment, actually – it's a very exciting time to be in the hobby, what with all the changes going on around Games Workshop's online community. There's a really positive buzz in the air on Dark City and that's definitely galvanised me into painting more. ☠

SECTOR MECHANICUS



Realms of Battle is our regular feature of planning, building and painting your own terrain collection and getting the most out of it in your games. This month, we look at the new, highly modular Sector Mechanicus kits, perhaps the best Warhammer 40,000 scenery ever.

STANDARD TEMPLATE CONSTRUCTS

The Sector Mechanicus kits evoke the look and feel of the Standard Template Construct (STC) designs found across the Imperium. Fittingly, they're completely modular. Not only can the individual kits – the Alchomite Stack, the Ferratonic Furnace and the Galvanic Magnavent – be combined in any number of ways to produce new battlefields to fight over but you can also, with a bit more thought, combine the individual components that make up these kits to produce wholly new elements. We recommend starting simple but the advice here should be useful with either approach.



The Sector Mechanicus terrain released this month is, we think, the best Warhammer 40,000 terrain ever. The phenomenally detailed kits instantly bring the dark millennium to life on the tabletop, with furnaces, tanks, silos, smoke stacks, elevated walkways, gantries and platforms covered in dangling cables, chains, hooks, pincers and gantry-mounted cranes perfectly capturing the arcane (and oft-forgotten) industry the Imperium. The kits are perfect for creating battlefields found on forge worlds, in underhives and on a host of other worlds across the Imperium.

As well as looking great, the Sector Mechanicus terrain adds height to your battlefield and some real challenges to your games. These substantial structures provide additional cover, ideal for both games of Warhammer 40,000 and the newly released Shadow War: Armageddon, but their elevated walkways and platforms also provide vantage points for lurking enemies, so staying out of sight might be harder than you first think. And stay away from the edge...

The best thing about the Sector Mechanicus scenery is its modularity. Walkways, platforms, stanchions, tanks, domes and other elements can be combined in any number of ways and can also be mixed with many other recent terrain kits, such as the Promethium Relay Pipes, Haemotrope Reactor, Void Shield Generator, Sector Imperialis gameboard and even the Munitorum Armoured Containers.

Over the page we look at the modularity of the new scenery range and show you how you can combine walkways, platforms, tanks, domes and more. First, though, there are some essential assembly tips to follow. It's worth spending some time thinking about how you want to organise your scenery because, while the kits are very modular, our advice is to assemble your scenery as large pieces, gluing each together for durability, and then mixing and matching these each time you set up the battlefield, rather than constantly putting together and taking apart small chunks, which will cause wear and tear. So, first off, let's look at how to assemble the kits...

USING STRUTS

Walkways and platforms can be joined using reinforcing struts glued underneath. Walkways and platforms have hexagonal holes on the underside (1) that you can glue the supporting struts into for strength (2). You might be tempted to put these sections together without using glue but pulling the sections apart to reassemble them in different configurations will lead to stress on the supporting struts and may eventually cause the pegs to shear off. It's much better to plan out your scenery pieces and use the supporting struts (glue and all) on those you wish to stick together permanently.

COVER PLATES

The Sector Mechanicus kits using platforms come with cover plates (3) which can be used both to add further detail and to connect terrain pieces. The underside of each cover plate features teeth that will slot into the meshed surfaces of walkways and platforms (4). These aren't quite as strong as the supporting struts but can be taken in and out more easily, giving you the choice of gluing them in to form permanent joins or popping them in without glue to hold terrain pieces together during a game.

STANCHIONS

Stanchions (5) can be used to elevate the walkways and platforms of Sector Mechanicus kits. These fit into the same holes as the supporting struts. Again, it's best to glue these in, as taking them in and out frequently will eventually weaken the plastic.

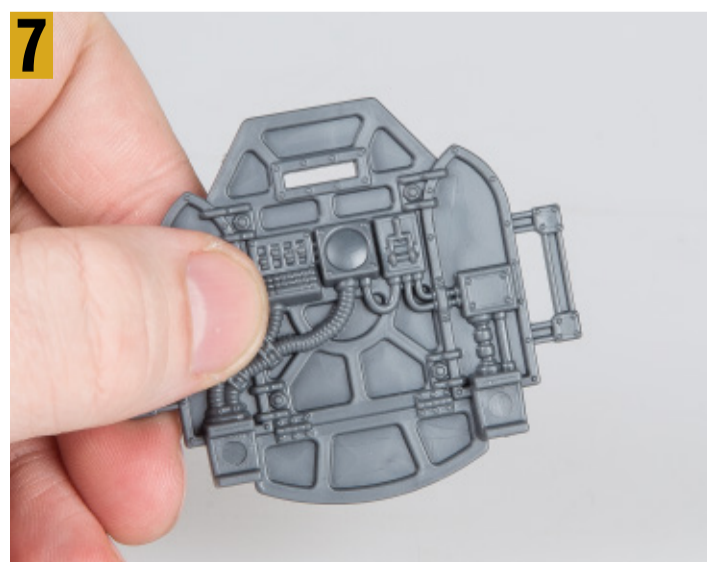
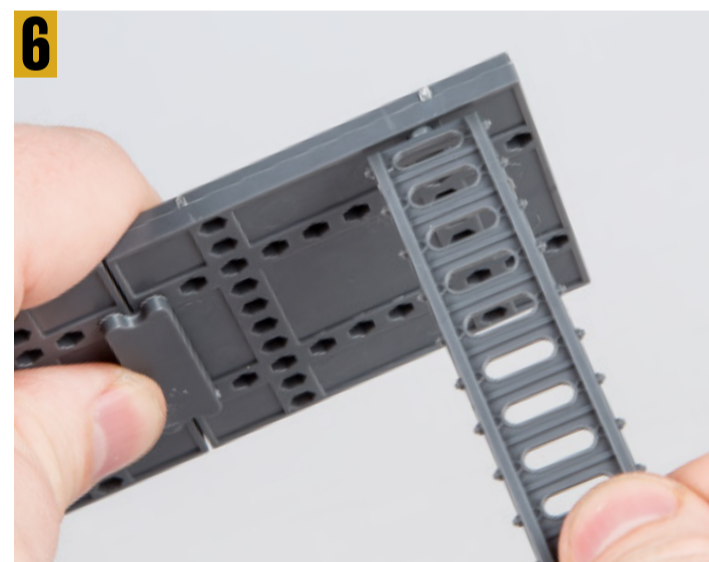
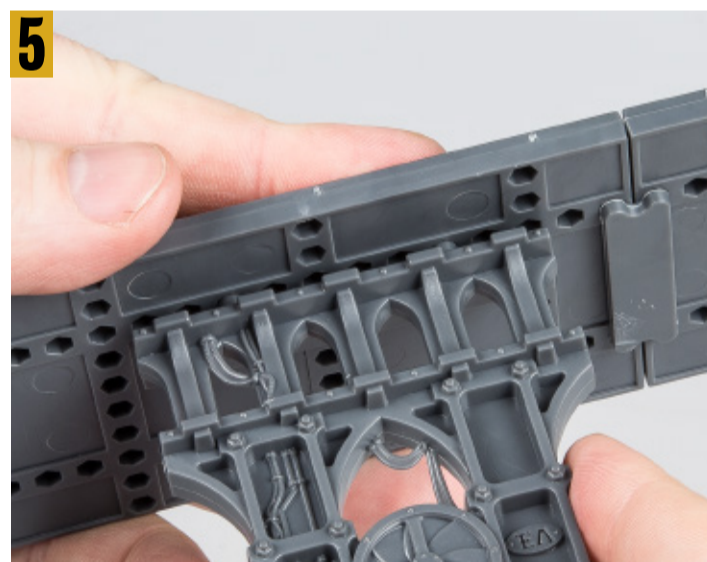
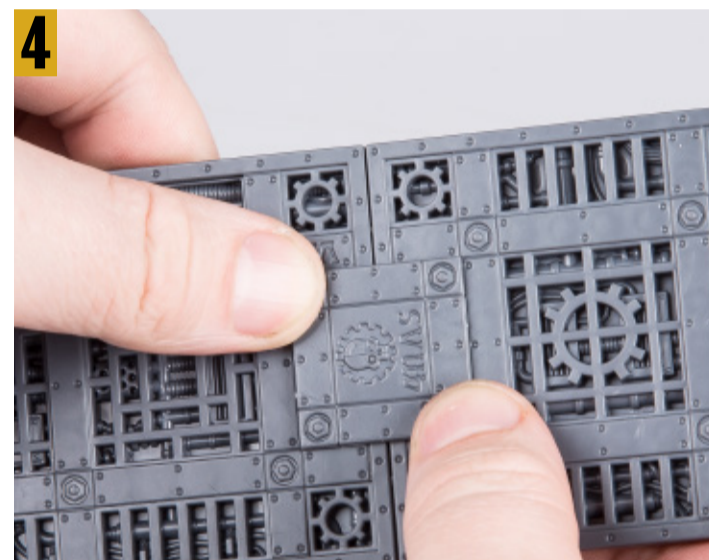
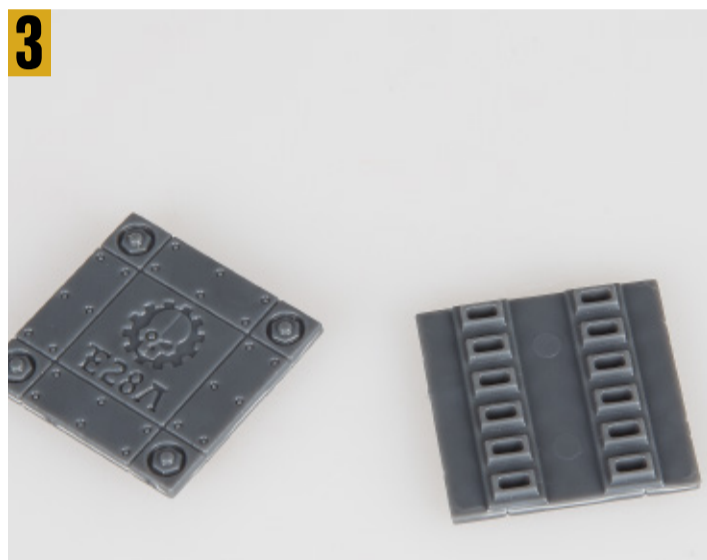
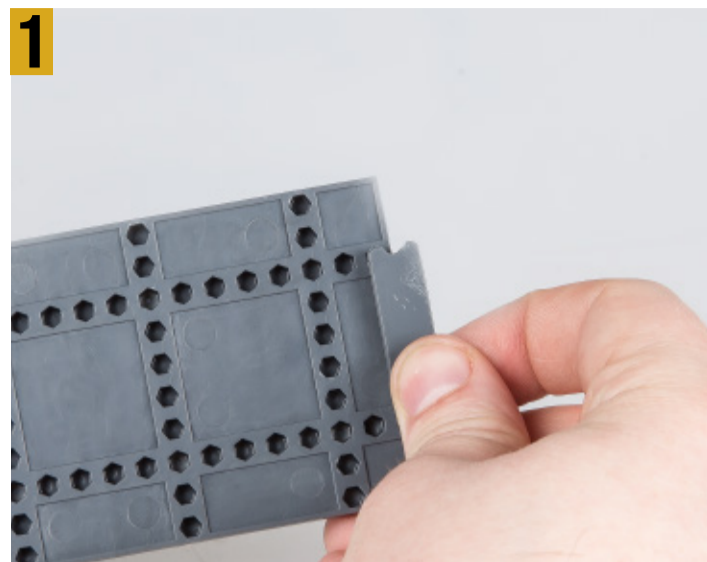
ACCESSORIES

The kits that include platforms also come with a host of accessories such as dangling cables and ladders (6). These all fit into the same holes on the walkways and platforms used for supporting struts and stanchions.

BARRIERS

Barriers (7) can be fitted to the edges of walkways and platforms. These are best glued on but can also be carefully clipped on and off (8) as required if you prefer.

BUILDING THE STACK: ASSEMBLING THE SECTOR MECHANICUS



MODELLING AND PAINTING

FERRATONIC FORGING: ASSEMBLING DOMES AND TANKS

The Alchomite Stack features a domed piece (on top of which taller chimney stacks can be placed) while the Ferratonic Furnace features large tanks (ideal for representing furnaces, incinerators, fuel stores, silos and the like).

Both domes and tanks are built from four separate pieces. When assembling them, it's best to glue the quarters into two halves first **(1)** and then glue the two halves together **(2)**.

If you glue the first three pieces together instead, pushing the fourth one into place can be tricky and you may well end up with glue squeezing out onto the outside of the join – a messy and undesirable final result.



BUILDING UP FOR SPACE: WALKWAYS AND PLATFORMS

The Sector Mechanicus kits add height to your games but also add a lot of space. The walkways are wide, able to accommodate whole squads and larger models (if they can get up there) and the platforms can be built in a variety of sizes.

The Ferratonic Furnace kit features platform pieces which can be combined **(1)** and even extended and enlarged using walkway pieces **(2)**. Platforms are assembled using the same clips as shown on the previous page. We recommend gluing your walkways and platforms together in freestanding sections, supported by stanchions or tanks. You can then combine these for use in your games in whatever way you want. The Galvanic Magnavent kit includes a curved walkway that cunningly also functions as an outer platform piece, which can be glued around the edges of the platform from the Ferratonic Incinerator to produce large platforms **(3)** or even a landing pad!

The domed piece (and accompanying smokestack) from the Alchomite Stack will sit neatly on top of any platform **(4)**. You might not think there are any dedicated fittings for this but in fact the bolts sculpted into the surface hold it neatly in place!



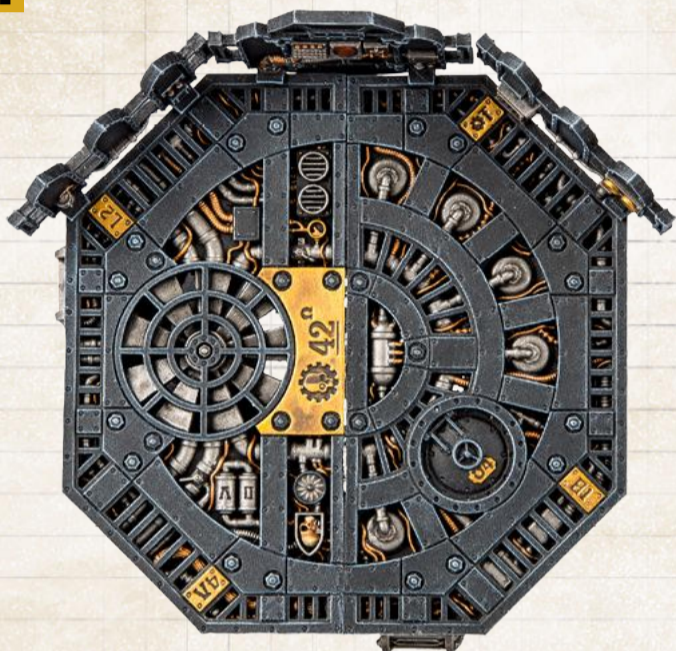
GANTRIES, PLATFORMS AND WALKWAYS

The components used to make walkways, gantries and platforms can be assembled straight out of the box – as in (1), where two platform pieces stuck together provide a ‘top’ to the Ferratonic Furnace, and (2), where walkways and corner pieces create the Galvanic Magnavent’s large gantry – but they are also compatible across kits, giving you loads of modelling combinations (as you can

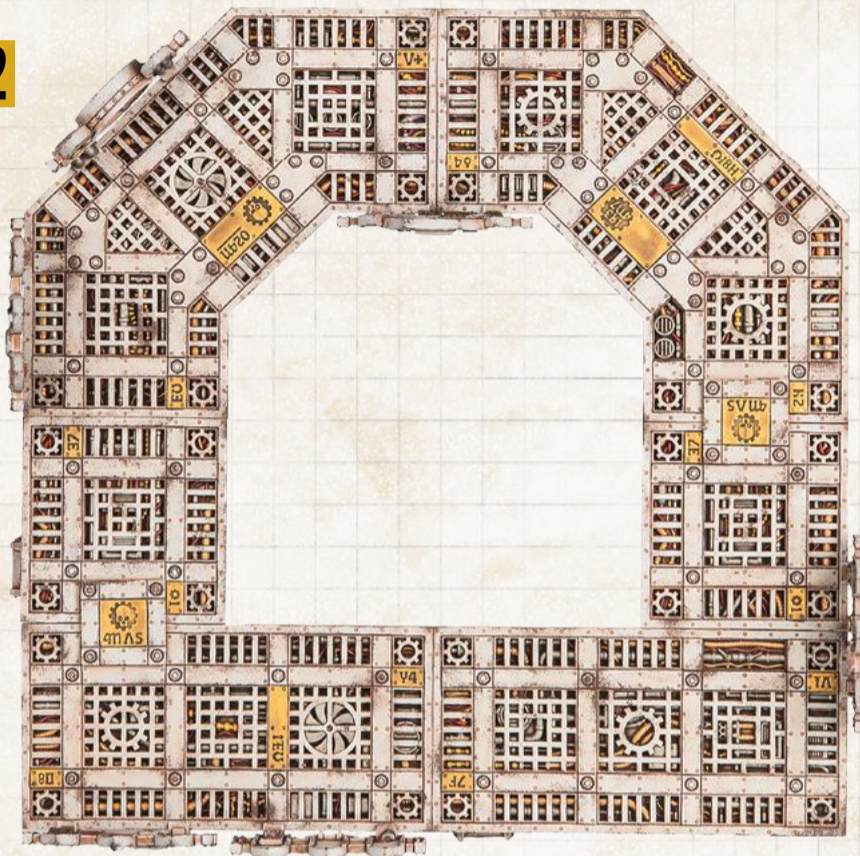
see in one of this month’s Battle Reports [here](#)). Walkways come in two lengths (full and half). The full-length walkways are the same length as the platform pieces, so you can place them between the platform pieces to extend them (3). Meanwhile, two corner pieces can be used to turn one small platform into a huge one (4).

The first two examples shown below are built directly from kits released this month – the Ferratonic Furnace and Galvanic Magnavent – while the other two examples show what you can do by combining pieces from multiple kits.

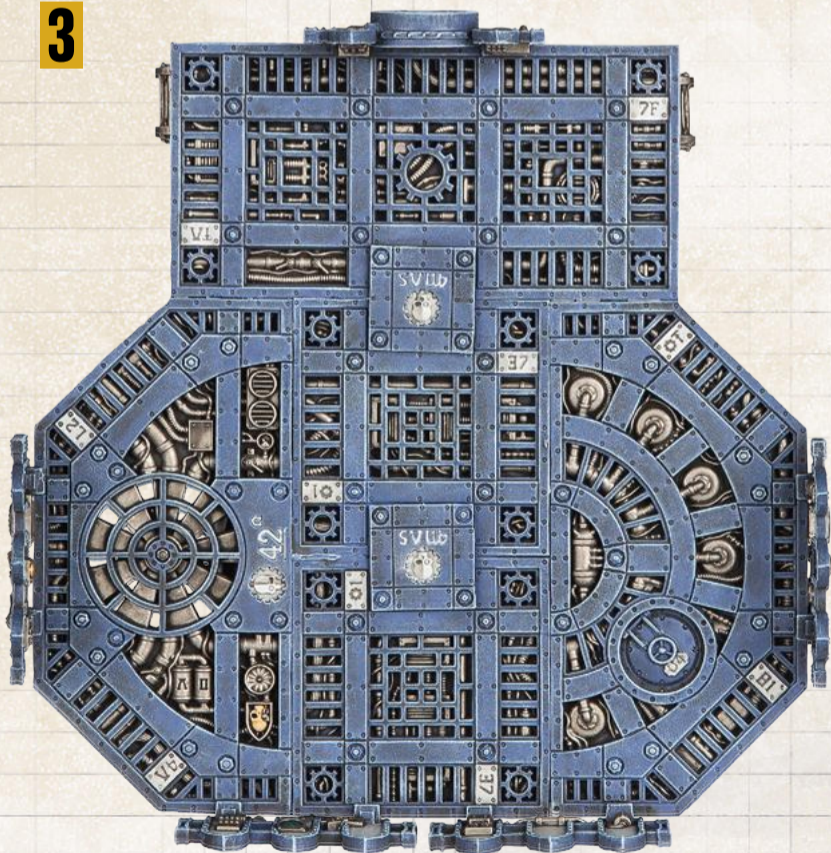
1



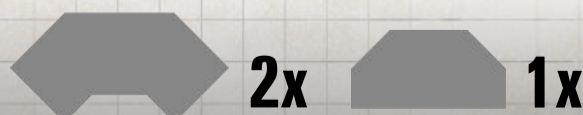
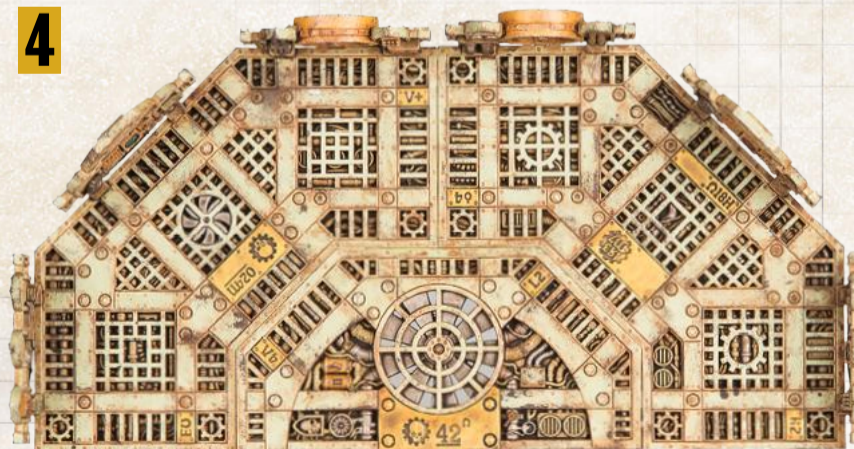
2



3



4

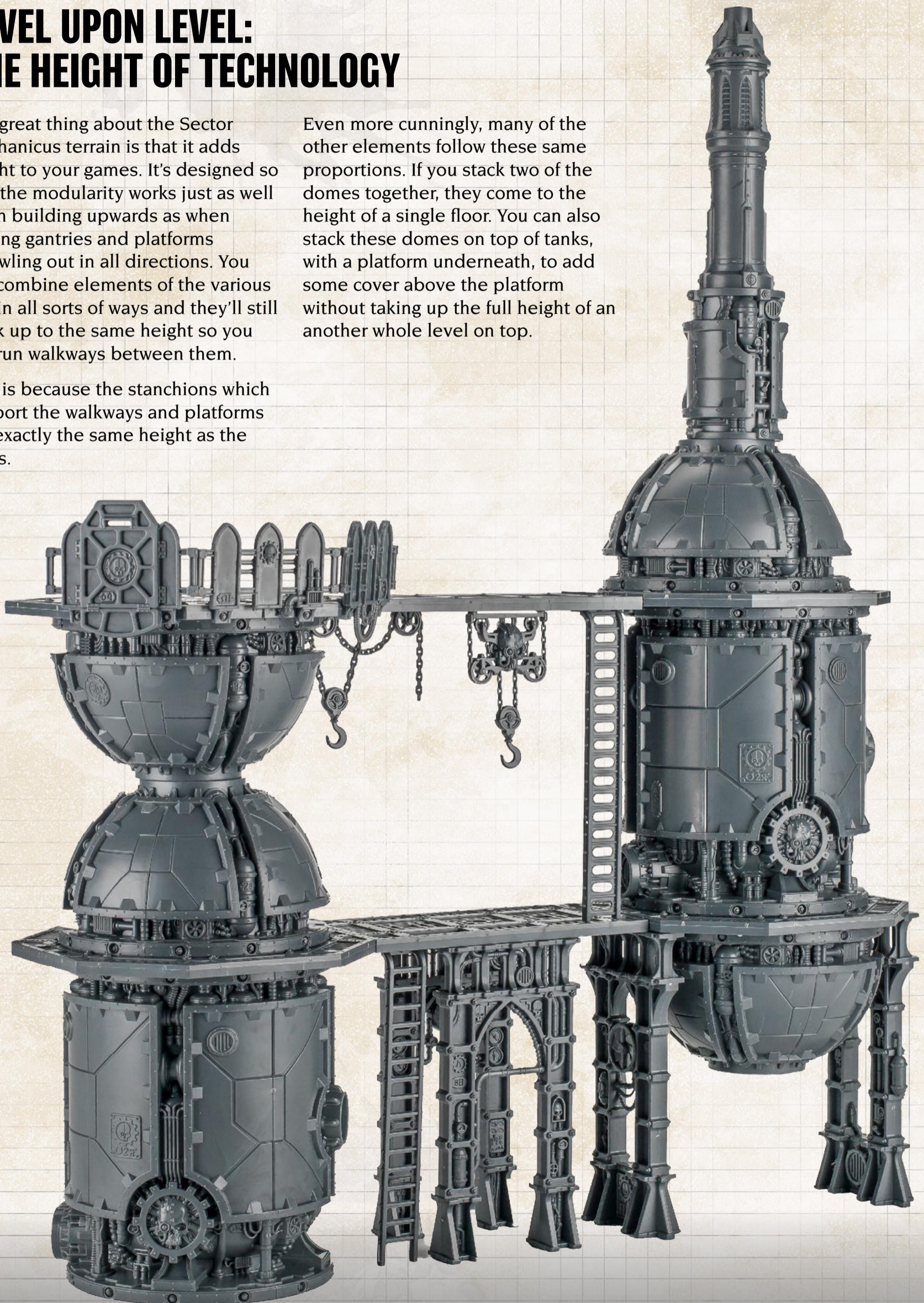


LEVEL UPON LEVEL: THE HEIGHT OF TECHNOLOGY

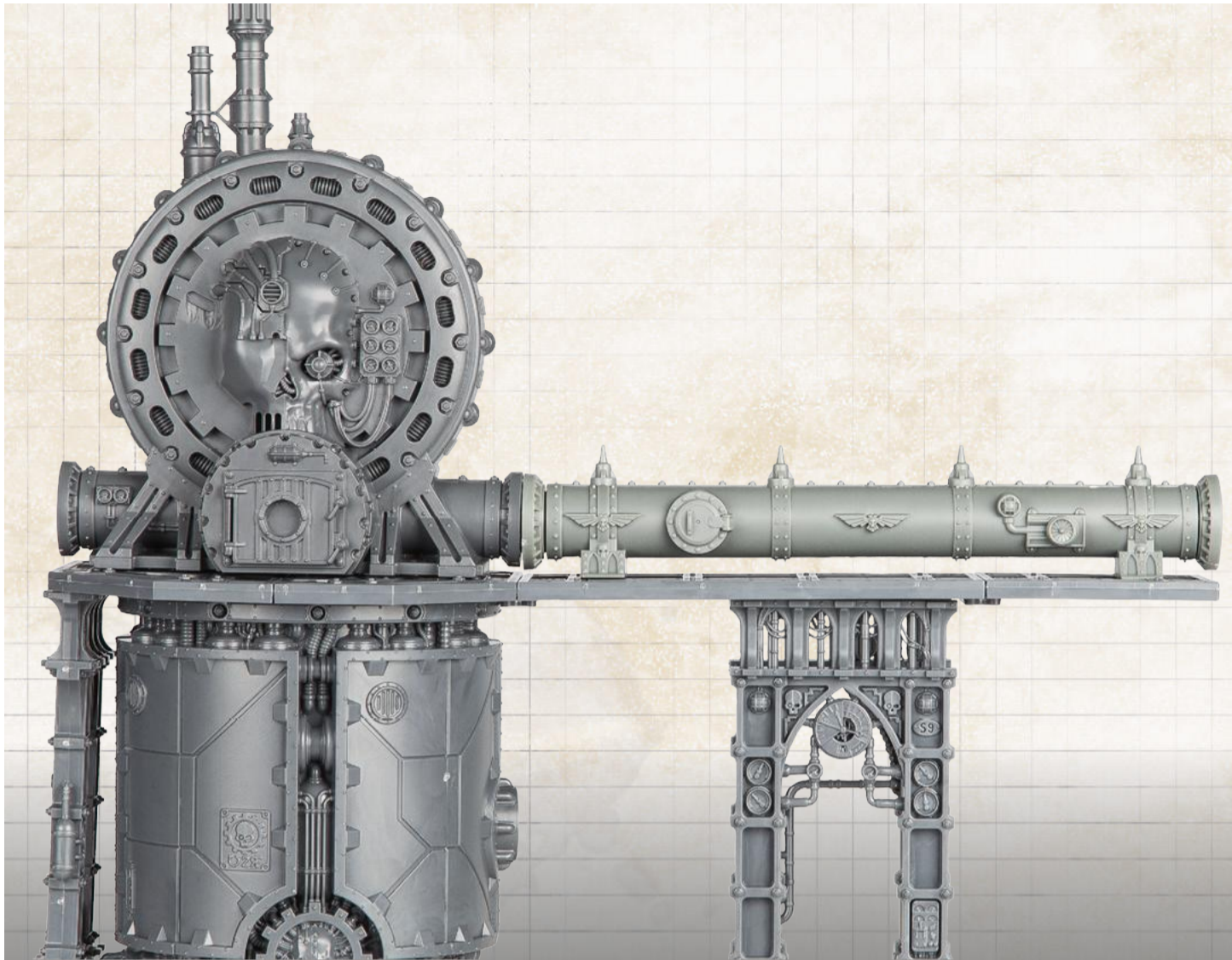
The great thing about the Sector Mechanicus terrain is that it adds height to your games. It's designed so that the modularity works just as well when building upwards as when adding gantries and platforms sprawling out in all directions. You can combine elements of the various kits in all sorts of ways and they'll still stack up to the same height so you can run walkways between them.

This is because the stanchions which support the walkways and platforms are exactly the same height as the tanks.

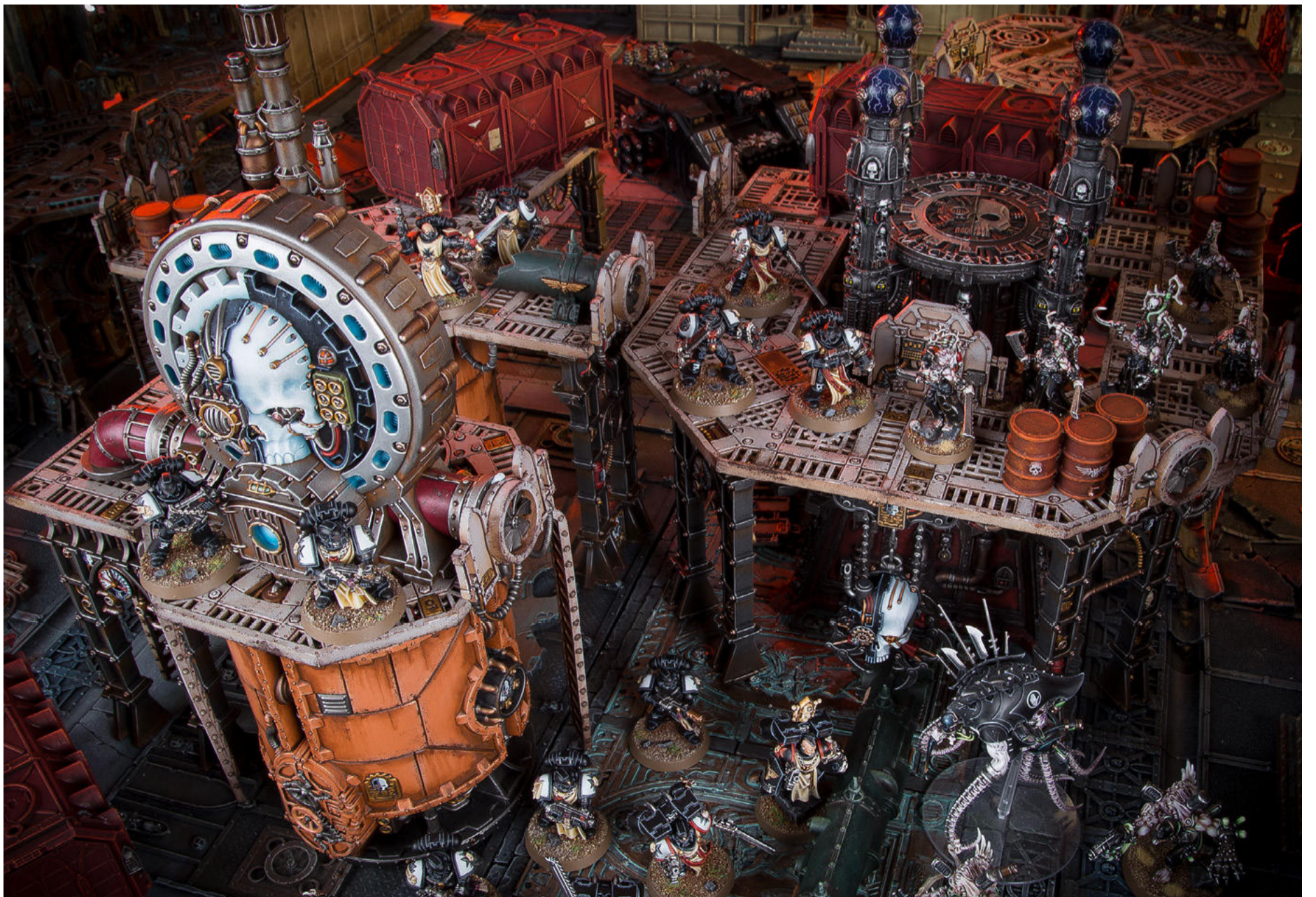
Even more cunningly, many of the other elements follow these same proportions. If you stack two of the domes together, they come to the height of a single floor. You can also stack these domes on top of tanks, with a platform underneath, to add some cover above the platform without taking up the full height of another whole level on top.



STC DESIGNS: PUTTING THEM ALL TOGETHER



Not only are the Sector Mechanicus kits compatible with each other, they're also compatible with all the Warhammer 40,000 scenery kits released over the last couple of years – the Void Shield Generator, Haemotrope Reactor, Promethium Relay Pipes and the Munitorum Armoured Containers. And they're not just compatible, they're actually designed to go together. As you can see in the photo to the left, the Haemotrope Reactor will sit perfectly on a platform, with any connecting pipes running off onto other sections – conveniently, as you can see, a Promethium Relay Pipe is also the same length as a section of walkway. Pipes running between terrain pieces are all at the right height to feed into vents and piping on the Galvanic Furnace, the barriers on the walkways and more. Possible combinations are almost endless, as you can see in the photo below.



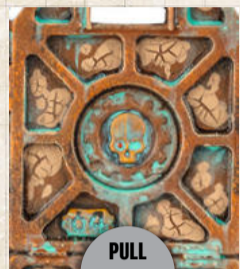
MODELLING AND PAINTING

PAINTING THE SECTOR MECHANICUS: RUST AND CORROSION

To achieve this rusted effect, Leadbelcher spray was lightly 'dusted' on so that some of the Chaos Black undercoat showed through, adding to the dirty effect. Spray on a light coat in short bursts but avoid holding the can further away – it can lead to grainy results. Verdigris and cracked enamel were added as finishing touches using Nihilakh Oxide and Agrellan Earth (a Texture paint).



The dusted and washed metal



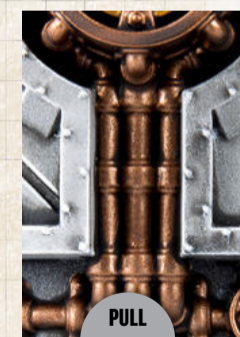
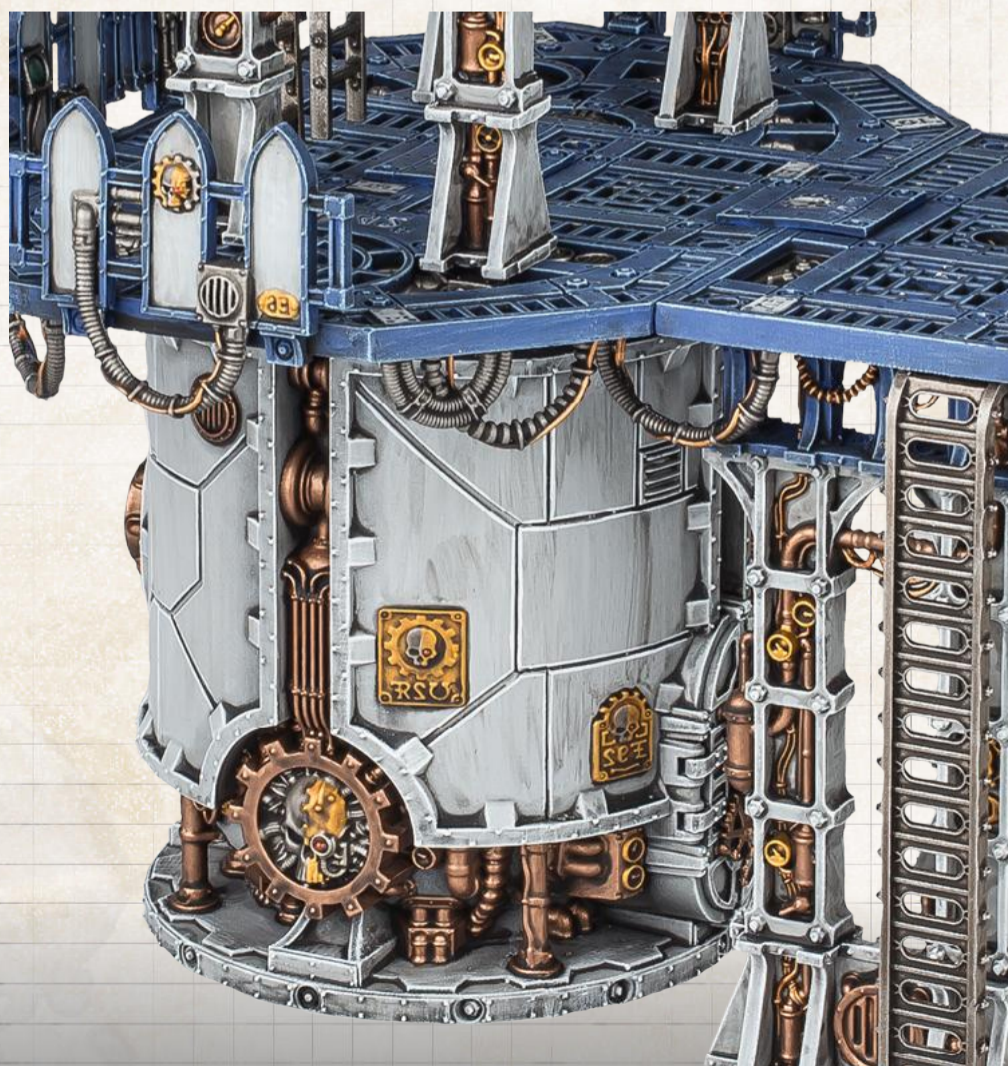
PULL

Chaos Black	Agrax Earthshade
Citadel Spray	Wash
Leadbelcher	Troll Slayer Orange
Citadel Spray: Dusting	Sponge
Mourmfang Brown & Lahmian Medium	Screaming Skull Drybrush
Wash	Nihilakh Oxide
Squig Orange	Verdigris Effect
Drybrush	Agrellan Earth
Rhinoc Hide	Cracked Enamel Effect
Sponge	



PAINTING THE SECTOR MECHANICUS: CONTRASTING COLOURS

For contrasting colour schemes, keep different sections apart for ease of painting. Here the upright sections (stanchions and tanks) were undercoated with Corax White while the platforms and walkways were basecoated with Macragge Blue spray.



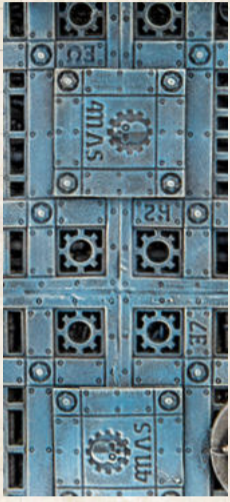
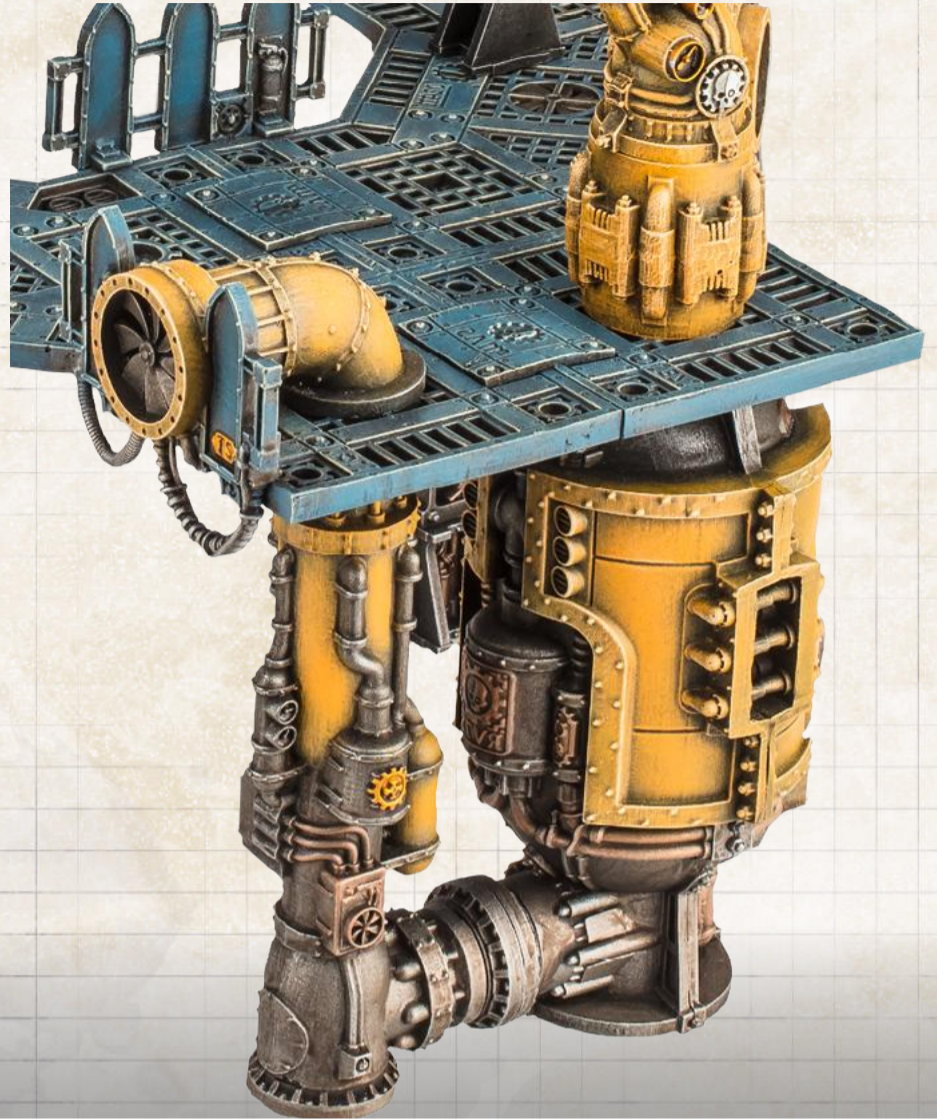
PULL

BLUE SECTIONS	PIPES & DETAILS
Macragge Blue	Leadbelcher
Citadel Spray	Basecoat: Cables
Nuln Oil	Skullcrusher Brass
Wash	Basecoat: Pipes
Fenrisian Grey	Retributor Armour
Drybrush	Basecoat: Makers Plates
GREY SECTIONS	Evil Sunz Scarlet
Administratum Grey	Basecoat: Sensors & Lights
Basecoat	Nuln Oil
Nuln Oil	Wash: All details
Wash	
Praxeti White	
Drybrush	



PAINTING THE SECTOR MECHANICUS: A LICK OF PAINT

This colour scheme makes use of a metallic basecoat with other colours drybrushed over the top. The grimy, industrial look really suits the scenery, so it isn't necessary to apply neat, even basecoats in the way you might on your miniatures. Instead, you'll get great results by drybrushing a few coats of colour directly over the metal.

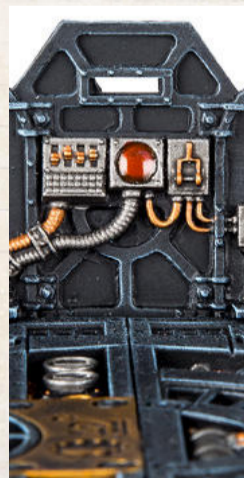


PULL

PREPARATION	YELLOW
Chaos Black	Averland Sunset
Undercoat Spray	Drybrush
Leadbelcher	Screaming Skull
Citadel Spray: Dusting	Drybrush
Agrax Earthshade	METAL DETAILS
Wash	Balthasar Gold
	Drybrush: Small Pipes
BLUE	Skullcrusher Brass
Thunderhawk Blue	Drybrush: Plaques
Drybrush	
Screaming Skull	Necron Compound
Drybrush	Drybrush: All Metal

PAINTING THE SECTOR MECHANICUS: BLACK ALL OVER

You can paint the Sector Mechanicus any colour you want – it certainly doesn't have to be metal. Working from one overall colour (in this case black) will unify your terrain without it overpowering the miniatures you put on it. Metallic colours then make ideal choices for picking out the ladders, cables, chains and other details.



PULL

BLACK	SILVER
Chaos Black	Leadbelcher
Citadel Spray	Basecoat
Dark Reaper	Nuln Oil
Drybrush	Wash
Etherium Blue	LENSES & CONSOLES
Drybrush	Leadbelcher
	Basecoat
BRASS	Nuln Oil
Skullcrusher Brass	Wash
Basecoat: Makers Plates	Spirit Stone Red
Nuln Oil	Glaze: Lenses & Screens
Wash	

PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. Over the next few pages you'll find a stage-by-stage painting guide for the Arkanaut Frigate and its crew in the colours of Barak-Nar and two further painting guides for Kharadron Arkanauts.

This month's Paint Splatter is, perhaps unsurprisingly, all about the Kharadron Overlords. Over the next few pages we'll show you how to paint an Arkanaut Frigate in the colours of Barak-Nar (the purple-and-cream colour scheme shown in Planet Warhammer), as well as Arkanaut crew from Barak-Zilfin (the army shown in the fold-out section) and Barak-Zon, one of the other major Kharadron sky-ports. We've also got a few handy painting tips to share, such as painting models in sub-assemblies and working with metallic paints (you'll need them for these duardin). To help us out we enlisted the services of Army Painter Natalie Slinn, who translated the 'Eavy Metal team's impressive Barak-Nar colour scheme into stages that we can all follow and get great results.

ARMY PAINTERS

The Studio Army Painters are the chaps and chapesses who paint many of the fine armies you see in the pages of battletomes, codexes and White Dwarf. When they're not busy creating huge inspirational collections, the Army Painters are hard at work making the stage-by-stage painting guides that we feature in Paint Splatter. Taking the colour schemes created by the 'Eavy Metal painters, they come up with easy-to-follow guides to help you paint your models.



"When painting your Kharadron airships, it's worth thinking about what colours you're going to paint each part of the model before you even start building it," says Natalie. "I knew I would be painting most of the hull purple and black, which would benefit from a Chaos Black undercoat, but I also wanted to drybrush the aether-endrins a brass colour, which would be much easier if they were kept separate from the rest of the model. I assembled them as normal but didn't attach them to the support struts on the hull (see below). That way I could spray the hull black and the endrins Retributor Gold, then drybrush them without worrying about getting paint all over the rest of the model. Similarly, I kept the crew separate so I wouldn't have to try painting around them once they were attached to the airship.

SUB-ASSEMBLIES

Many larger models are best painted in sub-assemblies – by this we mean their main components are assembled as normal following the instruction guide, but not all glued together before they're painted.

There are several reasons for doing this. Firstly, kits such as the Arkanaut Frigate are highly involved, and getting a brush into all the tiny details can be quite tricky when the miniature is fully assembled. Secondly, you might want to use messier techniques such as drybrushing on parts of the model, and that's often easier with the parts kept separate. Lastly, you might want to basecoat areas of the model with different spray paints, for which keeping all the parts separate is essential.

For the Arkanaut Frigate, Natalie built the ship's hull, the aether-endrins and the crew separately, enabling her to spray the hull and crew Chaos Black and the endrins Retributor Gold.



“Metal areas such as the aether-endrins really benefit from a good drybrushing – this technique helps add texture to the smooth panels and makes them look more like burnished, polished metal. If you look at a coal-scuttle or an old teapot you’ll see the effect that I’m talking about.” For additional tips on painting weathered metal, check out Battletome: Kharadron Overlords, which

includes a useful guide on painting verdigris onto aether-endrins as well as a slew of other Kharadron-related painting tips.

“I also drybrushed the upper deck of the ship,” says Natalie. “It’s a big section to drybrush, but once you’ve painted all the other details on the model – and there’s plenty – you’ll never notice!”



NATALIE SLINN

Natalie will have painted quite a few Kharadron Overlords by the time you read this, having worked on the Studio’s vast collection from Barak-Zilfin (they’re the blue and yellow ones) and translated the ‘Eavy Metal colour scheme for Barak-Nar into this stage-by-stage guide.

AETHER-ENDRINS



METAL PLATING



BLACK UPPER DECK



PURPLE HULL



CREAM HULL



1

Basecoat: Retributor Armour
Citadel Spray

1

Basecoat: Leadbelcher
L Base

1

Basecoat: Abaddon Black
XL Base

1

Basecoat: Screamer Pink
L Base

1

Basecoat: Zandri Dust
L Base

2

Layer: Brass Scorpion
XL Base

2

Wash: Nuln Oil (Gloss)
L Shade

2

Drybrush: Dark Reaper
L Dry

2

Wash: Druchii Violet
L Shade

2

Layer: Ushabti Bone
L Base

3

Wash: Agrax Earthshade (Gloss)
L Shade

3

Layer: Stormhost Silver
M Layer

3

Drybrush: Fenrisian Grey
L Dry

3

Layer: Genestealer Purple
M Layer

3

Wash: Seraphim Sepia
M Shade

4

Drybrush: Sycorax Bronze
L Dry

4

Layer: Screaming Skull
M Layer

4

Layer: Slaanesh Grey
S Layer

4

Layer: Slaanesh Grey
S Layer

4

Layer: Screaming Skull
M Layer

5

Drybrush: Stormhost Silver
L Dry

5

Layer: White Scar
S Layer

5

Layer: White Scar
S Layer

5

Layer: White Scar
S Layer

5

Layer: White Scar
S Layer

HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each stage.

Each stage includes the following:

Photograph: These show exactly what has been done – study the pictures before you paint to see where you’re applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint: The coloured bar names the technique shown in the picture along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you’ll find on the Citadel Brush, making it really easy to identify the right one.

MODELLING AND PAINTING

TECHNIQUES

These stage-by-stage guides follow the Citadel Painting System, which uses four core techniques along with specially formulated paints for the best results.

Undercoat: We undercoat our models to help the paint adhere to the plastic. Typically we use a Chaos Black or Corax White spray.

Basecoat: A neat, even basecoat provides a strong foundation for later colours. Base paints have a high pigment count, so they're really strong colours. Some Base paints are available as sprays.

Wash: A wash is applied to a model to emphasise the shadows in the recesses and provide depth. For this we use Shade paints.

Layer: Layering helps establish the colours on a model. Some layers are applied all over an area of a model to change its colour, others are applied sparingly to the edges to create highlights.

Drybrush: To drybrush, load a brush with paint and then wipe most of it off on a paper towel. By flicking the almost dry bristles across the model, you can create textures that highlight the raised areas.

IT'S ALL ABOUT THE GOLD

Quite where the dwarf obsession with gold came from is a mystery. To most dwarves it is seen as the perfect form of currency, a precious metal to be used for important trade negotiations (or payment for mercenary activities). To others, it is a divine metal gifted to them by their gods. However it is viewed, the dwarf invariably wears it about their person as a sign of their wealth and status, crafting it into runes and ancestor faces, ostentatious belt buckles, face masks and even golden beards.



ANCESTOR FACE



1
Basecoat:
Retributor Armour
M Base



2
Wash: Reikland
Fleshshade (Gloss)
M Shade



3
Layer:
Auric Armour Gold
M Layer



4
Layer:
Stormhost Silver
S Layer

PORTHOLES



1
Basecoat:
Ceramide White
S Base



2
Layer: Soulstone Blue
M Layer

PAINTING DUARDIN RUNES & SYMBOLS

"The ships of the Kharadron Overlords often feature squadron markings and, names," says Natalie. "The easiest way to paint these is to first write out your chosen runes on a piece of paper so you know what you want to write on the hull. Then, using watered-down Screaming Skull (or whatever colour is most appropriate over the colour of the ship), start carefully painting the letters onto the hull (1). Always do a very thin layer first (2), so that if you make a mistake you can easily correct it with the hull colour. Once you're happy with the letters – that they're all a consistent size and all in a straight line – you can then paint over them a second time (3) to make the lines more solid."



LIVERY OF THE KHARADRON OVERLORDS

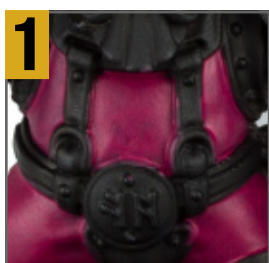
The Arkonaut Frigate and crew shown in this Paint Splatter are painted in the colours of Barak-Nar, the greatest of the Kharadron sky-ports. Of course, you may want to paint your Kharadron overlords in a different colour entirely. Over the page you will find two quick guides showing you how to paint Arkonauts from Barak-Zon and Barak-Zilfin – two of the other major sky-ports. **Battletome: Kharadron Overlords** features all three of these colour schemes, plus a further three (not to mention loads of other painting tips), giving you six different colour scheme guides to choose from.



"Once I'd drybrushed the upper deck, I set about adding the colours to the outer hull. This is the part of the model, along with the aether-endrins, that will really catch the eye, so this is the time to be neat. Painting the banding on the hull may look difficult, but actually it's super easy – just follow the panel lines of the model. For the Frigate, I painted the upper band of the hull black, using the same colours as I did for the upper deck. Then I painted the lower band purple, then the middle band cream. I painted the middle band last because it's much easier to make a correction to the black or purple areas if you accidentally get paint on them than it is if you get purple or black on the cream-coloured areas. I also applied the Seraphim Sepia wash sparingly to the cream areas to avoid it running down the hull and leaving streaks."

PAINTING METALLIC COLOURS

"There are quite a few metal areas on the Kharadron models, and it's worth painting them all slightly differently to help define their roles. The aether-endrins, for example, are painted more like brass, while the ancestor face on the front of the ship looks more like actual gold. This helps differentiate between something that's functional and something that's decorative. The same applies to the armour worn by the Arkonaut crew. They clearly can't afford golden armour, so they wear something more akin to steel with golden face plates, which are also painted a different way." In fact, this guide includes no less than five different ways to paint metal (the aether-endrins, metal plating, ancestor face, Arkonaut armour and the golden mask), useful even if you're not painting Kharadron overlords.

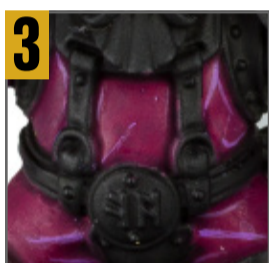
BODYSUITBasecoat:
Screamer Pink

M Base



Wash: Druchii Violet

M Shade

Layer:
Genestealer Purple

M Layer



Layer: Slaanesh Grey

S Layer

**ARKANAUT
ARMOUR**Basecoat:
Leadbelcher

S Base

Wash: Drakenhof
Nightshade

M Shade



Layer: Ironbreaker

M Layer

Layer:
Stormhost Silver

S Layer

**GOLDEN
FACE MASK**Basecoat:
Balthasar Gold

S Base

Shade: Agrax
Earthshade (Gloss)

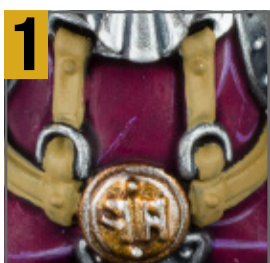
M Shade

Layer:
Fulgurite Copper

M Layer

Layer:
Stormhost Silver

S Layer

WEBBINGBasecoat:
Zandri Dust

S Base

Wash:
Seraphim Sepia

M Shade



Layer: Karak Stone

S Layer

Layer:
Screaming Skull

XS Artificer Layer

**LEATHER
BOOTS**Basecoat:
Abaddon Black

S Base



Layer: Dark Reaper

S Layer



Layer: Fenrisian Grey

XS Artificer Layer

CITADEL BRUSHES

There are seventeen brushes in the Citadel paint brush range and all of them have specific uses when painting miniatures.

The Base brush range has four sizes – S, M, L and XL. All of them have hard-wearing bristles designed to hold plenty of paint. We recommend using the largest brush you can to paint your model efficiently.



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.



The Glaze brush is like a Shade brush but with a smaller head. You can also use it to apply Shades to small areas of a model.



There are three Dry brushes in the range – S, M and L. They are made of ox hair and synthetic fibres that enable them to survive the rigours of swift drybrushing.



The M Layer brush is ideal for applying layers of paint, while the S Layer is perfect for highlights. Artificer Layer Brushes (XS, S and M) are super-high quality sable brushes that give unparalleled control of your paint – perfect for adding those last tiny details to your models.



Lastly, there are the scenery brushes, which come in M and L sizes. Like drybrushes, they are ideal for painting large areas quickly by drybrushing.

Alongside the Frigate, Natalie also painted an Arkanaut crew, which you can see above.

“Rather than paint the kit’s three crew attached to the airship, I glued them very lightly to spare bases with a dab of super glue and undercoated and painted them separately,” says Natalie. “That way I could reach all the details on the models without worrying about handrails, stanchions and, well, the rest of the ship, getting in the way. Once I was done painting them, I carefully removed them from the bases and glued them to the ship.

“I find that the best way to paint most models is to start with the largest areas first,” continues Natalie. “In this case the model’s bodysuit and armour. I painted the suit first, then the armour, but if you wanted to drybrush the armour I would suggest doing it the other way around, so you can be as messy as you like with the

metal, then tidy up afterwards as you paint the areas surrounding it. I painted the suit’s face-mask and belt buckle gold to visually tie them to the rest of the Frigate, but painted them slightly darker so they looked less well-maintained and cared for than the venerable ancestor face.” Natalie painted the Arkanaut’s webbing – the belt and straps holding all his gear – as pale woven fabric. Not only does the colour contrast well with the purple bodysuit and show up against it, but it also matches the cream colour on the hull of the Arkanaut Frigate. It’s a clever way of creating a unified colour scheme across the whole model. Natalie pulled the same trick with the Arkanaut’s boots, which were painted using the same colours as the airship’s hull, but carefully layered on as highlights rather than drybrushed.

MODELLING AND PAINTING

HEAVY WATER

Metallic paints such as Retributor Armour and Stormhost Silver contain tiny flecks of metal – that’s what makes them shine! After using metallic paints, you may notice that your paint water has taken on a glittery quality. At this point, we suggest changing your paint water, otherwise you may end up with metal flecks in your other colours. Some people have two water pots – one for metallics, another for regular paints – so they don’t have to clean their pots out so often, but seeing how we get water pots and mugs of tea mixed up, we’d advise against it!

ARKANAUT OF BARAK-ZILFIN

The windmasters of Barak-Zilfin wear tempest-blue bodysuits and bronze armour. This model was undercoated with Chaos Black spray before the basecoats were applied.

Basecoat Stage (1)
Balthasar Gold (armour), Leadbelcher (weapons), The Fang (bodysuit), Abaddon Black, (boots and gloves), Rakarth Flesh (helm), Screamer Pink (axe haft), Rhinox Hide (webbing).

Layer Stage (2)
Fulgurite Copper (armour), Thunderhawk Blue (bodysuit), Mechanicus Standard Grey (boots and gloves), Pallid Wych Flesh (helm), Skrag Brown (webbing).

Shade Stage (3)
Reikland Fleshshade Gloss (armour), Nuln Oil (bodysuit, weapons and beard), Reikland Fleshshade (helm), Druchii Violet (axe haft).

Layer Stage (4)
Sycorax Bronze (armour), Stormhost Silver (weapons), Russ Grey (bodysuit), Administratum Grey (boots and gloves), White Scar (helm), Pink Horror (axe haft), Balor Brown (webbing).

Basing (5)
Stirland Mud, Terminatus Stone.

ARKANAUTS OF THE PRIVATEER FLEETS

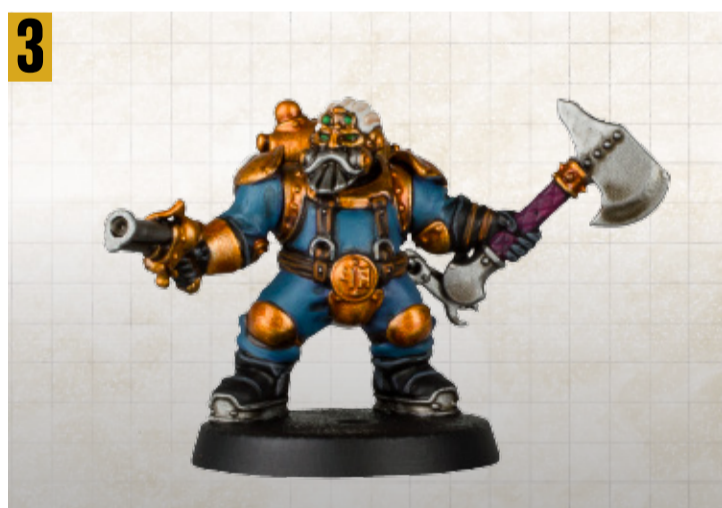
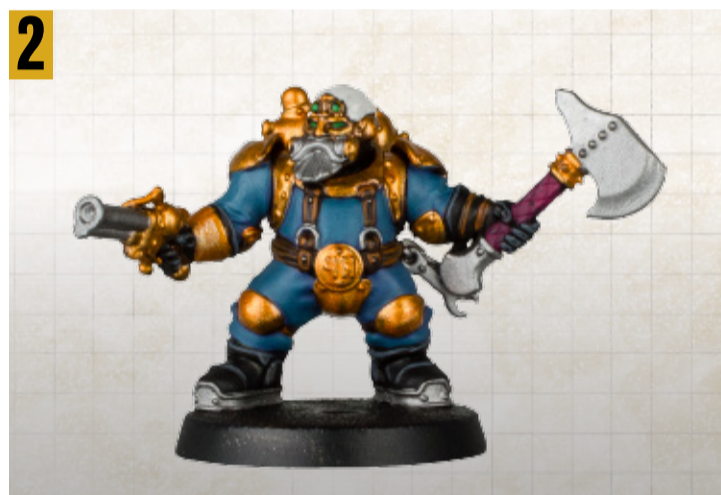
What’s that, one painting guide isn’t enough for you? Well, here are two alternative colour schemes for your Kharadron Overlords.

The colour schemes below and to the right show the livery of Barak-Zilfin and Barak-Zon, two of the major sky-ports of the Kharadron Overlords. One thing you’ll notice about the two colour schemes is that the colours used for the armour and bodysuits are distinctly different. This ensures that the two largest parts of the model don’t suffer from a colour clash.

What do we mean by this? Well, take the Arkanaut from Barak-Zilfin, below. Blue and yellow (in this case gold) are a classic colour combination and look great next to each other. The bodysuit is a cool blue that contrasts with the warm gold armour. If you look at the airships

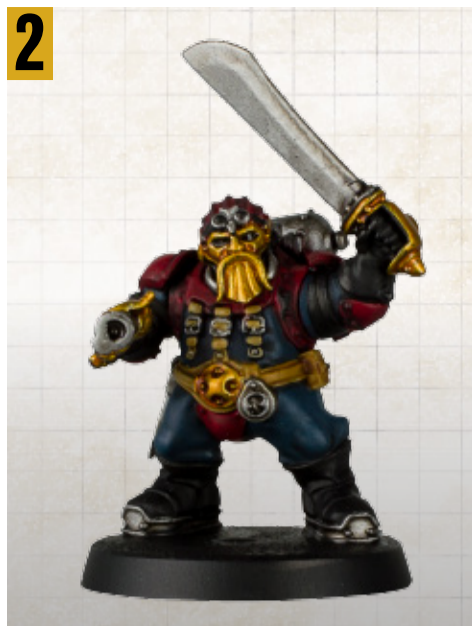
from Barak-Zilfin shown throughout this issue, you’ll notice that they use yellow as their additional hull colour, retaining that cool-warm balance.

The Arkanaut from Barak-Zon combines red armour with a blue bodysuit. This is a less common colour combination because blue and red are both strong colours that often compete with each other to dominate a model. To ensure this didn’t happen, the red was painted with bright highlights while the blue suit was shaded down until it was almost black and highlighted with a neutral khaki to prevent a colour clash. 🦋



ONE AREA AT A TIME, OR ONE TECHNIQUE AT A TIME?

These two Arkanauts have been painted using a different method to the crew on the previous page. Instead of painting each colour to completion (basecoat, shades and layers) before moving on to the next area, all the basecoats were applied across the whole model, then all the shades and layers. The advantage of painting a model this way is that it often makes applying shades easier and it also allows you to test your colour scheme across the whole model as you go along.



YEARS OF WEAR AND TEAR

The Kharadron Overlords travel through many hazardous environments full of monsters, adverse weather and corrosive atmospheres. The hull of the Arkonaut Frigate below was painted with streaks of Seraphim Sepia to show rust, while the scratches are very thin lines of Rhinox Hide, which were then highlighted with that area's highlight colour.

ARKANAUT OF BARAK-ZON

This model was undercoated with Chaos Black spray.

Basecoat Stage (1)
Khome Red (armour), Leadbelcher (weapons), Stegadon Scale Green (bodysuit), Retributor Armour (gold), Zandri Dust (webbing).

Shade Stage (2)
Nuln Oil (armour and bodysuit), Nuln Oil Gloss (weapons), Reikland Fleshshade (gold), Seraphim Sepia (webbing).

Layer Stage (3)
Evil Sunz Scarlet (armour), Sotek Green (bodysuit), Auric Armour Gold (gold), Ushabti Bone (webbing), Abaddon Black (boots).

Layer Stage (4)
Fire Dragon Bright (armour), Karak Stone (bodysuit), Administratum Grey (boots), Stormhost Silver (all metallics).

Basing (5)
Armageddon Dust, Terminatus Stone.



MONSTERS MENAGERIE

Across Games Workshop HQ, the gauntlet has been thrown down once more to hobby heroes to pick up their paintbrushes and bind a mighty monster (or construct) from the Age of Sigmar to their will – here are the results of their labours.

FROSTLORD ON STONEHORN

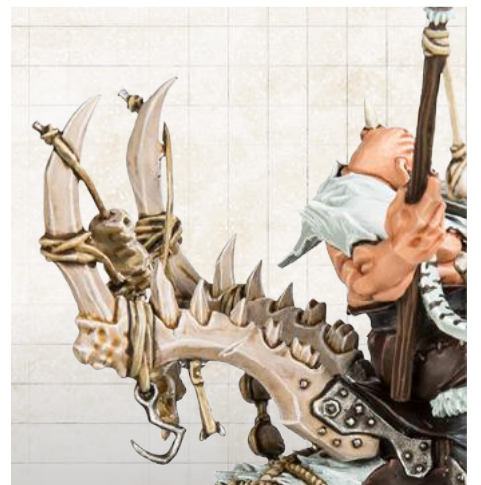
“I chose to paint up a Frostlord as I wanted to add it to my Ironjawz as an ally,” says James Karch. “It gives a bit more variety to the army (which we featured in *Mustering for War*, back in February’s *White Dwarf* – Ed). I might even back him up with a couple of packs of Mournfangs down the road.

“With the Frostlord’s skin, I wanted to follow Aidan Daly’s guide to painting faces (and skin) from the ‘Eavy Metal Masterclass in October’s *White Dwarf* to get a more refined result than on previous work – I wanted to push myself to the next level of painting. In truth, I saw this exercise as one of a contrast of quality versus quantity – I’ve painted a lot of armies over the last couple of years, but I have found myself looking at a change of pace.

“I thought the Stonehorn was a great opportunity to try thinking about hot and cool colours. A lot of the model is painted quite cold and monochrome, like the fur and the horns, but there’s plenty of warm colours on it as well, like the Frostlord’s skin, the splits of flesh in the Stonehorn’s rocky hide and deep inside its maw.”

“There are flashes of colour on the model,” says James. “There’s brass and leather in there, as well as the flesh. They pop out well against the white fur, the dull iron and the huge jutting lumps of bone on the saddle.

“This whole model was a pleasure to paint and I felt going that extra mile with the paintjob really made all the difference.”





ALEGUZZLER GARGANT

"I really like the Gargant model," says James Ashbey, "and being so tall, it stands out nicely from the rest of my Destruction army. I painted the Gargant following the Citadel Paint System for the most part, but chose to add some 'Ardcoat around the mouth to represent spittle and saliva. I also splattered some Blood for the Blood God on the masonry flail, like he's just hurled it into the foe. It's a great kit – the hardest bit is choosing what to use."



"One of my favourite bits about the Gargant is the fun, random rules it has," says James. "I'm a big fan of the 'Stuff 'Em In Me

Bag' special rule, so I knew I had to use the matching bit. It adds a bit of daft fun into the Age of Sigmar."



SERAPHON BASTILADON

"I had a blast painting up a Bastiladon for the Studio Seraphon army," says Natalie Slinn, "so I chose to paint one up for my own collection of models from the Celestial Realm. I really enjoy painting models with loads of different surface details – the more the better, in fact, so I don't get hung up on working on just one type, and the Bastiladon has loads to work with – the scales, the shell, the flesh on the Skinks and the gems."



Natalie painted this stellar effect in two stages, first building up gas clouds with Layer paints thinned to a milky consistency, applying multiple

layers to get a soft transition. She then picked out the stars and the galaxy's core with bright colours using an XS Artificer Layer brush.

IRONJAWZ MEGABOSS ON MAWKRUSHA

“When it came to painting the Mawkrusha, I wanted a colour scheme that contrasted nicely with the dark armour of my Ironjawz army,” says Joe Naber. “I talked with friends about painting something this large white – they said that washes would be the way to go. I used Athonian Camoshade and Agrax Earthshade, then drybrushed the scales up with Rakarth Flesh and Pallid Wych Flesh. I finished the skin by adding warm glazes around the ears and mouth.”



“I’m really fond of the Mawkrusha’s face,” says Joe. “It has buckets upon buckets of character, and the scars provide nice contrast – the same

with the ears, as I spent a lot of time on the veins. I just love big gnarly beasts, and the Mawkrusha fits the bill perfectly.”



ALEGUZZLER GARGANT

“Painting the Gargant was fairly simple,” says Tom Moore. “Where I could, I drybrushed it, as it’s a gaming piece rather than a display model. This gave me the time to focus on details such as the face, the scratch-built anchor and the freehand tattoos like the treasure map on his tummy. I made the base into a beach to give the Gargant a real sense of place – I covered it in flotsam and even added limpets onto the driftwood and the rock.”



“The theme of my Destruction army is piratical,” says Tom. “The Gargant set has all the gear on it that

fits the theme without needing much work, though I did add things like the sculpted eye patch and bandanna.”





SERAPHON STEGADON

"I based the conversion of my Stegadon on an old Warhammer special character," says Dan Hyams. "It was a Slann mounted on the back of a Stegadon – I just decided to change that for a Skink Starseer instead. Originally, I planned to paint the Stegadon red, but I found the green and dark blue flesh worked better alongside the bright Skinks. I'm happy with the base especially, as it's quite earthy and real, and grounds the more fantastical aspects."



"I don't paint armies very often," says Dan. "I just spend too much time on a single model to get it just right. Challenges like this give me a chance to

show off with one-off models I might not have thought of otherwise, and allow me to give them the time they deserve."



IRONWELD ARSENAL STEAM TANK

"I wanted to paint something that ties into the background for the forces of Azyr," says James Littler. "There are lots of references to magic, technology and magical technology, and the Steam Tank fits neatly into that. I linked it to my Stormcast Eternals collection with some decorative shields on the hull and turret– they're a tribute to the Hammers of Sigmar, not actual sigmarite shields."

"I do have plans to add three more – two much like this, and one using retinue Prime shields (with all the scrollwork) as a command tank."

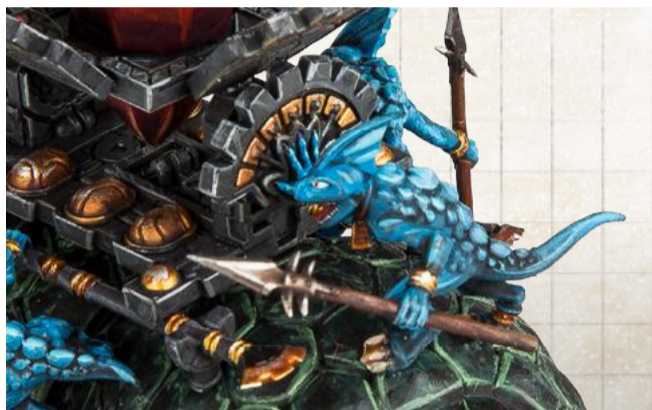


"I painted the Steam Tank in a single evening, using a lot of the same techniques as on my Hammers of Sigmar," says James. "The gold is a spray, wash and a couple of drybrushes, but the addition of the shields helps break up the big block of colour with blues and whites – it's very simple to do, but very striking."

PARADE GROUND

SERAPHON BASTILADON

"I'd always wanted to paint a Bastiladon," says Owen Patten, "but I'd never had the excuse before now. It gave me the chance to experiment with some different techniques for painting various textures, like on the Bastiladon's mottled shell. To paint that part, I started with Abaddon Black, before painting the edges with Caliban Green, Waaagh! Flesh and Skarsnik Green, using a technique halfway between highlights and stippling."



"The red details and the blue Skinks work really well as complementary colours to the browns of the scales and greens of the shell," says

Owen. "It also helps the Bastiladon look more like a 'real' creature. I undertook a lot of lizard research to get the final look just right."



SKAVEN HELL PIT ABOMINATION

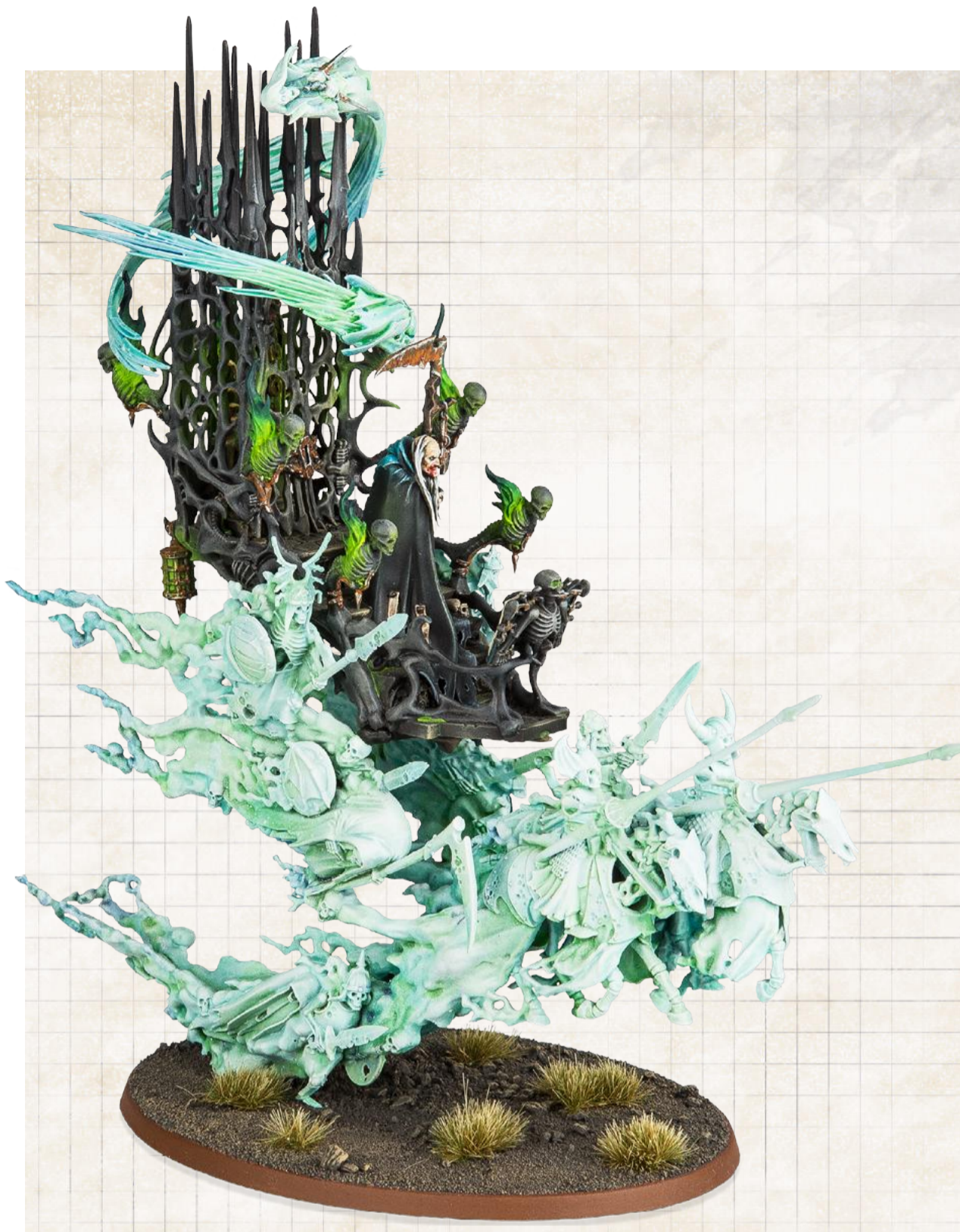
"I painted my Hell Pit Abomination like the rest of my Skaven," says Maxime Pastourel. "So, lots of albino flesh, with the red right arm as something of an army signature. The bright red contrasts very nicely with the green warpstone and pipes. I also applied a mottled pattern on the mass of heads after Darren Latham suggested it. It helps add a sense of realism to the model – as much as a nightmarish giant rat monster can be realistic!"



"I added a few conversions," says Maxime, "like the Abomination's head, the Doomflayer Gauntlet and the brainrat – the

idea was that this Hell Pit Abomination was originally meant to be a Stormfiend until something went horribly wrong in the operation."





MALIGNANT MORTIS ENGINE

“I started a Death army recently with the Malignants Start Collecting! box,” says Maxime Corbeil. “I wanted to create a ghost theme, so I chose to build the centrepiece kit as a Mortis Engine. The banshees and the Corpsemaster were great fits for the army, and the whole model was a good chance to try out the ghostly light effect – it was faster to paint than the Coven Throne would have been, too!”

“With the Mortis Engine I was forced out of my comfort zone by having to use sub-assemblies – keeping the spirits and banshees as one piece, the reliquary as another, and the Corpsemaster as another still. I painted them all in that order as well. I painted the ghosts at the same time as my Spirit Host units to keep them consistent – I started with airbrushing for the undercoat and base colours, then applied washes and drybrushes. When they were done, I moved on to the reliquary, which I painted using dark colours as a contrast to the ghosts, but with a little green mixed in to link both together.

“In the end,” says Maxime, “I’m really happy with it all – the Corpsemaster is probably my favourite part. It’s just a shame the Mortis Engine gets wrecked so much in games – it’s a bit of a violence magnet!” 🦴

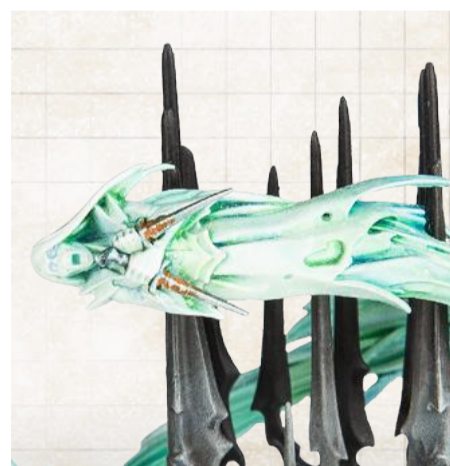
“I chose to give the Corpsemaster a new head,” says Maxime. “I wanted to make him unique and a character in his own right. Making him stand out was a lot easier by painting him last – the dark robes nicely frame the pale face, which is the focal point of the focal point, as it were.

“The story behind my Corpsemaster is he’s never been good enough to be a proper Necromancer, unlike his brother, whose corpse is actually interred in the Mortis Engine. No one knows for sure, but the Corpsemaster may have had a hand in that.”



“I wanted the spectres and banshees to be clear and bright,” says Maxime. “By painting them first, I could contrast them with the stone reliquary, and then contrast the Corpsemaster with the whole Mortis Engine – whilst he’s also dark, he’s more green and teal than the reliquary. When building a centrepiece for your army like this, you need to plan out the order in which you want to paint it to get the best effect.

“The last sub-assembly I haven’t mentioned is the book – I kept it apart just so I could paint the text on the pages.”



#PAINTING WARHAMMER

If you want to see more fantastically painted Citadel Miniatures, cast your gaze at the Games Workshop Gallery on our website:



Feel compelled to throw your brush into the ring? Tag your Instagram photos with the above hashtag and your work may even be featured on the website gallery!

READERS' MODELS

Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!



Send your photos to:
TEAM@WHITEDWARF.CO.UK

By submitting letters, articles or photographs, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

Drycha Hamadreth
by Dean Lecoq



Ahriman
by James Collard



Emperor's Children Legion Praetor
by Thilo Engels



Dark Angels Assault Squad
by Gareth Etherington



Genestealer Patriarch
by Thilo Engels



Iron Hands Leviathan Dreadnought
by Paul Busfield



Grey Knights Stormraven
by Sean Watters



READERS' MODELS

Genestealer Cults Goliath Rockgrinder
by Amy Snuggs



Blood Angels Librarian
by Łukasz Fraczek



Genestealer Cults Primus
by Thilo Engels



Gordrakk, Fist of Gork
by Jeremy Andrews



Genestealer Cults Magus
by Thilo Engels



Wolf Guard Battle Leader
by Gareth Etherington



Blood Angels Land Raider Redeemer
by Łukasz Fraczek



OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using halogen light bulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry, try moving your camera back a few inches and try another shot. If it's still out of focus, move it back again and use the camera's zoom function to zoom in on the model so it fills the viewscreen. For even more detailed tips, we've got a free downloadable guide:



READER'S MODEL OF THE MONTH



Our outstanding Reader's Model this month is Lemna Russ by Damien Tomasina, who painted him in just a couple of days. Impressed? We certainly are!

"In Neil Roberts's artwork for *Prospero Burns*, which was a big inspiration for me, Lemna Russ is presented wearing neutral grey armour," says Damien. "I wanted to add to that with different grey tones and shades, so while the armour is painted Mechanicus Standard Grey overall, the legs are shaded with black while the shoulder pads are blue-grey and his wolf pelt is brown-grey. To contrast, I painted his skin quite ruddy and the gems red, while the metal is painted using a non-metallic technique to make it look like old brass. The base I painted to look like the ruins of Prospero."





IN THE BUNKER

Welcome to the last few pages of the magazine, where we'll be taking a regular look at what's been going on inside the White Dwarf bunker over the past month...

The last month has been pretty eventful in the White Dwarf bunker, what with three Battle reports taking place, not to mention a whole load of model-painting. After playing the Shadow War Battle report, Dan and Ben both decided to build and paint their own kill teams for it. Ben is currently working on some Scouts for his Raven's Watch Chapter, while Dan has dug out some Ork Boyz, which he's going to try and paint in-between all the Iron Warriors he's working on for A Tale of Four Warlords. Meanwhile, Matt H has divided his time

FACE-DWARF

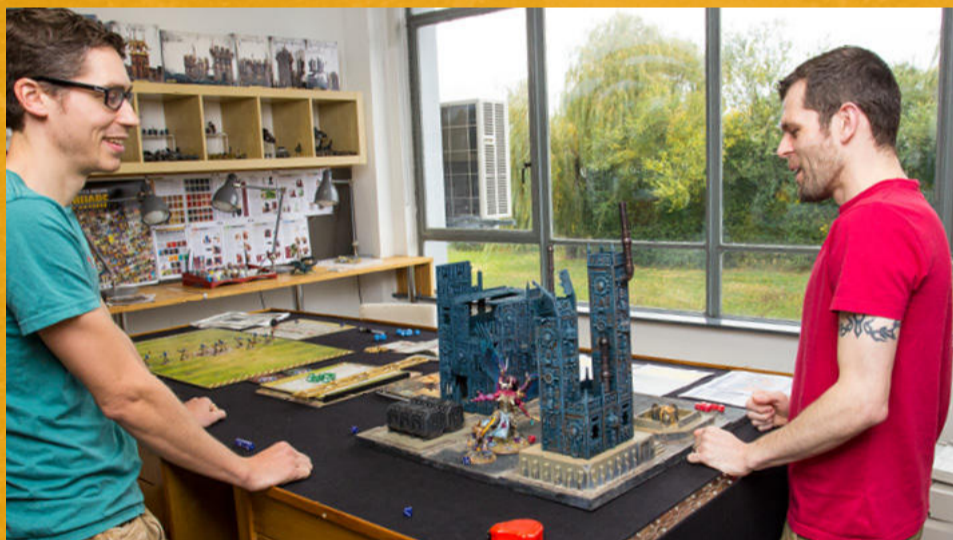
Did you know that the White Dwarf team also have their own Facebook page? It's where you can have your say on what you like about the magazine, what you'd like to see more of and even show off some of your own models. Simply type 'White Dwarf' into the Facebook search bar to find us.

between Fyreslayers, Thousand Sons and Steel Legion, while Mel has finally finished Alarielle – turn the page to see the Everqueen in all her glory.

On the gaming front, Matt H has now racked up 12 casualties and five kills in our Blood Bowl league, with both Dan's Skaven and Martyn's Humans looking a little worse for wear following their matches with his Orcs. Martyn is also leading the way in Warhammer Age of Sigmar games, and can be found using his Stormcast Eternals most lunchtimes against various opponents.

WELL MET, BROTHER...

Who would win in a fight, Magnus the Red or Roboute Guilliman? That's what the designers who sculpted them wanted to know. We helped them find out.



In the blue T-shirt we have Seb Perbet, Miniatures Designer and sculptor of Roboute Guilliman. In the red T-shirt stands Matt Holland, Miniatures Designer and sculptor of Magnus the Red.

In the first match, Matt used Magnus the Red in "a very arrogant way" and rushed him towards Guilliman so he could chop him up with the Blade of Magnus. His attempt failed, partially because Matt forgot to charge up the force weapon. Guilliman then punched Magnus to death with the Hand of Dominion. In the second match-up, Magnus kept at range, blasting Guilliman with the Gaze of Magnus and felling the Primarch three times. But Guilliman kept getting back up and eventually, after many turns crawling towards his tainted brother, cornered him and finally killed him with his father's sword. Conclusive proof, we think, of Guilliman's superiority.



BEN JOHNSON TALKS OF BLOOD AND SKULLS

Ben Johnson, who worked on the Blades of Khorne book, sat down to tell us more about the Blood Tithe – the army's special rule.

"The Blood Tithe is a wonderfully characterful rule designed to get you playing in character as a Khorne warlord," says Ben. "It encourages brutal combats and sacrificing units to gain Khorne's favour through bloodletting and skull-reaping. If enough units die you get rewarded by Khorne, and the higher your Blood Tithe climbs, the bigger the reward. The trick, really, is knowing when to save your tithe and when to use it. There are rewards that enable you to interrupt your opponent's turn sequence – the first time a mechanic like this has been used in Warhammer Age of Sigmar – which can really change the dynamic and flow of your game."



WHEN BADRUKK MET YARRICK

Despite taking part in *A Tale of Four Warlords*, Dan has also painted Kaptin Badrukk, the latest hero for his Ork army. Meanwhile, Matt H has painted Commissar Yarrick for his Steel Legion force, which grows almost imperceptibly every month.

"I painted Badrukk in lovely bright colours to show how flash he is," says Dan. "I even followed the 'Eavy Metal painting guide in November's issue when painting his leather trench coat."

"Yarrick combines the role of Commissar and commander," says Matt. "He's the best of both worlds, scaring the living daylights out of your own troops while issuing orders to kill the enemy."



BUILDING THE FERRO-GAINT ALPHUS

Scenery maestro Dave Andrews, Designer Ray Dranfield (centre) and Scenery Painter James Littler (right) work on the Ferro-Giant Alphas board. They built and painted each level of the promethium rig before attaching it to the floor below, while the feet of the rig and the access causeway were firmly secured to the baseboard, then surrounded with insulation foam to make all the waves. Note how they covered up the secret projects on the wall behind them. Wonder what they're working on...

VOX CHATTER

This month, Lead Designer Matt and Production Editor Michael sit down in our hobby room to talk about the Kharadron Overlords.



Matt: It's great to see a new faction for Warhammer Age of Sigmar, especially one based around the duardin.

Michael: They're tech-heavy and armoured – there's a definite feel of the old Dwarfs about them, but with so many new textures.

Matt: The designers have really pushed the idea of technological duardin to the max. The whole idea of floating cities and aether-gold in the clouds is really fantastical.

Michael: But they still retain that feel of being miners – they're mining gold like their ancestors, but in a bizarre, off-the-chart way. I think my favourite feature of them is their face masks – I really like that you can't see their faces, it adds a sinister element to them.

Matt: Yeah, they're completely different to the Fyreslayers – they're like the opposite ends of duardin culture and civilisation. The Fyreslayers are entirely warlike and spiritual, while the Kharadron Overlords are mercantile and technological. It just shows how varied the duardin race can be.

Michael: And there are fewer butt cheeks on show! I've already started coming up with a few colour schemes for how I want to paint my Kharadron Overlords, what about you?

Matt: Oh yeah, I'm going to paint some in the colours of Barak-Mhornar, they will really fit with the story behind my Shadow Realms army that I'm working on. I'm going to paint the Grundstok Gunhailer first, I reckon, to ease myself into the colour scheme and get a feel for how to paint them. It's the airships that really excite me about this release, so I want to paint one first.

Michael: I'm going to start with the Grundstok Thunderers. I want my sky-port to be really militarised, hiring out units to other fleets. It's Thunderers all the way for me, I think.

IN THE BUNKER

As promised earlier in the magazine, here is Mel's rendition of Alarielle the Everqueen. It's taken her quite a few lunch breaks to finish her, but we think you'll agree it looks incredible. Here's what Mel has to say about painting her.

"My advice when painting larger kits like this is to always paint them in sub-assemblies," says Mel. "It makes the models much easier to hold while painting them and you can focus on one part before moving on to another. I started with Alarielle as she's the focal point of the kit, and also because I really wanted to paint her wings, which are one of my favourite parts of the model. I undercoated her Corax White, then used a lot of washes and drybrushing to paint her. I find that drybrushing is the perfect way to pick out details on a model and then, if I really feel the area needs it, I can then edge highlight it, too." 🦴



NEXT MONTH

**WHITE DWARF MAY 2017
EDITION ON SALE FRIDAY 5 MAY**

**A TIME TO CELEBRATE / NEW RULES / ILLUMINATIONS / BLANCHITSU
PAINT SPLATTER / A TALE OF FOUR WARLORDS / BATTLE REPORT
GOLDEN DEMON AND MUCH, MUCH MORE!**

