



WHITE DWARF™

ISSUE
468

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MECHANICUS
KILL TEAMS

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WOLFSPEAR

TOME CELESTIAL:
SLAVES TO
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'EAVY METAL
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MORTIFACTORS
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September 2021

WHITE DWARF

ISSUE 468

KILL TEAM ENGAGE



LYLE LOWERY
Managing Editor

The Wolfspear have arrived in force! In this issue, the Wolfspear are revealed in glorious detail in their own Index Astartes article, supported by a painting guide, a model gallery, and a free transfer sheet packaged with this issue! That gives you everything you need to learn all about the Wolfspear and start your own collection of them!

Kill Team is back and better than ever, and the tech-magi of the Adeptus Mechanicus were eager to get in the fight. In this issue, they get a mighty 'mini-codex' treatment! Expect more of that in future issues!

We have enjoyed putting the new Kill Team through its paces, so we thought it would be fun and cool to offer some supplemental measuring tools on this issue's tear-out card sheet. These will complement the plastic

measuring device designed for the game, and usually the plastic gauge will be your first choice for making measurements in Kill Team. There will be some times that these cardstock measuring tools are particularly handy, though, like when you need to use more than one of them end to end, or when you need to reach into a spot where the full-sized gauge might be too big to fit.

Here's a couple of tips to make full use out of your measuring gauges. Using a steel ruler as a guide, carefully use a sharp hobby knife to neatly cut out the gauges. Then, roll the gauge down its length of the barrel of a thick highlighter or marker. This will give your gauges a slightly convex shape, similar to that of a tape measure's tape. This will help it stand out straight and rigid, and it will make it quite a bit easier to pick up off the board as well. Alternatively, if you really want to go all out, you can glue the gauges to a strong backing material like plastic card.

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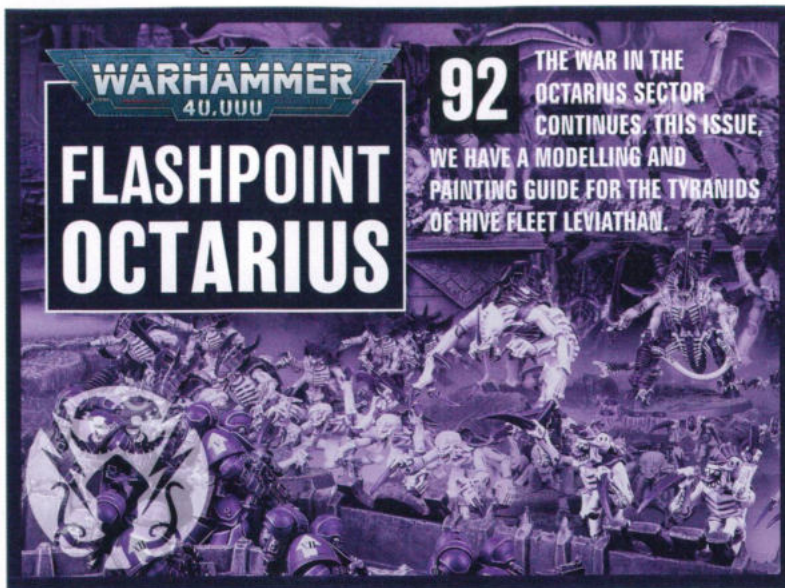
KILL TEAM

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THERE'S A NEW EDITION OF KILL TEAM! HERE WE FIND OUT ABOUT THE GENESIS OF THE GAME, SHOW OFF SOME NEW RULES AND PLAY A BATTLE REPORT.



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

This issue's card insert features three unique Stratagems for the Wolfspear – Killing Blow, Track and Hunt, and On the Scent – enabling you to really get to grips with these ferocious warriors on the battlefield. The card section also includes a set of Kill Team measuring devices set at all the ranges you need to play the game.

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Eight pages of painting and modelling inspiration for the purple-and-white aliens from beyond the stars. Includes tentacles. You have been warned.

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**WARHAMMER AGE OF SIGMAR
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'EAVY METAL

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Max Faleij explains how the 'Eavy Metal team develop a colour scheme for a new army. Here he looks at the colour palette for the Kruleboyz.

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Blood is spilt and skulls taken in this short story that pits the Mortifactors against the World Eaters. Rated G for Gory!

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

CONTACT

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

Celestine, the Living Saint
by Brandon Ryan



Blood Bowl Black Orc And Goblins
by Moritz Polte



SUPPORT IN THE COMMUNITY

Hey White Dwarfers. First of all, thank you for such a good magazine (I really enjoy the Battle Reports). The last two years were tough for me, but as always, the community looks out for you. I had surgery on my knee, meaning I missed out on leading my school for the Kill Team School League semi-final (the day of the surgery) and many other things besides. When I vented my misgivings on a group, they responded amazingly and with great humour, and I read their responses while in hospital.

Painting is something I've always struggled with, as I have a hidden disability called dyspraxia. This means my hands shake quite a bit, and this doesn't help when I'm a perfectionist! Anyway, I've attached pictures of what I've managed to paint successfully, with encouragement and pointers from my local community.

George Whall-Young
Bedford, UK

It certainly has been a tough few years, George, and no mistake. We imagine it must have been even harder stuck in hospital for some of it. Not much fun at all!

Fortunately, knees aren't often required when painting Warhammer models, and it looks like your painting is coming along excellently, even with shaky hands. In fact,



we'd go so far as to say that your work is exceptional. There are plenty of hobbyists out there who would love to be able to paint a miniature this well! It just goes to show you can achieve anything with the right attitude and some determination.



EMAIL US:
TEAM@WHITEDWARF.CO.UK



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QUARANTINE: DAY ONE

Hello from Australia! My son Max and I have just landed in Perth, and we are starting our fourteen-day quarantine in a small hotel room. Our first request was for a table so we could get our dice-rolling underway. We packed a new box of Aeronautica Imperialis and Kill Team to keep us sane. Max brought his Necrons, and I'm using an Orky mob led by Boss Sniksmash.

QUARANTINE UPDATE: DAY THIRTEEN

We should be out tomorrow if the latest tests come back okay. Max started with Necrons in Kill Team but painted a squad of Deathwatch that have been slaughtering my Orks left, right and centre. We almost finished painting our aircraft, and I painted some of my Orks.

I do think Warhammer is fantastic for quarantine situations, especially if you are travelling with kids. My advice: take pre-primed models if possible. If not, then watered-down Corax White does the same job. You only need five to ten paints to be able to do almost any colour. Brushes are light as well. Make sure you ask the place where you are staying for a small table for gaming. Blood Bowl could be an awesome option, due to the self-contained nature of the game.

QUARANTINE UPDATE: FREEDOM!

Morning from Victoria! We are out of quarantine! We got almost everything painted except for a set of Necron terrain. Overall, Max won the Kill Team series, and I won the air war. Good results!

Max has moved to Australia to study for a few years, so he will be raiding my army collections for his gaming whilst here. Our local Warhammer store in Geelong is run by a really excellent guy, Bradley, who is a credit to your

company and will be fixing Max up with opponents his age. Me personally, I've read *White Dwarf* since 1979 when my own father brought me a copy home, and I have played 40K and other games for many years. The last couple of years have been, in my view, fantastic for the hobby, and I can't wait to see a new Tyranid codex. Hint: make Lictors scary again.

Gavin Coles
Victoria, Australia

Fourteen days stuck in a hotel room with Warhammer to keep you occupied. Sounds ... awesome! We're glad to hear that your quarantine time went well and that you managed to get plenty of models painted and lots of games in. More importantly, you can now enjoy freedom, fresh air, corks on hats, shrimps on barbies and other outdoor things. Huzzah! We hope Max has a great time studying in Australia and gets plenty of games in at the Geelong store. We'll put in a request for scary Lictors for you, too. Anything with noodles for a face has to be nasty, right?



CONVERSION CORNER - NURGLE'S FALLEN CHILDREN

This issue's conversion corner has been taken over by a hideous (in a good way) Nurgle warband. Their creator, Lucas Levieux, tells us about his inspiration.

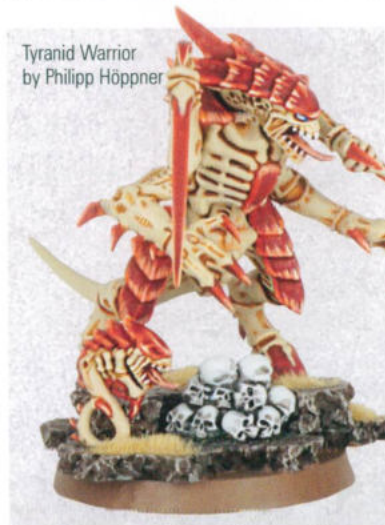
Lucas: I've always been a fan of John Blanche's artwork. His style has had a major influence on my painting and vision of the hobby. I always work on one mini at a time because the soul of the model is very important to me. My process? Chop and glue together some bits I like, then add some modelling putty and some Agrellan Earth here and there before undercoating. When I paint, I use lighting and high contrast as a texture, applying White Scar as a highlight and Typhus Corrosion in the deep shadows. On these models, the skin is painted with Cadian Flestone and Kislev Flesh and glazed with Xereus Purple, Plaguebearer Flesh and Skeleton Horde. The armour plates are rusted with Typhus Corrosion, Mourfang Brown and Fire Dragon Bright. The clothes are mostly made with a mix of several Contrast paints and Screaming Skull.



Adepta Sororitas Canoness and Battle Sisters
by Aleix Gibert



Tyrannid Warrior
by Philipp Höppner



Chaos Magister
by Bas van der Schaaf



Gottret de Montbard
and Watch Captain Artemis
by Benjamin Fryxellius



PAINTING QUESTION: PALANITE ENFORCERS

Hello *White Dwarf* Team,

I fell in love with the Palanite Enforcers kit and the darkness that creeps in the Necromunda hives.

As I want to help justice to be done, I want to paint an Enforcer team of my own and wanted to ask you if you could give me the colour recipe to paint them like the painter on your website did. They look awesome!

Andreas Berger
Düsseldorf, Germany

That's an excellent suggestion for a painting question, Andreas. The lawless underhive could use some more Enforcers on the streets to keep the gangs in check!

We had a chat to the painters, and the colours below are what they used for the three main areas on the models. They advise using a Chaos Black undercoat, as the majority of the models are pretty dark, but then rebasing the yellow areas with Corax White to ensure they really pop. You get a much more vibrant colour than painting straight over black.

BLACK ARMOUR

Basecoat: Abaddon Black

Highlight: Dark Reaper

Highlight: Thunderhawk Blue

Highlight: Russ Grey

Highlight: Fenrisian Grey

Highlight: Blue Horror

BLACK CLOTH UNDERSUIT

Basecoat: Abaddon Black

Highlight: Skavenblight Dingo

Highlight: Stormvermin Fur

Highlight: Karak Stone

YELLOW

Undercoat: Corax White

Basecoat: Averland Sunset

Shade: Mourmfang Brown & Gorthor Brown 1:1

Glaze: Yriel Yellow

Highlight: Flash Gitz Yellow

Highlight: Phalanx Yellow



MODEL OF THE MONTH: DEATH RIDER OF KRIEG

This issue's model of the month is an impressive Death Korps Death Rider diorama (try saying that five times fast!) painted by Michael Kurz.

Michael: I wanted to make a trench scene for my diorama. I created the body of the diorama from insulation foam and then cut down some wooden coffee stirrers to make the planks. The support beams are made out of plastic card. I primed the base black and then painted the boards Rhinox Hide followed by a 1:1 highlight of Rhinox Hide and Cadian Flestone. I used Nuln Oil and Agrax Earthshade to add depth. For the mud, I used a whole pot of Stirland Mud with some extra added dirt from the garden. The wet effect was achieved by adding 'Ardcoat gloss varnish to the mud and clear resin in the puddles. I also added some natural sticks and grasses, painting them black and highlighting them with grey and white to create a burned effect. The barbed wire received some blood by using glue and Blood for the Blood God.

The horse was primed black and painted with several highlights in grey to give it a grimdark look. I also painted the armour in non-metallic metals, adding scratches and dark-brown tones into the shadows to show the armour has been well used. The cloak from the rider is painted Thunderhawk Blue mixed with white and a small amount of Guilliman Blue to make him stand out. The final touches were the green eyes on the horse's gas mask, some extra mud around its legs and a shovel to the base of the trench. Every trench needs a shovel!



Chaos Warriors of Nurgle
by Malte Graffmann



Treeman & Akhorne the Squirrel
by Roop Pandya



ASK GROMBRINDAL

Oh wise one, I seek your knowledge on the Kharadron! If a savvy duardin happened upon a crashed skyvessel, could they salvage it and become a privateer? Surely there's a provision in the Code for salvaging lost, crashed or misplaced skyvessels ...



**Nick Meier (aspiring privateer)
Yeppoon Sky-port, Australia**

Technically yes, but they'd be playing a dangerous game. The Kharadron Code is very strict when it comes to matters of salvage and recovery, and each sky-port would aggressively try to recover any property they consider stolen. Ships are rarely owned by individuals, but rather they are contractually leased, and there's lots of legalese to ensure that a ship is returned to its rightful owners. Also, an officer's commission is only ever granted by the Admiral's Council, so this privateer would be an outlaw and thus not protected by the Code. If they could deal with all that, plus continue to find enough aether-gold to keep them in the sky, then good luck to them!

Grombrindal

Loonboss
by Julian Dannenberg



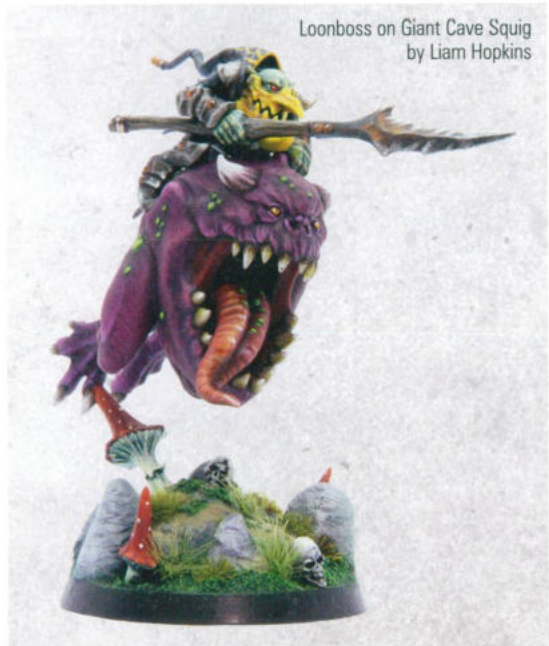
Sister Superior
by Dylan Ashe



T'au Cadre Fireblade
by Dean Lecoq



Loonboss on Giant Cave Squig
by Liam Hopkins



Space Wolves Wolf Lord
by Lorenzo Benuzzi



TOP PHOTO TIPS

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

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

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

Always use a white background.

Make sure you've got good lighting.

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

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

WORLDS OF WARHAMMER



NICK HORTH

By day, Nick is one of the background writers for the Warhammer Age of Sigmar team. By night, he is a masked vigilante, bringing justice to the dark places of the world. No, wait ... he's a Black Library author who writes about vigilantes bringing justice to the dark places of the world. That's right! He still wears the mask, though. We're not sure why.

As the very name of the game so eloquently suggests, conflict is at the heart of the Warhammer universe. For background writers like myself, warfare is our bread and butter; swords, axes and lasguns are our specialities. That's not to say that there isn't a vast amount of depth and complexity to the worlds we create, but perhaps the most important tool at our disposal is the ability to bring the tabletop wargaming experience to life, immersing our readers in the bloody battlefields of the Mortal Realms and the 41st Millennium.

One might think that action scenes are as simple to write as they are thrilling to read, but actually they can be tricky devils. Without careful planning, even the most riotously over-the-top encounter can easily turn into a damp squib, lacking in excitement and meaningful stakes. If you're a fan of Warhammer, you've likely read dozens, if not hundreds, of tales of high-octane destruction in your time. It's an enjoyably difficult challenge to ensure that every time we take to the battlefield, we show our readers something new and unexpected.

So what are the secrets to this noble discipline? In my mind, there are four key components required for an exciting battle scene. Together, they will form a sturdy framework upon which to assemble your own bloody masterpiece.

1. THE STAKES

The first questions you need to answer are simple ones: why is this battle taking place, and what are the possible repercussions for those involved? Every faction in the Warhammer universe has its own reasons for going to war, whether for plunder, glory or the uncomplicated pleasure of hacking someone to bits with an axe. On the strategic level, too, motivation is important. Space Marines don't simply find the biggest blob of enemy troops and hurl themselves at it;¹ they strike where they can cause the greatest damage

possible to their opponent, whether that's by attacking a vulnerable flank, decapitating the foe's command structure or denying them their most potent weapons. Think about what it is exactly the armies depicted are trying to achieve, even if their motivation is just to claim as many skulls as possible for the Blood God. This will ensure that your action scene has an internal logic and aid you in choreographing the specifics later.

You will need to pick a point-of-view character, so think about what their goals might be, as well as the stakes (besides gruesome death) if they fail. Characters are the heart and soul of Warhammer. Their struggles and tribulations are the driving force for every tale we tell, from the briefest short story that takes up no more than half a page to a sprawling narrative spanning multiple books. On the battlefield, characters provide invaluable focal points, their desperate heroics or acts of villainy anchoring the action for the reader and providing clarity in the chaos.

Rather than trying to cover the whole engagement by jumping back and forth between perspectives, it's typically best to stick to a single protagonist. This helps embed the reader in the midst of the fighting, offering a first-hand glimpse of the thunder and fury of battle. It also allows us to get inside our characters' heads. What is it like to be a hard-bitten trooper taking on the most horrific abominations in the galaxy armed with nothing but a standard-issue lasgun? Or a Slaaneshi Hedonite lost to the thrilling sensations of slaughter? Exploring how these regular folks² think and feel is key to understanding their faction as a whole; why do they fight, and what passions, compulsions or emotions drive them?

Once you understand the motivations of your cast of belligerents and how they will likely behave in combat, you'll find that you're ready to move on to the specifics of the battlefield itself.

2. THE STAGE

A bellowing mob of Ork Boyz is storming a T'au gun line that has arrayed in close formation along a steep and rocky ridge. The greenskins hope to force their way through a blistering fusillade of pulse rounds and get within dismembering distance of the puny Fire Warriors, where they can make their greater size and strength count. For all their terrifyingly deadly technology, the soldiers of Vior'la are heavily outnumbered, and

¹ Apart from *Flesh Tearers*, perhaps. There are always exceptions.

² With the understanding that 'regular' is a relative concept in the *Mortal Realms*.

Worlds of Warhammer delves into the background of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. This time, Nick joins us to talk about mastering the battlefield. By which we mean writing thrilling war stories!

they know they must hold their ground and maintain discipline at all costs. If a single Ork breaks through their barrage, no amount of pamphlets extolling the virtues of the Greater Good will prevent their gruesome demise. The terrain – jagged volcanic mountain slopes – favours the defenders, but there is an oozing channel of lava at the T'au's backs, and their Devilfish carriers are still nineteen clicks away ...

The above is an example of a relatively straightforward battlefield, but the vast worlds of Warhammer offer a limitless variety of wild and dangerous ground upon which to stage our stories, from the arcane maelstrom of Chamon's Spiral Crux to the shadowed vaults of a drifting space hulk. Combat in each of these arenas is going to be wildly different, with its own challenges, hazards and limitations. Moreover, each faction has a preferred environment that suits their style of warfare. Taking them out of that comfort zone is a great way to explore how these varied cultures think and adapt. For example, a formation of elite Lumineth cavalry that dominates the sun-baked deserts of Hysh is going to swiftly run into trouble when it strays into the stinking swamplands of southern Ghur where tribes of Bonesplitterz dwell.

Almost immediately, that concept presents a striking image, doesn't it? Imagine a shining host of Vanari Dawnriders, struggling and sloshing their way through a sucking, acidic quagmire, while whooping orruks rain down rocks and flint-headed arrows upon them. More than simply offering a level of complexity to the battle in question, this also affords us the opportunity to say something interesting about each faction: the Vanari might be peerless riders, utterly deadly with their sunmetal lances, but despite their splendour they are not invincible, and sometimes their arrogance can lead them into grave danger. Likewise, despite their crude armaments, the Bonesplitterz are heavily muscled brutes that are tough to slay. Moreover, they are possessed of a low cunning that can easily take overconfident or unprepared foes by surprise.

Create a battlefield that will provide an interesting dilemma for one or both of your belligerents. Quickly establish its areas of importance and pick a clear tactical goal for each side involved. Then, with the pieces set and the board assembled, it's time to have some fun.

3. THE CRUNCH

This is my favourite bit. After planning your battle out in painstaking detail like Ursarkar Creed himself, you finally arrive at the climactic moment when battle is joined. Two armies meet, each determined to wet the earth with the blood of their foes. This is when the high drama of Warhammer comes to life, with gunshots, clashing swords and the stench of burning promethium.

Action is best delivered in rapid, exhilarating bursts. Eschew lengthy prose in favour of short, sharp sentences. Refrain from over-choreographing the fighting and instead rely on sensory details to get across the chaos; descriptions of sounds and smells instantly take root in the reader's imagination. Describe the





concussive punch of friendly artillery landing far too close, the hot reek of the enemy's breath as our hero plunges his sword into their chest and stumbles down atop them.

Descriptions of terrain – no matter how fantastical – are best delivered vibrantly yet succinctly, without unnecessary embellishment that can create a geometrical mess in the reader's head. It's the same with the strikes and feints of the fighters themselves; describing every stage of an aelven warrior's triple-looping-somersault-pirouette bogs things down and robs the drama of its immediacy. Instead, try to structure your sentences so that they have the flow and rhythm of a martial arts fight, cutting each action down to its barest essentials wherever possible.

Simplicity and brevity works best for the cut-and-thrust of melee combat, but when it comes to Warhammer's magical phenomena or more technologically advanced weaponry, feel free to indulge your inner movie director. Describe exactly what happens when a Purple Sun of Shyish glides over the battlefield, leaving twisted crystal corpses in its wake. Try to get across the mind-shredding horror of a Necron Monolith drifting out of the smoke, its weapons systems glowing like a dying star before unleashing a blinding torrent of antimatter that turns a half-dozen tanks to liquid metal. By employing just one or two of these epic moments in your action scene, you can make them feel truly special and terrifying.

4. THE TWIST

Every good battle scene needs a twist, an unexpected event that alters the momentum of combat and throws up new challenges for our protagonists to deal with.

Think of the most famous battles in fiction and in history, and how many of them turn upon a single decisive moment, a fateful flip of the coin that changed everything. The Warhammer universe is no different. Sigmar may perhaps have triumphed at the climactic Battle of Burning Skies against the assembled forces of Chaos, had he not lost his mighty weapon Ghal Maraz through Tzeentchian trickery. Only the sacrifice of an Emperor-class battleship prevented the majority of the Ultramarines Chapter from becoming Tyranid snacks during the Battle of Macragge. Charging into the heart of Hive Fleet Behemoth, it detonated its warp engines, destroying countless alien vessels and hurling the invasion force into disarray. The lore of both Warhammer Age of Sigmar and Warhammer 40,000 is filled with such climactic occurrences. You can translate this down to the smallest ground-level engagements. Lull the reader into thinking the battle is headed one

way, then switch things up. Perhaps our beleaguered T'au Fire Warriors are retreating to the lip of a fiery precipice, firing from the hip with their pulse rifles at four hundred charging Orks. All seems lost. Yet just as the greenskins close in for the kill, a blinding spotlight envelops our protagonists. The scream of anti-grav engines splits the air as two Devilfish transports soar down from above, seeker missiles raining down to engulf the advancing enemy in a series of blossoming explosions.

Of course, the addition of a twist does not mean the underdog always needs to triumph or that every single battle needs to end in an upset. It can simply consist of an unexpected complication, a spanner thrown in the works that hurls everything into disarray. Extreme conditions make for exciting and unpredictable catalysts. Imagine a sudden storm of scalding blood that sweeps across the battlefield, leaving the warriors wading through gore, unable to pick out friend from foe in the gruesome deluge. Picture two warbands battling atop a rocky outcrop in Ghur when suddenly the very ground beneath their feet rises up with a guttural bellow of outrage, revealing itself to be some slavering, rocky behemoth, enraged to be woken from its slumber.

The twist will add some unpredictability to your action scene, but it should be followed by a satisfying resolution. When the dust finally settles, there should be no doubt as to which army triumphed and which succumbed to ignoble defeat.

THE AFTERMATH OF BATTLE

Battles are always fought for a reason. Each side is hoping to get something from the encounter, and the tale doesn't suddenly come to an end when the last shot is fired. In many ways, the aftermath of a battle is the most dramatically interesting moment, for it is here that we get to explore the ramifications of defeat and the consequences for our characters. Obviously, not every action scene needs a sweeping coda in which the resolution is recounted in exhaustive detail. If you're telling the story of a particular battle in isolation, perhaps the sweet taste of victory is all that is required.

I hope this gives you some insight into how to go about writing a Warhammer dust-up. Perhaps you can use this structure to write your own exciting tales of death-defying action, possibly starring heroes – or villains – from your own miniatures collection. In my opinion, there's no better way to forge an attachment to your favourite army than to recount their tabletop deeds in narrative form, transforming the humble act of dice-rolling into grand, theatrical drama.

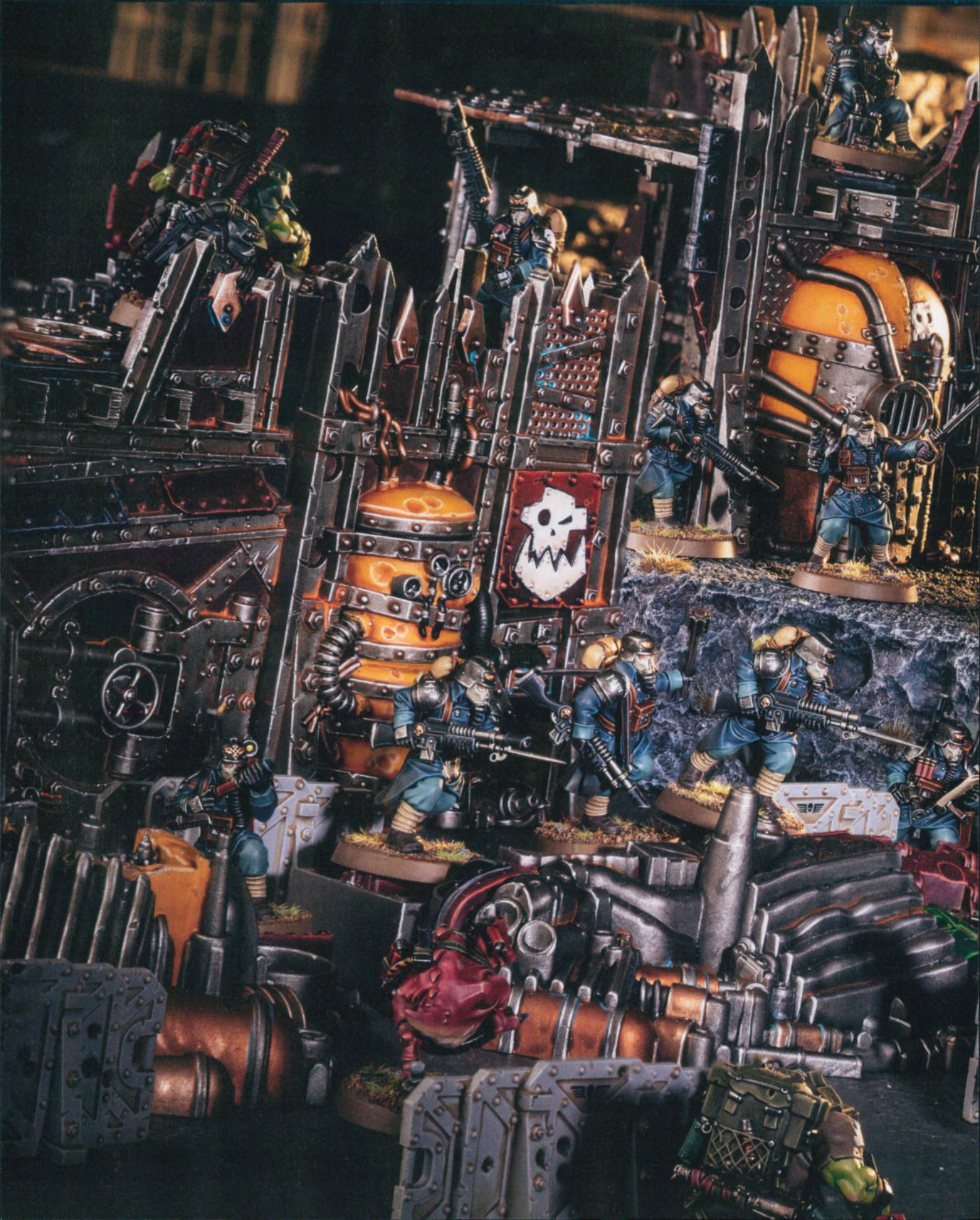
A LITTLE EXTRA READING

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

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WARHAMMER 40,000

In the grim darkness of the far future, there is only war! This issue's no exception as we feature Index Astartes: Wolfspear, a modelling guide for Hive Fleet Leviathan and a whole host of Kill Team articles!





INDEX ASTARTES
The Wolfspear are the subject of this issue's Index. New background, rules, painting guides and a gallery of models can be found over the page.



KILL TEAM
There's a new edition of Kill Team! Turn to page 44 for the Operation Briefing, which is followed by 44 pages of action-packed Kill Team content!





INDEX ASTARTES

Founded during the early years of the Era Indomitus, the Wolfspear are blood brothers of the fabled Space Wolves and descendants of the Primarch Leman Russ. Cold and taciturn, they are nevertheless possessed by a powerful wyrd, a spiritual force that makes them excellent hunters. Some may even say predators ...



THE WOLFSPEAR

The Dark Terror

Despite their relatively recent foundation, the grim Space Marine brotherhood known as the Wolfspear have already proved themselves to be fearsome and ruthless hunters, honouring the genetic legacy of their forefather, Leman Russ. Wherever they stalk, the Wolfspear prey upon the enemies of Mankind with a dark hunger intensified by blood-sworn battle oaths and a fierce loyalty to kith and kin.

The Wolfspear Chapter owes its origin to Roboute Guilliman's arrival on Fenris at the head of an Indomitus Crusade fleet. Responding to the calamity of the Great Rift, the Primarch came in person to the Space Wolves, bringing with him Primaris Space Marines drawn from the Chapter's own gene-seed and the technological means to forge more of their kind. Some, he proposed, would join the ranks of the Space Wolves themselves, while others could be used to form new Chapters, furthering the lineage of Leman Russ while adopting the weapons and doctrines that characterised the Ultima Founding.

Guilliman's gifts evoked complex emotions from all Chapters they reached, but few responses were as fractious and fiery as those voiced in the Fang. Though the Great Companies had been severely depleted by recent campaigning, the Primaris warriors presented to the gathered Wolf Lords were not initially embraced as pack-mates. Lips curled and hands tightened around weapon grips at the scent of the newcomers. The Space Wolves had not fought alongside these warriors; they had not welcomed them back, bloody but unbowed, from the Lone Hunt, nor shared fireside tales and flagons of burning mjød with them in the halls of the Fang. As such, some Wolf Lords argued for the outright rejection of the reinforcements. When Gunnar Red Moon roared that he would sooner hunt his quarry alongside a dozen true Sky Warriors than a hundred others with whom he had never feasted, there were several growls of agreement. Others held their tongues but brooded warily, distrusting what they saw as an effort to curb the independent tactical traditions of Fenris, but sensing in the Greyshields the keen instincts and proud bearing of true sons of Russ.

As Great Wolf, it fell to Logan Grimnar to rule on the matter. Having sternly counselled his Wolf Lords to respect the will of Lord Commander Guilliman during his visit, Grimnar afterwards voiced the Kin-pack Declaration – a formal recognition of the Space Wolves' successors. Whether forged in the Fang or otherwise, all were scions of the Wolf King, and all should be permitted to prove their mettle in battle or earn the scorn of their brothers. However, it was also the Great Wolf's duty to safeguard the fighting creed of his kin, and Grimnar's declaration made clear that the new Chapters – and any Primaris warriors joining the Space Wolves themselves – should uphold the ancient customs of the Space Wolves, not an Ultramarian ideal. Thus each Primaris pack assumed the traditional roles of blood claws, grey hunters and so on, as befitted their tactical strengths and experience.

Amongst these newly formed brotherhoods was the Wolfspear. The Chapter began life as an under-strength, fleet-based force combining Primaris brethren who had voyaged with Guilliman and other Fenrisian initiates elevated to the status of Sky Warriors in the traditional way, the Wolf Priests being unwilling to close off the recruitment path they themselves had once walked.

These first Wolfspear warriors showed clear signs of their ancestry: keen-eyed and hungry for the hunt, their pointed canines marked them out as sons of Russ. They bared these fangs only rarely, however, showing little emotion behind their cold predator's poise. To those amongst the Space Wolves accustomed to bullish camaraderie, this brooding mien made the Wolfspear seem aloof and untrustworthy, but the more calculating of the Wolf Lords looked beyond the coldness of their new kin and saw a fiercely loyal spirit.

Erik Morkai was particularly struck by the focus and killer instinct the Wolfspear displayed during their early deployments. The Chapter showed a preference for swift terror tactics and brutal executions such as Morkai favoured himself, and in a rare gesture of respect the taciturn Wolf Lord seconded some of his most experienced wolf scouts to the Wolfspear to impart their deadly hunting methods.

The Wolfspear also found favour with Logan Grimnar, who saw much in them that the Wolf King himself would have praised. The dour warriors of the Wolfspear possessed a strong wyrd – even Njal Stormcaller spoke of it. They would be the Grimwolves, the Dark Terror, sent into the void to slaughter without mercy. To bolster their numbers, Grimnar granted the Chapter additional warriors drawn from his own Great Company. A small number of these were hoary veterans who stoically crossed the Rubicon Primaris to guide their new pack-brothers in battle; others were initiates earmarked for Grimnar's Champions of Fenris, who became some of the first Fenrisians to receive the gifts of Cawl at the hands of the Wolf Priests in the Fang. This influx of warriors young and old forged close bonds of brotherhood between the Wolfspear and their parent Chapter, and being as yet lacking a home world of their own, the Wolfspear began to regard Fenris in a totemic sense; a primal presence reaching out to them across the stars, like a moon obscured by cloud but known by its diffused light. Many Fenrisian customs are maintained by the Wolfspear aboard their vessels and during battle, and though pride in their own pack identity comes first, the Chapter's Rune Priests and Wolf Priests speak well of the Space Wolves as their elder kindred.



THE FIRST-SLAIN

Before Roboute Guilliman's crusade fleet reached Fenris, the Primaris warriors that voyaged with him faced the flames of battle many times. From ambushes in the void to full-scale confrontations on planets of high strategic worth, Greyshields drawn from many genetic lineages fought side by side at the Primarch's command. Nonetheless, in these early hostilities the scions of Lcman Russ quickly gravitated towards each other, forming hunting packs with those they instinctively trusted as brothers and keeping others at a measured distance. Amongst these warriors, those of a similar disposition found further common ground, forming bonds that endured within the Space Wolves successor Chapters. Hence many of the psychically inclined amongst them became the nucleus of the esoteric Icefangs Chapter, while the grim-faced huntsmen who preyed from the shadows found a natural home in the Wolfspear.



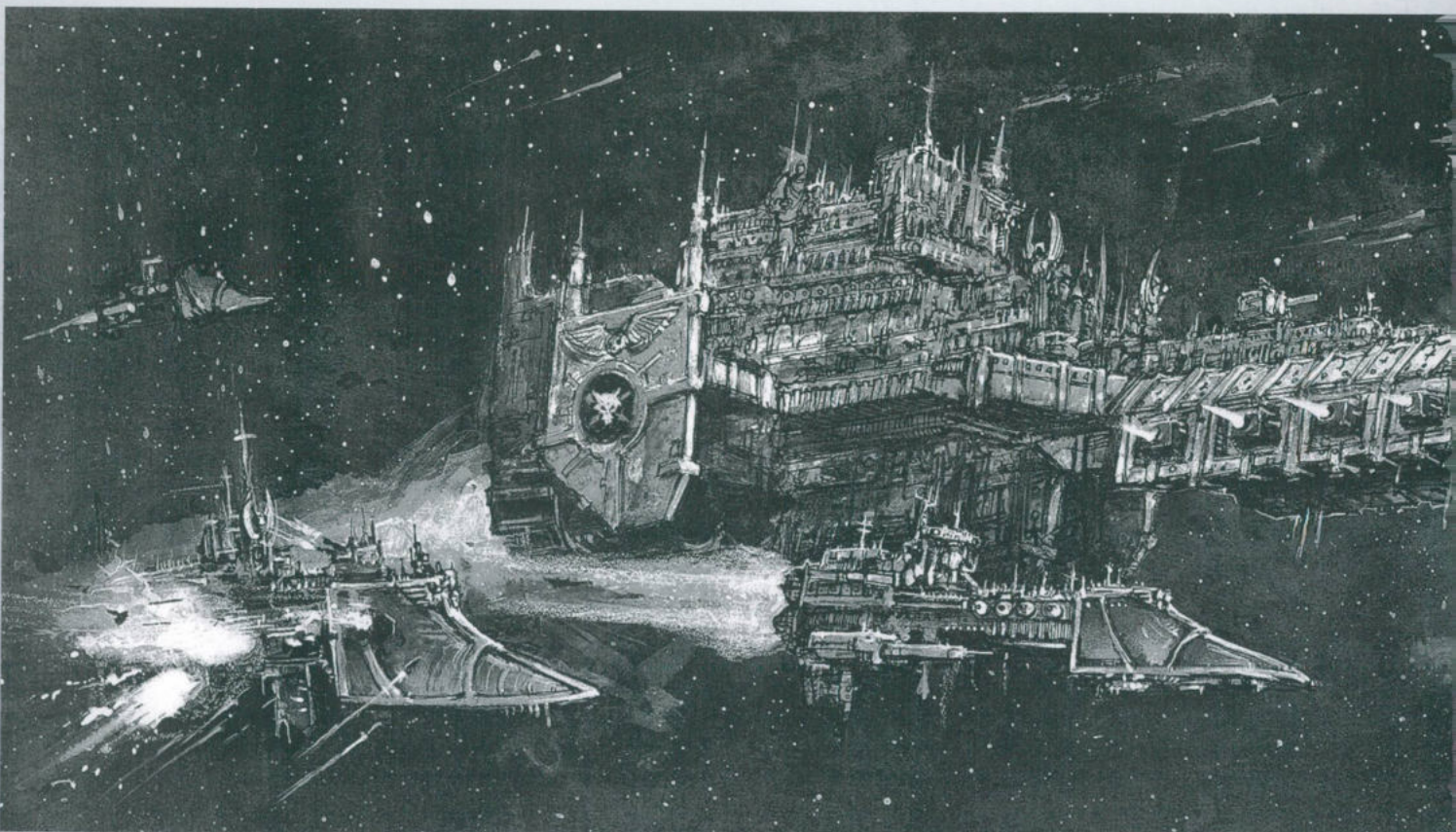
In the course of these bloody conflicts, there were many Greyshields who fell before their Chapter service could begin. To the Primaris sons of Russ, those lost from their bloodline came to be known as the First-slain, held in great honour for the feats of arms that bought their kin passage to Fenris. This is particularly true of the Wolfsphear, and for them an oath sworn upon the First-slain is as sombre and binding as any they can utter. Indeed, it is thought that the pale grey livery of the Wolfsphear may owe something to the colourless plate in which the Greyshields fought, and though often embellished with runic detail and furs, it serves to remind them of the grey-clad heroes who await them in the realm of Morkai.

GRIM STARFARERS

Since their inception the Wolfsphear have been predominantly an itinerant hunting force, prowling the stars without a home world to call

their own. This absence of a permanent planetary headquarters suits their combat doctrine well; those who dwell in shadow can choose their battles, encircling their foe unseen before leaping for the kill. Drawing parallels with the denizens of ancient Fenris, the Chapter's Wolf Priests assert that the ocean-borne kraken is a more elusive foe than the ice bears who dig their dens all too predictably in the mountains. Nonetheless, prolonged campaigning puts logistical strains on even the most resourceful commanders, and like other roaming Chapters the Wolfsphear have established clandestine outposts in a number of key strategic systems. Whether veiled by inhospitable cloud storms or delved deep into the rock of seemingly barren moons, these secret hunting lairs allow the Wolfsphear to re-arm and plan their next excursions far from the gaze of their enemies. In rare cases these scattered sites also serve an additional purpose as recruitment points, when the Human populace is deemed rugged and strong-willed enough to yield potential aspirants.

Not by chance was the Chapter's name chosen. The Wolf Lords of Fenris had agreed that a force should be formed that could be cast like a javelin deep into the Imperium Nihilus and other forsaken reaches, ranging far ahead of the war zones prioritised by the Indomitus Crusade fleets. The name also held a deeper resonance for some, evoking the legendary Spear of Russ gifted to their Primarch by the Emperor. Just as Russ had received that artefact reluctantly but



learnt to respect its great power, so now Guilliman offered the Primaris Space Marines to the Wolf King's sons; a potent new weapon at a time of peril.

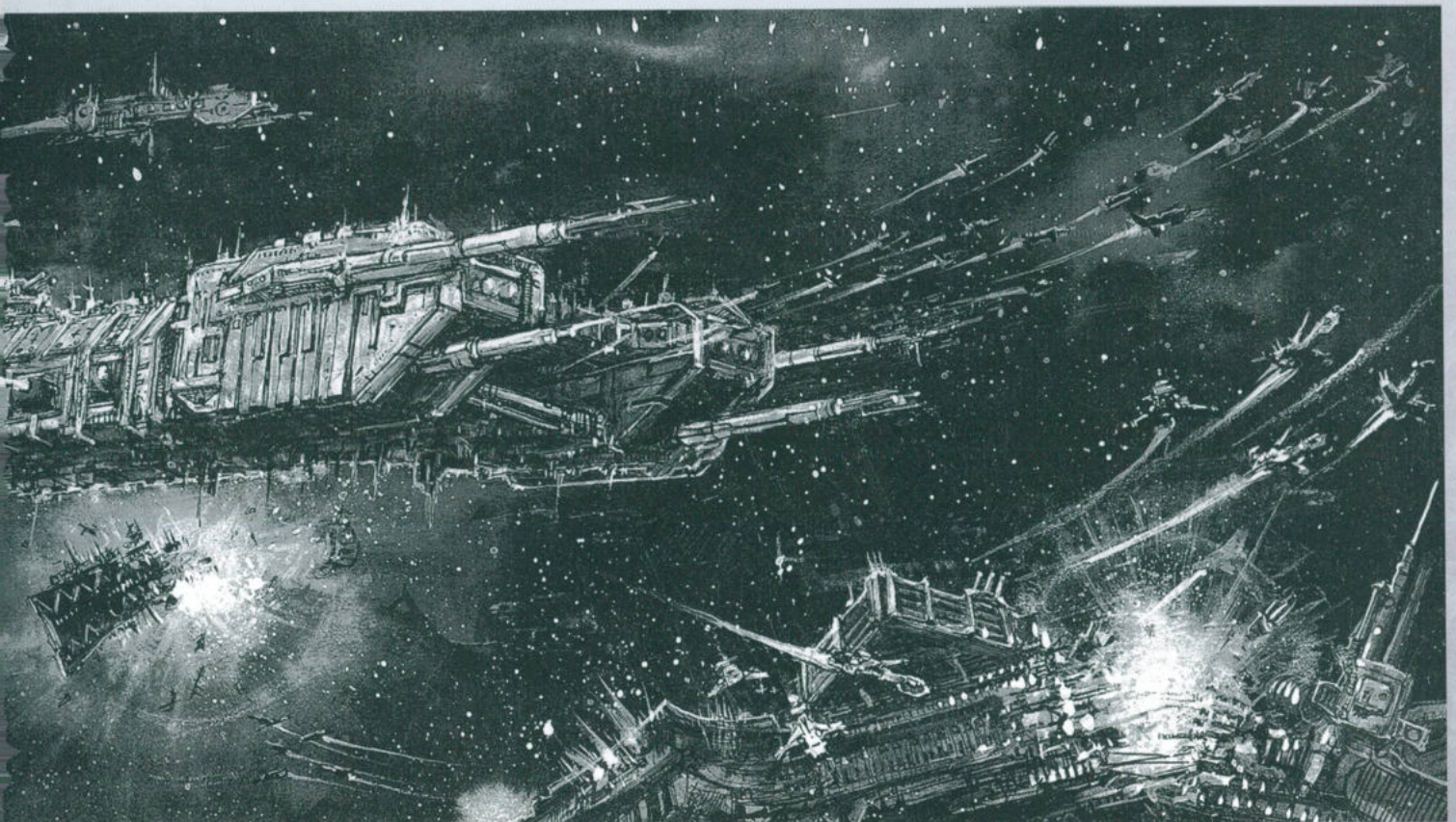
The Wolfspear maintain no single capital ship that can be likened to the mobile fortress-monasteries of some Chapters, prioritising stealth and agility over sheer tonnage. Instead, each of the Chapter's seven Jarls – the alpha warriors largely comparable to Wolf Lords – operates from a personal strike cruiser, accompanied by a fleet of smaller attack craft. The strike cruiser *Umbral Claw*, for example, is the vessel that bears High Jarl Irik Stianolf through the void, acting at once as the armoury, spiritual sanctum and lordly court of his Jarldom. While several of these forces will gladly work in concert to harry and bring down high value targets, each Jarl's flotilla is fully autonomous, capable of hunting alone for years if need be. This has inevitably led to subtle variations of culture and fighting style between the different roaming fleets of the Wolfspear, and on the rare occasions when the Chapter convenes in full, the warriors of each Jarldom gather to exchange hunting tales and scrutinise the deeds of their peers.

Unburdened by a home planet to protect or a wider battle line to support, the Wolfspear are free to track their prey into the furthest wilds of the galaxy, pausing only to seize what supplies they need from the beleaguered planets they find. Though they would be quick to deny it, this

THE OATHBOUND

Like their parent Chapter, the Wolfspear place great importance in tradition, and the ancient practice of oath-making is central to their culture. As the Chapter's saga grows more lengthy with each passing battle, the deeds of their fallen heroes weigh heavier upon those that still live – valorous acts must be honoured with yet greater heroism, and the slain must be avenged. To bind themselves to this duty, Wolfspear warriors make solemn vows before battle and carve runic representations of them into their weapons and armour, often inlaying these with burnished metal or the powdered bones of lost comrades. Some warriors also ink their oaths into their very flesh, so that to look upon the bared face of a Wolfspear veteran is like viewing an ancient runestone covered in sigils.

When several Wolfspear brethren are pledged to a similar cause, they will sometimes form into sub-packs dedicated to their shared oath. Whether sworn to hunt down the killer of their fallen alpha or to destroy a fastness used by heretical cults, these Oathbound drink together in firelit halls and salute their common purpose with raised horns of mead. Though ever loyal to their Jarl and the goals of the Chapter, few factors can stay the wrath of such warriors when their sworn objective comes within reach.

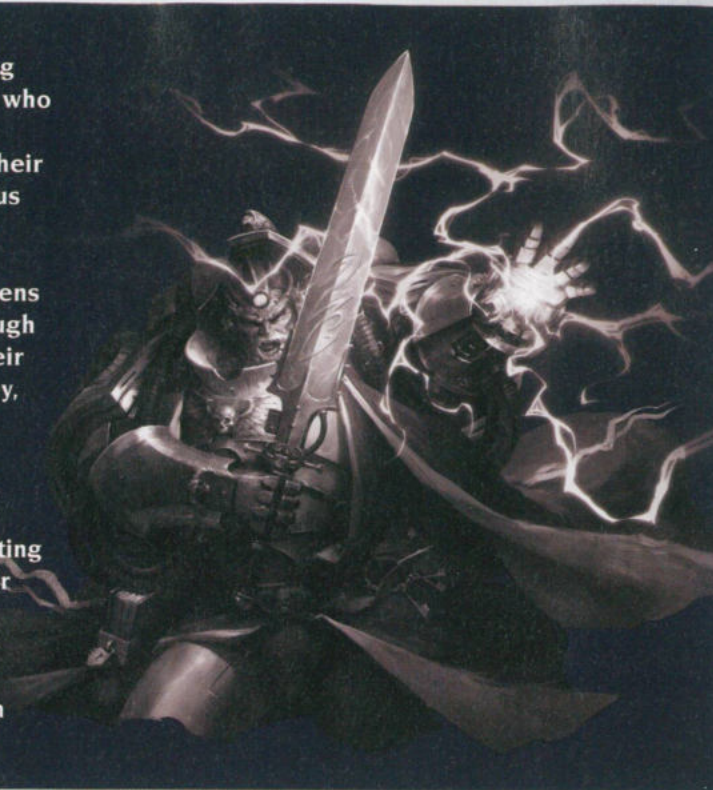


TEMPESTS OF TERROR

Amongst the Wolfspear and most other Ultima Founding successors of the Space Wolves, there are a select few who possess tempestuous psychic abilities. Like the Rune Priests of Fenris, these powerful battle-psykers wield their mental might to aid their brothers and call down ruinous storms upon their foes.

Wolfspear Rune Priests are particularly sinister specimens of their kind. Often wreathed in billowing shadow through which only their ice-blue eyes can be seen, they use their elemental gifts to strike terror and panic into the enemy, plunging the battlefield into eerie darkness before wreaking havoc with flensing blizzards and deadly lightning blasts.

The Wolfspear also make frequent use of the psyker-hunting packs known as Hounds of Morkai. Marked beneath their Phobos armour with powerful runes of warding, these specialist killers are a formidable threat to enemy warp-wielders, and their chilling presence has been known to reduce their psychic quarry to whimpering wretches even before their knives and pistols complete the kill.



lack of a permanent home world colours the psyche of the Wolfspear on a subliminal level. As sons of Russ they are innately territorial beings, and their deployment deep into the Sea of Stars offers the Chapter scant opportunity to claim long-term hunting grounds or win victories in the name of a planetary fastness of their own. Amongst other descendants of Russ, there are those who scent in their Wolfspear kin a silent yearning for a hearth that will one day be theirs to fortify and defend with the same ferocity that the Fang is defended; a stronghold that, like the Fang, will echo with the chanting of sagas and the remembrance of the battle-slain.

Perhaps for this reason, Wolfspear forces have been known to punish dug-in foes without mercy, razing fortifications and butchering their garrisons far beyond the needs of victory. Outwardly they would explain this savagery as retribution against static foes who robbed them of the thrill of pursuit, but equally likely is that they view any attempt to hold fortified positions against them as a mockery of their nomadic state.



COMBAT DOCTRINE

The warriors of the Wolfspear are master pack-hunters, every aspect of their combat doctrine focused on the coordinated tracking, pursuit and destruction of their quarry. The first scent of the foe can be picked up in many ways – sometimes a single psychic ripple will reach a Wolfspear Rune Priest and give rise to a chase, while other trails may arise by following signs left amidst the rubble of broken cities or the wreckage of ambushed fleets. Whatever the initial trace, the Wolfspear close upon their enemy in complete stealth, observing their behaviour and movements until their weaknesses become clear. Phobos-armoured Infiltrator packs excel in this role, prowling behind enemy lines to probe defences and quickly silence threats that would slow the main Wolfspear assault. Next, Eliminator packs begin a campaign of terror that relents only when the battle is won, sowing panic and confusion with long-ranged assassinations from the shadows.

With the enemy wrong-footed and bleeding, the full Wolfspear attack begins. Utilising speed and surprise, squadrons of Outriders and swift gravitic transports strike from multiple angles, severing avenues of escape and drawing valuable targets away from the protection of their allies. Thunderwolf Cavalry and other close support packs then encircle their isolated foes and move in for the killing bite, capitalising on the fear their battle-brothers have instilled in the prey.

As much as possible, the Wolfspear translate these same tactics to the void, terrorising and outmanoeuvring larger fleets and launching

BATTLE-BROTHER IGURD BRYN

A stern and stalwart warrior of the Wolfspear battleline, Iгурd Bryn has served his Jarl with honour since the earliest days of the Chapter's formal foundation. Bryn was born on Fenris and passed into the service of Jarl Halga Hyrdred after his physical elevation as a Primaris Space Marine was completed in the Fang. Though he now hunts in the galactic darkness far from his birth world, Bryn wears bonoath his armour many ritualistic reminders of his Fenrisian heritage. Jagged runes and oath sigils pattern his pale skin in red and black ink, attesting to his descent from Russ while also marking his deeds as a Wolfspear warrior. Bryn's battle-plate is more reserved in its ornamentation by comparison – bold, practical markings signify his role within the Chapter – but this too will likely become graven with further totemic signs of his own choosing as his war-voyage goes on.



A red diamond worn on the right pauldron is the symbol for a battleline unit.



Wolfspear battle-brothers do not wear squad numbers. Instead they have pack markings, which are often displayed on their leg or backpack.



Battle-brother Iгурd Bryn,
2nd Battleline Squad, Halga's Jarldom



Chapter Icon



The right knee pad features the Jarldom (company) marking. A red triangle on a black background represents Halga's Jarldom.

precision strikes to tear the throats from the most vulnerable targets. Where such clashes can differ markedly from ground operations is the pursuit phase, however, owing to the vastness of space. Once the Wolfspear have made contact with enemy vessels, they will gladly chase those who attempt to evade them. Whether the trail spans systems, sectors, or even the nether-realms of the warp, the Wolfspear regard such pursuits as a test of their stamina and patience, knowing that their targets will eventually tire or succumb to the wounds dealt to them at the battle's outset. Bled dry and haunted by spectral pursuers they cannot shake off, many targets lose the will to flee, and yield easily when the Wolfspear boarding craft finally make impact.

ORGANISATION

For all their ties of brotherhood with the Space Wolves, the Wolfspear organise themselves in a highly independent fashion, modelling their practice on neither the Great Companies of Fenris nor the tenets of the Codex Astartes. The Chapter functions as a heptarchy, grouping its warriors into seven distinct battle hosts known as Jarldoms. These trace their origin to the earliest engagements fought by the Greyshields who were later sworn to the Wolfspear. Battle by battle, they gradually gathered into seven hunting packs, each small and agile enough to pursue elusive targets and fight on the move. Never recognised officially while attached to the Indomitus Crusade, these seven packs grew tighter as they hunted and bled together, and when addressing the matter of the Wolfspear Chapter's organisation, Logan Grimnar

HIGH JARL IRIK STIANOLF

The first Jarl to be raised to a position of overlordship in the Wolfspear was Irik Stianolf, whose nomination came as the entire Chapter prepared to brave the Nachmund Gauntlet and hunt in the haunted void beyond. What fragmentary reports escaped the Imperium Nihilus spoke of nightmarish conditions and blasphemies beyond count, and the Jarls agreed that one amongst them should be their chief, should a coordinated assault prove possible.

Stianolf first won the respect of his pack-mates while fighting as an unliveried warrior in Roboute Guilliman's Crusade fleet. Sparing with words but always at the forefront of ambushes and precision strikes, he showed an uncanny ability to direct those around him, executing encirclements and kill missions as though his brethren were extensions of his own will. Irik himself attributes his successes to the hunting traits innate to every son of Russ, which he simply directs towards the destruction of the enemy, leading by example.

To those outside the Chapter, Stianolf is an unsettling character who seems to draw unnatural sustenance from the fear elicited from his foes. While it is true that the scent of panic does stoke cold fires in the High Jarl's eyes and intensifies his battle lust, he views the tormenting of his enemies as simply a means to an end, and derives no pleasure from it; the more fearful the prey, the more easily they can be outwitted and slain.





recognised that only a fool would prise apart such battle-forged loyalties.

While he sanctioned the Wolfsphear's chosen unorthodoxies, Grimnar ruled that each hunting pack should formally elect an alpha from amongst their number – a proven warrior who would marshal their kin in the same manner as the Wolf Lords of Fenris. Like the Wolf Lords, these leaders were granted all the resources needed to wage war in an autonomous way, and each now sails the stars with a powerful arsenal of weapons and war machines at his disposal, along with enough Space Marines to at least equal the fighting strength of a conventional Codex Astartes company.

Due to the wide-ranging nature of the Wolfsphear's mission and fighting style, the Chapter is highly decentralised in its command structure, and each Jarl – as its Wolf Lords choose to be known – leads his own warriors as he sees fit, consulting with the Wolf Priests, Rune Priests and Iron Priests who accompany him. Only at times of utmost need do the Jarls look to a higher authority to govern their actions, and in these circumstances a High Jarl is nominated from amongst the seven: one tasked with uniting the Jarldoms to bring down a formidable foe or lend the full weight of the Chapter to wider Imperial objectives. Like much of Wolfsphear custom, this practice is rooted in pragmatic spoken oaths rather than codified law, and may yet evolve as the Chapter grows longer of tooth. To date, the fraternal instincts of the Wolfsphear have proved stronger than any differences of character

between the Jarls, and the Chapter has shown an almost preternatural ability to coordinate their scattered forces when the need arises.

HUNTERS IN DARKNESS

Founded beneath Fenrisian skies stained by the fell light of the Cicatrix Maledictum, the Wolfsphear have never known respite from the war to salvage and renew the Allfather's realm. They are the grim scions of the Era Indomitus, bred for a desperate hour and well adapted to hunt in the darkness.

The earliest deployments of the Wolfsphear Chapter were vanguard strikes ahead of major Indomitus Crusade offensives. Before the massed forces of the Astra Militarum and other Imperial agents made impact, the Wolfsphear would seek out and destroy the enemy's deadliest assets, severing chains of command and sowing disarray before leaping back into the shadows. In these missions the Jarldoms competed with each other to demonstrate their prowess, mocking their peers for any operations they deemed too slow, too scattered in their application of force. Imperial allies soon found the Wolfsphear to be restless of spirit, quickly jaded by protracted battle; sooner rather than later, the wilderness of space would call them away, and a fresh pursuit would begin.

Before long, this fact turned the gaze of the whole Chapter towards the Imperium Nihilus. This benighted expanse had been proposed as the Wolfsphear's eventual hunting ground even while Guilliman sat in the hall of the Great Wolf,



but few had foreseen the draw that region would so quickly exert upon the Chapter. In a rare mustering of their full strength, the seven Jarls gathered their fleets at the mouth of the Nachmund Gauntlet and prepared to hunt on an unprecedented scale. Carving momentous oaths upon their blades and battle-plate and howling the Wolf King's name, they embarked into the abyss.

How the Wolfspear have fared on this perilous voyage can be gleaned only from distorted fragments and nightmarish echoes. All that is certain is that the Jarls' fleets soon became separated, and that the Chapter's scattered sons now stalk the Emperor's foes in numerous sectors cut off from the Astronomican's light. Whether they remain the hunters or are now hunted themselves by horrors untold, nothing but death will break the oaths they have sworn.

GENE-SEED

The Wolfspear are proud sons of Lemar Russ, and feel a strong sense of kinship with all who share the Wolf King's genetic legacy. Like their forefather, they exhibit the keen senses and instinctive aggression of born hunters, and though they rarely show the fiery emotions that mark out many of their kind, the Wolfspear's struggle to contain their inner beast is no less intense.

When the Primaris technologies were first presented to the Space Wolves, Ulrik the Slayer proposed that they might be the key to overcoming the bestial genetic flaw that resides

THE TEST OF MORKAI

As a fleet-based Chapter with no single recruitment source, the Wolfspear have yet to establish fixed initiation rites akin to those practised for millennia on Fenris. While the Space Wolves test their aspirants in the wilderness beyond the Fang after gifting them with the Canis Helix, the Wolfspear must be adaptable, and conduct their own Tests of Morkai across various secret, inhospitable environments. One such proving ground is the death world Zordion, whose parched deserts are a far cry from the icy terrain of Fenris. Those cast into this desolate place must master the monstrous transformations triggered within them by the Canis Helix and fight their way back to the Wolfspear drop zone, hewing a path through the xenos horrors that erupt from the sands around them. Other aspirants struggle through landscapes more comparable with the Space Wolves' frigid home world, such as the perilous ice moon Xindos II. Wherever they are tested, these warriors face the same gauntlet as their counterparts on Fenris, and only the strongest progress into the elite brotherhood of the Wolfspear.

within every son of Russ: the Curse of the Wulfen. The Wolf High Priest's hopes were not borne out, however. In the Wolfspear and all other Primaris descendants of Russ, this genetic anomaly lives on, and from the moment aspirants receive the Canis Helix, a lifelong physical and mental battle begins. Like unnumbered Space Wolves before them, any Wolfspear warrior may become overwhelmed by his inner savagery during the heat of battle, and descend into a berserk frenzy. For some this state subsides with the ceasing of combat; for others the transformation is too complete, and they serve the Wolfspear as feral Wulfen from that point onwards.

CODEX SUPPLEMENT: WOLFSPEAR

This section presents the rules for fielding an army formed from the Wolfspear Chapter, a Space Wolves successor Chapter. If your army is Battle-forged and includes any **WOLFSPEAR** units, the rules in this section can be used in addition to those presented in *Codex Supplement: Space Wolves*.

Designer's Note: *The Wolfspear are an Ultima Founding successor Chapter of the Space Wolves. They are a brooding pack of grim hunters with little humour or levity among the ranks. They are proud inheritors of Leman Russ' legacy, and display much of the warrior culture associated with their forefather and brothers in the Space Wolves. The Chapter prefers to hunt their enemies, stalking them at every angle and engaging them from the shadows, all the while waiting for the key moment to strike. For this reason, Vanguard squads are particularly suitable. When the opportunity presents itself, they go for the throat, an overwhelming display of aggression against a weakened prey.*

RELICS

If your army is led by a **WOLFSPEAR WARLORD**, you can, when mustering your army, give one of the following Chapter Relics to a **WOLFSPEAR CHARACTER** model from your army. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Chapter Relics your models have on your army roster.

ELEMENTAL SHROUD

The weave of this camo cloak emulates the movements of the elements. As a gust of wind passes, as rain falls across the battlefield, as the haze of heat shimmers the air, the bearer's form flickers in and out of perception. If the bearer remains stationary, they are clouded entirely, a ghost lost to the wilds.

- Each time an attack is made against the bearer, subtract 1 from that attack's hit roll.
- The bearer is not an eligible target for ranged attacks if it is more than 18" away from the firing model. If the bearer makes any kind of move, it loses the benefit of this part of this Relic until the start of your next Movement phase.

TOTEM OF STORMS

This runic totem empowers the rune priest who bears it. As they channel their energy, the totem awakens, gathering a tempest overhead. Its presence is a reservoir of psychic energy the psyker draws from, giving them mastery of psychic powers manifested in the battle.

PSYKER model only. Once per battle round, you can re-roll one Psychic test or Deny the Witch test taken for this model.

CHAPTER TACTIC

The Chapter Tactic (see *Codex: Space Marines*) gained by Wolfspear units is Dark Terror.

WOLFSPEAR: DARK TERROR

Like terrifying beasts in the dark, the Wolfspear hunt their prey from the shadows. When their quarry is weak and fearful, they descend with all haste to deliver the killing blow.

- Add 1 to Advance rolls and charge rolls made for units with this tactic.
- Each time a ranged attack is made against a unit with this tactic by a model that is more than 18" away, the unit with this tactic is treated as having the benefits of light cover against that attack (see the *Warhammer 40,000 Core Book*).

BLACKTOOTH

Blacktooth is kept under the watchful eye of the Chapter's rune priests, for it is whispered that dark spirits empower its edge. It is bestowed only to warriors who hunt alone, for the bond between blade and bearer takes a toll on the bonds of brotherhood. When the bearer is seemingly lost to the hunt, the rune priests reclaim blacktooth and return it to the vaults as the bearer is brought back into the fold.

Model equipped with a combat knife or paired combat blades only. This Relic replaces a combat knife or paired combat blades and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blacktooth	Melee	Melee	+1	0	1

Abilities: Each time the bearer fights, it makes 2 additional attacks with this weapon. Each time an attack is made with this weapon, if the wound roll is successful, the target suffers 1 mortal wound and the attack sequence ends.

WARLORD TRAITS

If a **WOLFSPEAR CHARACTER** model is your **WARLORD**, you can use the Wolfspear Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one.

1. STRIKE FOR THE THROAT

This warlord embodies the Chapter's battle tactics, striking hard and true where the enemy is weakest.

Each time this **WARLORD** makes a melee attack:

- You can re-roll the hit roll.
- Improve the Armour Penetration characteristic of that attack by 1.

2. HUNT FROM AFAR

This warlord is a danger in the shadows, its designated prey never safe from its gunsight.

Each time this **WARLORD** makes a ranged attack against a non-**VEHICLE**, non-**MONSTER** unit, an unmodified hit roll of 2+ is successful and an unmodified wound roll of 2+ is successful.

3. HOWLING BEAST

This warlord is terror made manifest, a beast that feasts on the fear of lesser souls.

While this **WARLORD** is within Engagement Range of any enemy models with a Leadership characteristic of 7 or less, add 2 to its Attacks characteristic.



STRATAGEMS

If your army includes any **WOLFSPEAR** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

TRACK AND HUNT

1CP

Wolfspear – Battle Tactic Stratagem

No foe can escape the hunt, nor hide from the master trackers of the Wolfspear.

Use this Stratagem at the end of your Movement phase. Select one friendly **WOLFSPEAR CORE** unit, then select one enemy unit within 24" of it. Until the end of your turn, each time a model in that unit makes an attack against that enemy unit, that enemy unit does not receive the benefits of cover for that attack.

ON THE SCENT

1CP

Wolfspear – Strategic Ploy Stratagem

Sensing when an enemy is weakened and fearing for its survival, the Wolfspear emerge from the shadows for a rapid strike.

Use this Stratagem at the start of your Charge phase. Select one enemy unit that had models destroyed or lost any wounds this turn. Until the end of the turn, each time a charge roll is made by a friendly **WOLFSPEAR CORE** unit, if that enemy unit was selected as a target of that charge, you can re-roll the charge roll.

KILLING BLOW

1CP

Wolfspear – Battle Tactic Stratagem

When their prey is bleeding out, the Wolfspear strike hardest to deliver the killing blow.

Use this Stratagem in your Shooting phase or the Fight phase, when a **WOLFSPEAR CORE** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, if the target of that attack was below Half Strength when it was selected as the target, or if the target has a Starting Strength of 1 and had half or less of its wounds remaining when it was selected as the target, add 1 to the wound roll.



GALLERY OF GRIMWOLVES

The Wolfspear are one of the many Space Marine Chapters that were forged during the Ultima Founding at the behest of Roboute Guilliman. Here we explain the insignia of the Wolfspear and show off a gallery of miniatures painted by members of the studio.

The Wolfspear are one of the few successor Chapters of the Space Wolves. Though they were forged alongside other Primaris Space Marines by Archmagos Belisarius Cawl, the warriors of the Wolfspear still bear the genetic code of the Primarch Lemar Russ and, as such, have much in common with both him and their parent Chapter.

CODEX COMPLIANCE

Like their illustrious forebears, the Wolfspear flout the tenets of the Codex Astartes, ignoring Codex-approved insignia in favour of their own tribal markings and heraldry. Most feature stylised claw or fang marks, while others resemble the spearhead of the Spear of Russ – a potent artefact wielded by the Allfather during the days of the Horus Heresy. Squad numbers are similarly replaced with Fenrisian runes.

THE GRIMWOLVES UNLEASHED

Over the page, you'll find a collection of Wolfspear miniatures painted by members of the studio team. There's an impressive kill team painted by 'Eavy Metal painter Martin Peterson (also shown below), two units of Intercessors and a Wolf Guard Battle Leader painted by Warhammer World studio manager James Karch and an Intercessor painted as a display piece by 'Eavy Metal painter Max Faleij.

If you're thinking of collecting a Wolfspear force of your own, the descriptive iconography guide shown opposite will be very useful. This guide to the Wolfspear's insignia will help you decide how you want to use the Wolfspear transfer sheet included with this issue. Be sure to check out the stage-by-stage painting guide that follows!



INSIGNIUM WOLFSPEAR

Here is an in-depth investigation into the heraldry and insignia of the Wolfspear, successor Chapter of the Space Wolves and genetic sons of the Primarch Lemar Russ.

CHAPTER SYMBOL AND BATTLEFIELD RULES

From left to right: Chapter symbol, battleline, close support and fire support insignia. The Chapter symbol is featured on the left pauldron. Other insignia are featured on the right.



HELMET MARKINGS

Personal markings and variant helmet designs are common across the Chapter.



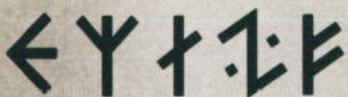
JARLDOM MARKINGS

The Chapter is comprised of seven Jarldoms, each the equivalent of a regular Battle Company. They are led by a Jarl with close to full autonomy. The eighth 'all black' emblem is used by scout squads across all the seven Jarldoms. Jarldom markings are featured on the right knoc.



PACK RUNES

Every battle-brother in a unit bears the same pack-rune somewhere on their armour or equipment. These runes are similar to unit numbers for Codex Chapters, though the Wolfspear do not specify where they must be placed. Knee pads, tasset plates and backpacks are all common places for the pack rune to be found.



VETERAN MARKINGS

Veterans, Wolf Guard, Battle Leaders, Honour Guard and Ancients all replace the battlefield-role iconography with bespoke pack-marking designs in a combination of white, black and red on their right shoulder. A Jarl may use similar designs in their own personal heraldry.



**WOLF GUARD BATTLE LEADER
BY JAMES KARCH**

James has been a fan of Space Wolves for years and happily took on the challenge of painting the Wolfspear. This Wolf Guard Battle Leader was converted from a Primaris Lieutenant with a bearded head from the Bladeguard Veterans box. His right kneepad marks him out as a warrior of the first Jarldom.



Wolf Guard wear elaborate pack markings on their right shoulder pad. Wolf Guard Battle Leaders will either retain that pack marking or develop their own heraldry based on it.



**ASSAULT INTERCESSORS
BY JAMES KARCH**

James used an undercoat of Grey Seer for his Wolfspear. He then lightly shaded the armour panels with a glaze of Grey Seer mixed with Dark Reaper. A further shade of Dark Reaper was then applied to the recesses of the armour panels.

The armour was then highlighted with Ultruan Grey mixed with Grey Seer followed by an edge highlight of Ultruan Grey and finally a dot of White Scar on the top edges. Battle damage was achieved using fine lines of Rhinox Hide, which were then highlighted with Ultruan Grey.



James wanted to give his Intercessors a wolf feel without going over the top. He used talismans and wolf tails from the upgrade kit (1) and markings from the transfer sheet (2) to help show some of the unique features of the Space Wolves successors. He deliberately used a bare, scarred head for the pack leader to show his aggressive temperament (3). He also wears a wolf-tooth talisman around his gorget.

INTERCESSORS BY JAMES KARCH

For the black armour, James applied a basecoat of Abaddon Black followed by a chunky highlight of Dark Reaper and Abaddon Black in a 1:1 mix. He followed this up with a highlight of Dark Reaper, another of Dark Reaper mixed with Administratum Grey and then finally a highlight of pure Administratum Grey. The red areas are Mephiston Red highlighted with Evil Sunz Scarlet and shaded with Khorne Red.



Aside from the first Jarldom icon on their right knee pads, James has also applied diamond battleline markings to their right pauldrons (1), Chapter symbols to their left ones and pack markings wherever they could fit, such as on knee pads and backpack reactor covers. Some warriors also carry Fenrisian trinkets (2).



INTERCESSOR BY MAX FALEIJ

Max painted this display model to celebrate the development of the Wolfspear's background and imagery. He used an Intercessor as the base of the model with the head of a Repulsor gunner. The knife sheath is from the Space Wolves Primaris Upgrades set. Max used the same colours as James's models on the opposite page, but with a deeper basecoat to the main armour colour plus loads of extra weathering and paint chips.



1



2



3

The Chapter icon (1) developed by Max is now available as a transfer. Huzzah!

Max sees the Wolfspear as the sombre, calculating cousins of the brash Space Wolves, so he used a dark colour scheme accented with stark red markings (2).

The industrial base (3) represents the interior of a starship, as the Wolfspear are a fleet-based Chapter.

KILL TEAM BY MARTIN PETERSON

Martin converted and painted this Wolfspear kill team for games of Kill Team (kind of obvious, really!). He converted all of his models using various Primaris kits, the Space Wolves Primaris Upgrades frame and all manner of pieces from his bits box. You'll notice that his operatives don't all have Fenrisian-sounding names. This is because the Wolfspear is a fleet-based Chapter that recruits aspirants from many different worlds. Some may change their names, while others may keep those of their birth worlds.



Skarde the Voiceless, Eliminator



Trondek Witch-Breaker, Intercessor Sergeant



1



2



3

Skarde is the Sniper specialist. Martin painted him with a black camo cape for night missions (1). A transfer on his gun marks him out as a veteran.

Martin converted an Assault Intercessor with Haldor Icepelt's head to make his team leader. His heraldry was created using new Wolfspear icons (2), while trinkets from the upgrade frame adorn his belt (3).

Kaius combines Intercessor parts with a Reiver knife-drawing arm. The helmet is also from Haldor. His knee features the Chapter symbol (4), while his pauldron shows a battleline icon (5).

Zubin Iron-hound is an Infiltrator Helix Adept and Medic specialist. His medipack can be seen on his belt (6).

Gurg the Stalker is an Intercessor. He wears a wolf pelt and a helmet from the upgrade frame. An honour mark adorns his tasset (7) while a pack marking can be seen on his backpack (8).

Ghafek is the combat specialist and sports a bionic arm. His shoulder pad shows the close support icon (9).



Kaius Longtooth, Intercessor



Zubin Iron-hound, Infiltrator Helix Adept



Gurg the Stalker, Intercessor



Ghafek of the Red Ice, Reiver



4



5



6



7



8



9

SONS OF THE WOLFSPEAR

You've read all about the Wolfspear in Index Astartes. Now's your chance to paint these scions of Lemn Russ. Over the next four pages, you'll find two painting guides for them - one using Classic techniques, the other using Contrast paints.

The Wolfspear wear cool grey power armour with black shoulder pads, backpacks and weapons. While the colour scheme itself is relatively simple, it leaves plenty of space for you to add spot colours to your models such as pack and Jarldom markings and even crusade symbols. Wolf-tooth necklaces and runic charms are also a great place to add a dash of colour.

CLASSIC STYLE

The main armour colour is actually very easy to achieve with the Classic style but does take a little patience to get used to. After applying a Grey Seer basecoat, the recesses of the armour (often called the panel lines) are shaded with Dark Reaper. The paint is thinned down a lot with water until it is closer to the consistency of a Shade paint.

BATTLE READY

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



GREY POWER ARMOUR



Basecoat: Grey Seer
Spray Paint

BLACK ARMOUR



Basecoat: Abaddon Black
M Base

WHITE FACEPLATE



Basecoat: Corax White
S Base



Recess Wash: Dark Reaper
S Layer



Recess Wash: Stormvermin Fur
S Layer

PARADE READY

With a few extra highlights to each area of the model, the Battle Ready Intercessor has been made Parade Ready. He is now a true paragon of the Wolfspear!



Highlight: Grey Seer & Ulthuan Grey 1:1
S Layer



Highlight: Dark Reaper
S Layer



Highlight: White Scar
XS Artificer Layer



Highlight: Ulthuan Grey
XS Artificer Layer

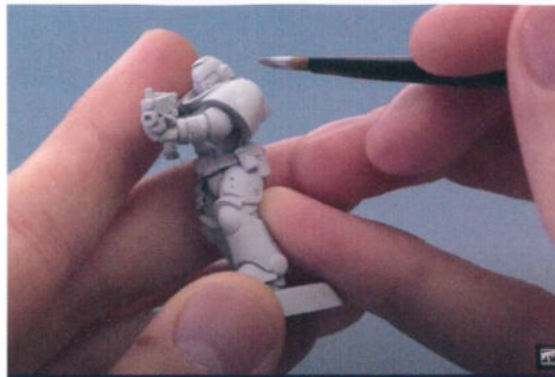


Highlight: Dawnstone
XS Artificer Layer

A small, thin brush (S Layer in this case) is then used to apply this wash to the recesses of the armour. Make sure the tip of the brush comes to a point before you apply the wash to avoid too much paint going on the white armour panels.

Basecoat all the black areas next before applying the highlights to the white armour. This way, you can tidy up any mistakes from the black and the Dark Reaper wash with Grey Seer before applying the white highlights. It's far easier to tidy up black than it is to tidy up pure white!

The first armour highlight is a chunky highlight that can be applied around all the edges of the armour. The second highlight should be applied only to the very edge. Try using the side of the brush for better control when applying it.



FIFTY SHADES OF ...

The Wolfspear wear pale grey-white armour, but there are many ways you can paint grey with Citadel paints. If you head over to our Warhammer YouTube page, you will find loads of painting guides for grey armour. Search for Space Wolves, Storm Reapers, Carcharodons, Red Scorpions (they are grey, we promise – don't let the name fool you), Grey Hunters and plenty more besides.

PAINTING LEXICON

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

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

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

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

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

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

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

AQUILA



WEAPON CASING



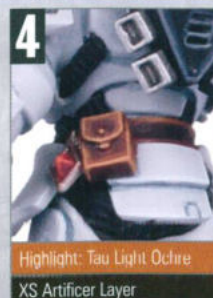
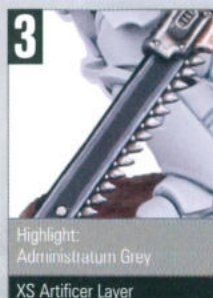
EYE LENSES & GEMS



POUCHES & BELTS



GUN METAL



CONTRAST STYLE

As we've shown in several Paint Splatter guides over the last few years, Space Marines can be effectively painted with Contrast paints, and the Wolfspear are no exception. This model was undercoated with Corax White to give the armour a cool basecoat, then washed with Apothecary White – the perfect light tone grey for the job. It's important not to douse the model in paint but to apply a neat, even coat to the whole model. It's often easiest to start at the top of the miniature and work your way down, as excess paint will naturally run down the model, and you can tidy it up as you go before it pools.

TRANSITIONAL SHADING

The same advice also works when shading the eye lenses, punches and belt. First, make sure there is only a little bit of paint on your brush, as you're working in a relatively small area. Apply the brush to the area you're painting and

gently pull the bristles towards the area that you want to be darkest. The vast majority of the paint will settle where you end your brush stroke, so painting in this way helps create a transition. In the example below, the Gore-Grunta Fur on Step 2 of the pouches was applied at the base of the pouch, and the brush was dragged up to the lid of the pouch. As you can see, the majority of the paint has dried around that lip, thereby creating a natural shadow. It may be that sometimes you have to hold your miniature upside down to get this effect. You may even have to let it dry upside down!

PAINTING FUR

Painting fur is particularly easy with Contrast paints. On this model, the main colour of the wolf tail was achieved with Skeleton Horde, and it could easily be left at that stage and look great. However, to add an extra level of depth, Agrax Earthshade was then applied to the top half

BATTLE READY

Using the stages to the right, this Wolfspear warrior has been painted to a Battle Ready standard. An army could be painted like this in no time!



GREY POWER ARMOUR



BLACK ARMOUR



WHITE FACEPLATE



PARADE READY

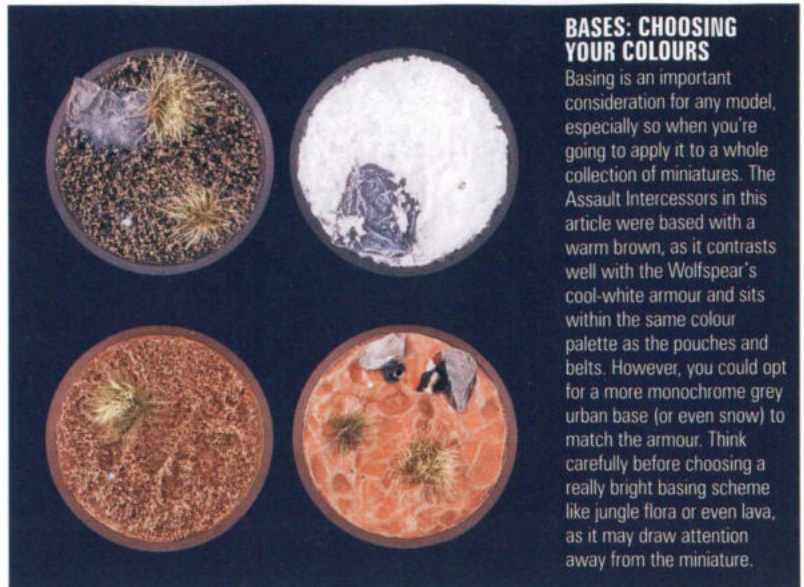
With a few extra highlights to each area of the model, the Assault Intercessor has been made Parade Ready. Those extra highlights make quite a difference!



of the tail. To achieve this effect, start the brush stroke in the middle of the tail and pull it towards the top. This will deposit most of the paint at the top where the pelt will be darkest. Remember, Contrast paints and Shade paints might look similar, but Contrast paints stain the entire area of a model whereas Shade paints sit in the recesses, creating a more translucent finish – perfect for shading the fur on the wolf tail.

TOP TIP

When using vibrant colours around a pigment-light colour like white, it's best to get the potentially messy bits out of the way first. Try highlighting the red eye lenses before you apply the final white highlight to the helmet. You can then use the white to tidy up any areas where the red might have gone over the lines.



BASES: CHOOSING YOUR COLOURS

Basing is an important consideration for any model, especially so when you're going to apply it to a whole collection of miniatures. The Assault Intercessors in this article were based with a warm brown, as it contrasts well with the Wolfspear's cool-white armour and sits within the same colour palette as the pouches and belts. However, you could opt for a more monochrome grey urban base (or even snow) to match the armour. Think carefully before choosing a really bright basing scheme like jungle flora or even lava, as it may draw attention away from the miniature.

AQUILA



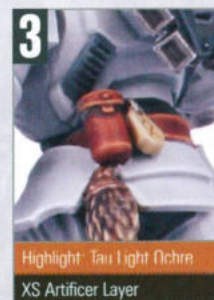
WEAPON CASING



EYE LENSES & GEMS



POUCHES & BELTS



GUN METAL



WOLF PELT





A TALE OF FOUR WARLORDS

In a galaxy sundered by an eternity of battle, four mighty warlords are assembling their armies. Will they defend the Imperium of Mankind, or do they seek to crush it underfoot? In the fifth instalment of the series, our warlords hit 100 Power Level!



Get out the party poppers and cake – our four warlords have reached the 100 Power Level mark! That's right, after many intense months of modelling and painting (they knew what they were getting in to at the start!), our warlords have breached the three-digit Power limit and are well on their way to completing our year-long challenge. At time of writing, we're still in lockdown here in the UK, so all our miniatures have to remain at least 2" apart, making gaming pretty tricky. We're hoping that lockdown restrictions in the UK will ease soon, enabling our warlords to play some games against each other for the first time. In the meantime, here's what they've been painting.

Iron Thane Joel Martin has added more armoured vehicles to his Sons of Medusa in the shape of an Impulsor and a Gladiator Lancer. His goal of creating a mechanised Space Marines force is very definitely underway, and he's champing at the mechanical bit to field them in battle.

Our other Imperial servant is Preacher Drew Palies, whose Order of the Argent Shroud strike force is equally well mechanised. He can now field six transport vehicles, four of which are Immolators! Apparently, Drew has a thing for flamer and melta weapons, as you'll soon find out.

Representing the xenos forces at work in the galaxy is Necron Overlord Jonathan Stapleton, whose Thokt Dynasty Necrons have been bolstered by the arrival of some Lokhust Heavy Destroyers and a moving fortress! We've been advised not to go knocking on the front door ...

Meanwhile, Grot Champion Lydia Grant has also added a huge war machine to her force in the shape of a Gorkanaut. Not content with building the kit as it is, she cut off its legs and gave it some tracks powered by grots (of course!).

Turn the page to see what our warlords have been up to over the last couple of months!

BECOME A WARLORD

As with previous years, we encourage you at home to join in with our challenge. Many Warhammer stores, independent stockists and gaming clubs like to run A Tale of Four Warlords alongside the series in the magazine, so why not ask them if they're planning anything this time around? If you do get involved, make sure you send some pictures of your creations to team@whitedwarf.co.uk. We would love to see what you've been working on.



Top: The warriors of the Thokt Dynasty find the Death Guard to be a particularly troublesome (and unwholesome) foe. Jonathan has yet to defeat them in battle. Bottom: Dan's Orks were a different story entirely! Though his Warboss and Boyz caused grievous casualties in combat, the Skorpek Destroyers proved even more destructive!

THE ONGOING CRUSADES

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

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

As with the rest of this series, gaming has proven a little tricky due to the Covid-19 pandemic, but both Jonathan and Joel managed to get some games in. Jonathan played games against Calum and Harry – two of the studio photographers – with their Death Guard and Sisters of Battle, respectively. Then he took on Dan and his Orks. Overlord Onryx defeated many foes over the course of these three games, his honorific titles becoming somewhat longer (and more inconvenient in a spreadsheet) as a result. Meanwhile, Joel finally ventured into the light of the real world, his eyes burned by the harsh sun, to fight a couple of games of Gardenhammer against his friend Richard. It was men who want to be machines against machines who want to be men in that classic pairing of Space Marines versus Necrons.

SPACE MARINES

THE SONS OF MEDUSA



JOEL MARTIN

As a successor son of the Iron Hands, Joel believes that the flesh is weak and the future is made entirely of shiny metal bionics. Strangely he declined our offer to chop off his fingers and replace them with hex keys and spanners. His loss, we say!

Merciless and aggressive, the Sons of Medusa have requested armoured war assets to aid them in the prosecution of their wars. Backed up by the firepower of a Gladiator Lancer, they take the fight to the enemy with chainblades and power swords.

Joel: This month, I've added more vehicle units to my force. My aim right at the start of the challenge was to create an armoured strike force with both firepower and mobility that reflected the tactics and creed of the Sons of Medusa. So that's exactly what I've been doing. A lot of edge highlighting was involved!

IMPULSIVE DECISION

The first vehicle I decided to paint was an Impulsor with a shield dome. It will act as a transport for last instalment's Assault Intercessors, allowing them to move around the battlefield quickly and get them to where they need to be (with the added protection of the shield dome, of course). I decided to change tack slightly when painting the Impulsor transport, going for an all-green hull instead of the black with green accents that I have used on some of my other vehicles. This was mostly an aesthetic choice to add a block of green back into the vehicles portion of my army but also to designate the vehicle as a light transport and set it apart on the battlefield. The Impulsor displays markings that link it with Assault Intercessor Squad Acchus and denote it as their designated transport.

RIDE TO VICTORY

My Assault Intercessors will be supported by Outrider Squad Varrdon. They can move alongside the Impulsor and intercept enemy units

that try to charge it before it reaches its destination. The Outriders were great fun to paint, and I had to think how I wanted to tie them into the force as a whole. I decided the riders would match the Assault Intercessors by wielding distinct hazard-stripe chainswords, while the bikes link into the majority of my other vehicles. I went for black armour plates with a diagonal green stripe for a place to display the Chapter badge. As a small detail, I decided to use Black Templar contrast for the tyres just to add some variation to the black tones that I used across the unit.

LASER DEATH!

While my new assault units get stuck into the fray, the backfield will be dominated by a Gladiator Lancer – the centrepiece of this instalment's additions. Named *Medusa's Wrath*, the Lancer will take centre stage as part of my army's gun line, hopefully turning enemy vehicles to ash! The tank's livery is primarily black with some green armour panels to help break up the miniature. In the same way as the Outriders, I chose to paint a diagonal stripe down each side of the hull as a place for markings and Chapter heraldry.

I may only have painted five models this month, but two of them are beefy vehicles, while the other three are pretty huge bikes. I think the end result adds some significant bulk to my up-till-now mostly infantry force.



THE 100 POWER MARK

Space Marines cost a lot of power, so my army has relatively few units and models compared to the other warlords, but they are all extremely powerful. Overall the force is extremely mobile, with the Repulsor and Impulsor providing transport for up to fifteen battle-brothers, while the Outriders race alongside them and the Infiltrators sneak up on the flanks. It means I can put pressure on my opponent straight away while my big guns pick off their key units. I think I might paint a unit of Aggressors soon to ride in the Repulsor. That will be a nasty surprise for someone!

CRUSADE CARDS		POWER RATING	CRUSADE POINTS
UNIT 1:	Primaris Captain Morn Graevarr	5	1
UNIT 2:	2 Primaris Lieutenants	8	
UNIT 3:	Primaris Ancient Maarkol Dourr	4	
UNIT 4:	Squad Torvokh: 5 Intercessors	5	
UNIT 5:	Squad Ghorrean: 10 Infiltrators	12	
UNIT 6:	Squad Acchus: 5 Assault Intercessors	5	
UNIT 7:	Squad Skorrgok: 5 Hellblasters	8	
UNIT 8:	Squad Draak: 3 Eliminators	5	
UNIT 9:	Squad Varrdon: 3 Outriders	6	
UNIT 10:	Xeriis the Unrelenting: Redemptor Dreadnought	9	
UNIT 11:	Medusa's Wrath: Gladiator Lancer	11	
UNIT 12:	The Emperor's Retribution: Repulsor	16	
UNIT 13:	Cawl's Gift: Impulsor	7	

DREADNOUGHT DEMOLITION

I actually managed to play my first games this month! Having been stuck at home for over a year, I was finally able to play a couple of games in the garden against my friend Richard. We played the first two missions from the Beyond the Veil campaign mission pack. I used just the first 25 Power of my force just to get used to playing again, while Richard used his Necrons. As it turns out, Dreadnoughts are very useful! In the Survey and Secure mission, you have to lock down objectives using Infantry, which I did with my Intercessors. I then used the Dreadnought to stay on an objective and keep enemy units at bay, preventing them from using the 'lock it down' action. I won the first game and Richard won the second, so a good result really.



NEXT TIME ...

I want to try my hand at some more conversion work and create a centrepiece character and, ultimately, the grand warlord for my army. The Sons of Medusa do not have a Chapter Master. Instead, they are ruled by three Iron Thanes, each representing a war clan. My goal is to convert the Iron Thane for my Atropos War Clan and represent him on the battlefield as a Master of the Forge.

Outrider Squad Varrdon support the Impulsor transport *Cawl's Gift* into battle. The Gladiator Lancer *Medusa's Wrath* provides fire support.



NECRONS

THE THOKT DYNASTY



JONATHAN STAPLETON

Quarantined in the photography studio with the other photographers, Jonathan is one of the few warlords able to play regular games at the moment. He's also completed his biggest painting project to date which he informs us barely took any time at all ...

The rad-wreathed warriors of the Thokt Dynasty have begun their crusade in earnest, urged ever onwards by the emissaries of the Silent King. With the crownworld's armouries now fully open, there is no limit to what its legions may deploy next.

Jonathan: Without the ability to claim victory over the other warlords on the battlefield, I have resorted to imagining their cries of fear when they see what I've added to my force this month.

THE PILLAR OF DOMINION

The big addition to the awakened Void Legion is the Pillar of Dominion. This Monolith is one of the Hyrakii Pillars, a fleet of ominous, virtually invincible war machines that played a huge part in the war with the Old Ones. The Monolith did take me a long time to paint, not only because of its size but because I spent far too long working out how my colour scheme should be applied to it. My original idea included a lot more black, but I'm really pleased with how it turned out in the end. In fact, I want to paint another – the Pillar of Secession. That will have to wait, though, as I already have many exciting irons in the fire. To go with the Monolith, I've finished a third unit of Necron Warriors armed with gauss flayers. I've had greater success with the gauss reaper variant on the battlefield, but I felt the flayer was more suitable given that the warrior emerging from the Monolith's Eternity Gate is armed with one. I also painted the Scarab Swarms that came in the box.

MAKING UP THE SHORTFALL

I needed to make up for being a little short on Power last month due to the Canoptek Reanimator now costing less. To make up the

deficit, I painted two Lokhust Heavy Destroyers, one with each weapon variant.

VICTORY AND DEFEAT

I've managed to play two games this month. The first was against Calum McPherson and his Death Guard, and I'm embarrassed to say that I'd forgotten a lot of rules in my short hiatus from gaming (*short hiatus? Think how we feel! – Ed*). I soon got back into it with a help of a handy cheat sheet I've created to jog my memory on what to do and what to use when in a game. The game was much closer than the last time I played Calum, but I was narrowly defeated on victory points because I stupidly moved off an objective to try and claim my agendas for the game.

My next game was a smaller battle against Harry Feeney-Barratt (another studio photographer – we're the only people in the office these days!) and his Sisters of Battle. I made a few silly mistakes in this game, like getting too close to his heavy flamers, but fortunately for me, Harry had a few unlucky rolls. My Overlord barely survived, but handy use of the Resurrection Protocols Stratagem made sure he wasn't down for long. Having learned from my game against Calum, I made sure I was able to hold most of the objectives for nearly the whole game. With this victory, my Overlord shall henceforth be known as Onryx, Indestructible Lord of Stars.



THE 100 POWER MARK

Having just exceeded the 100 Power mark, my army is now back on track. After playing a few games with my force, now, both my Skorpekh Lord and Royal Warden are Blooded. Anaurus ranked up a few games ago and received +1 to hit with his hyperphase harvester, which conveniently cancels out the -1 to hit that it imparts on him for being big and choppy. Accipitek also received a buff to his weapons, this time +1 to hit with his relic gauss blaster. He's been pretty reliable with his accuracy so far, so this should make him even more deadly.

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

BATTLEFIELD LEARNINGS

One thing that has become clear to me in the games that I've played is that I do enjoy a good gunfight. However, the Thokt are known for the sickening radiation they empower themselves with, and the Rad-wreathed Dynastic Tradition rules (the tradition I've chosen!) only start working when you're up close and personal with the enemy. In fact, the Relentlessly Expansionist Circumstances of Awakening encourage you to get close with your units! I have a fair number of big guns in my force now, so I think it is time to start adding some more blade-wielding units to the combat side of my force. The Skorpekh Destroyers are already pretty formidable, so perhaps more Destroyers are in order. Or maybe something bigger ...



NEXT TIME ...

As I've found from my recent games, I need more curial units, not only to take the fight to the enemy but also to protect my big guns. I always was a fan of the classic Necron Wraith models, so I've set my sights on painting two units of Ophydian Destroyers. I've also got another big project that I've just started – a C'tan Shard of the Void Dragon. I just hope I have enough time to get it finished.



The Pillar of Dominion is the immovable rock at the heart of my Necron army, providing exceptional firepower and the ability to bring in reinforcements right where I need them.



ADEPTA SORORITAS

ORDER OF THE ARGENT SHROUD



DREW PALIES

Not only is Drew an exceptional painter, he's also great at writing background and drawing, as you can see from his illustration opposite. We'd be jealous of him if he wasn't so lovely. Now, if only he could cook ... Oh, wait, he can do that, too.

Bolstered by the arrival of Saint Celestine, the reconquest of Daemenor has progressed rapidly, with more Sisters of the Argent Shroud joining the ongoing war. This month, the Order is joined by a force of hot-headed Dominions.

Drew: This month, I added two units to my force that I've really been looking forward to painting. The Order of the Argent Shroud is renowned for two things: speed and aggressiveness. And what better way to show this than with two units of Dominions armed with as many meltaguns as I can give them racing into battle in their own personal Immolators? Plus I also painted a Hospitaller, because the miniature is just superb, and everybody needs a field medic (but as we all know, in reality it's the Emperor who protects).

MELTA, MELTA EVERYWHERE

Because of their inclination for hit-and-run assaults, the Commanderies of the Argent Shroud boast large contingents of Dominions. These Sisters also have a special place in the life of the Order, leading ceremonies and prayers. Knowing that, I decided to give them a special colour scheme and converted the two Sisters Superior to give them a more ominous feeling. For the colour scheme, I inverted the colours of their robes so that the Order's traditional red insides are now on the outside with cream on the inside. I used two shrine helmets from the Exorcist kit for the Sisters Superior to symbolise their spiritual role in the Order. I also reposed their bodies a bit to give them new poses and equipped them with spare guns and swords that I had left over from the Zephyrim that I painted for the previous instalment.

MORE TANKS!

Like all my foot troops, the Dominions also have dedicated transports so that I can race them into battle. As befits the Dominions' status within the Order, I converted the Immolators with banners and extra details from the Rhino kit. They both feature a shrine on the back – one has a huge pile of skulls, the other a gigantic burning torch (of course!). I used more red in their colour scheme to link them to the Dominions' robes and to make them stand out as veteran transports.

MEDIC!

I painted Sister Hospitaller Sophie simply because I love the model. I painted her almost exactly like the artwork on the box but with silver armour to link her a little more closely to the Argent Shroud (they probably lent her some armour for the campaign). I gave her skin a pink tint to symbolise health.

THE ONGOING SAGA

Since the arrival of Celestine, the Crusade on Daemenor has gained significant momentum, and many regions on the planet have been returned to Imperial rule. Celestine has become a spiritual beacon, drawing more Imperial forces to the system, including other Sisters of the Order. The Dominions in particular were sent directly by the Order to help to re-sanctify the conquered territories.



THE 100 POWER MARK

One of my favourite tactics from back in the day was to race units forward in transport vehicles, disembark, then fire meltaguns at point-blank range at whatever I wanted to annihilate. I know that's not quite as easy to do these days as you can only disembark before moving, but I still like the idea of an armoured wall of Rhinos and Immolators racing forward to overwhelm my opponent with armoured targets. Then, in my next turn, all the Sisters disembark and the melting begins! It fits with the background of the Order, too, so it's tactical and narrative!

CRUSADE CARDS		POWER RATING	CRUSADE POINTS
UNIT 1:	Celestine, the Living Saint	10	
UNIT 2:	Canoness Eleanor	3	1
UNIT 3:	Squad Briar: 5 Sisters of Battle	3	
UNIT 4:	Squad Euphemia: 10 Sisters of Battle	6	
UNIT 5:	Squad Cordelia: 10 Sisters of Battle	6	
UNIT 6:	Squad Erhynica: 5 Celestians	4	
UNIT 7:	Repentia Superior Ebba	2	
UNIT 8:	Squad Ebba: 9 Sisters Repentia	6	
UNIT 9:	Squad Angelica: 10 Zephyrim	8	
UNIT 10:	Squad Alice: 5 Dominions	4	
UNIT 11:	Squad Arabella: 5 Dominions	4	
UNIT 12:	Dialogus Weldina	3	
UNIT 13:	Imagifier Beatrice	3	
UNIT 14:	Hospitaller Sophie	3	
UNIT 15:	Sororitas Rhino Clarice	4	
UNIT 16:	Sororitas Rhino Sariah	4	
UNIT 17:	Immolator Iona	7	
UNIT 18:	Immolator Lellia	7	
UNIT 19:	Immolator Sabine	7	
UNIT 20:	Immolator Amellda	7	

CANONESS ELEANOR, IN PORTRAIT

I've always been inspired by the artwork in Black Library novels, particularly when they feature portraits of the dramatis personae. I love looking at all the details like tiny scars and age lines that just aren't possible to recreate on a miniature and seeing how they bring the character to life. So I decided to give it a go myself. This is my digital rendition of Canoness Eleanor Blanche – a really zoomed-in look at her as a character while still remaining faithful to the miniature. It's meant to be like a classical portrait, but dark and gritty, which is why I left it in black and white. My main goal was to try and convey her expression of determination to show how dangerous she is. Eleanor Blanche is a real badass!



NEXT TIME ...

I was really excited when I found out that Morvonn Vahl was once a Celestian of the Order of the Argent Shroud, so she will be my main project for next instalment along with a unit of Paragon Warsuits to fight alongside her. Because I'm only planning on painting four models, I'm going to spend a lot of time on them and make sure Vahl looks especially awesome. She is the Abbess Sanctorum after all.



Transported into battle in a pair of Immolators, my Dominions should be able to close quickly with the enemy and then give them a nasty surprise!

ORKS

WAAAGH! DA GOFFS



LYDIA GRANT

Lydia's painting projects started out small in scale but large in quantity. They have now become large in scale and smaller in quantity. Apparently there is no middle ground. Her motto varies between 'Go big or go home' and 'Go small or go somewhere else'.

The Skartown grots of the Crooked Hand Waaagh! have been forging a small empire of their very own out of scrap. Assisted by their Big Mek helpers (some might say bosses), they have just finished construction of their largest war machine so far. Meet Max!

Lydia: The galactic game of one-upmanship continues! I know I'm only competing with myself here, but that hasn't stopped me yet! Fittingly, this month I painted the biggest addition to my army so far.

HIS NAME IS MAX, HIS WORLD IS DAKKA!

Built from the wreckage left behind by some pesky humies, the Gorkanaut of the Crooked Hand Waaagh! was christened Max. Or MAX LOAD: 9 TONNES to give him his full title after one of the smarter Warpups deciphered the humie glyphs on what became Max's grabbing arm.

Max is by far the biggest miniature I have painted in a long time, and after getting the body together I found myself quite overwhelmed with regards to the scale of this painting challenge. I mentioned before about needing to see the 'spirit' of a miniature before I can get paint on it. One of the things Mark – who this army is in tribute to – often talked about, and was particularly good at, was thinking of the concept of what the units did during peace time and using that to craft a narrative that really shaped the miniature. Max, when he isn't running over the corpses of his enemies, is used as a clear-up tool. After battles, his big grabbing arm picks up scrap and jams it in his belly to be transported back to the workshop. This got some of the concepts really flowing for me. I could see him trundling

along the junky terrain with the spotter grot atop him looking out for shineeeez. Then, I thought, he is trundling along, not walking like a regular 'naught. He needs tracks! In traditional Orky fashion, I removed his legs and replaced them with Battlewagon tracks that, in true junkyard style, are shoddily attached, not to mention powered by Gretchin. You didn't think there was going to be an issue where didn't cram Gretchin in everywhere did you? It might be the worst job for a Warpup; the hours are long and thankless, but you get first dibs on scrap, and that can mean everything in this warhost.

MORE BIG GUNZ (AND LITTLE GROTS)

I couldn't leave it there, though; more grots were needed. There have been many spoils left behind from the exchanges between Da Legion of Boom and James's Astra Militarum, so yet another Mek Gun has been constructed. Yes, I know the other ones have yet to kill anything, but hey – if at first you don't succeed, add more rivets, blue glowy things and batteries. Am I right? On top of that, I decided that I really couldn't be doing with just three Meganobz. That's not a horde! That's not the Skartown way (oh yeah, that's what I decided to name my junk planet)! Anyway, what's better than three Meganobz with big killy saws? Five Meganobz with big killy saws! Well, actually, ten, but I only have so many points at my disposal. For now ...



THE 100 POWER MARK

The addition of Max to my army has left James feeling very uncertain about future battles between us. He says he's really busy, but I reckon he's just scared to fight such an awesome war machine. I'm hoping that the addition of a couple more Meganobz to my force will make the unit a bit more survivable, as currently they haven't really done much in my games other than act as giant bullet magnets (hence their new nickname). However, taking one for the team (well, quite a lot for the team, really) does allow Da Legion of Boom to rampage around unmolested, so they do have a use!

CRUSADE CARDS		POWER RATING	CRUSADE POINTS
UNIT 1:	Da Orkganik Mekaniak: Big Mek with Shokk Attack Gun	7	2
UNIT 2:	Big Mek in Mega Armour	6	
UNIT 3:	Weirdgrot Skrappaking Smolwyrd	4	3
UNIT 4:	Da Legion of Boom: 10 Nobz	12	1
UNIT 5:	Da Bullet Farmers: 5 Meganobz	10	
UNIT 6:	The Warpups (led by Nuggz): 30 Gretchin	6	2
UNIT 7:	30 Gretchin	6	
UNIT 8:	30 Gretchin	6	
UNIT 9:	3 Killa Kans	9	
UNIT 10:	Deff Dread	6	
UNIT 11:	Bubblechukka and Smasha Gun Mek gun	9	
UNIT 12:	Max: Gorkanaut	17	
UNIT 13:	Mekboy Workshop	5	

INTO DA SCRAP PILE

I've had a few people ask how I paint the bases of my grots, so I thought I'd share the recipe. The basing is pretty simple and uses the colours to the right. I don't wash the brush between the drybrush layers; I just let the colours merge together. I've also started adding in bits of dead tree, cogs and assorted mechanical junk that I've looted from by dad's own scrap pile. He's my inspiration for Skrappacking Smolwyrd.

SKARTOWN BASING

Basecoat: Rhinox Hide

Layer: Martian Ironcrust

Drybrush: Troll Slayer Orange

Drybrush: Yriel Yellow



NEXT TIME ...

It was going to happen eventually, but I reckon next instalment is when I'll add the biggest, best and most powerful greenskin to my army. That's right, Makari is joining the force! He might have come other big guy in tow, too, but as we all know, Makari is clearly the power behind the throne. I also want to paint some more Meganobz, because, well, why have five when you can have more than five?



Max and the Meganobz are going to make a serious dent in anything they touch. The Mek Gun may make a small dent if it hits anything. I have my fingers crossed.



OPERATION BRIEFING



ELLIOT HAMER

Elliot has worked at Games Workshop for almost five years, first in the events team and now as a games developer in the Warhammer 40,000 Studio. His greatest accomplishment to date is the new edition of Kill Team, and as the most experienced player of the game in the world right now, he is a truly valuable asset. He is worth 2VPs.

Look lively, trooper! The God-Emperor – blessed be Him on the Throne – has seen it fit to assign you to our kill team. I am not one to question His eternal wisdom, but this unit has a reputation, one that I shall maintain with similar fine words of encouragement, or the business end of my bolt pistol! No hiding behind the Chimera anymore – only the best of the best fight with us. Now, report for operation briefing!

Calculating the average life expectancy of warriors in Warhammer 40,000 is a near impossible task in an era when the Imperium can't even agree on what the date is. Nonetheless, fifteen hours is the suggested operational lifespan of an Imperial Guardsman. Countless such unfortunate souls are marshalled for war and thrown into the meat grinder of a cruel and unforgiving galaxy. It's a brutally grim and dark place in which the actions of a single soldier can seem inconsequential whilst entire star systems burn. But Kill Team isn't the tale of those unfortunates. Rather, it is the tale of the souls that face down these horrors with guns up, blades drawn and teeth bared to emerge victorious. Kill Team is their game – welcome to their new edition.

Operation Briefing is a new semi-regular column concerning the designer's notes of this brand-new iteration of skirmish combat in Warhammer 40,000. In the first column, we'll go over some of the key elements of the game and give you some insights on what they mean.

¹ We imagined operatives not even needing to reload or use their sidearms, as it's not a protracted battle. This is why some operatives don't even have their secondary weapons listed on their datacard; their primary weapon is all they would need for the mission.



GAME FLOW

From the outset, we wanted Kill Team to be a dynamic and intense firefight. Imagine it as a scene from a grimdark action movie with your models (known as 'operatives' in the game) sliding into cover, bursting through a window to

charge an enemy, or landing the perfect headshot from a rooftop. If the skirmish were taking place in-universe, in real time, we imagine it to be a brutal clash lasting for just a single minute,¹ with split-second decisions and bold and decisive actions at every step.

In many larger-scale or more traditional war games, one player activates all their models before passing activation to their opponent. In the new Kill Team, however, the pacing is a little different to this. A model is activated and performs actions such as moving, shooting or fighting, and then your opponent activates one of their models. As key actions can be game-changing (scoring you victory points, incapacitating an enemy or keeping an essential operative alive), it has enabled us to create an engaging back-and-forth experience. Determining the right action at the right time is a thought-provoking and impactful choice that you'll have to make at the table.

What's more, your opponent will have the same opportunity to make decisions that are just as impactful, creating an interesting interaction between you. Will your opponent activate and press the attack? Will they consolidate position? Will they attempt to bait and bluff you? We wanted the implementation of your own strategy to be important, but crucially, we wanted it to be just as important to account for your opponent's. Then, if they take some unpredictable steps, or embark upon a plan of attack you weren't expecting, it can really test your generalship, requiring you to adapt on the fly and re-evaluate your plan to account for the enemy's movements.



PULLING THE TRIGGER

The previous version of Kill Team used the attack sequence of Warhammer 40,000. While that made it familiar to many players, our internal analysis found that such a sequence works best when you are rolling higher volumes of dice – something that a single model in Kill Team couldn't really provide. For example, an Imperial Guardsman shooting at an Intercessor with their lasgun would need dozens of shots to reliably get the Intercessor down to 0 wounds, at which point the Intercessor could shrug off the effects as a flesh wound. Such situations meant that attacking with a lasgun often felt like a futile exercise, and certain

To coincide with the launch of the new edition of Warhammer 40,000: Kill Team, the game's developer has started a brand-new column to discuss the gameplay, design and rules of the game. In his first diplomatic mission, Elliot Hamer briefs us on what's changed.

weapons – such as plasma guns – became near essential in the game, reducing that regular Imperial Guardsman to a holding or sacrificial role.

This didn't quite fit our image of kill teams, in which each operative is a highly trained and dangerous elite, capable of conducting specialist operations. As such, we looked at readjusting characteristics and the attack sequence to account for this a little more closely.

We began by increasing the amount of dice thrown for an attack. Even if, narratively, an operative is attacking with a single-shot weapon like a sniper rifle, you roll at least four dice (equal to the weapon's Attacks characteristic). Each dice isn't necessarily an attack in its own right, but all the dice together will determine how successful that shot will be. Your opponent then rolls a number of dice equal to their operative's Defence characteristic (usually three), with each success cancelling out one of the attacker's successes. Any remaining attack dice inflict damage on the target. Crucially, the attacker is rolling more dice than the defender, meaning they are more likely to inflict damage.

Nonetheless, tough and stoic operatives such as Space Marines should be able to shrug off damage more easily than an Imperial Guardsman. Therefore, Damage and Wounds characteristics have been vastly altered. A simple lasgun does 2/3 damage (the latter value being critical damage), while an Intercessor has a mighty 13 wounds. The end result preserves the imagery of a Space Marine requiring concentrated small-arms fire to bring him down. Equally, the attacker doesn't feel like their efforts are worthless, as damage adds up, and those hits can be crucial in the end.

When the game's most destructive weaponry is brought to bear – missile launchers, dark lances, ion rifles and the like – it can be absolutely devastating, disintegrating the target in one attack under the right circumstances. This was a very deliberate design decision – getting hit by a meltagun should reliably incapacitate an operative. However, the most fundamental feature of the game involves controlling the circumstances in which those weapons can be brought to bear. This is done with an entirely new take on Line of Sight and targeting.





DRAWING A BEAD

We wanted movement and positioning to be a key factor in the game. We also wanted to create a targeting system that worked regardless of your type of terrain or how you've modelled your miniatures. To this end, we created a hybrid set of Line of Sight rules that uses both abstract and realistic methods to determine if an enemy operative is a valid target for a shooting attack.

In the game, each operative must be given one of two orders: Conceal or Engage. Conceal is when your operatives are looking to keep themselves safe by taking cover behind terrain features. If an operative has a Conceal order and is in Cover, it is not a valid target for shooting attacks.² This is paramount to the game, giving you the agency to keep your models alive. Equally, it doesn't matter if there's a slight crack in a wall or a trailing cape that makes your operative visible from across the killzone; they are assumed to be ducking down to make the most of the available cover. So, if your kill team finds itself outgunned, you will have some tactical options on how to respond to the situation.

The catch? An operative on a Conceal order cannot make shooting attacks themselves, nor can they charge. We wanted you to have to make careful choices on when to Conceal your operatives to keep them alive and take up better positions, and when to break from cover to engage the enemy. The Engage order, then, is very much the opposite – your operatives pop up to attack. Operatives can only make shooting attacks or charge while they have an Engage order.³

The killzone itself plays an important part in making this all work. In general terms, terrain features are categorised into Light (barricades, pipes, barrels, etc.) and Heavy (buildings, industrial structures, munition containers, etc.). An operative can always Conceal itself behind any type of Cover. However, if an enemy operative is on a Vantage Point, Light Cover isn't substantial or high enough to protect your operatives. This means an operative that climbs up high can shoot down at all enemy operatives in Light Cover, so height can become an effective strategy in a firefight. Note, however, that Heavy Cover is substantial enough to provide Cover even in these circumstances.

In addition to providing Cover, Heavy Cover is also Obscuring, meaning operatives can only see so far through the windows and gaps of Heavy Cover before their Line of Sight is prohibited. We wanted to ensure that positioning your models appropriately – such as setting up firing

lanes and having your operatives on an Engage order – could give you an edge, safe in the knowledge that the positioning of Heavy Cover minimises the chance of return fire. Overall, Cover and Obscuring mean the killzone is a feature that needs to be mastered as much as your kill team. Using the killzone wisely by positioning and moving your operatives around it to get the best benefits is crucial for a successful strategy.

CLASH OF BLADES

With terrain and the Conceal order playing such a crucial part in preventing your operatives from getting shot, what can you do if a sneaky kill team stays on Conceal orders all game, preventing you from bringing your guns to bear? Draw your blades and charge them!

The sequence for fighting in combat has had a big overhaul, and it is also different to the shooting sequence. We wanted fighting to feel more like an interactive duel and be decisive.⁴ To this end, when an operative performs a Fight action, both the attacker and the target fight. Each player rolls their attack dice. Then, starting with the player who performed the Fight action, each player takes it in turns to resolve their successful hits. Each time you resolve a hit, you can either strike or parry. If you strike, you immediately inflict either normal damage or critical damage on the target, depending on the roll. No armour save, no invulnerable save, straight-up damage! If you parry, it causes one of your opponent's successful hits to be discarded.

Overall, this makes combat a consistent and reliable way of dealing damage. If you are the attacker and score at least one hit, you know you can always strike with it to cause damage. However, as your opponent now resolves a successful hit (assuming they haven't been incapacitated), they can strike back, meaning you'll be taking damage in return. This means charging and fighting can be an effective way of dealing with certain enemy operatives. However, if you rely solely on this tactic, you'll find your operatives lose steam over the course of the battle. Every fight they have can cause damage, slowly chipping away at their wounds and bringing them down. Equally, charging can get you out of position; while you might have dealt with the target of the fight, it can leave you vulnerable to return fire. Therefore, you have to think about balancing your approach between shooting and fighting alike.

These are just some of the key features for the new edition of Kill Team. The future is bright (or dark? – Ed) for skirmish combat in the 41st Millennium, and we look forward to taking you on this awesome journey over the coming years.

² Unless the attacker is at point-blank range or lobs a grenade into your Cover. Operatives can't hide from that!

³ There are rare exceptions to this, such as Ork Kommandos and their Throat Slittas ability.

⁴ In such a short skirmish, it's not fitting to be bogged down in protracted combats. Specialist combat operatives should, on average, incapacitate all but the toughest targets in one Fight action. We've also made melee weapons more damaging in general compared to ranged weapons, as it requires more work to use them.

DEBRIEF

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

**Killteam@
gwplc.com**

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

AGENTS OF THE MACHINE GOD

The Adeptus Mechanicus is an ancient and powerful organisation, and the tech-magi who rule it are the manufacturers of technology for all Mankind. They guard their knowledge and resources jealously, using mighty armies, fleets, vehicles and god-engines to do so.



The Adeptus Mechanicus worship the Emperor in his aspect as the Omnissiah, the Machine God. To them, the acquisition of ever more knowledge and technology is a holy directive, one they pursue with merciless zeal. Such is their adoration of the machine and the mechanical that they see flesh as weak and seek to replace their organic parts with cybernetic components. In doing so, they venerate the machine, strengthen their bodies and move towards replacing what they see as weak human emotion with implacable, cold logic. The majority of worlds that the Adeptus Mechanicus holds are the forge worlds, which include such famed locations as Holy Mars itself, Ryza, Metalica and Gryphonne IV. These are more than just worlds dedicated entirely to continental-scale industrial production. They are also mighty fortresses, garrisoned by enough troops to conquer entire star systems as well as producing enough weapons to arm, in some cases, entire sub-sectors.

Though the tech-magi of Mars have an alliance with the Imperium dating back ten thousand years, and thus the forces of the Adeptus Mechanicus are frequently seen fighting alongside all other elements of the Imperial armed forces, they still have their own imperatives. In

fact, each forge world, though it owes its allegiance to Mars, is ruled by its own Fabricator-General or some kind of ruling council. These immensely powerful individuals command huge forces and all have their own goals, dictated by their world's needs, local galactic conditions and their personal desires.

A forge world's armies are one mechanism by which the tech-magi achieve their aims; they are a lever to be pulled when necessary. The bulk of a forge world's infantry is made up of cyborg Skitarii. They care for nothing – including their own lives – besides serving the Machine God. They see the conflicts they partake in as nothing less than wars of auto-religious conquest, holy acts for which the reward is martyrdom or victory. When they march to battle and fight the enemies of the Omnissiah, the Skitarii praise their god with the incantation of binharic psalms.

Like all members of the Adeptus Mechanicus, Skitarii are human at their core. But they are no longer fully human, having been dismembered and rebuilt with mechanical improvements. Much of their flesh is replaced with circuitry, bio-plastic and metal. This helps them to survive in the harsh, polluted, even radiation-soaked

ADEPTUS MECHANICUS KILL TEAMS

environments that most forge worlds have become over the millennia. A crucial upgrade the Skitarii are fitted with by their masters are neurosync implants which make them completely obedient. In battle, Skitarii use these implants to record every scrap of data about their enemies. The Tech-Priests then inload new programs into the Skitarii using this information to continuously improve combat efficiency even during combat. The Tech-Priests can use these implants to send their minions on suicide missions or even possess and take over them completely. To them, the Skitarii are merely tools to be expended as required to achieve whichever task they deem necessary.

ADEPTUS MECHANICUS KILL TEAMS

Adeptus Mechanicus Tech-Priests make extensive use of Skitarii in unconventional and small-unit warfare. These kill teams may engage in missions ranging from secret, independent operations where no other forge world forces are present, to enormous system-wide campaigns where they serve as but a small cog in an enormous war machine.

Hunter Clades include Skitarii Rangers, Vanguard, Sicarian Ruststalkers and Infiltrators and are led by a Princeps. Though they have primary missions and targets, completing these tasks requires them to be able to perform all manner of other functions. They might have to sneak through layers of enemy defences, plant explosives to form a distraction, seize archeotech in the possession of their quarry and fight their way through numerous enemies.

Adeptus Mechanicus kill teams perform numerous roles. Some kill teams are forged specifically by the Tech-Priests of a forge world for particular missions and programmed to carry them out with logical perfection. Others are assembled as and when the need for small units arises, and they are mechanically optimised and programmed for

whichever tasks they are expected to perform. Some are deployed on explorer missions, either alone or in multi-team groups, their task to seek out new territories to claim for the Omnissiah and eliminate those who taint it with their presence. Others are dispatched to discover lost archeotech, artefacts and relics from heretic or alien-held planets, dead worlds or planets long lost from the Imperium. The Tech-Priests of the Adeptus Mechanicus cling tightly to their techno-dogmas, and they are merciless when dealing with those who would tamper with or taint such blessed machines. Thus, Adeptus Mechanicus Hunter Clades are sent to assassinate the hereteks of the Dark Mechanicum, tech-dissidents who dare challenge the wisdom of the Omnissiah and those who would teach false testaments about the Machine God.

When the Pankallis Sub-sector was invaded by warring Tyranid swarms and Ork hordes, the forge world of Kernak III came under attack. Forces from the forge world of Ryza and the forge system of Estaban deployed in the sub-sector's aid. Forces from other forge worlds were deployed across the system in smaller numbers. They were constructing fortifications and installing defensive weapons platforms in preparation for what were, at the time, only potential xenos invasions. All of these forces deployed Hunter Clades on all manner of missions to slay alien leaders and the demagogues of heretical uprisings in order to stall enemy inroads while the tech-magi of the forge worlds continued their building work.

'As the Omnissiah-blessed weapons shall serve you, so shall you serve them. Guard them well from the shame of defeat.'

— Excerpt from Battle Benediction of the Omnissiah

PURGATION-LINKAGE 00172

Hailing from the forge system of Estaban, Purgation-Linkage 00172 was specifically created to root out hereteks and tech-deviants who sought to blemish and tamper with the holy machine. Estaban forces deployed to the Survardosha System in the Pankallis Sub-sector, with Purgation-Linkage 00172 dispatched to the factory world of Visberg. Here heretical cults and rogue

sorcerers were attempting to taint elements of the planet's manufactorum infrastructure with warp energy. Only Sicarian units were ever included in Purgation-Linkage 00172, and they tore their way through cult after cult to get to their leaders. In addition to preventing the spread of Chaos taint, their actions ensured many factorums could be returned to Imperial hands.



These clades conducted all manner of assassination missions, such as Kill Squad 15023 of Forge World Ryza, who were sent into an Ork-infested forge-sprawl on Kernak III. The Skitarii Rangers who made up the unit were given the singular task of killing the greenskin's Nobs wherever they were found. The tech-magi who commanded them programmed no withdraw or retreat codums. Without fear, the Skitarii marched into the maze-like networks of forge shrines, made more labyrinthine by piles of greenskin detritus and shanty towns. They methodically culled their way through Ork patrols, prioritising greenskin leaders. One by one they were cut down, the last of their number putting a galvanic round between the eyes of an Ork boss before being cleaved in half by another brute's chainaxe.

It is not just knowledge of human technology that the Adeptus Mechanicus seeks out. Knowledge of the alien is also valuable to many Tech-Priests, especially those of the Divisio Biologis. The tech-magi of Estaban encountered Genestealer Cults among the sand-savenger nomads on the desert world of Eunixi. Intrigued by the unique genetic-manipulation capabilities of these xenos-worshippers, they formed many Hunter Clades to take live

captives and bring back corpses of alpha-specimens for experimentation. Sample-collection team 77777 included many Skitarii Vanguard, who, despite taking casualties, successfully took specimens from each of a Genestealer Cult's multiple breeding cycles. Their Tech-Priest masters were particularly intrigued by how the radiation that soaked the Skitarii affected the bizarre hybrid genetics of the xenos.

'We walk with the will of the Ommissiah. Where he sends us we will go. It is ours to trust and to obey. Receiving incoming datafeed. <Binharic Static Chorus> I hear and I obey. Skoptec 11 autosanctified and acknowledging receipt of blessing. Datafeed captured. Translating codified data upon signal. <patterned series of mechanical whirs > Translation complete. Imperative successful. Binharic Omniscience received. Switching maximum power to optics upon signal. <series of alternating clicks ending in strong thrum of energy> Engaged. Firing at will; I hear and obey. Blessed be the Ommissiah.'

– Skoptec 11, 2nd Maniple, 3rd Cohort

FORGE RIVALRIES

Many forge worlds lay claim to technology that cannot be found elsewhere, whether because their tech-magi discovered it, they happen to be the last functioning forge world with said technology, or for some other, darker reason. Regardless, Tech-Priests guard this knowledge particularly closely, and many obsessively seek to claim it from others. Not only are such resources, which can include precious STCs, a source of great wealth for a forge world, but Tech-Priests seek these for their own sake, for all are a symbol of the Ommissiah's greatness. Tech-magi will even gladly sacrifice thousands of their own troops to claim technology that has long since failed to function. To them it retains value in and of itself, regardless of whether anything can be produced with it.

The tech-magi of Ryza, whilst ostensibly coming to the aid of beleaguered Kernak III, did not waste the chance to look for secret technology hoarded by their allies whilst the Kernak III Tech-Priests were preoccupied with a xenos invasion. Holy Reclamation Team 87821 and Recovery-Linkage 91949 were just two of dozens of Hunter Clades sent on missions theoretically designed to infiltrate Ork positions, kill greenskin leaders and claim xenos weapons for later study. However, they were in fact assigned secret orders to hunt and kill minor Kernak III Tech-Priests, eliminate all witnesses and hack numerous tech-vaults in the middle of Ork-claimed territory, bringing their discoveries back to their masters.



ADEPTUS MECHANICUS KILL TEAMS

ADEPTUS MECHANICUS WEAPONS AND WARGEAR

The Adeptus Mechanicus controls some of the most arcane weapons in the Imperium. Many of the technologies they use are no longer known or used by other elements of the Imperial military, the Tech-Priests keeping knowledge of them a closely guarded secret. It matters not whether a foe is at range from a forge world's troops or in close combat; the followers of the Machine God will use highly sophisticated weapons to smite them.

Radium weapons are so volatile they eventually kill their wielders. The bullet cylinders of these firearms are so thoroughly drenched in radium that a volley of rounds can cause a localised rad-storm. Against such an onslaught, foes are left blackening and sloughing away. Galvanic rifles, meanwhile, are precision tools that fire advanced servitor-bullets. When these rounds strike a foe, they cause all of the potential energy of that target to burn out in a killing blast of electric force. On the other hand, if the burning spheres fired by phosphor weapons do not slay their unfortunate victims, the blinding white flame caused by these firearms marks them as a target for later volleys of Skitarii fire. In turn, arc weapons are powered by bulky permacapacitors, which are zinc-plated blocks. They discharge with a loud crack, firing bolts of blue-white electricity that can fry a being's brain.

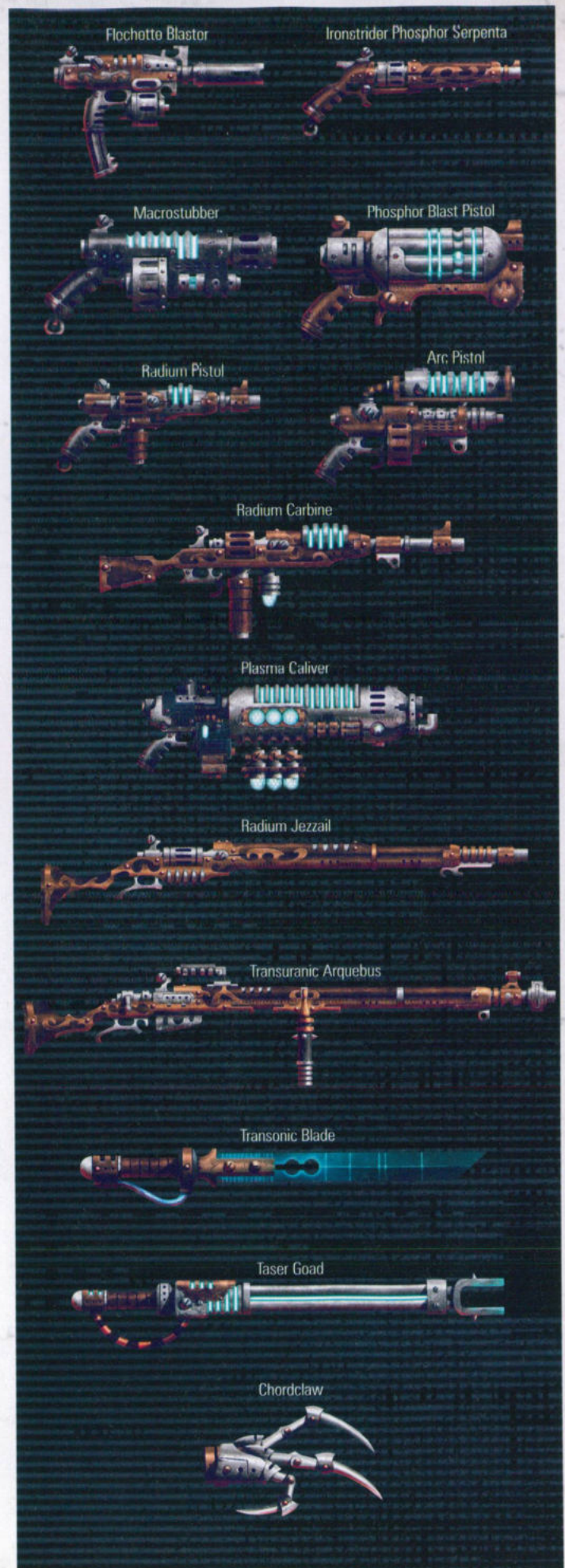
'Detecting a seven-point-three per cent operational weakness in left flank of enemy defensive formation. Direct all fire on the following targeting coordinates for optimal strategic exploitation ...'

– Vanguard Alpha Dorox-0.4343

A weapon particularly favoured by Skitarii Rangers is the transuranic arquebus. This long-barrelled heavy weapon fires shells of depleted transuranium that can puncture some of the heaviest armour and reduce biological matter to a pulp. These firearms are perfect for Hunter Clades whether they be hunting enemy generals or war machines.

Sicarian Ruststalkers and Infiltrators make considerable use of rapid firing, short-ranged weapons such as the flechette blaster and the stubcarbine. The former is a lightweight firearm that discharges hundreds of tiny darts, each of which bears a dormant cerebral cell. After hitting home, one of these darts emits a bioelectric pulse that attracts more of its kind to the target. The latter fires an enormous volume of solid shot at the enemy, bringing them down with a hail of lead.

Taser and transonic technology are widely used by Adeptus Mechanicus warriors and are incorporated into melee weapons such as taser goads, transonic blades, transonic razors and chordclaws. Taser weapons store an immense amount of potential energy. When a foe is struck with these weapons, the energy is unleashed in a scorching blast. Transonic blades, meanwhile, emit a continuous, low buzz that can turn stomachs. When they strike armour, these weapons adjust their hostile sonic field to match the armour's resonant frequency, slicing straight through it.



NAMES AND DEMEANOURS

Every Hunter Clade has an official designation, as do the warriors that fight within it. Some clades stick rigidly to these alpha-numeric codes, while others choose to embellish them.

This section is a tool to help you determine the names of your Adeptus Mechanicus warriors as well as the title of your Hunter Clade and its quirks and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites.

KILL TEAM NAME

The tech-magi of the Adeptus Mechanicus are beings who care much for order and logic. Thus, when they form kill teams, they have an official designation that is highly functional, with a simple task and alpha-numeric

designation. An example of such a name is Hunter Clade 93756. However, for all their affinity with the machine, Tech-Priests are still human at their core and can be vain, eccentric, ambitious and even borderline insane. Thus, unofficially, many Hunter Clades are given all manner of monikers, with some named for the Tech-Priest who formed them. Some earn a degree of battlefield notoriety and are given names by their foes. You can use any of the tables below to name your kill team. They are not intended to be rolled together, but if you would like to do so, you are free to. Additionally, you are welcome to invent your own name for your kill team; these tables should provide helpful inspiration.

TABLE 1

D6	First Component	D6	Second Component
1	Rust	1	Ghosts
2	Cog	2	Hackers
3	Night	3	Stalkers
4	Purgation	4	Hunters
5	Nemesis	5	Linkage
6	Circuit	6	Purgers

TABLE 2 – NUMERICAL DESIGNATIONS

D6	Result
1	00183
2	55332
3	93845
4	12985
5	03845
6	76427

TABLE 3

D6	Result
1	Resolution Zero
2	Cog-Circuit-Theta 2-7
3	Nullifier Axiom
4	Circuit Prima
5	Nemesis Linkage 8-2-4
6	Actuator Alpha

'Know, absolutely, that your life means nothing. Cogitate this fact. Recognise its veracity. Assess every implication that it has regarding the nature of your existence. Make it the core logical constant around which you order your mental, biological and mechanical subroutines. Accept, then, that only your service to the Omnissiah gives you meaning, purpose. Thus can you best condition yourself to be a vessel of his will.'

– Magos-Didactus Tartholomyr Drox to Skitaril Maniple Typhor-998/56-c



ADEPTUS MECHANICUS KILL TEAMS

HUNTER CLADE OPERATIVE NAMES

Skitarii typically have entirely functional names, though some tech-magi may give some of their favoured units more personal names if they are so inclined. To name your

Skitarii, use either of the two tables below. You can roll on the charts or choose your favourite combination of names from them. You can also use them as inspiration for names of your own making.

TABLE 1

D6	First Element	D6	Second Element
1	Lho	1	-XXVII
2	Sy-gex	2	-6e20F
3	Protos-Reductus	3	-089
4	09	4	323Mk12
5	Mu	5	-998/56c
6	8-	6	-1111

TABLE 2

D6	First Element	D6	Second Element
1	Rhy	1	Gedd-38f
2	Dos	2	-511
3	Exitor-Dho	3	-888.88
4	Delpha	4	-66.75/Mk98
5	Decima	5	-1010
6	Zhu	6	-0.44/K

BASE OF OPERATIONS

D6	Location
1	Armoury-vault: Buried deep below the ground, an armoury-vault is an ideal place for a kill team to resupply and to amass its collected archeo-relics.
2	Forge-temple: At a forge-temple, a kill team can venerate the Machine God and equally receive newly produced weaponry.
3	Servitor Repair-works: Though not a glorious dedication to the Machine God like other edifices of the Adeptus Mechanicus, servitor repair-works will surely see restored any kill team that uses it as a base.
4	Cogitator Shrine: When not at war, the warriors of this kill team are spiritually replenished being in the mere presence of a cogitator shrine.
5	Archaeopter Wing: The kill team is delivered swiftly to its missions by its wing of Archaeopter Transvectors.
6	Skorpius Duneriders: The kill team crosses even the most hazardous of terrain in its column of implacable Skorpius Duneriders.

BACKGROUND

D6	Designation
1	Explorator Team: The members of this kill team are conquerors who use the light of knowledge to drive back the shadow of ignorance amidst a galaxy of darkness and superstition.
2	Archeotech Hunters: These warriors hunt down ancient lore and holy technologies, such as archeotech troves and sacred STCs, claiming it from the heretics and aliens who hold it.
3	Campaign Veterans: These are surviving Skitarii from a long-fought conflict, meshing like cogs to form a deadly machine. Their experience makes them able hunters.
4	Titan Guards: These Skitarii are blessed garrison guardians of a mighty god-engine, hunting down those who would dare threaten their sacred charge.
5	Infiltrator Team: This is a fast-moving band of elite hunters who are experts in infiltrating enemy positions to claim the heads of their targets.
6	Rad-zone Corps: These hunters bathe the battlefield in purifying radiation, seeking to fashion a promised land in which only true servants of the Omnissiah can endure.

SQUAD QUIRK

D6	Unsanctioned Divergence
1	Acquisitive: Offer unto the Omnissiah his due, regardless of the obstacles that stand in your way or the false priorities imposed by those of the flesh.
2	Requiring Re-sanctification: Skitarii too long in the field become corrupted by fragments of scrap data that can make them sluggish or unpredictable.
3	Pursuing Auto-perfection: Whether it be a blade thrust or the pull of a carbine's trigger, a deed must be repeated ad infinitum until it attains the perfection of worship.
4	Mercilessly Decisive: Logic dictates that the enemy must be annihilated regardless of the cost, and to you, logic is all.
5	Secretive: Behind screens of stealth technology and auspex-obfuscation, your hidden holy works proceed apace.
6	Beyond the Crux Mechanicus: Your warriors are now so blessed that they are more machine than flesh, and all the more resilient for it.



EYES OF THE OMNISSIAH

An alien menace has taken root beneath Hive Castelleion. Unable to bring her big guns to bear, Tech-Priest Akhthra Mu-Psi must send in smaller kill clades to investigate. Through their eyes she will see what they see. The Omnisiah's will be done!

Xenos numbers spiking, said Sicarian Infiltrator Teppa-Nyxos-6e20F over the noosphere as he severed the face of a Tyranid Termagant with his power sword.

>Data corroborated, confirmed Infiltrator Princeps Decima-0.44/K as she unleashed a hail of rounds from her flechette blaster into a pair of Hormagaunts, shredding their flesh.

>Hypothesis: They wish we go no further, so they move to stop us, said Nyxos.

>Hypothesis amended: There is something ahead they do not wish us to discover, said Decima. >Conclusion: we continue. She jammed her taser goad into the neck of a Termagant. It shook violently for a second before collapsing to a heap. The alien's pale skin was scorched black and brown by the intense heat of her weapon's electrical discharge.

This fresh wave of Tyranid organisms thrashed and bit and clawed at the Adeptus Mechanicus warrior clade. Here in the maze of ancient tunnels in the bowels of Hive Castelleion of Kusolst Prime, the Sicarians were seeking out any xenos that might undermine the defences of the fortress-city, over which a titanic war was being waged between Imperial and Tyranid forces. Decima's squad had detected an anomaly – Tyranid creatures their internal xenolysis nodes could not identify. The creatures were similar to beasts of burden, large and ungainly. They appeared to lack weapon biomorphs and followed each

other in an orderly line along the tunnels. Each carried a number of dead humans. The creatures paid no heed to the fight raging between the Sicarians and other Tyranid bioforms as they plodded on. They passed by behind the fighting, moving from one tunnel to another.

>We must follow them, said Decima. >We must find their destination. The pure and righteous Omnisiah claims all knowledge.

Even as she parried lashing claw attacks from xenos creatures, Decima calculated relative force strength and chances of mission success.

Sicarians: nine. Correction. Eight.

Xenos engaged: lower tier bioforms – twenty-nine and increasing.

Probability of defeating local Tyranids in isolation: seventy-six-point-seven-three per cent. Acceptable.

Probability of preceding calculation correlated with successful pursuit of unidentified foe: impossible to fully calculate. Approximately seventeen-point-one-three per cent.

We must have the knowledge. No price is too high.

>Teppa-Nyxos-6e20F.

>Yes, Princeps, said the Infiltrator. His noospheric voice was completely flat and clear even though he was duelling two thrashing Tyranids at once.

>A path will be cleared through the xenos. You will take it. You will follow the unidentified foes. You will upload the sacred knowledge you find so that those closer to our most glorious Machine God can use it.

>Yes, Princeps.

It was time to give the order. She switched to a wider-band transmission.

>Sicarians, Decima said. >Enact Pathforcer Protocols. Make way for Infiltrator Teppa-Nyxos-6e20F. To him has fallen the task of following the unidentified xenos. The Omnisiah demands this of you.

>Yes, Princeps, chorused eight monotone noospheric voices.

The Ruststalkers of her team surged into the fray, driving a wedge in between the bioforms closest to the Tyranid beasts of burden. They carved through xenos after xenos with transonic razors and blades. Following them came the



Infiltrators, amplifying the white-noise signals emanating from their domed helms and jutting antennae. All Decima could hear were the sweet, soothing words of psalms praising the Machine God's glory. But she knew the xenos would be buffeted by horrific sounds that would inspire fear and confusion. This helped drive the momentum of the Ruststalkers as they dove in amongst the distracted xenos. Decima amplified her own signal. Even the fury of this renewed attack was not enough to break the Tyranids. One Sicarian then another was dragged to the floor, pierced with claws or savaged with point-blank blasts of bio-weapons loaded with flesh-hungry living ammunition. But the followers of the Machine God were covering ground. At the centre of the wedge was Nyxos.

The Infiltrator fired bursts from his stubcarbine when opportunities arose in support of his fellow warriors. His dome amplified a terrible signal just as the others of his kind did. Where he had the chance, he stabbed, hacked and cut Tyranids.

They were getting close to the end of the xenos swarm. Once they had broken through, Nyxos could race free.

Decima cut down bioform after bioform with her taser goad and flechette blaster in a rapid series of moves. She stretched the capabilities of her mechanical limbs to their limit to avoid claw strikes and jaws full of fangs as well as to deliver blows with killing momentum.

>For the Ommissiah!

Decima was so caught up in her own duels that she only noticed that Nyxos had made it through when she could no longer hear the psalms emitted from his antennae.

For the Machine God, she thought, just as another wave of bioforms appeared at the head of a nearby tunnel and raced towards her remaining warriors.



Mu-Psi took careful aim. A Hormagaunt was racing towards her. Saliva dripped from its open maw, which was home to rows of razor-sharp teeth. Its cranium, armoured with chitin plates, sat square in the crosshairs of her radium carbine.

She pulled the trigger.

There was a flash of light at the end of her weapon's barrel. The Hormagaunt dropped. Mu-Psi felt a divine sense of satisfaction.

She adjusted her aim. She fired again. Another alien fell.

She scanned for a new target.

She turned.

A creature leapt at her, driving talons into her head and chest.

Mu-Psi's vision was filled with binharic static. She blurted out a binharic imprecation.

Too slow.

Again.

With a thought, Mu-Psi took over the mind of the next Skitarii. The Hormagaunt that had slain her previous host was close. It ran across her field of vision, racing for a Skitarii Ranger wielding a transuranic arquebus. She took aim and fired. The shot ripped through one of the creature's hind legs, sending it crashing to the ground. She fired again, the second shot piercing the creature's thorax. Ichor pumped from the grievous wound. It was as good as dead.

This Skitarii Hunter Clade had come under heavy attack in the complex of tunnels beneath Hive Castelleion, which



was full of dark shafts and alcoves. Whatever the Tyranids were doing down here in this warren of underhive tunnels, they appeared to be fighting furiously to keep her patrols from finding it.

A good opportunity to practise my skills.

She felt an impact in her left side, something burrowing inside her host's flesh and mechanical components. It could not hurt her, but the neurolink she shared with this unit told her it was there.

Thrice-damned xenos.

It was only a matter of time before this unit was slain as well. She fought on for as long as possible before all she saw was a field of static.

She checked her chronometer. It read 25.86 local seconds.

Longer than last time. I am getting better.

Again.

Combat was addictive.

A weakness of the flesh. Yet my skills are objectively improving.

With a blink, she became another Skitarius. By now, the Hunter Clade she was among had slain most of the Tyranids. They were conducting dispersal and eradication operations. Many of the Skitarii spread out as a result, and so did Mu-Psi. She moved slowly, her radium carbine pressed into her shoulder. She was ready to fire if anything else came at her. She was entirely focused, straining to see or hear anything that might be a threat.

The Hormagaunt that attacked her barely made it from the rubble heap it was hiding behind before the round she fired slammed into its skull. Another creature swiftly followed it, bursting out from a hidden alcove. She fired, the shot tearing off one of its clawed forelimbs. The creature leapt straight at her. Holding her carbine from the barrel like a club, she swung the weapon at the beast with all her strength. The stock smashed into the beast's head, sending it sprawling to the ground. Ichor dripped from its cranium. Within two more seconds, she put another round into it, ending its life.

There were no more Tyranids. She advanced, with the rest of the Hunter Clade, down their tunnel. When they came to an opening, they cautiously went through. When she saw what was there, she entered the minds of all of them and commanded them to take cover immediately.



'All Praise the Ebb and Flow.'

The Electro-Priests took one step forward, their bodies humming with energy.

'All Feel the Nimbus Rising.'

They stepped forward again. Blue-white power threaded across their grey skin like shooting stars across a night sky.

'All Sing the Body Electric.'

In rigidly rehearsed syncopation, they took another pace. By now the Electro-Priests throbbed with energy barely contained within their bodies and implanted apparatuses.

'Feel the Full Charge Crackle!'

As one, they levelled their wrists, palms facing the Tyranids.

Lightning poured out from their electrostatic gauntlets and struck the onrushing Tyranids. Pale alien flesh, purple chitin and crimson claws were charred black by the energy's fury and heat. Fire erupted from alien eye sockets. The onslaught of power lit the whole cavern, revealing a swarm of creatures who, mere seconds before, were climbing over each other in their rush to reach the Adeptus Mechanicus warriors. Now those that were not killed by millions of volts of power screeched.

'All Praise the Blinding Wrath.'

Another group of Electro-Priests stepped forward, ahead of their fellows. They wielded two-handed electroleech staves.

'All Douse the Unfaithful's Aura,' cried the Fulgurites.

The Fulgurites culled the Tyranids that still lived, caving in skulls with crunching downward strikes.



'All Unleash the Power Voltaic,' shouted the Corpuscarii.

The two bodies of Martian Electro-Priests proceeded through their own versions of the Chant of Electro-traction as they fought within the tunnels of the underhive beneath Kusolst Prime's Hive Castelleion. Each recited louder to outdo the other. Their own crimson robes and pallid skin were being scorched black by their assault. Their skin was blistered by the backwash of their own voltagheist fields, confined as it was by the tunnels. These passageways had to be cleansed, for Castelleion would not hold if the enemy could arise from below.

'All Bleed the Heathen Spark,' roared the Fulgurites.

Skitarii Alpha Delpha-802 followed in their wake, driving his shock maul into the few alien survivors he passed.

'All Imbibe the Divine Current,'

Despite the thunderous roar of the lightning, the alien cries and the relentless thrumming of energy racing through the bodies of the Electro-Priests, still their words rang out.

'All Become one with the Motive Force,'

A Tyranid leapt upon one of the Electro-Priests, ripping him apart with savage bites and rapid claw stabs. In an instant, a Fulgurite sent it flying with a great swing of his stave. The creature collapsed in a broken heap several metres away, its corpse reduced to a husk after its bio-electrical energy had been drained from it. The Fulgurite took the place of the fallen Corpuscarii brother, imbibing the fanatic's remaining energy reserves as he passed.

Delpha-802 could not smell the burning alien flesh, for such a sensation had been taken from him and replaced with neuro-cogitators and analysers that converted simple 'smell' into applicable battlefield data that was transmitted to his commanders for their holy purpose. It was not his task to consider smell, however. It was his task to fight, to kill, to win and to lead others in such a purpose.

'All Let the Blessed Charges Arc,' cried the Corpuscarii.

Up ahead, the tunnel had an opening.

Tyranid bones cracked beneath Delpha-802's feet. He did not let the obstacle allow him to lose the marching pace. The metronomic advance was to him all a part of his worship of the Omnisiah. The Machine God gave them order and precision. Delpha-802's frail form, which was still biological in part, was not perfect like the machine. But he could make it as close to the machine as was possible.

'All Hail the Purity of the Omnisiah's Power.'

The Electro-Priests stopped at the tunnel mouth.

Delpha-802 walked to the front to see what was before them.

Another, a distant being, saw through his eyes.



Cogitating ...

Tech-Priest Akhthra Mu-Psi was seated in a control throne aboard a Basilikon Astra vessel in orbit around Kusolst Prime. Dozens of cables fed into sockets fixed into her brain. Her tentacle-like mechadendrites pushed buttons and pulled levers as she issued noospheric orders to her peons.

Though Akhthra could follow dozens of clades of her warriors operating on Kusolst Prime's surface thanks to the neurolinks embedded in her Skitarii, now she was focusing on three. She looked out through the eyes of them into a cavern deep beneath Hive Castelleion. They had found something. A Tyranid apex-beast. It had no eyes, an enormous cranium and a large, bulbous abdomen. Twenty pairs of legs reached out from its armoured thorax. It feasted on a mound of dead humans. A trail of Tyranid creatures entered the cavern, each bringing fresh sustenance for it.

Identified creature matches no known Tyranid genus.

Behaviour of creatures around it suggests 'Synapse' prime-classification.

Their apparent devotion to it speaks much.

Determined threat level: Alpha-Vermillion-Primus.

Orders issued: Purge. No withdrawal. So decrees the Omnisiah.





HUNTER CLADE KILL TEAM

Armed with the very best wargear the forge worlds of the Adeptus Mechanicus can provide, Skitarii make excellent kill team operatives. Fearless, well trained and coldly logical in the face of adversity, they get the job done or die selflessly in the attempt.

The Adeptus Mechanicus are ever acquisitive and highly territorial. Their Tech-Priests will go to great lengths to obtain what they believe to be rightfully theirs, and they will remove anything that stands in their way with overwhelming prejudice. Though total annihilation through extreme application of force is the preferred method of warfare for the Adeptus Mechanicus, there are times when a surgical approach is required. In these moments, specialised Hunter Clade teams are sent on dangerous missions, often behind enemy lines, sometimes with very little chance of survival. Such is the fate of the Skitarii cohorts.

ASSEMBLING YOUR KILL TEAM

Over the next fifteen pages, you will find all the rules you need to assemble a Hunter Clade kill team from the Adeptus Mechanicus for use in open, narrative and matched play games.

NEW EDITION!

As you've probably noticed from all the Kill Team content in this issue, there's a new edition of the game! The rules presented here for an Adeptus Mechanicus Hunter Clade kill team are designed to work with the rules found in the *Kill Team Core Book* and expansions.



Opposite, you will find the first step: selecting your operatives. These include Skitarii Vanguard and Rangers and Sicarian Ruststalkers and Infiltrators, all led by an Alpha or Princeps. Following this are *Doctrina Imperatives* – rules unique to the Adeptus Mechanicus – plus faction-specific Strategic and Tactical Ploys.

The next sections include datacards for all your operatives, plus optional equipment that you can pick for them, such as a servo-skull or a refractor field (for a lucky leader!).

Lastly, you'll find three faction-specific Tac Ops that you can pick for your kill team, plus a veritable data-cache of information on how to use your newly formed kill team in a Spec Ops narrative campaign. This includes Battle Honours, Requisitions, Rare Equipment and Strategic Assets. It's enough to make your bionics tingle!

ARCHETYPE: RECON / SEEK AND DESTROY

HUNTER CLADE KILL TEAM

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

OPERATIVES

▶ 1 **HUNTER CLADE** operative selected from the following list:

- **SKITARII RANGER ALPHA** operative equipped with one of the following:

- Galvanic rifle; gun butt
- Master-crafted radium pistol; power weapon

Or one option from each of the following:

- Arc pistol or phosphor blast pistol
- Arc maul or taser goad

- **SKITARII VANGUARD ALPHA** operative equipped with one of the following:

- Radium carbine; gun butt
- Master-crafted radium pistol; power weapon

Or one option from each of the following:

- Arc pistol or phosphor blast pistol
- Arc maul or taser goad

- **SICARIAN RUSTSTALKER PRINCEPS**

- **SICARIAN INFILTRATOR PRINCEPS** operative equipped with one option from each of the following:

- Flechette blaster or stubcarbine
- Power weapon or taser goad

▶ 9 **HUNTER CLADE** operatives selected from the following list:

- **SKITARII RANGER MARKSMAN**

- **SKITARII RANGER DIKTAT**

- **SKITARII RANGER GUNNER** operative equipped with a gun butt and one of the following:

- Arc rifle, plasma caliver or transuranic arquebus

- **SKITARII RANGER SURVEYOR**

- **SKITARII VANGUARD SHOCKTROOPER**

- **SKITARII VANGUARD DIKTAT**

- **SKITARII VANGUARD GUNNER** operative equipped with a gun butt and one of the following:

- Arc rifle, plasma caliver or transuranic arquebus

- **SKITARII VANGUARD SURVEYOR**

- **SICARIAN RUSTSTALKER ASSASSIN** operative equipped with one of the following:

- Chordclaw and transonic razor or transonic blades

- **SICARIAN INFILTRATOR TRACKER** operative equipped with one option from each of the following:

- Flechette blaster or stubcarbine
- Power weapon or taser goad

Your kill team must include more **SKITARII RANGER** and **SKITARII VANGUARD** operatives than it does **SICARIAN** operatives.

Your kill team can only include up to two **GUNNER** operatives, unless it contains three or fewer **SICARIAN** operatives, in which case it can include up to three **GUNNER** operatives. Each **GUNNER** operative must be equipped with different ranged weapons.

Your kill team can only include up to one **DIKTAT** and one **SURVEYOR** operative.

'SING THE SONG OF THE MACHINE GOD,
NONE MAY STAY OUR MARCH.

LET THE MERCILESS LOGIC
OF THE MACHINE GOD INVEST THEE.
NONE MAY STAY OUR MARCH.

PRAISE AND GLORY BE TO THE MACHINE GOD,
NONE MAY STAY OUR MARCH.'

- Translation of binharic
static chorus Litany of Praise



ABILITY

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

DOCTRINA IMPERATIVES

In the Strategy phase of the first Turning Point, when it is your turn to use a Strategic Ploy or pass, you must select one Doctrina Imperative below to become active for your kill team instead. That Imperative is active until the end of the battle, or until you change it to a different Imperative, whichever comes first.

In the Strategy phase of a subsequent Turning Point, when it is your turn to use a Strategic Ploy or pass, you can select one different Imperative below to become active for your kill team instead. That Imperative is active until the end of the battle (you cannot change your active Imperative again).

Each Imperative has an Optimisation and a Deprecation effect. Both are in effect while that Imperative is active for your kill team.



Protector Imperative

Optimisation: Each time a friendly **HUNTER CLADE** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, before any other re-rolls, if you rolled two or more failed hits, you can re-roll one of your attack dice.

Deprecation: Each time a friendly **HUNTER CLADE** operative fights in combat, in the Roll Attack Dice step of that combat, before any other re-rolls, you must re-roll one of your critical hits (if any).

Conqueror Imperative

Optimisation: Each time a friendly **HUNTER CLADE** operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

Deprecation: Each time a friendly **HUNTER CLADE** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, before any other re-rolls, you must re-roll one of your critical hits (if any).

Bulwark Imperative

Optimisation: Each time a shooting attack is made against a friendly **HUNTER CLADE** operative, in the Roll Defense Dice step of that shooting attack, before any other rules take effect, if you rolled two or more failed saves, you can re-roll one of your defence dice.

Deprecation: Subtract ● from the Movement characteristic of friendly **HUNTER CLADE** operatives.

Aggressor Imperative

Optimisation: Add ▲ to the Movement characteristic of friendly **HUNTER CLADE** operatives.

Deprecation: Each time a shooting attack is made against a friendly **HUNTER CLADE** operative, defence dice cannot be automatically retained as a result of Cover (they must be rolled instead).

Equalised Imperative

Optimisation: No effect.



Deprecation: No effect.

STRATEGIC PLOYS

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

MARTIAL PROTOCOL (1CP)

Until the end of the Turning Point:


- Each time a friendly **HUNTER CLADE VANGUARD** operative that is within  of an objective marker or within  of your opponent's drop zone makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
- Each time a friendly **HUNTER CLADE RANGER** operative that has not moved during the Turning Point makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

ACCELERANT AGENTS (1CP)


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

- It can perform a free **Fight** action during that activation.
- It can perform two **Fight** actions during that activation.

NEUROSTATIC INTERFERENCE (1CP)

Until the end of the Turning Point, while an enemy operative is within  of a friendly **HUNTER CLADE INFILTRATOR** operative, each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

CALCULATED APPROACH (1CP)

Until the end of the Turning Point, each time a shooting attack is made against a friendly **HUNTER CLADE** operative that is more than  from enemy operatives, in the Roll Defence Dice step of that shooting attack, if you retain any critical saves, you can select one of your failed saves to be retained as a successful normal save.

TACTICAL PLOYS

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

PURSUERS (1CP)



Use this Tactical Ploy in the Scouting step of the mission sequence, when you resolve your scouting option.

- If you selected the Recon option, you can also perform a free **Dash** action with up to two friendly **HUNTER CLADE RANGER** operatives that are wholly within your drop zone.
- If you selected the Infiltrate option, during the first Turning Point, you can also change the order of up to two ready friendly **HUNTER CLADE RANGER** operatives when each of them are activated.

COMMAND OVERRIDE (1CP)

Use this Tactical Ploy when a ready friendly **HUNTER CLADE** operative is activated. Select one Doctrina Imperative (pg 60) that is not active for your kill team. Until the end of the Turning Point, that Imperative is treated as being active for that operative instead of the current active Imperative.

CONCEALED POSITION (1CP)

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly **HUNTER CLADE INFILTRATOR** operative. That operative can be set up with a Conceal order anywhere in the killzone that is within  of Heavy terrain and more than  from enemy operatives and the enemy drop zone. That operative cannot have its order changed during the first Turning Point as a result of the Infiltrate option in the Scouting step. You can only use this Tactical Ploy once.

MOTIVE FORCE VITALITY (1CP)

Use this Tactical Ploy when a ready friendly **HUNTER CLADE** operative is activated. That operative regains D3 lost wounds.



SKITARII RANGER MARKSMAN

Skitarii Ranger Marksmen hunt the foes of the Machine God relentlessly, and their bionically enhanced stamina is legendary. They pursue like patient predators, inexorably tracking their prey before taking the killing shot with their long rifles of ancient design.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊕ Galvanic rifle	4	3+	3/4	Heavy	P1
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES**UNIQUE ACTIONS**

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, MARKSMAN

SKITARII RANGER DIKTAT


The enhanced data-tethers carried by these Skitarii enable them to communicate directly with their Tech-Priest masters. It is a great honour indeed to be chosen to carry one, as it is seen as the mouthpiece of the Tech-Priests, who are said to be prophets of the Machine God himself.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊕ Galvanic rifle	4	3+	3/4	Heavy	P1
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES**UNIQUE ACTIONS**

Enhanced Data-tether (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within  of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, DIKTAT

SKITARII RANGER SURVEYOR

The *omnispex* wielded by these Skitarii is a device fitted with a Raptor-class machine spirit. This can glean all kinds of data from a killzone and from a Hunter Clade's enemies. Not only is it useful for the kill team in battle, but such information is a fine devotion to the Machine God in itself.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Galvanic rifle	4	3+	3/4	Heavy	P1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Omnispex (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within of this operative, then select one enemy operative. Until the end of the Turning Point, each time that friendly operative makes a shooting attack, for that shooting attack:

- Areas of smoke have no effect when determining Line of Sight to that enemy operative.
- That enemy operative is not Obscured.
- If that enemy operative is the target, that friendly operative's ranged weapons have the No Cover special rule

This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, SURVEYOR



SKITARII RANGER GUNNER

In the hunt for the most dangerous of hereteks or xenos aggressors, a forge world's ruling Tech-Priests may issue high-performing Hunter Clade Rangers with advanced weaponry. Strange, esoteric technologies power such armaments, rendering them lethal indeed to the Rangers' foes.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Arc rifle	4	3+	4/5	AP1	Stun
☉ Plasma caliver	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Standard	4	3+	5/6	AP1	-
- Supercharge	4	3+	5/6	AP2, Hot	-
☉ Transuranic arquebus	4	2+	5/3	AP1, Heavy, Unwieldy	MW3
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, GUNNER



SKITARII RANGER ALPHA

Ranger Alphas are the most dedicated of their kind, relied upon to formulate reconnaissance and hunting parameters, and to lead their Hunter Clade in gruelling duties.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⊕ Arc pistol	4	2+	4/5	Rng ♠, AP1	Stun
⊕ Galvanic rifle	4	2+	3/4	Heavy	P1
⊕ Master-crafted radium pistol	4	2+	2/4	Rng ♠, Balanced	Rending
⊕ Phosphor blast pistol	4	2+	4/5	Rng ♠, Blast ▲, No Cover	-
⊗ Arc maul	4	4+	4/5	-	Stun
⊗ Gun butt	3	4+	2/3	-	-
⊗ Power weapon	4	4+	4/6	Lethal 5+	-
⊗ Taser goad	4	4+	3/4	Lethal 5+	Stun

ABILITIES

Control Edict: Once per Turning Point, when a ready friendly **HUNTER CLADE** operative is activated within ■ of this operative, you can select another ready friendly **HUNTER CLADE** operative within ■ of this operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately activate that other friendly operative.

UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, LEADER, SKITARII, RANGER, ALPHA



SKITARII VANGUARD SHOCKTROOPER

So much radiation pours from these Skitarii and their ammunition that they contaminate the air around them. Showing toughness, resilience and dauntless bravery above others of their kind, Vanguard Shocktroopers advance into the fray, securing key positions for their Hunter Clade.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊕ Radium carbine	4	3+	2/4	-	Rending
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ○ of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ○ from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ○ of friendly operatives with this ability).

UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, SHOCKTROOPER



BATTLE TACTIC STRATAGEM

TRACK AND HUNT

No foe can escape the hunt, nor hide from the master trackers of the Wolfspear.



Use this Stratagem at the end of your Movement phase. Select one friendly **WOLFSPEAR CORE** unit, then select one enemy unit within 24" of it. Until the end of your turn, each time a model in that unit makes an attack against that enemy unit, that enemy unit does not receive the benefits of cover for that attack.

1 COMMAND POINT

BATTLE TACTIC STRATAGEM

KILLING BLOW

When their prey is bleeding out, the Wolfspear strike hardest to deliver the killing blow.



Use this Stratagem in your Shooting phase or the Fight phase, when a **WOLFSPEAR CORE** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, if the target of that attack was below Half Strength when it was selected as the target, or if the target has a Starting Strength of 1 and had half or less of its wounds remaining when it was selected as the target, add 1 to the wound roll.

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

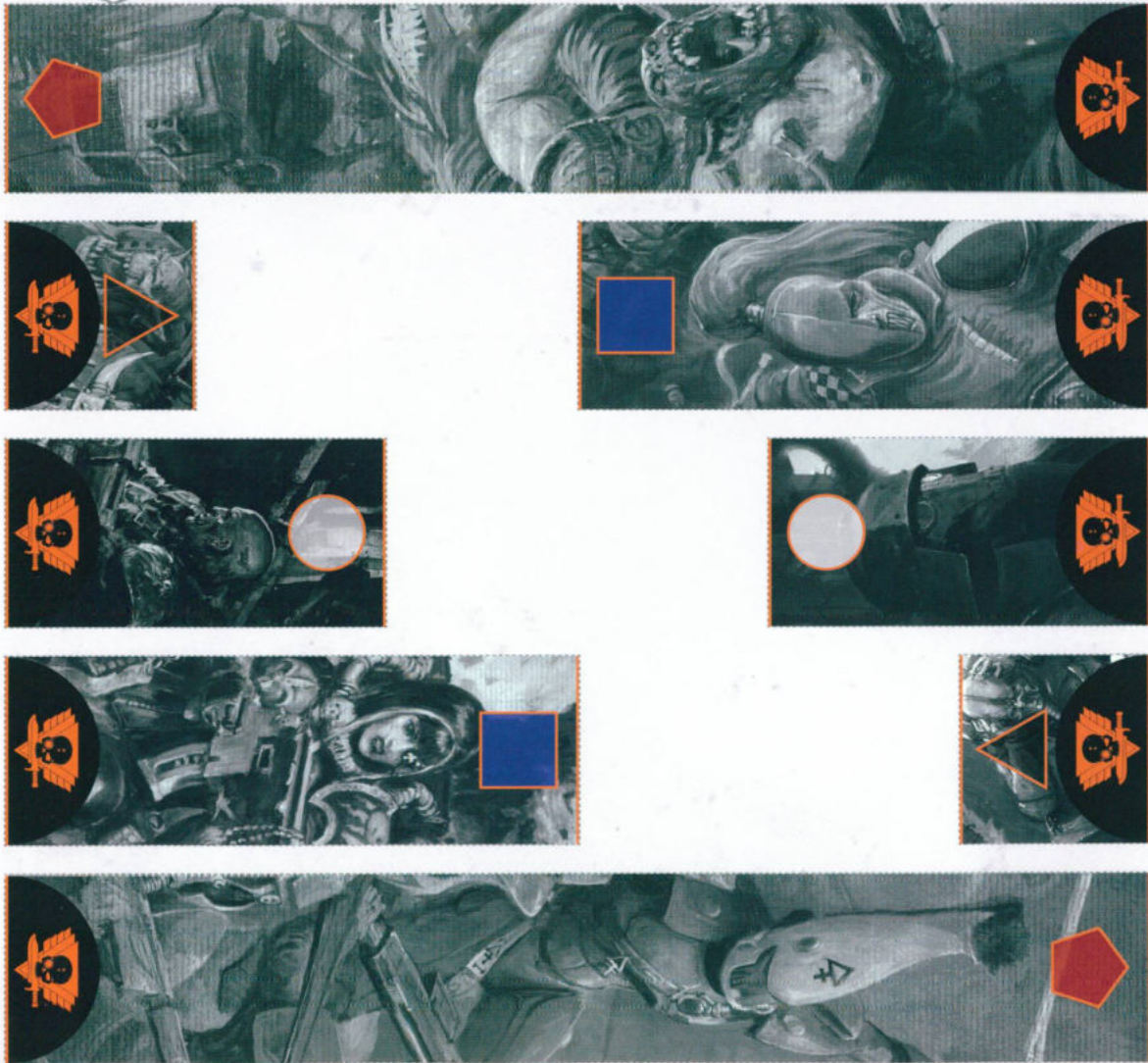
ON THE SCENT

Sensing when an enemy is weakened and fearing for its survival, the Wolfspear emerge from the shadows for a rapid strike.



Use this Stratagem at the start of your Charge phase. Select one enemy unit that had models destroyed or lost any wounds this turn. Until the end of the turn, each time a charge roll is made by a friendly **WOLFSPEAR CORE** unit, if that enemy unit was selected as a target of that charge, you can re-roll the charge roll.

1 COMMAND POINT



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SKITARII VANGUARD DIKTAT

To be a Diktat among Skitarii is to be obeyed without question, due to their direct link with the Tech-Priests. Hunter Clades receiving word from their masters through these warriors are filled with zealous conviction, willing to drive through unimaginable terrors to find and slay their quarry.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Radium carbine	4	3+	2/4	-	Rending
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ○ of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ○ from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ○ of friendly operatives with this ability).

UNIQUE ACTIONS

Enhanced Data-tether (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within ◆ of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, DIKTAT



SKITARII VANGUARD SURVEYOR

The omnispex's machine spirit can read heat emissions, data signatures and biological waveforms, even at extreme range. Should it be kept focused for an extended period, it will reveal the enemy's weaknesses. This is perfect for Hunter Clades, whose primary purpose is to eliminate key targets.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Radium carbine	4	3+	2/4	-	Rending
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ○ of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ○ from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ○ of friendly operatives with this ability).

UNIQUE ACTIONS

Omnispex (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within ■ of this operative, then select one enemy operative. Until the end of the Turning Point, each time that friendly operative makes a shooting attack, for that shooting attack:

- Areas of smoke have no effect when determining Line of Sight to that enemy operative.
- That enemy operative is not Obscured.
- If that enemy operative is the target, that friendly operative's ranged weapons have the No Cover special rule.

This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, SURVEYOR



SKITARII VANGUARD GUNNER

These Skitarii wield some of the most dangerous man-portable weapons in a forge world's arsenal - to the carrier as well as the Omnissiah's enemies. To have survived long enough to join a Hunter Clade while carrying this kind of weapon shows the Machine God's favour.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Arc rifle	4	3+	4/5	AP1	Stun
☉ Plasma caliver	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	3+	5/6	AP1	-
- Supercharge	4	3+	5/6	AP2, Hot	-
☉ Transuranic arquebus	4	2+	5/3	AP1, Heavy, Unwieldy	MW3
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ● of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ● from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ● of friendly operatives with this ability).

UNIQUE ACTIONS

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, GUNNER



SKITARII VANGUARD ALPHA

Skitarii Alphas have passed a point called the Crux Mechanicus. With bodies more machine than flesh, they enact Tech-Priest overseers' orders like holy commands.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Arc pistol	4	2+	4/5	Rng ●, AP1	Stun
☉ Master-crafted radium pistol	4	2+	2/4	Rng ●, Balanced	Rending
☉ Phosphor blast pistol	4	2+	4/5	Rng ●, Blast ▲, No Cover	-
☉ Radium carbine	4	2+	2/4	-	Rending
✕ Arc maul	4	4+	4/5	-	Stun
✕ Gun butt	3	4+	2/3	-	-
✕ Power weapon	4	4+	4/6	Lethal 5+	-
✕ Taser goad	4	4+	3/4	Lethal 5+	Stun

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ● of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ● from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ● of friendly operatives with this ability).

Control Edict: Once per Turning Point, when a ready friendly HUNTER CLADE ● operative is activated within ■ of this operative, you can select another ready friendly HUNTER CLADE ● operative within ■ of this operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately activate that other friendly operative.

UNIQUE ACTIONS

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, LEADER, SKITARII, VANGUARD, ALPHA



SICARIAN RUSTSTALKER ASSASSIN

Ruststalker Assassins fall upon their foes in a stabbing, slashing frenzy, unleashing a blur of attacks. They are selected for kill team duties due to their level of dogged determination to hunt quarry to the death, above and beyond others of their kind.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
✘ Chordclaw and transonic razor	5	3+	4/5	Balanced	-
✘ Transonic blades	3	3+	4/6	-	Rending

ABILITIES

Wasteland Stalkers: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, SICARIAN, RUSTSTALKER, ASSASSIN



SICARIAN RUSTSTALKER PRINCEPS

Excelling in assassination missions and surprise attacks, Princes lead their Ruststalkers in the hunt for any their Tech-Priest masters have marked for death. In their lives, Princes have claimed many foes in the most hazardous of environments.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	11

NAME	A	BS/WS	D	SR	!
✘ Chordclaw and transonic blades	5	2+	4/6	Balanced	Rending

ABILITIES

Wasteland Stalkers: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, LEADER, SICARIAN, RUSTSTALKER, PRINCEPS



SICARIAN INFILTRATOR TRACKER

Experts in penetrating enemy strongholds, Sicarian Infiltrator Trackers emit a white noise that attacks their foes' sensoriums with a painful neurostatic bombardment.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
☉ Flechette blaster	5	3+	2/3	Rng ●, Fusillade, Relentless	-
☉ Stubcarbine	4	3+	3/4	Ceaseless	-
✕ Power weapon	4	3+	4/6	Lethal 5+	-
✕ Taser goad	4	3+	3/4	Lethal 5+	Stun

ABILITIES

UNIQUE ACTIONS

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, SICARIAN, INFILTRATOR, TRACKER



SICARIAN INFILTRATOR PRINCEPS

Sicarian Infiltrator Princeps have a greater detachment from emotion than even others of their kind. No hunting mission is too dangerous for them, and no assassination task too harrowing.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	11

NAME	A	BS/WS	D	SR	!
☉ Flechette blaster	5	2+	2/3	Rng ●, Fusillade, Relentless	-
☉ Stubcarbine	4	2+	3/4	Ceaseless	-
✕ Power weapon	4	3+	4/6	Lethal 5+	-
✕ Taser goad	4	3+	3/4	Lethal 5+	Stun

ABILITIES

UNIQUE ACTIONS

Data Prehensiles: Once per Turning Point, during this operative's activation, it can perform a mission action for one less AP (to a minimum of 0AP). This is not cumulative with the Servo-skull equipment (pg 69).

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, LEADER, SICARIAN, INFILTRATOR, PRINCEPS



EQUIPMENT

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

UPLINKED VID-FEED (1EP)

RANGER or **VANGUARD** operative only. The operative gains the following ability for the battle:

Uplinked Vid-Feed: Each time this operative performs an **Overwatch** action, for that action's shooting attack, do not worsen the Ballistic Skill characteristic of its ranged weapons as a result of performing an **Overwatch** action.

SERVO-SKULL+ (2EP)

The operative gains the following ability for the battle:

Servo-skull: Once per Turning Point, during this operative's activation, it can perform a mission action for one less AP (to a minimum of OAP).

MECHADENDRITES+ (2EP)

The operative gains the following ability for the battle:

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

CENSE BEARER (2EP)

The operative gains the following ability for the battle:

Cense Bearer: Each time a friendly **HUNTER CLADE** operative within ■ of this operative is activated, you can ignore any or all modifiers to that friendly operative's Movement characteristic for that activation (excluding the modifier from the Bulwark Imperative, pg 60).

COMMAND UPLINK+ (4EP)

DIKTAT operative only. The operative can perform the following action during the battle:

Command Uplink (2AP): Add 1CP to your pool. This operative cannot perform this action while within ■ of an enemy operative.

ENRICHED ROUNDS (2EP)

Select one radium carbine or master-crafted radium pistol the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.

OPTIMISED GAIT (1EP)

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

Optimised Gait: Each time this operative is activated, it can ignore the first distance of ● it travels for a climb, drop or traverse during that activation.

REFRACTOR FIELD+ (3EP)

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

Reflector Field: This operative has a 4+ invulnerable save.



TAC OPS

If your faction is **HUNTER CLADE**, you can use the Hunter Clade Tac Ops listed below, as specified in the mission sequence.

FACTION TAC OP 1: RELENTLESS PURSUIT

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

- At the end of any Turning Point, if there are no enemy operatives in the killzone more than **1** from friendly operatives, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

FACTION TAC OP 2: CALCULATED ERADICATION

Reveal this Tac Op when a Doctrina Imperative (pg 60) first becomes active for your kill team.

- At the end of any Turning Point, if an Imperative is active for your kill team, and the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives, you score 1VP.
- At the end of any Turning Point, if a different Imperative is active for your kill team, and the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives, you score 1VP.

Designer's Note: After revealing this Tac Op, we recommend keeping a tally of wounds lost by each kill team during each Turning Point.

FACTION TAC OP 3: ASSASSINATION ORDER

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives.

- If that enemy operative is incapacitated before the fourth Turning Point, you score 1VP.
- If the first condition is achieved by a friendly **HUNTER CLADE** operative within **4** of that enemy operative, you score 1VP.



HUNTER CLADE SPEC OPS RULES

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

BATTLE HONOURS

Each time a **HUNTER CLADE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hunter Clade Specialist table on the right. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

HUNTER CLADE SPECIALIST

D6 Specialism

- 1 Fixed:** The first time you roll attack dice for this operative in each battle, if you do not roll any critical hits, you can select one successful normal hit to be retained as a critical hit instead. That retained hit cannot cause any further critical hits to be retained (e.g. as a result of the Rending critical hit rule).
- 2 Faith in the Machine:** Each time this operative is activated, you can ignore any or all modifiers to its APL.
- 3 Blessed Components:** You can re-roll Recovery tests taken for this operative.
- 4 Enhanced Bionics:** Each time this operative would lose a wound, roll one D6. on a 6, that wound is not lost.
- 5 Consecrated Cybernetics:** At the start of each Firefight phase, roll one D6 for this operative: on a 4+, this operative is not affected by the Deprecation effect of your active Imperative (pg 60).
- 6 Autonomic Cortex:** Once per battle, when this operative is activated, you can use the Command Override Tactical Ploy (pg 61) without spending any CPs.

RARE EQUIPMENT

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

1. THORIUM ROUNDS (2EP)

Select a master-crafted radium pistol the operative is equipped with. It gains the following improvements for the battle:

- Lethal 5+ special rule.
- Add 1 to its Normal Damage characteristic. This is not cumulative with the Enriched Rounds equipment (pg 69).


2. TECHNODERMIC WEAVE (3EP)

Change the operative's Save characteristic to 3+ for the battle.

3. AUTOREPAIR APPENDAGE (2EP)

Each time the operative is activated, you can use the Motive Force Vitality Tactical Ploy (pg 61) without spending any CPs.

4. AMPLIFIED DATA EMITTER (3EP)

DIKTAT operative only. Each time the operative performs the **Enhanced Data-tether** action, you can select any friendly **HUNTER CLADE** operative in the killzone (instead of one Visible to and within  of it).


5. OMNISPECTRAL ANALYSER (3EP)

SURVEYOR operative only. For the battle, for the purposes of the operative's **Omnispex** action, add the following bullet point to the list of effects for the shooting attack specified by that action:

- That friendly operative's ranged weapons have the Relentless special rule.

6. ARC GRENADE (3EP)

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


Name	A	BS	D
Arc grenade	4	3+	3/4
Special Rules	!		
Rng  , AP1, Indirect, Limited	Stun		

STRATEGIC ASSETS

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

ELECTROMAGNETIC SPECTRA-STORM

Before battle, the Skitarii of this kill team chant a binharic psalm. This triggers a microrelease of their own motive force, which interacts with chemicals in the air to create a shimmering veil of flashes, obscuring them from view.

During the first Turning Point, when determining if a friendly **HUNTER CLADE** operative is in an enemy operative's Line of Sight, if that friendly operative is more than  from that enemy operative, that friendly operative is treated as being in Cover.

REPAIR REPOSITORY

This large, archaic device has a mysterious provenance and is made of components that cannot be replaced. Provided a wounded operative is patient enough, the repository will repair any damage to their bionics.

Once after each battle, before rolling a Recovery test for a friendly **HUNTER CLADE** operative, if that operative was Rested, you can automatically pass that Recovery test.

REQUISITIONS

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

ARCHEOTECH VAULT (1RP)

The headquarters of this kill team's Tech-Priest masters contains a vault of rare and powerful equipment. These can be assigned to designated units who have earned the right to carry such artefacts.

Purchase this Requisition before or after a game. Remove one item of rare equipment from your stash and add a different item of rare equipment to your stash. You cannot purchase this Requisition if you do not have any rare equipment in your stash.

RECYCLED (0RP)

A damaged or ineffective operative is decommissioned and their bionics used for parts.

Purchase this Requisition when a **HUNTER CLADE** operative is removed from your dataslate. Add up the number of ranks that operative had (e.g. a Grizzled operative has 4 ranks) and subtract the number of Battle Scars that operative had. You gain a number of Requisition points equal to the difference.

DATA AUGUR

This kill team's base of operations is fitted with sophisticated data-gathering systems. Additionally, they have remote access to augur feeds on allied stations, providing a detailed understanding of the surrounding area, which is essential on their hunts.

When determining your Tac Ops for each battle, you can select two from one draw, instead of one. Note that you can still only select a total of three Tac Ops for each battle.



MARK ASSIGNED (1RP)

Hunter Clades are expert assassins, often deployed to hunt their targets relentlessly in order to eliminate them, thus removing a crucial element of the enemy's war effort.

Purchase this Requisition before or after a game. Select one operative type (e.g. Kommando Snipa Boy, Marksman Pathfinder etc.) to be marked for your kill team, and make a note of it in the Notes section of your dataslate. Each time a friendly **HUNTER CLADE** operative fights in combat or makes a shooting attack, if the target is marked for your kill team, you can re-roll one of your attack dice. If an enemy operative marked for your kill team is incapacitated by a friendly **HUNTER CLADE** operative, that friendly operative gains 2XP and that enemy operative is no longer marked for your kill team. You cannot use this Requisition if you already have an operative marked for your kill team, but you can choose for an operative to be no longer marked for your kill team in order to use this Requisition.

SPEC OPS

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



DAUNTLESS PURSUIT

With a machine-like focus, the kill team relentlessly pursues their quarry, giving chase across killzone after killzone until the enemy can run no more.

OPERATION 1: PURSUIT

The kill team gives chase to their enemies, engaging in back-to-back battles. With their Machine God-given stamina and focus, they aim to outlast the enemy with their gruelling tactics.

Complete five games in which you scored victory points from the 'Overrun', 'Rout' and/or 'Relentless Pursuit' Tac Op.

OPERATION 2: EXECUTION

The enemy has nowhere left to run. Your kill team advances to complete its assassination order.

Complete a game in which you scored victory points from the 'Calculated Eradication' or 'Execution' Tac Op.

COMMENDATION:

- You gain one Requisition point.
- You can distribute 5 XP across the operatives on your roster.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS:

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

EXPEDITIOUS ASSASSINATIONS

The command ark has uploaded numerous targets to the noosphere. The kill team must hunt down and assassinate each as quickly as possible before seeking extraction.

OPERATION 1: ASSASSINATIONS

Various enemy targets must be tracked and assassinated as quickly as possible before word of the Hunter Clade's objective spreads and the Skitarii can be contained or evaded.

Complete five games in which you scored victory points from the 'Headhunter' and/or 'Assassination Order' Tac Op.

OPERATION 2: SIGNAL LANDER FOR EXTRACTION

The enemy is reacting to your presence and your mission is now at an end. With your kill team's communications with HQ blocked, they must secure a landing zone and guide in their source of extraction in a more primitive fashion.

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

COMMENDATION:

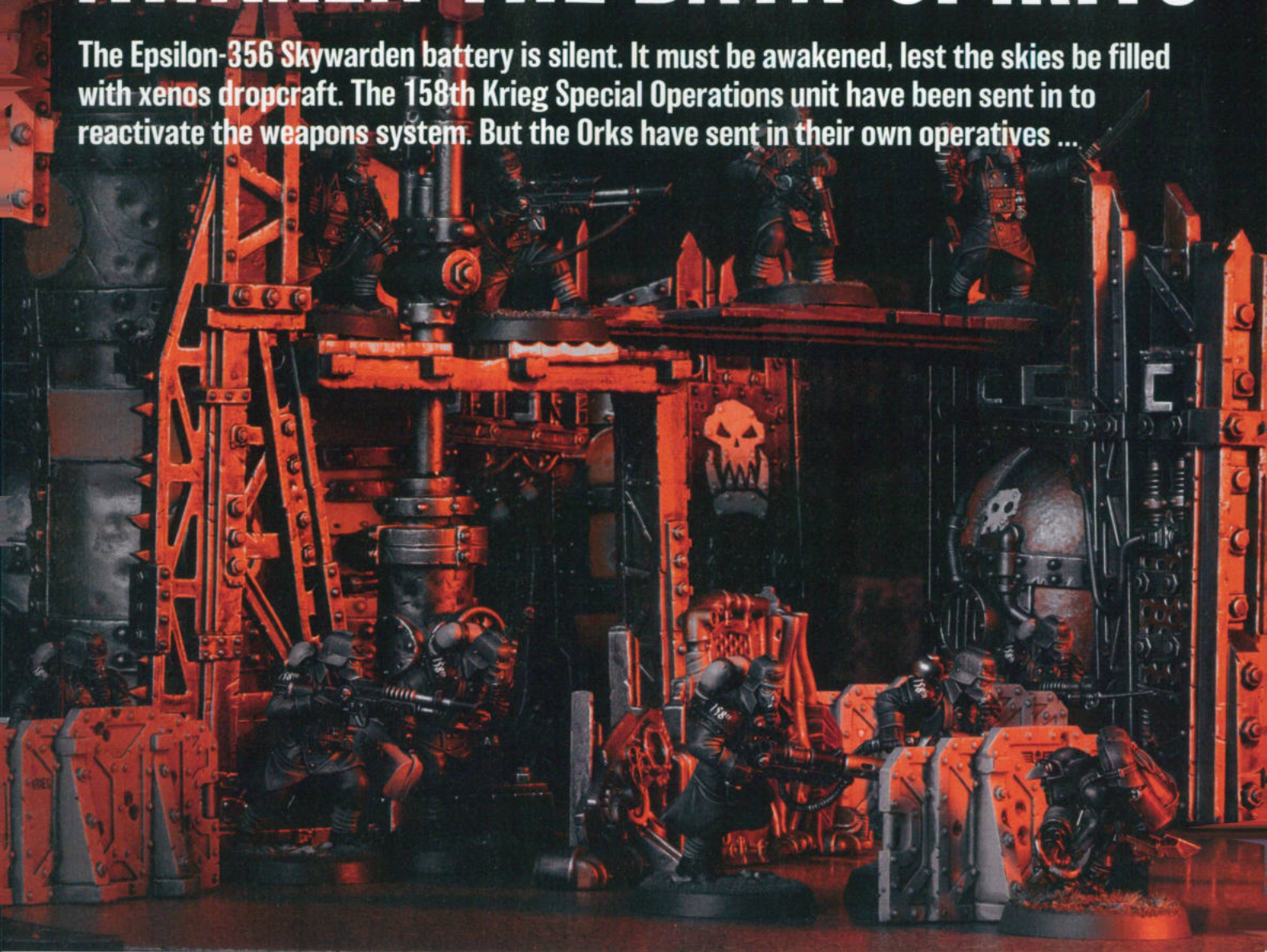
- You gain one Requisition point.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS:

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

AWAKEN THE DATA-SPIRITS

The Epsilon-356 Skywarden battery is silent. It must be awakened, lest the skies be filled with xenos dropcraft. The 158th Krieg Special Operations unit have been sent in to reactivate the weapons system. But the Orks have sent in their own operatives ...



ELLIOT HAMER & WES SZMAGLIK

Elliot is the lead games developer for Kill Team, and Wes is one of the key playtesters. Who better to fight the first battle than the world's two most experienced operatives?

Warhammer 40,000: Kill Team is back, and it's bigger and better than ever before! New miniatures, new rules, new scenery – it's all very exciting! As you've probably noticed already in this issue, there's a whole lot of Kill Team content to delve into, and this month's Battle Report is no exception. Over the next chunk of pages, you'll witness the Death Korps of Krieg take on Ork Kommandos in a desperate mission to control a powerful weapons system. Alongside the usual action, we'll also be highlighting some of the new rules from the game to give you an idea of how it all works.

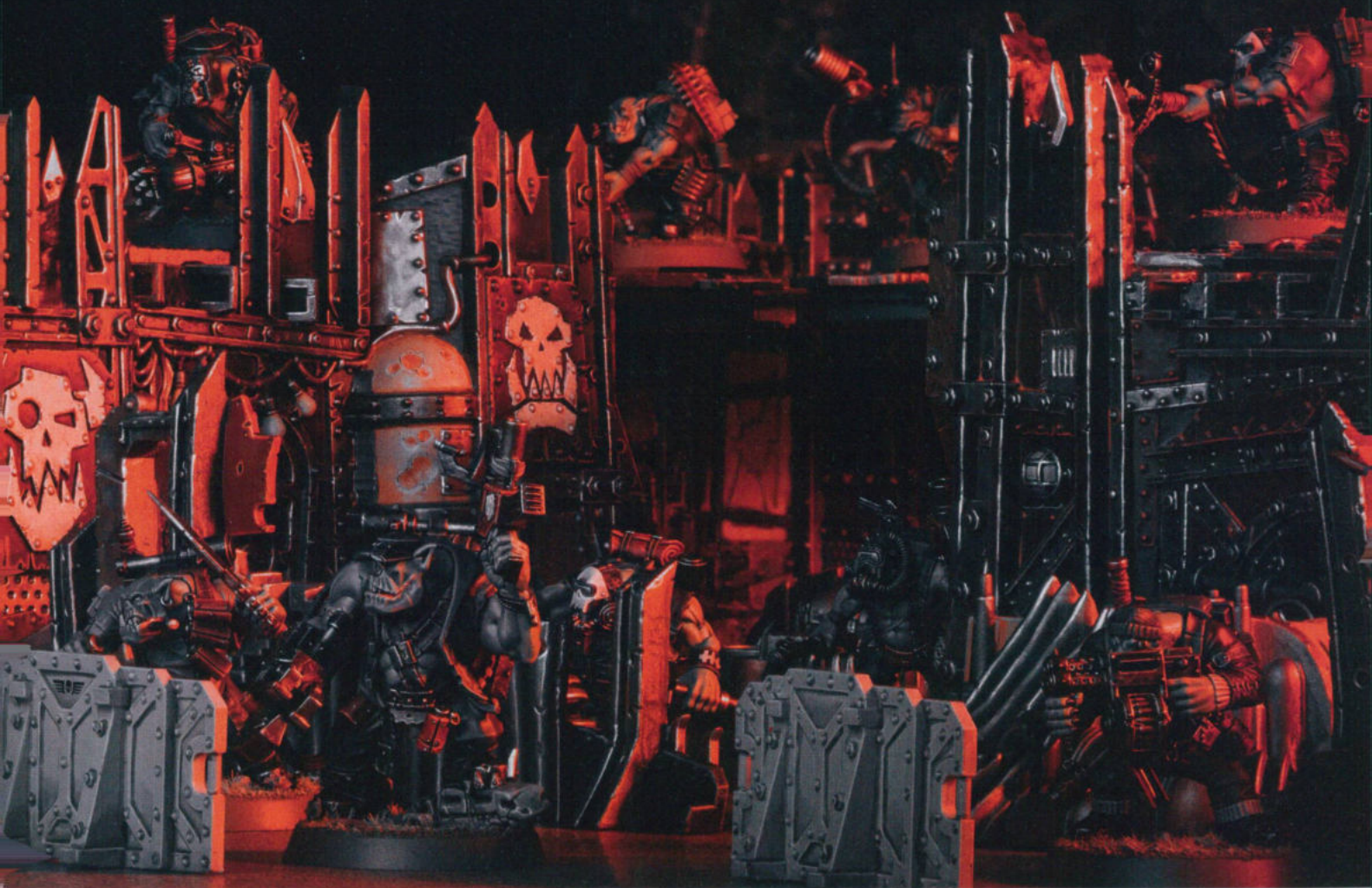
KILL TEAM COMMANDERS

Bossing the Ork Kommandos around in this Battle Report is Warhammer 40,000 games developer Elliot Hamer, who worked tirelessly on the new rules system for Kill Team. As one of the game's major contributors, he was an obvious

choice for its first Battle Report. On the opposite side of the battlefield stands playtester Wes Szmaglik, who will be taking command of the Death Korps of Krieg. Like Elliot, Wes knows the game inside out, having played it virtually non-stop for the last year!

THE MISSION

Elliot and Wes are playing the Awaken the Data-Spirits matched play mission from page 124 of the Core Book. Both players must use their operatives to disconnect a data firewall before taking control of the uplink nodes for a powerful weapons battery. Victory points (VPs) are awarded for completing this primary mission as well as for completing their three Tac Ops – secondary missions that can involve controlling areas of the battlefield, incapacitating key enemy operatives or simply 'krumpin' some 'eads!



Trooper Kabil raised a pair of magnoculars to the lenses of his gas mask and surveyed the ruins. The Orks had laid waste to this sector several months ago, leaving devastation in their wake. Derelict factorums and abandoned oil rigs showed the signs of their passing. Most had been violently demolished. Those that remained were daubed with crude xenos glyphs. From his vantage point, Kabil could see a pair of data cables hidden amongst the wreckage. The two uplink nodes also appeared to be undamaged. A blessed relief, then – their mission could proceed.

'Seven-three-eight-eight-oh Kabil reporting.' The comms line crackled then beeped an acknowledgement that it was connected. 'Objective in sight, Watchmaster.'

'Understood. Advancing. Hold position.' The response was clipped and terse. No need for small talk.

Kabil rested on his haunches and checked his lasgun was charged before continuing his vigil, his dark eyes surveying the scene. Dust billowed. Scraps of paper and tattered cloth blew in the wind. Long shadows lay across the ground, cast by the slowly setting sun.

Slowly, almost imperceptibly, one of the shadows began to move. What Kabil had assumed was a pile of discarded sacks resting against the building in the darkness rose up and edged forwards along the wall of one of the buildings. Another shadow detached itself nearby, a hulking green body revealing itself as it stepped briefly into a patch of light.

'Enemy sighted,' voxed Kabil. 'Xenos operatives. Two confirmed.' He watched the Orks advancing. One of them scuffed its boot over the data cables and grunted to the other boy. 'You might want to hurry,' said Kabil.



BEIN' A SNEAKY GIT

Elliot: My kill team consists of lots of different specialists. I plan to sneak them up the board, completing objectives as I go, then pounce on any Death Korps wandering a little too far from their drop zone. Kommandos don't have great armour, so they might take a beating from enemy shooting, but when they get into combat with the Guardsmen, they will duff them up good! The Nob and Comms Boy both have abilities that give another operative an extra action point, which can be very handy when dashing to objectives and completing mission actions, while the team's Throat Slittas ability means that the Orks can charge even when they're on the Conceal order. The Snipa Boy and Rokkit Boy will help keep the Guardsmen's heads down, while the Grot can nip and take objectives when no one is looking. I equipped a few of my Boyz with stun and smoke grenades, too, to give me some tactical flexibility.

NAZBOK SMASHEAD'S KUTTIN' KREW

1. Nazbok Smashead

Nob equipped with slugga and power klaw

2. Grodd "Beanie" Badfang

Dakka Boy equipped with dakka shoota

3. Breaka Slazbag

Breacha Boy equipped with breacha ram and slugga

4. Madeye Dakkafist

Snipa Boy equipped with scoped big shoota

5. Grug "Yella" Snotkicka

Comms Boy equipped with shokka pistol and chooppa [2EP]

6. Zogger Spleenrippa

Rokkit Boy equipped with rokkit launcher

7. Stugbrog Facestabba

Slasha Boy equipped with throwing knives, twin choopas and stun grenade [2EP]

8. Nargrunt da Shiv

Boy equipped with slugga, chooppa and smoke grenade [3EP]

9. Ugul 'Umiechewa

Boy equipped with slugga, chooppa and smoke grenade [3EP]

10. Flippaz

Grot equipped with grot chooppa



158TH KRIEG SPECIAL OPERATIONS "THE DUST RUNNERS"

1. Watchmaster Kraust

Sergeant Veteran equipped with bolt pistol, power weapon and topographical chart (3EP)

2. Medic "Fixer" Varpok

Medic Veteran equipped with lasgun and bayonet

3. Trooper Kabil

Spotter Veteran equipped with lasgun, bayonet and mortar barrage

4. Trooper Arnim

Sniper Veteran equipped with long-las and bayonet

5. Gunner Jonkar

Gunner Veteran equipped with grenade launcher

6. Gunner "Ork" Tyborc

Gunner Veteran equipped with flamer

7. Gunner Jent

Gunner Veteran equipped with meltagun and rosary (2EP)

8. Trooper Lensk

Trooper Veteran equipped with lasgun, bayonet and hot-shot capacitor pack (2EP)

9. Trooper Venner

Trooper Veteran equipped with lasgun and bayonet

10. Trooper Garric

Trooper Veteran equipped with lasgun, bayonet and chronometer (3EP)



INTO ENEMY TERRITORY

Wes: I picked a kill team with lots of guns! My plan is to station a load of operatives on a firebase with a good Vantage Point, commanded by the Sergeant. Meanwhile, the more expendable Troopers can run out to take the objectives. The Spotter can help the Sniper target enemies he wouldn't normally be able to shoot, and then he can call down mortar shots where they're required. Meanwhile, on the front line, the Gunner armed with the meltagun will need to get close and personal to cause the most damage, so I gave him a rosary to try and keep him alive a little longer. I also picked the topographical chart as a piece of equipment in the hope that I can outfox Elliot at the scouting stage. Lastly, I've picked the guided missile and artillery barrage options from the Ancillary Support section of my list. The Orks will want to get close, so I'll need all the shooting I can muster!

DEPLOYMENT: ENEMY SIGHTED

Having reached the data uplink point for the Skywarden battery, the Dust Runners find the objective hotly contested by a mob of Ork Kommandos. Violence is imminent.

THE MISSION

A player scores 1VP if one of their operatives disconnects a Firewall (objectives 2, 3, 5 and 6). They score further victory points if they control an Uplink node (objectives 1 and 4) – 1VP if one of its Firewalls is disconnected, 2VPs if both are. A total of 12VPs can be scored from the mission.

A further 2VPs can be scored from each Tac Op secondary objective for a total of 6VPs.

2VPs are awarded for a fully painted Kill Team for a full score of 20VPs.

Before deploying their kill teams, Elliot and Wes set up two barricades each to give their operatives some additional protection. Both opt to Fortify during the scouting stage, giving them each a third barricade.

As the defender, Elliot deploys the Ork Kommandos first. He gives every Ork the Conceal order except Grodd the Dakka Boy.

Madeye the Snipa Boy (1), Nargrunt (2), Boss Nazbok (3), Stugbrog the Slasha Boy (4) and Zogger the Hokkit Boy (5) set up on the roof of the main building in his deployment zone, while Breacha the Breacha Boy (6) and Grodd (7) set up below.

Flippaz the grot (8), Grug the Comms Boy (9) and Ugul (10) set up to the east behind a ruined wall.

Kommando Boss Nazbok Smashead watched the humies from the window of a ruined manufactory. They were trying to be sneaky, but he could see them all. There were three, four, five ... lotz of them. Exactly how many didn't really matter to Nazbok – his Boyz would sort them out.

He beckoned Grug the Comms Boy over and ordered him to head to the eastern flank of the battlefield with Ugul and Flippaz the grot. Between them they should be able to deactivate the humie systems before moving into position around the data uplink terminal. He gathered the rest of the Boyz around him, ordering Madeye, Stugbrog, Nargrunt and Zogger to head upstairs, giving them a better line of sight across the

battlefield. Before he followed them, he told Grodd to shoot anything that moved and Breacha to wait until he yelled for him to get stuck in. Being left out of the fighting might annoy the Breacha Boy, but he was Nazbok's secret weapon, and he needed to be patient.

Joining his Boyz on top of the building, Nazbok could see the humies converging on the data cables and uplink terminals. The humie boss was also on top of a building, wavin' his sword around as he told his ladz where to go. Nazbok wasn't too worried about the humies armed with lasguns, but he'd spied a few larger shootas among the enemy ranks that he was not too keen to get involved with. He told his Boyz to keep their heads down while he came up with a plan.



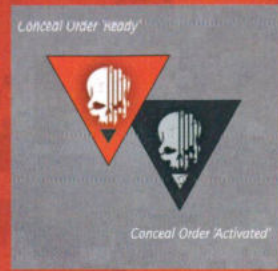


As the attacker, Wes then sets up the Guardsmen. He gives all of them the Conceal order.

Gunner Tyborc takes the western flank (11), with Troopers Venner (12) and Lensk (13) in close support.

Atop the main building, Arnim the Sniper (14), Watchmaster Kraust (15), Spottur Kabil (16), Medic Varpok (17), and Gunner Jonkar (18) watch over the objectives in the centre of the battlefield. Trooper Garric (19) sets up in the building below them, with Gunner Jent (20) holding the eastern flank.

ENGAGE OR CONCEAL
 During a Kill Team battle, every operative will have an order token next to them (as shown in the deployment map to the left). An operative with the Conceal order and in Cover is generally not a valid target for an enemy operative's shooting attacks, but that operative is also unable to perform various actions (such as charging or shooting). An operative with the Engage order can perform more actions but is more susceptible to enemy operatives' ranged attacks. When an operative is activated, their order token is turned from the orange 'Ready' side to the black 'Activated' side.



TURNING POINT ONE: TREAD CAREFULLY

Desperate to activate the weapons system, both forces send out operatives to cut the firewall cables and activate the uplink nodes. The ruined manufactorums soon become a killing ground.

THE TURN SEQUENCE

INITIATIVE PHASE

At the start of each Turning Point, players roll off to determine who will take the first activation.

STRATEGY PHASE

In the Strategy phase, both players generate a Command Point that can be used to play Strategic Plays or Tactical Plays (sneaky stuff that might help them out during the turn). At this point, any Tac Ops that need to be declared in the Target Reveal stage are revealed.

FIREFIGHT PHASE

In the Firefight phase, players alternate activating operatives or groups of operatives to perform actions, such as moving, shooting, fighting in combat and, in this mission, deactivating a Firewall system.


Nazbok watched the Imperial Guardsmen with interest. They were certainly keen, he'd give them that. To the west, three of them were advancing quickly into the ruins, while another of their number was racing forward to the east. They were clearly trying to get to the data terminals his Boyz had discovered in the ruins. Nazbok wasn't entirely sure what the terminals did, but he had a feeling it was linked to a nearby weapons system that his Boss had been unable to activate. That's why they'd been sent back – to fix it.

He watched carefully as one of the Guardsmen ran forwards, dropped his flamer, pulled out a pair of heavy-duty wire cutters and cut through a cable. He nudged Nargrunt and pointed at a nearby wire close to the building they were standing in. 'Get it Dun,' he growled. Nargrunt looked perplexed for a moment, then climbed down the building to cut the cable.

Nazbok knew that violence was imminent. He could taste it. He wasn't disappointed. A small explosion to the east indicated that the humies had started firing. Ugul had a piece of shrapnel stuck in his shoulder but was otherwise unharmed as he set about chopping his way through another one of the cables. The retaliatory fire was, by comparison, deafening. Racing from cover, Grodd unleashed the full fury of his dakka shoota on the unfortunate Guardsman with the grenade launcher, blasting him from his feet. (cont.)



INTO THE BREACH!

Wes's first Strategic Play is Into the Breach, which enables each of his operatives to Dash (move up to ) towards the enemy. He uses this play to move his operatives closer to the Firewall objectives closest to his drop zone, thereby stealing a march on the Orks.

Having played Into the Breach, Wes moves Gunner Tyborc onto objective 5 (1) and deactivates the Firewall, earning him 1VP.

Elliot activates Nob Nazbok and plays Get it Dun! on Nargrunt, increasing his APL (Action Point Limit) by 1. Elliot then climbs Nazbok down from the building and dashes him into cover behind one of the central buildings (2). Nargrunt joins him and, with his extra action point, deactivates the Firewall on objective 6, also earning Elliot 1VP.





+++ Mission Transcript 45883/G +++

> Tyborc, can you reach the data cable from your position?

> Affirmative, Watchmaster. Advancing now. The Orks seem to have had the same idea. They're cutting the wires to the uplink node.

> How can they possibly know what it does? Orks never show that level of intellect.

> Throne knows. Wire is cut.

> Acknowledged, Venner, try to activate the uplink node. If the Orks have deactivated their end of the firewall, they may actually have done us a favour.

> Venner here. Understood.

> Lensk, give Venner cover.

> Acknowledged. On my way, Watchmaster.

> Kabil, any chance of flushing out some of those Orks?

> I've got my eyes on one of them. Reckon you can drop a grenade on it if I spot you, Jonkar?

> Worth a shot. [sound of grenade launcher firing] Anything?

> Not even close.

> I'll move up, see if I can ge- [sounds of heavy gunfire] Aargh!

> Jonkar's down. Someone recover his gear if he doesn't make it.

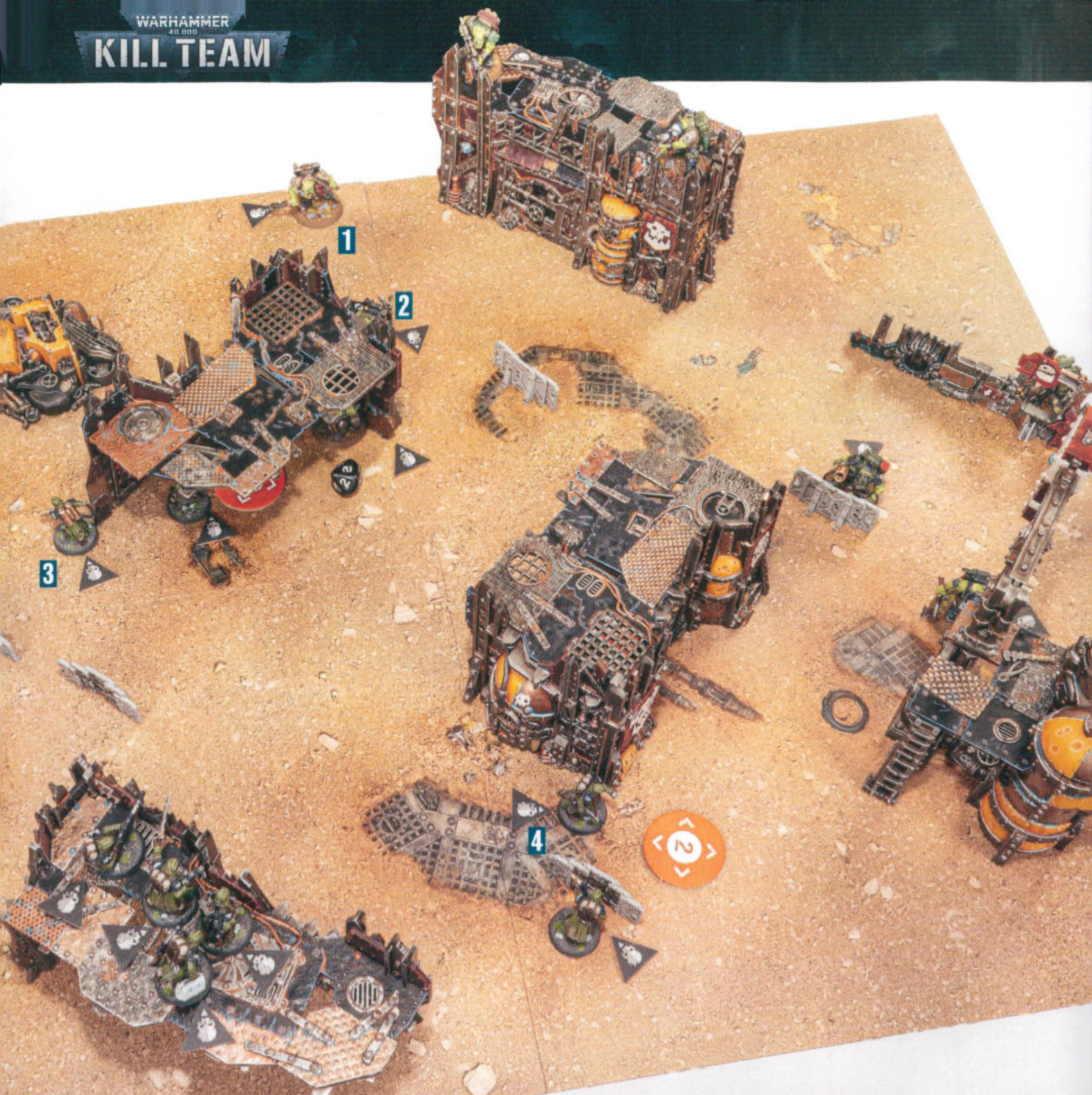
Troopers Venner (3) and Lensk (4) use a Group Activation (Trooper Veterans are activated in groups of two) to move onto objective 4, the Uplink node. On the other side of the battlefield, Grug (5) uses his Listen In action to give Ugul (6) an extra AP. The Kommando Boy races forward to deactivate the Firewall on objective 3.

Aidnd by his topographical map, Wes turns Gunner Jonkar's (7) order status to Engaged. Then, guided by Spotter Kabil, he fires a Krak grenade at Ugul but misses even with a command re-roll.

Grodd the Dakka Boy (8) performs a Dakka Dash, shooting Jonkar while running into Cover. His shots cause two critical hits, incapacitating the Guardsman and taking him out of the battle.

Many of Wes's operatives pass on their actions (9), preferring to wait for the Orks to advance first.





The Kommando Boss grinned with satisfaction as the Guardsman hit the floor and lay still, blood pouring from his wounds. As he ordered Stugbrog down from his vantage point, a whistling noise caught the Nob's ear. He dived for cover just in time, a barrage of shells raining down from the sky around Nargrunt and him. As the dust settled, he pulled a lump of metal out of his chest. A flesh wound, nothing more. Perhaps now was the time to strike.

'Hit 'em 'ard, Breaka!' he bellowed. He was answered by an equally enthusiastic roar as the Breacha Boy slammed open the door of the Orks' hideout, raced across the road and pile-driven his way through the nearest wall with his battering ram. A muffled scream, a jet of red blood and another jubilant Orky roar indicated that Breaka had hit something significantly softer than steel.

DISTANCES

In Warhammer 40,000: Kill Team, distances are displayed in increments represented by coloured shapes:

- ▲ The triangle is 1"
- The circle is 2"
- The square is 3"
- ◆ The pentagon is 6"

So an Ork, for example, has a movement of 3● while a Dash move is ■. Most pistols have a range of ●. These graded distances are all represented on the game's combat gauges.

LINE OF SIGHT

Line of Sight (page 70 in the Core Book) is of critical importance in Kill Team. A target must be visible to the active operative, but if they are obscured by terrain, then they may not be a viable target. Operatives on an Engage order make for easier targets, which is why both Wes and Flint began the game with most of their operatives Concealed. This way if they are in Cover they cannot be viable targets if they are too far away from the active operative.

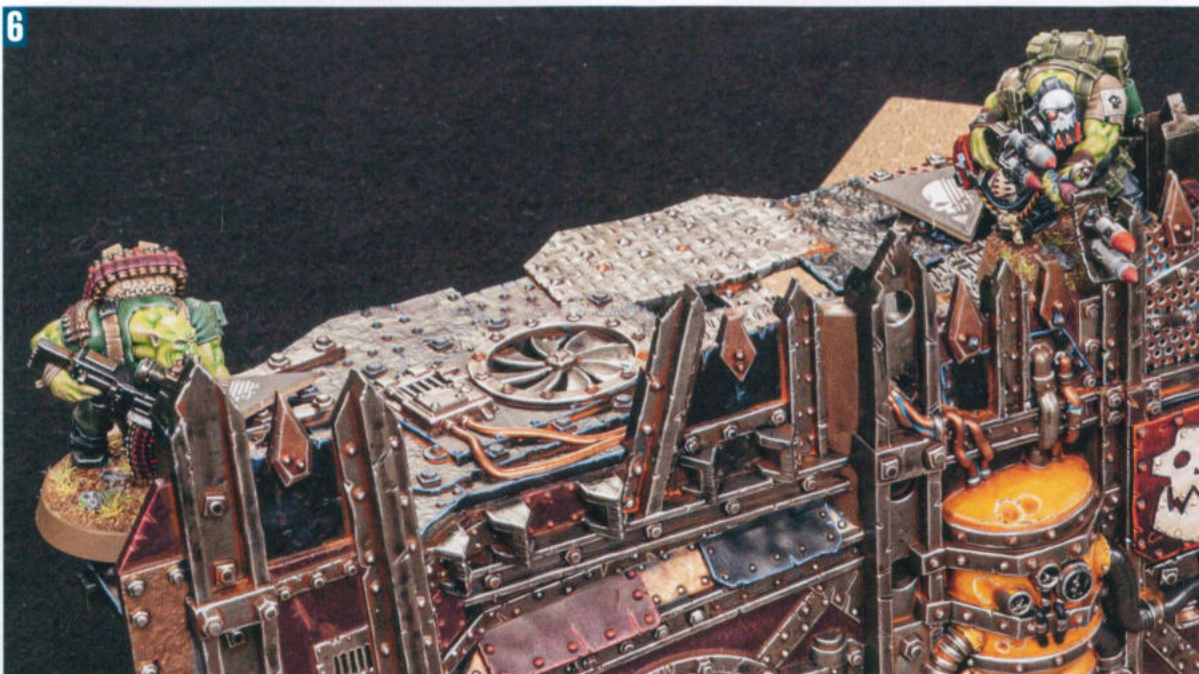
CRITICAL HITS

All weapons have two damage profiles. The first number is the Normal Damage, the second is the Critical Damage. A critical hit is scored when a 6 is rolled to hit in either shooting or melee. An Ork slugga, for example, has a damage profile of 3/4, meaning that a critical hit will cause 4 damage unless the shot can be stopped by the target's armour. Critical saves are also possible on a roll of a 6 and are the best way to negate critical damage.



+++ Mission Transcript 45884/G +++

- > Jonkar's out of it. I've patched him up, but he's lost a lot of blood.
- > Understood. You'll have to take his place, Garric. Can you reach the firewall cable?
- > Affirmative. You want me to cut it?
- > Negative. Stand fast. We're not sure what the Orks are up to. Hold position until I give further orders. Stay out of sight.
- > No complaints here.
- > Anything on your end, Lensk?
- > Orks have gone quiet since the barrage. Reckon they're on the other side of this wall.
- > Keep an eye out, we don't want th- [sound of rending metal]
- THRONE, WHERE DID- VENNER! EMPEROR'S TEETH! VENNER! The Orks have breached the wall! Some kind of battering ram. It got Venner. There's ... I ... he's gone!



Stugbrog the Slasha Boy (1) leaps down from his Vantage Point and runs out to the western flank.

Wes drops an artillery barrage on Boss Nazbok and Nargrunt (2), who can be seen by Gunner Iyborc (3). He rolls six dice for each attack and scores a regular hit and a critical hit on Nargrunt. Elliot saves the critical hit, but Nargrunt still takes 2 damage. Boss Nazbok is also hit for 3 damage.

Trooper Garric takes objective 2 but doesn't deactivate the Firewall (4). This is because Wes has the Stand Fast Tac Op that means he will score 1VP if he holds two objectives at the end of the Turning Point.

Flippaz uses his grappling hook to swing into cover near objective 1 (5) – the Uplink node.

With nothing to shoot, Elliot passes with Madeye and Zogger (6).

Breaka uses his breacha ram to charge through a blast door, then a wall and into Trooper Venner (7). All three of his attacks hit (two of them critical), and he pulverises the Guardsman. He also denies Wes a lot of victory points!



VICTORY POINTS

3	1
Orks	Astra Militarum

TURNING POINT TWO: KRUMPIN' TIME

Having denied the Death Korps troopers access to the uplink node, Boss Nazbok's Kuttin' Krew begin to outflank the Imperial position. But the Astra Militarum are determined to complete their mission.

PLOYS AND ORDERS

At the start of the second Turning Point, instead of playing a Strategic Ploy, Wes issues the Take Aim! order with his Sergeant Veteran. This enables operatives within of his Sergeant to re-roll 1s when shooting. Elliot then plays the Skulk About! order, which means any Ork on the Conceal order automatically passes one Normal Save each time they are shot at. Wes then plays Clear the Line, which means his Guardsmen automatically hit with one of their attacks in combat.

The sound of a humie being pulverised always brought a smile to Boss Nazbok's face. Breaka was causing carnage in the uplink terminal building, and Nazbok was fair-minded enough to let him continue. After all, he'd made Breaka wait before joining the action; he would want to make up for lost time.

A gout of flame erupted from the hole that the Breacha Boy had punched in the wall. Nazbok knew that flamer-wielding humie was around somewhere, but by the sounds of screaming and shouting coming from the inside of the ruins, Breaka was still alive and causing even more destruction. This could perhaps work in Nazbok's favour. He raised his power klaw and waved over Stugbrog. Tapping Nargrunt on the shoulder, he gestured for the two Orks to sneak along the outside wall of the building. Over the comms he yelled for his grot assistant to join them. A few seconds later, the wetsuit-clad Flippaz swung into view on his grappling rope and then promptly dived for cover. Narbok shook his head in despair.

Watchmaster Kraust watched the carnage taking place in the uplink terminal building with cold professionalism. He was born of Krieg, a dour man who was ever pragmatic and serious about his work. His mission was being compromised, and his soldiers, despite their zeal, were beginning to come undone by their alien foes. Even now the Orks were moving to outflank his soldiers' positions. This would have to be stopped – they must reclaim the uplink terminal.

With Jonkar, Venner and Lensk all out of action, Kraust called for his Guardsmen to draw whatever beads they could on the Orks and punish them for their temerity. Gunner Jent called in coordinates for a guided missile strike, and Kraust approved them immediately. The detonation tore apart a barricade and flung an Ork body high into the air. On the ground below, Trooper Garric reached out and, with a vox acknowledgement from Kraust, cut the firewall cable to the second terminal. He retreated back behind cover ready to secure the uplink node. *(cont.)*

Elliot reveals the Rout and Get Stuck In! Tac Ops which, broadly speaking, involve running at the enemy and hitting them! He then wins the roll-off for initiative. Not wanting Elliot to get the upper hand, Wes uses the chronometer held by Trooper Garric to re-roll his dice, stealing the initiative from Elliot.

Gunner Tyborc moves onto the Uplink node and turns his flamer on Breaka (1). Wes scores only three out of five hits despite needing a 2+ to hit. Breaka is badly burned but survives. The Ork then charges both Lensk and Tyborc before turning his breacha ram on Lensk. With Tyborc's help, Lensk manages to wound the rampaging Ork, but he is then swiftly (and messily) incapacitated by the Breacha Boy.





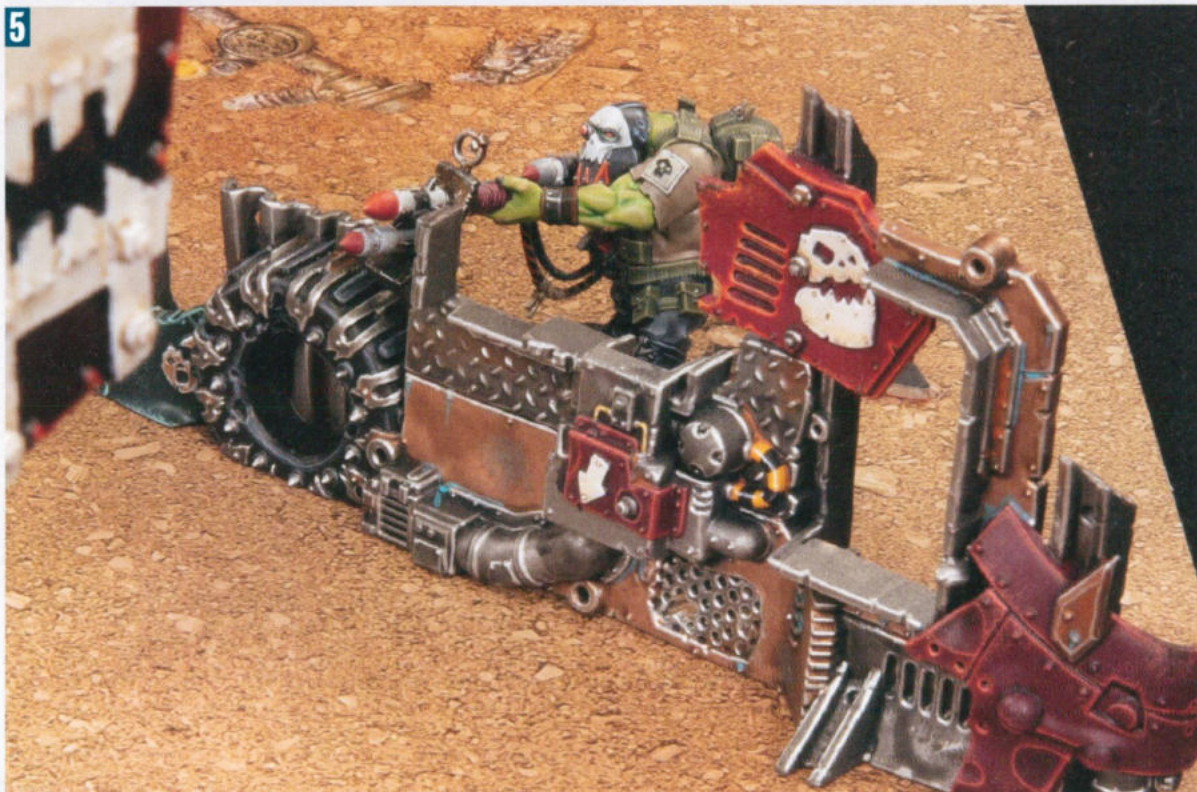
+++ Mission Transcript 45885/G +++

- > BURN! Burn, alien scum! Feel the Emperor's wrath! [sound of gouting flame]
- > Fall back, Tyborc. I can't see a thing with all that smoke.
- > It's gone! Where did it- Aargh!
- > Lens!
- > Throne, help me! [sounds of grunting and struggling] Grab ... the ... power cable. Anything!
- > It's too gakkin' strong!
- > Stab it, hit it! Just ...
- > Oh f- [sound of industrial equipment being used]
- > AAAAAARRGGGGHHH!
- > Tyborc, leave him. Fall back, Tyborc, that'n an order! There are more greenskins coming up behind you. You can't do anything for him now, Tyborc! Quick, before ...



Being out of range with his meltagun, Gunner Jent calls in a guided missile strike on Grodd. The attack causes a mighty 12 damage, taking the Dakka Boy out of action (2).

Flippaz uses his grappling hook to zip across the battlefield, where he then takes cover behind one of the Death Korps' barricades (3).



Stugbrog and Nargrunt sneak along behind the wall, knowing that the primary objective is on the other side but not wanting to venture out into the open where the Guardsmen can shoot them (4). Along with Flippaz, Elliot now has three operatives within ♦ of Wes's drop zone, scoring him 1VP for the Get Stuck In! Tac Op,

Zogger jumps down from his Vantage Point and runs along behind the barricade to the east (5), ready to target Gunner Jent should he be foolish enough to come off his Conceal order.

OVERWATCH

When it is your turn to activate an operative, if you do not have any ready operatives left to activate, but your opponent has not yet activated all of their operatives, you can select a friendly operative that has an Engage order and has already activated this phase to perform a single Overwatch action (see page 63 of the Core Book).

This ability is especially useful if one player has fewer operatives than their opponent, enabling them to sneak in a few extra shots here and there. For this reason, Wes places Gunner Jent on Engage orders just in case Ugul charges and kills Trooper Garric (see below). It proves to be a prudent but pointless tactic!

Wes uses the Spotter to spot the Ork Snipa Boy for the Death Korps' own sniper, Trooper Arnim. Wes then activates Arnim, puts him on Engage orders (so he can Overwatch later) and fires at the now visible Madeye. He scores four hits including one critical, causing 9 damage – not quite enough to kill the Ork (1).

Elliot retaliates by firing back with his Snipa. Madeye scores three critical hits, causing six mortal wounds. A further shot Incapacitates Arnim. Wes quickly uses the Medic! ability on Varpok to keep Arnim in the game with 1 wound remaining, but both operatives lose 1AP for the next Turning Point.

Madeye moves downstairs and into Cover (2).

Shots rang out as Arnim – guided by Kabil – fired on the Ork Snipa lurking in the manufactory on the other side of the battlefield. There was a moment's silence, a complete lull in the din of battle, before a torrent of shots came thundering back. Several of them hit Arnim, and he fell to the floor, Varpok running to his side, medikit already open. Below them, Kraust could see Garric duelling a hulking Ork wearing what appeared to be a diving mask. Unable to get a clear shot at the Ork with his meltagun, Gunner Jent could only watch helplessly.

In Nazbok's opinion, everything was going to plan. He'd lost a couple of Boyz, but all the rest of his Krew were driving the humies back and having a pretty good fight to boot. He stuck his head round the corner of the building to see Breaka stomping on the chest of a fallen Guardsman while holding another at arm's length. The flamer trooper! Nazbok did like flamers! Strutting through the hole in the wall left by Breaka, he grabbed the struggling Guardsman, held him up in his bare hand and snipped him in half with his power claw. Highly satisfying. A buzzing noise caught Nazbok's attention. With unusual dexterity, he peeled the Guardsman's helmet off and put it to his ear. There was a shouty box inside. He could have some fun with that. He took the flamer, too, as a memento.





+++ Mission Transcript 45885/G +++

- > I have one of the xenos in my sights. Arrnim, end of the manufactorum, behind the black panel.
- > I see it. Tight shot. Authorised?
- > Take it, Arrnim – we need to kill some of these brutes.
- > [sound of a long-las being fired]
- > Target hit. Did it fall, Kabll? I can't see fro- [sound of heavy incoming fire] Gah! I'm hit! I ... MEDIC!
- > I got you, trooper. Hold still, keep your head down. It's a flesh wound, nothing serious. Injecting stims and anti-coags.
- > You know how to have a good time, Doc.
- > Enough! The filth is still alive, and we're becoming overwhelmed. Garric, hold ground. Jent, cover him.
- > Acknowledged.
- > Understood. Holding.
- > Tyborc, you still alive down there? Tyborc?
- > WAAAGH! Comin' to get ya, humies!
- > Throne, the vox is compromised! Switch to secondary band.

VICTORY POINTS

10

Orks

2

Astra Militarum



Grogd uses Listen In to give Ugul an extra APL. The Kommando then charges Trooper Garric. **(3)** Garric takes 5 damage and Ugul 3, but neither is taken out.

Boss Nazbok plays Get It Dunt! on himself and charges Gunner Tyborc. **(4)** A single power klaw hit is all he needs to give the Guardsman the snip. At this point Elliot reveals his last Tac Op – Rob and Hansack – which awards him 1VP now and a further 1VP if the Kommando Boss survives until the end of the battle when he can inspect the loot he stole from Tyborc.

TURNING POINT THREE: GRENADES AT DAWN

The Dust Runners find themselves pushed back as the Orks converge on their position with ruthless efficiency. But the greenskins are starting to look a little worse for wear.

VANTAGE POINTS

A Vantage Point is a terrain feature with a vertical element, such as a level higher than the floor of the killzone that operatives can be placed upon. When an operative on a Vantage Point makes a shooting attack, they treat targets that have a Conceal order, that are in Cover provided by Light terrain or another operative, and that are at least ● lower than them as having an Engage order for that attack instead. Put simply, being up high in Kill Team is very handy indeed!

'Sort 'em out, Breaka!' yelled Nazbok as he dived back behind cover. He knew his own strength, knew he was more powerful than any of these pitiful humies. He also knew a meltagun when he saw one. Even behind the wall he could feel the air superheating, hear the hiss as moisture evaporated then turned into a roar as Breaka was vapourised by the cooka-gun.

The Nob shoved Slasha Stugbrog out into the open to see if the coast was clear. The Kommando gave him a dirty look then ran for cover, grabbed a stun grenade from his bandolier and lobbed it up into the building where the Guardsmen were hiding. There was a yell of surprise followed by a loud detonation and a blinding light. Nazbok shoved Nargrunt out into the open, too. The Kommando ran towards the building slugga first, ready to blast holes in anything that moved. Flippaz the grot followed in his wake, his choppa out, ready to plunge it into some unfortunate victim.

Watchmaster Kraust stepped round the ruined wall and plunged his power sword into the Kommando's shoulder. The Ork roared in pain behind its face mask and made a backhanded swing with its choppa at his head. The crude axe glanced off Kraust's shoulder pad and slammed into his helmet. Kraust reeled with the force of the blow but struck back, his powered blade slicing through the Ork's neck.

Head still ringing, Kraust almost didn't see the diminutive creature sneaking up on him. More from instinct than awareness, he raised his sword and parried the small but sharp cutting blade that was thrust at his midsection. He lashed out with the sword, striking something small and soft that screeched wildly before slumping to the ground. Kraust kicked it to make sure it was dead and then prepared to climb back up to his vantage point. Reports were coming in over the vox. Garric was down, and the Orks had control of the Skywarden uplink nodes. His mission was slowly but inexorably failing.

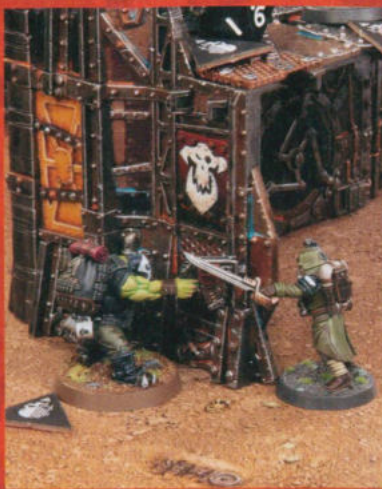
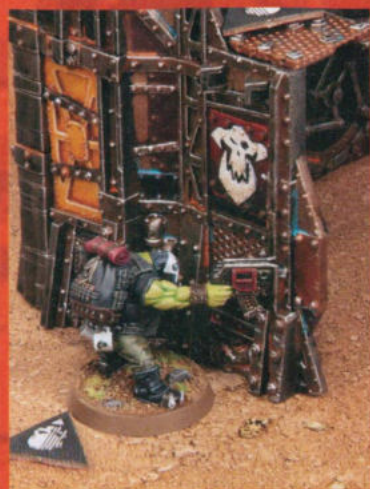
Elliot activates Nazbok, plays the Get it Dun! ability on the Breacha Boy, then moves the Nob behind the wall of the building.

Unable to fire into Garric's fight with Ugul, Gunner Jent moves away from the fight and fires his meltagun into Breaka's back (1). The shot causes a massive 8 mortal wounds before any other damage is worked out, easily incapacitating the Ork. Behind him, Ugul finishes off Trooper Garric.

Anim (2) is given Conceal orders and fires at Grodd the Comms Boy. Despite his Vantage Point, he only causes 3 damage on the Ork.

Stugbrog runs out (3) and throws a stun grenade into the building where the Guardsmen are hiding. He stuns Anim, but the others escape unscathed.





HAVE AT YOU!

Nargrunt runs towards the building the Krieg soldiers are hiding in but is charged by Watchmaster Kraust and slain in a flurry of power sword attacks. Kraust is wounded in the attack, and Elliot thinks he may be able to slay Wes's leader with Flippaz the grot if he gets lucky with the dice. He doesn't. Flippaz also gets stabbed to death.

+++ Mission Transcript 45886/H +++

- > Take Aim! Jent, bring down that brute with the ram.
- > Oh! It! Feel the heat, alien scum! [sound of superheated air and a target vaporising] Heads down up there, you have incoming!
- > [sound of a grenade detonating]
- > Just a stunner. Annim's out but alive. They're trying to get into the building.
- > Kabil, you're in charge. That one's mine! [sound of a power sword activating] Die, filth! Ngh ... it will take more than that to kill me. I'll take both of you. Wait, what on Vraks is this?
- > Watchmaster?
- > I think I just killed a grot. In a diving suit.



Varpok (4) uses his medikit to heal Annim for 5 wounds, bringing him almost back to full health.

Kabil (5) fires at the Comms Boy and causes a further 4 damage, leaving him on just 3 wounds. Grodd (6) moves so that he is completely obscured by the building.

Zogger (7) advances on the eastern flank.

Madeye the Snipa moves into position at the edge of the Orks' base of operations (8).



VICTORY POINTS

14 2

Orks

Astra Militarum

TURNING POINT FOUR: DUTY IN DEATH

Watchmaster Kraust orders his squad to take aim and finish the foe. If they can't secure the uplink nodes, they will just have to kill every Ork instead!

CUMULATIVE BENEFITS

While many of the Orks were wounded throughout the battle (several of them close to death!), the main reason so many of them were still alive was because of Elliot's tactics. By using the Strategic Play Skulk About, he was able to give any Kommando using the Conceal order an automatic normal save every time they got shot, even if they were in the open. Combine that with the benefits of Cover, and his Orks became very hard to incapacitate.

Wes wins the roll-off for the fourth and final Turning Point. He gives the order for his troopers to Fix Bayonets and prepare for combat. In a moment of role reversal, Elliot plays the Dakka! Dakka! Dakka! Strategic Play to improve his Kommandos' shooting.

Watchmaster Kraust moves back up to his Vantage Point and then uses the Inspirational Leadership Tactical Play to issue the Take Aim! order (1). Sniper Arnim kills the Ork Snipa while Medic Varpok fires his lasgun and incapacitates the Rokkit Boy.

Elliot places Ugul on an Engage order, moves him out of Cover and fires his slugga at Varpok (2). Two critical hits and no successful saves are enough to drop the Medic and take him out of action.

Shaking his battered head, Kraust ordered his squad to fix bayonets in case the Orks charged. As he climbed back up to the roof of the building, he saw Gunner Jent vaporise another Ork before being blasted across the rubble by a flurry of rockets fired at him by one of the Kommandos lurking in the uplink building.

Back on the roof with his troopers, Kraust gave every one of them a specific target. Arnim easily dispatched the Ork Snipa, though not before the hulking brute fired another barrage of shots up at

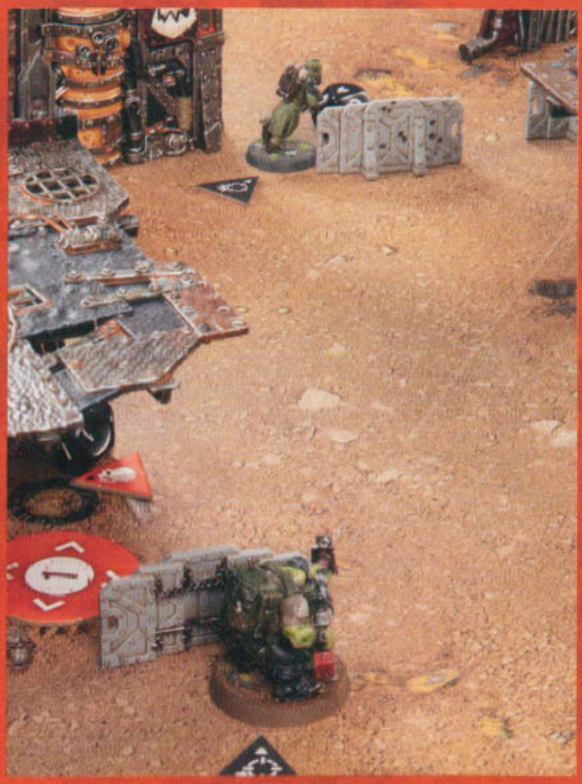
the Guardsmen, wounding Arnim once again. Kabil called in a mortar strike on the Rokkit Boy lurking in the ruins before Varpok shot the creature in the head. It fell heavily and did not rise.

But the Guardsmen's victories were short-lived. Unbeknownst to them, the Ork that took out Garric had snuck up on their fortified position and fired a burst of shots at Varpok, sending the medic plummeting from the roof. With just two troopers left alive, one of them wounded, Kraust prepared to sell his life dearly in service to the Emperor. Their mission had nearly been successful, too ...



THE LIFE AND DEATH OF GUNNER JENT

Wes moves Gunner Jent towards Stugbrog despite already being in range with his melta gun. This is because the Slasha Boy is in Cover and will get an automatic normal save against Wes's shooting. By moving Jent closer, he is able to get within ● of the Ork, thereby denying him his Cover save (he's just too close to hide!). Jent's melta gun makes a mess of the Ork with three normal hits, causing 18 damage! However, Jent's selfless act leaves him in the open. Because Wes gave him an Engage order, the melta trooper becomes a viable target for Zigger the Rokkit Boy. A couple of rokkits seal the Guardsman's fate.



FINAL VICTORY POINTS

19

Orks

4

Astra Militarum

WOT DOES IT DO?

As the dust settles and the Kommandos finish off the last few Guardsmen, Boss Nazbok tries to work out exactly what the big red button on the uplink console does.

'I knew you would want to play defensively, so I picked Tac Ops that involved moving forward and being aggressive.' - Elliot

'I felt my Guardsmen Orders and Strategic Ploy combos would have worked well if your Orks had shown their faces!' - Wes



Wes: Well now, that didn't quite go as planned! I thought my tactics for the first Turning Point were really sound – use Into the Breach to dash forwards, turn off one Firewall, keep the other online, secure the Uplink objective and bag myself a load of victory points (*at least 5VPs for securing the objectives and completing the Stand Fast Tac Op – Ed*). Then the Breacha Boy happened.

Elliot: I think that move had a big impact on the rest of the game, as the Breacha Boy stopped you from scoring that objective. Activating him last and using the Breach ability meant I could pounce, and when you did shoot him next turn, the Skulk About Strategic Ploy reduced the effects. I took a lot of bullets. Well, lasers.

Wes: Skulk About is a really good ploy for Orks. It does mean they put out less damage, but it makes them perfect for taking objectives. In the end that was what the mission was about, and you played it perfectly.

Elliot: I knew you would want to play defensively, so I picked Tac Ops that involved moving forward and being aggressive. I was happy to take the primary objectives first, then move in closer to score the Tac Ops later in the game. Timing is crucial with Tac Ops, as you found in the first turn. Play too early and your plan can come undone if something unexpected happens. Too late and you may not score as many VPs from them.

Wes: I definitely played too defensively. I had hoped my ground operatives would be enough to hold the objectives, but once you'd killed a few of them, you had the advantage of numbers and could control the objectives easily. Holding my Vantage Point was fine, but in a four-turn game,

you can't afford to wait for the enemy to come to you. I think next time I will take the Trooper Veterans Ancillary Support option instead of the artillery to give myself more operatives.

Elliot: Saying that, I was really surprised you didn't use your artillery barrage right at the start of the game when all my operatives were gathered together on one building. They would have made a lovely target.

Wes: I got too excited about moving all my operatives! I totally forgot until you had moved a few of the Kommandos. That's the problem with an asset that isn't physically there – you need to remember it! I was pretty pleased with how I managed to stack my abilities throughout the game, though. Like right at the start when I outguessed you in the Scouting step, Fortified, then used the topographical chart to Infiltrate and change the order on my grenade launcher so that he could shoot. Then he did nothing. The tactics were there; the dice rolls weren't. I felt my Guardsmen Orders and Strategic Ploy combos would have worked well if your Orks had shown their faces!

Elliot: That wasn't going to happen; these are sneaky Orks. The Nob's Get it Dun! ability and the Comms Boy's Listen In really helped me move about the table pretty quickly and safely. Those extra action points are so helpful.

Wes: Agreed. I think I'll invest in a Comms Veteran next time, too. Not only can they increase another operative's APL, they can also relay the leader's Guardsmen Orders across the whole killzone. That's a pretty big deal!

GREENIE OF DA MATCH

Elliot: It has to be the Breacha Boy. He smashed through two walls and then a man – that's a real war story! That one action probably won me the game. It would certainly have been a lot closer if he hadn't killed Trooper Venner.



TROOPER OF THE MATCH

Wes: I reckon it has to be Varpok the Medic. He kept my Sniper alive (twice!) and shot an Ork hiding in Cover from a pretty good distance. He had a really good narrative feel to him, like he was part of the action all of the time.





HIVE FLEET LEVIATHAN

Galactic War Hosts is a series of modelling and painting articles focusing on the many factions and sub-factions of the 41st Millennium. Ready your feeder tendrils, because there's a Hive Fleet Leviathan hobby feast to devour over the next few pages.

With all the grace of an apex predator, the swarm emerges from the depths of space, a single entity made up of billions upon billions of alien bodies. Stars blink out as it passes. The light of the Astronomican is snuffed out like a candle. Darkness falls. Invasion is imminent. Colossal bio-ships descend from the heavens, seeding the victim world's atmosphere with alien spores. Clouds split as bio-electric storms tear apart the skies. The extra-galactic star ships open like maws, xenos creatures beyond count spilling from their fleshy insides. The Tyranids are perfectly adapted for war, born to rend and shred, designed to reduce their foes to organic matter. Driven by the psychic might of the Hive Mind, the Tyranids of Hive Fleet Leviathan are as one – unstoppable, insatiable, horrifying agents of the Great Devourer.

IMPERIAL DESIGNATION

As far as Imperial scholars are aware, Tyranids bear no iconography save the colours of their skin and carapace. Like other Hive Fleets, Leviathan forces are often marked on Imperial maps with a coiled serpent icon, normally purple.



PERFECTLY ADAPTED

The Tyranids of Hive Fleet Leviathan are driven by a strong synaptic imperative and will stop at nothing to achieve their goals. To the unknowable Hive Mind that urges them ever onwards, no world is unconquerable, no foe unkillable, no biomass inconsumable.

Imperial scholars have noted that the bioforms of Hive Fleet Leviathan often continue to fight despite grievous wounds that should surely kill them, and that the synaptic link that bonds them is stronger than that displayed by previously observed Hive Fleets. It has been surmised (some might say heretically so) that the Tyranids of Hive Fleet Leviathan have adapted more successfully than their predecessors to the nature of the galaxy and its many hostile inhabitants.



INVADE, ADAPT, OVERCOME, DEVOUR

What could an alien invasion force from Hive Fleet Leviathan look like? Perhaps they have adapted their colours to match those of the planet they are fighting on, darkening their skin to fit in better with a night world or mottling their carapace to blend in with gloomy jungle flora. Perhaps they are fighting on a high-gravity world and have grown new biomorphs to augment their limbs. Maybe they are fighting in a cramped hive city and their carapaces have become gnarled to better survive the rigours of tunnel warfare. In some cases, they may become aquatic, developing gills and fins to swim beneath turbulent seas. In others, they may grow feeder tendrils or flesh hooks to devour biodiverse foes or scale cliff faces.

Tyrannids are not known for taking grisly trophies, but covering their bases with fallen enemies is a great way to show who they most often fight. The Blood Angels have suffered greatly at the hands of Leviathan's creatures, as have the Orks of the Octarius Sector. Perhaps your regular gaming opponents could donate some bodies or spare parts for you to convert your models' bases.

We hope this article provides you with useful inspiration for how to create your very own army from Hive Fleet Leviathan. If you have an idea you would like to share with us, send us pictures of your own creations to team@whitedwarf.co.uk.

CHILDREN OF THE STARS

This Tyrannid Warrior is a great example of what a bioform from Hive Fleet Leviathan can look like. Their body and limbs – what humans would describe as skin – are a pale cream or white inlaid with hints of pink around the joints, while their chitinous carapace is a deep purple and often features growth striations. Their bio-weapons are an extension of their bodies and often take on a deep-red hue. Eyes are notably yellow and well protected by the cranial carapace, while venom sacs (located on the backs of the arms) are most commonly green.



SUBSUMED WORLDS

Hive Fleet Leviathan has invaded countless worlds across the galaxy, from desert planets and water worlds to icy tundras and urban hive planets. This gives you plenty of opportunity to find a unique and exciting basing scheme for your miniatures.

PAINTING YOUR MODELS

A well-painted army is an inspiring sight on the battlefield, so here are some useful tips for painting the Tyranids of Hive Fleet Leviathan and some of its many splinter fleets.

Hive Fleet Leviathan has a traditional colour scheme (shown opposite), but there are many different ways you can adapt that scheme to suit your style of painting or the environment you want your army to fight in. You could paint the skin darker to represent your army fighting on a

night world, or the carapace brighter to help them blend in with snow. Markings or carapace patterns are a great way to indicate particular splinter fleets or swarms. Consider experimenting with Contrast paints on the flesh areas for really quick results.

SPLINTER FLEET TARSIS MAJORIS

This Tyranid's dark skin tone was achieved using Slaanesh Grey as a basecoat followed by a drybrush of Pallid Wych Flesh and an all-over wash of Druchii Violet.



THE SKAROK SWARM

Seeded on the ever-shifting salt plains of Skarok, the winged beasts of the Skarok Swarm all feature a diamond-like pattern on their carapaces, while their skin is darker to protect them from the radiation of the planet's baleful sun.



SPLINTER FLEET GRYPHONNE PRIME

Naggaroth Night was used to paint the markings on this Hormagaunt's skin, while Sotek Green was washed onto the carapace to give it a bluer tone.



PALE SKIN

Undercoat: Corax White

Basecoat: Rakarth Flesh

Wash: Agrax Earthshade

Layer: Karak Stone

Glaze: Carroburg Crimson (vents and joints)

Highlight: Screaming Skull

CARAPACE & MARKINGS

Basecoat: Naggaroth Night

Wash: Nuln Oil

Highlight: Warpfiend Grey

Highlight: Pallid Wych Flesh

WEAPON SYMBIOTE

Basecoat: Wazdakka Red

Wash: Carroburg Crimson

Highlight: Evil Sunz Scarlet

WINGS

Basecoat: Rakarth Flesh

Wash: Carroburg Crimson

Layer: Druchii Violet (veins)

SPLINTER FLEET SOLSTICE OMEGA

A wash of Druchii Violet over Pallid Wych Flesh gives this Tyranid Warrior's skin a darker-than-normal tone. Carroburg Crimson was used around the mouth to make it stand out.



SPLINTER FLEET GRAEL ALPHA

Screamer Pink and Lahmian Medium were used to shade the joints of this Hormagaunt. Screamer Pink was used to create the striations and tidied up with Screaming Skull.





COLOURS OF THE LEVIATHAN

The traditional colours of Hive Fleet Leviathan include pale white skin and a dark purple carapace. Because the majority of the colour scheme is quite light, a pale undercoat such as Corax White or Wraithbone is recommended.

When it comes to the pink tones on the skin, this Tyranid Warrior was painted with Screamer Pink mixed with Lahmian Medium to turn the Base paint into a wash. You could also try using the Volupus Pink Contrast paint, which will give a similar result. The striations on the carapace are achieved by highlighting the edges and middle ridge of each carapace section as normal. Then, fine lines are painted running upwards from the lower edge of each panel. These are then highlighted like the edges.



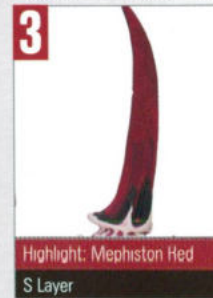
ALIEN FLESH



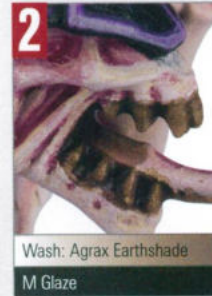
CHITINOUS CARAPACE



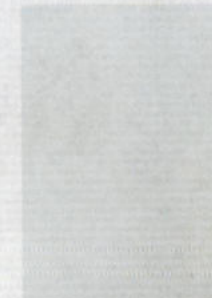
SCYTHING TALONS



TEETH



EYES



TONGUE



PAINTING YOUR MODELS ... CONTINUED!

When we challenged the studio to show us their take on Hive Fleet Leviathan, we were inundated with beautifully painted models. Here are a few of our favourites!

TYRANID WARRIORS BY JOHN WILSON

John's Tyranid Warriors represent the Praxima Strain of the hive fleet. Their bases are modelled to look like the desolate wastes of Baal. John used Contrast paints for most of his basecoats – the carapaces are Shyish Purple with a Dechala Lilac highlight. The skin is Volupus Pink drybrushed with Pallid Wych Flesh.



ZOANTHROPES, NEUROTHROPE & MALECEPTOR BY JAMES BRAGG

James's colour scheme was inspired by the cover art for the 2005 edition of the codex. He drybrushed the skin Pallid Wych Flesh and used Volupus Pink to shade it.

The psychic glow is Nihilakh Oxide. The urban bases are covered in weathering powders to contrast with the organic alien textures of the Tyranids.





CONVERTING YOUR MODELS

Conversions are a great way to personalise your models and show that they come from a particular world, war zone or force. Over the page we've got some cool Leviathan conversions, But first, Hybrids!

Peter McMullin makes many of the assembly guides that come with our kits. When he's not painting his own models, he loves creating digital kitbashes. This time he was inspired by the background of the war in Octarius to create some Genestealer/Ork Hybrids! While Orks abhor

mutants among their ranks, Kommandos live on the fringes of Ork society, making them the perfect victims for a sneaky alien takeover. For these conversions, Peter combined Genestealer Cult Aberrants and Acolyte Hybrids with the new Ork Kommandos.



1 a

1 b

For the Nob-strain Hybrid, build the Nob as normal but leave off the arms,' says Peter. 'Make sure you use an Ork head that covers the face (1a), as these Orks will want to try and hide their worst mutations. Use one of the Hybrid arms in place of the Kommando Nob melee weapon arm (1b). Make sure the arm hole where you want to place this new arm is also a flat edge. It will just need a little filing down. For the other arm, take the Aberrant arm piece, cut the arm away, file the join flat and glue in place.

2 a

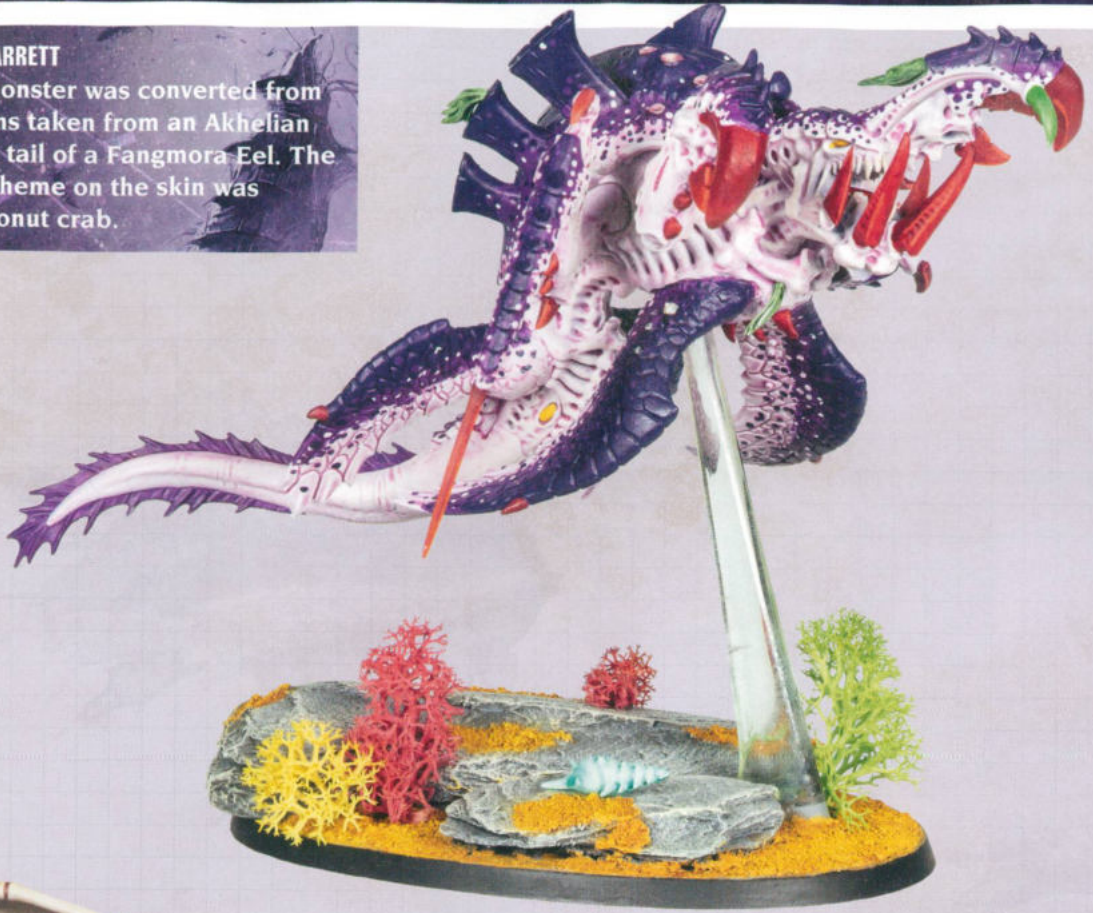
2 b

For the Kommando Hybrid, build the body of the Ork, including the covered face, but leave off one leg. Cut a pair of acolyte legs in half and then gently file the leg down to match the curve of the Ork's groin (2a) before gluing it in place. Add the Hybrid arms (2b). Again, you may need to file down the joints slightly to get them to fit neatly into the sockets.'

Key: ● Acolyte Hybrids ● Ork Kommandos ● Aberrants

CARNIFEX BY STEVE BARRETT

Steve's aquatic monster was converted from a Carnifex with fins taken from an Akhelian Leviadon and the tail of a Fangmora Eel. The mottled colour scheme on the skin was inspired by a coconut crab.



HIVE TYRANT BY LUKE BLICK

Luke's serpentine Hive Tyrant is converted from a Trygon with the addition of a Hive Tyrant's barbed strangler (lower limbs), scything talons (mid limbs) and wings (upper limbs). The head is a combination of a Mawloc's face and jaws with a Zoanthrope's carapace. Luke used an airbrush to paint his Hive Tyrant and oil paints to give it a grimy, wet, alien appearance.





HIVE TYRANT BY MARTYN CASHMORE
 Combining parts from a Toxicrene, a Hive Tyrant and the tail of an Idoneth Deepmare, Martyn created an octopoid creature that stalks its deep-sea prey. Maintaining the traditional colour scheme of Hive Fleet Leviathan, Martyn painted his creation using a combination of Contrast, Base and Layer paints. He blended blues and reds into the purple to create a varied final tone. The base uses fish-tank plants to create a seabed.

TERVIGON BY KRystal TOOKER

Krystal converted her Tervigon by replacing its entire rear body with the abdomen of an Arachnarok Spider. The eight legs are also from the Arachnarok kit.



WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. And with their birth began a war to claim them. This issue: Slaves to Darkness, Be'lakor being treacherous and a trip to Shyish. Lovely!





REALMSCAPES

Page 106 marks the start of an in-depth feature on the Prime Innerlands of Shyish, where the dead don't rest easy and the living even less so.



THE TOME CELESTIAL

Turn to page 112 for a huge Tome Celestial on the Slaves to Darkness, featuring new background, a battletome update and a campaign arc.



RULES OF ENGAGEMENT



LOUIS AGUILAR

Louis is one of the games developers for the Age of Sigmar team. Since joining the studio a few years ago, he has worked on many battletomes and rules sets, including the latest edition of Warhammer Age of Sigmar. He can often be found writing theoretical army lists that will, theoretically, crush all before them. Luck of the dice permitting, of course.

It's certainly an exciting time to play Warhammer Age of Sigmar! The third edition of the game has recently arrived, new miniatures have been unleashed, and hours upon hours of improved and refined gameplay await us all. I hope you are all enjoying it as much as we did during its development.

Alongside the release of the third edition, as you might expect, came a General's Handbook with new rules for Pitched Battles. We're taking a different direction with how we present these annual rules to you by focusing on specific 'regions of war' in the Mortal Realms. Every year will see a new set of Pitched Battle rules that will apply to a year's worth of gameplay called a

'season'. In addition to laying out the rules for Pitched Battles, these battlepacks are designed to provide each season with a suite of themed rules based on its region of war. This year, it is in the Ghurish Heartlands where your generalship will be tested.

One of the primary goals of this battlepack is to reflect the style of games players will be accustomed to from the Contest of Generals battlepack inside the *Warhammer Age of Sigmar Core Book*. Pitched Battles 2021 expands on the foundations of the Contest of Generals rules set (choosing grand strategies before a battle and picking battle tactics in each of your turns), and it is designed as a natural progression for players wanting to take their matched play games to the next level. In this issue's column, I talk about the new Pitched Battles 2021 rules, how they're going to change the way we look at matched play and what you can expect from our most focused effort on Pitched Battles to date.

REGION OF WAR: THE GHURISH HEARTLANDS

Among the most exciting changes brought to Pitched Battles are the new and improved realm rules. As well as reflecting current events in the story of Warhammer Age of Sigmar, these new rules add a different set of tactical challenges to your games according to the season you are playing. These seasonal rules are inspired by the rich and ongoing narrative of Warhammer Age of Sigmar, allowing you and your armies to fight in the grand struggles that define the realms.

Realm rules capture the nature of the lands where the factions of the Mortal Realms will be battling during the season, and they have a substantial impact on the conditions in which different battleplans are won. These rules apply to all battles fought using the Pitched Battles 2021 battlepack, and it will be vital for generals to learn them so they don't get caught out by the primal tendencies of Ghur.

One of this year's realm rules is **Predators and Prey**. Throughout the battlepack, you will find that Monsters have an edge in this year's season, allowing those who have them to secure more victory points, whether it be through holding objectives or completing grand strategies and battle tactics. Because of this, we wanted to ensure there was a natural balance for those factions who don't have access to multiple Monsters, and we decided to make Monsters



Rules of Engagement - curated by the Age of Sigmar games developers - focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. This month, we have a designer's notes about Pitched Battles in the General's Handbook 2021.

themselves a victory condition. In Ghur, monstrous beasts are far from uncommon, so laying low one of these great opponents is a reward in and of itself.

Predators and Prey: *Ghur is a land of monsters, where the laws of the hunt are paramount. Only armies possessed of the greatest strength and cunning can triumph here, whether by unleashing their own great warbeasts or by slaying those of their enemies.*

Once per battle round, you score 1 additional victory point if any enemy **MONSTERS** were slain in that battle round.

Another exciting realm rule is one that will keep your battles engaging right up to the final battle round. **Seismic Shift** captures the imagery of the very lands of Ghur splitting themselves to drastically change the landscape and its attributes. Halfway during a battle fought in the Ghurish Heartlands comes a change to the battlefield, with a single objective marker being consumed by Ghur's tectonic movement and removed from play. This creates an element of urgency for those who like to play at a certain pace, and it greatly rewards generals who can plan for turns ahead. In the Ghurish Heartlands, there is no guarantee that the objectives you hold will be there to score in the next battle round. And to add to this twist in gameplay, you have to take the second turn in order to guarantee control of which objective gets removed – a choice that can have severe consequences toward the endgame of a battle.

Seismic Shift: *The continent of Thondia is no less feral than the creatures that call it home. Periodically, the ground rumbles and cracks with violent tremors, and what may have been a key strategic position is suddenly reduced to rubble.*

At the start of the third battle round, after the players roll off to determine who has the first turn, the player taking the second turn in that battle round can pick 1 objective marker on the battlefield and remove it from play.

CORE BATTALIONS

In the Amber Realm, beasts are at the top of the food chain, so naturally the Monster-focused armies of Age of Sigmar will have an edge this season, letting the generals who use them run riot with their beloved brutes. Inside this year's realm rules, we've included two new core battalions. The first is the **Alpha-beast Pack**, a group of Behemoths that benefit from picking up the scent of the foe before the battle begins, letting them move into an advantageous position.

ALPHA-BEAST PACK



Scent Tracking: *These apex creatures use their acute senses to detect the whereabouts of their prey and close in with unnerving speed.*

After armies have been set up but before the first battle round begins, you can make a normal move of up to D6" with each unit in this battalion.

The second core battalion is a natural counterbalance to the above. **Hunters of the Heartlands** represents a veteran band of hunters so accustomed to the savagery of Ghur's denizens that they are experts at evading the beasts' usual tricks, specifically monstrous rampages. This core battalion removes the concern of monstrous rampage effects on vital units in your army, giving you ample opportunity to answer a Behemoth's challenge. One final point to note here is that both of these core battalions can only be included once in your army, so you must choose the units you wish to include wisely.

HUNTERS OF THE HEARTLANDS



Expert Underdogs: *To survive the Realm of Beasts, one must learn to compete with its many predators. These hunters have studied the movements and behaviours of Ghur's mightiest denizens, the better to overcome them despite the odds.*

Units from this battalion cannot be picked when your opponent carries out a monstrous rampage.

GRAND STRATEGIES AND BATTLE TACTICS

With this new setting comes new grand strategies and battle tactics for you to employ in each battle. We have expanded on those found in the Contest of Generals battlepack to bring you themed challenges that key into this season's narrative and victory conditions. You may recognise some of these already, as some have made their way from the Core Book to this battlepack, both to create a familiar choice of options for Contest of Generals players and because they are established secondary objectives that can apply to any game.

Out of the eight grand strategies and eight battle tactics provided for this season, I've picked out a couple of the new ones for us to take a look at.

One of the biggest areas that the grand strategies and battle tactics aims to cover is the difference between factions that can reliably contest objectives and those that rely more on combat to impact the final outcome of a battle. **Dominating Presence** is designed to allow players to consider more than just objectives to obtain vital extra victory points when a battle ends.

Dominating Presence: When the battle ends, you complete this grand strategy if there are more units from your starting army on the battlefield than there are units from your opponent's starting army on the battlefield.

Many of the battle tactics this season focus on **Monsters**, unlocking their potential as both mighty units and objective holders. With the changes brought by the new edition to the number of models these beasts count as, they have serious potential to significantly disrupt your opponent's plans and score you some extra victory points to boot. **Monstrous Takeover** requires a friendly Monster to lay claim to an objective marker and beat any opposition away from it by the end of the turn.

Monstrous Takeover: When you reveal this battle tactic, pick 1 **MONSTER** from your starting army on the battlefield. You complete this battle tactic if that **MONSTER** is contesting an objective marker that you control at the end of this turn, and that objective marker is not contested by an enemy **MONSTER**.

BATTLEPLANS

Now for the part that I'm most excited about: the battleplans. They are twelve themed scenarios that tie in with the realm rules, core battalions, grand strategies and battle tactics to provide compelling games of Age of Sigmar that will keep players hooked from start to finish. With the support of the other rules in the battlepack, each battleplan has its own unique twist on conventional objective play to reflect the ever-changing Realm of Beasts and the survival skills needed to find glory upon its plains.

As much as I would love to cover all twelve battleplans, I've spared you all of my waffling and picked out some of my favourites from this year's season.

Survival of the Fittest is a new battleplan that sees both generals picking their predators at the start of the battle. Alongside victory points players score from objectives, extra points can be scored by destroying your opponent's predators with your own. With extra victory points now available for completing battle tactics with Monsters, and Monsters themselves awarding extra victory points when they are slain, there are plenty of extra ways to close the gap in score with your opponent. Just make sure you don't take your eyes off your prey.

TOP OF THE FOOD CHAIN

After armies have been set up, before determining who has the first turn in the first battle round, each player must pick 3 different friendly units on the battlefield, starting with the attacker. These units are your predator units for the battle.

Power Struggle turns the traditional way of controlling objectives on its head by forcing players to control objective markers for at least 2 turns before they can score victory points from them. This battleplan will reward generals who try to stay a step ahead of their opponents, and with so many objectives on the tabletop to control, you may find that correctly timed battle tactics will be the difference between victory and defeat.

HOLD YOUR GROUND

In this battle, some victory points are only scored for objectives you control once you have controlled that objective for two of your turns consecutively. These turns can carry over into the next battle round.



Tooth and Nail depicts a gruelling battle between two rival armies in the Drowned Lands of Thondia, a place plagued by mystic bogs and marshes that sap the stamina of any warrior that treads there. You're on your own in this battle, with no aid from reserve units possible. To add to this obstacle, there's the limitation the Drowned Lands bring to summoned units, giving no edge to the summoning player when they add new units to their army.

NO RESERVES

All units must be set up on the battlefield before the battle begins. If a unit is set up in reserve, all of the models in the unit are slain and the unit is destroyed.

FATIGUED WARRIORS

Summoned units cannot shoot or charge in the turn in which they were added to your army.

ENDLESS SPELLS ERRATA

This year's General's Handbook also provides new warscrolls for the endless spells from *Warhammer Age of Sigmar: Malign Sorcery* and *Soul Wars: Forbidden Power*. They have all had their rules updated to be compatible with the new edition of *Warhammer Age of Sigmar*, giving them greater appeal to more armies.

We combed through each of these warscrolls with the desire to really drive at the new mechanics for predatory endless spells in the new edition. Now moving twice in a battle round, predatory endless spells have effectively doubled in efficiency, threatening units much faster and dishing out twice the damage they previously would have. Because of this, we took the opportunity to update each of the endless spell warscrolls found in *Malign Sorcery* and *Forbidden Power* to make them work better with the new core rules and to give each a unique role.

I've included a couple of my favourite changes below, both of which serve as really useful utility pieces.

The first is the updated rule for the **Quicksilver Swords**. It's more useful now across the board instead of against units with specific keywords, meaning that you won't be at a disadvantage when playing with it or against it. Its ability now ignores ward rolls for the mortal wounds it inflicts, making it a key choice for taking out enemy units that rely on negating wounds.

Dancing Blades: *With startling rapidity and efficiency, and seemingly possessed of vengeful purpose, the Quicksilver Swords cut through the enemy lines, their keen-edged blades severing not only limbs but also spirits from their bodies.*

After this endless spell has moved, the commanding player can pick 1 unit that has any models it passed across and roll 12 dice. For each 6, that unit suffers 1 mortal wound. In addition, ward rolls cannot be made for mortal wounds caused by this ability.

The second is the updated rule for the **Soulsnare Shackles**. It now serves as a key defensive piece for controlling areas of the battlefield for things like protecting flanks or areas around key objectives and units. The threat of its mortal wounds still lingers on, making this endless spell a powerful disruption option for your army if you think your opponent's units are getting too close for comfort.

Bound for the Great Oubliette: *These manacles latch onto not just the bodies of combatants but their very souls, draining them of vigour and life as they drag their quarry to a vast dungeon in Shyish.*

Units within 6" of this endless spell cannot run or attempt a charge. In addition, at the start of the movement phase, roll a dice for each unit within 6" of this endless spell. On a 6, that unit suffers D3 mortal wounds.

So concludes this designer's commentary on the General's Handbook Pitched Battles 2021. I hope you all are enjoying its thriving narrative and enthralling gameplay. Now venture forth and make fond memories in your battles across the Ghurish Heartlands. Until next time, good luck and have fun!

A LITTLE EXTRA READING

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

team@
whitedwarf.co.uk

THE REALM OF DEATH

Shyish is the realm of endings, formed from afterlives dreamed into being by mortalkind. Here, the living coexist alongside the dead, though they do so under the shadow of oblivion, for the Great Necromancer Nagash has staked his claim to this realm.



**THE PRIME
INNERLANDS**

↓ TO NAGASHIZZAR AND
THE SHYISH NADIR



Shyish is perhaps the most mysterious and least understood of the realms, bar shadowy Ulgu. It is shaped by the beliefs of mortals; if enough living beings give credence to a particular image of what awaits them after death, that underworld will crystallise and form at the edge of the Amethyst Realm. Upon death, these faithful souls will travel to that afterlife, finding paradise, purgatory or torment, depending upon the peculiarities of their faith.

The lands of Shyish, therefore, can be as varied and strange as the boundaries of the mortal imagination allow. One afterlife might consist of rolling, verdant fields and great lakes of sweet wine, while another might consist of a continent-sized battlefield where the spirits of great warriors wage eternal war against a never-ending tide of monsters. During the Age of Myth, this strange realm was a utopia of sorts, though suffused with melancholy. Yet since those halcyon days it has been dominated twice, and both conquerors have left their grim mark upon the lands.

It was Nagash who first laid claim to Shyish; as the Great Necromancer and a being of godlike power, he saw it as his rightful domain. This claim was warily accepted by Sigmar the God-King and his Pantheon of Order, for at first Nagash played the role of tireless ally, even as he laid the foundations of a new order – a 'necrotopia' for the undead. Gradually, he began to usurp afterlife after afterlife, consuming any would-be death gods before they could challenge his position. Before Nagash could fully enact his plans, however, the Age of Chaos dawned in blood and fire, and the Great Necromancer was forced to flee his stronghold in the face of a thousand ravaging Chaos hordes.

Thus it was that for many centuries the powers of Chaos rampaged almost unopposed across Shyish, burning and destroying underworld after underworld and raising hellish monuments to the Dark Gods in their wake. These hungering entities greatly prized the Realm of Death, for it was filled with souls beyond counting, morsels they considered theirs to devour. Thus it was that the serene underworlds of countless civilisations were despoiled and twisted hideously, so that only an eternity of horror awaited those believers who passed there upon death.

Even now that Nagash has returned to reclaim his domain, great swathes of Shyish remain in thrall to Chaos. Yet such is the deathly hunger of the Shyish Nadir – the vortex of nothingness torn open by the Great Necromancer at the realm's core – that these holdings are in grave danger. With every passing day they draw nearer to the lip of the Nadir, where they shall be dragged into darkness and oblivion. As is their nature, however, the Slaves to Darkness native to Shyish will not willingly submit to the Death God's tyranny. Across the Prime Innerlands and beyond, they fight on with zealous fury against wave after wave of lifeless legions dispatched to cleanse them from Nagash's territory.



THE PRIME INNERLANDS

Few regions in all of Shyish are as fiercely contested as the Prime Innerlands, those ancient underworlds that lie on the very border of the Nadir. While Nagash has dominated many of these afterlives, others yet remain in the hands of mortals, and they will not give them up without a fight.

The Prime Innerlands are a group of continental underworlds endangered by the relentless draw of the Shyish Nadir. Many of the edgeward lands furthest from the Nadir are temperate and habitable, and they are home to several important free cities, as well as the raiding camps of the Dark Gods' worshippers. Yet most of those nearer to the core are thoroughly doused in amethyst magic, so barren and moribund that few but the dead can thrive there. These grim lands have been fortified by Nagash's legions, turned into bastions from which fresh invasions can be launched upon the living.

Those regions of the Innerlands that remain unconquered by death are notable by their wild variation, for they are crystallisations of mortal faith more than geographical structures. Stygxx is a windblown region of soaring mountains and gloomy woodland, while the deserts of Penultima are arid and strewn with flecks of bone. To the north lie the dread lands of Charnelcourt, where deranged cannibal-kings rule over kingdoms of rotting flesh. All of these regions are plagued by the underlings of Nagash, who feast and prey upon the living whenever possible, seeking to drive them from their master's domain.

To survive in the Prime Innerlands, one must observe the most ancient and often bizarre traditions. Deceased relatives must be embalmed with sacred oils and buried in the light of the High Star to prevent them rising from the grave as flesh-eating monsters, while reciting the

names of one's ancestors backwards and scattering salt and silver dust in a circle might confuse a vengeful gheist long enough for its intended victim to make their escape. It is even whispered that the priesthood of the Order Posthumous can inter a being's remains in such a fashion as to prevent their spirit from being taken by necromancy.

Despite the constant threat from Nagashizzar and the Ossiarch Empire, Sigmar has made great gains across the Innerlands, establishing mighty cities such as Lethis, Glymmsforge and Thanator's Manse. These strongholds are shining beacons of faith and hope, spiritual anchors that have proven robust enough to keep the entropy of the Great Necromancer at bay. Sigmar knows well that should the people of the Innerlands fall to despair, the region's collapse into the mouth of the Nadir will greatly hasten. Thus, he dispatches many Dawnbringer Crusades across the Innerlands, seeking to create new strongpoints to tighten his grip upon this expanse of underworlds.

Ironically enough, the God-King's greatest foes are waging a similarly fraught war of faith against Nagash. The Chaos holdings within the Prime Innerlands have been greatly eroded ever since the Great Necromancer's actions unleashed the Necroquake, yet in lands such as Bacchanalia and the war-torn Banelands, the servants of ruin still hold sway. The Slaves to Darkness who dwell there have become ever more frenzied and aggressive in recent times, launching attack after attack upon both the armies of Death and the Sigmarites. Only through endless slaughter and sacrifice can they strengthen the Dark Gods' grasp upon the Innerlands and thus avoid the fate that threatens to befall their hated enemies.

'I don't fear dying. It's the thought of what might happen afterwards that chills my soul.'

– Captain Marlan Lavris of the Blackshore Guard





BLEAK WONDERS

There are many areas within the Prime Innerlands marked by a sombre sense of grandeur, a tragic wonder that endures despite the tyranny of Nagash. Elsewhere, there are bone-wrought fortresses and imposing megaliths that stand as testaments to the Great Necromancer's relentless desire to snuff out all life.



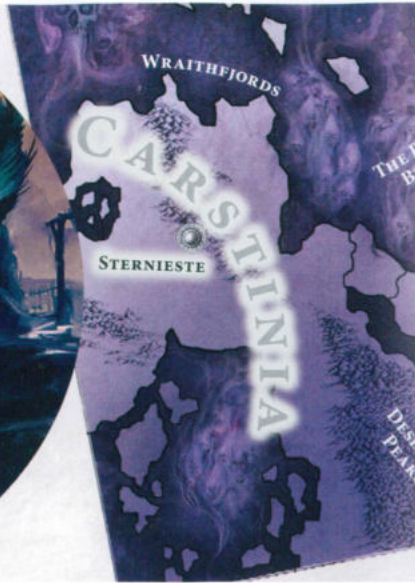
LETHIS

Known as the City of Bleak Ravens, Lethis is situated upon the shore of a vast, plunging lake of glassy blackness whose waters are prized by healers the realms over for their ability to erase traumatic memories and soothe the spirit. The folk of this city still venerate Morrda, an ancient and benevolent deity of death that most believe was consumed by Nagash centuries ago.



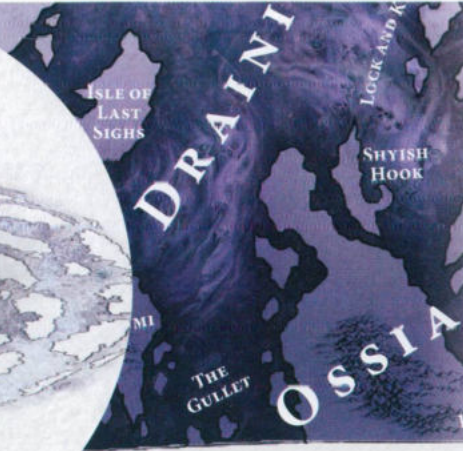
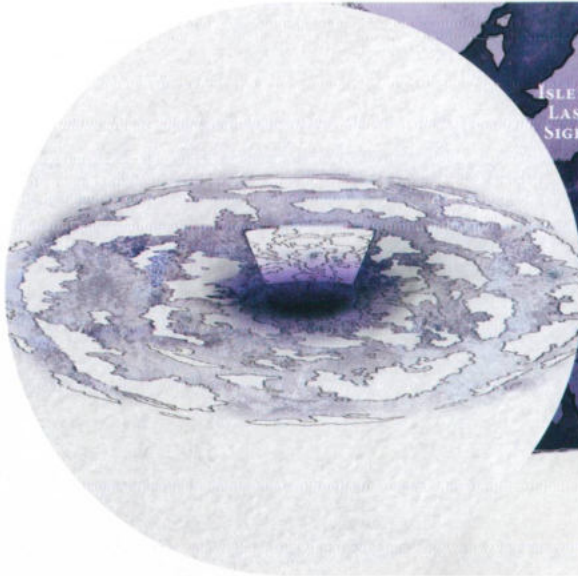
ZHARR VYXA

This smoke-belching industrial complex rises from the gloomy waters of the Sea of Drowned Sorrows. It was constructed by Chaos-worshipping daardin who dredge up potent death magic from the ocean bed.



CARSTINIA

This mist-shrouded underworld is the domain of Manfred von Carstein. It was gifted to him in a mocking gesture by Nagash, for it bears an uncanny resemblance to a long-lost kingdom that the vampire failed to conquer.

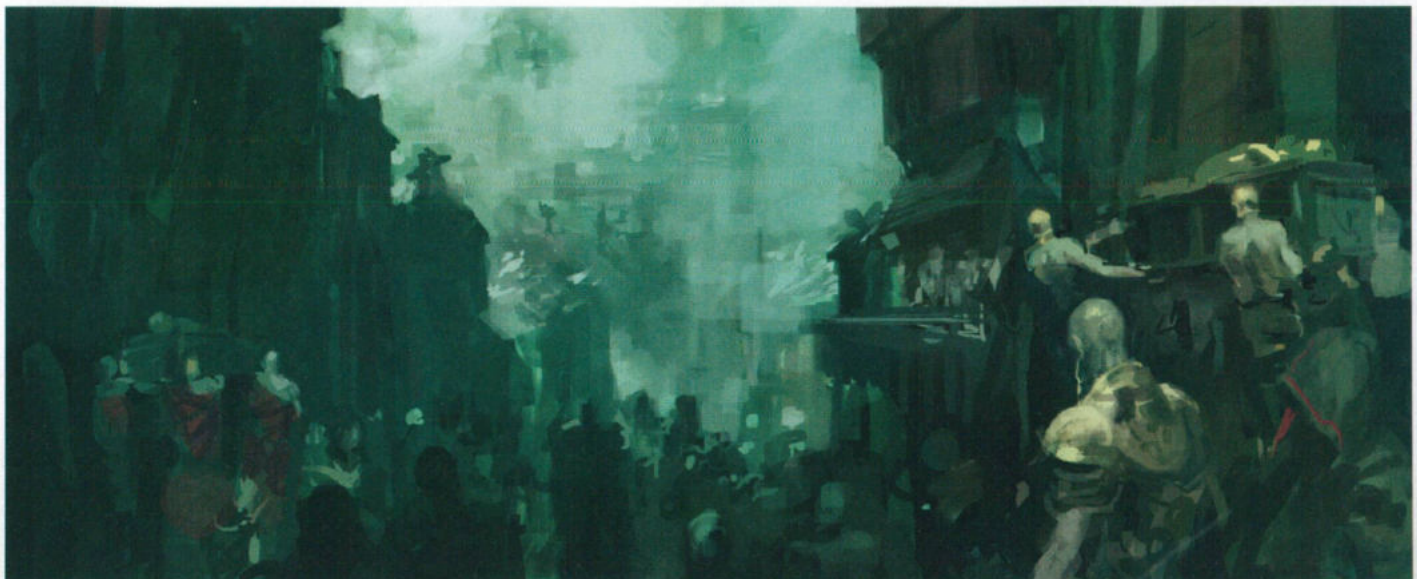


THE SHYISH NADIR

This all-devouring vortex of pure death magic is the product of Nagash's deranged attempts to transform the Mortal Realms into a lifeless necrotopia. It slowly devours one underworld after another, each afterlife consumed fuelling the Great Necromancer's power.



↓ TO NAGASHIZZAR AND THE SHYISH NADIR



**FLASHPOINT
CLASH**

THE
TOME
CELESTIAL

Many are the mortal servants of Chaos, those cursed souls who have turned to worshipping the Dark Gods in pursuit of power and glory. These Slaves to Darkness rampage across the realms in vast hordes, despoiling all in their path in a ceaseless quest to gain the favour of their dreadful patrons.



**SLAVES TO
DARKNESS**

The coming of the Slaves to Darkness is heralded by the ominous tramp of heavy boots, the guttural bellowing of profane oaths and the sight of tattered banners on the horizon, emblazoned with icons of ruin and defilement. Clad in hellforged iron and wielding cruel axes and runemarked blades, the mortal champions of the Dark Gods come sweeping down upon their foes, hacking and carving in an exultant frenzy. The very presence of these fell beings warps and scars the land, for they are vessels for the nightmarish horror of Chaos.

All warriors of the Dark Gods walk the Path to Glory, a treacherous journey to immortality that most often ends in madness, death or worse. Yet for the mightiest few, the rewards are great indeed. As they burn, kill and conquer, they accrue manifold dark blessings from their gods. Their bodies swell with unnatural power and sprout hideous mutations, such as lashing tentacles or razor-sharp horns. The greater their glories, the more potent their aura of power becomes, and the higher they climb in the brutal hierarchy of the Slaves to Darkness. Worshippers flock to their side from distant lands, eager for a share of plunder, and kings and heroes fall before them by the score.

For these rare and terrible tyrants, the ultimate prize awaits: ascension to the rank of Daemon Prince and an eternity of slaughter in the name of Chaos.

THE FALL TO DARKNESS

Long has the warping power of Chaos held sway over the Mortal Realms. Yet it was not always so. All through the Age of Myth, the Dark Gods brooded in the Realm of Chaos, that nightmarish, ever-shifting hellscape that lies beyond the veil of reality. They observed the glorious civilisation nurtured by the God-King Sigmar and his pantheon with covetous eyes, yet they were unable to manifest their will. Instead, they turned to subtler methods, whispering temptations into the ears of mortals. Preying upon the weaknesses of humans, duardin and aelves, they incited depravity and rebellion wherever they could. It took many years for their designs to come to pass, but eventually the seeds of corruption sprouted throughout Sigmar's well ordered society, and the Dark Gods finally found the power to tear their way into reality. Civilisation collapsed into anarchy. Daemoniac legions spilled across the lands in an orgy of violence, and the God-King's unprepared and divided Pantheon of Order was unable to check their relentless march.

Faced with an inevitable and torturous demise, many kingdoms and city-states threw their lot in with the advancing hordes of Chaos, flocking to the banner of Archaon the Everchosen – the Exalted Grand Marshal of the Apocalypse and the greatest mortal champion of the Dark Gods. These would become the first Slaves to Darkness, the first tribes of man, aelt and duardin to damn their souls forever in exchange for



the strength to survive. They would not be the last to make such a choice. As Archaon's armies swelled, so did those of Order diminish, worsened by internal divisions and the sheer fury of the Chaos assault. Despite a fierce resistance, Sigmar was ultimately forced to retreat to safety in Azyr, sealing the gates of the Realm of Heavens behind him. So it was that the light of hope was snuffed out and an Age of Chaos began.

During this era of unimaginable horror, those tribes and kingdoms of mortals left to fend for themselves across the vast expanse of the Mortal Realms were wiped out one by one. Many were entirely obliterated, their populace slaughtered in a frenzy of horrific bloodletting. Yet countless others chose the path of the Slaves to Darkness, devoting themselves to the new and unquestioned masters of the realms and accepting a life of callous brutality in exchange for their survival. Some turned to the worship of a single Chaos God, most often the one that laid claim to their territories. Others embraced the entire Dark Pantheon, seeing the different deities as aspects of a greater and infinitely more terrible whole. Sometimes, the process was more subtle; many tribes fell to damnation without making a conscious choice, swayed by the unseen machinations of daemonic entities and gradually becoming as debased and cruel as any of their kind.

The God-King and his armies have since returned to reclaim their lost territories, and the Stormcast Eternals

and their allies have achieved great victories and resettled many lands. Yet these reclaimed regions represent a mere fraction of the realms' vast expanse, and most of this wilderness remains in the grip of the Dark Gods and their servants. From the verdant jungles of Thyria to the silver mountains of Chamon, the taint of ruin has seeped into the foundations of reality, twisting the landscape and wildlife alike into shapes more pleasing to the Dark Gods. Each of these primordial beings has claimed a vast swathe of territory, transforming the environment into a dark mirror of their own hellish domains. Khorne's holdings are wracked by violent volcanic upheavals and storms of boiling blood, while Nurgle prefers to drown the pristine woods and gardens of the realms in filth and putrescence. Tzeentch, the Chaos God of Sorcery, delights in unleashing magical storms and rampant mutation upon the lands, while those nations in thrall to Slaanesh are marked by grotesquely beautiful fusions of living tissue and a sickly-sweet aroma that intoxicates and repels in equal measure.

For many mortal tribes scraping out an existence far from the relative safety of Sigmar's great cities, this mysterious, all-encompassing power is the only master they have ever known. They dwell in regions cursed by unimaginable horrors: starving, shapeless mutants, storms of soul-shredding magic and far worse besides. To such people, worship of Chaos – whatever form that might take – is not a sign of corruption or spiritual decay but a simple necessity of survival. For all their alien malice, the Dark

'Cease your prattling, priest. Do you still believe your God-King will deliver you from this agony? Did his miracles keep my warriors from breaking through these walls, from burning and killing as they willed? You have wasted your life in worship of a weakling and a coward. Die as you lived then, in servile wretchedness.'

– Lord Ghulbrax of the Reaper Mountains





Gods grant those who worship them the strength and force of will to endure an existence of unimaginable savagery.

Regardless of the tragedy behind their fall to Chaos, the Slaves to Darkness have chosen to worship deities whose influence is inherently corrupting. To rise high in the eyes of the Dark Gods require one to partake in the most vile acts, and moreover to seek joy in them. Chaos worshippers are eternally bound to walk a path that will corrupt their spirit, and in doing so utterly destroy the essence of the person they once were. To walk the Path of Glory is to embrace damnation.

ASPECTS OF THE DARK PANTHEON

Most mortals lack the clarity to comprehend the true nature of the Dark Gods, and thus the Slaves to Darkness worship Chaos in any number of different guises and aspects. Countless warlike tribes pay tribute to Khorne, for example, but they do not all share a unified vision of their patron. The coastal raiders of Ghur's Coast of Thorns see him as the Blood Kraken, a monstrous flesh-eating creature of the deep ocean, while the cannibal horselords of the northern Aridian ashplains speak of mighty Kharsk, a red-eyed giant atop a steed of flame whose coming will herald the explosive destruction of the Realm of Fire. So long as they continue their gory rampages, providing him with a constant flow of blood and skulls, Khorne cares nothing for the specifics of their worship. Any act of violence and rage empowers the Blood God, after all.

Even those who heed the call of the Everchosen and make the unholy pilgrimage to his domain in the

Eightpoints are merely taking the first ignorant steps upon the path to damnation. The warbands that battle for dominance across that horrific wasteland hail from many different cultures and locations, and their interpretations of Chaos itself are similarly divergent. The Cypher Lords worship it as a protean entity of trickery and madness, while the Unmade of Shyish seek a grotesque spiritual awakening through the practice of torture and self-mutilation.

These warbands stand at the threshold of a terrible enlightenment. Some feel the call of a particular deity most strongly. The avian Great Gatherer worshipped by the Corvus Cabal certainly embodies many qualities prized by Tzeentch – trickery, subterfuge and avarice. Likewise, the bone-shattering martial brutality of the Iron Golems would surely please the Blood God. Yet the destinies of these tribes are not assured, for they are yet to pledge their souls to a specific deity. Chaos is ever-mutable and anarchic, and if a warband was to come under the charismatic sway of a warlord or sorcerer who worshipped a particular god, they might in time come to embrace this new patron wholeheartedly.

AN AGE OF TOOTH AND CLAW

The Era of the Beast has come upon the forces of Chaos at a moment of great upheaval. Though Archaon's grasp upon the majority of his territories remains firm, his armies have suffered a number of setbacks. The legions of Death have forced their way into the Eightpoints, establishing a fortress near to the very heart of the Everchosen's domain. To the surprise and anger of many of his lieutenants, Archaon has not yet ordered a



THE THREE-EYED KING

The Slaves to Darkness are ever fractious and divided, for it is in the nature of the Dark Gods to sow discord even amongst their own servants. Indeed, they take great amusement in the act and the bloody repercussions that ensue. Despite their anarchic nature, however, all Chaos tribes owe allegiance to Archaon, the Exalted Grand Marshal of the Apocalypse. A demigod of ruin and tyranny, Archaon is the Everchosen of the Ruinous Powers, the chosen high commander of their infernal hosts. By his hand have the armies of Chaos laid waste to the Mortal Realms, and those that defy him are soon cleaved in half by the Slayer of Kings – his fearsome daemonblade. This fate might be kinder than being devoured by Archaon's colossal three-headed steed, Dorghar, for such unfortunates are condemned to an eternity of torment in the monster's belly.

Archaon is an ancient being whose origins are shrouded in mystery but whose ruthlessness and might are legendary. Even daemon lords grow uneasy in his presence. Few can match the Everchosen in the domain of strategy, and for many long years he had plotted how to smash open the Gates of Azyr and lay waste to the Celestial Realm. Sigmar is his greatest nemesis, and the Everchosen has brought death to the God-King's servants since the time of the World-that-Was. Only when Azyrheim burns and daemons defile the ruins of Sigmaron will the Everchosen know satisfaction, though only the foolish believe that his campaign of terror will end there.

BE'LAKOR, THE DARK MASTER

The self-proclaimed First Prince of Chaos, Be'lakor is a creature of ancient malice whose schemes and cruel machinations have plagued mortalkind since the days of the World-that-Was. His exact origins are shrouded in mystery. Some say that Be'lakor once claimed the favour of the entire Ruinous Powers, only to be stripped of this honour when he tried to overthrow the Dark Gods themselves. Others claim that this fall from grace was a simple result of the pantheon's capricious nature, a mocking insult to their most ambitious servant. There are stranger rumours too; some say that the Dark Master – as Be'lakor desires to be known – has a strange connection to Ulgu, Realm of Shadow, and perhaps once ruled over that twilight place before the coming of Malerion. This might explain Be'lakor's ability to manipulate shadow and darkness with particular skill.

Regardless of the truth, what is certain is that Be'lakor is a formidable being, and not solely due to his daemonic strength and mastery of magic. The First Prince is no mere brutish champion of ruin; his monstrous appearance belies a manipulative cunning. He is endlessly patient and calculating, and he delights in weaving realms-spanning plots to undermine and isolate his foes before emerging to unleash the killing blow himself. This arch manipulator showed the full extent of his talents when he unleashed the cursed skies upon the unsuspecting realms. These vile, roiling

full-scale assault to destroy the Arx Terminus. Were he any other warlord, such a display of laxness would surely have sealed Archaon's doom, but there are few beings brave or foolish enough to question the Everchosen's methods.

That is not to say that his position is unassailable. The success of Be'lakor's plot to curse the very skies of the realms has earned the Dark Master great favour from the Ruinous Powers and thus given rise to Archaon's first true rival for dominance in many long centuries. Be'lakor is a subtle creature, and he dares not risk open conflict with his hated nemesis. Yet even the Everchosen cannot be everywhere at once; in distant corners of his domain the cursed skies descend, smothering the lands in a pall of shadow and crackling sorcery. This cover masks a flurry of troop movements as the Dark Master's acolytes swiftly seize locations chosen by their overlord: key strategic assets such as varanite mines, realmgates and sites of arcane power. Be'lakor's faithful have infiltrated several major Chaos nations, subverting or gruesomely slaying those who remain loyal to the Everchosen.

Though it seems unlikely that Archaon is unaware of this building threat within his own empire, there is much else that requires the Everchosen's attention. The surging revival of the orruk tribes under the Earthquake God, Kragos, has gravely threatened Chaos territories in Ghur as Kruleboyz and Ironjawz spill out of the mountains and

storm clouds of Chaos energy have sent many Stormcast Eternals to a final, agonising death, forever cutting their souls off from Azyr. The mighty free city of Vindicarum nearly fell to Be'lakor's machinations; only the re-emergence of the smith-god Grungni prevented its destruction, though despite this disappointment, the Dark Gods were greatly impressed by Be'lakor's cruelty.

In the wake of this success, Be'lakor has moved to secure his gains, and to threaten Archaon's position as the Everchosen. As the first being to claim the favour of all four Chaos Gods, the Dark Master believes this title is his by right. His grand army – the Legion of the First Prince – launches waves of attacks under the cover of the cursed skies, seizing vital strategic assets and slaughtering those who would stand in the way of their overlord's ascension. As yet, Be'lakor has not dared to declare open war against the Everchosen. Instead he ensures that his true intentions remain hidden behind a veil of deniability and misdirection, disguising them as nothing more than bouts of anarchic bloodshed that periodically erupt amongst the forces of Chaos. Yet Archaon is no fool, and even Be'lakor does not doubt that his rival suspects that something is afoot. It seems only a matter of time before the ancient grudge between the two must be decided for good. Already there are rumours of mortal hosts abroad that proudly hold aloft not the banners of the Everchosen but the dread sigils of the Dark Master.

marshes in great, hollering mobs, intent on plunder and destruction. These attacks coincide with a great wave of feral energy sweeping across the Realm of Beasts and beyond, infecting all it touches with a savage madness. Those Slaves to Darkness tribes that call Ghur their home have become even more aggressive in its wake, many losing themselves to mindless bloodlust or even degenerating into twisted beasts.

Archaon's Ghurish strongholds have suffered particularly grievously at the hands of the Kruleboyz, who have proven a most devious foe. Taking advantage of their Chaos foes' propensity for blunt aggression – only heightened by the fug of savage fury that shrouds the Realm of Beasts – the swamp-dwelling greenskins have lured many of the Dark Gods' hosts into lands perfect for ambush. Wading through thigh-high bogs, choking on foul-smelling vapours, these Chaos forces were struck by volley after volley of poisoned bolts, hurled gas-bombs and other deadly missiles, before lanky, spear-wielding orruks rushed out of the mists to seal their fate. It is a testament to the might of the Slaves to Darkness that even in the face of such effective ambushes, they have held on to much of their territory, repelling every Kruleboyz attack with furious zeal. Still, the orruks show no sign of relenting, and the thumping drumbeat of Ghur sends more Chaos Warriors into a berserk fury with every passing day, making them as much a danger to their kin as to the enemy.



Though they too have suffered in the face of repeated greenskin incursions, old enemies of the Dark Gods remain a threat to Chaos hegemony. Nagash may have retreated to Shyish to lick his wounds after his great duel with Teclis, but his armies remain vast – vaster, perhaps, than even the Everchosen's legions. They sweep across Chaos-held lands in great tides of bone and rotting flesh, conquering underworld after underworld and replacing smouldering corruption with sterile lifelessness. The Lumineth are emboldened by recent successes, and their radiant glyphs have been seared into the land in many places, a brazen affront to the Dark Gods that must be answered in blood. Khainites, ocean-dwelling Idoneth and the truculent duardin empires of fire and air – all are unrelenting foes.

And then, of course, there is the God-King – the ancient enemy, bolstered by the return of his ally Grungni. Warriors clad in Thunderstrike battle-plate have engaged Archaon's armies on multiple fronts and proven immensely dangerous foes. With new tactics and weapons, they have redoubled their attempts to seize territories dedicated to the Dark Gods, and even Be'lakor's cursed skies have proven an ineffective barrier against their lightning assaults. There seems to be a new momentum to Sigmar's war; for every Dawnbringer Crusade that is encircled and butchered, another seems to emerge from the gates of the free cities. New cities, strongpoints and settlements are founded with every

passing season, and even the Everchosen's numberless hosts cannot burn them all to rubble.

Despite the manifold threats gnawing at the borders of his domain – and from within – Archaon has been sighted rarely since his defeat of Orpheon Katakros at the Battle of the Varanspire. The Everchosen pursues his own nefarious ends, all of which are intended to bring about the final defeat of Sigmar and unquestioned domination of the cosmos in the name of Chaos. The immensity of his ambitions transcends simple territorial struggles; beyond the borders of the known realms there are endless battles to be waged and unimaginably powerful foes to be slain or brought to heel. The Everchosen plays a long game, and the full blessings of the Dark Gods are still upon him. Fuelled by molten realmstone, the hell-forges of the Varanspire constantly churn and roar, belching flames and flesh-corroding gases as fresh hosts of ruin are armed and armoured. Hulking, twin-horned brutes emerge from the gates of Archaon's fortress in massed ranks, snorting and spitting as they clutch cleavers that could hack a rhinox in two with a single blow.

Though Archaon's precise movements might remain a mystery to all but his trusted Varanguard, the iron-spiked wheels of his immense war machine have begun to churn with renewed energy. Few doubt that the hour will soon come when the Exalted Grand Marshal of the Apocalypse will return to lead his unholy armies into a new era of ruin and tyranny.

A battletome update contains official new rules that are considered to be part of the battletome that is being updated. Treat them exactly as you would the rules that appear in the battletome itself.

BATTLETOME: SLAVES TO DARKNESS UPDATE

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

ALLEGIANCE ABILITIES

This section of this article adds a new battle trait to the allegiance abilities section of *Battletome: Slaves to Darkness*. The new battle trait allows you to take a Mark of Chaos for **CULTISTS** units and their leaders. It also allows you to take Cultists units as Battleline units that have the same Mark of Chaos as the army general.

CORE BATTALIONS

This section of this article includes 2 core battalions that can be included in any Slaves to Darkness army. 'Chaos Warband' is for Champions of Chaos and their retinue, while the 'Overlords of Chaos' is for elite formations of Archaon's chosen warriors. Both of these core battalions have the 'Unified' battalion ability, giving you lots of flexibility in matched play games.

• OPEN PLAY •

This section includes twists and a ruse that can only be used by a Slaves to Darkness army.

• MATCHED PLAY •

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

• PATH TO GLORY •

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

USURPATION OF POWER

The last section is a campaign arc for your Slaves to Darkness to play through. It tells the story of Be'lakor's attempt to bring the Banelands under his control. The campaign arc lasts for three to five battles in total. It works with any of the following battlepacks: Open War, Path to Glory or Contest of Generals.

ALLEGIANCE ABILITIES

Add the following battle trait to the allegiance abilities in *Battletome: Slaves to Darkness*.

CULTISTS OF THE DARK GODS

Most Chaos Cultists either knowingly or unwittingly bear the mark of one of the Ruinous Powers.

When you select an **OGROID MYRMIDON**, **DARKOATH WARQUEEN**, **DARKOATH CHIEFTAIN** or **CULTISTS** unit to be part of a Slaves to Darkness army, you can give it one of the following Mark of Chaos keywords: **KHORNE**, **I'ZEENTCH**, **NURGLE**, **SLAANESH** or **UNDIVIDED**.

CULTIST BATTLELINES

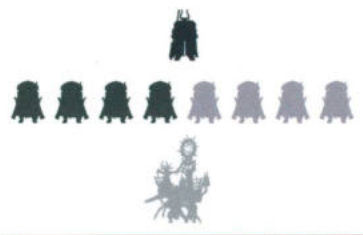
Chaos Cultist warbands often make up the bulk of the rank-and-file warriors in Slaves to Darkness armies.

If you give a **CULTIST** unit a Mark of Chaos keyword, it has the Battleline battlefield role if it has the same Mark of Chaos keyword as the model that was picked to be the army's general.

CORE BATTALIONS


You can include the following core battalions in a Slaves to Darkness army if the battlepack you are using says that you can use core battalions.


CHAOS WARBAND









OVERLORDS OF CHAOS











SLAVES TO DARKNESS UNIT ICONS (Mandatory/Optional)

-  SLAVES TO DARKNESS Leader.
-  SLAVES TO DARKNESS Behemoth.
-  SLAVES TO DARKNESS unit that is not Leader, Behemoth or VARANGUARD.
-  VARANGUARD unit.

BATTALION ABILITY ICONS

-  **Unified:** One-drop Deployment (core rules, 26.2.1).
-  **Expert:** Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.
-  **Magnificent:** When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.
-  **Slayers:** Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.
-  **Strategists:** Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.
-  **Swift:** Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.



OPEN PLAY

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

SLAVES TO DARKNESS TWIST

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

SLAVES TO DARKNESS TWIST TABLE

D6	Twist
1	The Gods Hold No Interest Here: <i>The Ruinous Powers have deemed there is too little at stake to entertain this conflict.</i> This twist has no effect on the battle.
2	Furious Bloodstorm: <i>Scalding crimson rain lashes down across the battlefield, inspiring a mindless rage in all it touches.</i> Subtract 1 from casting rolls for WIZARDS . In addition, you can re-roll wound rolls of 1 for attacks made with melee weapons by units that made a charge move in the same turn.
3	Drifting Chokespores: <i>A nearby copse of mouldering trees vomits clouds of toxic spores into the air, severely limiting sight and movement.</i> Units cannot fly. In addition, subtract 1 from hit rolls for attacks made with missile weapons.
4	Crystal Wyrds shards: <i>Fragments from Tzeentch's realm have rained down from the skies. Those who wield the arcane can draw upon the power contained within these iridescent shards – at their own risk, of course.</i> You can re-roll casting rolls for friendly WIZARDS . However, if you do so, that WIZARD suffers D3 mortal wounds after the effects of the spell have been resolved.
5	Exultant Melody: <i>A soul-piercing note rings out across the battlefield, igniting the senses of all who hear it.</i> Units can run and still charge later in the turn. However, units that run and charge in the same turn suffer D3 mortal wounds at the end of the charge phase of that turn.
6	The Great Game: <i>The Gods wager on the victor of this conflict, each lending their power to the battlefield to tip the scales in their favour.</i> At the start of each battle round, after priority has been determined, the player who lost the priority roll decides which 1 of the following twists will apply in that battle round: Furious Bloodstorm, Drifting Chokespores, Crystal Wyrds shards or Exultant Melody.

SLAVES TO DARKNESS RUSE

When you generate your ruse, you can use the following ruse instead of the one you generate on the Ruse table (choose which to use after you have made your roll on the Ruse table).

Chosen One: *Sometimes a Champion of Chaos will catch the eye of their patron god and be blessed before the battle even begins.*

After deployment but before the first battle round begins, pick 1 friendly **SLAVES TO DARKNESS HERO** that has the **EYE OF THE GODS** keyword. You can make 1 roll on the Eye of the Gods table for that friendly **SLAVES TO DARKNESS HERO**.



MATCHED PLAY

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

GRAND STRATEGIES

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

CONQUERORS OF THE REALMS

Slaves to Darkness army only.

Dominating Presence: *From the Flamescar Plateau in Aqshy to the haunted Banelands of Shyish, the Mortal Realms belong to Chaos. So it was, and so shall it always be.*

When the battle ends, you complete this grand strategy if there is at least 1 friendly **SLAVES TO DARKNESS** unit wholly within each large quarter of the battlefield.

BATTLE TACTICS

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

TRIUMPH OF CHAOS

Slaves to Darkness army only.

In Thrall to Chaos: *Those lands in thrall to the Slaves to Darkness were won through acts of terror and slaughter.*

Pick 1 objective on the battlefield that is within 12" of any enemy units. You complete this battle tactic if there are no enemy units within 12" of that objective at the end of this turn.

Lust for Power: *A Champion of Chaos soon becomes addicted to accumulating more and more glory in order to gain powerful rewards from their patron god.*

Pick 1 friendly **SLAVES TO DARKNESS HERO** that has the **EYE OF THE GODS** keyword. You complete this battle tactic if you roll on the Eye of the Gods table for that **HERO** during this turn.



PATH TO GLORY

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

MARK OF CHAOS

When you add a **SLAVES TO DARKNESS** unit to your order of battle, you must record its Mark of Chaos if it has one. That unit must always be given that Mark of Chaos when you include it in an army.

EYE OF THE GODS

Rolls on the Eye of the Gods table have the following additional effects on a Slaves to Darkness Path to Glory army.

Eye of the Gods

2 Spawndom

If a friendly **SLAVES TO DARKNESS HERO** is replaced with a **SLAVES TO DARKNESS CHAOS SPAWN** in a Slaves to Darkness Path to Glory army, then that **HERO** is removed from the army's order of battle in step 2 of the aftermath sequence and replaced with a **SLAVES TO DARKNESS CHAOS SPAWN** unit that has 1 model.

3-8 Various Rewards

Unless the roll was Snubbed by the Gods, record the reward taken for the **HERO** on the army's order of battle in step 2 of the aftermath sequence. That **HERO** cannot receive those rewards again in any future battle (count the roll as a Snubbed by the Gods result). If you fight a middle or higher tier battle against another Path to Glory army, then the **HERO** has these rewards at the start of the battle.

9-10 Daemonic Legions

The **DAEMON** unit returns to the Realm of Chaos at the end of the battle (do not add it to your order of battle.)

11-12 Dark Apotheosis

If a friendly **SLAVES TO DARKNESS HERO** is replaced with a **SLAVES TO DARKNESS DAEMON PRINCE** in a Slaves to Darkness Path to Glory army, then that **HERO** is removed from the army's order of battle in step 2 of the aftermath sequence and replaced with a **SLAVES TO DARKNESS DAEMON PRINCE** unit.

SLAVES TO DARKNESS QUESTS

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

QUEST GLORY OF CHAOS

To gain greater power, and ultimately to attain immortality through ascension to daemonhood, is the ambition of all Slaves to Darkness.

Pick 1 **SLAVES TO DARKNESS HERO** that has the **EYE OF THE GODS** keyword.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each roll you made for that **HERO** on the Eye of the Gods table that was not a roll of 2, 7, 11 or 12, if that **HERO** has not been slain or replaced with another model at the end of the battle.

Once you have gained 3 or more quest points, you complete this quest, and you can upgrade that **HERO** to a **DAEMON PRINCE** in step 7 of the aftermath sequence (see Heroic Upgrades, next page).

If the roll on the Eye of the Gods table for that **HERO** was 2, 7, 11 or 12, then this quest ends; remove it from your quest log.



VETERAN ABILITIES

Each time a **SLAVES TO DARKNESS** unit on your Path to Glory roster gains a veteran ability, you can pick from the following veteran abilities in addition to those in the Core Book.

Slaves to Darkness Veteran Abilities

Countless Recruits: *Such is the renown of this regiment that countless Cultists and Marauders are drawn to its ranks.*

CULTISTS and **CHAOS MARAUDERS** units only. Once per battle, in your hero phase, you can return D6 slain models to this unit.

Favoured of the Gods: *The exploits of these mighty warriors have captured the eye of their patron, who has rewarded them with an aura of dark power.*

Units with a Mark of Chaos only. Once per battle, at the start of any phase, you can pick 1 model in this unit. If you do so, until the end of that phase, that model is treated as a **SLAVES TO DARKNESS HERO** for the purposes of the Aura of Chaos battle trait.

TERRITORIES

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

SLAVES TO DARKNESS FACTION TERRITORIES (D66)

61-63 CHAOS DREADHOLD

This is the perfect location to build a dominating fortress, solidifying your claim over these conquered lands and instilling fear in the hearts of your enemies for leagues around.

This territory has no effect until it is upgraded.

[Upgrade 5GP] Chaos Dreadhold: Each time you upgrade a territory or your stronghold, reduce the cost in glory points by D6 (to a minimum of 0).

64-66 CHAOS WASTES

In a cataclysm long ago, a breach was caused in this region that links it to the Realm of Chaos, allowing the corrupting energy of the Ruinous Powers to bleed through and creating a more favourable environment for daemons.

You can never have more than 1 territory of this type. Increase the Allied Units limit on your order of battle by 2. However, any allied units you include on your order of battle because of this territory must have the **DAEMON** keyword.

[Upgrade 15GP] Wastelands Expand: Increase the limit by 4 instead of 2.

HEROIC UPGRADES

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

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

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

CORE ENHANCEMENTS

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

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Chaos Lord on Manticore	Chaos Lord	35	6
Chaos Lord on Daemonic Mount	Chaos Lord	20	4
Chaos Lord on Karkadrak	Chaos Lord	25	4
Chaos Lord	Exalted Hero of Chaos	15	4
Chaos Sorcerer Lord on Manticore	Chaos Sorcerer Lord	35	6
Slaves to Darkness Daemon Prince	In order to pick this heroic upgrade, the HERO must have completed the Glory of Chaos quest (see previous page). As long as this is the case, you can pick the HERO and upgrade them to a SLAVES TO DARKNESS DAEMON PRINCE .		



USURPATION OF POWER

The Banelands are a strategically valuable territory that Be'lakor plans to seize from the clutches of Archaon. While the Everchosen fights greater wars elsewhere, Be'lakor's agents move to claim the region's realmgates in the name of the Dark Master.

The underworld of Penultima was once an eternal haven for the souls of great innovators and thinkers, a place where mortals and spirits alike came together to ponder the nature of existence and the secrets of the soul. Yet the depredations of Chaos and the tyranny of Nagash have transformed it into a hellish, war-torn wasteland littered with the ashes of the slain.

The Banelands have ever been a bastion of Chaos strength in the Prime Innerlands, a festering sore that remains to this day, despite Nagash's relentless attempts to scour them. Mighty hosts of the Slaves to Darkness hold sway here, having transformed the citles of reason and arcane study that once dotted the land into gruesome bastions of slaughter and debauchery daubed with symbols of ruin. The Banelands' bone-littered dunes and freezing, wind-blown deserts have become graves for countless invading armies.

There is a reason that Archaon the Everchosen ordered the Banelands to be held at all costs when Nagash made clear his intention to conquer Shyish: its oddly high concentration of realmgates. Part of the wider network known to some as the Penultiman Nexus, these scattered arcane portals offered access to several regions in the Realm of Beasts, as well as distant parts of Shyish. This allowed the Chaos tribes of the Banelands to raid far and wide, amassing significant plunder and many captives. In time, this aggressive reaving became ever more vital, for the Chaos-worshippers required a constant supply of sacrificial offerings. Only through constant, gruesome rituals of bloodshed could they strengthen the grip of the Dark Gods upon the Banelands and thus keep it from slipping towards the mouth of the Shyish Nadir.

Through such means did the Banelands endure the tremors of the Necroquake, their barbarous sentinels repulsing many undead armies sent to purge them. Then came the cursed skies, that malevolent phenomenon that polluted the heavens with Chaos corruption and tore great wounds in the firmament. At first, the defenders of the Banelands rejoiced to witness the bleeding, howling vortices of magic above them, for they were seen as a sign of the Dark Gods' favour and their own imminent victory. Yet in their wake, a darkness descended across Penultima, so impenetrable that it isolated the region entirely.

It was Be'lakor who had brought about the cursed skies, for he desired to usurp Archaon's position as the foremost champion of Chaos Undivided. The first amongst Daemon

Princes had spent many centuries preparing for this moment, and now he began to consolidate his power through a series of violent insurrections. The Banelands were just one of many small but strategically valuable territories he sought to seize from the clutches of Archaon while the Everchosen was distracted fighting greater wars elsewhere. Be'lakor's agents – they who bore the profane mark of the First Prince – had embedded themselves into the mortal tribes of the Banelands at every level. As soon as the shadows descended, these traitors revealed themselves, turning upon their own kind as they sought to claim the area's vital realmgates in the name of their true overlord.

Once more, the tribes of the Banelands found themselves under attack, not from without this time but from within. Be'lakor's agents moved swiftly to seize the key realmgates scattered across the region, for they knew that the cover of the cursed skies would not obscure their insurrection forever. Confusion reigned supreme as these servants of the Dark Master turned their axes upon their own kind, hacking them down without mercy.

Many powerful Chaos Lords were slain in that initial bout of butchery. Yet for all the shocking effectiveness of Be'lakor's sudden assault, his warriors faced formidable foes, hardened champions of ruin who had battled against the most terrible horrors of the Realm of Death. These loyalists of the Everchosen rallied swiftly. Though the enemy seemed to hold every advantage, their own boiling outrage was a potent weapon. Where the Dark Master's agents waged war through subterfuge and misdirection, the loyalists met them with blunt and furious aggression, attacking their foe ceaselessly in an attempt to recapture the Penultiman realmgates in the name of Archaon. As these two forces clashed, the Banelands erupted into anarchy and gruesome violence.





INTRODUCTION

On these pages, you will find a **campaign arc** for 2 players. Each player takes the role of the leader of a Slaves to Darkness army, one that is loyal to Archaon and one that is loyal to Be'lakor. In the campaign, you will fight a series of battles to decide who controls the Banelands.

WHAT'S A CAMPAIGN ARC?

A campaign arc is a self-contained mini-campaign that can either be played as a standalone campaign in open or matched play, or as part of a Path to Glory campaign.

FORGING A DIFFERENT NARRATIVE

If either player does not have a Slaves to Darkness army, they should feel free to use a different army.

THE BATTLEPACK

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

GETTING READY

Each player in the campaign commands a Slaves to Darkness army. The players roll off, and the winner can choose which player is the **loyalist** (supporter of Archaon) and which player is the **usurper** (supporter of Be'lakor). As both Archaon and Be'lakor are engaged elsewhere, neither can be included in the armies used for the campaign.

The campaign map shows the **locations** that each player is attempting to gain control of. There are four **types** of location, which are (in order of importance): Major Realmgates, Minor Realmgates, Major Settlements and Minor Settlements. Each location also has a **name**. For example, Dreadhold Traguska is a location with the Major Settlement type and the Dreadhold Traguska name.

FACTION BATTLE TRAIT

Each army has a special battle trait that it can use in addition to the battle traits included in its allegiance abilities. The **loyalist** army has the Cultist Reinforcements battle trait, and the **usurper** army has the Daemonic Reinforcements battle trait.

Cultist Reinforcements: *In battle, those loyal to Archaon can call upon Cultist reinforcements from the Mortal Realms.*

Once per battle, at the end of your movement phase, you can pick 1 friendly **HERO** that is on the battlefield and roll 3D6. Add the number of the current battle round to the roll. On a 10+, you can summon 1 **CULTISTS** unit to the battlefield and add it to your army. The summoned unit cannot be reinforced and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.

Daemonic Reinforcements: *In battle, those loyal to Be'lakor can call upon daemonic reinforcements from the Realm of Chaos.*

Once per battle, at the end of your movement phase, you can pick 1 friendly **HERO** with a Mark of Chaos that is on the battlefield and roll 3D6. Add the number of the current battle round to the roll. On a 10+, you can summon 1 of the following units to the battlefield and add it to your army. The unit that you can summon is determined by the **HERO's** Mark of Chaos as shown:

- **KHORNE:** 10 Bloodletters
- **TZEENTCH:** 5 Horrors of Tzeentch
- **NURGLE:** 10 Plaguebearers
- **SLAANESH:** 10 Daemonettes
- **UNDIVIDED:** 6 Furies

The summoned unit must be set up wholly within 12" of the **HERO** you picked and more than 9" from all enemy units.



INFLUENCE POINTS

During the campaign, each player will gain **influence points** for each of the locations shown on the map. A location is **controlled** by the player with the most influence points for it. In the case of a tie, neither player controls the location. Before the campaign begins, each player must secretly record the number of influence points they have for each location by writing down the name of each location and the number of influence points they have for it. Each player starts with 1 influence point for each location and has a pool of 10 extra influence points that they can distribute amongst the locations as they see fit. The maximum amount of influence points a player can have for an individual location is 3.

Once both players have determined how much influence they have for each location on the map, their choices are revealed and control of each location can be determined.

WINNING THE CAMPAIGN

Each location is worth a number of **campaign victory points** (CVPs) for the player who controls it as shown below. At the end of a round, a player wins immediately if they control locations that are worth 30 or more campaign victory points. If neither player has won by the end of the fifth battle in the campaign, it is won by whichever player has control of locations that are worth more campaign victory points than their opponent's. If both players have the same number of victory points at the end of the fifth battle round, the player that won the fifth battle is the winner of the campaign (if the fifth battle was a draw, the campaign is a tie).

Location	CVPs
Major Settlement	6
Major Realmgate	5
Minor Realmgate	4
Minor Settlement	3

CAMPAIGN LENGTH

You can shorten the length of the campaign by playing 3 or 4 games rather than 5. If you like the idea of a longer campaign, keep playing until one player has amassed 30 or more campaign victory points.

PLAYING THE CAMPAIGN

The campaign will consist of 5 battles in total. Each battle is fought to gain control of one of the locations on the map. To determine which location is being fought over, carry out the following steps in the order shown:

1. Find those locations that are not controlled by either player (e.g. each player has the same amount of influence for that location). If there are no uncontrolled locations, find the locations where the difference between the player's influence points is 1. If there are no locations where this is the case, use all of the locations.
2. From amongst the locations chosen in step 1, pick out the locations that are worth the most campaign victory points.
3. If there is only one location remaining, the battle is fought there. If not, proceed to step 4.
4. The players roll off, and the winner decides which of the remaining locations is used. The player cannot choose a location to fight a battle in if it was the location where the last battle in the campaign took place.

PICKING CAMPAIGN ARMIES

Each player chooses their army following the instructions from the battlepack they are using. Unless they have agreed otherwise, the players must both use Slaves to Darkness armies, and neither army can include Archaon or Be'lakor.

STRATEGIC MODIFIERS

The amount of influence each player has for the location where the battle takes place, and the number of settlements and realmgates each player controls, affects how armies are selected in the following ways:

Influence: If one player has more influence over the location where the battle is being fought than their opponent, then they can increase the number of points for their army by 10% for each point more of influence that they have. For example, if you had 3 influence points for the location and your opponent had 2 influence points, then you would be allowed to increase the points for your army by 10%.



Settlements: If one player controls more settlements than their opponent, then they can increase the number of points for their army by 5%. If they have more settlements and one of them is a Major Settlement, then they can increase the number of points for their army by 10% instead of 5%.

Realmgates: If one player controls more realmgates than their opponent, then they can take 1 extra enhancement for their army. If they have more realmgates and they also control more Major Realmgates than their opponent, then they can take 2 extra enhancements instead of 1.

SELECTING THE BATTLEPLAN

Each of the different types of location has a **location table** associated with it (see next page). These describe which battleplan you will use based on the battlepack you are using, and what rewards are given to the player that wins the battle. If the battleplan is randomly determined, it is chosen after armies have been picked.

FIGHTING THE BATTLE

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

THE AFTERMATH

After the first battle has been fought, the winner of the battle gains control of the location where the battle took place. Reduce the loser's influence for that location to 0, and if the winner won a **major victory**, increase the winner's influence for that location by 1 point to a maximum of 3. If the battle was a draw, reduce the influence of *both* players for that location by 1, to a minimum influence of 0.

Check to see if one player has won the campaign (see previous page). If neither player has won the campaign, the player who controls locations worth the **least** number of campaign victory points can add 1 influence to a location of their choice, up to a maximum influence of 3. The players then fight the next battle in the campaign.

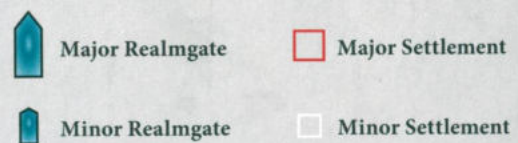
Designer's Note: *It is the player with the fewest number of campaign victory points that gets to add an extra influence point to a location of their choice. Desperate to turn the tables on their foe, they use every bribe, threat and trick they can think of to gather more followers to their cause!*

REWARDS FOR PATH TO GLORY ARMIES

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

1. In step 3 of the aftermath sequence after each battle, units involved gain a bonus D3 renown points each.
2. The winner of the campaign can immediately add 1 artefact of power to their vault.

CAMPAIGN MAP



LOCATION TABLES

The following tables are used to determine which battleplan to use for a campaign game. Just find the table for the location where the battle is taking place and follow the instructions on the table to determine the battleplan you will use.

MAJOR SETTLEMENT		
BATTLEPLANS		
Open War	Path to Glory	Contest of Generals
Use the Battle for Dreadhold Traguska battleplan (next page).	Use the Battle for Dreadhold Traguska battleplan (next page).	Use the Battle for Dreadhold Traguska battleplan (next page).

MAJOR OR MINOR REALMGATE		
BATTLEPLANS		
Open War	Path to Glory	Contest of Generals
Use the Open War Battleplan Generator. The Victory Condition is Field of Glory (do not roll on the table).	Roll a D6: 1-2 - The Ritual 3-6 - Hold or Die	Rising Power

MINOR SETTLEMENT		
BATTLEPLANS		
Open War	Path to Glory	Contest of Generals
Use the Open War Battleplan Generator.	Roll a D6: 1-3 - The Watchtower 4-6 - Hold or Die	Frontal Assault





BATTLEPLAN

THE BATTLE FOR DREADHOLD TRAGUSKA

Once Be'lakor's machinations come to light, followers from the two factions spill out onto the streets of Dreadhold Traguska, and bloody battle erupts in every quarter.

THE ARMIES

Each player chooses their army following the instructions from the battlepack they are using. Unless they have agreed otherwise, the players must both use Slaves to Darkness armies, and neither army can include Archaon or Be'lakor.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield. The number of terrain features they must set up is shown on the table below. Each terrain feature must be set up more than 3" from the battlefield edge and more than 3" from all other terrain features. If it is impossible for a terrain feature to be set up, it is not used.

DEPLOYMENT

The players alternate setting up units one at a time, starting with the player who did not set up the terrain features. Units can be set up anywhere on the battlefield that is more than 3" from all enemy units. The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

BATTLE LENGTH

The battle lasts for 5 or more battle rounds (see Glorious Victory).

BUSTLING METROPOLIS

The inhabitants of Dreadhold Traguska will take up arms and fight alongside the warriors of the faction that they support.

Once in each of your hero phases, you can use the Rally command ability without a command point being spent.

VICTORY POINTS

At the end of the battle, each player scores 1 victory point for each terrain feature they control (core rules, 18.2).

GLORIOUS VICTORY

If one player has at least 3 more victory points than their opponent, they win a **major victory**. If one player has 1 or 2 more victory points than their opponent, they win a **minor victory**. If both players have the same number of victory points, another battle round is played, and the game will continue until one player has more victory points at the end of a battle round.

Terrain Features

Points Limit	750	1000	1500	2000	3000
Terrain Features	4	6	8	10	12



BRUSH TIPS



MAX FALEIJ

Max is the content lead for the 'Eavy Metal team, the talented artists who paint many of the miniatures that you see in our publications, on posters and box fronts, on the Games Workshop website and in the pages of *White Dwarf*. Max is a fan of all things green, having painted quite a few orruks recently. He also likes solar power and spinach smoothies.

background writers from the start. To me, a good colour scheme has to do more than just look good. Balancing out the colours in a way that makes for some good-looking miniatures is always important, but a great colour scheme manages to do that and more! Composing colours in a way that helps describe where the characters are from, where their allegiances lie or how their societies function are all key elements that a good colour scheme will incorporate. The way we render different parts of a miniature can be equally important and will often help describe different types of materials and textures that in turn tell you even more about where the army is from or how they view their surroundings. In short, any time we start a new project like this, there's a lot to consider!

TRIBES AND WARCLANS

After seeing the early Kruleboyz mock-up designs, it didn't take us long to get some ideas together. We knew from the start that we wanted to give the Kruleboyz a realistic and sombre feel. This would help set them apart from the brighter, more intense Ironjawz and speak to both their mindset and the swamp-like dwellings we had in

Below: One of the things I love about this army is the in-depth look we get into the lives of orruks in the Age of Sigmar. The idea to split the Kruleboyz up into different tribes tells you a lot about how orruks from different parts of the realms operate.

Welcome to another instalment of Brush Tips, the 'Eavy Metal painting column where we explore everything from new painting techniques to how we develop colour schemes for new releases. This issue, we take a closer look at the Kruleboyz and how we went about designing colour schemes for the orruk warclans.

IN DA BEGINNIN'!

We always try to start working on new miniatures ranges like this as early as possible. This means working together with miniatures designers and



Brush Tips is a painting column hosted by the studio's 'Eavy Metal team. Here they discuss all things paint related, be it colour schemes, techniques, inspiration or something they're painting for their own collections. This issue, Max talks about designing colour schemes.

mind for them. Another big part of our colour scheme plan was the idea of orruk 'tribe kulture' and how we could incorporate that without making the warclan as a whole look too eclectic. Put simply, orruks of particular inclinations (warriors, beast hunters, war machine crews, and so on) form into tribes, which are then united into one mighty warclan. Whatever we did here would need to be subtle so we could retain a strong army identity, and more importantly, we wanted to find ways to highlight the different tribes within the warclan while still allowing people to choose the warclan's overriding colour scheme.

Badstabba tribes are the most warlike compared to the other tribes. Here we decided to lean heavily into the scarred banners and severed trophies found across the models. We wanted to make it feel like the Waaagh! is their way of life, and that it provides all the materials and supplies they need to thrive. This mentality undoubtedly breeds the largest and strongest fighters. If they want something, why shouldn't they just take it? We chose to paint all of the tattered cowls and loincloths of the Gutrippaz as tanned and treated

hides, as if they'd been skinned from foes and enemy beasts slain in battle.

In contrast, we painted the Deffspiker orruks as if they were clad in damp, heavy cloths that were oil-stained and tattered from tinkering on all sorts of sadistic ballistic contraptions. A subtle difference, perhaps, but as the warclan starts to grow, these smaller elements become more obvious in large numbers.

When it came to the Gitsnatchaz, we really wanted to lean in to the sheer cruelty of a tribe that favours capturing their foes rather than outright killing them, just so they can prolong their suffering. Here we went straight for the darker tones – black cloth and dyed leathers coupled with a variety of slightly paler skin tones to really push the contrast and make them look extra creepy. They are a stark contrast to the warmer, fur-clad Beast-breakaz that wrap themselves in the pelts of ferocious beasts that they've hunted and trapped (perhaps filling a similar role to the severed heads and limbs that the Badstabba warriors proudly carry as trophies).

ORRUK SKIN TONES

While working on this project, we developed a range of different orruk skin tones just like we would with humans. This adds another subtle layer of realism to the miniatures and strengthens the background of the tribes. We put this recipe diagram together for our own guidance, but you can use it too on your own miniatures. First, you choose a basecoat colour. Then, pick any of the soft shades on the row below. Next, pick a deep shade for the darkest recesses. Finally, return to your original basecoat colour and add one of the final colours to it for the highlight.



BASECOAT COLOURS

Ogryn Camo
Elysian Green 1:1

Ogryn Camo

Ogryn Camo
Krieg Khaki 1:1

Nurgling Green

SOFT SHADE COLOURS

Deathworld Forest

Deathworld Forest
Loren Forest 1:1

Death Korps Drab
Nurgling Green 1:1

Ogryn Camo
Sons of Horus Green 1:1

DEEP SHADE COLOURS

Vulkan Green

Caliban Green
Mourmfang Brown 1:1

Death Korps Drab

Dark Reaper
Loren Forest 1:1

HIGHLIGHT COLOURS

Add to Basecoat:
Ushabti Bone

Add to Basecoat:
Krieg Khaki

Add to Basecoat:
Jonrach Skin

Add to Basecoat:
Wraithbone
Grey Seer 1:1



Above: The stained grey cloth of the Deffspikerz helps to push them apart from the other tribes, particularly the browns used on the Badstabbaz.

All of these examples help tell a story of how the Kruleboyz function and how their warclans are made up of different tribes and roving warbands drawn to the awesome power and legendary infamy of a Killaboss. At this stage, we'd managed to wrap our heads around how to vary tribes up without it taking too much focus away from the warclan as a whole. The next step was to figure out how to represent the warclan part.

CLAN COLOURS

We wanted a structure in place that allowed everyone to create their own warclan and have the different tribes band together under one banner. At the core of each warclan, there's a ruthless despot. In our heads it made sense to have the boss's personal colours be the starting

point for the warclan's livery. Anyone who joined the clan would need to show fealty by painting their skareshields or a piece of armour or dyeing a piece of cloth or leather in that colour. This way, there would be an overarching spot colour applied to all of the tribes from the same warclan. Keeping the tribal differences subtle would also allow us to use bright, striking warclan colours like red and yellow for the unifying spot colour without having to compete against a bunch of different colours across the tribes.

By this point, we'd developed a strong foundation to build from. Once the main colours are locked down, they help to inform the others. That's why it's always a good idea to start with the most important colours first. In this case, the green skin and red shields are our two main contrasting colours. A lot of the leathers, straps and rags are all in muted neutral colours that impact less on the overall scheme.

BRINGIN' IT ALL TOGETHER

Now that we had an understanding of how the orruk warclans and tribes worked, we moved on to developing the colours for the creatures that accompany them into battle. Very rarely are the colours of the beasts bold, new colours. Instead, they are often shades of already used ones.

The Breaka-boss is a great example of the colour scheme coming together. The warm tones of the furs and pelts he wears help identify him as a Beast-breaka. The cream and beige colours of the beast skulls and bone trinkets are also distinctly different from the bruised tones we use on the severed heads and limbs worn as trophies by some of the other tribes. A vibrant red is then used as the spot colour to show his allegiance to the warclan. The Mirebrute Troggoth is painted in a cold, desaturated green. Rather than adding another hue to the mix, it contrasts with the warm green skin of the Breaka-boss and the earthy furs on the rest of the model.

BREAKA-BOSS COLOUR SCHEME

Here you can see the colours we used for the Breaka-boss on Mirebrute Troggoth shown opposite. Most of the supporting colours have a yellow-brown tone that adds warmth to the model and shows that it is from one of the Beast-breaka tribes. In turn, these colours help the orruk's skin tone and the vivid red warclan colour to stand out.

TROGGOTH SKIN

Basecoat: Sons of Horus Green	Rakarth Flesh	2:1
Wash: Sons of Horus Green		
Recess Wash: Vulkan Green	Lupercal Green	Abaddon Black
		1:1:1
Highlight: Sons of Horus Green	Rakarth Flesh	1:1
Highlight: Sons of Horus Green	Rakarth Flesh	Grey Scur
		2:2:1
Highlight: Add White Scar to previous mix		

TROGGOTH STOMACH

Basecoat: Rakarth Flesh	Flayed One Flesh	2:1
Wash: Cadian Flestone	Baneblade Brown	1:1
Recess Wash: Gorthor Brown		
Highlight: Rakarth Flesh	Kislev Flesh	White Scar
		2:2:1
Highlight: Rakarth Flesh	Flayed One Flesh	White Scar
		2:2:1
Glaze ears and nose, knees and elbows and fingers with watered-down Wazdakka Red.		

GUTPLATE

Basecoat: Evil Sunz Scarlet	Mephiston Red	1:1
Wash: Gal Vorbak Red		
Recess Wash: Gal Vorbak Red	Ahardinn Black	1:1
Highlight: Evil Sunz Scarlet		
Highlight: Wild Rider Red		
Highlight: Wild Rider Red	Phalanx Yellow	1:1
Highlight: Add White Scar to previous mix		

BREAKA-BOSS ON MIREBRUTE TROGGOTH



GRUNGY METAL

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

WEATHERED COPPER

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

FUR LOINCLOTH

Basecoat: XV-88	Rhinox Hide	1:1
Wash: Rhinox Hide		
Recess Wash: Rhinox Hide	Abaddon Black	1:1
Highlight: Steel Legion Drab		
Highlight: Steel Legion Drab	XV-88	Wraithbone
		3:1:1
Highlight: Steel Legion Drab	XV-88	Wraithbone
		3:2:2
(Add to previous mix)		XV-88
Highlight: White Scar		3:1

LEGACY OF POSUL

By Christopher Forrester

Separated from their Chapter by the Great Rift, a strike force of Mortifactors are set upon by World Eaters. Yet as the loyalists seek to preserve the legacy of their Chapter, a feral rage wells up inside them that sees blood spilt and skulls claimed by both sides.

Black smoke belched from hatches jammed open by corpses, reeking of hot ash and spoiled meat.

Devan Arathos' mouth watered. It tasted like home: like Posul. Memories of his birth world were few, excised by the Chapter during ascension. He remembered the endless night, barren rock and shale slopes, the hot kiss of ash and flame from roasting pyres. His childhood had been dominated by the hunt, by lives taken in service to survival and the ever-present shade of hunger sated by the taste of fire-cooked flesh. His strongest memory of Posul was blood tracing his chin, fat stringing his teeth and marrow sucked from bones, sweet upon his tongue.

His skin prickled at the thought. His teeth itched and his fingers curled into killer's claws. The distant crackle of bolter fire and Posulan war cries called him back, despite the insistent tightening in his stomach.

The deck trembled beneath his feet. The *Mortuum* was still fighting.

Shadows moved in the smoke, clad in thick armour. Arathos halted and waved the Scout, Koralos, behind him. He signed an order to Kalex. The other Mortifactor nodded and took position on the far side of the corridor, his bolter aimed into the fumes. Arathos and Koralos raised their pistols.

'Fire and manoeuvre,' he instructed. The Scout nodded, his red eyes gleaming behind the empty sockets of the chipped ork skull he wore in battle. Arathos had been there when he'd taken it. He'd devoured part of that kill at Koralos' side – a handful of stringy sinew and leathery flesh offered to the Apothecary the way a hunter would gift the first bite to their chieftain.

A challenge-call cut through the smoke.

Arathos lowered his pistol. He knew that voice. Smiling, he bellowed a response and marched through the thick, black clouds. Koralos followed after him. Two Mortifactors stood from behind a makeshift barricade, their weapons raised. Kalex approached from the left.

'Emperor's teeth,' Arathos laughed, offering his hand to

the first Mortifactor. The warrior gripped his wrist and they embraced with a clatter of battleplate. 'Elarion, I thought you dead.'

'It takes more than a few World Eaters to finish me, brother.'

'That much is clear,' Arathos smiled, casting an eye over the dead.

'Skill did not save him.' The second Mortifactor clasped Kalex's hand. 'His neck is thicker than a Medusan's. These mongrels lacked the patience to hack through it.'

Arathos nodded. 'Gerador.'

'Apothecary.'

'Is the gene-seed within?'

'It is.' Tension coloured Elarion's reply. They moved towards the apothecarion and Arathos saw black-and-bone armour amid the fallen. 'Including that of our honoured dead.'

Arathos placed a hand on Elarion's shoulder.

'They feast at the Emperor's side, brother. They shed their lives in His stead, and we do them no service leaving their legacy vulnerable.' He knelt beside a fallen Mortifactor and picked up his bolter, disconnecting the magazine. He took two more from the warrior's bandoliers and murmured his thanks. 'Gather weapons and ammunition. We leave imminently.'

The other four Mortifactors nodded.

Gerador rolled a heretic corpse onto its back, searching for bolt pistol magazines and tracks of chain-teeth. Even their debased materiel could serve. Koralos and Elarion stripped bolter ammunition and grenades from the fallen Mortifactors. Kalex watched the corridor.

Something caught Arathos' eye.

'Have you used a flamer before, brother?' Arathos asked, turning to Koralos. As he did, he pulled the weapon from a dead Mortifactor.

The Scout shook his head, reloading his pistol. Pride burned in his eyes at the Apothecary's use of the honorific. Full battle-brothers rarely acknowledged their genetic kinship to Scouts, but it was an honour well earned in Arathos' opinion.

He checked the promethium canister, heard a satisfying slosh and ignited the weapon. Arathos handed the flamer to Koralos and muttered his thanks to the fallen warrior's shade. He was no doubt now feasting with the Emperor and Lord Magyar in the Hall of Victors.

'Gently squeeze the trigger,' he said, adjusting the Scout's stance. Koralos handled the weapon well. 'Brace before firing and target clusters. One enemy alone is a waste.'

'Just don't turn it on us,' Kalex said.

'Pay Kalex no mind,' Arathos countered. 'His skill with a flamer is woeful.'

The other Mortifactors chuckled, Kalex loudest of all. Koralos smiled thinly.

'The apothecarion is in full lockdown?' Arathos asked, indicating the hexagonal hatch a handful of yards away. Elarion nodded, and Arathos signalled Kalex and Gerador to secure the approach. They vox-clicked their assent. Koralos nodded and took position beside them.

Arathos and Elarion moved to the door.

A skull-faced servitor built into a shadowed alcove swivelled on its gimbal-torso to train a multi-melta on the Apothecary, its eyes glowing killing red. It was the door's keeper, and most obvious defence. Arathos counted at least three other meltas and six bolters secreted in the shadows, slaved to automated defence protocols that would not hesitate to annihilate any threat.

Arathos removed his helm, exposing a youthful and unscarred face that echoed Guilliman's noble profile. He spoke quickly and clearly while a red beam scanned his retina, his tone reflecting the frustrated eagerness written in his scowl.

'Devan Arathos, Apothecary, Second Company.'

'Voice-print analysis, match.' The servitor's voice was a dull metronome click. 'Retinal scan, match. Gait recognition, match. Vermillion-level access protocols in effect. Gene-sample required.'

A small panel in the door retracted, revealing a palm-sized data-slate. Arathos spat on it and stepped back while it processed his genetic markers. The slate chimed.

'Gene-match. Gratitude, Devan Arathos.' The servitor's eyes blinked from red to amber. 'Vermillion-level access protocols in effect. Secondary sample required.'

Arathos stepped aside and Elarion took his place beneath the servitor's blank stare. A servo-blade wiped Arathos' saliva from the data-slate, and the scanning beam mapped Elarion's retina. He too spat and spoke his name and rank in a cold, clear tone.

'Mikael Elarion, battle-brother. First Squad, Second Company.'

Amber blinked green. The servitor fell slack in its housing. Ancient mechanisms thunked and grated, parting the hatch.

Arathos followed Elarion inside.

Six medicae thralls, armed with lascarbines and knapped-flint hand-axes, flanked the gene-vault. Two had the rich mahogany skin of the Posul-born. The rest were dredged from worlds Arathos did not care to know or name. They bowed and fell back. A veteran sergeant was speaking a funerary rite for a fallen squad member. Blood-flecked oath scrolls and skulls were affixed to his waist and shoulder.

Arathos remembered his desperate attempts to save the warrior. Two hours and forty-nine minutes of reconstructive surgery on augmented organs and implants reduced to scraps by fat bullets and mass-reactive bolts. Stimulants and synthesised infusions had tethered the warrior to life with spider-silk strands until the Mortifactor joined the Ultimium Bellator. The sergeant, now the lone survivor of the squad, had taken it hard. Arathos had been secretly relieved when he was then ordered to attend the fallen elsewhere. Words were not his strength, and survivors demanded too many of them. Chaplain Erani's ministrations had ever been their solace and guide, but not now. Battle had drawn him away, his strength and sword arm needed to repulse the heretics and lead the Mortifactors to victory.

Arathos placed his hand on the gene-vault's cold surface, his eyes tracing the Corpus Helix and the Chapter's heraldic skull. The genetic legacy of over sixty Adeptus Astartes warriors was hyper-chilled, preserved to be implanted into fresh initiates at the next recruitment harvest.

If there is another harvest, he thought darkly.

He made a show of checking his bolt pistol, chainblade, reductor and narthecium, acutely aware that Elarion was watching him. Feigning satisfaction, Arathos waited a moment longer, then cleared his throat.

The sergeant glanced up. Blood dappled his grey beard, and his expression was twisted between rage and grief. His augmented eye clicked as it focused, underlining his frustration. Arathos could not blame him. The warriors he had led, whose survival he had prized above his own, now lay dead. The World Eaters had stolen his duty from him.

'Their gene-seed is accounted for,' the sergeant said, nodding sharply at seven shrouded figures. 'And mine. Take it and go. I have heretics to hunt.' Arathos noticed the inexpert sutures at his throat. Breath snatched between his lips. An irritated flush of shame spurted through his mind. He felt like a novice presented with his first bolter.

Arathos recovered his composure quickly, still embarrassed.

'Will you not join us?' he asked. 'To ensure their legacy endures?'

'Erani and Second Squad will rendezvous with you en route to the hangar,' the sergeant growled. 'Angron's dogs murdered my brothers. They die for that, gene-seed be damned.'

Arathos suppressed a snarl. Honour demanded vengeance, but on Posul, hunger was a child's first tutor. It bred pragmatism as surely as it bred killers for the Chapter to mould into warriors. Pragmatism meant survival, and survival was all to the tribes. Pragmatism would have alloyed his strength to theirs and chosen duty over honour. Duty demanded the fallen's legacy be preserved. That was his responsibility, and this fool spat on it.

But Arathos saw the pain and despair in the sergeant's eyes, and knew he craved a death that might wash them away. In less desperate times, Erani would have offered counsel and penance, but now his only atonement would be righteous slaughter. In extracting his gene-seed, however inexpertly, he had served the Chapter, and Arathos was grateful.

Still, news of Erani made him smile. They had grown to boyhood in the same clan, killed their first man together, carving his flesh with flint knives before they'd each gifted their first bite to the other. They had survived the Astartes trials, and decades of service as Faceless. Even when their talents drew them apart, to Reclusiam and Apothecarion, the Emperor's will saw them assigned to the same battle company. To know his brother was alive was a relief beyond measure. He restrained his smile, though, for this was no day for good humour. Instead, he centred his thoughts, adopted a grave mien and bowed his head.

'Thank you, brother. May we meet again, in this life or in the Hall of Victors.'

The sergeant ignored him. He was muttering to the fallen again.

Arathos thumbed the vault's control panel. Anti-grav plates whirred, propelling the casket at an unaugmented human's marching pace. The massive doors rumbled shut as they left the apothecarion. The others fell in behind, boasts and jubilation forgotten.

'The sergeant is not joining us?' Gerador asked, fitting a fresh teeth-track into his chainsword. A flensing knife of carved aeldari bone was sheathed at his waist.

'No,' Arathos answered, his annoyance betrayed by his tone. 'He wishes to hunt the enemy and I am not foolhardy enough to think I can force him from his quest.'

'He honours the old ways of Posul,' Koralos said, fingers brushing the hand-axe sheathed at his waist. Its knapped-flint head was secured to a haft of yellowed bone by knotted cord woven from human hair. 'He hunts the killers of his oath-brothers, to devour their hearts and honour the fallen while they yet feast in the Emperor's halls.'

Arathos' eyes narrowed. He remembered no such tradition from his own childhood. His clan killed to feed and preserve their territory. Vengeance was an unworthy motivation in comparison to the slow onset of starvation, and honour was a concept taught by the Chapter alone, one that was utterly alien to the tribes of Posul.

'You are a fool, boy,' Gerador said. 'He craves the Emperor's gift and the release that comes with it. I doubt he would accept any order that did not offer him blood to shed and skulls to take, or one that did not culminate in his death.'

Koralos made to respond.

'Enough.' Arathos silenced them both with a glare. Though not a commander, he was still an officer; his position within the Chapter was similar to that of the tribal healers and shamans that commanded the respect of the Posulan warrior caste. 'Bickering is pointless and does not serve our purpose. You will both hold your tongues. Is that clear?'

Both nodded.

They assumed a defensive formation around the gene-vault, Gerador and Arathos to the fore. They passed through benighted corridors and training halls turned charnel houses, the scent of blood and scorched meat teasing his hunger once again. The distant sounds of battle were a call Arathos longed to answer. The warrior-sons of Posul did not run except to join the fray and save beleaguered brothers. Pragmatism kept him from the fight, duty seeding frustration and sorrow that poisoned his humours. No one spoke, each vigilant for threats, but Arathos sensed his own distemper reflected in his brothers.

Twice the Archenemy came against them, allowing them to unshackle their frustration and take vengeance for fallen brothers. Twice, packs of canid-faced mutants and mortal men and women in boiled leather, chainmail and furs assailed them with primitive weapons. Bullets and musket balls leapt from the blank eyes of a hundred muzzles. They pinged harmlessly

against the Mortifactors' battleplate, an acned mess of scorch marks and chipped ceramite their only testament. The Mortifactors drove them back, purging the shame of enforced inaction with disciplined volleys of bolter fire, gouts of burning promethium and the strength of their sword arms.

A World Eater led the second assault, a figure of dread inspiration, slaughtering those who retreated or blocked his way. Arathos smiled and moved to intercept him, cutting the mortals apart by bolter fire or by the chainblade snarling in his grip.

One lucky blow cut through the ribbing beneath his arm, biting into the muscle. He crushed the fool's throat, hurling the corpse aside. His blade rose and fell, parried and countered. Every stroke ended a life.

Sweat beaded his skin. The enemy sold their lives without thought, slowing him with the seconds it took to kill them. Their lord advanced closer. Arathos snarled at the World Eater, spinning his blade.

The traitor broke into a lumbering run. Warp-iron claws protruded from his knuckles, oozing black venom that flecked the bulkheads with every swing. Plasteel hissed and melted beneath the foul liquid. Arathos counter-charged, sidestepping a clumsy blow, and spun under the traitor's guard before severing his arm at the elbow.

The heretic roared, swiping with his remaining claw.

Arathos turned the swing aside, locking eyes with the World Eater. Bareheaded, he tasted old blood on the traitor's breath and saw the mindless fury threading his eyes. Cortical implants squatted on his scalp like ugly iron parasites. The legionary sliced, aiming to cut him from collarbone to pelvis. Arathos deflected the strike and slashed at a cracked plate on the traitor's leg. The chainsword chewed through the weakened ceramite and into meat, muscle and bone. Black blood spurted. The heretic staggered backwards, cursing.

Arathos' fist cannoned into the heretic's face. Once. Twice. Thrice. His nose and cheekbone shattered. The legionary struck wildly, but Arathos parried each blow, biding his time. His patience was rewarded. As his frustrated foe overbalanced, Arathos sliced through the heretic's wrist and rammed the blade into his primary heart. The traitor thrashed and died.

Arathos suppressed a sneer. To be consigned to lead a mortal rabble far from his confraternity must be as great a shame for a traitor as it would be for a loyalist. Arathos ground the warrior's head to paste with his boot. As a mortal and a Mortifactor, he had taken thousands of skulls from defeated enemies. This duel was not worthy of remembrance.

Nor was the warrior.

'Were we not to rendezvous with Erani and Second

Squad near the twenty-first concourse?' Koralos asked. The Scout immolated a clutch of renegade Guardsmen with bloodshot eyes and broken features.

'Aye,' Kalex said, spilling a mutant's guts. The creature howled, its axe beating uselessly against the Mortifactor's ceramite. He struck the head from its shoulders and loosed another burst from his bolter. The enemy were spent. 'And we just passed the nineteenth.'

'They may be delayed,' Arathos declared. 'We continue.'

They pressed onwards, over the dead of friend and foe alike. Arathos paused at each fallen Mortifactor, recited a funeral litany and examined their gene-seed. Two possessed viable progenoids. The others were ruined by bolt and blade. He cursed Angron's sons and prayed for those whose legacy would never be imparted to the next generation; whose bones would never see the Chapter ossuaries. That knowledge tore at his hearts. Their deaths would be abstract, footnotes in their archives, with nothing to honour once those who knew them also fell in battle. That they were earned in the Emperor's service was sparse comfort as his mood blackened.

They sprinted through an ablutorial. Arathos crashed through sheet-metal cubicles, Gerador at his side. His heavy footsteps sent cracks spidering through the tiles and vermin back to their nests. Water drizzled from corroded pipes and nozzles. Regular recycling and filtration gave it the crisp stench of oxidised metal and cleansing agents.

They emerged into a massacre.

The Mortifactors picked their way through the dead, their battle-brothers' corpses surrounded by mounds of heretics. Oaths vilifying the old XII Legion crackled across the vox. Gerador and Kalex checked for survivors. Arathos counted seven fallen Mortifactors and twenty-three traitor legionaries.

Shards of cream-and-black battleplate twitched at his feet.

Arathos looked upon the ruin of a Space Marine, his limbs and hiking chest a butchered mess. He reached a trembling hand towards the Apothecary. Arathos clasped it, shame burning inside him. There was nothing he could do, save hear the warrior's valediction, for the enemy's crude blades had bitten deep, ruining the progenoid.

'You are Second Squad,' Arathos said gently.

A pained nod.

'The enemy ambushed you.'

Another nod.

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'Your squad was slaughtered. Chaplain Erani?'

'Taken,' the warrior said, drooling. 'To... armourium.'

Arathos was impressed he could speak at all. Even Adeptus Astartes physiology had its limits, and these wounds were far beyond that lofty threshold. The Apothecary drew his reductor, light reflecting on the blessed housing, and rested it beneath the Space Marine's bloody chin. Arathos' lips pressed together in a thin crease, penning his emotions behind a curtain wall. He could not do his duty to the warrior; he could only grant him the chance to dine with the Emperor and their forebears.

'Do you desire the Emperor's Peace?' Arathos asked.

'Yes,' the warrior breathed through broken teeth.

Arathos squeezed the trigger, firing into the Mortifactor's brain stem. He gasped, twitched and fell silent. Death might have been a gift, but the giving of it to the injured was never easy. He surveyed his brothers, the wounds to their flesh and the damage to their battleplate. His mind was a screaming vortex of conflicting ideas, and his silence allowed the others to speak.

'We must continue the mission,' Gerador said.

Koralos rounded on him, Elarion at his shoulder.

'You would leave a brother behind?' the Scout said. Koralos' combat blade trembled in his hand, eyes blazing with barely restrained fury.

'Have you no honour?' Elarion snarled.

'The survival of our Chapter is at stake,' Gerador countered, the naked logic of his argument soothing Arathos' anger at how readily he would abandon the Chaplain. Gerador took a step closer to the Scout, towering over him in his full battleplate. Koralos did not flinch. 'Erani may have embraced death already. Should that be so, I will honour him as a fallen brother. If he has not, he would understand, even encourage us to save the gene-seed.'

'Aye,' Arathos barked. He squared off with the larger warrior, subtly shielding the Scout from the Assault Marine. Something like amused surprise flashed across Gerador's face, and Arathos ground his teeth. 'In more certain times, he might. But we have had no word of the Chapter since the warp descended into thrashing nightmare and madness. They could be dead in battle, or void-lost and driven to damnation, or worse.'

'Exactly why we must preserve what we can,' Gerador retorted. 'The gene-banks of Terra may be gone, as may the *Prosequitor Mortali's*. This gene-vault may be our last hope, it must be protected above all else. Is that not your duty, Apothecary?'

'It is,' Arathos grunted. He locked his helm back into place. 'But we are not defined by our genetic lineage alone. Our traditions make us what we are. They make us Mortifactors, not Ultramarines clad in bone and black.'

Gerador flashed another amused smile.

'He links us to Posul and the Ultimium Bellator,' Koralos growled. 'He is the history of our Chapter, the keeper of our traditions. No other knows the ritual words, or the measure of blood sacrifice needed to commune with the Emperor and the ancients. How would we seek their guidance and wisdom if we do not have a Chaplain to guide us?'

Arathos looked at the Scout, impressed. The youth had a keen and insightful mind, a healthy respect for tradition despite the naivety of his youth and the heart of a true warrior. He would make a fine Chaplain, if there was still one left to teach him.

'Posul is dead,' Gerador said. 'It was dead to us from the moment we were harvested. We are the phantasms that haunt its wastes and people. Posul was our cradle, aye, but all children outgrow the cradle, and innocence surrenders to pragmatism.'

'The boy is right,' Arathos said. 'You evade his questions because you know it is so.'

Silence lingered for several seconds.

'Erani could be our last Chaplain.' Elarion's distant stare undercut his anger. 'Our Chaplains are the beating heart of the Mortifactors, our link to who we are, to Posul and to the Emperor. Would you sacrifice that simply because mission parameters dictate it?'

'In a heartbeat.' Gerador did not even blink.

'Then you are lost,' Elarion said sadly, 'and there is no guiding you.'

'What should we do, Devan?' Kalex voxed, privately.

The other Mortifactors continued to bicker while Kalex interposed himself between them. Harsh words bloomed into threats. Arathos grappled with indecision as moments stretched into minutes. He saw only one solution.

'Both must be saved.'

The other Mortifactors fell respectfully silent – the words of an Apothecary were always heeded.

'We have lost enough of our brothers today,' Arathos continued firmly. Kalex nodded approvingly and Koralos smiled. Arathos took the first step towards the armourium. 'We will secure the gene-vault so that, should we fall, it will not be easily found. If the Chaplain is lost, we will return for the progenoids.'



It did not take long.

Concealing the gene-vault in an empty chamber, they mined the door and fused the lock. Gerador was loath to leave it unguarded, but Arathos overrode his protests curtly.

'It is the only solution that avoids reducing our numbers.'

Erani was being held in an armourium close to the heretics' boarding site. Stripped, tortured and suspended between the hulls of two assault rams, he was surrounded by twenty World Eaters and twice as many slaves. A champion in cannibalised battleplate delivered bone-shattering blows against Erani's limp form to roared adulation.

'Why not just kill him?' Koralos whispered. Arathos met his eyes, seeing the anger and incomprehension in the Scout's stare. 'Why do this?'

'He is a warrior-priest of the Emperor and an inveterate head-taker,' Gerador said. 'Such captives have value as weapons or sacrifices. Perhaps they intend to mind-scour him, indoctrinate him into their vile faith and unleash him against the Imperium.'

Grim silence greeted his pronouncement. They all knew that loyal warriors taken by the Legions might be tortured into heresy, taking their captors' debased heraldry and warring on the Imperium they had once defended. It was a fate worse than an honourless death.

Arathos watched the champion cut ruinous glyphs into the Chaplain's flesh. Erani's head hung slack on his chest. Traitor legionaries and mutants brayed their amusement at this new defilement. Discomfort warred with his simmering anger. Something was wrong.

'He is a sacrifice.' Anger edged Elarion's tone. 'They seek a daemon's favour.'

'Silence!' Arathos hissed. 'To know the nature of Chaos is to know truest damnation. Trust your brothers and the strength of your arm. Trust the primarch, who spurned Chaos and fought to purge its influence from the Imperium. Trust the Emperor, with whom we shall all dine at the Table of the Ultimate Warrior.'

The Mortifactors looked to him, their anger fused with fresh resolve.

'We have the advantage of surprise and superior position,' Arathos said, then quickly laid out his plan. 'Elarion, Kalex and Koralos will lay fire to thin the horde. Kill-shots only.'

They nodded and checked their weapons.

'Gerador and I will force a path to Erani. When surprise is exhausted, reinforce us. At close quarters the World Eaters' numbers and ferocity will prove the greatest challenge. Protect each other. Do not lose yourselves to rage or vainglory. If defeat looks certain, Elarion and Koralos will recover the gene-vault. We will sell our lives for this. Understood?'

The other warriors nodded, then dispersed to positions on the gantry. Gerador and Arathos moved to the stairs. At their nod, Arathos activated his external vox-caster. His roar echoed through the armourium.

'In the Emperor's name, bring them death!'

Bolts punched slaves from their feet. They detonated like overripe fruit or were shredded by mass-reactive rounds. Surprised roars sawed through ancient vox-casters. The legionaries revved their chainaxes and hurled themselves at the Mortifactors. Arathos levelled his pistol. His first kill was a World Eater with a face of knotted scar tissue blistered by cortical implants. Bolts punched through the traitor's skull.

'Concentrate on the legionaries,' Arathos said.

A second traitor legionary was brought down by converging fire. His kindred fired back with blocky, archaic pistols. Rounds hissed past Arathos' head before one cracked his plastron. Arathos gasped, pain nullifiers flooding his system. He watched Gerador stagger under sustained hits, covered by burst-fire from Elarion.

Arathos reloaded.

Another heretic fell, clutching his throat, blood jetting between armoured fingers. A fourth almost reached the stairs before six blessed rounds evacuated the contents of his head and torso. Arathos kicked through the support rail at the gantry's edge and dropped onto the deck. Gerador landed beside him, pistol roaring.

Blood burst from severed limbs and ruptured torsos. The cultists trampled their comrades in their eagerness before they were scythed down. Arathos ejected his magazine and slapped a fresh one into place. His bolts ripped through the enemy, reducing them to slabs of meat and splintered bone. He sighted the surviving World Eaters hacking through their own slaves to reach the front.

Koralos stumbled and dropped down beside him, an autogun's burst of fire rippling across his thigh. Arathos stepped in to shield the Scout, solid rounds snapping at his armour. Something punched through his plastron and pain lanced through him. Alert runes flashed. He dismissed them; his wounds were already closing. Kalex appeared at his shoulder, bolts shredding a pack of renegade scum in boiled leather and furs.

'I can still fight, lord,' Koralos said, his voice thickened by pain.

Arathos nodded, drew his blade in a smooth flourish and counter-charged a clutch of tattooed hive-gangers, the stench of 'slaught and psychon hot on their breaths. Blood fountained and limbs slapped onto the deck, their stunted minds unable to recognise death stalking into their midst. He parried a clumsy lunge, swiftly separating the heretic's head and neck, then saw Koralos and Kalex plunge into the mass at his left, blades angled to strike. Elarion stayed back, covering them with mass-reactive bursts.

The Mortifactors worked in perfect concert, a pack of apex hunters threatened by lesser scavengers, brutal and efficient. When a heretic threatened to cleave Arathos in two, Koralos fired his last bolts into the legionary's faceplate. The Apothecary returned the favour moments later, decapitating a mutant World Eater before his chainaxe could slice the top from the Scout's skull. He saved Kalex scant minutes after that, his pauldron cracking under a fusillade aimed for the Space Marine's head. Minutes passed like moments, as brother protected brother and the enemy suffered for their transgressions against Guilliman's sons.

Jubilation set Arathos' hearts soaring. They were a handful of yards from Erani, the Chaplain's eyes still fixed on the deck. Arathos wrenched his chainblade through a World Eater's gorget and spun on his heel to deflect a decapitating strike aimed at Gerador's neck. The Assault Marine's arm ended at the elbow, but he fought on with his chainsword, rending skulls and slicing through chests and stomach cavities.

Arathos pivoted, searching for the champion.

Hope withered in a half-formed roar.

Koralos was on his knees, chest ripped open to spill his offal on the deck. The World Eater crushed the Scout's skull with his whirling hammer, gore and grey cranial matter spraying from the blow. The traitor smiled, revealing an ugly agglomeration of brass pegs and yellowed enamel, and the emotion he'd warned his brothers to guard against dragged him beneath its waves.

Rage.

The mere word did no justice to the sensation ravaging his mind. It was less a feeling, more a sledgehammer's realignment of his cognitive functions. Words that might have been a denial or a curse snagged in his throat. His chainsword swam in his vision to become a length of bone, clutched in a child's bare fist instead of black ceramite. The smell of blood stoked his fury, leeching the finesse from his strikes and the coherence from his thoughts.

Blunt force and ferocity blocked strikes, separated limbs and torsos and heads. Voices pleaded for his attention. The enemy's ursine grunts and entreaties for divine favour pawed at his ears, the World Eaters' mongrel tongue morphing into shouted curses in a Posulan dialect. He ignored them all. There was only

the kill, and the thunder of blood in his veins. The Apothecary, the trained warrior, was gone. There was only the cannibal savage.

He was a butcher, carving through gristle to reach the choice meat.

Arathos angled his shoulder and rammed the champion into a bulkhead. He roared, the sound reverberating inside his helm, and hacked at the heretic's armour. His chainsword sheared a damaged pauldron free, teeth snagging deep into muscle. His narthecium's bone saw plunged through a tear in the warrior's breastplate, skewering a lung. Arathos ripped it through the warrior's fused ribcage, black blood jetting across the deck.

The traitor laughed and headbutted him.

Arathos' skull cracked.

Pain sparked along the splintered bone. Spots blurred his vision. The traitor shoved him backwards. The chain snapped taut and the hammer glanced Arathos' side, the thunderclap of its power field cracking the ceramite. Bones shattered and muscles snapped. Red agony screamed along his nerves and hazed his vision. Alert lights bleached his retinal feed. Armour sections flared bright yellow and dull red. Damage reports scrolled down his visual feed. His breastplate was shattered, his helm compromised.

He ignored them.

The champion swung his strange chainmaul up towards Arathos' chin. Kalex stepped in, deflecting the weapon with his combat blade while Arathos stepped back, adjusting his grip on his chainsword. His bones were reknitting – an unpleasant itching sensation that grated on his nerves. The pain evaporated in an icy flood of analgesics and stimms. The champion drove Kalex back, the maul shattering the armour on his thigh and his plastron. Kalex roared, staggering. Gerador elbowed the champion in the face, then carved a deep groove into the legionary's breastplate with his chainsword. Another traitor charged both Kalex and the Assault Marine, sweeping wildly with a snarling chainaxe and a serrated flensing knife.

Arathos threw himself at the champion, an overarm strike aimed between his pauldron and plastron. The World Eater sidestepped, pivoting on his supporting ankle and swinging his chained maul. Frothing an oath to his vile god, the traitor launched a devastating series of strikes, each one capable of ending Arathos if his concentration slackened for even an instant. He blocked, parried and deflected, breath sawing through his helm's speaker-grille. The heretic left him no opportunity to counter-attack. He would have to try something different.

Allowing the traitor champion to strike his unprotected ribs, Arathos hooked his blade over the maul's chain,

slicing through it. The powered head clanged against the deck and Arathos buried his chainsword in the heretic's heart. Blood bubbled in the corner of his mouth; a wet rasping escaped his throat.

Disgusted, Arathos kicked the corpse free and surveyed the armourium.

Gerador was the only one still alive.

The Assault Marine executed survivors with brutal economy, using blade and boot. Arathos scanned the rest of the room and was met with Koralos' vacant stare. He saw betrayal in those eyes, and in the decapitated ruin of Kalex and Elarion's dismembered heap.

Drool strung from Erani's teeth, pooling on the deck. Arathos cupped the warrior's chin and lifted his head. A slack, uncomprehending expression stared back at him, and the fear Arathos had suppressed since first setting eyes on the Chaplain struck him with the force of a comet. He set his jaw and deployed a data-probe from his narthecium. A sharp click completed its connection with the neural plugs cut into Erani's flesh. Bioanalytic data flooded his narthecium screen, a litany of severe cerebral haemorrhages and irreparable neurological damage, underlined by the absence of any significant brain activity.

Revulsion split the tidal barrier of his self-control.

Arathos strode over to the fallen champion's corpse and hacked at it with his chainsword, a strangled roar ripping through his vox-caster. The Apothecary lifted the traitor's head by its cortical implant crest and spiked it onto a chain at his waist. A memento to remember the consequences of his decision. He had failed his brothers, led them to their deaths to recover a mindless husk that had once been his closest friend.

Questions roared through his thoughts. Was it his hubris that had brought them here? His desire to preserve legacy and tradition? Could they have saved Erani, or was Gerador right to want to sacrifice their Chapter's soul to ensure its survival?

In the end, it did not matter. It would not change what was.

He knelt beside Koralos and prepared his narthecium. The surgical blade sliced into the Scout's throat, and Arathos slid his hands into the cut. The flesh peeled

back with a wet crackle, the progenoid exposed in its nest of fibrous tendons and connective tissues. He extracted it quickly, speaking the Chapter's ritual farewell for the fallen. Koralos deserved interment in the ossuaries as a full battle-brother, but that would not happen. He could only honour the boy his way. Arathos repeated the process for Kalex and Elarion while Gerador continued his executions.

Finally, he stood before the Chaplain, unable to meet Erani's stare. The absence of any life, any sign of the warrior he once knew, was a white-hot dagger twisting in his gut. Gerador had been right after all. Had Arathos chosen his duty, their fallen brothers would be alive and the gene-seed's fate would not rest on two wounded Mortifactors. They had lost brothers and Gerador had sacrificed his arm for a lost cause. Arathos wanted to offer condolences, to commend him on his steadfast resolve and skill.

But words were not his strength.

He could only do his duty.

Arathos placed his reductor against Erani's temple and met the Chaplain's empty, crimson eyes, whispering something in their birth tongue that was either a benediction or an apology. He squeezed the trigger. The reductor barked and Erani hung limp. Arathos' bone drill and blade sliced across Erani's throat.

He extracted the progenoid and sealed it in a cryo-canister. It would be bestowed upon another worthy aspirant. Renewed purpose flooded him as the canister misted counterseptic over the precious gland. The Chapter would survive, its physical legacy intact. Even if he were the last loyal son of Posul left in the Imperium, their legacy would endure. He removed a leather-bound tome stamped with an ivory skull and Erani's rosarius from the Chaplain's discarded and violated armour. There would be rites to perform once their duty was done. Tradition and ritual were the only balms to his pain.

'Come,' he said to Gerador.

Arathos and Gerador turned from the charnel horror and strode back to recover the cached gene-seed. Arathos' hand gripped the cylinders that were his sacred duty.

The Chapter would endure.

INSIDE THE STUDIO

As we come to the end of the magazine, we take a look at the games people have been playing and the models they've been painting in the studio over the past month. This month, thoughts on the new edition of Warhammer Age of Sigmar and a fiery army of Kharadron.

Age of Sigmar. That's pretty much been the talk of the *White Dwarf* team over the last few weeks. Well, that and Warhammer Quest: Cursed City, which we're all looking forward to playing when we're able to sit in the same room as each other and touch each others' dice again! As a result, most of the team have been painting new models for Warhammer Age of Sigmar or

characters for Cursed City, as you can see opposite. The Sigmar excitement (hereby known as Sigmarcitement) is equally high across the rest of the Warhammer Studio with many new armies appearing in people's display cabinets. You can see several of them in the new Core Book, while over the page we have a duardin-shaped offering from studio photographer Erik Niemz. It's hammer time, people!

VOX CHATTER

The White Dwarf team discuss the new edition of Warhammer Age of Sigmar and what armies they're planning on collecting, painting and playing with in the near future.

Lyle: I think I'm going to (slowly but surely) continue with the Nighthaunt force that I've been working on over the last year. My original plan was to field a massive horde of Chainrasps based around a warscroll battalion, but now I'm looking at how I want to restructure the army based on the new core battalions. I'm excited to see how the Nighthaunt rules interact with the new core game rules and what dastardly tricks I can come up with. I'm also working on a Mega-Gargant conversion to ally to the force. He may be the start of a Sons of Behemat army!

Matt: I think quite a few of us might be working on Death armies for this edition! I'm planning on reinvigorating my undead force in the form of a Soulblight Gravelords army. I'll be adding loads of the new plastic kits to my existing force, which is led by Mannfred. The Cursed City models and the Crimson Court from Warhammer Underworlds will fit in perfectly, too. My plan is to build on the Legion of Night, but I also really like the new Blood Knight models, so I might try and create a sub-faction from the Kastelai Dynasty. Any excuse to paint a Zombie Dragon, I guess!

Sophie: I'm really interested in Soulblight, too. I would love to get my hands on the new Yndrasta model and convert her into some kind of winged vampire queen.

Dan: And that makes three of us, as I'm already working on the Soulblights! I wasn't sure whether to collect Avengorii or Vyrkos, as I really like both Lauka Vai and Belladamma Volka. In the end I painted a unit of Dire Wolves, and my mind was made up – Vyrkos it was! I'm

going to do what I did last time I painted an undead army and try to paint as many skeletons as possible. I'm going to keep working on my existing armies, too, though. I have a solid core of skaven that I can build on with random units here and there (Doomwheel!), and I definitely want to add some more skyvessels to my Kharadron Overlords force.

Ben: Ah, see, I was thinking of doing Kharadron Overlords for this edition. I've just been painting Thundrik's Profiteers, and I really liked working on them, so perhaps they are my new army for this edition. However, I also really like the new Be'lakor model, though I have no idea whether I would paint him as a one-off model or as the start of a new force. He would be a big investment of time!

Jonathan: Be'lakor is very cool, and I am tempted by him, though I think I'll probably put my time into painting some of the new Stormcast Eternals. I've always liked the background and colour scheme for the Anvils of the Heldenhammer but never had a chance to start an army of them. Perhaps this edition is when I start!

Matt: That's a good point – I have a Stormcasts army I could add to! My Umbral Spectres Stormhost are based in the Realm of Shadow, which has been massively fleshed out in this edition, so there's loads to explore.

Lyle: Oh! I've also been dabbling with Idoneth on the side. I've been trying some clear resin effects that look like water. Too many projects, too little time!



HOBBY BINGO

In December, we introduced our White Dwarf Hobby Bingo resolutions. Here's how we're getting on. Let us know how you are doing at team@whitedwarf.co.uk!

SCORING TABLE
Box: 10
Line: 50
Entire grid: 400

A1 HERO OR CHARACTER	B1 ANY MODEL	C1 UNIT OF 2+ MODELS	D1 KITBASHED MODEL	E1 HERO OR CHARACTER
A2 ANY MODEL	B2 FORTIFICATION OR SCENERY	C2 VEHICLE OR MONSTER	D2 UNIT OF 2+ MODELS	E2 UNIT OF 10+ MODELS
A3 UNIT OF 10+ MODELS	B3 KITBASHED MODEL	C3 ANY MODEL	D3 VEHICLE OR MONSTER	E3 FORTIFICATION OR SCENERY
A4 UNIT OF 2+ MODELS	B4 VEHICLE OR MONSTER	C4 HERO OR CHARACTER	D4 UNIT OF 10+ MODELS	E4 ANY MODEL
A5 HERO OR CHARACTER	B5 UNIT OF 10+ MODELS	C5 LORD OF WAR OR BEHEMOTH	D5 ANY MODEL	E5 HERO OR CHARACTER

IN BRIEF



JONATHAN STAPLETON - 320

Jonathan has been working on his Necrons for A Tale of Four Warlords and has ticked off several boxes on his bingo sheet for painting a Monolith and a pair of Lokhust Heavy Destroyers. You can see them in this issue's article.

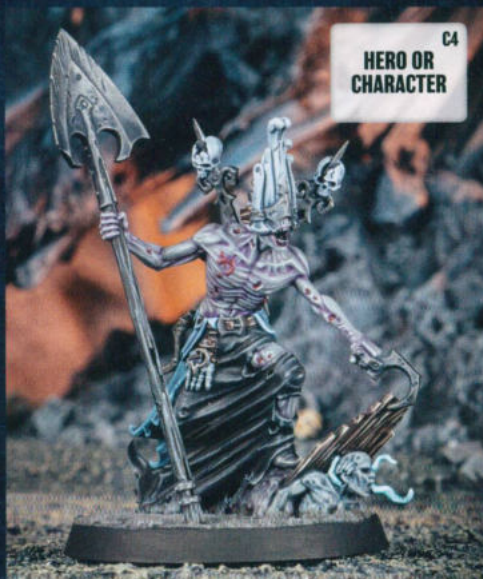
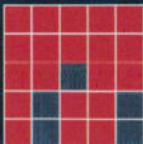


BEN HUMBER - 60

Ben has recently finished Thundrik's Profiteers for Warhammer Underworlds and is starting work on some Genestealer Cultists for an upcoming army project. He also has a Kelermorph on his desk awaiting some paint.

DAN HARDEN - 400

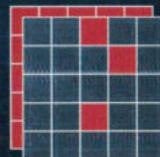
Dan almost lost his second-place spot in the team challenge, but a week's holiday saw him paint some more scenery for Warcry and Gorslav the Gravekeeper for Cursed City. He painted Gorslav's skin Dawnstone then washed it with Druchii Violet to make it look bruised before highlighting with grey.



C4
HERO OR CHARACTER

MATT HUTSON - 1280

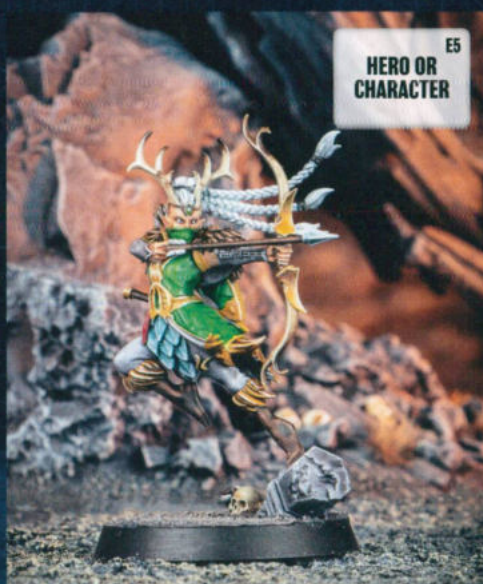
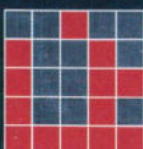
Matt continues to lead the pack as the only team member to start a second bingo sheet. His latest project was Radukar the Wolf, which he painted just like the 'Eavy Metal version. He plans to paint all the characters from the set to join his Soulblight Gravelords army.



C4
HERO OR CHARACTER

LYLE LOWERY - 180

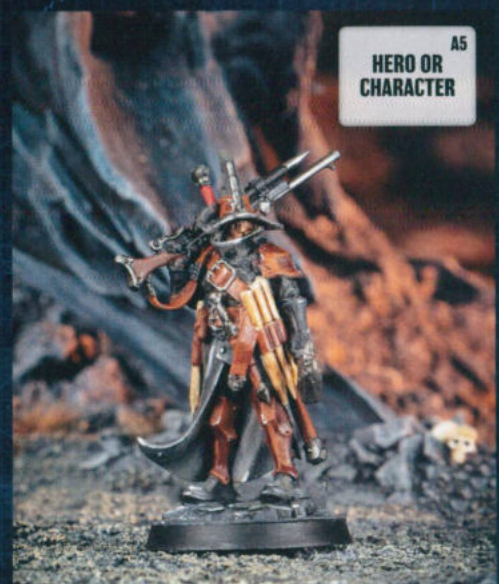
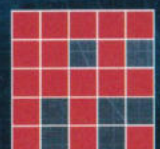
Lyle painted Oulathis this month. He pre-shaded the model and then based it with Warp Lightning washed with Drakenhof Nightshade to cool down the green. The gold areas are painted using a non-metallic technique to enhance her natural look, and her hair's white to make her look ethereal.



E5
HERO OR CHARACTER

SOPHIE BOSTOCK - 330

Sophie painted Jelsen Darrock. She gave him a weathered look, using Dawnstone washed with Nuln Oil and highlighted with Administratum Grey for his coat. The leather areas are Mournfang Brown washed with Agrax Earthshade and highlighted with Skrag Brown.



A5
HERO OR CHARACTER

THE UNDERLORDS OF BARAK-NAR

Over the last few months, Age of Sigmar photographer (and former Dwarf) Erik Niemz has been painting a dark and sinister Kharadron Overlords force. He even took some pictures of them for us!

Erik: My Kharadron force is the product of a couple of ideas. First, I wanted to build and paint an army based in a particular realm. Second, I wanted to try out a painting technique I don't normally use, and I wanted to try it on an army I don't usually see that technique used on. Kharadron Overlords often feature edge highlights on their ships, but I thought it would be great to try out drybrushing and weathering on them to give them a grungy look. So that's what I did! My force is an offshoot of Barak-Nar that's prospecting in an extremely hazardous environment deep within the Realm of Metal. Their dark armour is painted really simply: an undercoat of Chaos Black followed by drybrushes of Leadbelcher and Ironbreaker, then a wash of Doombull Brown for the weathering. The bright lava bases, which are made of cork board, contrast with the armour. The lava is painted Mephiston Red, Troll Slayer Orange and Yriel Yellow, with wet blends between each colour to achieve a smooth gradient.





NEXT ISSUE

THOUSAND SONS & SERAPHON

NEXT ISSUE
ON SALE 15
OCTOBER

