



WHITE DWARF

ISSUE
471

SOULBLIGHT
BATTLETOME
UPDATE

PATH TO GLORY
THREE-GAME
BATTLE REPORT

NEW RULES
FOR SISTERS
NOVITIATE

TYRANID ARMY OF
RENOWN: CRUSHER
STAMPEDE

MODELLING
ARTICLES FOR
MIDDLE-EARTH

AND MUCH
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WARHAMMER
40,000

FLASHPOINT
OCTARIUS



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WHITE DWARF

ISSUE 471

ON PARTY BUSINESS



LYLE LOWERY
Managing Editor

It's hard to believe it, but the Middle-earth Strategy Battle Game and *The Fellowship of the Ring* film are both celebrating their twentieth anniversaries. In the previous issue, you saw us kick off that celebration with a legendary Battle Report re-creating key scenes from the film, as well as a hobby feature showing how our players created their wonderful scenery, displays and

armies. We continue the birthday party in this issue with a look back on twenty years of the Strategy Battle Game and a feature on the incredible game board Lewis Collins built for last month's Battle Report. We also feature some custom diorama vignettes Lewis created to commemorate moments from the story, and finally there's a gallery of top-flight Middle-earth heroes painted by some of 'Eavy Metal's finest, among other talented hobbyists!

A year ago, we kicked off the *White Dwarf* Hobby Bingo Challenge as a way to have fun with our Warhammer-related resolutions for the New Year. The year has passed, and the challenge has been a great success. Most of the team have completed a full bingo card or more, and we're so happy to see the many letters we've received from you all about your own bingo progress.

This year we've made it a bit easier to get stuck in with the included tear-out bingo card for you to track your progress. Matt really took to last year's challenge, having easily outscored the rest of the team. Now he's taken it upon himself to revamp the bingo card and add a little spice – there's now an optional expert level that will put your hobby prolificness to the test! We look forward to playing along with you again this year. Use the hashtags #WhiteDwarf and #hobbybingo so we can follow your progress on social media!

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WARHAMMER AGE OF SIGMAR FLASHPOINT CLASH



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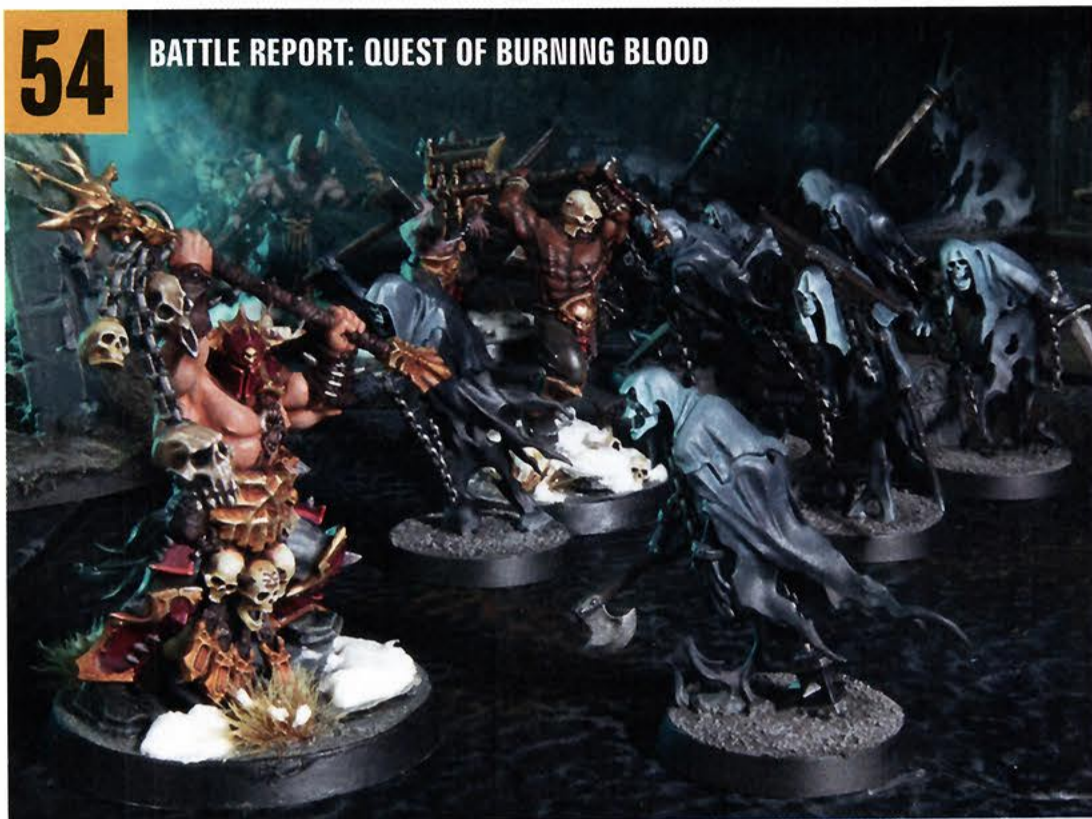
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ARMY OF RENOWN: CRUSHER STAMPEDE



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

This issue's tear-out sheet is a hobby bingo tracker for 2022! Simply tear it out, then stamp, sticker, cross out or mark in whichever way you feel appropriate the units you paint over the coming year. We recommend sticking it to the fridge door (over all the crayon doodles) to show visitors how prolific you are at painting. It's a talking point, right?

WHITE DWARF HOBBY BINGO! 2022 #WhiteDwarf #hobbybingo																																												
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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.

Necromancer
by Tim Mears



Khazâd Guard
by Adrian Lesiczko



Jade Talons Captain
by Adam Staincliffe



Adeptus Titanicus Knights
by Aleix Gibert



POTENTIAL GAMES DESIGNER?

Dear *White Dwarf* magazine,

When lockdown number three hit England last year, we were faced with another stretch of homeschooling and entertaining children, including our eight-year-old son, Leo. Given he already spends plenty of time in virtual classrooms, we were reluctant to introduce any more screen-based entertainment. To our delight, salvation came from an unlikely source: issue 459 of *White Dwarf* magazine, specifically the Blood Bowl Match Report!

Despite the fact that neither of us has ever played Blood Bowl, the Match Report really captured Leo's imagination. He dug out some Warhammer figures and attempted to recreate his own version of the game, which has been refined by the excellent official online video tutorials. It has taken hold to such an extent that I often find Leo up early in the morning scribbling his own ruleset in his notepad before school! His unique take on the game includes reference tables such as a 'bashing chart' (to determine the outcome of, well, bashing into another player), as well as fun abilities such as 'pass moooooove' and 'dizzy'! Needless to say, Dad's team of weedy Elves were trounced by the mighty Orcs.

Hopefully we'll head to our nearest store soon and seek out the actual Blood Bowl game to find out how the real thing compares!

Thank you for making lockdown so much fun, and keep up the good work!

Daniel and Leo Birchwood
Amersham, UK

Well, that all sounds awesome – congratulations, Leo! Many of our games designers started writing rules when they were younger, too, coming up with new ways to use their collections of miniatures. Perhaps you have the games designer gene! Hopefully you'll let your dad win a game with his weedy Elves one day, though, yeah?

A couple of fun facts about that Blood Bowl Match Report. We hand-drew thirty-two maps to record all the player moves, and it took two days of video calls to recreate them on screen! Our conversations went along the lines of 'Black 5, line of scrimmage. Purple 3 opposite, back and down. Black 4, next to Black 5. No, up a square. Left a square. There.' It took a while!



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The Chosen Axes
by Ludovic Lopez



THE HOPE BLOOD BOWL BRINGS

Hi *White Dwarf* Team! We in the North East of England have a wonderful Blood Bowl community. I am fortunate to be the Commissioner of the Geordie Blood Bowl League (GBBL), which boasts a league of around thirty players with a brilliant mix of levels and experience.

You can imagine then how much excitement the new release of the game has caused! This has led to a maelstrom of painting and discussions on new teams, rules and skill selection.

That said, though, this is tinged with a sad irony that, due to last year's lockdown, none of us were able to meet up and actually play! What adds insult to injury (you could say we've all rolled a 'Miss Next Game' result!) is that the tournament season – with amazing tournaments such as UKTC, Monkeybowl and Block on the Tyne – had to be postponed. It goes without saying that we are all missing rolling dice!

However, on the horizon at the end of August 2021 is the beacon of hope that is GEORDIEBOWL!!! This and the thought of the league being able to start again is keeping us going.

I have been fortunate enough to be asked to make one of the trophies (for Best Painted team) for the event, so I thought I'd share it as a reminder to all gamers and the Blood Bowl community at large that Nurgle will eventually be beaten, and we can get back to what life is all about: rolling dice and hanging out with mates (with some nicely painted miniatures!)

Thank you, *White Dwarf* Team, for a great magazine. The painting tips, lore and additional rules are keeping us sustained until we take to the field once more!

Iain Pearson 'aka Peo'
Darlington, UK

Another Blood Bowl letter! Don't see any for ages, then two come along at once. Perhaps it's just everyone getting excited about sporting fixtures again! By the time this magazine comes out, hopefully Geordiebowl will have been a great success, and some talented painter will have walked away with your trophy. Nothing says 'Congratulations!' like an Elf punching a fist-sized hole in man's chest!



MODEL OF THE MONTH: AKHELIAN ISHLAEN GUARD

Our model of the month is not one model, but three – a unit of Akhelian Ishlaen Guard painted by Alessio Pizzo. Here's what he has to say about them:

Alessio: I used Contrast paints for the majority of the painting on my Ishlaen Guard, taking full advantage of their transparency to create interesting effects. I primed the miniatures with a zenithal basecoat (so the top areas of the models are lighter and the areas underneath darker) because it emphasises the lights and shadows. For the eels' skin I used Akhelian Green, which is a very powerful turquoise.

For the armour, I started with a mid-brown base and applied Wyldwood from below with an airbrush. Then I added the highlights

manually, using Averland Sunset and white for the extreme highlights. My goal was to create an effective non-metallic-metal effect without taking too long, and I'm pretty happy with it.

My idea with the bases was to make some underwater ancient ruins. The pillars were painted with a base of Ushabti Bone, followed by a wash of Skeleton Horde, then drybrushes of beige and white. As the last step, I added light glazes of green and brown to create a more natural look. I attached the eels to the pillars by drilling small holes in both and joining them together with a tiny piece of metal.



Black Templars Bladeguard Veterans
by Stefano Marchiaro



Ultramarines Ancient
by Sébastien Boutinaud



ASK GROMBRINDAL

Hi Grombrindal of the mighty beard. Why do vampires serve Nagash? After all, Nagash wants to kill all living creatures, which means no blood for the vampires.

Daniel David Langley
Plymouth, UK



Eurgh, a question about vampires! You need to ask more wholesome questions, manling! But I am oath-bound to answer, so ... the thing about many vampires (I'd even hazard to say most vampires) is that they don't serve Nagash willingly, per se. Once the Soulblight Curse has taken hold, they're bound to his essence through the death magic that animates them, becoming effectively small extensions of his will. "All are one in Nagash, and Nagash is all." There's also the fact that, for the moment, their aims and Nagash's – dominating the living and creating a vast empire of the dead – are similar enough that they probably don't think it's worth poking the big skeletal bear by overtly straining against the proverbial leash. However, behind the scenes they're constantly searching for a way out of their enforced servitude.

Grombrindal

PAINTING QUESTION: THE NOVOKH DYNASTY

Hi. I'm just reading *White Dwarf* Issue 455, and I saw Dean Lettice's Necrons on the back page.

Could you ask Dean what his force is made up of and what the rest of the paint scheme is please, as they look awesome!

Mark Randell
Crewe, UK

We can certainly do that for you, Mark! Dean said that he's painted a couple more units for his army, including a Doom Scythe, but otherwise this is just the start of a new force.

With regards to painting, we've listed all the main colours he used below. Hopefully this will help you paint your very own Novokh Dynasty army with which to conquer the galaxy!



LIVING METAL

Basecoat: Leadbelcher
Wash: Agrax Earthshade
Drybrush: Ironbreaker
Highlight: Stormhost Silver

RED ARMOUR

Basecoat: Khorne Red
Wash: Agrax Earthshade
Highlight: Mephiston Red
Highlight: Squig Orange

GLOWING ORBS

Basecoat: Warpstone Glow
Wash: Biel-Tan Green
Highlight: Moot Green

BLACK DETAILS

Basecoat: Black Templar
Wash: Nuln Oil
Highlight: Dark Reaper

WHITE MASKS

Basecoat: Celestra Grey
Shade: Drakenhof Nightshade
Layer: Celestra Grey
Highlight: White Scar

BASES

Basecoat: Gore-grunta Fur
Wash: Reikland Fleshshade
Drybrush: Liberator Gold
Wash: Seraphim Sepia

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.

CONVERSION CORNER: TRIO OF MUTANTS

We've opened up our conversion corner to feature a trio of mutants created by hobbyist Thomas Naili. We asked him all about his weird and wonderful creations.

Thomas: Originally these three warriors were Stormcast Eternals sent to investigate a Chaos shrine in the depths of Ulgu. They entered the forest during the eclipse of Duplicita, the moon of shadow daemons, but never returned. They have now become agents of a daemon known as the Bloody Eye – an entity invented by one of my friends and me.

I used the Champions of Dreadfane Stormcast Eternals as the starting point for each model. I cut them in half at the waist and combined them with the bodies of Crypt Courtiers plus pieces of Tyranid carapace and components from Chaos Warriors (such as the shield and an icon top that I used as a head on The Flayed). I added

Dryads branches as growths from their shoulders, and sometimes as arms, before filling all the gaps and joins with modelling putty. Finally, I added skulls! The Hunter uses a large skull from the Citadel Skulls set as a head; the Seer features Tyranid Gargoyle wings.

When I painted them, I wanted to create a dark and esoteric spirit. I also wanted to give them a forest spirit feeling, which is why I painted them using lots of different brown hues and tones; I used brown on pretty much every part of the models. I gave them rusty armour to show they've been haunting the forest for nearly one hundred years. To represent their allegiance to the Bloody Eye, I painted the daemon's symbol on the Hunter's skull – it helps tell the story of my models without words. They also have blood leaking from their eye sockets, which is inspired by the Hexgorger Skulls models in the Judgements of Khorne set.



The Hunter



The Flayed



The Seer

Leman Russ Vanquisher
by Zdenek Blaha



AND SO IT BEGINS!

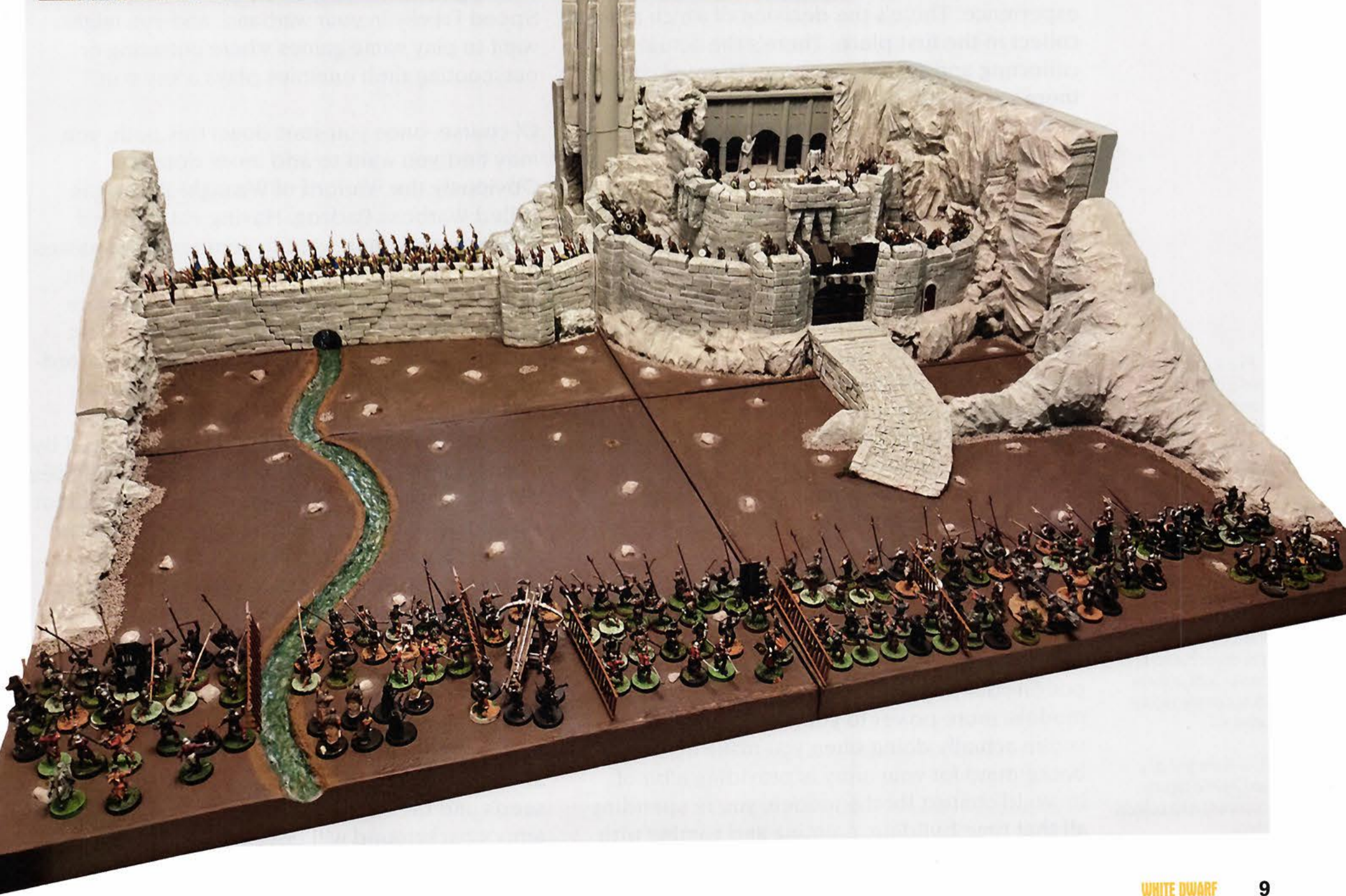
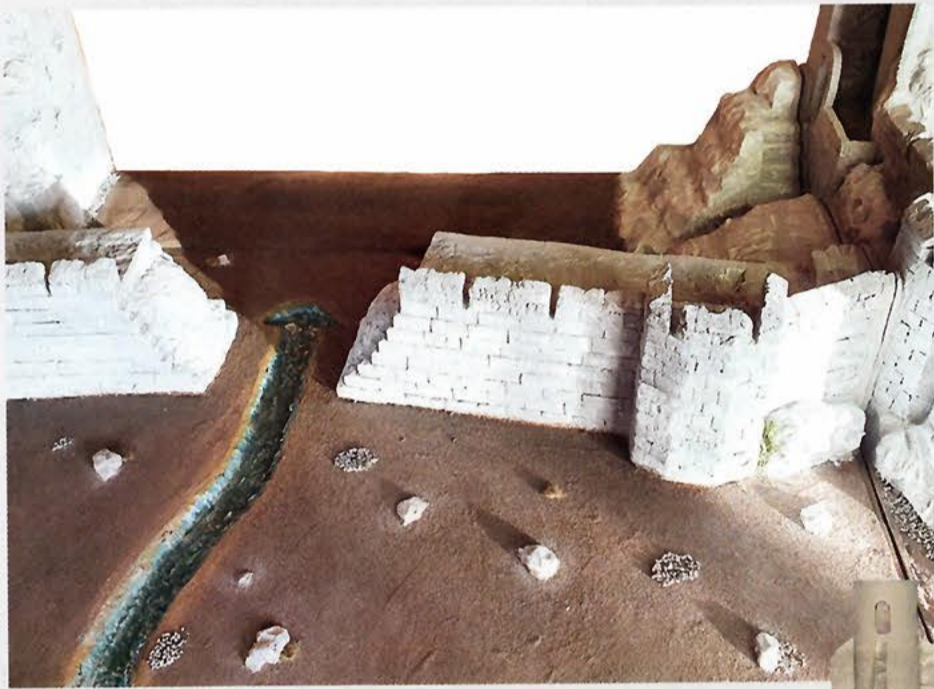
Please see my Helm's Deep board, which I have worked on for the last two years. Sadly I have not had a battle on it yet, due to Covid. It's roughly 4' wide, 6' long and 2' high from the base to the top of the tower.

The majority of the board is made from extruded polystyrene, and it took so long to build because each brick was individually cut and glued into place. I started by making the base (with the river carved into it) and the general structure of the Hornburg. Once the layers of the Hornburg were in place, I cut out my bricks, each of them 2 cm wide, 1 cm thick and 1 cm high. I made the gate and wooden battlements out of balsa wood, with tiny metal hinges so they open and close. The Deeping Wall has a

removable section for when the wall gets blown up, and the river is made from resin water effects. For the mountains on either side of the display, I started with ordinary polystyrene and used a hot wire cutter to carve them into shape. I applied wall filler to create bumps and crevices and to make them more durable.

Chris Bridge
Ered Nimrais, Middle-earth

Now that is seriously impressive, Chris! We love your attention to detail, and we're amazed that you carved every brick by hand; that is true dedication. Let's hope you manage to get a game on your board soon. We can hear the Uruk-hai getting restless from here!



WORLDS OF WARHAMMER



ANDY CLARK

As the senior background writer for the Warhammer 40,000 team, Andy ensures that the grim darkness of the far future remains grim and dark at all times. Since 2017, he's been locked in a room with a giant galactic map, lots of little pins and a list of where all the Indomitus Crusade fleets are. As far as we know, someone still takes him food.

The worlds of Warhammer are huge places. Every one of our publications – from core rulebooks to codexes, battletomes to campaign supplements – is crammed with background about the myriad races that inhabit them. But how do you draw inspiration from all this lore to generate background for your own armies? This column aims to help you do just that!

Collecting an army for Warhammer 40,000, Age of Sigmar, or indeed any of Games Workshop's other tabletop wargames, is a many-faceted experience. There's the decision of which army to collect in the first place. There's the actual collecting and army-list writing. Then, of course, there's painting and building all those lovely models before getting them on the tabletop and rolling some dice!

For many people, there's another step in this process, one that helps inform and inspire all the other parts of their collecting and gaming journey. That step is coming up with a background for their army. It's one of my absolute favourite parts of the entire hobby,² but I'm also conscious that it isn't one everyone finds especially easy or particularly appreciates the reasons for. Hopefully the following pages will shed a bit of light on both these questions and help to inspire some fun new army backgrounds or add a splash of extra colour to existing forces.

So what does it mean to come up with a background for your army? Well, the first point to be clear on is that it doesn't have to involve a lot of writing (though if you're someone who enjoys pouring out pages of detailed backstory for your models, more power to you!). At its core, all you're actually doing when you make up a background for your army is providing a bit of in-world context for the models you're spending all that time building, painting and gaming with.

Who are they? What do they want? We know *how* they fight in rules terms, but what about *why*?

An army background can be as simple as that force's in-world name and the mission they've been sent on. You might take your collection of Cadian Astra Militarum and decide that it's now 'the Cadian 86th Regiment, who have been recruited by Fleet Primus of the Indomitus Crusade and are fighting to reclaim the lost worlds of the Imperium Sanctus'. What was previously an unnamed Ork army becomes 'Waaagh! Badzog, who are on the warpath to prove they've got the fastest speedstas and the most dakka'.

Those couple of lines of text are already enough to inspire painting, collecting and gaming choices. For instance, with the Cadians you might now want to paint an 86 on their shoulder pads and tank hulls, or perhaps some cool little campaign badge to show they're fighting as part of the Indomitus Crusade. Meanwhile, since Waaagh! Badzog is all about speed and dakka, you might want to include a decent proportion of Speed Freeks in your warband, and you might want to play some games where outracing or outshooting their enemies plays a key part.³

Of course, once you start down this path, you may find you want to add more details. Obviously the Warlord of Waaagh! Badzog is called Warboss Badzog. Having established that, you may then want to come up with names for your other characters in the army. It might occur to you to ask why speed and dakka are the two things Badzog and his Boyz are most obsessed with – perhaps their Waaagh! started on a world of open plains and cracked dust bowls with lots of space for racing, or maybe they overran a forge world and were inspired by or nicked lots of the big guns and weird vehicles fielded by the Adeptus Mechanicus. And at that point, perhaps you'd want to say your Orks are avowed enemies of the Adeptus Mechanicus.⁴ Maybe you'd be inspired to convert some Ork vehicles or weapons with looted Adeptus Mechanicus tech?

The point here is that generating a background for your army doesn't need to be complicated, hard or in depth, and it doesn't have to happen all at once. Often, if you plant a few simple story seeds and then see what grows from them, your army's background will develop before your

¹ Plus it's an excuse to roll on a bunch of random tables, and, to date, I've never met a hobbyist who doesn't enjoy doing that.

² You'd hope so, really, considering the job I've spent nearly a decade doing in the Warhammer Studio ...

³ What self-respecting Ork doesn't want to do one or both of these things on the regular, after all?

⁴ Particularly if, say, you have a regular opponent who collects them.

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 issue, Andy Clark provides some useful tips on how to create a background for your army.

eyes.⁵ This is particularly the case if you have some opponents who also enjoy this side of the hobby; five minutes' chat before or during a game can produce some surprisingly exciting story developments that add to the colour and excitement of your collections.

BACKGROUND GENERATORS

The tables that take up much of the rest of this column are intended to help jump-start this process. They've been written to cover both Warhammer 40,000 and Age of Sigmar, so you'll find the language in them is intentionally 'system neutral'. However, it's the work of moments to inject some colour from the game and setting you play. For example, if you roll up a Fortified Enclave as your army's home base, this could as easily be a Chapter Monastery or fortress world in Warhammer 40,000, or a spike-battlemented Chaos castle or fortified Kharadron skyport in Age of Sigmar.

You can roll on these tables and build a background based on what you get,⁶ or pick the options that look the best to you, or even just use them as a source of inspiration for your own ideas. Many of the results here are more like 'prompts' or 'hooks' than fully fleshed out concepts. They're intended to be personalised however you want to fit the background idea to your personal collection.

Those who have dabbled in Kill Team will likely recognise the format of these tables, but for those who haven't, they're very straightforward to use. Simply work through the tables in order, rolling the dice as instructed and using pen and paper/quill and parchment/cogitator engine/slab of stone and squig droppings, etc. to record your results. You might want to write them down on the back of your regular army list or maybe in a little notebook or something where you can refer to them quickly and develop them later. It's all about whatever works best for you.

⁵ I honestly can't express how much fun it is when this starts to happen. It's like your army starts to take on a life of its own ...

⁶ Seriously, the rolling on tables thing, it's just fun. Go on, roll on them a bunch of times and see what background combos you wind up with!

BEINGS FROM BEYOND

Warhammer 40,000 and Age of Sigmar are rich and varied settings in which a remarkable variety of races and factions do battle. Some of these are stranger and more inhuman than others. In particular, beings such as Tyranids or daemons are so alien and otherworldly that some of the more down-to-earth background ideas presented here may not gel with them as well as they do the more humanoid and relatable factions.

Fortunately, at this point it's just about thinking outside the box a little. Far from being a problem, the very strangeness of the faction you're collecting can actually end up suggesting some really unusual and fun ideas. If, for example, you roll up the 'Something to Prove' quirk for a Tyranid collection, obviously Tyranids aren't out to prove anything to anyone – that's not how their species works. However, they could be 'proving' the effectiveness of some new method of hunting the prey,

suggesting that they're a whole new Hive Fleet just entering the galaxy and about to cause trouble. Equally, if you rolled up 'Tragic Survivors' for a daemon army, it seems unlikely that daemons are going to have suffered a tragic defeat or have felt sorrow at a tragic event – they don't do emotions in that fashion. However, it doesn't have to be their tragedy, right? As daemons congeal from strong emotions, what if your Nurgle-themed daemon army was fashioned from the sorrow of an entire race who suffered a calamitous end, or your Khorne-themed force is the embodiment of the tragically deceased race's last desire for bloody vengeance? You can nearly always make the prompts on the tables work for you. If all else fails, and you aren't happy with the result you've rolled, you can always just roll up something else that feels more in keeping with your force.



ROLL ONE - ORIGIN STORY

What twists of fate or military agendas have seen this force drawn together and hurled into battle? Where do they come from, and how does it affect them?

Roll 1D6. On a 1-3, roll again on Table A. On a 4-6, roll again on Table B.

TABLE A	
D6	ORIGIN STORY
1	Tragic Survivors. A tragedy led to the formation of this force, some terrible loss of life which they alone were lucky enough to survive.
2	Newly Gathered. This army is a brand-new force, freshly mustered and with infinite possibilities before them. Of course, there may be some teething problems ...
3	Mustered for Vengeance. A crime must be answered for. These are the vengeful warriors who will ensure the blood debt is repaid in full.
4	Secret Weapon. The enemy don't know about this deadly assemblage of martial might yet, but they're going to find out soon enough!
5	Desperate Defence. The foe have broken through every bulwark thrown up against them. Now this army has been mustered as the last line of defence.
6	Off on Crusade. Whether they make war in the name of their gods, their cause or sheer hatred, this force is setting off on a bloody crusade for glory.

TABLE B	
D6	ORIGIN STORY
1	Venerable Heritage. This is a force drawn from some great and ancient institution. Its warriors have a lot to live up to in maintaining the force's mighty reputation.
2	From the Shadows. This sinister force slipped from some dark and mysterious place, be it a hellish netherworld or the void beyond.
3	[CLASSIFIED]. Further inquiries into the origins of [REDACTED] will be punishable with the most severe of measures.
4	Conjured into Being. Whether by the whims of gods, mighty sorcerers or the desperate prayers of the faithful, this force manifested from the beyond.
5	Shady Past. This army's roots lie in places or dealings of a most dubious nature. They might not be proud of where they come from, but it's made them tough.
6	Barbarous Hordes. This force stems from a savage and violent place of origin and has been heavily influenced by its origins.

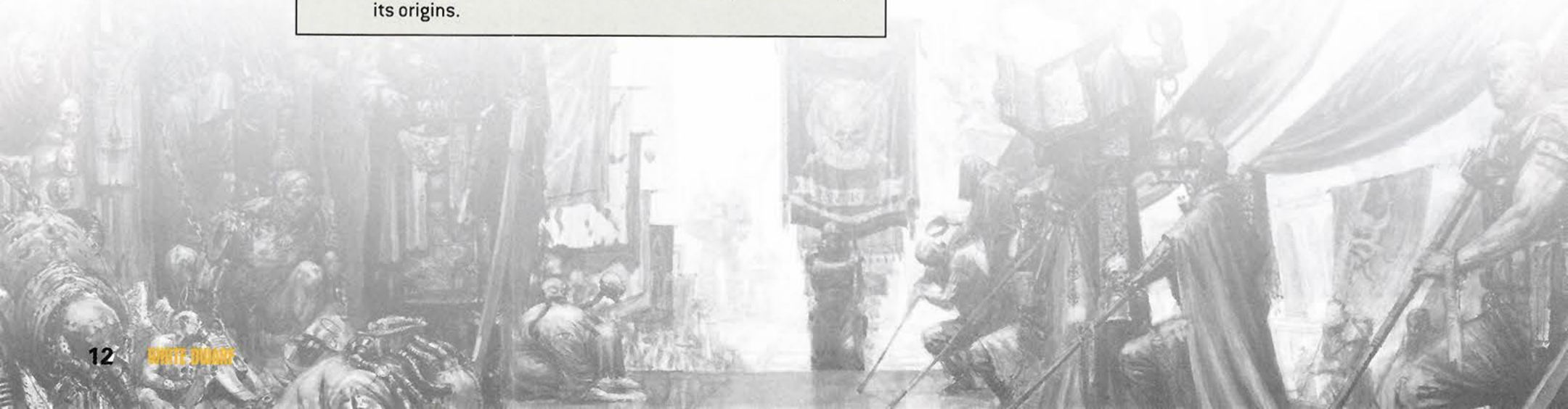
ROLL TWO - MISSION

What is your army seeking to do? What ongoing purpose or grand quest do they fight their battles in aid of?

Roll 1D6. On a 1-3, roll again on Table A. On a 4-6, roll again on Table B.

TABLE A	
D6	MISSION
1	The Wager. Perhaps it was a bet with a rival, or a wager between gods, but, whatever its nature, this army has to see the wager won or suffer the consequences.
2	Holy Duty. This force fights in the name of their god or gods, dedicating every victory to their holy powers and seeking to wipe out the unbelievers.
3	Purge. Whether it be a specific foe or simply all those who stand before them, this army's singular duty is to wipe out their enemies to the last.
4	Escort Mission. Whether it be a merchant convoy, a mercy mission of healers and priests, or maybe some secret weapon to win the war, this army must see it safe to its destination.
5	Stalwart Sentries. This army stands guard over a mighty prize, or perhaps a vital pass or ethereal gateway, seeing off all comers.
6	Questors. A sworn oath or mighty questing duty sees this army forge a path through all before them, determined to fulfil their destinies.

TABLE B	
D6	MISSION
1	Acquisitions. Whether it's ancient lore, ensorcelled artefacts or just mountains of loot, possession is nine tenths of the law to this army.
2	Assassination. This army has a list of priority targets that need to be eliminated, no matter how long it takes.
3	Out for Glory. A valorous or terrifying reputation is a valuable thing to earn, and great glories can be won upon the battlefield.
4	Vendetta. What your enemies did can only be paid for in bloodshed, and your army will ensure the butcher's bill is settled in full.
5	Mindless Slaughter. This army seeks nothing more complex than to rampage through all before them, wreaking havoc wherever they go.
6	Fight for Survival. Lost far from home and isolated from aid, this force has to fight just to acquire the supplies they need to survive and, perhaps one day, make it back.



ROLL THREE - HOME BASE

Where does your army call home? What is their base of operations, and how has it affected their composition and approach to warfare?

Roll 1D6. On a 1-3, roll again on Table A. On a 4-6, roll again on Table B.

TABLE A	
D6	HOME BASE
1	Military Stronghold. This force sallies out from a place of great military strength, be that an encampment of vast size or a well-stocked armoury.
2	Holy Site. This army defends a site of great holy significance and is blessed by the priesthood that resides there.
3	Ruination. From amidst the ruins of war comes this army, out of devastation and into new lands that they will see ruined in turn.
4	Hidden Hideout. Only the warriors of this army know the location of their home base or the secrets of how to reach it.
5	Nightmare Realm. This army hails from a place so horrible or dangerous that only through cunning, or by embracing the horror, can they survive there.
6	Idyll. This force marches out from a rare place of beauty and peace that they will fight to defend at all costs. Of course, beauty is in the eye of the beholder ...

TABLE B	
D6	HOME BASE
1	Fortified Enclave. Whether a natural bulwark of some sort or a mighty and well-built fortification, this army's base of operations is well defended indeed.
2	Place of the Dead. There is something grim and macabre about this army's base of operations, and it has affected their nature profoundly.
3	Nomadic. Whether aboard a mighty fleet of armoured vessels or travelling light through the wilds, this army stays forever on the move.
4	Seat of Power. This force has the privilege of operating from one of their race's greatest and richest holdings. This, of course, comes with its own burdens.
5	Wilderlands. From out of the fringes and the wilds this army comes, eschewing the soft comforts of safer or more civilised places.
6	Classified Facility. No one but those in charge are allowed to know anything about the place this army hails from, and those who find out about it must be silenced.

ROLL FOUR - ARMY QUIRK

What is it about your army that makes it stand out? What oddity of temperament or tactics really gives them that extra splash of unique personality?

Roll 1D6. On a 1-3, roll again on Table A. On a 4-6, roll again on Table B.

TABLE A	
D6	ARMY QUIRK
1	Something to Prove. Whether because of some previous dishonour, or maybe the rash claims of their leaders, this army has a point to drive home.
2	Rivalry. This force seeks always to go one better than their rivals, perhaps in the spirit of honourable competition or maybe in a rather more spiteful contest.
3	Grim Sobriety. This force is renowned for its singular lack of the slightest mirth or joy, seeming almost to relish sombre misery.
4	Gleeful. This force's warriors take an unhealthy delight in the business of battle and butchery, loudly proclaiming their achievements and revelling in slaughter.
5	Cunning and Subtle. This force's warriors prize stealth and the art of the swift and silent kill, striking then vanishing like ghosts.
6	Brutal. This is a direct and bloody-handed force of warriors, with little time for anything but the most straightforward of battle plans.

TABLE B	
D6	ARMY QUIRK
1	Light-fingered. If it isn't nailed down, the warriors of this force will steal it, and if it is, well, then they'll come away with a fistful of shiny new nails to add to their loot!
2	Veterans. The warriors of this force have been through a lot, and they have come out the other side hard-bitten and battle-scarred.
3	New Recruits. These warriors are new to the business of war. They have a great deal to learn, but enthusiasm and courage count for a lot.
4	Zealots. This force is driven forward by sheer religious fervour, its warriors feeding off one another's fanaticism.
5	Cursed. Perhaps this force offended some deity or powerful being, or maybe they transgressed where they should not have. For their deeds, they are forever cursed.
6	Enigmatic. The true agenda of this army is hard to comprehend, and their actions often appear contradictory. In truth, there is a hidden and cunning plan in play.

⁷ Fair warning, this is a genuinely awesome route into ideas for new armies. I've cooked up several just over the course of writing this column!

Hopefully, by this point you've had a go at rolling up an army background or two, just to get the feel of things. Even if you don't have a collection right now to generate background for, this can be a great way to get inspired to start a new one!⁷ Just remember that these tables are a starting point, and you can make

them work for you however suits you best. And if you really enjoy rolling on them to see what backstory and character your army has, why not have a go at writing your own tables? It is tremendous fun generating your own narrative on the tabletop, and this is just the beginning of your journey.

⁸ True story – writing tables like this is the main opportunity we get to ‘playtest’ background text.

These are a few forces that I rolled up during the course of writing this column, just to test out the background tables and make sure they worked.⁸ Hopefully they illustrate how these tables can give you some cool ideas and inspiration for your own collections.

ULTRAMARINES STRIKE FORCE CLAUDIUS

Origin: Venerable Heritage.

This is easy enough. Clearly they hail from one of the more prosperous and powerful worlds of Ultramar.

Mission: Fight for Survival.

Now things start to get interesting! Presumably this force has fought a war far from Ultramar and is now trying to get home through warp storms and countless foes.

Home Base: Ruination.

Makes sense – they’ve left their foes’ devastated worlds in their wake and are making what temporary encampments they can amidst the ruin of the enemies they defeat.

Army Quirk: Rivalry.

This is intriguing – is it a rivalry with allies or enemies? Or perhaps rivalry within the ranks? This detail I’ll keep to one side and see who feels right to have a rivalry with after a few games!

GORZOG’S IRONJAWZ

Origin: Off on Crusade.

Seems to fit the idea of the Great Waaagh! pretty well. I suspect they’re rampaging across the Mortal Realms to cause carnage.

Mission: Questors.

So they’re Ironjawz on a quest, are they? Well, what would Ironjawz quest for? Perhaps one of them had a vision sent by Gorkamorka, and they’re following it to the best fight of their lives? They’ll know it when they, well, fight it!

Home Base: Wilderlands.

Perfect roll really – this army rampages through the wilds, striking at enclaves of civilisation before vanishing again over the horizon.

Army Quirk: Enigmatic.

Somewhat unexpected for greenskins, but I can absolutely work with this. What if they just think the vision was sent by Gorkamorka, but really they’re unwittingly dancing to Tzeentch’s tune? That could really generate some cool ideas going forward.



TYRANID SPLINTER FLEET, CODE NAME 'ARACHNAE'

Origin: Mustered for Vengeance.

Okay, so while Tyranids don't do 'revenge', they absolutely do adapt to threats and defeats. As such, this splinter is a new adaptation in response to some drastic defeat suffered by its progenitor fleet.

Mission: Stalwart Sentries.

Couple of ways this could go. Perhaps this splinter is guarding a new and terrifying type of hive ship in its midst? Or maybe it is guarding a region of space where strange bio-structures are growing – or even larder worlds set aside for Hive Fleet Kronus to feed from as it fights its ongoing war against Chaos? I like the latter; let's go with that, unless the next couple of rolls suggest something else.

Home Base: Fortified Enclave.

Thanks to the previous roll, I've got a solid idea for this. These larder worlds are patrolled by territorial hive ships and protected by grotesque bio-architecture that echoes the orbital defences of the prey worlds. Let's say this region was once the Calladon System. Now it's rather more gruesomely known as the Calladon Larder.

Army Quirk: Brutal.

Easy enough to incorporate. I suspect this splinter came from part of Hive Fleet Kraken and has adapted away from that hive fleet's more sneaky tactics to something a bit more savage and straightforward!

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!

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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: bloody warfare in Shyish, vampires in Ghyran, and four huge armies get huger!





A TALE OF FOUR WARLORDS
Turn the page to see our contenders' armies at the 2,500 point(ish) mark! This time the forces of Chaos have brought out the big monsters to join the action.



QUEST OF BURNING BLOOD
See a Path to Glory campaign get underway as the Blades of Khorne take on the Nighthaunt in a series of linked battles starting on page 54.





A TALE OF FOUR WARLORDS

The Mortal Realms are in turmoil following the Shyish Necroquake, and the fate of countless lands hangs in the balance. Amidst the carnage, four huge armies march to war, intent on conquest and the destruction of their foes. But will Order or Chaos prevail?



SLAVES TO DARKNESS

HEDONITES OF SLAANESH

LUMINETH REALM-LORDS

CITIES OF SIGMAR

This is it, the final hurdle before the frantic sprint to the finish. For over a year, our four realm-based warlords (and their galactic counterparts) have worked tirelessly on their new armies, building and painting collections that most of us could only dream of. They hit the 2,000-point mark last time, then pushed on through to 2,500 points, slaying their new goal with impunity. It's a mixed bag of creations this month, with the forces of Order concentrating on blocks of infantry and mighty heroes, while the forces of Chaos focus on truly massive monsters. Here's a quick rundown of what our warlords have been up to over the last couple of months.

Resident Loreseeker Martyn Lyon has added yet more heroes to his Lumineth Realm-lords army, including his custom character – a converted standard bearer! He's also added a unit of Bladelords, which he intends to unleash on the other warlords as soon as aelvenly possible.

Rich Packer is our representative of the Cities of Sigmar. So far in this challenge, he has painted aelves and men for his army known as the Order of Morrda. But this month, he's set his sights on something a little ... shorter. And hairier. It seems the duardin have finally emerged from their tunnels to join the war effort!

Chaos warlord Miyuki Foulkes once declared her allegiance to Archaon Everchosen, but now the Dark Master has joined the ranks of her Slaves to Darkness army! Could this be a hostile takeover by the first Daemon Prince? Or perhaps Miyuki just wanted to paint a really awesome model.

Servant of Slaanesh and Prince of Pleasure Calum McPherson has painted just one model this month but, boy, is it a biggun'! Not content with the excessive level of violence his army has been bringing to the battlefield already, Calum has added a Warstomper Mega-Gargant to his force. Let the pulverising begin!

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: Old Man Mack makes pebbles out of Avalenor before going to work on the nearby Alarith Stoneguard. Weeping tears of light, the Lumineth decided to concede.
Bottom: Chaos Lord Khayn Shaimurah proves that an ethereal body is no defence against a daemonbound blade. The resulting ectoplasmic explosion was most unpleasant.

THE WAR OF CONQUEST BEGINS!

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

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

As we've mentioned before, our original plan was for the warlords to play regular games against each other with their expanding forces, but the last year and a half has made battlefield adventures a little tricky. However, three out of the four warlords were able to play games this month. Martyn and Calum battled each other in the photography studio once again, a crowd of onlookers watching on as aelves tried to insert holes in fast-moving Hedonites from as far away as possible. Martyn took the lead early on, but, when Calum's Mega-Gargant got into combat, things took a very messy turn for the worse.

Meanwhile, Miyuki played a few games against her husband, Paul, taking on both his Stormcast Eternals and Nighthaunt. It seems the warriors of Uem-nai are adept at killing (or should that be re-killing?) ghosts, but they struggle with enemies that have corporeal bodies. Miyuki has already vowed to take revenge (her words, not ours – she really means it!).

LUMINETH REALM-LORDS

DEFENDERS OF MOUNT AVALENOR



MARTYN LYON

Martyn has spent many hours this month meditating atop a sacred mountain, learning the ancient ways of the Lumineth Realm-lords. By which we mean, sitting on a rock in his back garden reading the rules in his battletome. You've got to start somewhere, eh?

The ranks of the Ymetrican armies continue to grow as warriors descend from the mountains to offer their blades to the war effort. This issue, a Scinari Loreseeker joins the fight alongside a Vanari Bannerblade and his bodyguard of Bladelords.

Martyn: It's been another busy month painting models for me, with a new unit of infantry and a couple of characters added to my force. I painted the Scinari Loreseeker and a unit of five Vanari Bladelords straight out of their respective boxes because I just love the miniatures. I don't have any battlefield strategies for them just yet – I painted them simply because they look cool!

ONE SMALL STEP FOR AN AELF ...

This month also saw me tick something huge off my hobby bucket list. No, not hitting the deadline for painting my miniatures – good things come to those who wait. I've only gone and converted a miniature, which, as far as I can remember, is a hobby first for me! Sure, I've swapped Space Marine helmets around by using spares from other kits, as well as using parts from dedicated upgrade frames, but they were designed to be used in that way. This is the first time I've used pieces in ways the talented folks of the Warhammer Studio did not intend. Okay, I might be overselling the end result somewhat, but everyone's hobby journey is different, and so are the milestones along the way.

I've been collecting Warhammer for decades now, but I've never been bitten by the conversion bug. But that's the beauty of a challenge such as A Tale of Four Warlords. Seeing what my peers were achieving with their conversions really pushed

me to do the same. Never underestimate how positive peer pressure can be; this is such a supportive and encouraging hobby, and you can find influences everywhere these days (and where better than these hallowed pages?).

So, what have I actually made? Well, I've converted a Bannerblade using ... a Bannerblade. I did say this was my first conversion! Inspired by the Anvil of Apotheosis in *The General's Handbook 2020*, I knew I wanted to make a battle standard bearer, and I really love the flowing banner on the Dawnriders kit. I found a suitable point on the original banner pole and, using a hobby saw, cut the banner off. Don't worry, I've saved it for later – I'm thinking about putting it on a Dawnrider and making a mounted Bannerblade at some point. I did the same to the Dawnrider banner, cutting just below the metal topper. With my two pieces now cut, I pinned them together using a small length of paper clip. With the banner sorted, I turned my attention to the head. I wanted to use a Dawnrider helm, but the banner didn't allow space for such a big helmet, so I used a spare unhelmeted head from the Vanari Auralan Wardens kit instead. This is a relatively minor swap, but it helps change the model from the original kit and make it mine. I also added a Dawnrider shield to his back to help change the appearance of the model when viewed from behind.



THE 2,500-POINT MARK

The Loreseeker has a great ability, Lone Agent, that allows him to deploy anywhere on the battlefield at the start of the first battle round, enabling him to start scoring objectives early. I'm excited by all the possibilities that come with this, so I'm really looking forward to trying him out.

For my new Bannerblade, I used the Anvil rules. I picked Champion, Aelf (DP3), Sword (DP1), Shield (DP2), Commander, Battle Standard Bearer (DP1), Inspiring (DP1), Ward (DP3) and Consummate Commander (DP5). That's DP16, or 160 points in matched play.

Units	Size	Role/Ally	Pts
The Light of Eltharion	1	Leader	250
Scinari Cathallar	1	Leader	145
Avalenor, the Stoneheart King	1	Leader, Behemoth	415
Vanari Bannerblade	1	Leader	120
Alarith Stonemage	1	Leader	130
Scinari Calligrave	1	Leader	115
Scinari Loreseeker	1	Leader	170
Converted Vanari Bannerblade	1	Leader	160
Spirit of the Mountain	1	Behemoth	375
Vanari Auralan Wardens	20	Battleline	290
Alarith Stoneguard	10	Battleline	240
Vanari Auralan Sentinels	10	Battleline	150
Vanari Bladelords	5	Battleline	130
Rune of Petrification	1	Endless Spell	75
			2725

The Bladelords are excellent guardians of the Scinari, able to protect them from harm and instead take the damage themselves. I may well team them up with the Cathallar.



CONVERSION CORNER

And here is the final Bannerblade. I learned so much from this process, and I can't wait to convert something else now! I think the biggest learning point was that I should always dry-fit the pieces together before gluing them. If I'd done this, I would have realised that the head I wanted to use would only fit if I positioned the banner a certain way. I also realised late on that my conversion lacked height compared to the regular Bannerblade model, which is why I stood him on a big rock! I used some cork scavenged from a coaster, as the texture looks like rock when it's painted. Painting the Bannerblade was much simpler than building him, as I used the same steps as the rest of my army. I'm looking forward to using my new creation in a game soon!



NEXT TIME ...

He'll take me well over the 3,000-point target for this challenge, but there really is only one model I can paint to round off this series of A Tale of Four Warlords. It's the big aelf himself – Teclis! He's a highly involved model, so I reckon he'll probably be the only thing I paint for the final instalment of the series, but what a centrepiece to finish on. I'll race Calum to see who finishes their big hero first!

SLAVES TO DARKNESS

UEM-NAI'S WRATH



MIYUKI FOULKES

Having considered the pros and cons of following one or another of the Chaos Gods, Miyuki has decided to sit on the four-way fence and worship all of them equally. Apparently, it's quite a spiky fence, which pleases both Khorne and Slaanesh.

The Chaos Lords of the Uem-nai have joined their forces together into one mighty, unstoppable horde to fight in the Everchosen's name. Yet their power has not gone unnoticed. In the shadows, Be'lakor, the Dark Master is making plans ...

Miyuki: This issue, I painted two awesome characters from Slaves to Darkness. The models are at opposite ends of the spectrum when it comes to size, but both are unique and cool in their own special ways. Building and painting them brought different challenges, but, as I was doing minimal conversion work, they were a lot easier than what I've been working on recently.

BE'LAKOR, THE DARK MASTER

My favourite part of making the awesome new Be'lakor model was extending his base. He already came with a very impressive sculpted base, but, as I chose to leave the actual model unconverted, I couldn't help but take his base to the next level. I used the same cork that I used for my Varanguard only much more extensively, piling up three levels of it to stick the steps onto. I added chains to match those already worn by Be'lakor, which I feel emphasise the dark, cold and inorganic image of my army, who hail from the frigid wastes and cold mountains of Uem-nai. I also decorated the base with skulls and used some of my spare Chaos bits on it, too.

I decided to go with a dark colour scheme for Be'lakor, with spot colours popping out on his sword, his chest icon and his tongue. It was based on the painting guide on the Warhammer YouTube channel. That video really helped me to paint his claws and horns – it was very easy to

follow, and I was extremely pleased with the results. I painted Be'lakor's wings quite bright using a blue to red gradient followed by a purple drybrush. I then darkened them with a glaze of Corvus Black and Lahmian Medium. This gave him very dark wings with a subtle hint of colour. For his chest, I drybrushed around the symbol with Temple Guard Blue and Skink Blue to give it a glowing effect. I painted his sword last, using blue and yellow to produce an otherworldly feel.

MARAKARR BLOOD-SKY

I chose to paint the Darkoath Warqueen because she is, in my opinion, one of the best female models we make. She is beautiful and deadly. I love her barbarian outfit and aggressive pose. I can imagine men becoming besotted with her, then very quickly slaughtered!

I wanted to try out some of the techniques for painting skin that I learned while working on my Marauder Horsemen. This mostly involved lots of thin layers using the colour scheme on the box, which I think is incredibly helpful for any beginner. Following those guides is a good way to get your head around how Citadel Paints work together. I added my own twist to her colour scheme by applying warpaint to her face and blood dripping down from a head injury. I think this makes her look like she's been in the midst of battle, kicking butt and taking skulls.



THE 2,500-POINT MARK

I've played a few games with my army now, and, while I know what my units can do now, I think I still need to learn how to use them to their best effect. I think understanding the strengths of my army and how best to use them in battle will come with practice. I think it's important for experienced players to have patience with beginners and be prepared to give them advice on how to get the most out of their models, as they could be struggling with just learning the rules. In the long run, they'll end up with a more challenging opponent who will give them more fun and interesting games.

Units	Size	Role/Ally	Pts
Be'lakor		Behemoth	360
Khayn Shaimurah, Chaos Lord on Karkadrak	1	Leader	225
Chakatoone, Chaos Sorcerer	1	Behemoth	390
Darkoath Warqueen	1	Leader	90
Chaos Warriors	10	Battleline	200
Chaos Knights	5	Battleline	170
Chaos Knights	10	Battleline	340
Chaos Chariots	3	Battleline	315
Chaos Marauder Horsemen	10	Battleline	220
Varanguard	3		280
Mindstealer Sphiranx	1		95
Realmscourge Rupture	1	Endless Spell	85
Eightfold Doom-Sigil	1	Endless Spell	50
Darkfire Daemonrift	1	Endless Spell	100
			2920



I'm excited to use the Dark Master in a game. I'm not sure how powerful he will be, but if his reputation holds true, my opponents had better start running.

ON THE WARPATH

Paul (my husband) and I actually managed to get a few games in! We kept the games small (500 points), as we only had short periods of free time to play, and I am still very much learning the rules. Luckily, Paul isn't bothered about beating me, but I really wanted to beat him every time! I played Paul's Nighthaunt first, with my Chaos Lord on Karkadrak slaying his Knight of Shrouds in combat. His daemonbound blade was essential for killing the Ethereal creature. I didn't fair so well against Paul's Stormcast Eternals, with his Lord-Celestant on Dracoth smashing apart my Varanguard. I wasn't very happy about that, so I want some revenge! Both games were a lot of fun, and they showed me how important it is to understand your units' abilities.



NEXT TIME ...

Next time, I hope to introduce two more big hitters to my army – the Ogroid Myrmidon and the Fomoroid Crusher. I first saw them when they came out, and I've wanted to paint them ever since. They should give the three brothers some extra hitting power. I also hope to play some games against Paul using Be'lakor, as he doesn't have anything comparable to stand against him in his army.

CITIES OF SIGMAR

THE ORDER OF MORRDA



RICH PACKER

Last time, Rich painted thirty infantry models. He said he'd never do that again because it almost broke his hobby spirit. So, this time, he painted forty infantry models instead! We're wondering what he did in a past life that he feels he needs to repent for.

Though rarely seen above ground, the duardin of the Order of Morrda have emerged to defend their lands from the depredations of Chaos. Though disdainful of aelves and men, they have sworn an oath to fight alongside them to safeguard the Order's interests.

Rich: The duardin have emerged from the depths of Hallowstone Hold! They have been oathsworn to the Order of Morrda by their lord, Sven Hammerhelm, wielder of the fabled World's Edge Hammer and blood brother of Lord Torallion Leafstar. Although these duardin warriors do not worship Morrda, and grumble into their beards when they see their allies use magic, they have adopted the purple and green colours of the Order as a display of loyalty. In honour of the long-standing alliance between their gods and the Heldenhammer, they also display the Twin-Tailed Comet of Sigmar as part of their heraldry.

OKRI DURRAGSSON THE RUNELORD

Okri is a descendant of the hold of Durrag-Dol, which was shattered during the End Times. Many of the hold's heirlooms were lost during this time, including the magical hammer Sognirstane, which was believed to have been devoured by the ancient dragon Imskaladrak. Okri inherited the quest to rescue Sognirstane, and he is of the belief that he's tracked the dragon's underground lair to the roots of Hallowstone Hold.

KNAKKARBOKKAZ, THE LONGBEARDS

The Knakkarbokkaz, which roughly translates as 'warriors who kick their foes mightily in the sensitive parts', are Okri's bodyguards. I used Celestial Warbringer Prosecutor shields on them and personalised them by adding a rune to the

central boss of each one. I cut these from spare Fyreslayer bits, and none of the ten Longbeards' shields bear the same rune. The banner incorporates Khazalid runic script taken from an article published years ago in *White Dwarf* 152. Kazad, meaning fortress or city, represents Hallowstone Hold. Dharkhangron, meaning 'dark beneath the world', represents the tunnels they patrol. Drakendrenge, or 'dragonlayer', represents Okri's quest to slay the dragon Imskaladrak.

ZHARRISKAZAGAL-DUK, THE IRONDRAKES

Deep beneath the carved tomb complexes of Hallowstone Hold exist dank, dark tunnels that crawl with skaven, Gloomspite Gitz, and worse. It is the duty of the Zharriskazagal-duk, which roughly translates as 'roasters of tunnel-lurking gold-thieves', to patrol these tunnels and scour them of any foe they find.

The Zharriskazagal-duk are divided into three squads. The Oathfists are led by old Drom Oathfist, who wields an ornate Grudgehammer Torpedo. Drekk Urkathunk is the leader of the Oathspitters, who particularly relish the slaying of greenskins (even more so than the average duardin). The third squad are the Oathstones and are led by Brokki Brynthokka, who, despite being armed with a long-range torpedo, seems to enjoy firing it at his enemies as closely as possible so he can admire the carnage.



THE 2,500-POINT MARK

Thanks to a few points changes and a couple of months of frantic infantry painting, I am now well over my 2,500-point target for the article. I have a couple of games lined up (hopefully before the next article), and I plan to use the Hunters of the Hidden Path battle trait to get my duardin into the right position on the battlefield. I imagine them digging their way up behind enemy lines to a position where the Irondrakes can use their firepower to annihilate powerful enemy units. If anything's left alive, or comes back to fight them, the Longbeards should be able to deal with it.

Units	Size	Role/Ally	Pts
Torallion Leafstar, Nomad Prince	1	Leader	110
Helena Bonsanté, Sorceress	1	Leader	95
Torannion Leafstar, Anointed on Frostheart Phoenix	1	Leader, Behemoth	315
Okri Durragsson, Runelord	1		100
Dreamwalkers, Phoenix Guard	10		175
Dreadknights, Phoenix Guard	10		175
Blackhearts, Darkshards	10	Battleline	115
Doomsayers, Sisters of the Watch	10	Battleline	180
Limbwithers, Sisters of the Watch	10	Battleline	180
Shrouds of Morrda, Shadow Warriors	10		120
The Shields of Morrda, Eternal Guard	30	Battleline	375
The Augurs of Morrda, Sisters of the Thorn	5	Battleline	130
Tree-Revenants	5		80
Knakkarbokkaz, Longbeards	10	Battleline	105
Zharriskazagal-duk, Irondrakes	20		320
The Oathfists, Irondrakes	10		160
Quicksilver Swords	1	Endless Spell	90
Malevolent Maelstrom	1	Endless Spell	65
Emerald Lifeswarm	1	Endless Spell	60
			2950



The Knakkarbokkaz keep a scornful eye on the Irondrakes and their drakeguns. In their opinion, no sensible duardin wields a weapon that can burn their beard.

COLOURS OF THE DUARDIN

The bright gold, purple and green that I've used on my duardin are the same colours that I have used throughout the Order of Morrda. However, the duardin gave me an excellent opportunity to use some other colours (shown here). I painted their bases to represent the tunnels beneath Hallowstone Hold. I used the Shattered Dominion basing kit and painted the fissures in the bases green to represent the energy summoned by the Order's magic users.



BLACK ARMOUR

Basecoat: Abaddon Black

Highlight: Dark Reaper

Highlight: Thunderhawk Blue

Glaze: Black Templar & Contrast Medium

DARK GOLD

Basecoat: Balthasar Gold

Wash: Agrax Earthshade

Highlight: Canoptek Alloy

Wash: Seraphim Sepia & Lahmian Medium

RUNELORD CLOAK

Basecoat: Nocturne Green

Layer: Nocturne Green & Wraithbone 1:1

Glaze: Athonian Camoshade & Lahmian Medium

MAGICAL ENERGY

Basecoat: Caliban Green

Layer: Warpstone Glow

Layer: Moot Green

Glaze: Warp Lightning & Contrast Medium

NEXT TIME ...

It's time for the Celestant-Prime to make an appearance! I finished converting the model some time ago, and I have been looking forward to painting it. I'm also planning to add three Scourgerunner Chariots to my force, and I want to add shields to the Eternal Guard (yep, all thirty of them!). If I finish before the deadline, I'll see what else I have time to paint, but those chariots are big models!

HEDONITES OF SLAANESH

THE HOST OF EXCESS



CALUM MCPHERSON

Having devoted himself to the Lord of Excess, Calum's stopped painting small models and leapt to the other end of the scale to paint the biggest (and therefore most excessive) thing he could find. Like a true glutton, he's already set his eyes on his next painting project.

United in their worship and adoration of the Prince of Pleasure, a huge army of mortals and daemons now marches across the Realm of Light in search of new experiences. Their excessive lifestyles soon attract the attention of something very large indeed.

Calum: This time I only painted one model! But it's a big one – the biggest model I have ever painted, in fact. The model in question is a Warstomper Mega-Gargant that I have named Old Man Mack after my dad, the relation being they're both forever on the hunt for snacks. This links the model nicely into my army and why a Son of Behemat has joined the ranks of the Host of Excess.

TAKING THINGS TO THE EXTREME

I have always been a hobby butterfly – painting multiple armies at once, adding bits to this and bits to that – so I found the warlords challenge quite hard, as I was only working on this Slaanesh force. While there is great variation in the army – including daemons, mortals and all the new kits that have recently come out – I knew I also wanted to add a Mega-Gargant to the force. Their ability to ally into any army in Warhammer Age of Sigmar provided me with the perfect opportunity to embrace my inner butterfly without truly breaking away from the Hedonites army.

Old Man Mack is linked to this force by Glutos Orscollion and their mutual desire to gorge themselves silly on anything they can get their greasy hands on. In my mind, Glutos appreciates the insatiable appetite of Old Man Mack, so he lets him tag along with his Carnival of Excess as it eats its way through the Realm of Hysh.

Painting a model of this size was a daunting task. Up to this point, the largest model I've painted is an Astra Militarum Stormlord, but I didn't find that too difficult on account of it being a vehicle. The Mega-Gargant is mostly organic and required a different approach. I started by undercoating it with Chaos Black before applying a zenithal layer of Corax White to the top areas of the model. Following this, I airbrushed several thin layers of Kislev Flesh onto the model to build up the skin tone. I then applied an airbrushed layer of Kislev Flesh mixed with Knight-Questor Flesh into the recesses and shaded areas, creating a map for where I needed to shade and highlight later. A glaze of Reikland Fleshshade over the whole model helped remove the dusty finish created by the airbrush and smoothed out the transition between the different layers. I used a brush for the final highlights (Wraithbone mixed into Kislev Flesh) and deep shading (Kislev Flesh with Doombull Brown mixed in). I really enjoyed painting the cracked skin on his feet, his big tree club and his face, especially the cut across his eye, which I painted to look like he'd also been blinded by the injury.

I tried to keep track of the time it took to paint Old Man Mack, and I think it was around fifty-seven hours by the end of the project. The only problem is now I want to paint an entire Sons of Behemat army. Watch this space!



THE 2,500-POINT MARK

Adding a Mega-Gargant to my force provides me with an interesting tactical opportunity. In larger games, I can now leave my Keeper of Secrets out of my army list and then summon it using depravity points instead! I can now field a completely mortal army up to 2,000 points, which is what I will be playing most of my games at.

In terms of tactics, I plan on using Old Man Mack as a huge distraction. I'll send him down the centre of the battlefield while faster units run down the flanks to cause damage to exposed units.

Units	Size	Battlefield Role	Pts
Syll'Esske, the Vengeful Allegiance	1	Leader	210
Sigvald	1	Leader	265
Keeper of Secrets	1	Leader, Behemoth	420
Lord of Pain	1	Leader	155
Champion on Steed of Slaanesh	1		180
Daemonettes	10	Battleline	140
Daemonettes	10	Battleline	140
Myrmidesh Painbringers	10	Battleline	320
Blissbarb Archers	11	Battleline	180
Fiends	3		200
Slickblade Seekers	5		230
Warstomper Mega-Gargant	1	Behemoth, Mercenary	470
			2910



Old Man Mack proved himself to be a bit of a mountain-smasher in my game against Martyn. Avalenor will think twice before taking him on again!



NEXT TIME ...
This time I painted a huge model covered in details. So next time I'm going to paint something completely different. Oh, wait, no ... I'm going to do exactly the same thing. Next month, I'll be painting the infamous Glutos Orscollion on his huge palanquin, surrounded by loyal (and highly detailed) retainers. I get the feeling he's going to be an even bigger project!

THE JADE KINGDOMS

Ghyran is a land of great mystical cycles that is home to flora and fauna of all kinds, and its natural beauty is wondrous to behold. Or rather it was, for Ghyran has been marked by Grandfather Nurgle, and his vile plagues have sunk deep into its bedrock ...

There is no doubt that Ghyran is a magnificent realm to behold. A riot of colours dots its lush expanse, forests of every hue mixing with sap-belching volcanoes and shimmering oceans. Life needs no excuse to propagate in Ghyran. Clean magics surge along its ley lines, coaxing wild nature of all kinds into being. Azyr is home to many noble beasts, and Ghur is renowned for the savagery of its denizens, but no realm boasts such a breathtaking diversity of flora and fauna as Ghyran.

The Realm of Life has always been connected to the cycles of creation. Its lands boast many seasons – not just spring, summer, autumn and winter but also the reaping, secret remorse, wane’s end, and more besides. Many Ghyranite schools of philosophy centre around the concept of cyclical rebirth, and to achieve oneness with nature was once the dream of all who dwelt in the realm. Ghyran provides for those who care for it. Long has it been known as the breadbasket of the cosmos, and the mystical





life-giving waters known as Aqua Ghyranis have been adopted as rough currency across Sigmar's empire, for even a small vial of the stuff is as valuable as gold.

Alas, Ghyran has suffered greatly. In the Age of Chaos, it caught the rheumy gaze of Nurgle, Chaos God of decay and pestilence, and claiming the Realm of Life soon became the object of his obsession, for it is rich with all manner of flora and fauna to corrupt. As Nurgle's Maggotkin spread their plagues and broke the spirits of the realm's inhabitants, Ghyran withered. Vast stretches of jungle are now toxic hellscape. Rivers have been transformed into yellow slime, and the insects that buzz about them are laden with disease. Pristine meadows have deliquesced into foetid swamps, while great ironoak ranges sag beneath the weight of their own foulness. To walk the green hells of Ghyran unprepared is to invite a

tormenting end, either by the rusted blades of Nurgle's chosen or through contracting supernatural poxes.

Yet Ghyran still has a chance to heal. Alarielle the Everqueen, goddess of life, and her Sylvaneth children have long resisted Nurgle's influence, fighting alongside the forces of Sigmar to see civilisation take root. The Everqueen has recently performed a great ritual that has sent pure life-energies cascading across the realm, fuelling its growth even further. Many of Ghyran's forests are, at last, beginning to heal from Nurgle's corruption; at the heart of the Everspring Swathe, a stretch of majestic woodland has sprouted that seems to be truly immune to the corrupting influence of the Plaguefather, and it still continues to spread. There remains much to be done, but Ghyran endures, and its defenders once again believe that there is hope for the future.

THE EVERSPRING SWATHE



THE EVERSPRING SWATHE

Located near the centre of the Realm of Life, the Everspring Swathe is a series of vast islands connected through ancient channels of life magic. It would not be wrong to name the Swathe the heart of the realm, for Ghyranite civilisation was first born here, and many battles have been waged across its expanse.

The Everspring Swathe is a cradle of life. It was here that Alarielle the Everqueen, mother-goddess of all Ghyran, was first awoken by Sigmar. It was here also that the Everqueen planted the first Sylvaneth soulpods from which many Ghyranite empires of yore originated. When Nurgle's forces commenced the gruelling conflict known as the War of Life, the Everspring Swathe played host to many of the most decisive battles. Once, the Swathe was poised to fall entirely into Nurgle's rancid clutches, but the cycles of history have turned, and reclamation by Alarielle and Sigmar's forces has begun in earnest, though salvation is far from assured.

If one were to describe the Everspring Swathe in a single word, it would likely be 'verdant'. While it contains a considerable diversity of biomes – from vast grassy veldts to moss-speckled hinterlands – much of its expanse is marked by thick woodland, coniferous forests and tropical jungles. Life flourishes in the shadows of these trees, some of which have grown tall enough to impale the clouds or broad enough that entire townships could be constructed within their hollow trunks. The shimmering

rivers, warm mangrove swamps and lush groves that dot the Everspring Swathe are hotspots of genesis; Ghyran has amongst the most ley lines of any realm, and where these arcane pathways meet, sacred places of power form and are guarded with fierce devotion by the fey Sylvaneth.

Like the predatory continents of Ghur, the landmasses of the Everspring Swathe are all viewed as living beings in their own right, each having their own personality and quirks. It is believed that all indigenous life in Thyria is male, for example, while all that of Verdia is female. Once per year, a great migration occurs so that the two populations – and even the lands themselves – may mate before returning to their own domains for another turning of the seasons. Kurnotheal was once the domain of Kurnoth, the fallen god of the hunt, and is roamed by all manner of prey-beasts and cunning predators. Neos is renowned for its natural abundance, while Decrepita is a withered place, stalked by the living dead and inhabited by Sylvaneth whose heartwood has turned dark.

Alas, the Everspring Swathe is no longer the bastion of glorious harmony that it once was. Nurgle's corruption has sunk in deep, turning stretches of jungle into festering offcuts of his own bleak garden and choking the seas with pus. Even the Oak of Ages Past, the seat of Alarielle's power, was cast down and defiled. Yet at the end of the Realmgate Wars, when the demigod Stormcast Eternals first descended into the realms, Alarielle was lifted from a





season of despair and reborn in her war aspect. Since then, she has led a determined resistance against Nurgle's influence, recently culminating in casting a grand Rite of Life at the foot of the Oak. This spell has sent the vital energies of creation surging across Ghyran; the Oak itself has risen and flowered once more, while around it new, healthy woodlands spread, a reflection of the enchanted forests of the World-that-Was and places where Nurgle's power seems unable to take root. Time will tell if this is true, but if Alarielle can successfully turn back the King of Entropy's power and heal the lands, the balance of power will decisively shift.

The Everspring Swathe has become something of a symbol of defiance for Sigmar's people. It was here, in the aftermath of the Realmgate Wars, that the first new cities of the age were founded: the Seeds of Hope. While these settlements – the Living City, Greywater Fastness and the Phoenicium – have not enjoyed existences free of strife, they nevertheless proved that meaningful victory over the stranglehold of the dark powers was possible. In their wake came other settlements, the greatest of which was Hammerhal Ghyra: one half of the Twin-Tailed City and a crucial supplier of food across many trade links. In the era of the Dawnbringer Crusades, skilled Ghyranite pathfinders and wargroves of Sylvaneth lead the armies of Azyr through the 'green hells', seeking sites of power on

which to erect strongpoints. However, many Sylvaneth remain intensely protective of these places and will turn on crusaders they believe to be exploiting the land.

The Swathe still holds many dangers, however. Nurgle's Maggotkin remain in control of large stretches of land, with the continent of Invidia almost entirely in their power, and beastmen stalk the twisted forest paths. In arboreal hollows and turgid swamps, grots and Kruleboyz scheme, empowered by the ascendant wrath of Ghur. The undead can also be found across the Swathe, for Decrepita conceals many realmgates to Shyish. Numerous Soulblight nobles have established their kingdoms here, drawn in by the promise of an abundance of fresh blood. In the wake of Manfred von Carstein's attack on Invidia's Bleeding Gate, many of his forces linger, either still serving their Mortarch's will or pursuing their own deathless ambitions.

'You cannot imagine the suffering our home endured over the season of dwindling. Just as we heard our sisters and brothers cry out before falling silent, so too did we sense Ghyran's agony – how it convulsed beneath the plagues sinking into its bones, how its screams were choked with pus and bile. But, in time, all things sprout anew. The Everspring Swathe will heal. Our mother-goddess has deemed it so. Woe to any who would seek to make a liar of her.'

–The Lady of Vines, Handmaiden of the Everqueen

WELLSPRINGS OF LIFE

The biodiversity of Ghyran is truly remarkable. Every form of habitat conducive to life can be found somewhere across the expanse of the Jade Kingdom. Yet, with the coming of Nurgle to the lands, much of that life has taken on an odious edge, and the continents of Ghyran are marked by profound corruption.



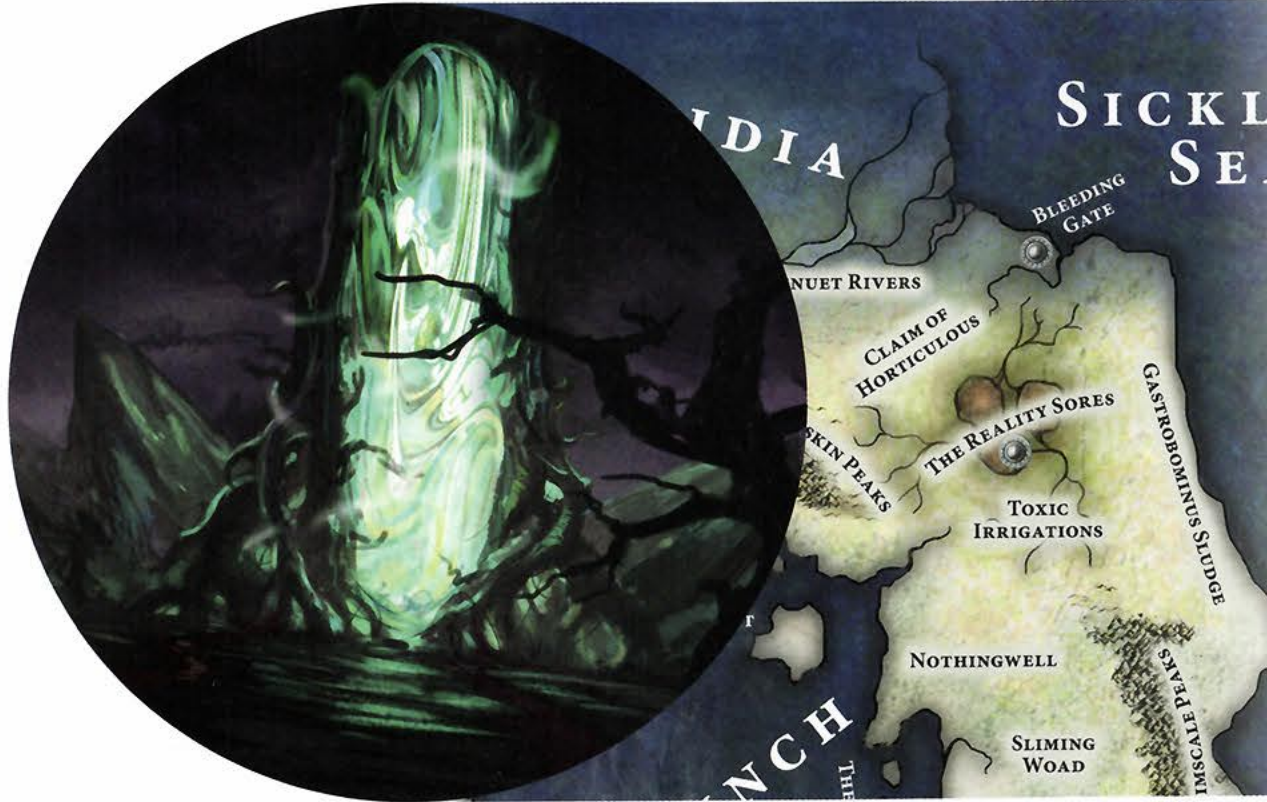
THE LIVING CITY

The Living City was the first settlement to be raised in the Age of Sigmar, grown over the course of a single night by the Everqueen's magic. The city was intended to stand as a testament to the unity between mortalkind and nature; the trees and waterfalls found within its bounds are not built around or avoided, but instead they form a key element of its architecture. The Living City is renowned for the skill of its ranger patrols, and it is home to many Sylvaneth clans, particularly those of the noble Oakenbrow glade.



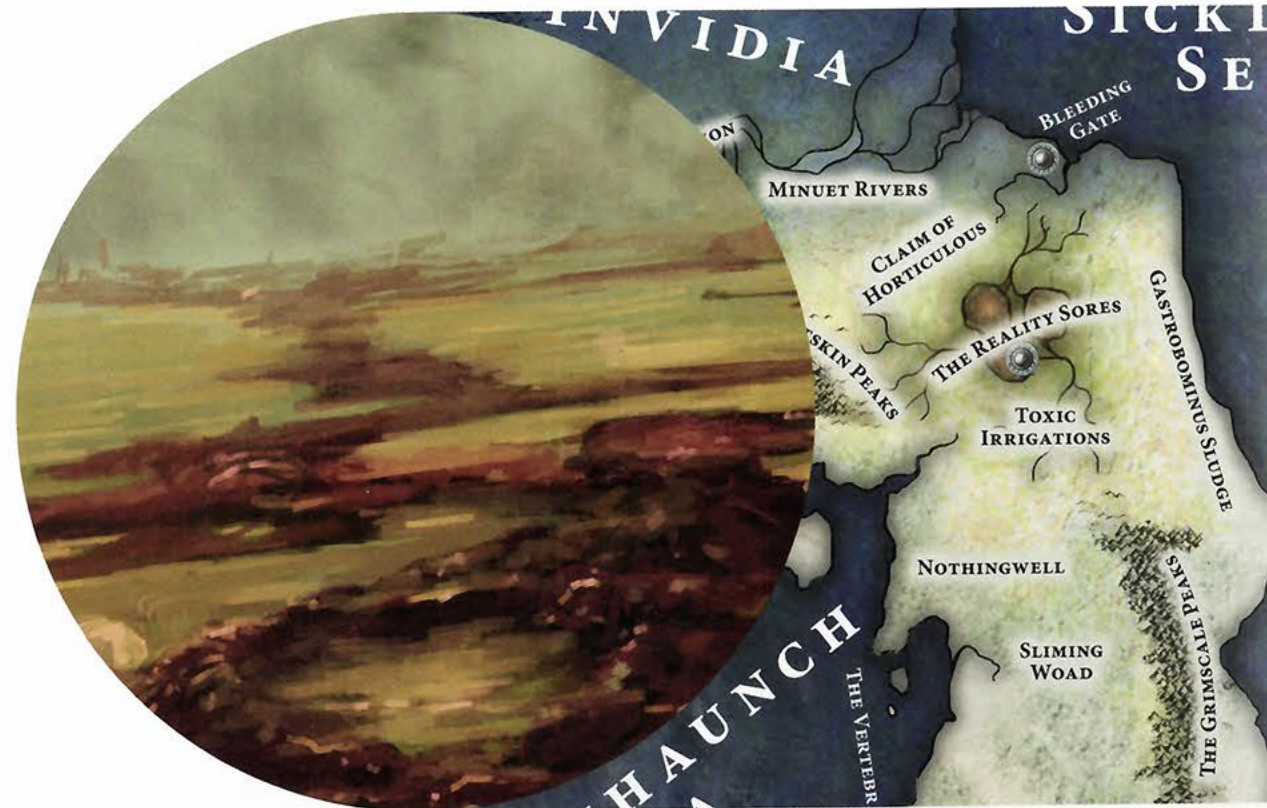
THE PHOENICIUM

Situated on the flanks of Mount Quogmia, the Phoenicium is the centre of the cult of the Ur-Phoenix, a godbeast worshipped by numerous aelven orders. It is fitting that a being tied so intimately to the notion of rebirth should be venerated here, for the city was trapped beneath a tide of mystical amber for centuries before being reclaimed during the Realmgate Wars. In many ways, it has itself been born anew. The Lions of Sigmar maintain a Stormkeep in the Phoenicium and retain close ties to the aelves of the Phoenix Temple.



THE BLEEDING GATE

Located deep within the rancid lands of Invidia, the Bleeding Gate is a portal connecting Ghyran to the underworlds of Shyish. During Manfred von Carstein's invasion of the Jade Realm, he sought to collapse the gate through dark ritual, allowing the power of the Shyish Nadir to spread through the resulting void. Though the Mortarch of Night was ultimately thwarted, the Bleeding Gate has been rendered unstable in the conflict's aftermath. Even Nurgle's daemons dare not approach too close for fear of being overwhelmed by morbid energies.



THE TOXIC IRRIGATIONS

Swathes of Ghyran have succumbed to Nurgle's foulness, and the land bears its sores openly like a hapless leper. The Toxic Irrigations are lakes of boiling, stinking effluvia that cross the plains of Invidia. The plague-chemists of Nurgle find these vile liquids to be excellent reagents for their pestilent concoctions, and all Maggotkin see in them the grandeur their Grandfather's work. The cruellest of these champions capture enemies alive for the express purpose of hurling them into the irrigation channels, delighting at the horrors that climb back out.



PLAGUESPIRE

All untainted souls who dwell in the Everspring Swathe dread the name Plaguespire. This rancid citadel has been used as a stronghold by many Rotbringer Contagiums, especially the mighty Blessed Sons. Though not their primary fortress, Plaguespire serves as a staging ground for their crusades of despair and blight. Within its walls, hollow-eyed supplicants forge grim weapons of war or offer up their mortal shells as incubators for foul diseases, all the while singing praises to mighty Nurgle until their blackened tongues rot from their mouths.

**FLASHPOINT
CLASH**

— THE —
TOME
— CELESTIAL —

Tremble, mortals, and lock your doors tight when the light of Hysh fades, for the Soulblight Gravelords are abroad. At the head of hordes of the walking dead come the vampires - blood-drinking monsters who hunger for domination and seek to drag the lands of the living into their morbid empires.



**THE
SOULBLIGHT
GRAVELORDS**

To face the armies of the Soulblight Gravelords is to stand against a waking nightmare. These vampires lead legions of the risen dead, corpses dragged from eternal rest and infused with necromancy to serve their will. Hordes of Deadwalkers, the rotting remains of the freshly slain, stumble forwards to tear apart former countrymen and loved ones. At their side, advancing in a clattering lockstep, march regiments of skeletons and grinning wights still clad in rusted armour and the faded colours of their fallen kingdoms. Undead wolves lope at the flanks of these hordes, eyes glowing with the urge to hunt the living. The skies echo with the chilling shrieks of leather-winged monsters seeking vulnerable prey to descend upon.

For all the horror of these revenants, their power pales in comparison to that of the Soulblight vampires themselves. These are amongst the mightiest of all undead, and they are the inheritors of a curse older than the Mortal Realms. In appearance, many vampires may pass as human, albeit ones of large stature with pale flesh and gore-tinted irises. This is but a mirage hiding the bestial nature that lurks just beneath the surface. They possess the strength to wrestle a bull ogor to the ground, and many are swathed in a mantle of bewitching majesty that can transfix even the strongest-willed mortals. Owing to their cursed souls, all vampires have some command over the necromantic arts. It is through these powers that they are able to raise their legions, drawing upon nexuses of death magic to bolster their armies. Some vampires use their immortality to delve deep into the study of necromancy until, with little more than a thought, they can summon masses of undead servants or subject their enemies to exsanguinating sorceries.

But while the power afforded to a vampire is great indeed, the price demanded by the Soulblight curse is equally steep. From the moment of their siring, all vampires are infused with the need to drink the blood of mortals. Should they ignore this ever-present urge, they will either gradually waste away to a husk of their former selves or be driven to ravening madness. Some vampires, typically the oldest of their breed, are capable of staving off the thirst for a time. But none can entirely outrun it. Eventually the lust for blood will creep up on them once more and demand that even the proudest undead noble feast upon the living like a common predator.

This is the dark truth of the vampires, disguised under contemptuous arrogance. Their withered souls are those of monsters, little better than the slaving wolves that stalk the shadows. Should their control slip, even for a moment, the beast will take control, the bleak furnace of death magic that burns within them devouring more of their minds. Vampires of a martial persuasion may possess twisted chivalric codes, believing themselves held to a higher standard than common undead. A vanishingly rare few manage

to retain shreds of true humanity, though even these will eventually be damned by their curse over the course of centuries. But these are by far the minority. Many Gravelords instead choose to revel in their perceived superiority to mortalkind and draw strength from their vile nature – or, on occasion, surrender to it entirely ...

CHAMPIONS OF THE GREAT NECROMANCER

Like all undead beings, the vampires are bound to serve the will of Nagash – Supreme Lord of the Undead and godly ruler of Shyish. This dreaded deity, said to have been the creator of necromancy in ages past, has long been the enemy of mortalkind. Tyrannical, cruel and jealous by nature, he seeks nothing less than to turn the Mortal Realms into a ‘necrotopia’, a reality populated only by undead who, in turn, exist only to serve their god’s designs. All would be one in Nagash, and Nagash would be all. The Great Necromancer claims that this is the only way to break the stranglehold of Chaos upon the realms and curb the anarchic power of Destruction. Yet Nagash’s aims would also see the end of all life. Despite the many setbacks he has suffered over the millennia, never has he wavered in his terminal convictions.

Like the Great Necromancer, from whom their power ultimately derives, vampires feel an inherent need to dominate and conquer. This does not necessarily manifest as a desire to seize territory; many vampires are content to show their mastery in the arts of magic, swordsmanship or the cultivation of menageries of undead beasts. It

cannot be denied, however, that to rule over swathes of both the dead and the living – even if only to have a ready supply of blood, in the latter case – appeals mightily to the ego of the Soulblight nobility. Drawn as they are directly from human stock, they often possess many of the same ambitions they did in life, albeit granted a more predatory edge through the beast that now nestles within their mind.

ON THE ORIGINS OF VAMPIRISM

It is said that long ago, when Nagash began his conquest of Shyish, he knew that even he would need generals to help him claim dominion over the Realm of Death. Three names occurred, each a renowned creature of darkness from the World-that-Was: Neferata, Manfred von Carstein and Ushoran. The Great Necromancer cast his mind into the void, locating the scattered soul-stuff of these creatures that had been ripped asunder when their world was consumed, piecing their essence back together and infusing them with his own dread power. They were to become the first vampires of the Mortal Realms, from whom all later lineages would derive. While Ushoran was to fall to madness and delusion, both Manfred and Neferata rose to become Mortarchs, the most powerful undead of Nagash’s inner circle. But even this supposed favour did nothing to curb their desire for freedom from the Great Necromancer, nor a mutual loathing of one another that would only intensify.



There is much about the notion of courtly unlife that appeals to the vampires. Through assuming an aristocratic bearing, they are able to preserve their human selves and suppress their more feral urges – or at least present themselves as having done so. Matters of lineage are of great import to the vampires, for one who can trace their siring from a truly great Soulblight noble is sure to inherit some measure of their power and be worthy of respect. As immortal creatures, many of these ancestors can still be found roaming the realms. While other undead may organise into mournful processions or militant armies, the vampires are instead grouped into dynasties – dark parallels to the noble houses of the living.

Each dynasty is ruled by a patriarch or matriarch. It is often they who founded their specific branch of the all-encompassing Soulblight legacy. Beneath them are the vampires they have personally sired, and those sired in turn by successive generations of unholy offspring. New vampires are created through the Blood Kiss, a secretive ritual that differs in execution between every dynasty. Some vampiric lines are extremely selective in accepting new blood, scoping out potential candidates for decades and influencing their lives from the shadows to test them. Others will bestow the Blood Kiss on a passing whim, or, in extreme cases, are compelled to spread their curse to as many mortals as possible. Alas, the Blood Kiss can often prove overwhelming. If given haphazardly, it can obliterate the spirit of an unworthy host, or it can see them devolve into a deranged horror that exists only to kill and feast.

On occasion, a vampire will leave their dynasty, striking out to create their own legacy. This new lineage will be influenced by the quirks of its founder, as well as the natural magics of the realm they inhabit. Like the great families of mortalkind, there are often profound rivalries between dynasties, with scandal and conflict seeing them rise and fall in power. At present, three dynasties stand paramount: the monstrous Avengorii, the battle-hungry Kastelai and the strange wolf-blooded children of the Vyrkos. Above the dynasties are the legions, the personal armies of Manfred von Carstein and Neferata. These grand hosts encompass many dynasties, for the reach of the Mortarchs is long, and few vampires would openly challenge these ancient creatures.

The relationships between the different dynasties and Nagash are far from uniform. While many worship him as a father god or master of the realms, just as many quietly despise him for his control over them, for vampires are amongst the most individualistic of all undead. Indeed, it is their capacity for innovation in pursuit of their ambitions – a quality often lost on his other servants – that makes them so useful to Nagash. For the most part, the Great Necromancer is willing to let the Soulblight Gravelords conquer as they wish, provided they kneel before him when he demands it. Even so, wise vampires never lose sight of what would happen if Nagash's necrotopia were to be realised and there were no more mortals upon which they could feed. These creatures secretly search for any means of severing themselves from Nagash's control, concealing their acts of defiance in the hopes of avoiding his wrath.



OF BLOOD AND BEASTS

The era of the Soul Wars was a time of triumph for the undead. Nagash's machinations, begun long ago in the Age of Myth, came to a head in the form of the Necroquake – an eruption of death magic that swept across the cosmos. Restless spirits and practitioners of the forbidden arts found themselves empowered as never before, able to send their minions against the living with ferocious regularity and abandon. The Soulblight dynasties themselves swelled in power and influence, the waves of death magic crossing the land providing the perfect fuel for the raising of new and unstoppable armies of conquest.

But Nagash's ultimate victory was not to be. At the climax of the conflict, the Great Necromancer charged three of his Mortarchs – Neferata and Mannfred included – with a single terrible task. They were to travel to the lands of Hysh, Chamon and Ghyran and, through baleful rituals, destabilise chosen realmgates that led to the Realm of Death. In doing so, they would extend the grasp of the Shyish Nadir, a vast whirlpool of death magic that had formed at the heart of Shyish. Little by little, other lands would be dragged into this stygian maw and broken down, allowing Nagash to absorb their essence. But the Supreme Lord of the Undead overreached in his ambitions and, after a climactic battle, was struck down by the hand of Teclis the Mage God. Teclis and his Lumineth disciples took this opportunity to work a grand counter-spell against the Necroquake, at last dissipating much of its power and stalling the advance of the dead.

Throughout the Soul Wars, the Soulblight Gravelords had numbered amongst Nagash's most potent warlords. When the end of the conflict came, they found themselves in a better position than most undead to continue fighting. The dispersal of the Necroquake's deathly energies had come at a cost to the Nighthaunt terror legions, forcing them to become more circumspect when choosing targets. The Ossiarch Bonereapers had suffered immensely by warring against the Lumineth, and their Shyishan empire was now the target of retaliatory strikes from rival powers. The mordants of the Flesh-eater Courts had always been mad and unpredictable at the best of times. By contrast, the relative independence of the vampires, and the wellspring of death magic that resided within them all, allowed them to capitalise on the momentum they had already gained. Their grave-empires expanded further and further, while, in the shadows of their feasting halls, goblets of blood were raised in toast – either to their own victories or even in mocking salute to Teclis, who had broken the Great Necromancer enough to see his control over his wilful children slip for a time.

But even as the Soul Wars ended, more crises were brewing. Alarielle the Everqueen had taken advantage of the receding Necroquake to cast a grand Rite of Life, flooding the cosmos with the energies of unbound creation. These energies cleansed many nexuses of death magic, forcing the vampires to look further afield for viable gravesites from which to raise their minions. Where the power of the Rite pooled most potently, the vampires

found it all but toxic; such pure life-energies were anathema to their own undead state, and many dynasties were forced to flee their ancestral lands, which had now become almost inhospitable to them.

Worse was to come. Even the dead could not escape the pounding drumbeats on the horizon; when this Great Stomp reached its crescendo, all was to change. The Era of the Beast began in a howl of savage violence, one that saw the Realm of Beasts' essence burst its aetheric banks and leak animalistic energies across the cosmos. Mortals and immortals alike began to devolve into bestial forms, while the land itself was torn apart by ferocious natural cataclysms. The barbarous hordes of Gorkamorka – composed of greenskins, ogors, gargants, and more besides – were overcome by bloodthirsty violence, their raids becoming even more frequent and punishing.

For the vampires, already burdened with an eternal struggle to control the monster within, the Era of the Beast was a constant pressure on their souls. While their armies could contend with the hordes of Destruction – in fact, often they were bolstered by increasing numbers of resurrected ogors and orruks – the hunger for blood grew ever more intense. Madness overcame many vampires,







seeing them degenerate into hideous Vargheists or chimeric Vengorians. In some cases, entire dynasties collapsed overnight as waves of wild Ghurish magic broke against their domains, former courtly blood-kin tearing each other apart in frenzies of violence. Their lands were then claimed by rivals who saw opportunity for conquest – and these, in turn, were suffused with Ghur's frenzy, and the dread cycle repeated.

'Dead gods of the desert, but I do so loathe the greenskins. Crude. Noisy. Relentless, like an infestation of fleas on a wolf's back. And their blood – vile, thick sludge, barely even edible. Still, one must make do in these trying times. And credit to the God-King and his disciples; through their crusades, they bring more suitable sustenance right to us. How thoughtful ...'

– Neferata, Queen of Nulahmia

Not every dynasty saw fit to resist this change. The Avengorii had long dwelt in honeycomb fortresses beneath the Sascathran Dunes of Ghur. Their philosophy centred around embracing the beast within, and their bodies often displayed outward signs of monstrosity that other vampires took pains to conceal. The Vengorians who ruled the Avengorii welcomed the Era of the Beast as a validation of their long-held beliefs and allowed its madness to flow through them. Their attacks into surrounding lands became increasingly frequent, their armies filled with the risen remains of great monsters that had been slain in stampedes or outpourings of savagery. Only one of the Avengorii looked to the horizon with unease – their matriarch Lauka Vai, the Mother of Nightmares. Despite her monstrous appearance, Vai had long struggled to maintain her ancient ideals, leading her kin into battle only against the most worthy of prey. Yet she had always been prone to outbreaks of deranged fury, and these now became ever more common, to the point she feared losing herself entirely.

The Kastelai also looked at the Era of the Beast through a lens of opportunity. Obsessed with combat, these vampiric knights regarded most of Gorkamorka's children as worthy prey, if only for their raw belligerence. Through the use of their magically translocating fortress, the Crimson Keep, the Kastelai were able to follow the trail of destruction left by greenskin hordes and pounce upon them before they even realised the vampires' presence – a fact that helped redress the balance of power, given the limited numbers of the dynasty compared to their foes. But the greatest prizes for the Kastelai were different beasts entirely. Legend says that, long ago, the first of the Blood Knights slew an emperor dragon and drank its hot gore, banishing the thirst forever. The return of the Draconith, and in particular their twin princes, Krondys and Karazai, had reignited this tale in the minds of the dynasty's warriors. Their patriarch, Lord Vhordrai, was especially eager to dine upon the blood of reptilian kings – for he had long ago been cursed by Nagash for betrayal, and with the Great Necromancer weakened, there would never be a better chance to acquire the power he needed to take vengeance.

The Vyrkos dynasty found themselves in an uncomfortable position. Their lineage venerated beastly totem-spirits, and many of their elders were by now more wolf than man. But they had also prided themselves on maintaining control over their animal souls, drawing upon the power they provided without surrendering their sanity. The Era of the Beast threatened to put lie to that control, with many Vyrkos surrendering to the call of the endless hunt. As if to outrun these feral urges, many vampires fled to their most infamous stronghold; Ulfenkarn, the Cursed City, which teetered on the edge of the Nadir. Ulfenkarn had recently endured a series of great upheavals. Much of its living populace had escaped through the artifice of a band of heroes, though its overlord, Radukar, was now transformed into a monstrous beast-king, and the power of Nagash had seeped into every stone. Nevertheless, its gates remained open to Vyrkos from far and wide. It was even whispered that the dynasty's mysterious matriarch, Belladamma Volga, had been seen prowling the Ebon Citadel for reasons none could say.

As for Mannfred and Neferata, their ancient enmity had finally boiled over into outright conflict. Having deliberately failed in his task of spreading death magic in Ghyran, Mannfred had led his Legion of Night to annex his fellow Mortarch's lands while she was away following Nagash's orders. When Neferata returned to her stronghold of Nulahmia, she had wasted no time in rallying her devoted servants and launching a counter-attack. The fall of the Great Necromancer only intensified the conflict, with both sides now seeing a chance to dispose of their rival once and for all without incurring Nagash's immediate displeasure. After Mannfred's surprise attack, an uneasy stalemate had descended, though the Era of the Beast threatened to break this deadlock; many grot tribes lurked in the wilderness of Neferatia, and Mannfred's emissaries had been sent to treat with them, offering trinkets from the Mortarch's vaults in exchange for raids into Neferata's lands. Faced with enemies on multiple fronts, it was possible that the Mortarch of Blood's armies would falter and Mannfred might reach the walls of Nulahmia itself.

Neferata was not so easily outdone. A savant of espionage, she had long had agents positioned close to the Grand Conclaves of Sigmar's cities, ready to whisper in the right ears at the right time. The launching of the Dawnbringer Crusades seemed, to the vampire queen, to be that time. Subtly, Neferata manipulated those Shyishan crusades she could, her sly plotting ensuring that perhaps one in ten would be bound for territories ruled by either herself or her enemy Mortarch. In the former case, her underlings would be provided with bloody sustenance and fresh corpses to reinforce their hosts; in the latter, those armies Neferata judged as being more militarily competent would serve to distract Mannfred and his generals, dividing their attention just as he had sought to do with her. Neferata is not fool enough to believe that Nagash will remain broken forever. Eventually, the Great Necromancer will rise once again. When he does, the Mortarch of Blood intends to still be around, so she can watch Mannfred's treachery receive its due punishment.

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: SOULBLIGHT GRAVELORDS UPDATE

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

ALLEGIANCE ABILITIES

This section contains a new battle trait for all Soulblight Gravelords armies, a new battle trait for Legion of Blood armies, and new mount traits that can be given to a **HERO** in a Soulblight Gravelords army that is riding a Zombie Dragon.

● OPEN PLAY ●

This section includes additional twists and ruses for battles fought using the Open War battlepack in which either of the armies are Soulblight Gravelords armies.

● MATCHED PLAY ●

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

● PATH TO GLORY ●

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

THE INVIDIAN WAR

The last section is a campaign arc for your Soulblight Gravelords to play through. It tells the story of a group of rival Soulblight Gravelords as they try to gain influence and control of the continent of Invidia in the Realm of Life.

ALLEGIANCE ABILITIES

Add the following allegiance abilities to *Battletome: Soulblight Gravelords*:

SOULBLIGHT GRAVELORDS BATTLE TRAIT

Deadly Coordination: *When the rulers of the Gravelords stand amidst their servants, they coordinate their actions so that they all strike simultaneously and with deadly purpose.*

In the combat phase, after a friendly **SOULBLIGHT GRAVELORDS HERO** that is not a **MONSTER** has fought in that phase for the first time, you can pick 1 friendly **SUMMONABLE** unit that has not yet fought in that phase, that is within 3" of an enemy unit and that is wholly within 12" of that friendly **SOULBLIGHT GRAVELORDS HERO**. That **SUMMONABLE** unit fights immediately.

LEGION OF BLOOD BATTLE TRAIT

Unparalleled Expertise: *The aristocrats of the Legion of Blood have honed their skills over countless centuries, each achieving an unparalleled level of expertise in either the martial or arcane arts.*

When you add a **LEGION OF BLOOD VAMPIRE LORD** to your army, you must decide if they have martial expertise or arcane expertise. Record your choice on your army roster.

Martial: Add 1 to the Attacks characteristic of a Deathlance or Vampiric Sword used by a **LEGION OF BLOOD VAMPIRE LORD** that has martial expertise. Add 2 to the Attacks characteristic of Soulbound Blades used by a **LEGION OF BLOOD VAMPIRE LORD** that has martial expertise.

Arcane: Add 1 to the first casting, dispelling or unbinding roll in each hero phase for a **LEGION OF BLOOD VAMPIRE LORD** that has arcane expertise and that is mounted on a Zombie Dragon. Add 2 to the first casting, dispelling or unbinding roll in each hero phase for a **LEGION OF BLOOD VAMPIRE LORD** that has arcane expertise and that is not mounted on a Zombie Dragon.

MOUNT TRAITS

You can pick 1 **HERO** with a Zombie Dragon mount in your army to have 1 of the following mount traits.

Locus of Death: *This ancient reanimated beast emits a powerful necromantic aura that can sustain undead warriors and bring them forth from their resting places to do battle.*



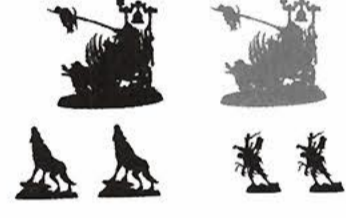



When you use the Deathly Invocation ability, if you pick this unit as the **HERO** that determines the number of units affected by the ability, then you can add 1 to the number of units that are affected.

Foetid Miasma: *This draconic revenant has a breath so toxic that it can slay even the most resilient of foes.*

When this unit attacks with its Pestilential Breath, you can re-roll the dice that determines the Damage characteristic for that attack.

CORE BATTALIONS







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

RADUKAR'S COURT	FELLWING FLOCK	DEATHSTENCH DROVE
		
		

SOULBRIGHT GRAVELORDS UNIT ICONS

 RADUKAR THE WOLF	 VARGSKYR	 FELL BATS unit
 GORSLAV THE GRAVEKEEPER	 KOSARGI NIGHT GUARD unit	 CORPSE CART unit
 TORGILLIUS THE CHAMBERLAIN	 VYRKOS BLOOD-BORN unit	 DIRE WOLVES unit
 WATCH CAPTAIN HALGRIM	 VARGHEISTS unit	 DEADWALKER ZOMBIES 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 players are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book* and at least one of the players is using a Soulbright Gravelords army, players using a Soulbright Gravelords army can use the following rules as well as those found in the battlepack.

SOULBLIGHT GRAVELORDS TWIST

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

SOULBLIGHT GRAVELORDS TWIST TABLE

D6	Twist
1-3	<p>Clash of Egos: <i>The warriors that lead the Soulbright Gravelords into battle are proud and haughty and do not always get along with each other in total harmony.</i></p> <p>This twist has no effect on the battle.</p>
4-6	<p>Hardened to Death: <i>Both the Soulbright Gravelords and their opponents have become hardened to the horrors of war.</i></p> <p>In their own hero phase, each player can use the Inspiring Presence command without a command point being spent.</p>

SOULBLIGHT GRAVELORDS 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).

Gravestrewn Battlefield: *The commander of the Soulbright Gravelords army has carefully selected a battlefield that is studded with gravesites from earlier confrontations.*

When you set up gravesites, you can set up 1 extra gravesite anywhere on the battlefield more than 1" from all terrain features and objectives.



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 the grand strategy below and record it on your army roster.

VAMPIRIC CONQUERORS

Soulblight Gravelords army only.

Lust for Domination: *For vampires, the lust for domination is all – a trait no doubt acquired from the Great Necromancer. From ominous keeps surrounded by crimson moats, they plot to subjugate new lands and expand their grave-empires.*

When the battle ends, you complete this grand strategy if you control more gravesites than your opponent. Control of gravesites is determined in the same way as control of objective markers.

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.

TERROR OF THE UNDEAD

Soulblight Gravelords army only.

Callous Overlord: *Soulblight vampires view their armies as simple tools to be hungrily expended until their ambitions are fulfilled.*

Pick 1 friendly **SUMMONABLE** unit that is more than 3" from all enemy units. You complete this battle tactic if that friendly unit is destroyed during this turn.

Lust for Blood: *Beneath the pallid yet strangely beguiling appearance of a Soulblight vampire lies an inhuman terror that forever lusts after the taste of blood.*

You complete this battle tactic if your general or two other friendly **VAMPIRE** models used The Hunger and/or Mortarch of Blood ability to heal any wounds during this turn.

Unstoppable Armies: *A Soulblight Gravelords army relies on the near-constant resurrection of defeated minions to fuel its unstoppable advance.*

You complete this battle tactic if, during this turn, you roll a 5+ when determining if you can replace a destroyed unit from your army using the Endless Legions battle trait.



PATH TO GLORY

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

SUMMONABLE UNITS

SUMMONABLE units are not recorded on your order of battle. Instead, when you pick your army for a battle, you can include up to 3 **SUMMONABLE** units for each **MORTARCH** you include in the army, up to 2 **SUMMONABLE** units for each **VAMPIRE HERO** that is not a **MORTARCH** that you include in the army, and up to 1 **SUMMONABLE** unit for each other **SOULBLIGHT GRAVELORDS HERO** you include in the army.

SOULBLIGHT GRAVELORDS QUESTS

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

QUEST

MONSTROUS UNDEAD DRAGONS

Some of the Zombie Dragons ridden by the Soublight Gravelords heroes are amongst the most terrifying creatures of their type.

Pick 1 **HERO** with a Zombie Dragon mount from your order of battle that does not already have a mount trait enhancement, and pick 1 mount trait they are allowed to take. Write down that mount trait in your quest log.

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

When you complete this quest, you can add the mount trait you picked to your vault, but it can only be given to the unit you picked when you embarked on this quest (note down the name of the unit next to the mount trait). If that unit is removed from your order of battle, then remove the mount trait from your vault too.

VETERAN ABILITIES

Each time a **SOULBLIGHT GRAVELORDS** 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.

SOULBLIGHT GRAVELORDS VETERAN ABILITIES

Spurred into Action: *Once amid the foe, these elite Blood Knights spur their mounts into action, trampling the enemy beneath their hooves.*

BLOOD KNIGHTS units only. This unit can use this veteran ability once per battle when it uses its Riders of Ruin ability for the first time in the battle. When it does so, it can run instead of making a normal move, and it can still charge later in that turn.

Eager for Bloodshed: *When these winged monstrosities descend onto the battlefield, they land as close to their prey as they dare.*

VARGHEISTS units only. If this unit is circling high above as a reserve unit, when it is set up, you can set it up more than 2D6" from all enemy units or more than 9" from all enemy units.

Corpsemaster Seneschal: *The corpsemaster who drives this unwholesome vehicle has developed a particular talent for commanding the mouldering minions of the Gravelords.*

CORPSE CART units only. Once per battle, this unit can issue a command to a friendly **SUMMONABLE** unit that is wholly within 12" of this unit.

Deathless Abomination: *Some undead behemoths have absorbed great quantities of death magic over the ages, making them exceptionally difficult to destroy.*

ZOMBIE DRAGON and **TERRORGHEIST** units only. Add 1 to the Wounds characteristic of this unit.

Designer's Note: *This ability can only be taken for a unit that uses either the Zombie Dragon or Terrorgheist warscroll. It cannot be taken for a unit that has a mount.*



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.

SOULBLIGHT GRAVELORDS FACTION TERRITORIES (D66)

<p>61-62 GRAVELANDS <i>Grim boneyards stretch for leagues in this region of barren moors and crumbling mausoleums.</i> Add 1 to the number of SUMMONABLE units you can include in your army.</p> <p>[Upgrade 10GP] Gravelands Pillaged: Add 3 to the number of SUMMONABLE units you can include in your army instead of 1.</p> <p>63-64 CURSED CITY <i>This territory is home to a city that is part of the Grand Alliance of Death. They agree to aid you in your war against your common foes.</i> You can never have more than 1 territory of this type. Pick an allied faction. You can add up to 3 allied units from that faction to your roster even if this would exceed your Allied Units limit.</p> <p>[Upgrade 5GP] Bound By Undeath: When you pick an army, you can choose a HERO from this faction as the general of your army. If you do so, for that battle they gain the SOULBLIGHT GRAVELORDS keyword and the lineage keyword for your army.</p>	<p>65-66 BLOOD GROUNDS <i>Your forces have found the perfect location for the foundation of a new fortress. In this dark paradise, you will feast as never before, mortals reduced to cowering slaves fit only to be drained of blood.</i> You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.</p> <p>[Upgrade 15GP] Bastion of Despair: Add 1 to the number of territories your stronghold can control, the number of barracks it can have, and the number of outposts it can establish.</p>
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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
Vampire Lord on Zombie Dragon	Vampire Lord*	30	6
Wight King on Skeletal Steed	Wight King	20	4

* If your order of battle already includes a **Zombie Dragon**, you can remove it from your order of battle to halve the required number of renown points and glory points cost for this heroic upgrade.



THE INVIDIAN WAR

The continent of Invidia is hostile to the servants of Nagash, for not only does it reside in the Realm of Life, it is also infused with the corrupting power of Nurgle. But you, as an enterprising vampire, have seen potential in the land. Do you dare claim it?

At the climax of the Soul Wars, Nagash charged three of his Mortarchs with a most disturbing goal. They were to travel to realms beyond Shyish and collapse chosen realmgates, turning them into howling vortices of death magic. Yet on the cusp of triumph, the Great Necromancer took his eye off his Mortarch of Night. Mannfred von Carstein had deduced that his incursion into Ghyran had little hope of succeeding against both Sylvaneth and Maggotkin resistance. Indeed, the vampire was banking on that fact, for it gave him an excuse to beat a hasty retreat – and in doing so, to lead his legions to annex the now-unprotected territories of his rival Neferata.

But not all of Mannfred's disciples were able to flee before the Bleeding Gate – the Invidian realmgate that had formed the crux of the campaign – became dangerously unstable. Some fought as a rearguard and, once abandoned, fled into the suppurating wastes. Other dynasties had joined Mannfred's hosts only to serve their own agenda; they now saw new lands to conquer and had no interest in supporting the Mortarch's schemes. When Alarielle performed her great rite, the undead discovered that there were areas of Ghyran they could no longer bear to set foot in, so concentrated were the energies of life, cutting off lines of retreat to other realmgates and leaving them stranded. The only choice was to seek opportunity in this new situation.

Thus far, no Soulblight kingdom has taken root in the corrupted soil of Invidia. The continent is stalked by countless plague daemons. Nurgle-worshipping tribesmen infest the mangrove swamps and ride across Invidia's pestilential plains, and diseased monsters lurk in its caverns and pus-lakes. Any vampiric noble worthy of the title, however, would not let this thwart their ambitions. The key to beginning a conquest of Invidia lies in the legacy of Nurgle's plagues. These blights have caused so much death over the centuries that areas suffused with powerful morbid magic can be found across the land, waiting to be exploited.

As an aspiring Soulblight warlord, you could lead your minions to search for such a wellspring of death magic. Through harnessing enough of this power, a portion of Invidia could be sterilised and form the basis of a new empire. There are allies roaming the tainted continent who might be of use – other stranded vampires, Wight Kings lurking in vine-draped barrows, exiles from the Nurglite tribes who turned to necromancy. By aiding these fellow undead and having them join your court, your force would grow in strength. But take care not to overindulge in politics; Nurgle's power never wanes for long before waxing again. If you delay too much in forcing a decisive battle, you may find your enemies far more prepared than you would like ...



INTRODUCTION

On these pages you will find a **campaign arc** for 2-4 players that each have a Soulblight Gravelords army. All the players fight battles with their armies against any opponent – including players who are not taking part in the campaign – and if they win the battle, they are allowed to perform actions on the Invidia campaign map as described below.

During the campaign, the players will be able to carry out **dirty tricks** and **political ploys** against their opponents, which may change the situation on the map or put the victim at a disadvantage in the next battle that they fight. The campaign ends when there are no regions left on the campaign map that are not either **controlled** or **under the influence** of a player, or one player has control or influence over 10 regions in total. The number of **campaign victory points** each player has scored is then determined, and the player with the highest score wins the campaign.

WHAT'S A CAMPAIGN ARC?

A campaign arc is a self-contained mini-campaign that can either be played as a standalone campaign in open or matched play, or as part of a Path to Glory campaign.

FORGING A DIFFERENT NARRATIVE

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

GETTING READY

In order to fight this campaign, you will need a Soulblight Gravelords army, and you will need a copy of the **Invidia campaign map** supplied with this article. You must use the same lineage for your army in every battle that you fight, but apart from that you can choose your army freely as long as it conforms to the restrictions for the battlepack you are using.

CAMPAIGN MAP

The campaign map is divided into twenty **regions** separated by red dotted borders. At the start of the campaign, all of the regions are **neutral** (not controlled or under the influence of any player). During the course of the campaign, players will get the chance to gain **influence** over a region or gain **control** of a region.

PLAYER RECORD

Beside the campaign map are four boxes, one for each player. Each player must write their name in one of the boxes and the **lineage** of their campaign army. During the campaign, the players may receive **faithful servant** points for fighting and winning battles for Nagash. They must record any faithful servant points they receive in their box beside the campaign map.



THE INVIDIAN WAR CAMPAIGN



PLAYERS

PLAYER A

Name:

Lineage:

Faithful
Servant Points:

PLAYER B

Name:

Lineage:

Faithful
Servant Points:

PLAYER C

Name:

Lineage:

Faithful
Servant Points:

PLAYER D

Name:

Lineage:

Faithful
Servant Points:

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CONTROL AND INFLUENCE

There are a few ways to record who has **influence** or **control** over a region. You can simply annotate the map, writing down the letter of the player followed by I for influence or C for control. For example, writing 'BI' in a region would show it is under the influence of player B. Simply cross out old annotations as they change. Alternatively, you can make markers and attach them to the map with temporary adhesive.

PLAYING THE CAMPAIGN

Once the players' details are recorded beside the map, you are ready to start playing the campaign. To do so, the players simply need to fight battles with their Soulbright Gravelords armies. If they win the battle, they will be able to exert influence or take control of regions on the campaign map. If they lose a battle, they can instead carry out a **political ploy** on another player in the campaign.

CAMPAIGN BATTLEPACKS AND OPPONENT

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



GAINING INFLUENCE AND CONTROL

If you win a battle, you can pick 1 region on the map if you won a **minor victory**, or 2 different regions if you won a **major victory**. Each neutral region you pick comes under your influence. If you pick a region that is already under your influence, it comes under your control instead.

POLITICAL PLOYS

If you lose a battle, you can perform a **political ploy** on another player. There are three political ploys to choose from:

Spread Rumours: Reduce another player's faithful servant points total by 1 (to a minimum of 0).

Obfuscate and Distract: Pick another player and tell them that if they win a **major victory** in their next battle, they can only pick 1 region on the map to gain influence or control over, not 2. If a player is already a victim of obfuscation and distraction, then this political ploy has no effect on them.

Undermine Influence: Roll a dice. On a 1-4, there is no effect. On a 5, you can remove another player's influence from a region if that player is currently under the Gaze of Nagash (see below). On a roll of 6, you can remove another player's influence from a region, whether they are under the Gaze of Nagash or not.

Designer's Note: *Control can never be removed; only influence can.*

THE GAZE OF NAGASH

Each player must keep track of the number of regions they control or have influence over. If their total is 3 or more higher than any other single player, then they have attracted the Gaze of Nagash, who will use them and their army for his own goals. They will remain under his gaze as long as the number of regions they have control or influence over remains 3 or more higher than their closest rival.

If a player wins a battle while under the Gaze of Nagash, they do not gain influence or control on the Invidia map. Instead, they earn 1 faithful servant point for a **minor victory**, and 2 faithful servant points for a **major victory**. A player under the Gaze of Nagash can still carry out a political ploy if they lose a battle.

WINNING THE CAMPAIGN

The campaign ends when there are no regions left on the campaign map that are not either controlled or under the influence of a player, or one player has control or influence over 10 regions in total.

When the campaign ends, each player scores 5 victory points for each region they control, 3 victory points for each region under their influence, and a number of victory points equal to their faithful servants points total divided by 3, rounding up to the nearest whole number (for example, 1-3 faithful servant points would equal 1 victory point, 4-6 faithful servant points would equal 2 victory points, and so on). The player with the most victory points is the winner.

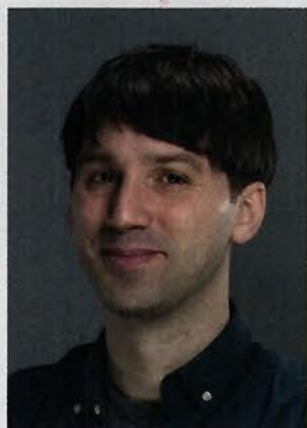
REWARDS FOR PATH TO GLORY ARMIES

If you are using a Path to Glory army for the campaign, you must decide which regions a victory gives you influence or control over at the start of step 3 of the aftermath sequence. In addition, you gain the following benefits:

1. In step 3 of the aftermath sequence after each battle, if you gained control of a region, units involved gain a bonus D3 renown points each.
2. If you win the campaign, you can immediately add 1 artefact of power to your vault.



RULES OF ENGAGEMENT



SAM PEARSON

Sam is one of the games developers in the Age of Sigmar team and is perhaps best known for his work on Warcry. As the commander of a Blades of Khorne army, he is no stranger to wading through slaughter. This month, he has firmly shut the gates of mercy on mankind and set foot upon the Path to Glory. In this column, he explains why you should join him.

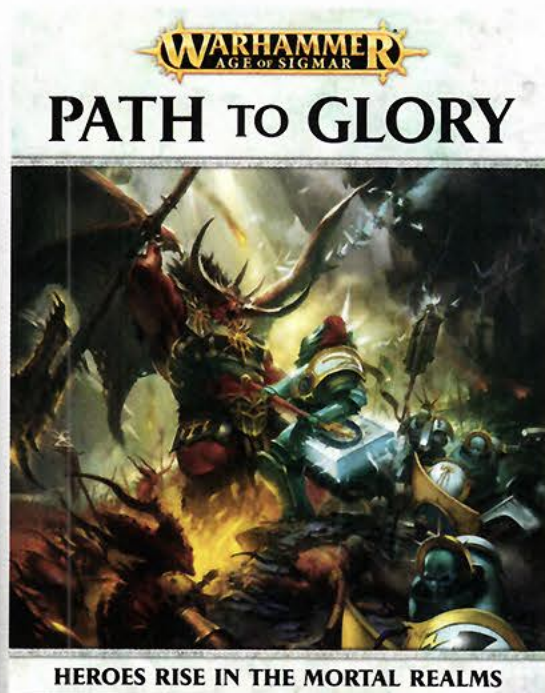
The latest edition of Age of Sigmar arrived this summer, and one of the biggest changes it brought was a revamped Path to Glory system. As a member of the rules team here in the Age of Sigmar Studio, as well as an avid narrative gamer, I've been itching to do a deep dive into this brand-new system. So, in this column, we're going to be talking about all things Path to Glory – namely, what it is, how it works and why you should play it!

WHAT IS PATH TO GLORY THEN?

Path to Glory has not only been an integral part of Warhammer Age of Sigmar since its inception but dates back to the World-that-Was and the days of Warhammer Fantasy Battle. It has its roots in the Realm of Chaos books published in the late eighties and early nineties. At its heart, Path to Glory has always been about telling the story of a champion and their followers. As you fight battles with your hero, they grow in power and influence until their warband becomes a force of mighty warriors, or they are ignominiously defeated.

The new Path to Glory keeps this well-loved narrative aspect at its core. It is a campaign system, which means that each battle you fight affects the next one, linking them together into an ongoing story. For example, a victory might see you bring more territory under your control and expand your roster of warriors, while a defeat might see one of your favoured units suffer heavy casualties and start the next battle at diminished strength. Each battle in Path to Glory shapes the next, and every decision you make has lasting ramifications for your army.

What the new Path to Glory brings to this experience is twofold. The previous version was quite loose in terms of structure; rather than using a points system, armies could grow at varying speeds based on random dice rolls, allowing for some players to become runaway leaders and for others to get left behind. The new version seeks to make a long campaign much more manageable by enabling players to have more-balanced games. Secondly, the new version adds more depth to the experience by allowing players to conquer territories, build up their stronghold, embark upon epic quests in order to obtain artefacts of power, and do lots of other exciting things. All these different facets allow you to really immerse yourself in the Mortal Realms and put you in the shoes of the general leading your army. Through leading your troops into battle after battle, you will shape the fate of your warriors until they become a force of seasoned, battle-hardened veterans and you lay claim to a mighty empire!



The many guises of Path to Glory across the years.

Rules of Engagement - curated by the Age of Sigmar games developers - focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. This issue, Sam Pearson beats a path to our door to tell us about the virtues of narrative gaming.

WHY YOU SHOULD PLAY IT

Campaign gameplay is the style of wargaming that resonates with me the most. I love the stories that emerge out of the battles fought – from the unexpected unit that pulls off a miraculous feat and carries the day, forever cementing themselves in your order of battle, to the hero in your opponent's army that all too often foils your plans and becomes a hated villain who you try to take down at all costs. I encourage every Age of Sigmar general who has yet to play in a campaign to try it at least once, and, as for Path to Glory in particular, here are eight reasons why I think you should play it. Why eight, you ask? Well, because it is the favoured number of Khorne, of course!

REASON 1: YOU CAN CONQUER TERRITORIES

In the new Path to Glory, it is not only your army that is under your control. Every player starts off with a modest domain of one to three territories, and, as you fight battles and earn glory, you will be able to conquer more and more until you lay claim to vast swathes of land.

There are many different types of territory, and each one has its own effect. Some will enable you to take more units of a certain type. For example, a 'Sacred Site' allows you to add another priest to your order of battle, while others have more unusual effects such as the 'Ruins of Myth', which holds an artefact of power within.

33-34 SACRED SITE

You feel the presence of the gods at this holy ground.

Increase your **PRIESTS** limit by 1.

[Upgrade 10GP] Temple: Increase the limit by 3 instead of 1

55-56 RUINS OF MYTH

It is said that a powerful treasure rests in this ancient and haunted place...

This territory has no effect until it is upgraded.

[Upgrade 15GP] Explored: Once in step 6 of each aftermath sequence, you can roll a dice for this territory. On a 1-5, nothing happens. On a 6, you gain 1 bonus artefact of power that your faction has access to and it is added to your vault. Once the artefact has been added to your vault, this territory is removed from your roster.

As well as being able to conquer territories, you can upgrade each territory to improve its effects. You can raise a temple upon the Sacred Site or send scouts to explore the Ruins of Myth before you venture within.

A key theme in the narrative and lore for the new edition of Age of Sigmar is the Dawnbringer Crusades. These are bands of stalwart pioneers and warrior-pilgrims who set out from the Cities of Sigmar into the Chaos wastes beyond, intent on reclaiming territory in the name of Sigmar. With this territory system, we wanted to give players that same experience, allowing them to also claim their own corner of the Mortal Realms. Thus, the territories that you bring under your control play a big part in your Path to Glory campaign.

REASON 2: YOU CAN RAISE A MIGHTY STRONGHOLD

As well as your territories, you also control a stronghold. This is the castle or fortress where your warlord resides, and it can represent anything from a Stormkeep of the Stormcast Eternals to the Dreadhold of a Khornate lord. Your stronghold can be upgraded in two ways. Firstly, you can construct barracks to increase the number of units your order of battle is allowed to have. Secondly, you can upgrade it to be an Imposing Stronghold or a Mighty Stronghold.

MIGHTY STRONGHOLD



Prerequisite:

Imposing Stronghold

Cost: 60 glory points

Territories: You can now control 9 areas of territory at once.

Barracks: Your stronghold can have up to 12 barracks.

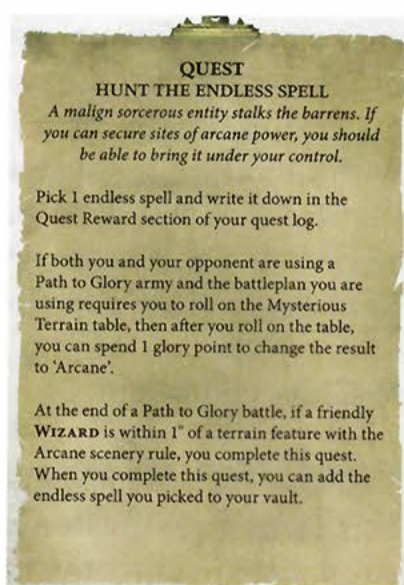
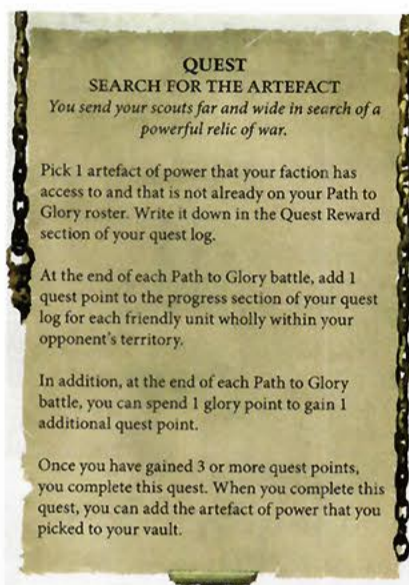
Outposts: You can establish up to 3 outposts.

Upgrading your stronghold costs a hefty amount of glory, but it allows you to bring more territories under your control and lets you wield more of your artefacts of power and other enhancements in battle. Which leads us to our next point ...

REASON 3: YOU WILL EMBARK ON EPIC QUESTS AND FILL YOUR VAULT WITH TREASURE

When you first create your Path to Glory army, you must choose their first quest. There are eight quests to choose from, each with its own reward. For example, 'Search for the Artefact' will allow you to gain an additional artefact of power to add to your roster, whereas 'Hunt the Endless Spell' allows you to add one of these powerful malign sorceries to your vault.

The way quests work will be familiar to any player who has fought a battle with a secondary objective – there will be something you have to do on the battlefield to further your quest, such as getting your units into enemy territory before the battle ends. You might complete your quest in just one battle or it might take several. Once you have done so, you earn the specified reward and can choose your next quest to embark upon.



Not only do these quests earn you lots of rewards, they also help frame the narrative of your campaign and battles. For example, in this issue's Battle Report, I chose 'Search for the Artefact' as my first quest. My warband of bloodthirsty Khornate warriors is searching for the 'Talisman of Burning Blood', an artefact of power from the Blades of Khorne battletome. As I knew I would be fighting Lyle's Nighthaunt in the battle report, it inspired the idea that this talisman had found its way deep into Shyish, the Realm of Death, forcing my warband to enact a blood ritual to form a bridge between the two realms and allow them passage. This narrative was born out of the quest I chose, and it really helped frame our battles. Once you and your opponent have chosen your quests, no doubt similar inspiration will strike!

REASON 4: YOU WILL HAVE TO DEAL WITH INJURIES, CASUALTIES AND DEATH

In the aftermath of each Path to Glory battle, players have to roll for each model that is 'slain' in battle to determine if they survive, are injured or are killed. This might sound like a scary proposition at first; indeed, your prized hero might meet an unfortunate demise and be struck from your roster permanently. However, it is this lingering threat of death that makes the warriors who survive to carve out legends for themselves all the more heroic and memorable. Units of multiple models make casualty rolls (where the roll of a 1 sees the unit size reduced until it is recuperated), while your heroes and monsters have an injury table to roll on.

2D6	Injury
2-3	Killed: Remove this unit from your order of battle. If this unit is your warlord, see 'Death of Your Warlord' (pg 316).
4-5	Critical Injury: At the start of your next battle, if this unit is included in your army, it begins the battle with D3 wounds allocated to it that cannot be negated or healed.
6-7	Major Injury: At the start of your next battle, if this unit is included in your army, it begins the battle with 1 wound allocated to it that cannot be negated or healed.
8-11	Minor Injury: No effect.
12	Forged in Battle: This unit gains 2D6 renown points.

What I like about this system of injuries and casualties is that it gives you decisions to make – both on and off the battlefield – that a real general would have to make too; you will have to think twice before sacrificing a valuable unit by charging them into the face of the enemy! Also, after each battle, you'll have to decide if you are going to recuperate your unit by spending precious glory points (the currency of Path to Glory) or if you'll choose for them to sit out the next battle to help them recover.

REASON 5: YOUR WARRIORS GAIN RENOWN, RANKS AND VETERAN ABILITIES

For your warriors who do survive, they'll earn renown points and gain ranks, whereas your heroes will be able to purchase command traits once they have gained enough renown. For your other warriors, there is a selection of veteran abilities they'll be able to receive. These are abilities that can be used once per battle, and you can choose the one that plays to their strengths. For example, hard-hitting melee units would be well-served with the Disciplined Battle-drill ability, which gives them a greater chance of wounding the enemy, or the Devastating Charge ability that, well, makes your charges devastating!

Disciplined Battle-drill: This unit can use this veteran ability once per battle when it is picked to fight in the combat phase. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

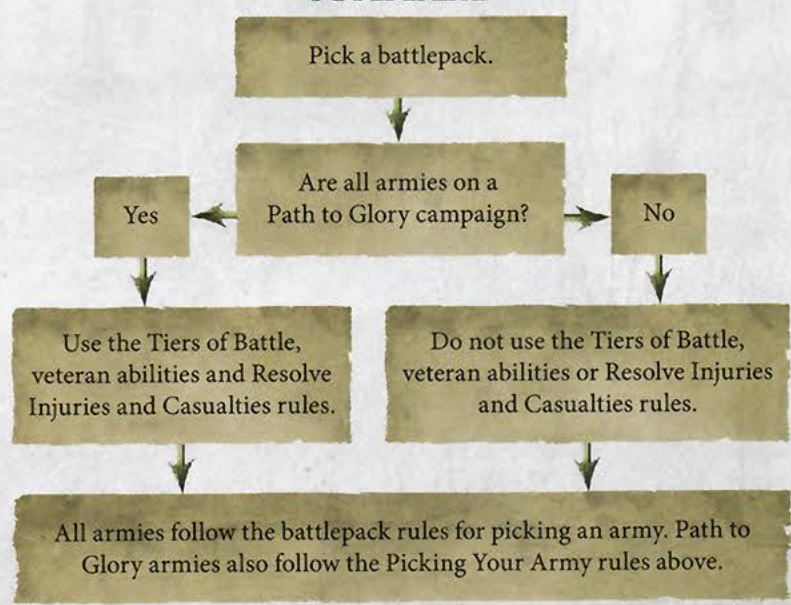
Devastating Charge: This unit can use this veteran ability once per battle after it makes a successful charge. If it does so, pick 1 enemy unit within 1" of this unit. That enemy unit suffers D3 mortal wounds.

These abilities can only be used once per battle, and only one of your units can use one each turn. While this means you'll have to think very carefully about when to employ them, it also means that even the most experienced armies are still simple to use on the battlefield and are not weighed down by extra rules!

REASON 6: ITS OUR MOST FLEXIBLE CAMPAIGN

The new Path to Glory system takes an idea first born in Warcry and carried through to Warhammer 40,000's Crusade and Kill Team: you can take your campaign wherever you like and fight whoever you want. There is a section that details which rules you need depending on who you are battling, including a handy flow chart to guide you.

FIGHTING PATH TO GLORY BATTLES SUMMARY



REASON 7: NEW BATTLETOMES ARE FILLED WITH PATH TO GLORY CONTENT

While the new Core Book includes everything you need to start your journey on the Path to Glory, each of the new battletomes we are releasing contains a swathe of new and exciting rules to bring your campaign to life.

For example, as we already know, death is not the end for the Stormcast Eternals; their souls are taken up to Azyr where they can be reforged upon the fabled Anvil of Apotheosis. To represent this in a Path to Glory campaign, you will be able to resurrect Stormcast Eternals heroes. However, there is a cost to each Reforging, as eventually their souls will begin to fracture and their memories falter.

THE PRICE OF IMMORTALITY

Keep a record of how many times each **STORMCAST ETERNALS HERO** on your order of battle is Reforged. When a **STORMCAST ETERNALS HERO** is Reforged for the second time, their soul begins to fracture, and from then onwards, they cannot gain more than 3 renown points in the aftermath sequence of each Path to Glory battle. If you choose a **HERO** that has been Reforged more than once to be your favoured warrior in step 3 of the aftermath sequence, any extra renown points that could have been gained are lost.

As well as bespoke rules in their battletome, each faction will also get unique territories, quests and veteran abilities. For example, the Orruk Warclans are able to conquer territories of the enemy and later ransack them!

61 DUARDIN MINE

Dem stunties are busy mining like it's the old days or sumfing. For now, we're happy just nikkin' stuff from 'em every once in a while, but if they find sumfing good, we'll raid 'em proper and take it all!

In step 1 of the aftermath sequence, roll a dice. On a 4+, you receive 1 glory point. In addition, keep a tally of how deep the mines go. The tally starts at 0, and you must add D3 to the tally in step 6 of each subsequent aftermath sequence (record the tally on your roster).

Ransack: You receive D6 extra glory points plus a number of glory points equal to this territory's tally.

As someone who is painting up a new Kruleboyz army as I type, this is something I am very much looking forward to! That's not all for battletome content, however, and that brings me to my final reason to play Path to Glory ...

REASON 8: YOU CAN UPGRADE YOUR HEROES' WARSCROLLS!

Command traits aren't the only thing renown unlocks for your heroes. Inside the Path to Glory section of each battletome for the new edition, you will find a table of Heroic Upgrades. These enable you to change the warscroll of a hero in your army to one that is more powerful!

This allows you to tell the tale of an aspiring champion who ascends to true greatness within your ranks. For example, you could have a Knight-Questor who rises through the ranks from lowly beginnings to become a Lord-Celestant. Then, they could be upgraded again to be mounted upon a fearsome Dracoline until, at last, their deeds and prowess grant them the right to ride to war upon a mighty Stardrake!

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Lord-Celestant on Stardrake	Lord-Celestant on Dracoth or Lord-Celestant	35	6
Lord-Celestant on Dracoth	Lord-Celestant	25	4
Lord-Celestant	Knight-Questor or Knight-Heraldor	15	6
Lord-Arcanum on Tauralon	Lord-Arcanum on Dracoline or Lord-Arcanum	35	6
Lord-Arcanum on Dracoline	Lord-Arcanum	20	4
Lord-Arcanum	Knight-Incantor	15	6
Lord-Imperatant	Lord-Celestant	20	4
Knight-Draconis	Any KNIGHT that is not a WIZARD	25	6

CONCLUSION

That brings us to the end of our exploration of the new Path to Glory system, and I hope that it has inspired you to give it a try for yourself (if you are not midway through your first campaign already, that is!).

Here in the Age of Sigmar studio, we have lots of exciting content for Path to Glory planned, and I hope to return to you soon with news of how our own studio campaign has gone in the hallowed pages of this magazine.

Until next time!

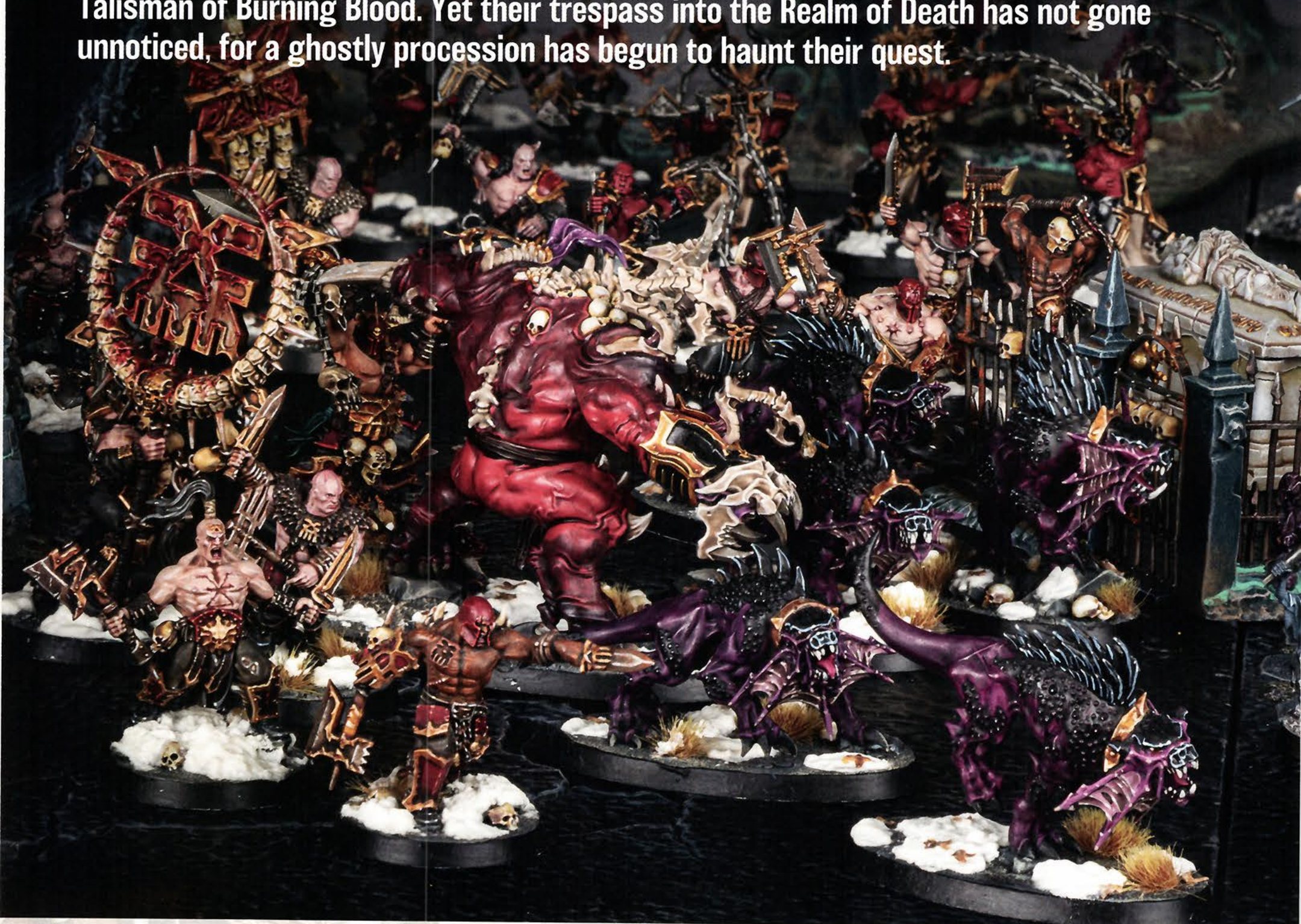
A LITTLE EXTRA READING

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

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QUEST OF BURNING BLOOD

In darkest Shyish, a Khorne warband searches for an ancient artefact known as the Talisman of Burning Blood. Yet their trespass into the Realm of Death has not gone unnoticed, for a ghostly procession has begun to haunt their quest.



Path to Glory! That's what all the cool kids in the office have been talking about recently. Warlords have been springing up all over the realms (and the Warhammer Studio), gathering fledgling armies to their banners ready to begin their campaigns of conquest. But how does a Path to Glory campaign work, we hear you ask? Games developer Sam Pearson covers it pretty neatly in this issue's Rules of Engagement, but we thought it would be cool to delve into the campaign system a little deeper and show it in action with a series of linked games. So, that's what this issue's Battle Report is all about.

Having written the rules for Path to Glory, Sam was keen to join us for the inaugural Battle Report. His army of choice (which is also featured in the *Age of Sigmar Core Book*) is his Blades of Khorne force, led by the chieftain-lord and

PATH TO GLORY

The rules for playing a Path to Glory campaign can be found on page 304 of the *Warhammer Age of Sigmar Core Book*. All the scenarios played in this Battle Report and details of the aftermath sequences from each game can be found there, too.



Exalted Deathbringer Vorgakhos. Having been gifted with a vision of a powerful blood-artefact, he has now set out on a quest to retrieve it from the depths of Shyish. Which is where *White Dwarf* editor Lyle's newly painted Nighthaunt lie in wait for them. The undead revenants who make up Lyle's ghostly procession had very little interest in the deranged cannibals until they came under attack from them. Now, they seek to defend their lands and drive off the invaders.

Over the next few pages, Sam and Lyle will fight the first three games of their Path to Glory campaigns. Sam's quest is Search for the Artefact, while Lyle's is Defend Your Realm. At the end of each battle, they will update their campaign rosters before deciding on a new battleplan to play through. Will the forces of Chaos prevail, or will the legions of Death claim them before they can find the Talisman of Burning Blood?



The air stank of death, thought Vorgakhos. Not the warm, iron tang of the newly dead but the cold, musty smell of the long departed. Nothing existed here but dust and bones and haunted sepulchres. He spat into the dirt and ground the sputum beneath his armoured boot. The earth sparkled faintly with the amethyst grave-sand of Shyish, but, this close to the realm's edge, the concentration of death magic was weak. This pleased Vorgakhos greatly; as a servant of the Blood God, Khorne, he held no truck with magic, sorcery or wizards. True power lay in blades and blood and honourable combat. His eyes glazed over for a moment as he revelled in past slaughters.

'We're through,' said a guttural voice behind him. Vorgakhos turned and regarded Hagroth. The Bloodsecrator's face was hidden behind a heavy brass helm stained red with the blood of countless foes. He stank of sweat and gore and old bones, many of which

hung from the icon of Khorne that he carried into battle. Behind Hagroth, Vorgakhos' warriors shifted in eager anticipation, their blades already drawn. Bare-chested and battle-scarred, the cannibalistic Bloodreavers had followed him without question through the rift that he had created, their minds focused only on carnage and slaughter. Vorgakhos doubted they would find either here in this desolate land. If they ended up fighting each other, so be it – Khorne cares not from whence the blood flows.

'Follow,' said Vorgakhos, and he turned and strode off into the ashen wastes, his huge spear held easily in one massive fist. Images of blood and slaughter invaded his thoughts, but one vision soon eclipsed them all with its fiery majesty. The Talisman of Burning Blood, a god-forged amulet from Aqshy, lost in the dreariness of the Realm of Death. Blood would be spilled. Skulls would be claimed. The Talisman would belong to Vorgakhos.

THE SAGA OF THE BARBARIAN KING



In far Aqshy, north of the Khornate city of Kharkaros, lie the Obsillax Mountains. This volcanic region of black rock is inhabited by many savage beasts and countless warring tribes, all of whom venerate the Blood God, Khorne. Many champions have tried to take power in the region, but all have failed. Even now, their bones litter the slopes of the volcanic peaks, their skulls taken as offerings to Khorne's immense throne. In recent times, however, the chieftain of the Blood Scorpion Tribe – a feared Deathbringer named Vorgakhos – has united eight of the Skullfiend tribes under his blood-drenched banner and has declared the Obsillax Mountains his domain.

Vorgakhos' violent conquests were clearly noticed by a higher power, for the Deathbringer was suddenly beset by visions of a burning talisman drenched in the blood of his enemies. Yet this great prize lay far away in the lands of the dead, beneath the gloomy skies of Shyish. Determined to find the talisman and claim its power for his own, Vargakhos opened a portal to the Realm of Death through dark ritual. The infernal gateway between realms is fuelled by the blood of 888 sacrifices, but even such a powerful blood ritual cannot be sustained for long. With haste, Chieftain-Lord Vargakhos now leads a band of bloodthirsty warriors into Shyish to claim the Talisman of Burning Blood for his own.

NAME	WARSCROLL	COMMAND TRAIT	CORE ENHANCEMENTS / NOTES	INJURIES	RENOWN POINTS	POINTS
Chieftain-Lord Vorgakhos	Exalted Deathbringer	Master Decapitator	Crowncleaver		15	85
Hagroth the Red	Bloodseccator				0	125

NAME	WARSCROLL	VETERAN ABILITIES/ NOTES	REINFORCED	CASUALTY SCORE	RENOWN POINTS	POINTS
The Blood Scorpion Tribe	Bloodreavers [20]		1	0	0	160
The Fangs of Obsillax	Flesh Hounds [5]			0	0	105
The Beast of the Backbone Mountain	Khorgorath [1]			0	0	110

THE FUNERAL PROCESSION OF YOUNG CHARLES SEALTH



In life, Baron Sealth was the lord of an ordinary barony. The small fiefdom survived and even thrived in unremarkable ways. Lord Sealth had but one heir, a young child named Charles. Father loved son as fathers love sons, but young Charles fell ill to a magical malady, and his life was snatched away. After the death of young Charles, Lord Sealth was heartbroken. The baron withdrew from his duties, and the barony plunged into darkness and malaise. Years passed, and the baron's sadness grew stronger, his household becoming afflicted with the baron's endless grief. Lord Sealth's neglect was his great sin, and he did nothing as his barony fell to the wicked and corrupted – to crooks, liars and thieves.

Eventually, time claimed Lord Sealth and his people, but death did not release them from their mourning.

In death, Lord Sealth and his barony exist in a mocking reflection of their life. Lord Sealth eternally leads the funeral procession of young Charles, destined for a final burial ground they can never reach. As they proceed endlessly seeking an unknown graveyard, they leave a path of death in their wake, for nothing can stand in the way of their solemn duty. And as they coldly cut down any unfortunates who stray into their path, the defeated rise again, in thrall to Lord Sealth's grief, as mourners in the funeral procession.

NAME	WARSCROLL	COMMAND TRAIT	CORE ENHANCEMENTS / NOTES	INJURY	REOWN POINTS	POINTS
The Parade Marshal	Guardian of Souls	Ruler of the Spirit Hosts	Beacon of Nagashizzar		15	135

Note: The Guardian of Souls and both Chainrasp Hordes form a Chainguard warscroll battalion.

NAME	WARSCROLL	VETERAN ABILITIES/ NOTES	REINFORCED	CASUALTY SCORE	REOWN POINTS	POINTS
The Sealth Household	Chainrasp Horde [20]		1	0	0	190
The Second Line	Chainrasp Horde [20]		1	0	0	190
Marilloyd's Bandits	Glaivewraith Stalkers [4]			0	0	65



ROUSING THE DEAD

As Chieftain-Lord Vorkakhos leads his Bloodbound horde into Shyish, they cross paths with a Nighthaunt funeral procession. The dead, unwilling to let them pass, prepare to fight.

The Parade Marshal floated languidly above the ground, the lower half of his insubstantial body little more than a swirling mist of spectral magic. The funeral procession had only just begun, yet, to the Parade Marshal, it felt like they had already marched for an eternity in search of the burial ground where Charles Sealth would be laid to rest. Surely the Sealth family's domain could not be this large. Could it? The Guardian of Souls pondered on the vagaries of time and existence as he drifted ever onwards.

As the Chainrasp procession crested a rise in the black ash dunes, a half-ruined tower came into sight. It was surrounded by a forest of dead, twisted trees and shards of rock as dark as onyx. This place, like virtually everywhere in Shyish, felt entirely dead. Nothing stirred. No wind. No rain. No plants grew, no animals breathed. And yet ...

The ethereal flames that burned in the Marshal's eye sockets glowed brighter as he caught a glimmer of movement on the horizon. Humans were trudging through the ashes of aeons, two mighty warriors at the head of their column. One carried a spear, the other a huge totem surmounted by a skull-shaped icon. Even at this distance, the Parade Marshal could sense the aura of violence and rage that surrounded them.

They have no place here, thought the Guardian of Souls. *This is Lord Sealth's land; he would not allow such barbarians to march across it.* Raising his staff high, the Parade Marshal wordlessly directed his followers to form up into a defensive line. The Chainrasps gibbered incessantly as they reformed into untidy ranks, their incorporeal forms floating through each other. A loud bellow nearby caused them to fall silent. The enemy had spotted them. Battle would be joined.



Sam and Lyle choose to play the Sudden Assault battleplan from page 330 of the Core Book as their first fight. They score 1 victory point at the end of each battle round for each quarter of the battlefield they hold in their control.

Sam deploys the Fangs of Obsillax (1) and the Beast of the Backbone Mountain (2) to the west of his deployment zone, while the Blood Scorpion Tribe set up to the east (3) along with Hagroth the Red (4) and Chieftain-Lord Vorgakhos (5).

Lyle places the Chainrasps of the Sealth Household to the west of his territory (6) and the Second Line to the east (7). The Parade Marshal lurks behind both units (8) along with Marilloyd's Bandits (9).

With the Bloodbound hordes racing towards the Nighthaunt procession, the Parade Marshal ordered his followers to spread out and advance towards the ruined tower. The Sealth Household floated to the west of the crumbling edifice, while the Chainrasps of the Second Line advanced to the east, ready to confront the Bloodreavers and their muscle-bound heroes. The Parade Marshal hung back, guarded by a quartet of horse-headed Glaivewraith Stalkers, their halberds held ready.

Across the battlefield, the servants of the Blood God advanced, eager to see the battle joined. The daemonic Flesh Hounds leapt forward, acting as a vanguard on the western flank, with the monstrous Khorgorath following close behind them. Vorgakhos and Hagroth ran east with the Bloodreavers racing alongside them. Yet, as they ran towards the Second Line, the Nighthaunt beat an unexpected retreat, falling back quickly to hide behind the tower and leaving the Khornate heroes awkwardly out of position. The Parade Marshal cackled as his battle plan played out.



Spurred on by a desire to inflict harm on the living, the Chainrasps of the Sealth Household screeched with anguish as they leapt forward on ghostly tendrils. Rusty blades flickered out at the nearby Flesh Hounds, tearing through their daemonic hides to banish three of them back to the Realm of Chaos.

As the remaining demons snapped back at the Chainrasps, the Beast of the Blackbone Mountain smashed bodily into them, crushing several underfoot before the Bloodreavers raced forward to hack and slash at the ethereal beings. Ectoplasm rained down around them as they tore their ghostly foes apart. Under such a frenzied assault, the Chainrasps tried to dissipate back into the magical aether but were held in check by the Guardian of Souls, whose nightmare lantern dragged three of the departed souls back to the fight.

With battle well and truly joined, Vorgakhos raced towards the Chainrasps of the Second Line, but the ethereal creatures evaded him once more, leaving him and the

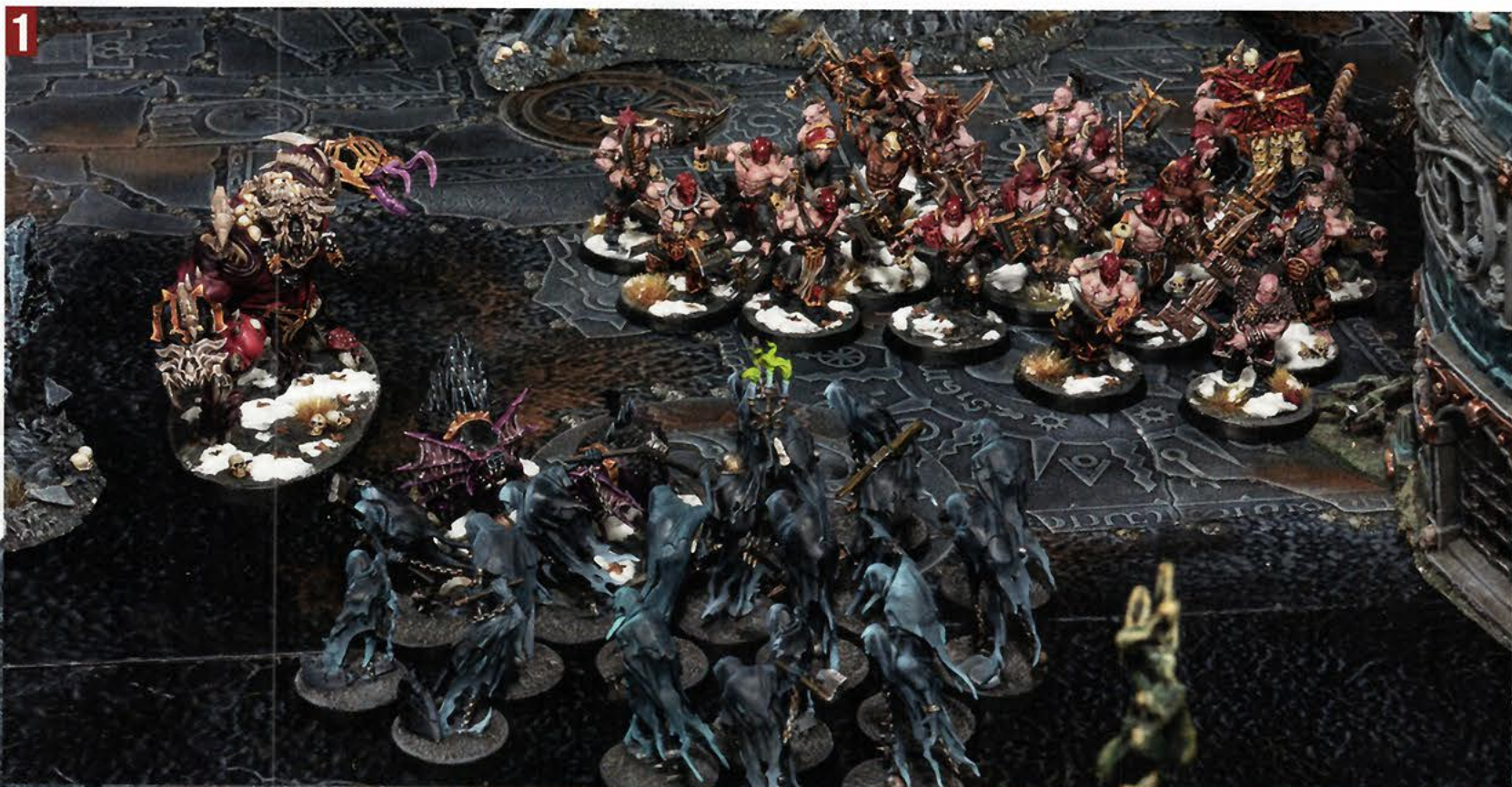
Bloodsecrator stranded on the wrong side of the ruined tower, far from the action. Bellowing his rage to the purple-tinged sky, the Exalted Deathbringer sprinted back around the tower and threw himself into the combat at the same time as the Second Line joined it from the other side. Caught between two waves of undead revenants, the Fangs of Obsillax and Blood Scorpions were virtually wiped out, with only the Bloodreaver Chieftain surviving the onslaught.

Surrounded by Chainrasps, the Beast of the Blackbone Mountain lashed out with its bone tentacles, crushing five of the spectral creatures before devouring their skulls. Nearby, Vorgakhos swept his spear, Crowncleaver, in a wide arc, removing the heads of six of the Chainrasps and ending the reign of terror begun by the Sealth Household. As the Chieftain fell back from the fight to recuperate, the Parade Marshal also retreated away from the violence, intent on securing the land for Lord Sealth. He gestured for the Glaivewraith Stalkers to do the same as the Bloodsecrator also moved to claim territory.

Lyle charges the Sealth Household Chainrasps into the Flesh Hounds (1), being careful to keep them at least 3" away from the Khorgorath so that it can't pile in. Lyle calls an All-Out Attack, giving his Chainrasps +1 to hit, but Sam calls an All-Out Defence. Sadly for Sam, the Chainrasps still destroy three of the daemonic hounds and suffer only one casualty in return.

In his own turn, Sam charges the Khorgorath into the Chainrasps (2) and makes an impressive 10" charge for the Bloodreavers to join the combat. Calling an All-Out Attack, the Bloodreavers tear apart eight Chainrasps, while the Flesh Hounds kill one and the Khorgorath four. Four Bloodreavers are stabbed to death in return.

The Second Line joins the fight and tears apart the Bloodreavers, leaving just the unit Chieftain alive (3). However, the Sealth Household is then wiped out by the Khorgorath.



3

'My Exalted Deathbringer is spending his Finest Hour staring at a tower ...' - Sam

Vorgakhos and Hagroth find themselves on the wrong side of the tower from the action (4). Sam calls Their Finest Hour on Vorgakhos and subsequently fails his charge, wasting it.

The Exalted Deathbringer slowly trudges round the tower to join the action. In the subsequent combat phase (and in a fit of rage), he rips apart six Chainrasps (5).

Marilloyd's Bandits retreat to hold the south-east board quarter (6), while the Parade Marshal moves into the south-west board quarter to hold it (7). Hagroth moves to hold the north-east corner.

4



5



6



7

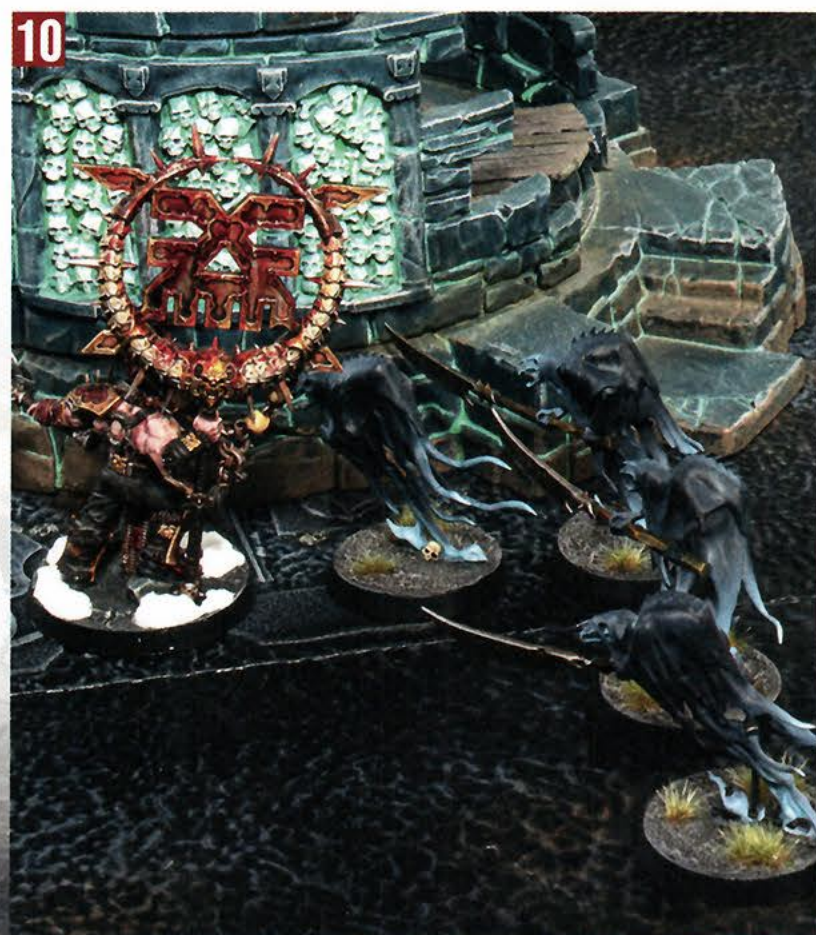


With most of his followers now dead or dying, Vorgakhos launched himself into the fray, lashing out at the Nighthaunt surrounding him with his spear. Nearby, the Khorgorath was dragged to the ground, its bone tentacles thrashing madly as the undead creatures stabbed at its mutated form. Blood energy welled up around the fight, and Hagroth channelled it through his totem to summon a unit of Flesh Hounds to the battlefield. Slick with gore, they charged into the Second Line just as Vorgakhos disappeared beneath them. Their sudden assault almost wiped out the Chainrasps, but the Nighthaunt were not so easily defeated. Nightmare lantern raised high, the Parade Marshal summoned his banished charges back from their graves to fight once more. Against such overwhelming odds, Hagroth and the Flesh Hounds finally retreated. The battlefield had been reclaimed for Lord Sealth.



The Chainrasps butcher the Khorgorath (8). Vorgakhos slays ten of the undead creatures over the next two rounds of combat, but he is finally dragged down by sheer weight of numbers.

Sam uses his accumulated Blood Tithe points to summon a unit of Flesh Hounds (9). He wedges them between the Parade Marshal and Marilloyd's Bandits. In response, the Glaivewraith Stalkers race into the north-east quarter of the board to fight Hagroth the Red and deny him that quarter (10). They wound him once, and he kills one spirit in return.



'Oh yes, the ghosts are gonna get you good now.' - Lyle

The newly arrived Flesh Hounds charge the Second Line and devour three Chainrasps (11). Lyle casts Spectral Lure on the depleted unit. Because of the Chainguard host and the Beacon of Nagashizzar carried by the Guardian of Souls, he returns the unit to its starting strength of twenty! The Chainrasps easily finish off the Flesh Hounds and last Bloodreaver.



FINAL VICTORY POINTS

6

9

A REALM SUCCESSFULLY DEFENDED!

With the warriors of Khorne beating a retreat from the vengeful spirits of Lord Sealth's household, Sam and Lyle discuss their first battle and conduct their first aftermath sequences.

BLADES OF KHORNE

Sam: Who put that giant tower in the middle of the battlefield, eh? Oh yes, that was me! At first, it didn't seem like a major obstacle, but when Lyle used Redeploy to move his Chainrasps away from my Exalted Deathbringer early in the game, it really highlighted how much of a problem the tower was for my slow-moving warriors. Just that one little action kept Lyle's unit in the game and my heroes out of it – it was a good move well played, and it probably won Lyle the game. Saying that, though, the first rounds of combat definitely went my way, and, between the Khorgorath, the Flesh Hounds and the Bloodreavers, I almost wiped out the Sealth Household Chainrasps. I really thought Lyle had overextended his forces and committed the Chainrasps too early, but I hadn't reckoned on his combination of command trait, magic and warscroll battalion. Lyle targeted the Flesh Hounds and wiped them out, leaving me unable to unbind the spells cast by his Guardian of Souls, who proceeded to resurrect most of the Nighthaunt I'd already killed.

My uneventful aftermath sequence saw few injuries suffered and little renown gained. However, five casualties were inflicted on my unit of Bloodreavers, reducing them to fifteen for the next battle.

NIGHTHAUNT

Lyle: Phew! Well, that was definitely a tough first game! After racing my army forward on the first turn to claim territory, Sam did mention that he thought I'd got a bit keen and committed my forces too early. I don't like to go back on a move (I'd taken my hand off the pieces!), so I stubbornly stuck to my guns and said it would all be fine – I had a plan. That may or may not have been true! I often start my battles quite aggressively, getting right up into the face of the enemy, which, in hindsight, might have been a bad idea against an army of axe-wielding, bloodthirsty lunatics. In the end, however, my Guardian of Souls did an admirable job of keeping the Chainrasps alive while they methodically stabbed and slashed their way through the Flesh Hounds (twice!), Khorgorath, Bloodreavers and even an Exalted Deathbringer!

I'm both pleased and surprised that I completed my first quest after my first game. Because Sam conceded in the fourth battle round, I was able to consolidate all my units back into my starting territory and complete my quest outright. I also resurrected a few more Chainrasps to avoid casualty rolls. The big news in my aftermath sequence was generating a Realmstone Reserve, which will (hopefully) bring me much glory in the future.

STEP 1: EARN GLORY POINTS

- 5 glory points earned for fighting a 600-point Path to Glory battle. ▲ 10

STEP 2: RESOLVE INJURIES AND CASUALTIES

- Chieftain-Lord Vorgakhos: minor injury.
- The Beast of the Blackbone Mountain: minor injury.
- The Fangs of Obsillax: casualty score 2.
- The Blood Scorpion Tribe: casualty score 5.

STEP 3: GAIN RENOWN POINTS

- Hagroth the Red gains 1 renown.
- The Beast of the Blackbone Mountain gains 1 renown for being a favoured warrior.
- No units increase in rank.

STEP 4: COMPLETE QUESTS

- Search for the Artefact: incomplete. Sam spends 1 glory point to increase his quest points score by one. ▼ 9

STEP 5: MANAGE YOUR STRONGHOLD

- Nothing to add at this stage.

STEP 6: MANAGE YOUR TERRITORIES

- Sam generates Barren Wastes, which cannot be added as a new territory.

STEP 7: MANAGE YOUR ORDER OF BATTLE

- 5 glory points spent adding a unit of 5 Wrathmongers (the Hateful Anointed). ▼ 4

TOTAL REMAINING GLORY POINTS:

4

STEP 1: EARN GLORY POINTS

- 5 glory points earned for fighting a 600-point Path to Glory battle. ▲ 10
- 3 glory points earned for a major victory. ▲ 13
- 1 glory point earned for warlord surviving. ▲ 14

STEP 2: RESOLVE INJURIES AND CASUALTIES

- The Sealth Household: casualty score 4.

STEP 3: GAIN RENOWN POINTS

- The Parade Marshal gains 1 renown, plus an additional 1 renown for holding a table quarter.
- Marilloyd's Bandits gain 1 renown, plus an additional 1 renown for holding a table quarter.
- The Second Line gains 1 renown and an additional 1 renown for holding a table quarter, plus a further 3 renown for being favoured warriors.
- No units increase in rank.

STEP 4: COMPLETE QUESTS

- Defend Your Realm: complete. Lyle gains 10 glory points for completing his quest. ▲ 24
- Lyle picks Master Magical Lore as his new quest.

STEP 5: MANAGE YOUR STRONGHOLD

- Nothing to add at this stage.

STEP 6: MANAGE YOUR TERRITORIES

- Lyle spends 10 glory points to add the Realmstone Reserve to his territories. ▼ 14

STEP 7: MANAGE YOUR ORDER OF BATTLE

- 4 glory points spent adding a unit of 3 Spirit Hosts (the Lost). ▼ 10
- 3 glory points spent adding a Knight of Shrouds (Lord Sealth). ▼ 7

TOTAL REMAINING GLORY POINTS:

7



THE TRAP IS SPRUNG

His inglorious retreat harried by the funeral procession of Charles Sealth, Vorgakhos searches for a new route across the ash wastes when a narrow defile causes a spark of tactical inspiration.

Vorgakhos was apoplectic with rage. Blood stained both of his huge hands. It was not his own, nor that of his incorporeal foes but that of his own warriors. Following his hasty retreat from the Nighthaunt, a couple of the bolder Bloodreavers had thought to challenge his rule of the warband. He had resolved the situation without even swinging his blade, tearing their throats out with his bare hands. The other Bloodreavers had descended upon the fresh corpses like a flock of vultures, hacking warm meat from the bone and devouring it eagerly. Hagroth had watched on in silence, his face hidden behind his helm.

With order restored, Vorgakhos had stormed wordlessly off into the ash wastes, his anger and aggression palpable. He could hear the Talisman of Burning Blood calling to him across the wastes, but every time he steered his warband towards it, the

Nighthaunt that shadowed his advance drew closer. They seemed to have increased in number, too, Spirit Hosts swirling above the moaning Chainrasps. Fortunately, Vorgakhos' own force had also grown. The Hateful Anointed had pushed their way through the rift he'd created and followed the scent of blood to join the rearguard of his warband. The Wrathmongers would almost certainly prove invaluable in battle.

It was as he led his warriors through a narrow gorge that Vorgakhos was struck by a thought: the Nighthaunt were sustained by their lords and heroes – slay them, and the accursed magic that held the procession together would unravel. If he could draw the undead into a trap, he could surround them and annihilate the vengeful spirits that led them. He ran his thumb down the blade of Crowncleaver, drawing flesh blood, and then began looking for a suitable ambush site.

WHITE DWARF HOBBY BINGO! 2022 #WhiteDwarf #hobbybingo

Name: _____

A1 10 pts HERO OR CHARACTER Expert Level: Warhammer 40,000	B1 10 pts FORTIFICATION OR SCENERY Expert Level: Warhammer 40,000	C1 10 pts HERO OR CHARACTER Expert Level: Warhammer Age of Sigmar	D1 10 pts KITBASHED MODEL Expert Level: Warhammer Age of Sigmar	E1 10 pts LORD OF WAR OR BEHEMOTH Expert Level: Warhammer Age of Sigmar
A2 10 pts UNIT OF 5+ MODELS Expert Level: Any System	B2 10 pts UNIT OF 2+ MODELS Expert Level: Warhammer Age of Sigmar	C2 10 pts VEHICLE OR MONSTER Expert Level: Warhammer 40,000	D2 10 pts UNIT OF 2+ MODELS Expert Level: Warhammer Underworlds	E2 10 pts UNIT OF 10+ MODELS Expert Level: Warhammer 40,000
A3 10 pts UNIT OF 10+ MODELS Expert Level: Warhammer Age of Sigmar	B3 10 pts KITBASHED MODEL Expert Level: Warhammer 40,000	C3 10 pts ANY MODEL Expert Level: Any System	D3 10 pts VEHICLE OR MONSTER Expert Level: Warhammer Age of Sigmar	E3 10 pts FORTIFICATION OR SCENERY Expert Level: Warhammer Age of Sigmar
A4 10 pts UNIT OF 2+ MODELS Expert Level: Warhammer 40,000	B4 10 pts VEHICLE OR MONSTER Expert Level: Warhammer Age of Sigmar	C4 10 pts UNIT OF 5+ MODELS Expert Level: Kill Team	D4 10 pts UNIT OF 10+ MODELS Expert Level: Warhammer 40,000	E4 10 pts HERO OR CHARACTER Expert Level: Warhammer 40,000
A5 10 pts LORD OF WAR OR BEHEMOTH Expert Level: Warhammer 40,000	B5 10 pts UNIT OF 10+ MODELS Expert Level: Warhammer Age of Sigmar	C5 10 pts HERO OR CHARACTER Expert Level: Warhammer Age of Sigmar	D5 10 pts UNIT OF 5+ MODELS Expert Level: Warcry	E5 10 pts VEHICLE OR MONSTER Expert Level: Warhammer 40,000

SCORING: Box 10 points, Line (Horizontal, Vertical or Diagonal) 50 points, Entire Grid 150 points

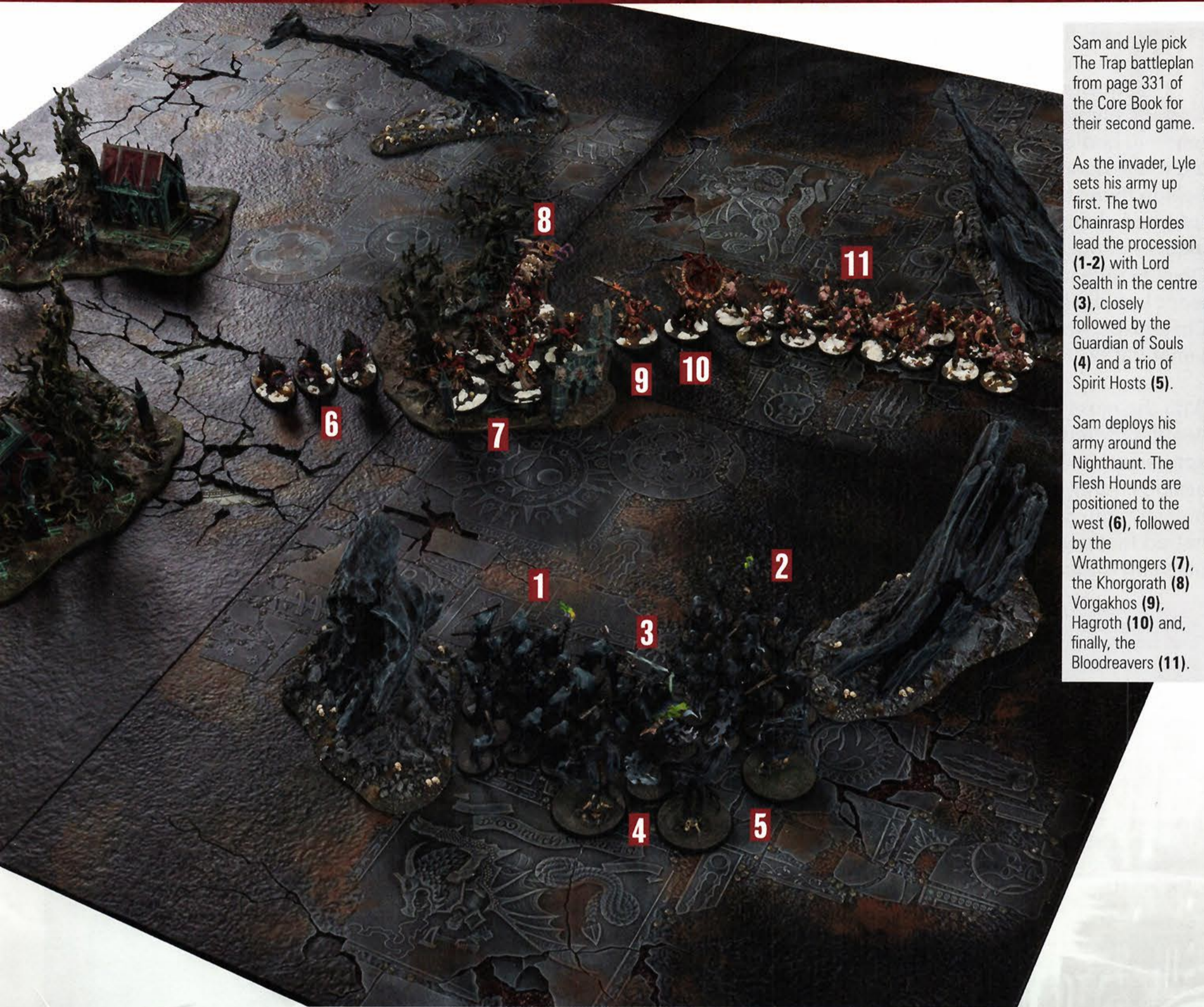
Box	Models Painted	C3
A1		C4
A2		C5
A3		D1
A4		D2
A5		D3
B1		D4
B2		D5
B3		E1
B4		E2
B5		E3
C1		E4
C2		E5

THE INVIDIAN WAR CAMPAIGN



PLAYERS

PLAYER A	PLAYER B	PLAYER C	PLAYER D
Name:	Name:	Name:	Name:
Lineage:	Lineage:	Lineage:	Lineage:
Faithful Servant Points:	Faithful Servant Points:	Faithful Servant Points:	Faithful Servant Points:



Sam and Lyle pick The Trap battleplan from page 331 of the Core Book for their second game.

As the invader, Lyle sets his army up first. The two Chainrasp Hordes lead the procession (1-2) with Lord Sealth in the centre (3), closely followed by the Guardian of Souls (4) and a trio of Spirit Hosts (5).

Sam deploys his army around the Nighthaunt. The Flesh Hounds are positioned to the west (6), followed by the Wrathmongers (7), the Khorgorath (8) Vorgakhos (9), Hagroth (10) and, finally, the Bloodreavers (11).

With Lord Sealth now leading the funeral procession, the Nighthaunt entered the narrow defile in pursuit of the Blades of Khorne. The blood-crazed invaders had once again strayed into the Sealth household's domain, and the vengeful Knight of Shrouds would not allow them to interrupt proceedings – not on this day of all days.

As they emerged from the gorge, rock walls sprouting up on either side of them, the Nighthaunt suddenly found themselves confronted by the warriors they had been following. Rather than fleeing, their quarry had turned to fight, using the gorge's walls to mask their movements. With barely a minute to organise his procession, Lord Sealth floated swiftly backwards as his Chainguard host flowed forwards, blocking the entrance to the gorge. They were packed in close. The Chainrasps shrieked and screeched as the Blades of Khorne raced towards them, bellowing praise to the Blood God. Battle was joined with a clash of rusty blades and blood-stained cleavers.



Wrath-flails swinging violently, the Hateful Anointed slammed into the Chainrasps of the Sealth Household with savage fury, smashing and pummeling the spectral creatures until their ethereal bodies ruptured and their disembodied skulls fell to the floor to be ground beneath armoured boots. Beside them, the Beast of the Backbone Mountain thrashed about itself with giant fists, devouring those unlucky enough to be caught in its grasp. The Fangs of Obsillax, already under-strength from the previous battle, leapt into the gorge but were easily banished by the Chainrasps, who recovered from the sudden assault with unnatural swiftness.

With the ranks of his procession greatly reduced, Lord Sealth ordered the Parade Marshal to draw the broken spirits back to the fight. Nightmare lantern glowing with arcane energy, the Guardian of Souls found his spell momentarily disrupted by the roiling waves of anger and hatred that poured from the Bloodsecreator's icon. Pushing his mind through the red mist, the Parade Marshal raised

his lantern high and dragged the tormented spirits of the Sealth Household back to the battlefield, where they unleashed their misery and spiteful vengeance upon the living once more.

Seeing his warriors losing their advantage, Chieftain-Lord Vorgakhos raced into the fight, bellowing praise to Khorne and vowing to claim many skulls in his name. His Bloodreavers ran into combat beside him, their swords and axes causing little damage to the already-dead Chainrasps who swirled about them, slashing arteries and throttling the unwary. With Hagroth's mighty icon to the Blood God blazing above him, Vorgakhos waded his way through the ghostly creatures, his spear reaping a fearful toll as he made his way towards Lord Sealth. The Knight of Shrouds, unwilling to fight such a powerful warrior, darted back through his own ranks, stabbing a Wrathmonger through the heart as he floated past. The flail-wielding warriors continued to pulverise the Chainrasps of the Sealth Household, but they were beginning to struggle against the never-ending tide of gheists.

In this battle, Lyle gains one victory point for each unit still alive at the end of each battle round, while Sam gains two for each unit he destroys. Sam goes on the offensive to try and cause as much damage as possible, moving all his unit up to fight **(1)**.

Sam rolls an 11 for the Wrathmongers' charge, enabling them to assault the Sealth Household Chainrasps on Lyle's eastern flank. Meanwhile, the under-strength Flesh Hounds and Khorgorath attack the Second Line **(2)**. Vorgakhos fails not only his charge, but also his Forward to Victory re-roll.

The Wrathmongers smash apart eight of the Sealth Household with their wrath-flails, losing only one of their number in return (who kills another Chainrasp as he dies!). The Flesh Hounds are wiped out by the Second Line after Lyle calls an All-Out Attack with them. The Khorgorath kills a paltry two Chainrasps with its return attacks.



3



'My Wrathmongers are making an impressive debut.' - Sam

Following the carnage of the first turn, Lyle casts the Guardian of Souls' Spectral Lure on the Sealth Household. Sam forces him to reroll the dice because of the Bloodsecreator's presence, which makes Lyle's casting roll higher! Despite using Heroic Willpower with Vorgakhos, Sam is unable to unbind the spell, and the Sealth Household return to sixteen strong! The Wrathmongers begin killing them all over again (3).

In the second battle round, the Khorgorath is slain. The Bloodreavers and Exalted Deathbringer take its place (4), destroying eight of the Second Line Chainrasps between them (and with Vorgakhos on his Finest Hour, too!) but also suffering eleven casualties in return.

4



5



For every Chainrasp Vorgakhos killed, another took its place, summoned back to the battlefield by the undead wizard who lurked behind them. Frustrated by the never-ending tide of spectral creatures, the Exalted Deathbringer descended into a rage so furious that even the Nighthaunt became fearful. Lashing out with Crowncleaver, Vorgakhos slashed through foe after foe, plunging his way through their ranks to get to his most hated enemies.

Seeing his procession crumbling, Lord Sealth glided over the fight and thrust his blade towards the Deathbringer. So consumed by rage was Vorgakhos that he did not feel the sword pierce his side nor his chest a moment later. Lashing out with his spear, he skewered the Knight of Shrouds, causing the gheist to detonate violently in a cloud of dust. In the confusion, Vorgakhos stumbled away from the fight, Hagroth close behind him, as the Nighthaunt swept back into the gorge, ready to defend their land once more.

With the Nighthaunt ranks thinning (5), Lyle brings his Spirit Hosts and Lord Sealth into the fight. He charges Lord Sealth into Vorgakhos, while the Spirit Hosts fly over the combat to attack Hagroth (6). Lyle fails to kill either hero, but the Chainrasps finally finish off the Wrathmongers.

Sam uses Heroic Recovery to regain Vorgakhos' lost wounds and then uses his Blood Tithe points to play Apoplectic Frenzy on the Deathbringer. Vorgakhos fails to slay Lord Sealth, and he is once again dragged to his doom by the resurrected Chainrasp Hordes.

6



FINAL VICTORY POINTS

2

22

THE AMBUSER, AMBUSHED!

With his ambush failed and his forces in disarray, Chieftain-Lord Vorgakhos looks for another way to reach the Talisman of Burning Blood. Meanwhile, Sam and Lyle complete their post-game paperwork.

BLADES OF KHORNE

Sam: Oh dear! Here I was thinking that I was the ambusher when, in fact, it was Lyle who'd laid a trap for me! Lyle fought that battle exceptionally well, using the terrain to his advantage to stop me getting to his heroes. I needed to fight anything but Chainrasps, and that's all I ended up fighting! The key to victory with this battleplan is to strike fast and score early as the ambusher, but the Chainrasps just wouldn't die, despite the best efforts of my Wrathmongers. They almost smashed their way through the Sealth Household before they all came back. No thanks to my Bloodsecrator, either, who made Lyle reroll the casting dice, only to score higher, making it virtually impossible for my Deathbringer to unbind it. I call shenanigans ...

My post-battle sequence was a little more noteworthy this time around. Both Vorgakhos and the Beast of the Blackbone Mountain sustained severe injuries, but Hagroth earned seven renown points after becoming Forged in Battle. All my units took casualties, with my poor Flesh Hounds now reduced to just two in number. However, the Khorgorath is now a veteran unit, so, hopefully, I can cause some extra damage with it in the final battle.

STEP 1: EARN GLORY POINTS

- 5 glory points earned for fighting a 750-point Path to Glory battle. ▲ 9

STEP 2: RESOLVE INJURIES AND CASUALTIES

- Chieftain-Lord Vorgakhos: critical injury.
- Hagroth the Red: Forged in Battle.
- The Beast of the Blackbone Mountain: major injury.
- The Fangs of Obsillax: casualty score 3.
- The Blood Scorpion Tribe: casualty score 7.
- The Hateful Anointed: casualty score 2.

STEP 3: GAIN RENOWN POINTS

- Chieftain-Lord Vorgakhos gains 1 renown for slaying Lord Sealth.
- The Beast of the Blackbone Mountain gains 6 renown for being a favoured warrior. It becomes a veteran unit and gains the Devastating Charge ability.

STEP 4: COMPLETE QUESTS

- Search for the Artefact: incomplete. Sam spends 1 glory point to increase his quest points score by one. ▼ 8

STEP 5: MANAGE YOUR STRONGHOLD

- Nothing to add at this stage.

STEP 6: MANAGE YOUR TERRITORIES

- Sam generates Borderlands but chooses not to add it as a new territory.

STEP 7: MANAGE YOUR ORDER OF BATTLE

- 6 glory points spent reinforcing the Hateful Anointed up to 10 models. ▼ 2

TOTAL REMAINING GLORY POINTS:

2

NIGHTHAUNT

Lyle: I think I got a bit lucky in this game. Sam has a few ways to stop my spells, but using Heroic Willpower means not being able to use Heroic Leadership (which both of us used nearly every turn). His most valuable unit in this respect is his Flesh Hounds, so I made a point to target them in the first round of combat. With Khorne's dogs out of the way, I was able to cast spells more freely, which the Guardian of Souls did exceptionally well, bringing back the entire Sealth Household (minus campaign casualties) with a flick of his wrist and completing another quest in a single game. What a legend!

Something also worth noting – I loved the look and feel of this battle. The scenery arrangement was really evocative of an ambush, and I genuinely felt like my Nighthaunt were trapped and had a desperate fight on their hands.

Campaign-wise, I once again avoided making too many casualty rolls by resurrecting my Chainrasps once Sam's forces were defeated. Plenty of my units gained renown once again but still no rank increases. I also added a barracks to my stronghold so that I could include the Black Coach in my battle roster for the final 900-point game.

STEP 1: EARN GLORY POINTS

- 5 glory points earned for fighting a 750-point Path to Glory battle. ▲ 12
- 3 glory points earned for a major victory. ▲ 15
- 1 glory point earned for warlord surviving. ▲ 16
- 2 glory points earned from the Realmstone Reserve. ▲ 18

STEP 2: RESOLVE INJURIES AND CASUALTIES

- Lord Sealth: minor injury.
- The Sealth Household: casualty score 4.
- The Second Line: casualty score 1.

STEP 3: GAIN RENOWN POINTS

- The Parade Marshal gains 1 renown, plus an additional 1 renown for surviving the ambush.
- The Sealth Household gain 1 renown, plus an additional 1 renown for surviving the ambush.
- The Second Line gain 1 renown, plus an additional 1 renown for surviving the ambush.
- The Lost gain 1 renown, an additional 1 renown for surviving the ambush, plus a further 1 renown for being favoured warriors.
- No units increase in rank.

STEP 4: COMPLETE QUESTS

- Lyle spends 1 glory point to complete the Master Magical Lore quest, adding the spell Spirit Drain to his vault. ▼ 17
- Lyle picks Search for the Artefact as his new quest.

STEP 5: MANAGE YOUR STRONGHOLD

- Lyle spends 5 glory points to add a barracks to his stronghold, increasing his unit limit by 2. ▼ 12

STEP 6: MANAGE YOUR TERRITORIES

- Lyle generates Small Settlement but chooses not to add it as a new territory.

STEP 7: MANAGE YOUR ORDER OF BATTLE

- 6 glory points spent adding the Black Coach (the Last Ride). ▼ 6

TOTAL REMAINING GLORY POINTS:

6



THE BLOOD RITUAL

Unable to reach the resting place of the Talisman of Burning Blood, Vorgakhos begins a blood ritual to summon daemons to aid him in his quest. Lord Sealth must act fast or risk his lands being defiled.

Lord Sealth watched mournfully as the barbaric humans erected an altar to their blood-crazed deity. It was an ugly thing, all brass and blades, surmounted by an icon that made his bones itch. He could sense ... something ... in the air. Not magic, but something more primal. His enemies – for that was what they were now – were conducting a ritual. Had they departed his lands, he would have let them go, for – vengeful as he was – the funeral procession of Young Charles was foremost in his mind. Now, these trespassers not only defiled his land, they had placed their vile altar right in the path of his procession.

Drifting around on a chill breeze, the Knight of Shrouds turned to face his entourage. His Chainguard – his faithful retainers – were unusually silent, holding their own council. The Parade Marshal floated in their midst, shrouded in ethereal green energy. Four

Glaivewraith Stalkers bobbed around him like marionettes, their halberds held at the ready, their equine faces chattering quietly. Behind them all loomed the Last Ride – the Black Coach that carried Young Charles' remains. Despite having wheels and skeletal horses to pull it, the coach floated several feet above the ground, suspended by the will of the Cairn Wraith who sat in the driver's seat.

Lord Sealth would have sighed had he still been alive. Misery surrounded him, but now vengeance occupied his thoughts too. It shrouded him like a cape, and the flames that burned in his eyes turned dark. The men who barred his way would pay for their insolence with their lives. Raising his blade, Lord Sealth, the last of his line, led the funeral procession down the shallow hill and onto the ash plains once more. Death would be the only outcome of this day's endeavours.

Vorgakhos let the body of the Bloodreaver he'd sacrificed fall to the ground. The man's blood ran into the channels around the altar, creating sparks of energy that burned with a crimson light. The sacrifice was a poor one – an enemy's blood would have been better – but the Nighthaunt did not bleed, and Vorgakhos' time in Shyish was running short. Even now, he could see the Nighthaunt procession drifting across the plains to where he was performing his ritual. Perhaps their brutal demises would please the Blood God. There was certainly no harm in trying.

Bellowing his commands, the Exalted Deathbringer ordered the Blood Scorpion tribe to head east and protect one of the ritual site's nexus points. With a growl, he sent the Fangs of Obsillax west to hold the other nexus point. The rest of his forces he kept close about him. The Nighthaunt would no doubt try to advance along the main road straight towards the ritual site, so that was exactly where he wanted to be. Shouting for the Hateful Anointed to follow him, Vorgakhos broke into a run, his bloodshot eyes fixed firmly on the Black Coach flying towards him.



Sam and Lyle pick The Ritual (page 332 of the Core Book) as their final battle.

The ritual site is placed in Sam's territory (A), and two arcane repositories (B-C) are placed to

either side of the middle of the board. Lyle will need to capture these to stop the ritual.

As the disruptor of the ritual, Lyle sets up his army first. He places his Black

Coach in the centre of his battle line (1) with Lord Sealth (2) to one side and the Parade Marshal (3) to the other. The Sealth Household (4) is deployed left of centre, while the Second Line (5) is

placed to the right. Marilloyd's Bandits are deployed on the western flank (6).

Sam responds by placing the remaining Flesh Hounds on his western flank (7). He places the Khorgorath

(8), Vorgakhos (9), Hagroth (10) and the Hateful Anointed (11) in the centre of the battlefield, close to the ritual site.

He places the Bloodreavers on the eastern flank (12).

'Two Flesh Hounds to hold an entire flank. Wish me luck, people!' - Sam

Blades drawn, teeth bared and flails swinging, the Bloodbound warriors of the Obsillax Mountains raced towards the oncoming funeral procession of Young Charles Sealth, intent on absolute carnage. No enemy blood would be spilled this day, but skulls would be taken for the Skull Throne or else crushed beneath iron heels.

The Blood Scorpion tribe ran to hold one of the outlying ritual sites, while the last two Flesh Hounds of the Fangs of Obsillax snarled ferociously at the Glaivewraith Stalkers, who floated languidly towards them. Confident that his forces could hold the enemy at bay, Vorgakhos threw caution to the wind and unleashed the rage that had been building in him for so long. With an enraged cry, he slammed his enchanted spear into the chest of the Cairn Wraith driving the Black Coach, causing the spectre to wail in agony. Thrusting again, Vorgakhos smashed through the traces, tearing one of the skeletal steeds in half and gouging a chunk out of the bodywork. The coach shuddered as he struck it again and again.

The wave of ethereal energy that hit the Exalted Deathbringer was so powerful and full of rage that it knocked him to the ground. Dazed, Vorgakhos barely had time to reach for his spear as Lord Sealth descended upon him to defend his son's body. The Knight of Shrouds struck once and only once, his blade piercing the Deathbringer's heart.



Lyle chooses for Sam to take the first turn. Sam promptly runs his Bloodreavers onto the easternmost objective (1) and the Flesh Hounds onto the westernmost one (2). He moves the rest of his forces towards the Nighthaunt lines, spreading them wide to prevent the Black Coach flying over them to claim the ritual site.

Lyle responds by advancing all of his units forward in a line (3), the Sealth Household advancing to the west alongside the Glaivewraith Stalkers. Much to his annoyance, Lyle fails all of his rolls for the Black Coach's Evocation of Death ability.



Sam wins the roll-off for priority in the second round and pile-drives his Wrathmongers into the Second Line, while Vorgakhos takes on the Black Coach

(4). With eight Wrathmongers now in the unit, Sam causes twelve casualties on the Chainrasps for the loss of one Wrathmonger, while his Deathbringer

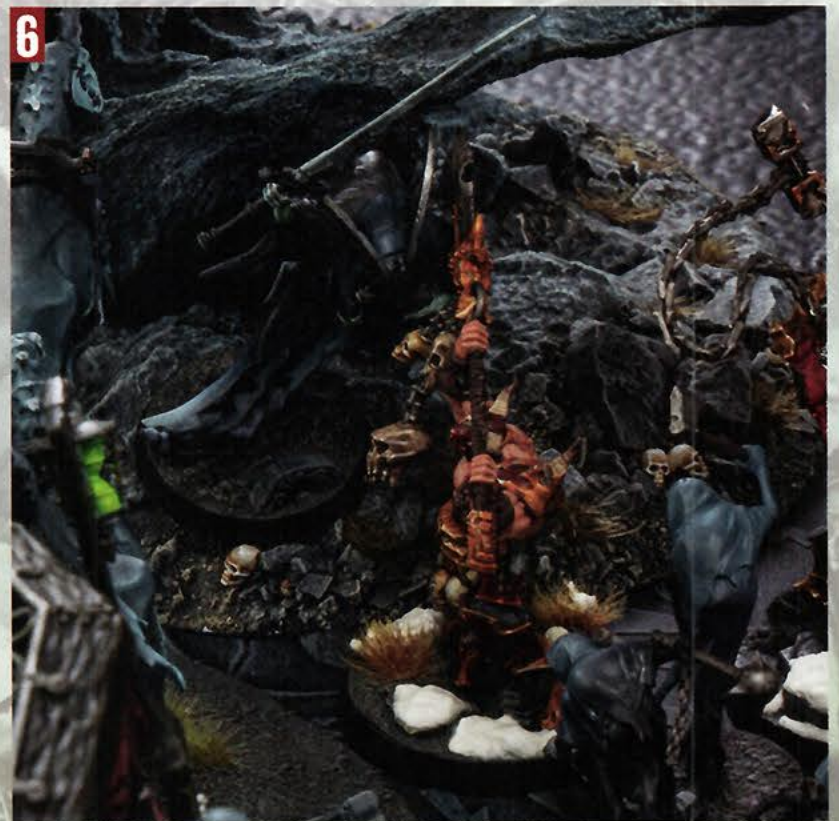
inflicts four wounds on the Black Coach.

The Flesh Hounds charge the Glaivewraith Stalkers and somehow survive the combat **(5)!**

Lord Sealth charges Vorgakhos **(6).** He causes four wounds on the charge with his Wave of Terror and then slays the Deathbringer in the combat phase.



'It seems the power has drained out of my Black Coach.' - Lyle



Sam uses two Blood Tithe points to summon a unit of five Bloodletters to defend the ritual site (7). He retreats the last Flesh Hound from combat (8) to give him at least some chance of unbinding spells.

The Bloodreavers charge the Black Coach (9), which proves to be a very poor tactic indeed. Sam chooses to fight with the Wrathmongers against the Second Line first, wiping them out and killing Lord Sealth in the process. But the Bloodreavers are utterly destroyed by the Black Coach! The two surviving units then turn on each other (10).

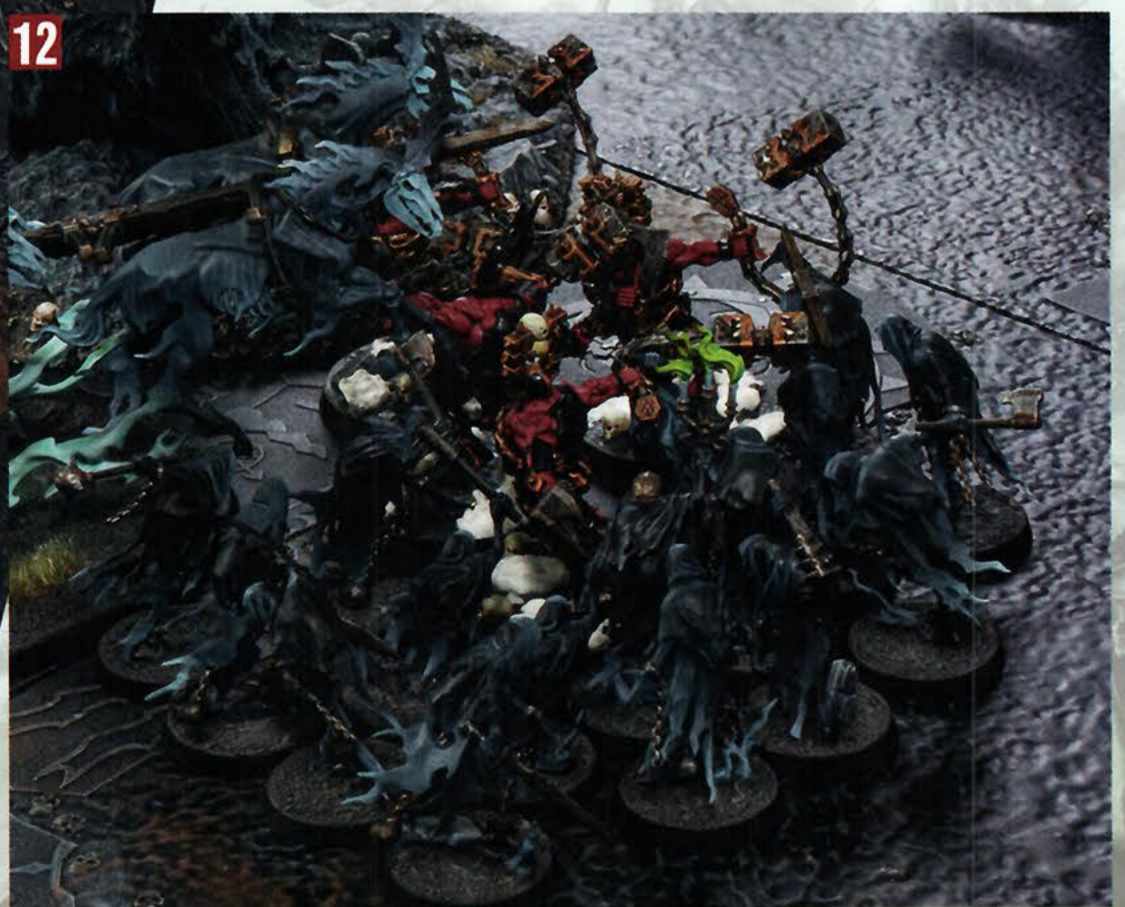
Lyle uses the Spectral Summons command ability to bring the Sealth Household Chainrasps back to the centre of the board (11) before charging them into the Wrathmongers in a bold move that finally puts an end to the Khorne warriors' berserk rampage across the board (11).

With their warlord wounded, possibly dead, the Blood Scorpion tribe raced into the fight, eager for glory. Should one of them succeed where their leader had failed, they could become the new chieftain. Their dreams of bloody reaving were cut brutally short as they ran towards the Black Coach, blades raised. Spectral guardians burst forth from the unearthly war machine, rusted blades and razor-sharp claws tearing at the Bloodreavers as others were trampled to death by skeletal hooves. None survived the encounter. Close by, the Wrathmongers – their ambitions no greater than an eternity of slaughter – smashed apart the last few Chainrasps of the Second Line before turning on Lord Sealth himself and ending his reign of terror.

With the Black Coach under threat, the Parade Marshal summoned the Second Line and cast them into the fight. This bold move saved the Black Coach, but, with most of the ritual sites still firmly in Bloodbound hands, there was now little the Nighthaunt could do to stop the blood ritual.



'I didn't expect that. I'm not sure you did either!' - Sam





Sam summons a Bloodmaster, who appears on the ritual altar (13).

The Khorgorath charges the Chainrasps (14), causing two mortal wounds with its new Devastating Charge veteran ability. Between it and the summoned Bloodletters, it reduces the Sealth Household to just four Chainrasps.

The Black Coach, however, easily destroys both Khorne units and flies over them to smash into the Bloodmaster (15), killing the herald easily and wounding Hagroth, who is standing nearby. However, it is too little, too late for the Nighthaunt – the ritual reaches a score of 21 victory points in round 4 and hits 30 in round 5!

Vorgakhos roared in pain as the ritual reached its crescendo. Lying on his back in the ashes of aeons, his lifeblood pumping from his ruptured heart, he saw the altar shudder in the Shyishan moonlight. Blood welled up from inside it and gushed out across the battlefield, drenching everything in its path. The tide of gore washed over him, bathing his skin and blinding his eyes. It flowed into his open mouth, and he drank deeply. His own blood joined the swell, swirling away in insignificance. He felt Khorne's fury roaring around him, and he knew in that moment that he was being judged. Vorgakhos pushed himself to his knees. The Blood God would not intervene – he would live or die by his own strength. His heart hammered in his chest as he rose to his feet, his body slick with gore. He bellowed his defiance at the Realm of Death and felt a terrible heat sear the wound in his chest. Thunder rolled – the laughter of a distant god. As the blood tide subsided, Vorgakhos knelt once more and pulled his hard-fought prize from the sodden ground – the Talisman of Burning Blood.

BLOOD IS SPILLED IN SHYISH

At the final hour, Vorgakhos' blood ritual succeeds, drenching the ash wastes of Shyish in blood and skulls. As the Blades of Khorne revel in their victory, Sam and Lyle count the cost of it.

BLADES OF KHORNE

Sam: Finally, a victory! I was beginning to wonder if I would ever win a Battle Report again. The first couple of turns of this final game were pretty cagey as neither of us wanted to overcommit, but, in the end, Lyle had to stop the ritual, and I ran my units out to meet him. I learned a lot from the previous game about the importance of terrain, and I managed to wedge Lyle's forces in so they couldn't pass me.

Stopping the Black Coach from manoeuvring was key, hence the early charge I made on it. It was a daring move that cost me my general, but, crucially, it held up that flying monstrosity for a turn. I have to admit, holding the Khorgorath back to stop the Black Coach flying over was a bit gamey, but, after two defeats, I really had to pull out all the stops!

While Lyle did win the first two games, I'm really happy to have won the third and completed my quest. They took a proper beating, but at least my warband didn't return to Aqshy empty-handed. It just shows that, even in defeat, you can eventually complete your quests! I'm really looking forward to a rematch with Lyle at some point when our Path to Glory armies have grown and gained more experience. But first, I need to recuperate some fairly heavy casualties!

STEP 1: EARN GLORY POINTS

- 8 glory points earned for fighting a 900-point Path to Glory battle.
- 4 glory points earned for a major victory.

▲ 10
▲ 14

STEP 2: RESOLVE INJURIES AND CASUALTIES

- Chieftain-Lord Vorgakhos: minor injury.
- The Beast of the Blackbone Mountain: minor injury.
- The Fangs of Obsillax: casualty score 3.
- The Blood Scorpion Tribe: casualty score 8.
- The Hateful Anointed: casualty score 2.

STEP 3: GAIN RENOWN POINTS

- Hagroth the Red gains 1 renown, plus an additional 1 renown for ending the battle near an objective.
- The Fangs of Obsillax gain 1 renown, an additional 1 renown for ending the battle near an objective and 6 renown for being favoured warriors. They become a veteran unit and gain the Fleet of Foot ability.

STEP 4: COMPLETE QUESTS

- Search for the Artefact: complete. Sam adds the Talisman of Burning Blood to his vault.
- Sam picks Scout Fertile Lands as his new quest.

STEP 5: MANAGE YOUR STRONGHOLD

- Nothing to add at this stage.

STEP 6: MANAGE YOUR TERRITORIES

- Sam spends 10 glory points to add the Realmstone Reserve to his territories.

▼ 4

STEP 7: MANAGE YOUR ORDER OF BATTLE

- Nothing to add at this stage.

TOTAL REMAINING GLORY POINTS:

4

NIGHTHAUNT

Lyle: Well, that didn't go as planned! I tried to get cute and take the western flank, flip the table sideways and then advance from the left while keeping the Bloodreavers out of the game to the right. Really, I should have just charged up the middle and fought it out, as my units definitely had the advantage of numbers. Interestingly, the terrain played a big part in the game again, and the pieces between the centre and my left flank caused me some real tactical difficulties. Sam definitely gave me a taste of my own medicine from the previous game – he used the terrain well and manoeuvred his models carefully to ensure I couldn't fly the Black Coach into his territory to stop the ritual. Very sneaky! It did feel good ramming the Bloodmaster to death at the end, though. I bet that made a mess.

The aftermath sequence was pretty substantial for me this time. Several of my units gained renown (still no veteran abilities!), but very few suffered injuries. I completed my third quest (woop!), and with the Blades of Khorne now gone from Shyish, I returned the procession to its default quest of Defend Your Realm. I also built a mine on my Realmstone Reserve, which will net me a tasty D6 glory after each game.

STEP 1: EARN GLORY POINTS

- 8 glory points earned for fighting a 900-point Path to Glory battle.
- 1 glory point earned for warlord surviving.
- 1 glory point earned from the Realmstone Reserve.

▲ 14
▲ 15
▲ 16

STEP 2: RESOLVE INJURIES AND CASUALTIES

- Lord Sealth: minor injury.
- The Sealth Household: casualty score 5.
- The Second Line: casualty score 2.

STEP 3: GAIN RENOWN POINTS

- The Parade Marshal gains 1 renown.
- The Sealth Household gain 1 renown.
- The Last Ride gains 1 renown plus an additional 1 renown for ending the battle near an objective.
- Lord Sealth gains 3 renown for being a favoured warrior.
- No units increase in rank.

STEP 4: COMPLETE QUESTS

- Lyle spends 1 glory point to complete the Search for the Artefact quest. He adds the Dreadbolt Ring to his Vault.
- Lyle picks Defend Your Realm as his new quest.

▼ 15

STEP 5: MANAGE YOUR STRONGHOLD

- Nothing to add at this stage.

STEP 6: MANAGE YOUR TERRITORIES

- Lyle generates Wildlands but chooses not to add it as a new territory.
- Lyle spends 15 glory upgrading his Realmstone Reserve to a Realmstone Mine.

▼ 0

STEP 7: MANAGE YOUR ORDER OF BATTLE

- Nothing to add at this stage.

TOTAL REMAINING GLORY POINTS:

0

WARHAMMER

40,000

In the grim darkness of the far future, there is only war! And there's plenty of it in this issue's Flashpoint series, which includes new rules, stories and background. Plus, Da Red Cobbo returns!





FLASHPOINT OCTARIUS

The war for the Octarius Sector continues on page 80! The Black Templars have joined the fray, but so too have the Tyranid Crusher Stampedes!



PURITANS INCOMING!

You've seen the new Sisters Novitiate for Kill Team. Turn to page 102 to read their background and see their rules for Warhammer 40,000.



THE RED AND THE DEAD PART II



The galaxy is being torn asunder, new war zones exploding into life with ever-increasing frequency. In the Octarius Sector, High Marshal Helbrecht of the Black Templars declares the start of the Dammerhal Crusade – an Imperial counter-strike to drive out the alien menace from Abundantia.

WHAT ARE FLASHPOINTS?

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

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



The Sigma-Ulstari System was at breaking point. Its forces were barely able to hold back successive invasions by both Tyranids and Orks – not to mention guerrilla insurgencies perpetrated by the xenos Cult of the Toothed Coil. The system's potential salvation finally appeared, however, as a huge and varied force consisting of the personal forces of a Rogue Trader, elements of the Indomitus Crusade and the Black Templars emerged from the warp at the system's edge. With a xenophobic furore, the Imperial reinforcements wasted no time getting to grips with their monstrous foes.

None other than the Black Templars' Chapter Master, High Marshal Helbrecht, led the heirs of Sigismund from aboard his flagship, *Eternal Crusader*. Helbrecht's fleet of dozens of Chapter vessels was followed by scores of Imperial warships, pilgrim barges, planetary evacuation boats, and more. The Black Templars had rescued many of these, while others had sought out the Space Marines for protection. Alongside the Black Templars was a flotilla of motley vessels representing the pledged armies and personal forces of the Rogue Trader Eyva Thalomor and an armada of warships and troop transports that

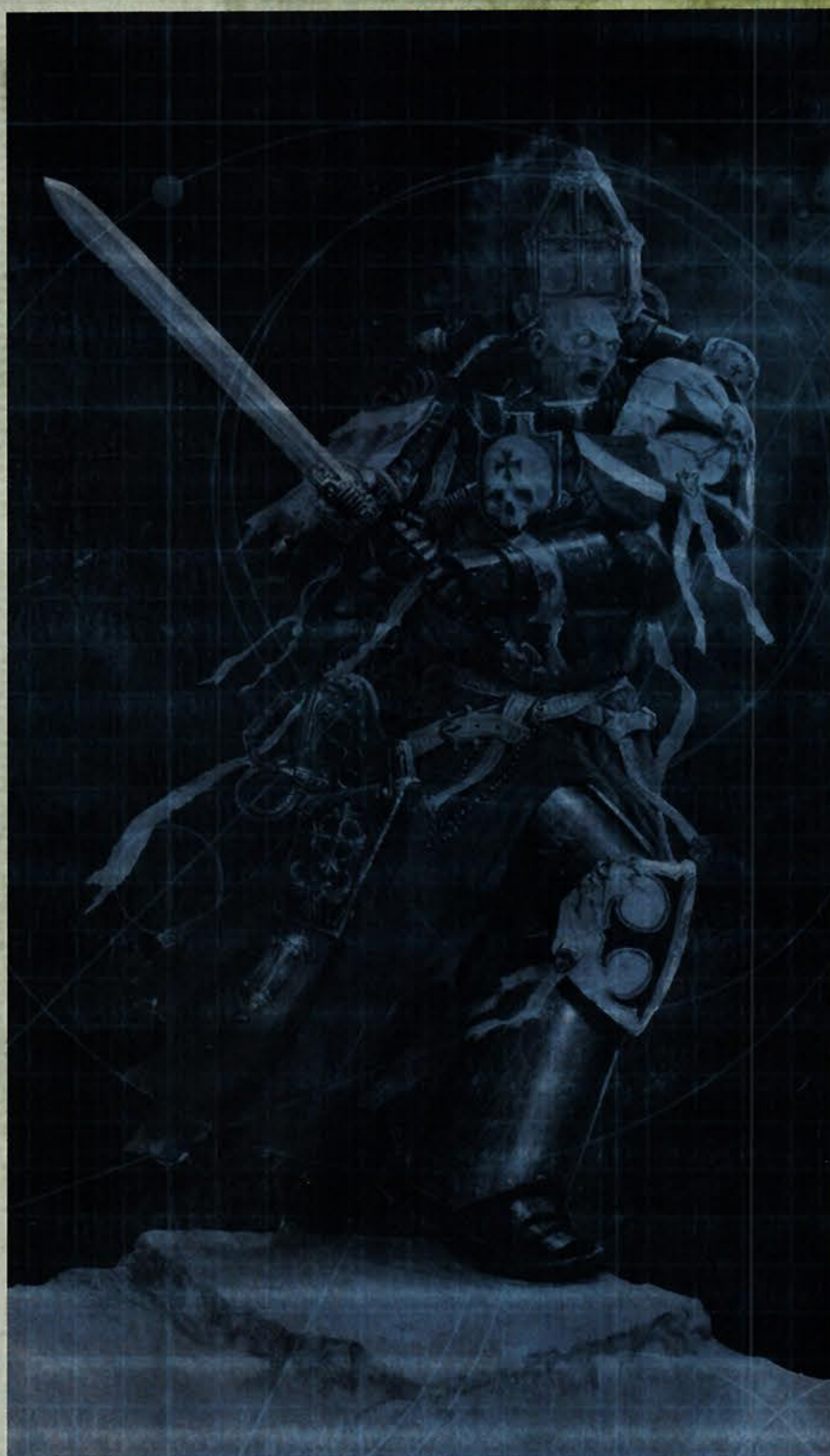
formed Task Force V of Fleet Primus' Battle Group Irasmus. Under the Task Force's banner were demi-companies of several more Space Marine Chapters, hundreds of Astra Militarum regiments, preceptories of the Adepta Sororitas and Nobles from several Knightly Houses.

As the combined fleets surged in-system, they broke apart into smaller groups. High Marshal Helbrecht led the majority directly to the forge world of Sigma-Ulstari, the system's capital planet. He sent other squadrons and their embarked warriors to the quarry world of Molasaxum and to the factorums on Nyrrvahna. Helbrecht ordered Castellan Kiergaard to lead a strike force of Black Templars to the embattled agri world of Abundantia, alongside elements of the forces that had accompanied Helbrecht's fleet. Tyranids had spread throughout the system and now blighted Abundantia with their presence, preying upon the world's vast herds of megafauna and its defending armies with equal hunger. Orks tore along the agri world's transit ways in racing speedmobs, or they hunted megagrox, vashkadons or Imperial tanks from the backs of giant breeds of red squigs. There had also been unsubstantiated reports of xenos-tainted cultists among the hardy clans of nomadic herder-butchers. With his vows to the High Marshal still fresh in his mind, and no few enemies of the Emperor upon which to vent his ire, Castellan Kiergaard deployed his armies to several war zones on Abundantia.



CASTELLAN BEREN KIERGAARD

A senior officer of Helbrecht's Dammerhal Crusade, Castellan Kiergaard was an experienced commander of the High Marshal's Fighting Companies and had led numerous independent strikes in the preceding years. Kiergaard was known to go further than even many Black Templars in his pursuit of heretics, xenos, mutants and witches, and the Castellan would not rest until every one had been destroyed. Kiergaard frequently led successful search and destroy missions through ruined cities his warriors had already conquered, zealously rooting out any craven abominations that had not dared show their face before his vow-driven assaults. If there was one thing Kiergaard despised more than the existence of his Chapter's avowed enemies, it was the way that many of them slunk and hid and lurked away from open warfare. From less-dedicated Imperial armies, such skulking sinners could escape, until re-emerging a day, a year or a generation hence. From Kiergaard, there was no escape. Though the relentless nature of the Black Templars' crusades - and especially those commanded by the High Marshal himself - sometimes necessitated the rapid extraction from war zones that had been won in order to move onto the next, Kiergaard pushed his warriors to their post-human limits in after-action heretic hunts. Day and night, his Fighting Company, Moros, would hunt in small forces of a few squads or in specialist kill teams. Spreading out through a war zone, they would track every trace of heretic survivors and exterminate them with shouted praise to the God-Emperor, to Dorn and to Sigismund, the Chapter's first High Marshal. No heretic hearing the pious roars of Moros Company as they executed yet another of their kind were left in any doubt that it was only a matter of time before they were next.



Along with the other commanders of Dammerhal's Fighting Companies, Castellan Kiergaard had knelt aboard the High Marshal's flagship, *Eternal Crusader*, and sworn his vows to Helbrecht in person. Three priority targets on Abundantia had been identified by the High Marshal after taking advice from his commanders and the crusade's most senior Chaplains. These targets, each inscribed in illuminated script upon a separate neo-vellum seal affixed to Kiergaard's armour, were chosen first to disrupt the xenos on Abundantia and then to effectively divide their forces and expunge them from the God-Emperor's realm.

Kiergaard's first assault was a strike at an oasis-like feed-region designated Ghulam VII-f. A large warband of feral greenskins, along with dozens of ramshackle war engines and countless riding beasts and vicious behemoths, had chased a native nomadic herd clan into the verdant region. Having destroyed the natives, the greenskins appeared poised to move on to a string of hastily constructed refugee encampments.

The Castellan had forged a fast-moving spearhead of Storm Speeders and Gladiator battle tanks that escorted a wedge of Moros Company's Impulsor transports carrying Kiergaard and six squads of his deadliest shock troops. The Castellan also had a flight of two Stormhawk Interceptors prepped and ready to assist, their pilots awaiting his command high in the atmosphere. Ghulam VII-f's chem-fed vegetation had spread with bursts of hyper-growth. The vast migratory herds that commonly wound from one to the next on year-long feeding caravans had been significantly disrupted by the war. Several entire herds of thousands of beasts had disappeared, utterly consumed by ravenous Tyranid swarms or hunted into oblivion by trophy-hungry Orks. Nevertheless, individual gigantic beasts had been known to find their way to these sites, sheltering amid their rampant growth and dense foliage.

The greenskins' own noisy progress and the dense, towering vegetation hid Kiergaard's swift attack from the Orks until it was too late. The

greenskins had been crashing through the thick undergrowth, tearing a ragged scar through the fibrous matter. Kiergaard's force smashed into them on the flank, bursting from the greenery in showers of pulped vegetation, weapons acquiring targets and opening fire almost instantaneously. A loose squadron of Storm Speeder Hailstrikes unleashed a hurricane of frag charges and solid shots into the tightly packed Orks, squigs and bizarre war engines. Dozens of xenos fell, punched clean off their feet by the sudden firepower. In the anti-grav vehicles' wake, Black Templars battle tanks forced their way forward over the tangled terrain, focusing heavier shots against huge rigs pulled by monstrous quadrupeds, blasting sizeable chunks from vehicle and beast alike. The Orks were already roaring war cries and surging into the fray – many ignoring severe wounds in their desire to fight – when Kiergaard's transports hit their front lines in two waves. Black Templars piled out of the transports, firing from the hip as they advanced, covered by their vehicles as well as those warriors in the second wave.

The Orks, their numbers almost halved in the first, shocking moments of battle, reached the Black Templars and struck like a battering ram. They attacked with wild but powerful sweeps of brutal cleavers, chainblades and crude lumps of metal. Several Initiates fell, their power armour cracked and their dark blood staining the ground. The Storm Speeders swept around to attack what was becoming the Orks' rear as most charged the Black Templars' warriors. While some of the Orks' rigs made for the Black Templars infantry, others turned to attack the Storm Speeders at the rear and the Gladiator tanks that had rolled along the battle's flank. The rigs lobbed explosive shells that sent vicious shards of shrapnel and chunks of tree trunk into the first Storm Speeder, downing it in a mass of torn metal and sprays of earth. An immense harpoon speared another, the mass of the firing rig as it cranked back on the harpoon's chain enough to tear a huge gouge in the anti-grav vehicle's engine and send it spinning away

through the foliage before it erupted in a fireball. A handful more Black Templars fell to the rampaging Orks, and an Impulsor was overturned by a brutal stampede by one of the rigs, its occupants climbing upon the makeshift bastion of their transport to unload a barrage of boltfire into the rig's exposed crew.

Then the jungle in the direction of the harpooned Storm Speeder erupted with thunderous noise, and from its depths burst an enormous vashkadon. Its hide was fire blackened and bleeding, its beady eyes full of bestial madness and rage. It towered over the largest vehicles of the warring sides and roared as it hurtled at speed straight through the battle lines. Though the thought of ceding ground tore at Castellan Kiergaard, he issued the order to fall back over wideband vox. Most of his brothers managed to escape in time, though a handful were crushed beneath the beast's pounding progress. Most of the greenskins' rigs were not so fortunate. Unable to manoeuvre swiftly in the thick vegetation, most were trampled underfoot, battered aside by the vashkadon's immense haunches or smashed by a parting swipe from its thick, bony tail.

Kiergaard wasted no time in piling his warriors back into the surviving Orks, dozens of whom had leapt on riderless squighogs and raced after the vashkadon with howls of bloodthirsty glee. The Castellan led a charge into the remaining Orks; every swipe of his blade severing a head or limb in sprays of xenos blood. The Orks who had stood to fight were eventually killed. Then the Castellan called in his air support to track and punish those who had raced after the vashkadon. He ordered his warriors to gather the fallen swiftly and remount their remaining transports before sounding the advance after the mounted greenskins. There was much canopy cover under which the Ork beastriders could evade his Stormhawks, and Kiergaard would not let a single Ork, or their vicious beasts, leave Ghulam VII-f alive. Only when they were all dead would he deem his vow complete.

SEAL OF THE DAMMERHAL CRUSADE

The Dammerhal Crusade was one of several crusades declared by Helbrecht upon identifying the Sigma-Ulstari System as worthy of the attention of the Chapter's largest assemblage of warriors. While Helbrecht commanded most of the Black Templars upon the system's forge world, the scope of the Dammerhal Crusade encompassed war zones on the agri world of Abundantia. Between his fleet breaking the warp's veil at the system's Mandeville Point and splitting to make for their target worlds, the Chapter's artisans carefully applied the crusade's seal to tilting shields, vambraces, armour panels, illuminated oath papers, banners, and numerous other prescribed devices. It represented the warriors' vow before the God-Emperor to purge the agri world of Abundantia of every xenos abomination that dared draw breath.





ECHOES AND SHADOWS

The second of Kiergaard's primary targets was the blood- and viscera-saturated industrial site of Phegra-kappis. This was one of Abundantia's reclamation cities, known to legions of scrawny, filthy labourers as the planet's 'butcher towns'. In these huge sites, carcasses of the planet's megafauna – in various states of pre-butchery – were rendered for every scrap of recoverable and useful material. A cloying odour of death and the stench of countless substances, biological and artificial, had worked its way into every crevice and pore over hundreds of generations. Appearing little more than vast, interlinked factorums surrounded by squalid shanty districts, Phegra-kappis delved more than a mile beneath Abundantia's surface in an increasingly dark, humid and foetid colony of storage facilities, distillation complexes, cryo-generation macrocells and proving kilns. Phegra-kappis supplied a number of rare chemicals to the forge world of Sigma-Ulstari, employing archaic extraction machinery found nowhere else on the planet. An attempt to evacuate numerous nodal emitters, filled with the rarest and most powerful substances, to more-secure locations had failed badly. Many were brought down by the city's own anti-aircraft emplacements in acts that were blamed variously on miscommunication or treachery. Dozens of lifter shuttles crashed in the city's surrounding shanty districts, their cargoes of precious substances scattered amongst the wreckage. The city's worth to the forge world, and thence to the Octarius War, made Phegra-kappis a priority in Kiergaard's strategy.

The duty of taking this vital target was entrusted to Moros Company's martial Champion, Frohl Koremann. At Kiergaard's behest, Brother Koremann directed Moros Company's Techmarines to oversee the sorely needed improvements to the city's defences. In addition to his brother Black Templars, Koremann could also draw upon the fighting prowess of the Battle Sisters of the Order of the Valorous Heart and a mixed company of Imperial Guardsmen constituted from the most devout soldiers amongst those saved by Helbrecht's forces en route to Sigma-Ulstari. Koremann strode to a rampart after organising his motley forces, his role as Fighting Company Champion demanding he be a visible presence engaging the most heinous of abominations. Meanwhile, with the Tyranid swarm barely a mile away, all Imperial warriors present prepared to sell their lives dearly while terrified labourers evacuated shanty districts in the xenos' path. Then, thunderous tremors, metallic groans and finally panicked vox-pleas for aid began to reach the surface from deep under Phegra-kappis.

Brother Koremann could not abandon his oath-sworn position, but he swiftly dispatched two of his Crusader Squads into the city's depths alongside a squad of Battle Sisters. Koremann had fought Tyranids once before, on Kapellis IX. He knew what manner of beast could penetrate their lower holdings but prayed to the Emperor that the forces he had sent were enough before eyeing the oncoming swarm.

Hive Fleet Leviathan's single-minded drive for Phegra-kappis's industrial heart was not the extent of its vast, alien cunning. The presence of the Hive Mind had galvanised the activities of the Cult of the Toothed Coil. With eerily coordinated timing, agents in a number of trade and transit institutions, high-ranking families and criminal workers' societies – suborned decades or even generations ago – carried out their precisely planned acts of sabotage, assassination, agitation, theft or espionage. Riots tore through the shanty districts of the Yahn-Tricerix and Vorgan-Pa reclamation cities, claiming several Battle Sisters' lives and drawing them away from frontlines, which the cult's massed forces then attacked. Industrial accidents claimed the lives of thirty-two key officers at the Markius 8 Transition Depot. Junior officers, whose gene-bred loyalty was to the cult, then redirected the forces under their new commands towards non-essential districts, denying the Imperial armies the use of their soldiers where it mattered most.

At the reclamation city of Avonor-Illum, the third of Castellan Kiergaard's prioritised locations, the Magus of the Cult of the Toothed Coil, Shaylagh Dysther, directed the storming of Shanty District



8.31 and 77.23. These districts lay adjacent to an open transit hub apron over two miles across. This was a weakness of Avamor-Illum, a wide space that was difficult to keep secure for the three under-strength regiments that also had to defend the rest of the reclamation city. Imperial forces were also faced with a labyrinthine maze of squalid housing blocks in which hid countless members of the Genestealer Cult. Kiergaard's Black Templars nevertheless defended Avamor-Illum with the renowned fury of their Chapter. After repulsing two huge incursions of the cultists from the shanty districts, the Black Templars took the fight to their foes, charging into the maze of rusted lean-tos, precarious overhangs, blind alleys, switchbacks and countless hiding places. Though the cult's intimate knowledge of these regions allowed them to outmanoeuvre the Space Marines, the guerrilla fighters discovered to their cost how dangerous the Adeptus Astartes were in the close confines of the ruined shanty town. Realising she could not defeat them, Shaylagh Dysther instead sacrificed hundreds of her brothers and sisters, sending them to engage in doomed assaults to waylay the Black Templars. Dysther then personally led tens of thousands of

cultists in an all-out assault on Avamor-Illum. Imperial Guardsmen from the Black Templars supernumerary fleet, towering Knight suits piloted by Lady Erina and Sir Dastan of House T'orvanosh, and frateris militia bands of the Congregation of Origna in Purgator advanced from within Avamor-Illum in a devastating counter-attack. The cultists of the Toothed Coil initially withstood the terrifying holy rage of those they condemned as ignorant oppressors. At Dysther's psychic urging, broods of her followers fell back in good order, hoping to draw the Imperial fanatics into kill boxes. However, the triumphant Black Templars emerged from the shanty districts at the cultists' backs, bloody and incensed at having chased down a craven, slippery foe for hours. They charged headlong into the cultists' rear lines, while their allies attacked from the front. The transit hub was stained crimson by the xenos blood that washed over it. As desperate battle raged, Magus Dysther heard a psychic call from her Patriarch. The creature demanded she withdraw. With total disregard for her surviving followers, she slipped away from the fighting with a small coterie of followers, including Locus Dreyvan Shakh, and escaped into the maze of District 77.23.





MAGUS SHAYLAGH DYSTHER

As Magus of the Cult of the Toothed Coil on Abundantia, Shaylagh Dysther was the cult's prophetic leader. She was a hypnotic dominator of the weak minds of many of Abundantia's political and economic elite and furthered the cult's hopeful dreams of the Day of Ascension for many years. None of the cult, save the Patriarch itself, truly knew how old she was, for references to an individual of her name appeared on several of the cult's most holy artefacts dating back over many generations. For entire seasons, sometimes a year, Mother Dysther - as she was sometimes reverently called - disappeared from the cult's subterranean networks. She was said to spend time amongst the cult's far-ranging pioneers, the hardy clans of herder-butchers who followed the herds of megafauna in their lightweight buggies and bikes as well as their enormous flesh harvester engines. With a fresh kill of vashkadon or grundloper made in her name, Mother Dysther was rumoured by her faithful flock to anoint the holy sacrifice with blessed distillations created from the Patriarch's starlight tears. These, they hoped, would help spread the message of glorious fraternity and freedom, that more may know the Patriarch's message of truth and joy.

To the Black Templars upon Abundantia, Shaylagh Dysther was a sorcerous xenos monstrosity, one to be hunted down and burned with sanctified fire until not even a stain remained of her. She was suspected of being behind the bringing down of the lifter shuttles at Phegra-kappis, though thorough and brutal interrogation of the anti-aircraft gunners had elicited no useful intelligence. Priests of the Adeptus Ministorum moved among the loyalist labourer corps, attempting to discover fresh rumours of the Magus' identity or location that they could pass back to their Black Templars allies. Every assassination attempt or search-and-destroy mission the Space Marines made, however, ended in failure. Though they executed numerous xenos hybrids and gene-traitors, they found no sign of the elusive Mother Dysther.



THE WYRM BELOW

Deep beneath the surface of Abundantia, the Black Templars are on the hunt for alien lifeforms. Auspexes ringing with dozens of confirmed contacts, they descend into the bowels of the planet's storage facilities to purge the xenos taint.

The bass tones of Sword Brother Anstat's speech continued to echo in the close confines as he completed the Supplication of Benediction. Brother Hendrech rose from his genuflection, the Initiate's watchful eyes flicking to his left as he glanced at his Neophyte, Koenrad. The unproven warrior was like a statue, holding vigil alongside the squad's other Neophytes during the prayer. Only Koenrad's eyes moved, darting around the subterranean factorum they were in, flicking from alcove to grate to hatch, surely assessing risks, potential sites of enemy ingress and escape routes for the craven.

Good, thought Brother Hendrech. His self-control grows to match his faith.

Behind Hendrech, the Initiates and Neophytes of a second squad of Black Templars, led by Sword Brother Siegfel, also stood. To their right, Sisters of the Order of the Valorous Heart raised their bowed heads. They had taken no part in the Black Templars' rite but had shown silent respect for the Space Marines' display of piety.

The Black Templars and Battle Sisters had so far descended dozens of levels beneath Abundantia's surface. They had hastened down through the main protein processing centres of Phegra-kappis, and the reclamation city's ancient foundations lay more than a mile deeper. Sword Brother Anstat had halted the warriors for the brief prayer in front of a pair of giant blast doors set into solid rock. Like everything in the reclamation city, they were stained brown with old blood. They marked the boundary between Phegra-kappis's upper levels and its maze of frigid storage facilities set deeper. Beside the looming slabs of the blast doors, a nervous labourer, scrawny with malnourishment, waited beside the towering portal's control panel. The man shivered in the presence of such almighty demi-gods, and Hendrech thought his unabashed stare discourteous.

'You. Open it,' Anstat barked at the labourer.

The dishevelled man jumped at the volume of the Sword Brother's augmented command and muttered a plethora of apologies in a local cant as he laboriously went through a series of ritualised motions at the control panel. He whispered a blessing to the panel's machine spirit, holding his hands in the form of an aquila in front of an

activation rune. When he pressed it, the thick, iron portal split, and its two sides ground apart. Hidden engines emitted thudding vibrations as well as the clank and groan of vast metal linkages.

The Black Templars and Battle Sisters passed through without looking back, and the labourer obeyed the order he'd been given to seal the heavy portal after them. Only when the blast doors' final echoes and vibrations had died away did Hendrech detect through his power armour's auto-senses another rumbling from far below. Anstat demanded an active auspex sweep every ten seconds, with passive arrays set to maximum sensitivity. Hendrech activated his arm-mounted auspex divinator, silently giving thanks to the God-Emperor for the loyal service of its machine spirit.

'The coordinates given by the Champion still hold true, Sword Brother,' Hendrech reported. *'If the epicentre of the subterranean activity remains fixed, we will be upon whatever is at its heart in five minutes.'*

Anstat sent a click of acknowledgement through the squad's comms network, and Hendrech could hear a tinny buzz from the Sword Brother's helm that told him his leader was receiving fresh vox traffic.

'Brother Koremann has finalised surface defences against the approaching swarm. He has shared the final vox broadcast received from the levels beneath us. Xenos presence is confirmed.'

Hendrech could hear the revulsion in Anstat's voice. He could only guess at the futile screams the labour clans must have transmitted in their final moments. Anstat sent the estimated location for the vox signal to Hendrech, who confirmed it lay between them and the tremors' epicentre.

'We find these xenos, we rip out their alien hearts, and we seal their point of entry. We have vowed nothing less to the Champion,' the Sword Brother concluded.

The tremors increased as the Black Templars and Sisters raced through rumbling transit passages and pounded down heavy, creaking gantries. Plascrete dust rained from widening cracks, and corrosive fluids sprayed from broken sections of tubing along their path. They had almost reached the site of the labourers' final signal, passing along a corridor panelled with thin, frosted plexiform,



when a section of the corridor ahead shattered into their path. More than a dozen clawed xenofoms tore their way through the breach.

'Imperial designation: Hormagaunt,' Hendrech immediately informed Koenrad over their private channel. *'Remember your doctrines.'*

Hendrech wasted no more words, confident his Neophyte's hypnoindoctrination would allow the doctrines' recall. The Tyranids' heavily muscled rear limbs drove them in a bounding run straight at the Space Marines and Battle Sisters, but the corridor's confines and their jostling numbers forced them into a slower charge than Hendrech knew they were capable of. They were still horrifically fast, but the precious extra seconds granted to the faithful warriors were not wasted. Koenrad and the other Neophytes unleashed a wall of overlapping fire from their bolt carbines in rapid, controlled bursts. To the Black Templars' rear, the Sisters of the Valorous Heart readied their boltguns, preparing to kill any Hormagaunts that broke through as their Superior belted out a catechism of hatred.

The first group of Hormagaunts were cut down in blistering explosions of ichor, but more crashed out from adjacent facilities, their bloody maws showing they had been feeding on the labourers within. Within seconds, the xenos had reached the Black Templars and Sisters, and now the Initiates powered forward in a crushing counter-attack. They strode into the ichor-slick killing ground created by the Neophytes, firing their heavy pistols.

The Space Marines were a solid bulwark that absorbed the impact of the majority of the aliens' charges. Several of the Sisters, however, were bowled backwards by the force of the Tyranids' impact, grappling and punching the xenos with power-armoured fists as they fought tooth and nail to regain their footing, screaming in vehemence. Hendrech swept his roaring chainsword through claws reaching for his gorget and tore bloody gouges in the Hormagaunts' fibrous carapaces. He drove the ridge of his knee pad into the head of one attempting to attack low and stamped on its neck. All the while, the Black Templars' Neophytes and those Sisters who remained on their feet took individual shots of opportunity, cutting down Hormagaunts that threatened to break through the Space Marines' killing zone and encircle the combined warriors.

One of the Initiates to Hendrech's right fell with a shout, a Hormagaunt's talon thrust through his helmet lens as the creature itself spasmed upon the Black Templar's blade. Three more xenos pounced on the Space Marine, but Koenrad and other Neophytes stepped into the breach, attacking the Tyranids with long combat knives in skilled swipes and lunges.

Almost as quickly as it had begun, the fight stopped as the last few Hormagaunts were cut down. Four Sisters lay dead. Their injured Superior swiftly spoke her Order's mantra of judgement over their corpses, commending their souls to the Emperor's care. The badly wounded

Initiate managed to stand, the blood that had poured from his shattered lens already stemmed by his augmented physiology.

Hendrech offered a nod of approval to Koenrad, for the young warrior's instinctive support had likely saved the Initiate's life. Hendrech activated his divinator array to reconfirm their path, then narrowed his eyes.

What are you?

'Sword Brother, auspex returns indicate another centre of activity ...' he paused. *'Or the initial centre has moved, leaving a ghost return; the divinator's spirit is unable to determine exactly. Recommend investigation at both locations.'*

'Agreed,' said Anstat. He turned to address the Battle Sisters' Superior. *'Sister, accompany Brother Siegfel and assess the secondary location's threat.'*

Hendrech's squad forged on to the original target, pushing ever downwards through an increasingly dark and humid environment. They encountered further broods of lesser Tyranid bioforms and destroyed each in turn, but none were as substantial as the Hormagaunt pack they had first wiped out. Hendrech began to wonder if this had been an aborted attempt by the xenos, probing for weakness before trying elsewhere. He quickly shook off the notion as irrelevant; whatever the reason, honest human intelligence could never be applied to such beasts.

Descending deeper, the ever-present veneer of old blood that characterised the reclamation city above and the stench of offal began to dissipate. The Crusader Squad had reached one of Phegra-kappis's cryo macrocells, hab-block-sized repositories of frozen meat, proteins and distilled fluids. Frigid mist pouring from vents along the transit corridor walls showed the Black Templars they were passing immense coolant vaults, and the passages became wreathed in a white fog. Grilles and gantries were furred with chemical frost.

Rounding a corner, the divinator on his forearm resounding urgently, Hendrech and his brothers came to a sudden stop.

'We are close, brothers,' he voxed. Hendrech came to a sudden halt, putting his arm out to stop Koenrad's eager advance. The Neophyte's sudden stop caused a chunk of debris to fall away into a huge space.

Before them, the passage abruptly ended, its ragged rim and protruding bones of reinforced ferrite showing where the rest had been torn away by the clawing of hundreds of talons. The coolant mist in the passage flowed past the squad's armoured boots, cascading over the edge like a slow waterfall.

'This must be where the xenos entered, burrowing up through the foundations. Look,' said Anstat.

Hendrech could make out a huge crater in the gloom beyond, the shredded mouths of other Imperial transit passages opening onto its perimeter. At the crater's centre was a black pit large enough to swallow a Rhino armoured transport. The coolant mist from their passage, as well as from other ruptured ducts alongside streams of gurgling chemicals and rotten butcher-waste, streamed down the crater's sides to coil and flow into the black pit. From the opening, a pounding tattoo emerged, as well as the sound of tearing metal and cracking rock.

Hendrech saw the pit's rim crumble every now and then as material fell further in and the yawning hole grew marginally larger.

The squad jumped down from the passage's severed end onto the crater's sloping floor of rubble, frost-haloed plascrete slabs and blood-stained rebar. The Neophytes stalked in the Initiates' wake, following in their masters' footsteps like squires. Hendrech kept an eye on his auspex, glancing at the crater's flanks. He saw a brief detector sigil on his auspex, but it vanished as soon as he noticed it. He heard the buzz of Anstat's vox and saw the Sword Brother stiffen.

'Squad Siegfel have discovered more entrances. They are under heavy attack. This isn't an infiltration in support of the swarm above, it's the other way around. The swarm's a distract—'

The rubble behind Sword Brother Anstat suddenly erupted as if a grenade had exploded. A whip-fast sinewy creature shot up behind him and plunged two huge talons through his back.

The talons tore through his lungs and punched straight through his breastplate. Hendrech heard Anstat gasp in shock and fury over the still-open vox channel. The Sword Brother reached for his blade, but he was yanked off his feet and dragged head first beneath the rubble as several more bioforms shot out of hiding from behind or beneath chunks of masonry.

The Initiates responded immediately, keeping together with the Neophytes in their midst and attacking the two nearest bioforms.





'Imperial designation: Ravener!' Hendrech shouted into a private channel between himself and Koenrad. He unleashed a flurry of pistol shots into the snake-like monster, but it wove and twisted, somehow avoiding shots that should have ended its existence. *Vitric Tenet; it is time for blades, then.*

Hendrech switched to the squad-wide comms network. With a roar, he voiced his hatred at the underhanded ambush.

'For Sigismund! For Dorn!'

The Crusader Squad's warriors completed the triplet at the top of their voices.

'For the God-Emperor!'

The Black Templars charged, and the Raveners met them head on in the blink of an eye. In flurries that sped past Hendrech, the creatures pumped living ammunition from thorax sphincters that gouged or burned the Initiates' power armour. He glanced down and saw ugly larvae desperately seeking a weakness to bore into his armour; he clawed them off just as the xenos surged forward. The Raveners slashed and stabbed at Hendrech and his brothers with razor-sharp talons as long as two-handed blades. Hendrech and Koenrad fought as a pair, Initiate and Neophyte attacking in concert. Koenrad ducked beneath talon swipes and made his own strikes in return, just as he had been taught. Hendrech parried a hurricane of claws, weaving around Koenrad; even at this early stage in their pairing, they had learned much of each other's fighting style. The Raveners scored numerous telling strikes, their speed far greater than even a Space Marine could match, but the Black Templars' coordination saw them sever xenos limbs, puncture pulsing alien symbiotes and force the two that remained into a skittering slide towards the pit's edge. It was only when Hendrech backhanded the Ravener in front of him, toppling it with a screech into the blackness and granting a second's reprieve before facing the last, that Hendrech realised the thudding vibrations from the pit itself had stopped. He took a breath to issue a warning across the squad's vox net when the ground beneath six of their warriors suddenly collapsed.

From the new shaft's depths, a serpentine titan emerged. With scythe-like talons, it eviscerated an Initiate who was attempting to crawl out of the pit, even as the creature twisted and bucked while it swallowed a Neophyte head first. Smoky vapour issued from its distended jaws, and the olfactory arrays in Hendrech's helmet noted the smell of armour and flesh melted by powerful acids.

The surviving Black Templars hacked apart the remaining Ravener, Hendrech leading them in rhythmic prayer that gave strength to their blows, before turning their hatred on the burrowing bioform. The creature finished swallowing its struggling mouthful and slid effortlessly over the rubble towards Hendrech and his brothers. The black-clad warriors parried disembowelling swipes from its claws, each near miss nevertheless sending sprays of acidic fluid over the Space Marines. This had to be finished swiftly,

Hendrech realised, or they would be slowly eroded by its acid attacks whether it consumed them or not.

'Surround it, brothers,' Hendrech ordered. *'Let us give this abomination more than one morsel to consider.'*

As the Mawloc turned to face two of the Black Templars charging from behind, Hendrech lunged forwards and drove his whirring chainsword into the beast's twisting form. Koenrad was right beside him, digging his blade beneath overlapping chitinous plates and pushing it deeper. As the Mawloc screeched and turned, Hendrech's remaining brothers attacked from another angle, then another. Even with their Emperor-given strength, it took six to pin the xenos in place before Hendrech was able to hack into the beast with his chainsword and rip the blade up through its head. With a final, bucking spasm and spiteful lash of its barbed tail, the Mawloc fell silent.



Five of Hendrech's brothers would not see another crusade, in addition to Sword Brother Anstat. The Black Templars heaved the Mawloc's carcass into the black pit. From his previous experience, Hendrech knew that whatever malign intelligence guided these foul beasts was undoubtedly aware of their presence now, and there was no telling how many other xenos abominations lurked in the inky depths below. While gazing down into the pit, Hendrech consulted his auspex divinator. He had already set Koenrad and his surviving brothers to placing Krak charges around the crater's perimeter. The weight of hundreds of tons of good, Imperial plascrete might at least force the xenos to expend more time and energy on re-establishing their access. By the time they re-emerged, he would be here with far more Black Templars to exterminate them.

This I vow, he silently intoned.

Hendrech looked over to where Koenrad was setting the final charge. He received an urgent vox transmission, the squad's network rerouting the signal's authority from Anstat to himself. He acknowledged the message, satisfied there was now another duty to perform for the Chapter.

'Come, brothers. Though the Champion has a swarm to fight, we too have another duty. Squad Siegfel yet live, but they have been prevented from reaching the second tunnel opening. We will not fail them, nor will we fail to seal any other Tyranid burrows we encounter.'

His brothers turned back towards the sheared passageway they had entered the space from, and Hendrech gave a final, barely perceptible nod of approval to the acid-scarred and ichor-smeared form of Koenrad. There was far more for the young warrior to accomplish, but today had proved his defining success so far, and the Chaplains would hear of it.

THE BUTCHER TOWN WARS

The Butcher Towns of Abundantia are vital to the war effort in the Octarius Sector, as they provide countless raw materials for the Imperial forces. Yet the Orks, Tyranids and Genestealer Cults have taken a great interest in them, too ...



This month's Flashpoint rules see us return to the agri world of Abundantia, where herds of massive stimm-grown beasts are slaughtered, rendered down and made into food, stims, clothing, and countless other useful materials. This makes the processing plants of Abundantia extremely valuable, as the resources they yield could be used for the war effort. Imperial forces fight to keep control of these sites, while Orks, Tyranids and Genestealer Cults seek to capture, destroy, use or devour them depending on their needs or tactics. Should such powerful stimm-growth technology fall into the claws of the Tyranids, who knows what alien abominations could arise?

THE BUTCHER TOWNS OF ABUNDANTIA

Over the next few pages, you will find new rules for using your armies in the Octarius Flashpoint. Opposite, you will find a Theatre of War for the Bloodstained Manufacturums where the megafauna of Abundantia are processed. These noxious slaughter factories can provide marauding armies with useful (occasionally fatal) stims that could mean the difference between victory or defeat. Over the page, there are new Octarius Crusade Relics, plus a new scenario – the Butcher Town Thunderbrawl – which is every bit as violent as it sounds. Finally, you'll find the Crusher Stampede, an exclusive Army of Renown that enables you to field an army of virtually unkillable Tyranid monsters!



THEATRE OF WAR

If you are playing a Flashpoint, you can, when selecting your mission, choose to set that mission in a Theatre of War that is found within that Flashpoint; these are themed locations that will provide you with new rules to represent the battlefield conditions within that locale. Theatres of War are a fantastic way to add an additional level of narrative to your games as well as adding new and exciting challenges to your battles. You and your opponent can either select an Octarius Theatre of War to use for the battle, or you can randomly select one from those available.

BLOODSTAINED MANUFACTORUMS



Within Abundantia's reclamation cities, as in the industrial hells of many Imperial worlds, the stench of death and noxious chemicals is ever-present. Abundantia's so-called 'butcher towns' reek not only of human misery and the toil of thousands of suffering labourers but also of raw megafauna flesh, old blood, fear pheromones and the fluids distilled from offal vats. These substances include a heady variety of stimulants, steroidal boosters and catalysts, as well as specialised bio-polymers, sealants and wetware oils. Their export disrupted by war, stockpiles of these fluids are targeted by unscrupulous commanders who see only advantage in the chemicals. Such sites are often damaged in battle and prone to accidental leaks, making the task of claiming them highly hazardous.

FLASHPOINTS: ABUNDANTIA, OCTARIUS

When fighting a battle on the agri world of Abundantia, the following rules apply:

Cloying Odour of Death

Before the battle, at the end of the Create the Battlefield step, the players roll off. Starting with the winner:

- If players are fighting a Combat Patrol or Incursion mission, each player selects one Area Terrain feature on the battlefield that has not already been selected for this rule.
- Otherwise, players alternate selecting one Area Terrain feature on the battlefield that has not already been selected for this rule until each has selected two Area Terrain features or there are no Area Terrain features remaining to select.

Those Area Terrain features gain the following ability:

Deathly Reek (Aura): While a unit is within 3" of this Area Terrain feature:

- Subtract 1 from the Leadership characteristic of models in that unit.
- Subtract 1 from Combat Attrition tests taken for that unit.

Stimm Exposure

This Theatre of War uses stimm station tokens to represent areas where the powerful stimulants manufactured on the planet have been stockpiled. When exposed to these chemicals, the body can exhibit rapid and powerful changes. Thanks to the unique way these synthetic materials are keyed to different organisms, the same chemicals can have very different effects, even on different subjects from the same species.

Before the battle, at the end of the Create the Battlefield step, the players roll off. Starting with the winner, players alternate placing stimm station tokens on the battlefield until each has placed two tokens. Stimm station tokens cannot be placed within 6" of either player's deployment zone and cannot be placed within 12" of each other.



When playing a game using this Theatre of War, both players have access to the following action:

Endure Stimm Exposure (Action): At the end of your Movement phase, any number of **INFANTRY** or **CAVALRY** units from your army can start to perform this action. Each unit must be within 3" of a different stimm station token. This action is completed at the end of the turn. When this action is completed, roll one D6 and consult the table opposite to see what effects the chemicals have on the unit performing the action. At the end of the battle, any effects the chemicals are having on a unit wear off. Each unit can only perform this action once per battle.

D6 EXPOSURE EFFECTS

1	Heightened Perception Improve the Ballistic Skill characteristic of models in this unit by 1.
2	Aggression Enhancement Add 1 to the Attacks characteristic of models in this unit.
3	Dulled Pain Receptors Add 1 to the Toughness characteristic of models in this unit.
4	Adrenaline Replication Add 3" to the Move characteristic of models in this unit.
5	Subdued Instincts Add 2 to the Leadership characteristic of models in this unit.
6	Befouled Batch This unit suffers D3 mortal wounds.





OCTARIUS CRUSADE RELICS

When a unit from your army gains a Crusade Relic, if you have just won a battle in one of the Octarius Theatres of War, you can instead select a Relic from the list below. All the usual rules for selecting Crusade Relics, as described in the *Warhammer 40,000 Core Book*, apply.

ARTIFICER RELICS

A **CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the *Warhammer 40,000 Core Book*.

OCTARIAN QUADRIFORM TOTEM

This small, carved fetish has passed along a variety of underground criminal networks for generations before finally resurfacing. The beneficent, four-armed figure upon it has been variously described as a depiction of the God-Emperor from before the Ecclesiarchy's rise to sole prominence, or perhaps an anthropomorphism of the four Segmentum Majoris as limbs of the Segmentum Solar. Whatever the truth, the multi-limbed figurine is suffused with a strange psychic aura that is said to grant instinctive insights into the deeper mysteries, enabling the bearer to share in a great network of psychic potential.

PSYKER model only. Once per battle, at the start of your Psychic phase, the bearer can use this Relic. If it does so, select one psychic discipline that the bearer knows psychic powers from. Until the end of the phase:

- The bearer knows every psychic power from that discipline.
- The bearer can manifest one additional psychic power this turn.

ARACHNAL INJECTOR NODES

When implanted in the flesh of the neck, the clicking syringes, hyper-fine brass armatures and snaking neural interfaces of these arcane stim injectors go to work. Seemingly of their own accord, they seek out the recipient's glandular centres and release cocktails of potent chemicals

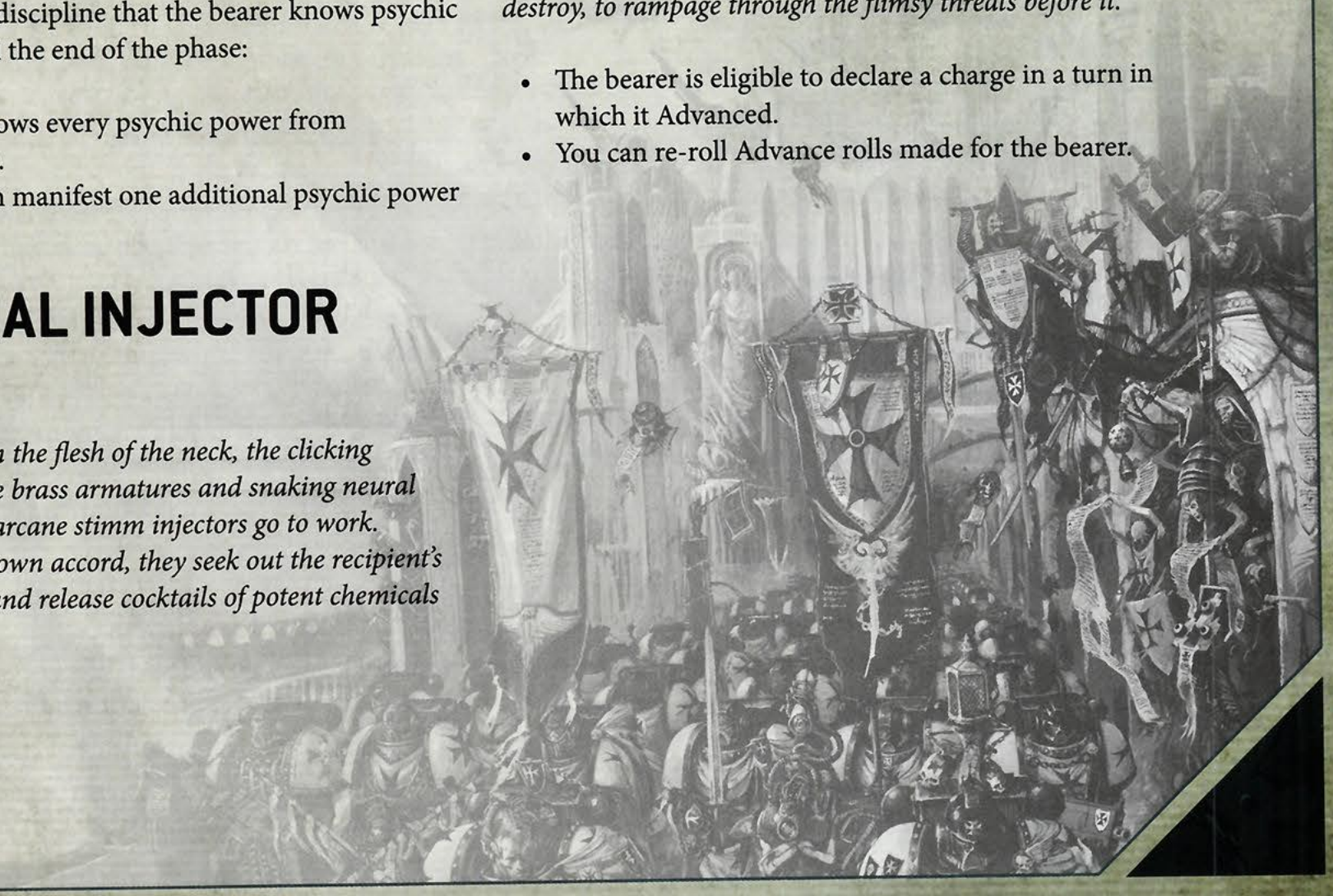
derived from a variety of dubious sources. These substances fire the bearer's aggression, swell their muscle mass and instil flickers of delirious, bestial violence.

In your Command phase, select one friendly unit (excluding **VEHICLE** and **SWARM** units) within 9" of the bearer. Until the start of your next Command phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

HORN OF THE ASHKAVOR BEHEMOTH

Despite vigorous Ecclesiarchal purges, legends still remain on Abundantia of the Ashkavor Behemoth, a bestial demigod of a creature said to have escaped in the earliest years of the planet's human occupation. This titanic antler is rumoured to have broken from the beast's great head during its rampages through the reclamation city of Ashkavor – a butcher town whose name has been excised from every record. The gnarled and iron-hard shard carries great power, stoking a desperate need within the bearer to crush and destroy, to rampage through the flimsy threats before it.

- The bearer is eligible to declare a charge in a turn in which it Advanced.
- You can re-roll Advance rolls made for the bearer.



BUTCHER TOWN THUNDERBRAWL – STRIKE FORCE



Designer's Note: While the map for this mission is designed for a Strike Force battle, this mission can be played at other sizes. When doing so, we recommend scaling the dimensions as appropriate for the size of the battlefield that is being used.

MISSION BRIEFING

The escalating battles on Abundantia included deafening conflicts fought through the planet's vast reclamation cities by forces of crushing xenos beasts and massive steel-skinned tanks. These forces often collided amid the squalid districts that haloed the reclamation cities, battling for control of stimm and energy-emitting nodes lost during desperate evacuations. The behemoths' destructive weapons or sheer bulk enabled them to tear many buildings apart in the search, while infantry stalked their foes through the dense urban environment.

TERRAIN LAYOUT DESIGNER'S NOTE:

This battle is designed to make use of a large number of Area Terrain features with the Obscuring terrain trait, to represent the built-up urban sprawl around the reclamation cities. We recommend placing these in such a way as to break up visibility as much as possible and ensure there are few opportunities to draw long lines of sight across the battlefield.

MISSION RULES

Mustering Your Army

When mustering your army for a Butcher Town Thunderbrawl battle, **MONSTER** units and **VEHICLE** units that contain only models with a Wounds characteristic of 10 or more (excluding Dedicated Transport and **BUILDING** units), gain the **BATTLEFIELD COLOSSUS** keyword.

Domineering Resilience

Each time a **BATTLEFIELD COLOSSUS** model would lose a wound as the result of an attack made by an enemy model (excluding **BATTLEFIELD COLOSSUS** models), roll one D6: on a 5+, that wound is not lost.

Nodal Emitter objective markers

Butcher Town Thunderbrawl battles use Nodal Emitter objective markers. These count as normal objective markers with the following additional rules:

- Each time a unit makes a move, if it moves within range of a Nodal Emitter objective marker, it can pick it up. If it does so, remove that objective marker from the battlefield and make a note of which unit is carrying it.
- Each time a unit is destroyed or is removed from the battlefield for any reason, before removing it, if that unit is carrying any Nodal Emitter objective markers, that unit's controller sets up those objective markers anywhere on the battlefield that is as close as possible to that unit and not within an Area Terrain feature.
- At the start of each player's Command phase, one model in each **BATTLEFIELD COLOSSUS** unit from their army regains 1 lost wound for each Nodal Emitter objective marker that unit is carrying.

Poor Construction

Area Terrain features with the Obscuring terrain trait can be smashed down through various means (see below).

When an Area Terrain feature is smashed down:

- It loses the Obscuring terrain trait, and, if it does not already have the Light Cover terrain trait, it gains the Light Cover terrain trait.
- Each unit (excluding **CHARACTER** units) within that Area Terrain feature suffers D3+3 mortal wounds.
- Each unit (excluding **CHARACTER** units without the **TITANIC** keyword) within 3" of that Area Terrain feature, but not within it, suffers D3 mortal wounds.
- Each **CHARACTER** unit (excluding **TITANIC** units) within 3" of that Area Terrain feature suffers 1 mortal wound.



Knock It Down

BATTLEFIELD COLOSSUS units in your army can attempt the following action:

‘Knock It Down’ (Action): One **BATTLEFIELD COLOSSUS** unit from your army can start to perform this action at the start of your Shooting phase. This action is completed at the end of the phase. When this action is completed, select one Area Terrain feature with the Obscuring terrain trait that is visible to the unit performing this action. Roll one D6 for each ranged attack with a Strength characteristic of 7 or better that models in that unit would be able to make if that unit was selected to shoot (rolling to determine the number of shots made for weapons with a random Type characteristic as usual), adding 2 to the roll if that attack would have a Strength characteristic of 10 or better: on any rolls of 6+, that terrain feature is smashed down (pg 94).

Tear Straight Through

BATTLEFIELD COLOSSUS units in your army can attempt the following action:

‘Tear Straight Through’ (Action): One **BATTLEFIELD COLOSSUS** unit from your army can start to perform this action at the start of the Fight phase. This action is completed at the end of the phase. When this action is completed, select one Area Terrain feature with the Obscuring terrain trait that is within Engagement Range of the unit performing this action. Roll one D6 for each melee attack with a Strength characteristic of 7 or better that models in that unit would be able to make if that unit was selected to fight: on any rolls of 6+, that terrain feature is smashed down (pg 94).



STRATAGEMS

When playing a Butcher Town Thunderbrawl battle, you have access to the Stratagems shown below, and can spend CPs to use them:

COLOSSAL FIREPOWER [2CP]

Butcher Town Thunderbrawl – Battle Tactic Stratagem

By siphoning dangerous combustible substances from the industrial nodes, already deadly shots can be made to detonate with especially violent force.

Use this Stratagem in your Shooting phase, when a **BATTLEFIELD COLOSSUS** unit from your army that is carrying one or more Nodal Emitter objective markers is selected to shoot. Until the end of the phase, each time a model in that unit selects targets for a Blast weapon it is equipped with, do not roll any dice to determine how many attacks are made – instead, make the maximum possible number of attacks.



STIMMED FRENZY [1CP]

Butcher Town Thunderbrawl – Battle Tactic Stratagem

Taking advantage of an emitter’s leaking substances, whether bio-fuel catalysts, aggression enhancers or some other strange concoction, a behemoth can crush the most numerous of opposition in a whirl of attacks.

Use this Stratagem in the Fight phase, when a **BATTLEFIELD COLOSSUS** unit from your army that is carrying one or more Nodal Emitter objective markers is selected to fight. Until the end of the phase, each time a model in that unit makes an attack:

- You can re-roll the hit roll.
- An unmodified hit roll of 6 scores one additional hit.

DEVASTATING SHOT [1CP]

Butcher Town Thunderbrawl – Battle Tactic Stratagem

Ammunition or power cells saturated in the coruscating energy seeping from this emitter have the potential to obliterate the greatest of foes.

Use this Stratagem in your Shooting phase, before making the wound roll for an attack made by a **BATTLEFIELD COLOSSUS** model from your army whose unit is carrying one or more Nodal Emitter objective markers. Do not make a wound roll for that attack: it automatically wounds the target.

PILEDIVING STRIKES

[1CP]

Butcher Town Thunderbrawl – Epic Deed Stratagem

Hormonal muscle enhancers, drive additives or rapid-sealing bio-polymers stored in the emitters confer the power to crack the densest carapace.

Use this Stratagem in the Fight phase, when a **BATTLEFIELD COLOSSUS** unit from your army that is carrying one or more Nodal Emitter objective markers is selected to fight. Until the end of the phase, each time that model makes an attack:

- Add 2 to the Strength characteristic of that attack.
- Add 1 to the Damage characteristic of that attack.

UNSTOPPABLE IMPACT

[1CP]

Butcher Town Thunderbrawl – Epic Deed Stratagem

With roaring engines or guttural howls, this colossus employs dangerous mixes of friction bio-inhibitors or hyper-stimms unleashed by an emitter to smash into the foe with such force that they and any cover they sought are brought crashing down.

Use this Stratagem in your Charge phase, when a **BATTLEFIELD COLOSSUS** unit from your army that is carrying one or more Nodal Emitter objective markers finishes a charge move. Select one enemy unit within Engagement Range of that unit and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. If that enemy unit was within 3" of any Area Terrain features with the Obscuring terrain trait when this Stratagem was used, select one of those Area Terrain features and that enemy unit suffers D3 additional mortal wounds. The selected Area Terrain feature is then smashed down (see page 94).





MISSION OBJECTIVE

Victory points are awarded as follows:

Secured Nodal Emitters

Progressive Objective

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- **BATTLEFIELD COLOSSUS** units from their army are carrying a combined total of two or more Nodal Emitter objective markers.
- Units from their army are carrying more Nodal Emitter objective markers than their opponent's units are.
- At least one **BATTLEFIELD COLOSSUS** unit from their army is carrying two or more Nodal Emitter objective markers.

This objective cannot be scored during the first battle round.

Alpha Positioning

Progressive Objective

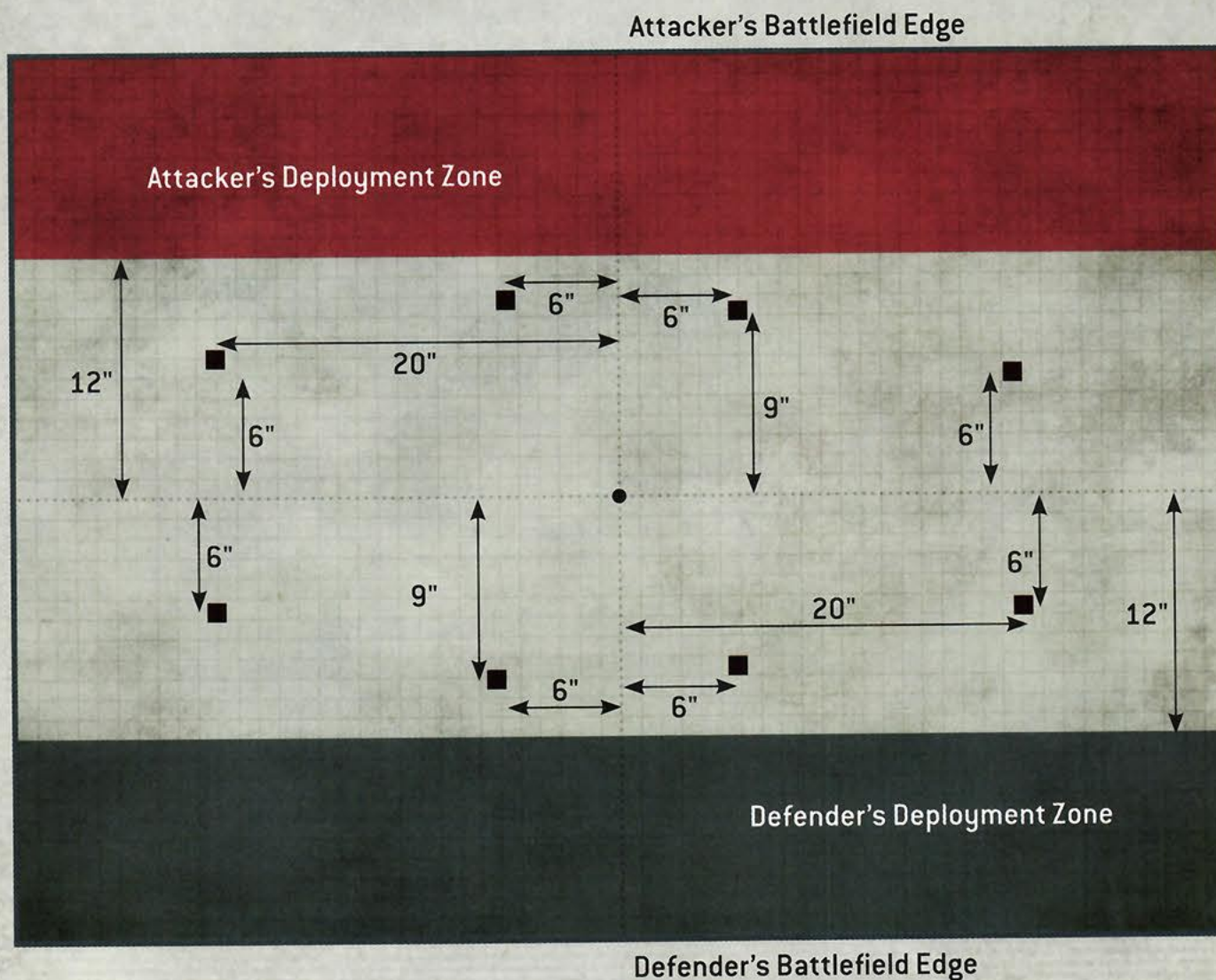
At the end of each player's Command phase, that player scores 5 victory points if a **BATTLEFIELD COLOSSUS** unit from their army is within 6" of the centre of the battlefield.

This objective cannot be scored during the first battle round.

Master of the Battlefield

End Game Objective

At the end of the battle, if one or both players have any **BATTLEFIELD COLOSSUS** units on the battlefield, the player with the **BATTLEFIELD COLOSSUS** unit with the highest Power Rating on the battlefield scores 20 victory points. If both players have **BATTLEFIELD COLOSSUS** units from their army on the battlefield that are tied for the highest Power Rating, then both players score 20 victory points.



ARMY OF RENOWN: CRUSHER STAMPEDE

At the height of Tyranid invasions, when the opposition is fierce enough, the hive fleet produces entire hordes of monstrous creatures to overwhelm the foe. When they attack, the horizon is filled with enormous hungry beasts.



ARMY OF RENOWN

An Army of Renown is a specialised force that has earned fame or infamy across the 41st Millennium, the experience of which has given its warriors unique skills to use on the battlefield.

An Army of Renown is a variant army list for a particular Faction in Warhammer 40,000 that is themed around a particular disposition of forces. Each imposes certain restrictions on what units can be included, but it also grants access to a wider range of rules such as Stratagems, Relics, etc. to reflect that Army of Renown's unique methods of waging war in the 41st Millennium.

If you wish for your army to become an Army of Renown, it must first adhere to all the restrictions laid out for that Army of Renown, it must be Battle-forged and it must not include any Specialist Detachments. You can then make a note in the Army Faction section of your Army Roster of which Army of Renown your army is. Some or all of the units in an Army of Renown then gain the benefits listed, such as new keywords, abilities, Stratagems, etc. Note that your army does not automatically become an Army of Renown just because it happens to abide by the restrictions – you must choose for it to be an Army of Renown.

CRUSADE ARMY OF RENOWN

You can use any of the rules listed in an Army of Renown to make a Crusade Army of Renown when you start a Crusade force. In this case, the Restrictions and Benefits apply to your entire Crusade force – replace all instances of 'army' listed in the Restrictions and Benefits sections to instead say 'Crusade force', and make a note in the Crusade Faction section of your Order of Battle of which Army of Renown your Crusade force is. Note that this means certain units can never be added to your Order of Battle, but it will result in a particularly focused and themed collection. Whenever you select a Crusade army from such an Order of Battle, it must be Battle-forged and cannot include any Specialist Detachments.

Designer's Note: Though it appears in the Flashpoint: Octarius section, the Crusher Stampede does not have a Flashpoint keyword or other rules limiting its use to Flashpoint: Octarius games. The Crusher Stampede is an Army of Renown and is legal for all types of play.





RESTRICTIONS

- Your army cannot include any **SWARM** units and cannot contain any models with a Wounds characteristic of 2 or less.
- For each unit from your army that does not have the **MONSTER** keyword, your army must include at least one **MONSTER** unit.
- All units from your army must have the **TYRANIDS** keyword and be drawn from the same **<HIVE FLEET>**.

BENEFITS

- All units from your army gain the **CRUSHER STAMPEDE** keyword.
- Units from your army without the **MONSTER** keyword gain the Shielded by the Hive Mind ability (see right).
- **MONSTER** units from your army gain the Hulking Behemoths ability (see right).
- You have access to the Crusher Stampede Warlord Traits (pg 99) and Stratagems (pg 100).
- **CRUSHER STAMPEDE PSYKERS** from your army can generate their psychic powers from the Mass Convergence discipline (pg 101).

Shielded by the Hive Mind

When the Hive Mind wills the total destruction of an enemy through overwhelming force, its gestalt power moves with the beasts it sends forth.

- This unit can never gain a Hive Fleet Adaptation (see *Codex: Tyranids*).
- Models in this unit have a 5+ invulnerable save.

Hulking Behemoths

The Hive Mind funnels immense resources into empowering the monstrous beasts of its hordes, infusing them with great reserves of energy and strength.

- This unit can never gain a Hive Fleet Adaptation (see *Codex: Tyranids*).
- Models in this unit have a 5+ invulnerable save.
- Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Models in this unit count as a number of models equal to their remaining Wounds for the purpose of determining the control of objective markers.

CRUSHER STAMPEDE WARLORD TRAITS

If a **CRUSHER STAMPEDE** model is your **WARLORD**, it can have one of the Warlord Traits below instead of one from another source. You can either roll one D3 to randomly generate one, or you can select one.

1. Raging Influence (Aura)

When required, this warlord imbues its fellow beasts with a level of savagery that makes them even more dangerous in combat.

While a friendly **CRUSHER STAMPEDE MONSTER** unit is within 6" of this **WARLORD**, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

2. Savage Intimidation (Aura)

This warlord is even more terrifying to behold than other bioforms of its kind.

While an enemy unit is within 3" of this **WARLORD**:

- Each time a model in that unit makes a melee attack, subtract 1 from that attack's hit roll.
- Each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.

3. Rampaging Beast

This warlord has reserves of energy that it unleashes in waves of devastating fury.

Once per turn, when this **WARLORD** is selected to Fight, it can use this Warlord Trait. If it does so, until the end of the phase, add D3 to this **WARLORD'S** Attacks characteristic.

CRUSHER STAMPEDE STRATAGEMS

If your army is a Crusher Stampede, you have access to these Stratagems, and can spend CPs to use them.

Designer's Note: *Stratagems with the Crusher Stampede label are also considered to have the Tyranids label.*

THUNDEROUS IMPACT [2CP]

Crusher Stampede – Battle Tactic Stratagem

Tyranid beasts see enemy vehicles and monsters as the most significant threats and fight furiously to bring them down.

Use this Stratagem in the Fight phase, when a **CRUSHER STAMPEDE MONSTER** model from your army has finished a pile-in move. Select one enemy **MONSTER** or **VEHICLE** unit within Engagement Range of that model. Until the end of the phase, that model can only make attacks against the selected unit, and each time it makes an attack:

- Add 1 to that attack's hit roll.
- Add 1 to that attack's wound roll.
- Add 1 to that attack's damage roll.

TERRIFYING CHARGE [1CP]

Crusher Stampede – Battle Tactic Stratagem

To look out over the battlefield and see an endless tide of Tyranid monsters rapidly approaching, claws ready and maws open, is a truly terrifying prospect.

Use this Stratagem at the start of the Morale phase. Select one enemy unit within Engagement Range of a **CRUSHER STAMPEDE MONSTER** model from your army that made a charge move this turn. Until the end of the turn, subtract 3 from the Leadership characteristic of models in that enemy unit.

UNBREAKABLE CHITIN [1CP/2CP]

Crusher Stampede – Battle Tactic Stratagem

Many of the war-beasts unleashed by the Hive Mind have adapted thicker chitin armour, enabling them to shrug off enemy attacks

Use this Stratagem in any phase, when a **CRUSHER STAMPEDE** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. If that unit

contains 5 or more models, or contains any models with a Wounds characteristic of 10 or more, this Stratagem costs 2CP; otherwise, it costs 1CP.

DEATH SURGE [2CP]

Crusher Stampede – Battle Tactic Stratagem

In its final moments, the beast thrashes around injuring all in its path.

Use this Stratagem in the Fight phase, when a **CRUSHER STAMPEDE MONSTER** model (excluding **CHARACTER** models) from your army is destroyed. Do not remove that model from play – it can fight after the attacking model's unit has finished making attacks. When doing so, that **CRUSHER STAMPEDE** model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use. After resolving the destroyed model's attacks, it is then removed.

BREAKING THROUGH [1CP]

Crusher Stampede – Battle Tactic Stratagem

The monstrous bioforms the Tyranids unleash upon their prey overwhelm all in their path.

Use this Stratagem in your Charge phase, when a **CRUSHER STAMPEDE MONSTER** model from your army finishes a charge move. Select one enemy model within Engagement Range of that **MONSTER** model, and roll a number of D6 equal to that **MONSTER** model's remaining Wounds:

- If that **MONSTER** model's Strength characteristic is higher than that enemy model's Toughness characteristic, for each 3+, that enemy model's unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).
- If that **MONSTER** model's Strength characteristic is the same as that enemy model's Toughness characteristic, for each 4+, that enemy model's unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).
- If that **MONSTER** model's Strength characteristic is less than that enemy model's Toughness characteristic, for each 5+, that enemy model's unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

**RAPID ADAPTATION****[1CP]****Crusher Stampede – Battle Tactic Stratagem**

Before a battle, Tyranid Warriors spawned for it may undergo a rapid adaptation, making them even deadlier.

Use this Stratagem before the battle, when you are mustering your army. Select one **CRUSHER STAMPEDE TYRANID WARRIORS** unit from your army. Models in that unit have a Weapon Skill characteristic of 2+ and a Ballistic Skill characteristic of 3+. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

ENHANCED BRAIN FUNCTIONS [1CP /2CP]**Crusher Stampede – Battle Tactic Stratagem**

Many Tyranid Warriors are adapted with enhanced brain functions, allowing them to fight in hand-to-hand combat while still operating ranged weapons effectively.

Use this Stratagem in your Shooting phase. Select one **CRUSHER STAMPEDE TYRANID WARRIORS** unit from your army that is within Engagement Range of any enemy models. Until the end of the phase, models in that unit can make ranged attacks using the Big Guns Never Tire rule (see the *Warhammer 40,000 Core Book*) as if they had the **MONSTER** keyword. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

MASS CONVERGENCE DISCIPLINE

Before the battle, you can generate psychic powers for any **CRUSHER STAMPEDE PSYKER** units from your army from the Mass Convergence discipline using the table below, instead of using any other psychic discipline. You can either roll one D3 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** knows.

1. Synaptic Barrier

The synapse creature creates a physical barrier of synaptic energy, shielding Tyranid beasts from attack.

Blessing: *Synaptic Barrier* has a warp charge value of 6. If manifested, select one friendly **CRUSHER STAMPEDE** model within 18" of this **PSYKER**. Until the start of your next Psychic phase, that model has a 4+ invulnerable save.

2. Aggressive Surge

The Hive Mind fills select beasts with ferocious energy that drives them to attack with unbounded aggression.

Blessing: *Aggressive Surge* has a warp charge value of 6. If manifested, select one friendly **CRUSHER STAMPEDE** model within 18" of this **PSYKER**. Until the start of your next Psychic phase, add D3 to the Attacks characteristic of that model.

3. Infused Energies

Through synaptic conduits, the Hive Mind imbues creatures of its horde with even greater energy and ferocity.

Blessing: *Infused Energies* has a warp charge value of 6. If manifested, select one friendly **CRUSHER STAMPEDE** unit (excluding **SYNAPSE** units) within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, you can re-roll the hit roll.



ZEALOTRY'S INCEPTION

The Battle Sisters of the Adepta Sororitas are warrior zealots who fight to defend the faith of the Imperium in the face of heretics, mutants, xenos, witches and daemons. Yet even the most experienced Sister began her long road of war and prayer as a Novitiate.

Novitiates are junior members of the Adepta Sororitas who are not yet accepted as full Sisters. Their youthful fanaticism and drive to earn their place lend them a ferocity of spirit and a willingness to plunge into the deadliest of situations. They are shepherded to war by stern Sisters Superior, veteran warriors of the Orders Militant who lead them in prayer and in battle. Alongside the Order's more experienced warriors, the Novitiates learn to weaponise their repulsion of those whose existence threatens the Emperor's divine realm.

When not in battle, the Sisters of the Adepta Sororitas live existences of ascetic purity and fervent prayer, practices that they begin at an early age. Most are recruited from the Schola Progenium, a galaxy-spanning institution dedicated to raising the young of fallen Imperial servants to be devout and skilled individuals, ready to provide their own service to the Imperium and the God-Emperor. The Schola's widespread academy bastions, saviour abbeys and fortified scholams produce a great many of the Imperium's elite warriors and officers, as well as highly specialised agents.

Though not technically a part of the Adeptus Ministorum, the Ecclesiarchy's priests take a prominent role in the Schola

Progenium and see to the education and training of their wards. They instil in them a fierce dedication and unquestioning love of the God-Emperor, indoctrinating them fully into the Imperial faith and ensuring their souls are girded against malefic influence. Amongst the most feared of the Schola's instructors are the drill abbots: ferocious men and women – often veterans of countless wars themselves – who hone their pupils' physical strength and temper their will until it is as strong as iron. Those female students whose physical and spiritual mettle prove strong enough – and who survive the scourging lashes of the disciplinarian drill abbots – are handed over to the Adeptus Ministorum for service in the Adepta Sororitas.

As Novitiates, these zealots endure a gruelling regimen of fasting, prayer and martial training that harks back to the disciplines espoused by the Daughters of the Emperor, the spiritual forebears of the Adepta Sororitas. The rigours and discipline of the scholam is as nothing compared to what they must endure within the Adepta Sororitas. Combat drills are carried out with the same devotion as the most sacred and hallowed rituals, and physical conditioning is hailed alongside the recitation of vows and catechisms as a means of safeguarding one's soul against heresy.



IN THE FOOTSTEPS OF SAINTS

While they remain unproven, Novitiates are not ordained into any Order of the Adepta Sororitas. Each Order Militant is granted regular intakes of new Novitiates who learn the battle hymns, sacred rites and advanced methods of purgation that the Battle Sisters are justifiably famed for. They fight with the Order Militant's Sisters, train and pray alongside them and learn piety and penitence under the harsh regime of their Sister Superior. Ultimately, many of these Novitiates, should they survive and be found worthy, will leave their Novitiate days behind to be accepted as a full Sister of the Order Militant they fought alongside. Through their battle training, individual Novitiates who show promise in the realms of field medicine, sacred texts, stirring chorals, careful maintenance of their holy weapons, or many other skills may instead be earmarked for induction into a non-militant Order. They are given additional training in highly technical, demanding and sometimes dangerous fields, and they may then dedicate their lives to an Order Hospitaller, Dialogus, or one of the many other specialised types of Order. In this way, the Sisters of non-Militant Orders have a thorough grounding in warfare and combat techniques.

Although they are not fully inducted into the Order Militant alongside which they fight, Novitiates are taught many of the Order's holy catechisms and sacred battle mantras. They may go on to lead lives of humble prayer or silent, scholarly research of a very different character, but, while with the Order Militant, they are steeped in many of

its unique traditions and customs. They strive to emulate the inspirational Battle Sisters around them, and they assiduously follow the precepts laid down by their Sister Superior, who focuses their zealotry along Order doctrines.

Novitiates are not permitted to use the revered bolt weapons wielded by the Sisters until they have proven themselves worthy in the eyes of the God-Emperor or, more accurately, in the hard eyes of their Superiors. Many are gifted with thrice-blessed autoguns or sanctified autopistols. These automatic weapons undergo cleansing rites that can last days or even weeks to ensure they are sufficiently purified for their purposes. Auto weapons benefit from a high rate of fire; the additional cartridges or clips of cheaper ammunition, coupled with the rigorous training the Novitiates receive, make them ideal for laying down a withering hail of shots. Many a heretic or witch has met their end beneath a flurry of automatic gunfire unleashed by righteous Novitiates.

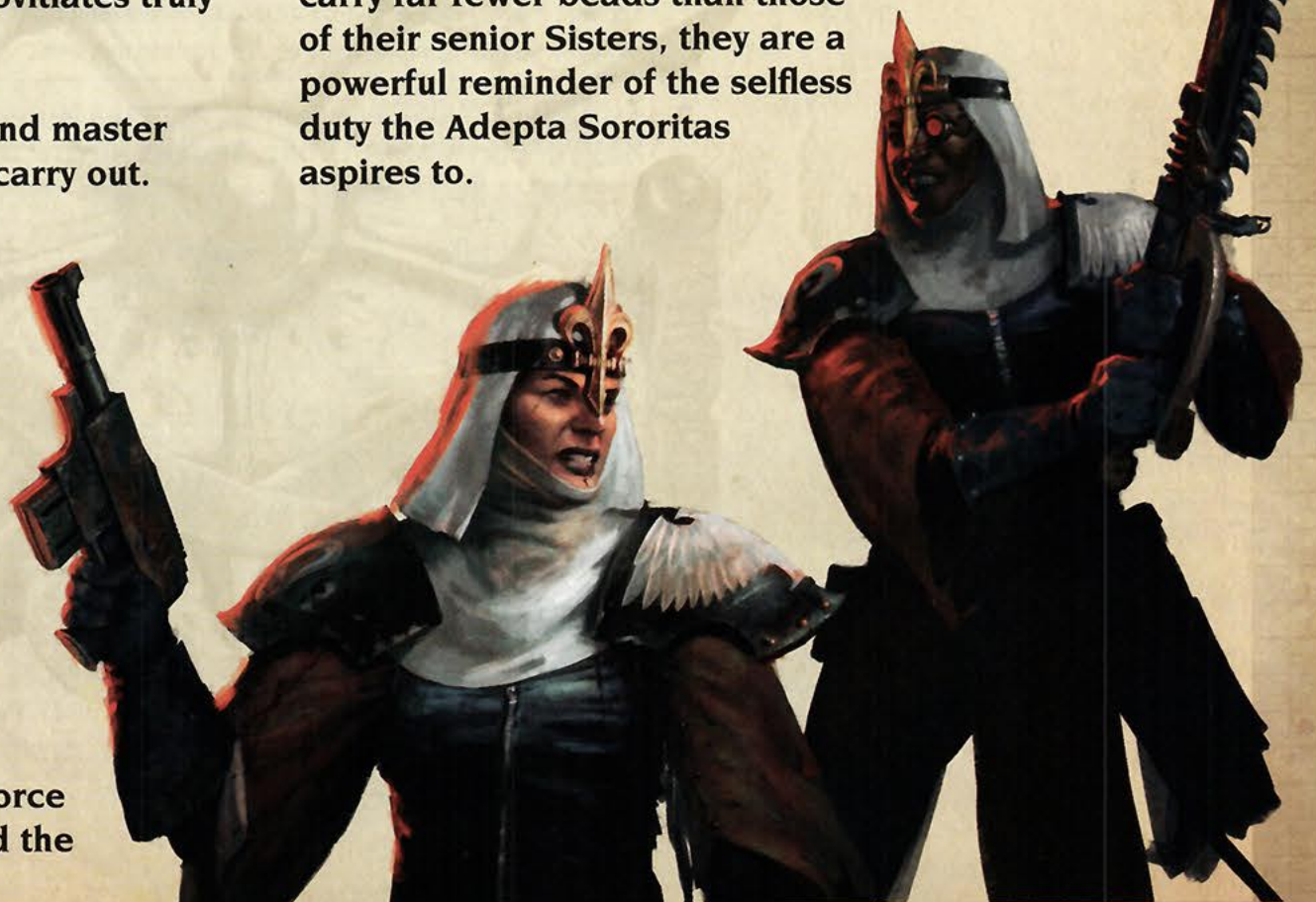
These young warriors are denied the holy suits of power armour granted to fully ordained Sisters. Instead, they commonly go to war in close-fitting bodygloves mantled in hard-wearing flak habits and supplemented by carapace plates. While some Novitiates are permitted to bear simpler versions of the Order Militant's ancient livery, most are attired in plainer, more drab garments. Their humbler appearance echoes the public face of many Adepta Sororitas Sisters, and it serves to remind them of the humility expected of all the Emperor's servants.

NOVITIATES AT WAR

When the Order with which they fight goes to battle, or even embarks upon a War of Faith, their Novitiates accompany them, not only to gain first-hand experience of the horrific war zones they will be expected to conquer as Sisters but also to see with their own eyes the despicable villainy their enemies are capable of in order that it might fire their passions yet further. Only by witnessing the depths to which heretics can sink in their rejection of the Emperor can the Novitiates truly understand what is at stake.

Novitiates are expected to experience and master many of the roles fully ordained Sisters carry out. Equipped with autoguns and even sanctified Ministorum flamers, they provide fire support to the Order's warriors, annihilating lighter enemies that swarm towards them and forcing defenders to duck and cover before other Sisters charge in. Others may be instructed to show the strength of their conviction by fighting face to face with the most fell of heretics. Equipped with pistols and finely balanced blades, they are dispatched on execution missions against hiding witches, sent to topple blasphemous icons or deployed to reinforce a frontline shrine. Novitiates are granted the

opportunity to carry out humble acts of penitence, and some do so by undertaking specialist missions behind enemy lines, reconsecrating defiled sanctums in no man's land or leading the hunt for diabolic demagogues. Each penitential deed they accomplish allows them to add an adamantine bead to their chaplet ecclesiasticus. These personal icons are worn at all times, and, though those worn by Novitiates carry far fewer beads than those of their senior Sisters, they are a powerful reminder of the selfless duty the Adepta Sororitas aspires to.





Sisters Novitiate are young recruits to the Adepta Sororitas. Trained by the Drill Abbots of the Schola Progenium, they are assigned to an Order Militant to gain combat experience and prove their mettle in the crucible of war.

TROOPS

Sisters Novitiate

- Unit size10 models
Unit cost.....75 pts
- Ministorum flamer+5 pts
 - Plasma pistol+5 pts
 - Power sword+5 pts
 - Sacred banner+5 pts
 - Simulacrum Imperialis+5 pts

SISTERS NOVITIATE SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Sister Novitiate	6"	4+	3+	3	3	1	1	7	4+
1	Novitiate Superior	6"	4+	3+	3	3	1	2	8	3+

Every Sister Novitiate is equipped with: auto pistol; autogun; frag grenades; krak grenades. A Novitiate Superior is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto pistol	12"	Pistol 1	3	0	1	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Ministorum flamer	12"	Assault D6	5	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Novitiate melee weapons	Melee	Melee	+1	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power sword	Melee	Melee	+1	-3	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

OTHER WARGEAR

- Sacred banner You can re-roll Advance and Charge rolls made for the bearer's unit.
- Simulacrum Imperialis Once per phase, the bearer's unit can perform one Act of Faith (see *Codex: Adepta Sororitas*) even if another unit from your army has already performed an Act of Faith during this phase.

WARGEAR OPTIONS

- The Novitiate Superior's boltgun and bolt pistol can be replaced with one of the following: 1 bolt pistol and 1 power sword; 1 plasma pistol and 1 power sword.
- 1 Sister Novitiate's autogun can be replaced with 1 sacred banner.
- 1 Sister Novitiate's autogun can be replaced with 1 Simulacrum Imperialis.
- Up to 2 Sisters Novitiate can each have their autogun replaced with 1 Ministorum flamer.
- Any number of Sisters Novitiate can each have their autogun replaced with Novitiate melee weapons.

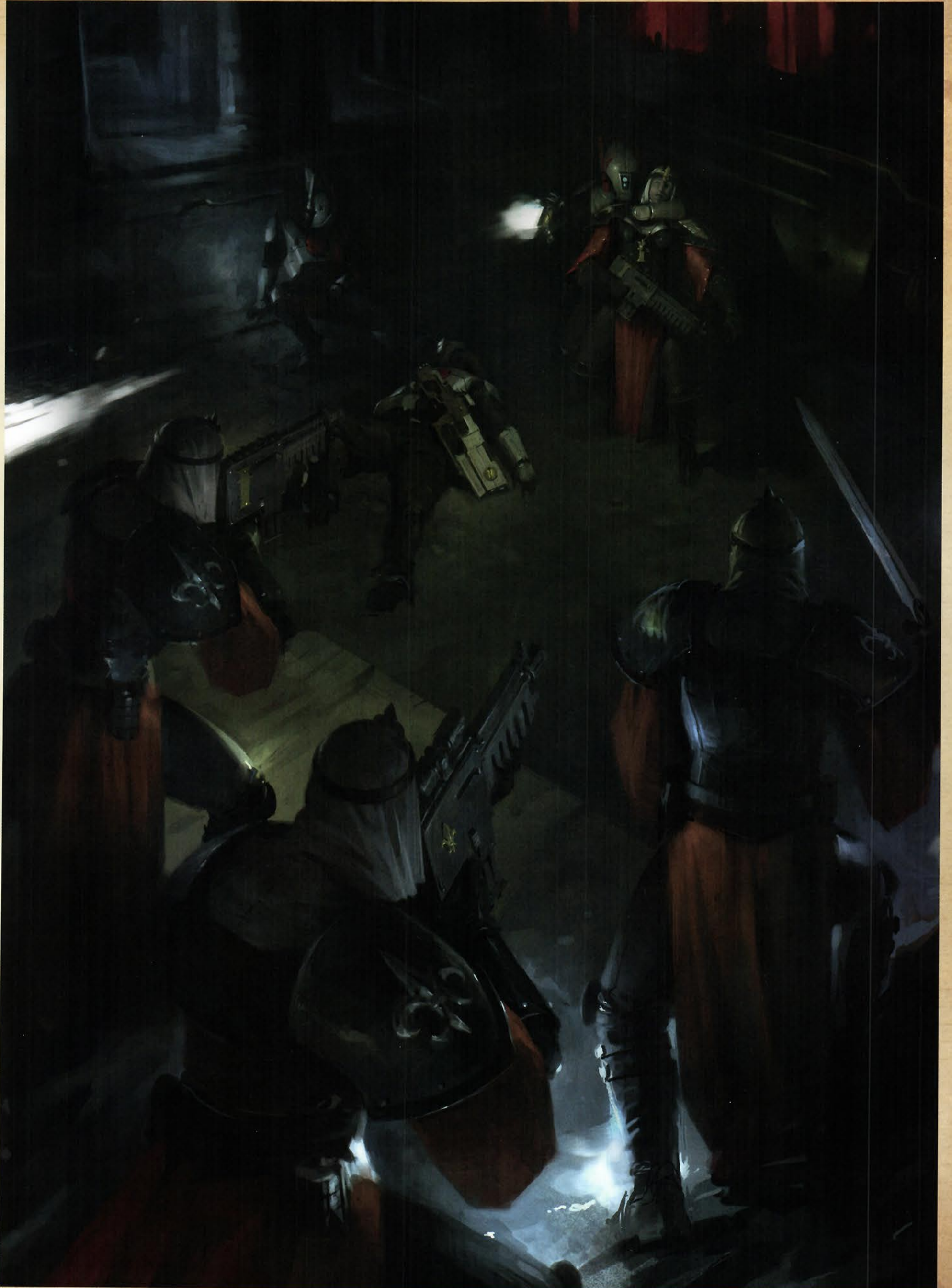
ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (see *Codex: Adepta Sororitas*)

Impetuous Fervour: Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Attacks characteristic of all models in this unit.

Sisters Novitiate: If your army is Battle-forged, you cannot include more **SISTERS NOVITIATE** units than **BATTLE SISTERS SQUAD** units in each **ADEPTA SORORITAS** Detachment in your army.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>
KEYWORDS: INFANTRY, CORE, SISTERS NOVITIATE



DA GLORIOUS (CHRISTMASSY) REVOLUSHUN!

Over two decades ago, Da Red Gobbo emerged from the wastelands of Gorkamorka to bring hope, unity and grenades to the downtrodden Gretchin of Gorkamorka. Now he (or a grot who looks just like him) seeks to bring revolushun to da galaxy!



A long time ago, on a planet far, far away, some puny Gretchin started a revolution. For too long had they been oppressed by their Ork masters, bullied into doing all the jobs the Orks didn't want to do, such as cleaning out the drops, herding gnasher squigs and being ammunition for dangerous experimental weaponry.

On the desert world of Gorkamorka (better known as Angelis to us humies), the Gretchin rebelled against their bigger, meaner cousins. Many did not survive, for grots are small and weak, and Orks are massive and violent, but those who did disappeared into the deserts to start new lives. The rebel faction was led by the Gretchin Revolutionary Committee, and at its head stood the bravest and most dashing of their number. Slugga in hand and greatcoat billowing in the wind, he stood above them all atop a stack of

DIGGANOB!

The bizarrely titled Digganob was the expansion pack to the classic game Gorkamorka and featured rules for Rebel Grots, Diggas (humies wot want to be Orks) and Muties (humies wot don't look much like humies any more). And, of course, Da Red Gobbo!



looted ammunition crates and proclaimed the Gretchin free! Well, for a time, at least. Also, they might need food soon. And vehicles to escape the harsh desert. But they were free!

And so the legend of Da Red Gobbo was born!

DA REVOLUSHUN CONTINUES!

In times of great need, Da Red Gobbo will come to the aid of Gretchin across the length and breadth of the galaxy. Opposite, you will find new rules for using Da Red Gobbo on Bounca in your games of Warhammer 40,000. As you can see, he's a dangerous little zogger; his kustom blasta is more than a match for most foes, and he rides to battle on a deranged squig that's clearly been at the eggnog already (not to mention the Christmas tree). Over the page, you'll also find a history of Da Red Gobbo, from his first appearance to the present day (pun totally unintentional).

WARHAMMER LEGENDS

On this page you will find a new datasheet for Orks. Used alongside *Codex: Orks*, it allows you to field this legendary model in your games. The rules here can be used in any type of play – open, narrative or matched – and full points are provided to help you balance your forces. Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game – and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process. Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full range at their event.

DA RED GOBBO ON BOUNCA

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Da Red Gobbo	10"	4+	3+	3	5	5	3	6	4+

Da Red Gobbo on Bounca is equipped with: kustom grot blasta; Bounca's jaws; stikkbombs. Your army can only include one **DA RED GOBBO** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kustom grot blasta	12"	Dakka 3/2	5	-1	2	-
Bounca's jaws	Melee	Melee	6	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 3 mortal wounds on the target and the attack sequence ends.
Stikkbombs	6"	Grenade D6	3	0	1	Blast

ABILITIES

Waaagh! (see *Codex: Orks*)

Da Revolushun! (Aura): While a friendly **GRETCHIN** unit is within 6" of this model, each time you make a Combat Attrition test for that unit, add 1 to the result.

Red Gobbo: This model can be included in an **ORK** Detachment without preventing other units in that Detachment from gaining a Clan Kultur. Note, however, that this model does not itself benefit from any Clan Kultur. If this model is your **WARLORD**, it has the Inspiring Leader Warlord Trait.

Pointy Decorashunz!: After this unit makes a charge move, you can select one enemy unit within 1" of it and roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

FACTION KEYWORDS: **ORKS**

KEYWORDS: **CHARACTER, CAVALRY, GRETCHIN, SQUIG, DA RED GOBBO**



DA POWER OF

Did you know there have been three incarnations of Da Red Gobbo? The first appeared way back in the last millennium (998.M2, to be exact) followed by two more-recent versions. Miniatures designer Aly Morrison and 'Eavy Metal's Chris Innes tell us about them.



LEGACY OF DA RED GOBBO!

As the nominal figurehead of the Gretchin Revolutionary Committee, Da Red Gobbo is a symbol of hope for oppressed Gretchin all over the galaxy. Yet Da Red Gobbo is not, as many grots believe, one mighty individual come to lead them to freedom, but a series of many (often short-lived) Gretchin. Upon succession to the role, the new Red Gobbo dons the iconic greatcoat (complete with medals), picks up the kustom slugga and raises his skull-topped sceptre of authority high. Through this process, da Revolushun can never die.



DA GOBBO'S NEW HOPE

Aly: I remember Brian Nelson sculpting the original Red Gobbo model for Gorkamorka back in 1998. It helped to define what grots would look like in Warhammer 40,000 for years to come. I love his 'power to the people' pose, with his fist up in the air, and the revolutionary stars all over the model. There's a militaristic feel to him, what with his greatcoat and the self-awarded medal proudly pinned to his lapel, but you can see his revolutionary side in his scarf and leather bandolier.



DA RED GOBBO STRIKES BACK!

Aly: I enjoyed myself so much sculpting an updated rendition of Da Red Gobbo – any opportunity to have a laugh with grots! I wanted to emulate the 'power to the people' pose but with a festive twist. Christmas trees feature stars, and Da Red Gobbo's revolutionary symbol is a star, so the two matched perfectly. There are lots of little gags, too, like the bauble grenades and earrings, the false beard and the Christmas list loincloth. He even stands in a triangular pose, emulating a Christmas tree.

DA RED GOBBO!



RETURN OF DA RED GOBBO!

Aly: The latest incarnation of Da Red Gobbo rides a vicious squig into battle! I imagine he's just gatecrashed a party: Bounca's eaten the Christmas tree, and now they're smashing their way out, trailing Christmas lights and baubles in their wake. A lot of the jokes from the previous model are still there, such as the tree star (now trampled under the squig's feet) and the bauble grenades, while others have been altered slightly. For example, Da Red Gobbo has a new pistol jammed into his pocket with the gift tag still on it, while Bounca has wrapping paper stuck to his tail.

Chris: I painted both of the recent 'Eavy Metal versions of Da Red Gobbo. On the previous one, I gave him a candy-cane-striped slugga, but this time he wields a candy-cane stick of dynamite! The yellow stars were inspired by Aly's story of the cheap plastic star he used to have on his own Christmas tree as a child – apparently, it was once clear, but it turned a dirty yellow with age! The baubles are painted with a mix of metallic and Contrast colours: Flesh Tearers Red mixed with Screaming Bell and Ork Flesh mixed with Stormhost Silver.



GLORY POINTS



DAVE SANDERS

Dave is a senior games developer in the Warhammer Age of Sigmar Studio and the lead rules writer for Warhammer Underworlds. Recently, Dave discarded his Scavenged Armour, laid down his Larval Lance and strode confidently out of Beastgrave and into the terrifying tunnels of Harrowdeep. He's now looking for new clothes, all in black.

The warbands of Warhammer Underworlds have been plunged into darkness with the release of the latest Core Set – Warhammer Underworlds: Harrowdeep.

Gone are the howling tunnels of Direchasm, as this season of Warhammer Underworlds introduces the new setting of Harrowdeep, a labyrinthine structure hidden beneath the ocean floor of Ulgu. Accompanying this change is the biggest overhaul to the core game since the release of Beastgrave.

A REALM OF LIVING SHADOWS

In contrast to the brutal savagery that thrummed through Direchasm, Harrowdeep is shrouded in mystery, a fathomless maze where the shadows writhe and where darkness devours the light. This is represented in the game by the new feature tokens; gone are the lethal hex sides on the reverse of the objective tokens, replaced with a new feature called a cover hex (1).

Rather than starting the game with each of the objectives revealed, as was the case in Beastgrave, you start with each objective concealed by shadow, represented by the cover

side of the token. A fighter in the same hex as one of these tokens can flip it during a power step to reveal the objective. If they leave it as a cover hex, however, they gain a defensive bonus so long as they stand there, making hexes that contain these tokens desirable to every fighter.

Each player also has one gloom hex that they can place before the game starts. This is a feature token that has a cover hex on each side, allowing them to put down a shadowy hiding place wherever it will best serve their strategy. Cover hexes also appear on one of the boards included with the Core Set, guaranteeing defensible positions for your warband.

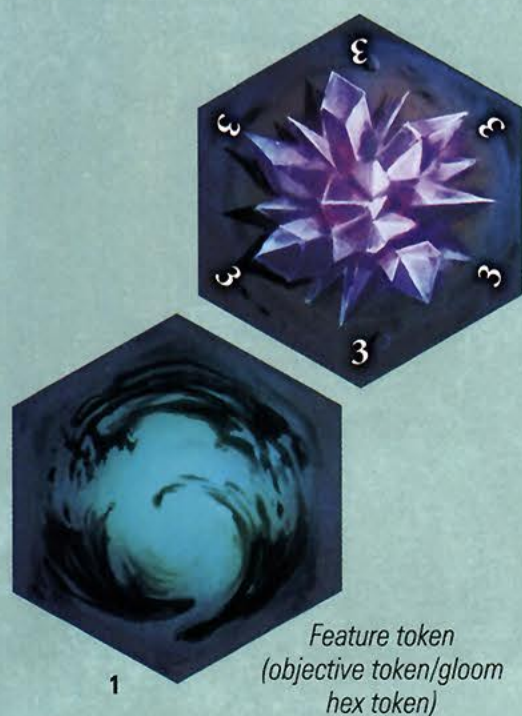
The shadow magic that suffuses the corridors of Harrowdeep is also represented by Illusion upgrades. These are powerful cards that you play without spending any glory points – but if a fighter with an Illusion upgrade is damaged or chosen when a gambit is played, the upgrade is broken, and these upgrades also break at the end of the action phase. Players can decide whether to take these temporary boosts for their fighters, allowing for explosive plays, or whether to play it slow and steady with more conventional upgrades (2).

You'll also see that the fantastic new card style that was introduced in the Warhammer Underworlds: Starter Set is now a feature of the main range, allowing more space for the artwork on each card to knock your socks off!





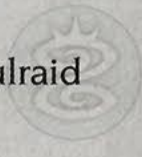
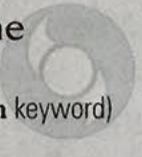

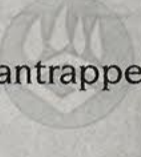

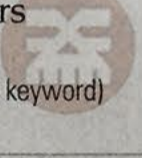

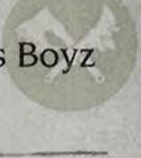
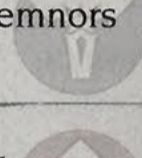

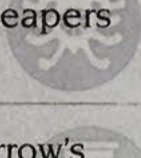



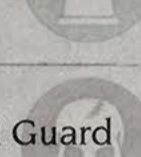

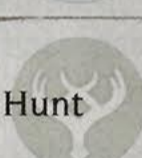

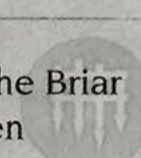



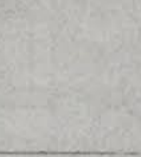


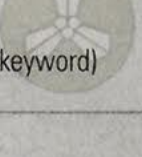
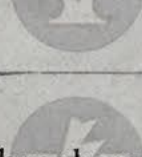
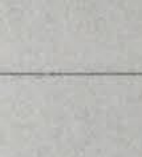



GRAND ALLIANCE CARDS

I'm always excited when Warhammer Underworlds moves to a new setting, but, in addition to providing a change of scenery, the move to Harrowdeep brings with it some very exciting additions to the core game rules. The biggest of these is the introduction of the Grand Alliance cards – cards that are specific to the warbands of Order, Chaos, Death or Destruction. Sitting somewhere between universal cards and a warband's own cards, Grand Alliance cards can be included in your warband's deck so long as your warband is a member of the relevant Grand Alliance. Warbands released from now on will all feature their Grand Alliance icon on their fighter cards, but, in case you're wondering, opposite you will find all of the existing warbands listed under their respective Grand Alliance.

Grand Alliance cards increase the options available to each warband and focus on mechanics



Glory Points is our column all about Warhammer Underworlds. Curated by the games developers of the Age of Sigmar Studio, this column delves into the development of the game, plus rules, tactics and gameplay. This issue, Dave introduces us to Harrowdeep!

ORDER	CHAOS	DEATH	DESTRUCTION
The Chosen Axes 	The Dread Pageant  (each fighter has the Slaanesh keyword)	The Crimson Court 	Hedkrakka's Madmob 
Elathain's Soulraid 	Eyes of the Nine  (each fighter has the Tzeentch keyword)	Drepur's Wraithcreepers 	Hrothgorn's Mantrappers 
The Farstriders 	Garrek's Reavers  (each fighter has the Khorne keyword)	The Grymwatch 	Ironskull's Boyz 
Ironsoul's Condemnors 	Godsworn Hunt 	Kainan's Reapers 	Mollog's Mob 
Morgwaeth's Blade-coven 	Grashrak's Despoilers 	Lady Harrow's Mournflight 	Morgok's Krushas 
Myari's Purifiers 	Khagra's Ravagers 	Sepulchral Guard 	Rippa's Snarlfangs 
Skaeth's Wild Hunt 	Magore's Fiends  (each fighter has the Khorne keyword)	Thorns of the Briar Queen 	Zarbag's Gitz 
Starblood Stalkers 	Spiteclaw's Swarm 	-	-
Steelheart's Champions 	The Wurmspat  (each fighter has the Nurgle keyword)	-	-
Storm of Celestus 	-	-	-
Stormsire's Cursebreakers 	-	-	-
Thundrik's Profiteers 	-	-	-
Ylthari's Guardians	-	-	-

thematically linked to each Grand Alliance, reflecting the common elements that draw the disparate warbands under a single banner. You'll find tools for every warband in your collection, and more than a few surprises!

Here are a few of my favourites, one for each Grand Alliance. These examples just scratch the surface of what comes in the Harrowdeep Core Set, and there's much more to come.

ARCANE BULWARK (3)

This spell can be used by any wizard from an Order warband to place all nearby friendly fighters on Guard without using up any activations. Guard is a mechanic found on a number of Order cards, representing the greater discipline of many of the Order warbands.

AGONISING BOLT (4)

Like many Chaos cards, this spell rewards risk-taking, encouraging you to pile extra power into your wizard so that they can deal 2 damage to a target at range (and, as a Tzeentch wizard, that range is greater for Vortemis).

PARTIAL RESURRECTION (5)

This ploy gives access to the Raise mechanic, within limits, to every Death warband. You can only use this ploy while your leader is on the battlefield, and the fighter returned to the battlefield will be vulnerable (this is a new term which means that if they are dealt 1 damage they will be taken out of action).

TREMENDOUS ROAR (6)

The new stagger mechanic features on a number of Destruction cards, including this ploy, representing the overwhelming brute force employed by many Destruction warbands. When a fighter is staggered, you remove their Guard tokens, and fighters who attack them while they are staggered can re-roll one attack dice.

CHANGES TO THE CORE RULES

I've already mentioned vulnerable and Stagger, two mechanics that are new to Harrowdeep, but

Grievous is another new mechanic (and a personal favourite of mine). This new Attack action keyword means that if the Attack action results in a critical hit, it deals 1 additional damage.

In addition to these new rules, we've made a number of alterations to the core rules to streamline and improve the game:

- In addition to leader and wizard, we've identified two other traits common to a number of fighters: 'beast' and 'flying'. Rules for each of these traits are now found in the core rules, and some cards will call out one or more of these traits.
- Your objective deck can now contain more than 12 cards, giving you the potential for greater glory!
- The rules for setting up the battlefield have changed – when going for a diagonal set-up, you now need to create four hexes of no one's territory, rather than three as in previous editions. As a result, battles will be fought a bit closer together.
- We've introduced new 'do-over' rules – instead of placing discarded cards from your do-over in your discard piles, you shuffle them back into your deck after drawing their replacements; now you'll have access to every card in your decks in each game you play.
- We've laid out a clearer turn structure divided into major steps (activation step and power step) and minor steps (reaction, inspire and surge steps), and each reaction step is clearly identified.
- The combat sequence has been revised – you now check whether the target is trapped during the Determine Success step, rather than in the Drive Back step. This removes a 'loop' from the combat sequence, making it easier to resolve Attack actions.
- The order of priority in the power step has changed – now the player whose turn is next goes first in the power step.



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WARHAMMER UNDERWHAT?

If you're new to Underworlds, the best place to get started is, as its name suggests, the *Warhammer Underworlds: Starter Set*. This set features streamlined rules to make your introduction into the game quick and easy and includes everything you need to play: two double-sided boards, two warbands, and all of the cards, dice, tokens and counters for those warbands.

If the idea of customizing your warband's decks of cards appeals to you, or if you want to attend Championship organised play events, it's also a good idea to pick up the *Warhammer Underworlds: Essential Cards* pack, which contains cards usable by, and useful to, every warband.



STREAMLINED MULTIPLAYER EXPERIENCE

In addition to revising the core rules, we also revisited the multiplayer rules, which remained largely unchanged until now. Although we love the way multiplayer Warhammer Underworlds works, we know that games with 3-4 players can take significantly longer. We've tackled this with a new game sequence for multiplayer games: the number of rounds in the game and the number of turns each player takes in a round are determined by the number of people playing. In addition, in each power step, only the player whose turn it is and the player whose turn is next can play cards. These changes give you the same great experience but in much the same time as you can play a two-player game!

CHAMPIONSHIP UPDATE

The introduction of Harrowdeep means that, for Championship events, we have bidden farewell to the universal cards and the game boards from the Beastgrave season (including *Silent Menace* and *Warhammer Underworlds: Beastgrave – Arena Mortis*). You can continue to use all of the warbands from Beastgrave and all of each warband's cards in Championship events.

We want Warhammer Underworlds to remain fun, fresh and accessible forever, and cycling older cards and boards in this way ensures that the card pool in Championship play remains manageable while still allowing players to discover new strategies and explore the potential of the various warbands. If you're new to Championship play, you'll only have the most recent seasons to learn, and if you're a veteran, this ensures that the competitive scene stays engaging, balanced and fun.

Cycling only affects Championship play, so when playing at home or at your local gaming club, you can still use every card in your collection.

END PHASE

That brings us to the end of this introduction to the latest season of Warhammer Underworlds. I hope that this article has provided you with some insight to help you penetrate the gloom that shrouds Harrowdeep, and I look forward to reading your predictions about what's to come later in the season!

TELL US YOUR THOUGHTS

Write us if you have any suggestions or something that you'd like to read about. You can contact us at:

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SOUL PREY: THE ROAD OF THE HOLLOW KING

By John French

Stalking his prey across the realms, Cado Ezechiar arrives at the city of Glimmerheart in need of respite. Yet the taint of Chaos lingers upon the land, and he soon finds himself drawn into conflict with the servants of the Dark Gods.

The Hollow King came to the City of Rivers as the snows gathered on the mountain peaks. His name was Cado Ezechiar, the uncrowned king of a now lost kingdom, but to any that looked, he was a single shadow on the road; a sword at his back and a spark in his glance that kept tongues from asking questions. And he was not alone.

~I cannot walk with you past the water,~ said Solia.
~The souls in the rivers are few, but they are jealous.~

Cado nodded, looking down to where the river ran through a rocky gorge to circle the flank of the city. A bridge arched over the water further down the mountain slope. The presence of the shade behind him prickled the skin of his shoulder. The blurred impression of a wide face framed by long hair hung at the edges of his eyes, as though Solia was still watching her pupil's brush move across the parchment as he learned to write. Long ago, an age ago... He wondered again if the shade was as she had been in life; the lines of time and scars of lessons learned running under her white hair, eyes glittering as though with joy at a joke that only they saw.

'This is the place,' said Cado.

~So the rat-thing said, but it might have been years since she passed this way. That is, if it told the truth...~

Cado shook his head and made to move down the road.

~You are hungry, my boy,~ said Solia. ~You will need to feed, and soon. You will find the living in this city, but are there damned souls amongst them?~

'There always are,' said Cado.

~As you say ...~ The shade presence folded into nothing. Cado felt the ring on his left index finger burn for an instant and then go cold once more. The light was fading from the sky as he walked towards the bridge and the city beyond the river.

It was called Glimmerheart. Long, long ago, the first mortals had come to this underworld. They had been pilgrims from across the realm searching for the afterlife of their faith. When they found it, they had raised stones next to where the Three Rivers of Eternity tumbled from mountain to lowland. The children of those pilgrims had survived, and from those first shrines a city had grown. Cado had seen it in its heyday; a memory surfaced of rose petals floating in wide pools, of turning waterwheels, and daylight scattering from the spray. It had been mid-fire when the influence of Hysh and Aqshy aligned to stretch the days into long ages of shimmering heat. He remembered the songs rising from the mouths of people as they cast flowers and coins into the water pools and channels, looking for the faces of past loved ones in the water spray. Here, the dead became the water. Souls came as rain and snow, falling onto the mountains and flowing down into the lakes and seas. The clamour of waterfalls and the chuckle of streams were the voices of all those that had believed they would die and become part of the great flow of existence, always moving, nourishing, racing over rapids and resting in the deep quiet of shaded pools. That had been then, but time had ripped that existence away and left only its echo.

There was no laughter in the water now, no ring of half-heard voices in the tumble of a cascade. The rule of the Dark Gods had poured blood into the rivers and streams. Blight had stained the pools and lakes, and ash from the pyres clotted the snowfall when it came. The waterwheels of Glimmerheart had become tools of both sacrilege and torture, rolling victims under the surface so that they drowned bit by bit in the souls of their ancestors.

When the flood of Chaos had retreated, it had left a broken heaven, shivering on the shore of existence. And now the dead were vanishing from the water, siphoned away so that with every winter there were fewer in the snowmelt. In a realm of death, this afterlife was slowly dying.



There were watchmen on the bridge as Cado approached. Both looked like they had grown old in their armour.

'Halt,' said the first, touching the hilt of her sword as her companion levelled a spear. Cado's eyes flicked to the arch framing the middle span of the bridge. He could see where jagged iron runes had been bolted to the surface and then hacked away. The gate was new as well. Before the blight of Chaos, the river and its spirits had guarded this crossing from the living and magical alike. Now it was the job of two mortals with weariness and spite in their eyes. 'Your business?' asked the guard as Cado stopped.

'Food,' he said. 'A little warmth. I will not be here long.'

'He's a life-hunter,' growled the guard with the spear. 'Or a mercenary.'

Cado shrugged. He could not deny it. He was taller than both of them by a head, his features frozen in a pale image of youth and strength. His black hair was coiled in a warrior's topknot on his crown. The dark red of his half armour showed at his shoulder, and the hilt of the sword on his back ended any question of his being a man of peace.

'I have no quarrel here,' he said. 'I will be gone by next morning.'

'You will be gone right now,' sneered the woman.

Cado raised his hand to show it was empty, then pulled out a red velvet purse. He shook three small spheres of

amethyst onto his palm. Thorned vines, flowers and teardrops gleamed on the stones as the winter light caught the hair-fine etchings on their surfaces. He saw the hunger in the guards' eyes.

'One for the departed who guard this way,' Cado said, his voice grave as he spoke the formal phrases of respect. He held up one sphere and dropped it over the bridge into the water churning below. 'Two for the living who watch those who pass.'

He held out the two spheres to the guards, saw them glance at each other and then snatch them from his palm.

'The spirits who flow forever see you, friend,' said the woman quickly, her eyes on the amethyst. 'May you drink deep and find peace.'

Cado moved past them. He almost hesitated as he reached the centre of the bridge, but if there were any souls watching him from the flowing water, they did not cry out or rise to stop him.

The streets spread and forked through the city from the bridge, winding and rejoining themselves like the courses of the streams. There was more ruin than life here, he saw. The slow kind of desolation rather than the quick; the kind that ate bones from the inside and crumpled faces around hollow eyes. In the great free cities, mortals often crowded behind the walls for safety, but here there were more buildings with unsealed doors and cold hearths than there were with smoke rising from their chimneys. People passed him, most of them cloaked and looking only at their own way. A woman made a warding sign and flicked a scatter of water at him as he passed. He

nodded as though in thanks and walked on, feeling the hunger grow in his chest and creep up his throat to his tongue.

Solia was right, he realised, he should have fed before entering the city. He could have watched the road or tracked the ice forests for signs of the damned. Many of the Dark Gods' weaker followers had fled to the wild margins of the underworlds, sending prayers and petty sacrifices to their masters, and calling for the return of their dominion. Perhaps there were some such creatures near Glimmerheart. Perhaps ... but it would take days to find them, and where there were the living, there would always be the tainted, clinging to mortal life like a shadow. He needed to feed, and so his best chance of finding prey was to come to where they spawned. Added to which, the trail of his ultimate quarry had taken long seasons to find again after it had gone cold in Lethis. He would not lose it now. Glimmerheart held both the next step on his path and the surest hunting ground for prey. That had been his argument, and Solia had not been able to break him from it. Now he wondered if he should have listened more closely to her doubts. He was running out of time. Much longer and he would not be able to hold his hunger in check...



The night was growing in the sky. There had been a temple, he remembered, new when he had come here in life, a temple to a god of learning and plenty. Welcoming – a new god that offered no threat to the old, just sincerity and knowledge... all of it a glove over a clawed hand that would rise to pull the realm of mortals into the mouths of the Dark Gods. That had been the enemy's way into so many places: deceit and betrayal wearing a kind face. If the taint of the Changer of Ways lingered here, maybe it would be found in its old nest.

It was a thin hope, and when Cado found the place he saw the temple's steps and front had tumbled into rubble. Scorch marks covered the few stones that stood proud of the ruin and thorn vines tangled the lumps of rock. He saw something on one of the blocks, half hidden by the vines, and crouched to move them aside. A carved head with three faces looked back at him, grinning with false kindness.

He blinked...

A flash of fire rising above the outer walls ...

The hunger rose then, sharp in his senses, filling his mind. Black and blinding white, and the red of stolen life pouring into him, filling him, taking away the hollowness for an instant...

Red dripping from a lifeless hand onto the broken throne ...

Cries... and a shrill laugh like the cry of dying birds ...

Eyes on him as he rose amongst the ruin, red with blood, ashes falling from him ...

'You shouldn't touch them.' The voice pulled the memories from his eyes. He came to his feet in a blink, then caught himself and slowed his movements. A child stood six feet away, watching him with a frown. She must have been no more than five winters, he thought, biting down the blackness still screaming at his senses. The hooded cloak that framed her face was patched and had been cut to fit her from a garment made for an adult. A vial of clear water hung around her neck on a length of string. If she had seen the brief crimson flash in his eyes, she gave no sign of fear. 'It's bad to touch those stones, my father-father said so. Touch them and you are asking for the soul-eaters to come.' She bit her lip.

'I don't think they will come for me,' Cado said.

'You shouldn't be close to it.'

'Why are you here, then?' he asked.

'They said I was scared – my brothers. They said I was too scared to come close to it at dark.'

'You don't look scared to me.'

'I'm not.' A spark of defiance in dark eyes. 'There's nothing left here now, anyway.'

Cado nodded, half turning to move away. He would have to make for the gate, hope he could make it out far enough onto the road before the hunger pulled him down into a red dream.

'Why did you come here?' the girl asked.

'I was looking for ...' he hesitated, '... for priests.'

'Are you sick?'

'A little.'

'If you are sick, or want to know if something is true, or need something to keep the Nighthaunts away, then you go to the way-house with the comet head above the door. There are priests there. That's what my mother said.'

Cado held still, thoughts turning, as the iron edge of hunger began to cut again. In order to find the creatures of Chaos, you had to turn over the stones they lurked under, and the one that gave shelter to many was the wisdom and authority of religion. But this could be merely a group of local hope pedlars or earnest servants of lost gods. He should leave, should get far away from this small mortal and all the other living souls of this town. But ...

'The way-house with the comet head above the door?'

'That's what my mother said.'

'And where is that?'

'Above the second river where it turns fast towards the plains.'

'Thank you,' he said, then took a sliver of amethyst from a pouch and held it out to her. She took it, eyes momentarily wide. Then she was gone, ragged cloak and hood flapping behind her. Cado turned away from the burnt and tumbled stones and began to walk, feeling the hunger coil under his skin as the sky darkened.



He was deep into the city before he found the way-house. It hung on a promontory above the flow of the Second Eternal river. Curved walls enclosed a circular courtyard and room, and store houses filled the hollowed-out caves beneath. It was old, a remnant of times that none of the living in the city could remember. Back then, hundreds had taken rest here, and beasts of burden had filled the courtyard with the rattle of their claws and hooves. Now most of it stood empty, walls crumbling, night-roses threading the black-grey stones. A sign showing a helm adorned with the comet hung from a length of

chain above an arch off the courtyard, a sullen invitation to its hospitality.

Firelight filled the room inside, flickering from a circular pit beneath the bell of a chimney hanging from the ceiling. Soot and grease marked the walls, mottling faded murals of spiralling water and white-crested waves. Trinkets hung on cords nailed into the plaster: rusted coins, broken daggers, finger bones, silver bells, dried sprigs of herbs and more – talismans of protection from countless afterlives.

Cado stopped, swaying as the smell of life filled his nose and mouth. He could feel the breath of the living stirring the air, hear blood beating in chests. There was a grey fog at the edge of his sight. Blackness opened within, flowing up his throat, pulling his thoughts down to silence as the hunger rose.

He closed his eyes. He could feel the cold iron of the nine rings on his fingers.

No, he willed, and the black void began to shrink. He opened his eyes.

The crowd in the room was small. Most were human, their faces set and grim. The only laughter came from a trio of duardin, each clad in the black and white of a mercenary band from one of the dawnward kingdoms. Three wizened men in faded blue robes sat in one corner, one of them rolling a disc of bone between his fingers. A boy was hissing at them from across the table, a look of hope on his face, until the old man pushed the disc back across the table and shook his head. The boy rose and hurried away, disappointment folding creases into his young face.

A few others looked up from their bowls of bitter-wine. Cado noticed a woman in grey patchwork click her fingers and mutter words of thanks as she took a sip. Here, even the water in wine was sacred, a small gift from the dead to sustain the living.

'What's your need?' said an innsmen, setting a bowl of wine on a table and turning to Cado. Tattoos of leafless trees covered the man's scalp, and he had the heavy build that spoke of a life that had been spent in armour rather than carrying bowls of wine.

'Warmth, quiet, and a place to sit,' said Cado.

'All yours for the price of food or drink,' said the innsmen.

'A drink.'

'Matter what it is?'

'Something warm.'

The man turned away and Cado took a table beside the

wall in the quietest part of the room. He looked around again. The trio of old men in blue sat closest to him. The other little clusters of the living were on the opposite side of the fire.

The living ... Warm. Alive. Red to fill the void.

His senses were singing, his nose filling with the scent of sweat. The fire was a flicker at the edges of his eyes. The fog was rising. The void opening within. The sounds filled his ears: closing teeth, droplets falling from lips, warm hands lifting drink. Cado closed his eyes. His head was suddenly spinning. He would have to leave. The hunger was too much, and he did not have time to find one who deserved to die. He should have waited, should not have pushed himself over the boundary into this underworld, but then he would have lost her trail again.

Is that the truth? said a voice at the back of his head. *Or is it that you wanted to be out of the night and amongst the living?*

'Tell me again what you believe it does?' said one of the old men in blue. To Cado it felt as though the man was right next to him.

'Scatter three drops on your eyelids each twilight, that's what my mother said,' said a woman's voice. Cado could hear the worry in her words, the burdens pressing down on a life that had already borne much. 'This bottle is from the headwaters of the Three Rivers,' she said. 'When the newest souls melt from the snow, this is the first water they flow into. The Nighthaunts won't touch you if you are marked by three drops of it, that's what mother said.'

'Hmm...' said one of the other old men, and Cado heard a stopper coming free from a glass bottle, then a sniff. 'Yes, yes, your mother spoke true. This will give you rare protection.'

'Thank you,' said the woman. 'It's all we have left.'

'No need for thanks,' said the first man. 'Do just as your mother said – four drops on your eyelids at twilight and you will have nothing to fear.'

'Three...' said the woman, hesitating, confused. 'She always told me three drops.'

'No,' said the man, his voice suddenly clear. 'Four.'

A pause the length of a blink.

'Yes ...' said the woman. 'Of course. Four drops. That's right. Waters run swift for you, sirs.'

Cado opened his eyes in time to see a woman in patchwork purple and grey rising from beside the table of the three men in blue. He saw one of the old men scratch the folds of skin hanging beneath his chin. A bronze ring briefly caught the firelight. They nodded to

each other and began to get unsteadily to their feet, pulling hoods over their heads before shuffling towards the door.

A bowl of wine clinked onto the table in front of Cado.

'Warmed fresh.' Cado looked up at the innsmen. For a stretched second he could feel the instinct to rise, to bite, to let the world become warmth and redness. He held himself still, and then dropped a sliver of amethyst into the innsmen's waiting hand. He nodded and began to turn away before Cado put a hand on his arm.

'Yes?' The innsmen said, frowning.

'Those men,' said Cado, nodding at the trio walking to the door. 'They are priests?'

The innsmen shrugged.

'Of a sort. They look into the pools and speak to what old and deep spirits are still left in the waters. Supposed to be able to tell the true from the false. People bring them questions, things they want to check are the truth. Nowadays its people wanting to know if what they have will protect them when the Nighthaunts come. They tell them, one way or another.'

'If the Nighthaunts come,' said Cado.

The innsmen shook his head.

'They will come, and when they do, you need to know that you are protected.' He reached up and tapped a rusted coin hanging from a cord above him. It clinked against a lump of cracked, green stone.

Cado nodded, his eyes on the door as it closed behind the last old man. The innsmen shook his head and moved to another table. Cado stood slowly and went to the door.

The light was gone from the sky and snow was falling. Cado let the gloom and cold fold over him. He could see the shadows of the men moving away up the curve of a street between stone-walled buildings. He waited for a second. He would need to keep control for a little longer. He needed to be certain.

The men were halfway up a steep flight of steps when he reached them.

'I wish to know a truth,' he called.

They turned to look at him.

'The hour is late, young man,' said one of the men. 'Find us tomorrow.'

'The rings you wear,' Cado said, taking a step towards them. 'The bronze that each of you have on your fingers. Where were they made?'

The old men glanced at each other.

'They were made here, young man. If you wish other truths, then find us on the morrow.'

They turned away.

'How many of those that come to you do you steal truths from?'

The old men stopped walking. Cado took another step closer. The snow was falling heavily now, white flakes covering the ground. 'The people of this place come to you to know the truth of the things they hope will protect them, and you take a sliver of that truth from them. Just enough that they will put too many drops on their eyelids, or speak just the wrong words, or hang the talisman above their door at the wrong hour. Just enough that their hope in it will fail them. The truth, eaten one small bite at a time.'

'Who are you?' said one of the men.

'The rings you wear – they were forged many lifetimes ago in a city that is now ashes. They were smelted from coins paid to traitors and given to the followers of the Raven God of Lies. I know that. I was there when they opened the gates.'

Stillness, and the silent snow falling.

Then the nearest man spoke. The sound that came from his lips was not a word made for a human throat. It clawed through the air. Snow flashed to steam. The man's mouth split wide, and Cado heard bones crack. Skin and flesh tore, unravelling into nothing as a figure of smooth muscle straightened, blue fire coiling over its limbs. It raised its head and a bronze mask grinned.

The muscled figure leapt, a curved blade blinking into being in its fist. Cries rose from the other men as they too began to shed their falsehoods. Cado looked up at the figure descending towards him. He pivoted, drawing the sword from his back. The silver blade met the creature and sliced through its stomach. Gut fluid and blood sprayed out. Cado felt the edge of his sword hit bone and whipped the blade free, and then the body was falling, limbs tangling. He could taste the iron of life. Another masked figure was already coming at him – fast, but not fast enough. Cado leapt, punching through the bronze of the mask and into the flesh beneath. His fingers hooked into the eye sockets and jaw, and a gasp of agony burst from between crushed teeth. Cado lifted the figure and snapped him down into the snow-covered ground. Bones shattered.

A sound like the death cry of birds split the air and Cado reeled. Blue and magenta popped in his sight. He could feel his skin burning, could taste the magic in the

noise as it blasted over him. He could feel the threads of power that held him in unlife fray, could hear the chirruping of avian voices filling his ears. His limbs felt far away.

The last creature was coming at him, a crooked dagger in its hand, its mask a laughing moon with hooked teeth. Cado moved, but now he was too slow, and the dagger rammed up into his gut. The figure tensed to rip the dagger free, ready to cut and stab again and again.

But the dagger did not move. Black liquid and smoke oozed from around the blade stuck in Cado's torso. He had his hand clamped around the creature's wrist.

'Your stolen truths will not help you now.' He twisted and the figure's arm shattered. 'You are damned, and I am your end.'

Cado rammed his sword up under the grinning moon mask and let the body fall. There was blood in the settling snow, pooling into pink slush. Cado pulled the dagger from his gut and dropped it to the floor. Then, slowly, he crouched down, gripped one of the still-warm corpses, and began to feed.



THERE AND BACK AGAIN

The Lord of the Rings is one of the greatest fantasy stories ever told, loved by millions of people around the world. Middle-earth manager Rob Alderman takes a look at the game that was inspired by the novels and films and its incredible twenty-year adventure.

Rob: Regular readers of *White Dwarf* may well note a theme of nostalgia running through the Middle-earth content over the last two months. There is a reason for this: December marks twenty years since *The Fellowship of the Ring* hit the big screen and, by extension, twenty years since the Middle-earth Strategy

Battle Game (in its first incarnation) hit the tabletop for the first time. For many of us, these games and miniatures were our introduction to fantasy wargaming, and we have a lot of fond memories of them. I know I certainly do! So what better way to celebrate this epic milestone than with a trip down memory lane?

THE FIRST AGE

In the beginning

March 2001: *White Dwarf* issue 255 announces that Games Workshop will be collaborating with New Line Cinema to make a game and miniatures range based on *The Lord of the Rings* movies. Meanwhile, a select team from the Games Workshop design studio are frantically sculpting, writing, painting, photographing and designing the game in absolute secrecy.



2002: an unexpected visit

The Lord of the Rings movie director, Peter Jackson, pays a visit to Warhammer World, where he is shown around by the studio team. He is given a miniature of himself painted as a Hobbit. A copy of that same model resides in the Warhammer World exhibition centre to this day.



2001: the fellowship of the ring rulebook and box set

The Lord of the Rings: The Fellowship of the Ring box set is released in December 2001 alongside the movie of the same name. The brand-new game system is developed by Rick Priestley with the express goal of making it a different gaming experience to Warhammer. At this time, the game is mainly aimed at narrative games, playing through scenes from the movie as well as 'what if' scenarios.



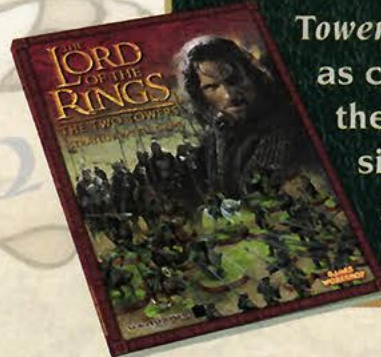
Did you know?
During the year of release, the Fighting Uruk-hai set was so popular that it outsold the Space Marine Tactical Squad – the only kit to have ever achieved such a feat!

2002: the two towers rulebook and box set

The Lord of the Rings range is an unmitigated success, so a new box set containing Riders of Rohan and Fighting Uruk-hai is made to celebrate the release of *The Lord of the Rings: The Two Towers* movie. Alessio Cavatore joins Rick Priestley in penning this edition, helping to add new rules that are essential for telling the story of *The Two Towers*. This includes new weapon types such as crossbows, pikes, throwing weapons and the devastating Uruk-hai demolition charge, significantly reworked cavalry rules and new siege warfare rules so that hobbyists can re-enact the Battle of Helm's Deep.

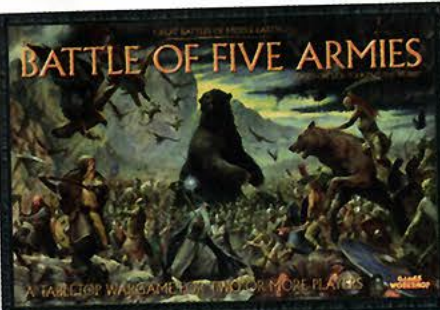


Did you know?
The first edition of the game had only fifty-seven warrior profiles. Some statlines, like Aragorn's, are still the same twenty years later!



2003: THE GREATEST BATTLE OF OUR TIME
The first Grand Tournament for *The Lord of the Rings* Strategy Battle Game takes place at Warhammer World in Nottingham.

2003: SHADOW AND FLAME
Games Workshop signs an agreement with Tolkien Enterprises (now Middle-earth Enterprises) that enables the miniatures designers and rules writers to delve into the text from *The Lord of the Rings* novels and create miniatures and rules for characters that didn't make it into the movies. *Shadow and Flame* introduces notable characters such as Tom Bombadil, Goldberry and Balin and expands upon existing ranges, including new models such as Durbûrz, Moria Goblin Shamans and Uruk-hai Shamans.



2005: BATTLE OF FIVE ARMIES
An epic-scale version of the Strategy battle Game based on the rules for Warmaster is released. It focuses on the Battle of Five Armies that took place at the end of *The Hobbit* novel. A precursor of things to come, perhaps?

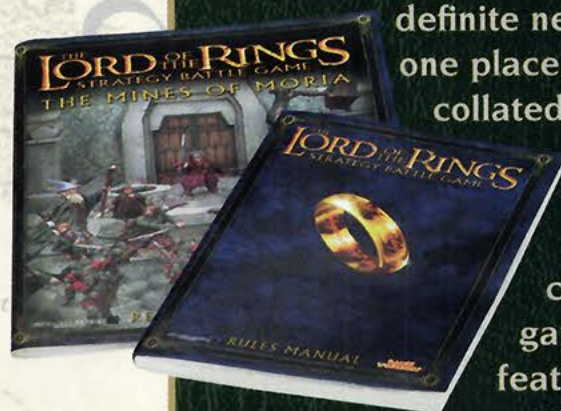
DID YOU KNOW?

The Getting Started manual for Mines of Moria encouraged you to model the scene of Balin's Tomb inside the box lid, which was (some might say conveniently) the same size as the playing zone.



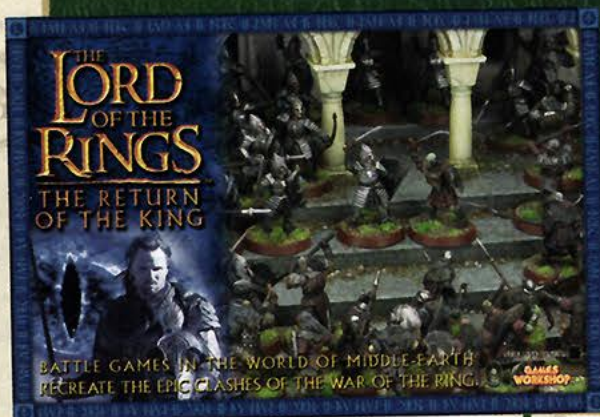
DID YOU KNOW?

This was not the first time Games Workshop had a license with Tolkien Enterprises. Back to the 1980s, Citadel Miniatures actually offered a range of officially licensed metal miniatures based on *The Hobbit* and *The Lord of the Rings* books.



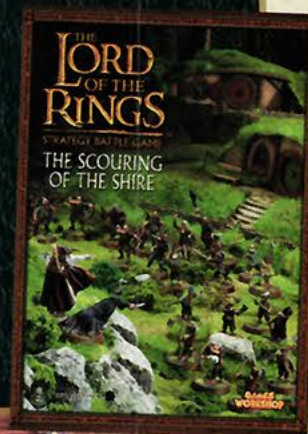
2005: THE ONE RULEBOOK AND THE MINES OF MORIA BOX SET
With three rulebooks, four supplements and countless extra rules printed in *White Dwarf*, there becomes a definite need to unite all the game rules in one place. Everything is collected, collated, revised and compiled into one neat, hardback tome unofficially nicknamed The One Rulebook (to rule them all, of course!). The Mines of Moria box game is released at the same time, featuring a plastic Fellowship. This was the first set for the Strategy Battle Game that focused on a specific scene from the movies that you could play through.

2003: THE RETURN OF THE KING RULEBOOK AND BOX SET
In December 2003, a now mighty throng of Strategy Battle Gamers are ready for *The Return of the King*, the final movie of *The Lord of the Rings* trilogy. A new box set featuring Men of Gondor and Mordor Orcs is released to celebrate, while other characters and warriors are immortalised in miniature form including the Dead of Dunharrow and Easterlings. The game begins to take shape not only as a narrative game but as a fully fledged tournament game system, too.



2005: THE SCOURING OF THE SHIRE AND A SHADOW IN THE EAST

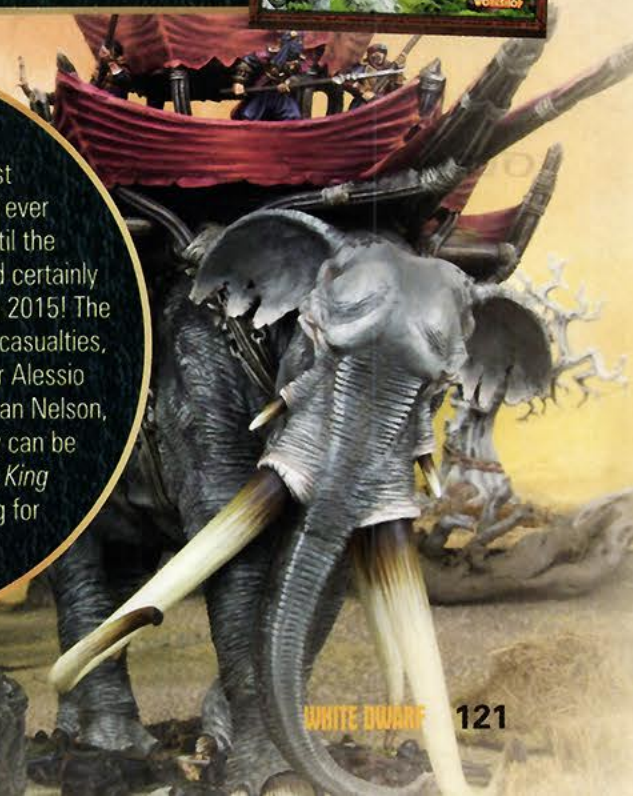
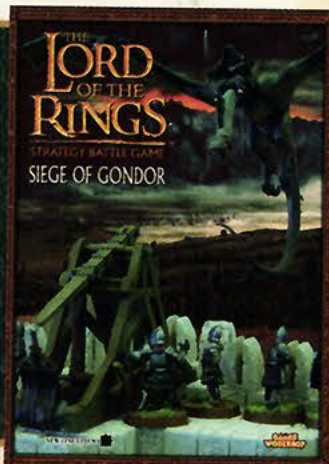
The Scouring of the Shire introduces rules and miniatures for Hobbits and the agents of Sharkey – a part of the story that's present in the novels but omitted from the movies. *A Shadow In the East* introduces Khamûl the Easterling (one of the nine Ringwraiths) and the people of Khand.



DID YOU KNOW?

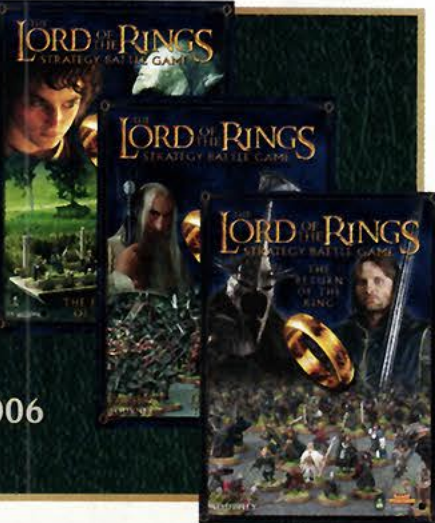
The Mûmakil was the biggest plastic kit Games Workshop had ever made. It remained the largest until the release of the Baneblade in 2007 and certainly the tallest until Archaon Everchosen in 2015! The model's base features several Rohan casualties, which are based on games designer Alessio Cavatore and miniatures designers Brian Nelson, Michael Perry and Alan Perry. They can be seen briefly in *The Return of the King* movie when Pippin is searching for Merry on the fields of Pelennor.

2004: THE SIEGE OF GONDOR AND THE BATTLE OF THE PELENNOR FIELDS
New supplements include expanded rules for siege warfare and introduce the Citadel Guard, Beregond, Gothmog, Knights of Dol Amroth, Haradrim and the mighty War Mûmak of Harad.



2005: *THE FELLOWSHIP OF THE RING* SUPPLEMENT

The first of three supplements that follow the journey of the main characters across Middle-earth. *The Two Towers* and *The Return of the King* supplements are released in 2006 and 2007 respectively.



2006-2008: *NEW SOURCEBOOKS*

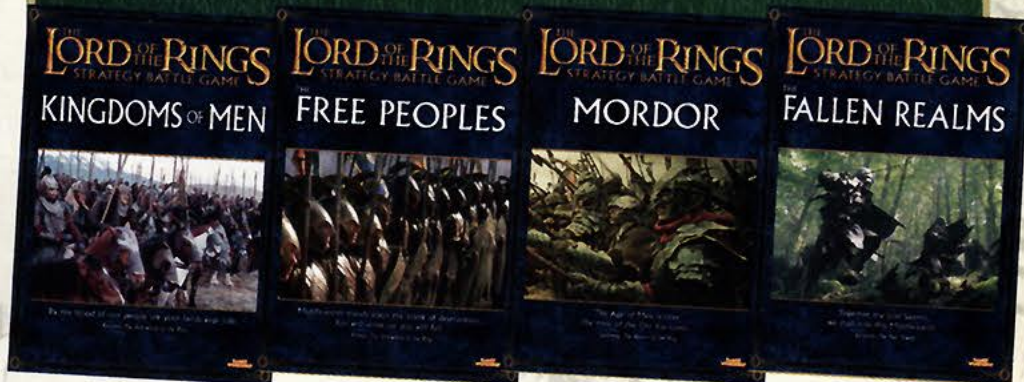
The next few years see the lands of Middle-earth revisited on a regular basis as new sourcebooks and miniatures are released almost monthly. New sourcebooks include *The Fall of the Necromancer*, *The Ruin of Arnor*, *Khazad-Dûm*, *Gondor in Flames*, *Harad* and *Mordor*. Swaths of plastic and metal miniatures are released alongside these books including Mirkwood Elves, the White Council, the Necromancer, King Arvedui and Malbeth the Seer, a Dragon and a Cave Drake, new plastic Army of the Dead models, Corsairs of Umbar, the entirely original Mahûd and countless more besides!



THE SECOND AGE

2012: *ARMIES OF GOOD AND EVIL*

In preparation for the release of the *The Hobbit: An Unexpected Journey*, the primary armies of Middle-earth are revisited with new sourcebooks. *Kingdoms of Men* covers new rules for Gondor and Rohan while *The Free Peoples* focuses on Elves, Dwarves, Ents, Hobbits and other forces of Good. The *Moria & Angmar* and *Mordor* books contain rules and army lists for their respective forces, while *The Fallen Realms* covers Isengard, Harad, Easterlings and other forces of Evil.



2012: *A TALE OF FOUR GAMERS*

The classic *White Dwarf* series returns, but this time in Middle-earth! The four armies are Gondor, Rohan, Isengard and Mordor.

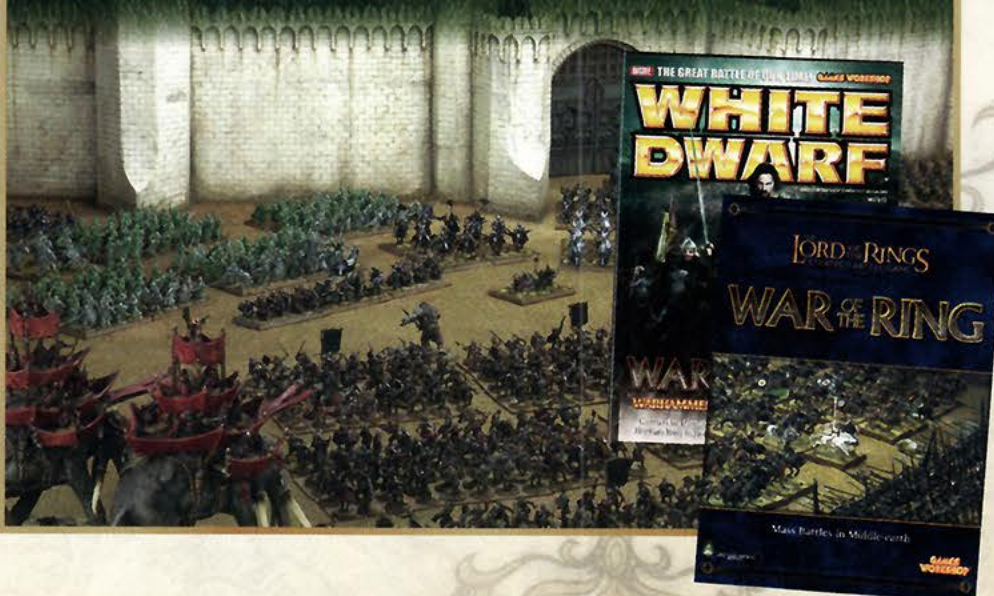


DID YOU KNOW?

The Corsair Bo'sun is modelled after Peter Jackson, who made a brief cameo in the film (before being shot by Legolas). He actually appears in all three movies in various guises.

2009: *WAR OF THE RING* RULEBOOK

War of the Ring introduces new rules for playing truly colossal battles of *The Lord of the Rings*, enabling hobbyists to re-create scenes such as The Battle of the Pelennor Fields with hundreds of miniatures. The Battle Report in *White Dwarf* 352 features 1656 infantry models, 354 cavalry, 15 Mordor trolls, 4 Ringwraiths on Fellbeasts, 6 Mûmaks, and a whole load of heroes!



2012: *THE HOBBIT: AN UNEXPECTED JOURNEY*

Games Workshop teams up with Warner Bros. to release a new game alongside *The Hobbit: An Unexpected Journey* movie. Thorin's Company (including Gandalf the Grey and Bilbo Baggins) are brought to life on the gaming table alongside the Goblin King and his degenerate kin, plus an impressive set of Goblin Town scenery. Characters previously imagined by the design studio such as Radagast the Brown are redesigned based on the new imagery created by Weta Workshop. Veteran games designers Matt Ward and Adam Troke take the helm of this edition of the game before Adam goes on an adventure of his own and joins the relaunched *White Dwarf* team.



DID YOU KNOW?

The scale of the Dwarves in the movies, plus the intricate detail of their costumes, meant that miniature-making technology had to be improved in order to capture the likenesses of the cast accurately. Mould-making tolerances were pushed to 0.3mm for the first time in Games Workshop's history and set the precedent for all kits that followed.

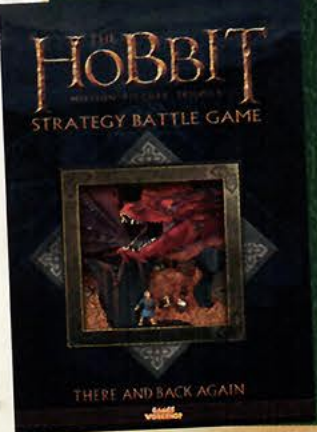
DID YOU ALSO KNOW?

The Goblin Town Battle Report fought in *White Dwarf* 396 was fought in the dark to set the scene for the underground battle. Adam and Dan fought it twice after several of the key characters suffered very bad falls off very tall walkways.

THE THIRD AGE

2016: *THE HOBBIT: MOTION PICTURE TRILOGY - THERE AND BACK AGAIN*

The year 2016 marks the beginning of a new era. The Middle-earth team is set up under the watchful eye of Adam Troke, who assembles a team of enthusiastic and talented designers to reinvigorate the game. Notable gaps in The Hobbit range are filled, including a swathe of miniatures for the Iron Hills Dwarves. A new supplement book, *There and Back Again*, brings all the armies from *The Hobbit* trilogy up to date and ushers in a new age of gaming and collecting.



2018: *THE MIDDLE-EARTH STRATEGY BATTLE GAME*

This year sees the launch of a new edition of the game under the all-encompassing title of *The Middle-earth Strategy Battle Game*. The *Battle of Pelennor Fields* is the largest box game ever released and includes the first plastic *The Lord of the Rings* miniature for almost a decade – King Theoden.

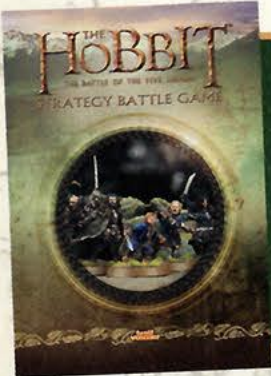
MIDDLE-EARTH STRATEGY BATTLE GAME



RULES MANUAL
HOBBIT - LORD OF THE RINGS

2014: *THE HOBBIT: THE BATTLE OF THE FIVE ARMIES*

White Dwarf Weekly 46 includes a free supplement that features scenarios and warrior profiles for the final movie in the trilogy.



2018: *ARMIES OF THE LORD OF THE RINGS AND ARMIES OF THE HOBBIT*

Two fully fledged hardback army supplements filled with several hundred warrior profiles from *The Lord of the Rings*, *The Hobbit* and everything in between are released alongside the new edition of the game, giving new and veteran players everything they need to play the game.



2014: *SMAUG!*

The greatest dragon of all time is released in miniature form. And by miniature, we mean massive, as he absolutely dwarfs the Mûmak. Bard the Bowman with *Windlance* is released at the same time to give the forces of Good some hope!



2019: *THE WAR FOR MIDDLE-EARTH CONTINUES*

The game is further supported by three new sourcebooks: *Gondor at War*, *Scouring of the Shire* and *War in Rohan*, which between them contain sixty-nine narrative scenarios based on scenes from the novels and movies.



2020: *QUEST OF THE RINGBEARER*

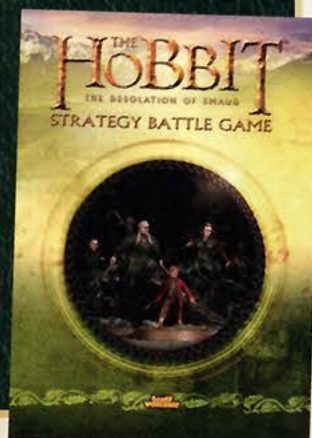
Join Frodo Baggins on his quest to destroy the One Ring! This book includes revamped versions of the scenarios from the original 'journey' sourcebooks (as seen in last month's *Battle report!*), plus a whole host of new scenarios that follow Frodo's journey to Mount Doom.

MIDDLE-EARTH STRATEGY BATTLE GAME



QUEST OF THE RINGBEARER
LORD OF THE RINGS

2013: *THE HOBBIT: THE DESOLATION OF SMAUG*
Bilbo's adventure continues in *The Desolation of Smaug* supplement. The book features new scenarios, enabling hobbyists to follow the story of Thorin's Company on the gaming table right up to the Lonely Mountain. Notable releases include *Dwarves in Barrels* – an unusual set that features just one pair of legs between fourteen models. The actors take a particular liking to them!



the present day

And so we come to the present day, where the Middle-earth Strategy Battle Game stands stronger and prouder than ever before. Even now, in the forges of Isengard, new miniatures are being crafted and mighty tomes being written. But what will be released next, we wonder? Only time will tell ...

SCENES OF MIDDLE-EARTH

Blade still bloodied from the carnage of last issue's Battle Report, Middle-earth Miniatures Designer Lewis Collins joins us once again to show off some of his Middle-earth vignettes. He's also built a very cool gaming board!



Last issue, Middle-earth adventurers Lewis Collins and Ashley Hamstead-Reid played through three scenarios from *Quest of the Ringbearer*. We were so impressed with the board that Lewis built for Balin's Tomb that we decided to show it off in a modelling article. But that's not all that Lewis has been working on recently.

Lewis: One of my fondest hobby memories is going into my local Warhammer store back in 2005 when the Mines of Moria set came out. The manager kindly showed me how to drybrush the well that came in the set, and it blew my mind. I had no idea how to paint, so that was a revelation! I remember their introductory board was built inside the box lid (the recommended way to play the scenarios in the book!), and I aspired to build my own board of Balin's Tomb one day. It would only take fifteen years to get around to it!

QUEST OF THE RINGBEARER

Quest of the Ringbearer is one of the best narrative gaming experiences around. This supplement includes twenty-eight scenarios, enabling you to follow Frodo on his journey. But will you aid him or hinder him?

MIDDLE-EARTH
STRATEGY BATTLE GAME



QUEST OF THE RINGBEARER
FRODO BAGGINS

When Ash and I decided to take on the quest of the Ringbearer, we agreed to split the scenery building and model painting between us. He built the scenery for the 'good' places, such as Weathertop, while I built the boards for the 'evil' places like Moria and the gates that sit outside it. This enabled us to play all the scenarios from the book in order on evocative terrain that really brought the story to life.

We fought the three main scenarios from *Quest of the Ringbearer* in last month's issue, and it was such good fun that I decided to build and paint a series of vignettes to commemorate the event. Over the next few pages, you can see my three favourite moments from the games that Ash and I played immortalised in dioramas. You can also see work-in-progress pictures and final shots of my Gates of Moria and Balin's Tomb boards, plus a few notes on how I painted them.

A KNIFE IN THE DARK

Amidst the ruins of an ancient watchtower, the Nazgûl finally catch up with the Hobbits. As the One Ring calls to Frodo, the Witch-king bears down upon him.



Building up layers of dirt on a board really adds to the realism of the piece. Around Frodo you can see where earth has collected in the lee of the fallen statue and weeds have begun to grow. I used larger chunks of gravel to represent pieces of

stone that broke off the statue when it fell.

The Witch-king's slightly blue-purple colour scheme makes him stand out from the rest of the scene as an evil, unnatural presence at odds with all the other more natural tones.

This scene depicts the moment when Frodo is confronted by the Witch-king at Weathertop. The Witch-king is the classic miniature, completely unconverted – he's menacing enough as he is! To make Frodo, I used a model of Pippin lying down (from the scene outside Fangorn with Grishnákh) and used modelling putty to resculpt his right arm so that he is clutching the One Ring. I then hid the model's original arm with new cape folds. Pippin has quite a slim face, so I also sculpted new cheeks for Frodo and bulked out his hair.

I painted the two figures separately from the base. The Witch-king was simply sprayed black and then drybrushed with Eshin Grey followed by Slaanesh Grey to give him a more malevolent tone. For Frodo's cloak, I used Caliban Green as a base, shaded with a 1:1 mix of Abaddon Black and Rhinox Hide, then highlighted with a 1:1 mix of Caliban Green and Ushabti Bone. I added in more Ushabti Bone for each successive highlight, a technique I find works really well for the natural tones of Middle-earth.

THE WORK IN PROGRESS

I used modelling putty to make the base of my diorama. I mixed up a batch and left it to cure for a couple of hours, then rolled it onto the plinth and squashed it flat with a heavy, smooth-surfaced book. When the putty was cured, I trimmed off the edges and scored a tile pattern into it with a modelling knife and a metal ruler. I added a rough texture to the tiles by bashing them lightly with a rock from the garden!



FOOL OF A TOOK!

The Fellowship of the Ring are greeted by an eerie silence as they enter the Chamber of Mazarbul, wherein lies Balin's Tomb. Yet the inquisitive Peregrin Took soon brings a little noise to the proceedings.



The spiderweb on the dead Dwarf is one of my favourite details in the film, and I knew I had to replicate it. After looking around for something to use as the web, I settled on using an actual spider's web that I found in the garden! The spider had, sadly,

already gone into the West, so I didn't make it homeless.

Gandalf's hat was painted using the same black and bone shades and highlights as Pippin's coat, but with Stegadon Scale Green used as the base colour.



This vignette is inspired by one of the pivotal moments in the movie and one of my favourite scenes in the trilogy: that moment when Peregrin Took makes a fool of himself by fiddling with an arrow embedded in a dead Dwarf.

The scene is built using plastic components from the Mines of Moria set, including the well and the piles of equipment on the floor. I did originally plan to feature Gandalf on the display, but he detracted too much from the story of Pippin, who I wanted to be the centre of attention. I resculpted Pippin to carry Gandalf's hat and staff, just like he does in the movie, and positioned him to be looking right at the arrow, his intentions writ large in his posture.

I painted Pippin separately from the base. His red cape is Khorne Red washed with a mix of Abaddon Black and Khorne Red and highlighted by mixing in Ushabti Bone (just like with Frodo). His coat is Kantor Blue shaded with Abaddon Black and highlighted with Ushabti Bone.

THE WORK IN PROGRESS

After watching the film, I sketched out the scene and worked out how to capture that moment just before Pippin walks over to pull the arrow out of the Dwarf's body. The Dwarf was made using a paperclip drilled into the well and covered in modelling putty with four 'putty sausages' for the arms and legs. I then sculpted the details over the top.



BOROMIR'S REDEMPTION

On the slopes beneath Amon Hen, Boromir races to the aid of the Hobbits, desperate to redeem himself for trying to take the One Ring from Frodo. Yet his enemies are many and his friends few.



The dead leaves on the display base are made from birch seeds and catkins, which you can pick up from most model railway shops. They are ideal for creating evocative, autumnal bases for your miniatures and dioramas.

The dead tree behind Boromir is made of sea foam moss. Again, this is available in most model shops. I just stuck it in the base straight out of the pack to create a frame behind the model and to emulate the autumnal colours in the movie.

My third vignette depicts Boromir's redemption as he fights the Uruk-hai at Amon Hen. I did debate placing Merry and Pippin in the background, but, as with the previous scene, I did not want to detract from the main focal point of the piece.

I used the Boromir from the Breaking of the Fellowship set but gave him the Horn of Gondor from the original miniature and resculpted his sleeve and hood to tidy up the join. The Uruk-hai is straight from the box. As you can see from the adhesive putty, I painted the models separately from the display base. I used Incubi Darkness mixed with Abaddon Black for Boromir's coat, then added in Ushabti Bone once again for the highlights, creating a natural tone to the leather. His red sleeves are painted the same way as Pippin's cloak. The Uruk-hai Scout was sprayed Zandri Dust and then completely washed with Cygor Brown. I then highlighted the leather with Mournfang Brown and Baneblade Brown, while the skin is Word Bearers Red highlighted with Doombull Brown and Ushabti Bone.

THE WORK IN PROGRESS

I wanted this vignette to have a little more height, so I built up the plinth using tiled flooring from the Ruins of Osgiliath set, modelling putty, gravel and sand. I also added a statue to watch over the proceedings and add height to the middle of the piece. The dead Uruk-hai on the floor is from the Ambush at Amon Hen set but sanded flat (that took a long time!) and resculpted. I turned the body around for the final piece.



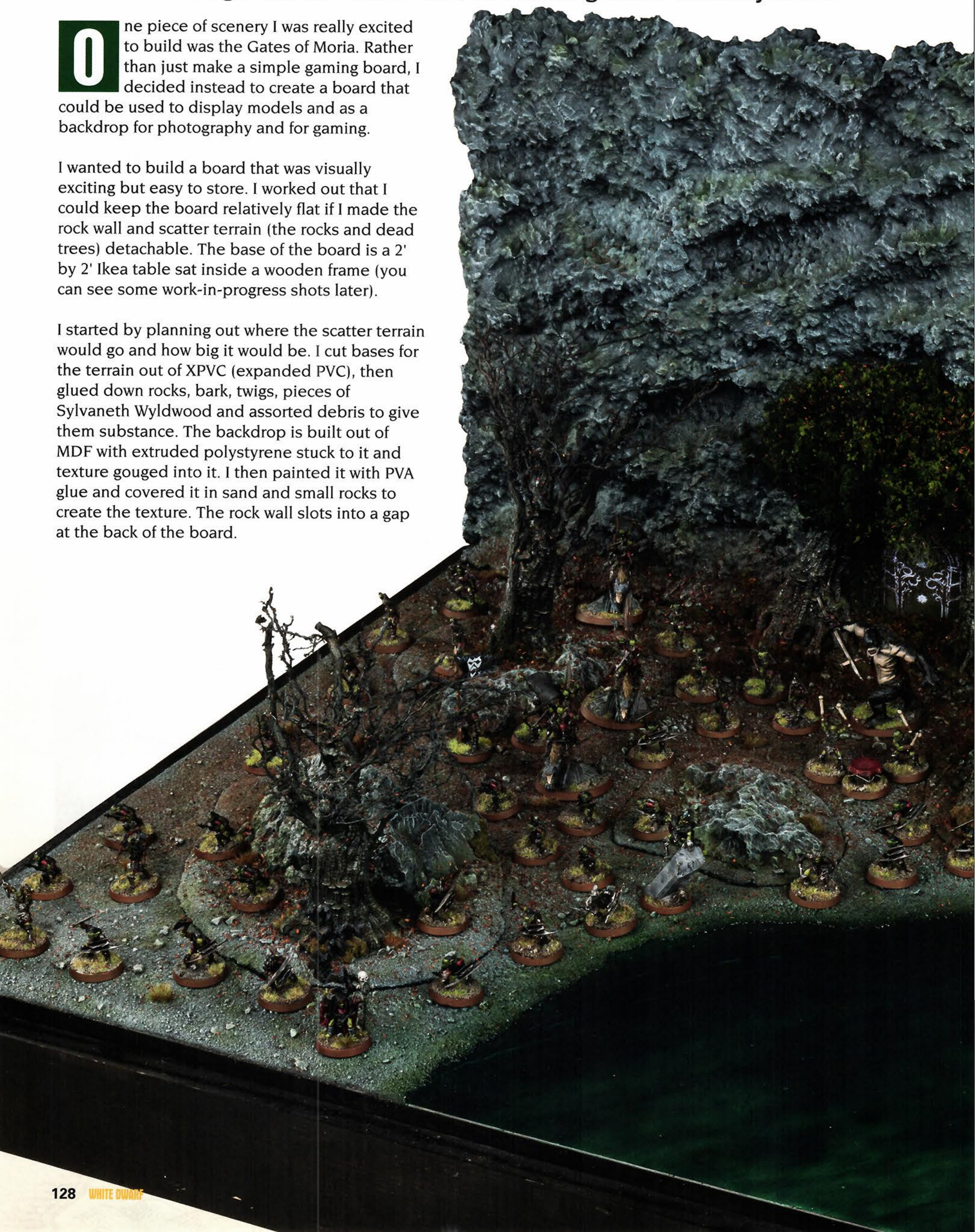
THE GATES OF MORIA

Defeated by Caradhras, the Fellowship attempt to cross beneath the Misty Mountains. In time, they reach the western gate and the doors of Durin, but something lurks in the nearby waters.

One piece of scenery I was really excited to build was the Gates of Moria. Rather than just make a simple gaming board, I decided instead to create a board that could be used to display models and as a backdrop for photography and for gaming.

I wanted to build a board that was visually exciting but easy to store. I worked out that I could keep the board relatively flat if I made the rock wall and scatter terrain (the rocks and dead trees) detachable. The base of the board is a 2' by 2' Ikea table sat inside a wooden frame (you can see some work-in-progress shots later).

I started by planning out where the scatter terrain would go and how big it would be. I cut bases for the terrain out of XPVC (expanded PVC), then glued down rocks, bark, twigs, pieces of Sylvaneth Wyldwood and assorted debris to give them substance. The backdrop is built out of MDF with extruded polystyrene stuck to it and texture gouged into it. I then painted it with PVA glue and covered it in sand and small rocks to create the texture. The rock wall slots into a gap at the back of the board.





The Doors of Durin are a 3" by 2" piece of clear acrylic with the door's design laser cut into it. I then cut a hole in the backdrop and used modelling putty and rocks to blend the door into the gap. I carefully painted the door (avoiding the design) with Typhus Corrosion to give it some texture.

When I undercoated the wall, I masked off the design to avoid getting paint on it. The glow effect is achieved by a blue-tinted LED behind the door.

The trees on either side of the door are made from Sylvaneth Wyldwoods with rubberised horsehair glued to the top (*it's a*

real thing, we checked! – Ed). I scrunched the horsehair up into a ball, sprayed it with hairspray, then covered it in clump foliage, static grass, modelling leaves and Italian herbs to give it texture and colour. It also smells delicious!

For the base board, I masked off the area

where the water would be, placed the bases of the scatter terrain where I wanted them, then covered everything in PVA glue and water followed by a load of sand and gravel. When the glue was dry, I used a hobby knife to cut around the scatter terrain leaving neat gaps where it would sit later.

BALIN'S TOMB

Having trekked through the Mines of Moria, the Fellowship enter the Dwarrowdelf and Balin's Tomb. It is here that they encounter the Goblins who have made the once-great halls their home.

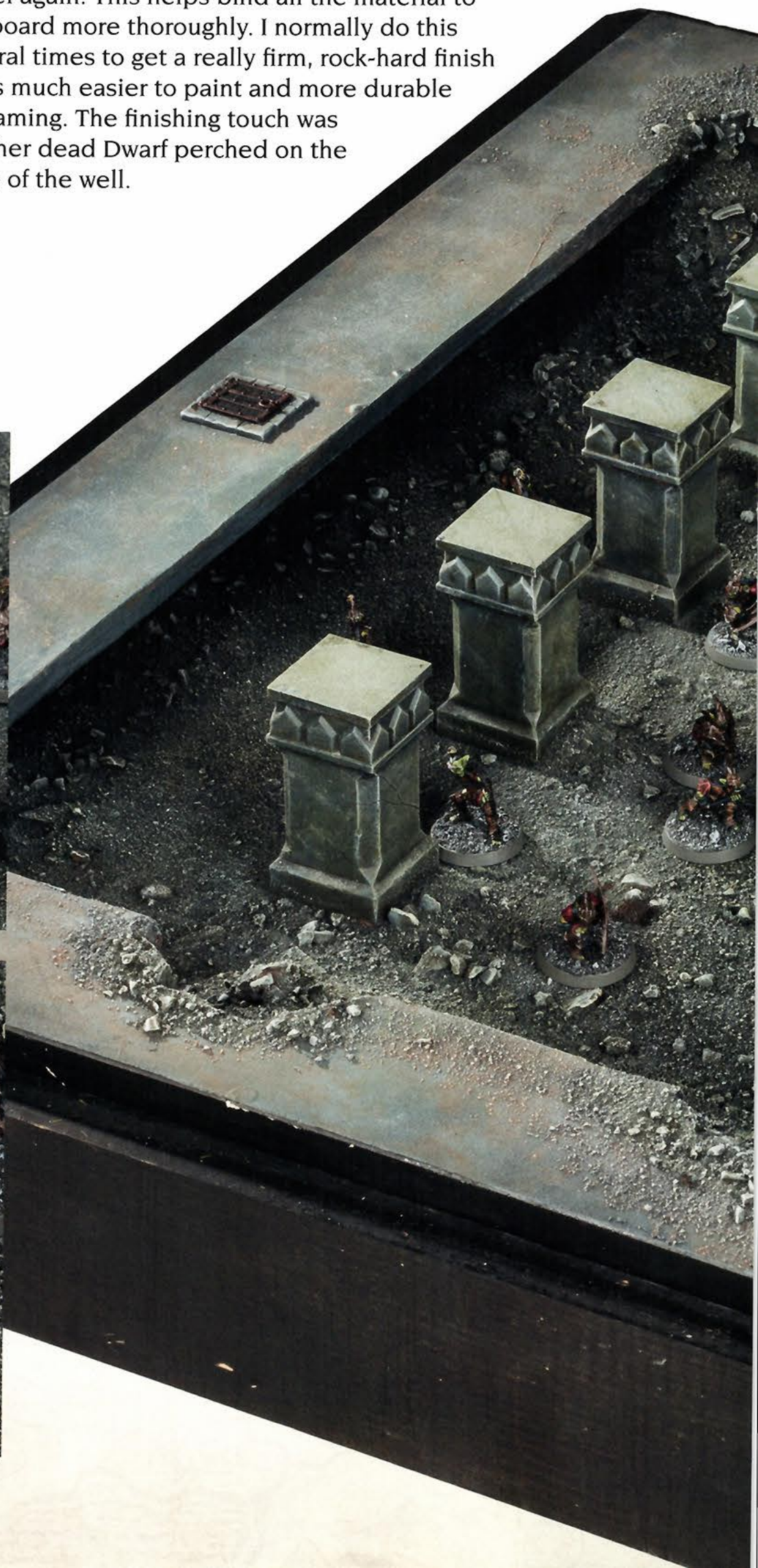
Here's the clever thing – the Gates of Moria board is actually double-sided! I used the Ikea table because it is, essentially, hollow – just two bits of MDF with some easily removable supports on the inside. So, before building the Gates of Moria side, I flipped the table over and cut out the centre, leaving a square rim around the outside a couple of inches wide. This would form the walkway around the edge of the tomb as shown in the scenario in the book.

With the hole in the middle cut out, I pulled out all the internal structure of the table and battle-damaged the walkway using a pair of pliers and a hobby knife. I placed the pillars, Balin's Tomb and the well according to the scenario map and built the door into the far end of the room using extruded polystyrene to create the doorway and stairs around it. The piles of rubble underneath the damaged walkways were made from crunched-up tin foil (which is easy to work with

and lightweight) glued into place with a hot glue gun. I covered the foil and the base of the board with PVA glue thinned down with water. Then I buried everything under sand, gravel and bits of slate to create a rocky texture. Once the first layer of glue was dry, I filled a spritzing bottle (used by hairdressers, gardeners and suchlike) with PVA and water and sprayed the sand and gravel again. This helps bind all the material to the board more thoroughly. I normally do this several times to get a really firm, rock-hard finish that's much easier to paint and more durable for gaming. The finishing touch was another dead Dwarf perched on the edge of the well.

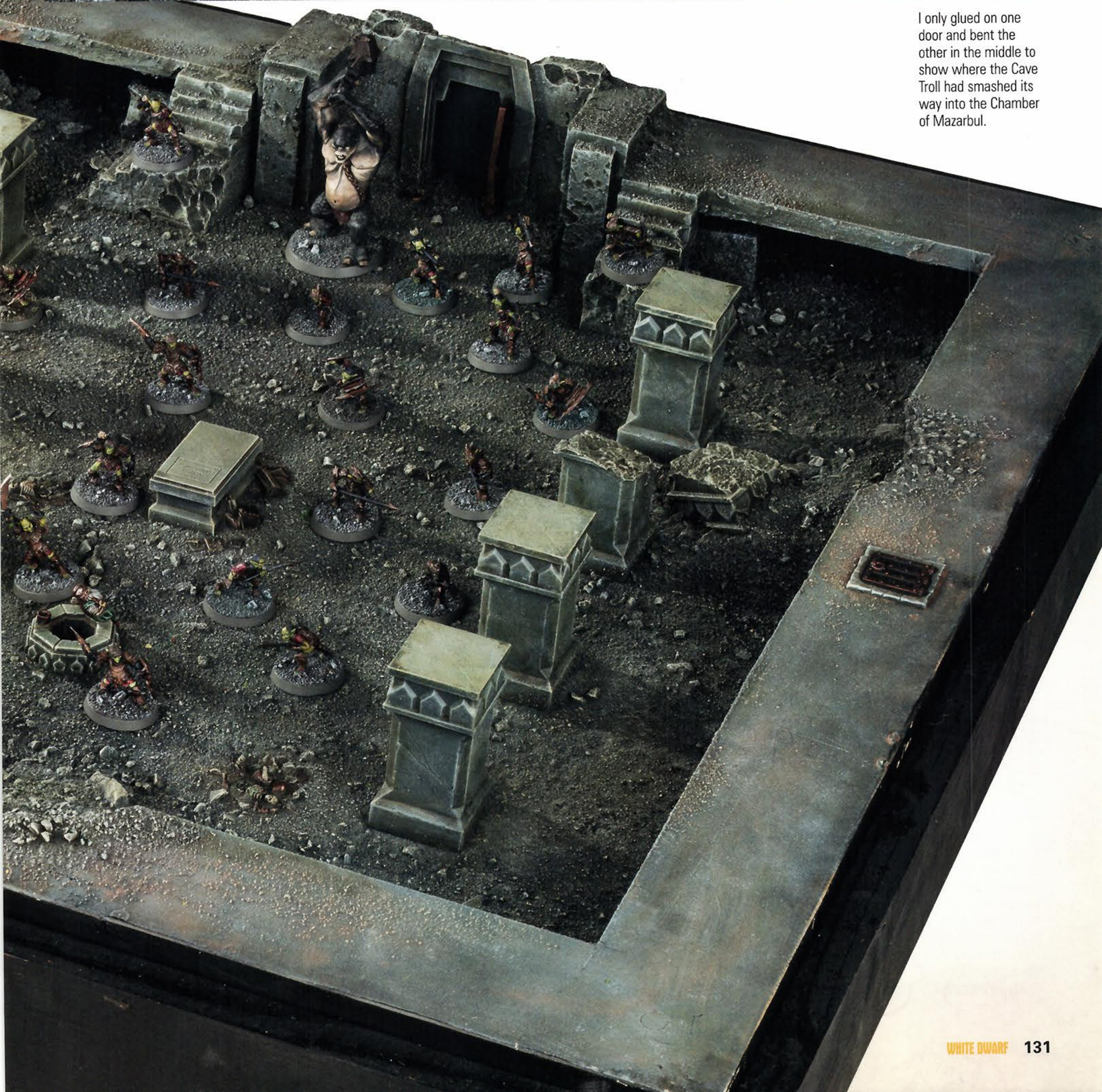


I chopped one of the pillars in half, filled it with foil, then textured it with sand, gravel and Typhus Corrosion to show where it had been broken. The whole tomb was drybrushed using the colours over the page. Balin's tomb was painted the same colour as the rocks and pillars to show that it has been hewn from the same rock.





I only glued on one door and bent the other in the middle to show where the Cave Troll had smashed its way into the Chamber of Mazarbul.



BATTLEFIELDS UNDER CONSTRUCTION

Here are a few work-in-progress pictures of Lewis's boards, plus some of the colour schemes that he used on the scenery and vignettes shown throughout this article.

Lewis: Here you can see the wooden frame that I built for the table to sit in. As you can see, it doesn't sit snug, so it is easy to take out and flip over. The Gates of Moria board is built on the smooth side of the table, enabling me to get a nice, smooth finish on the water in the Watcher's pool. The Balin's Tomb side is cut out of the other side of the board. If you look carefully, you can just see the hexagonal grid where the internal

structure of the table was glued. The blue and grey areas around the door into the tomb are extruded polystyrene (cut from sheets of rigid roof insulation) while the silver bits are the tin foil I used for the rubble piles. You can also see here how the rock wall looked before I cut the Doors of Durin into them. The MDF backboard protrudes lower than the rock face, so it can slot into the back of the board.



The trees in the Sylvaneth Wyldwood set are really gnarly and sinister-looking, perfect for creating the creepy atmosphere that surrounds the lake near the Gates of Moria. I used a few on the scatter terrain

and a couple either side of the main gates. In these work-in-progress pictures, you can see that I haven't yet cut the doors into the wall of the mountain – it's still just textured polystyrene at this early stage.



Here you can see the scrunched-up tin foil that I used for the rubble and the chunks of foam that fill some of the gaps. You can also see the original dead Dwarf that I sculpted before making a second one for Pippin's diorama.

When planning out the board, I placed all the components in situ first before gluing everything down, just to make sure the layout matched the scenario rules and that there was ample space for models to move about.



BALIN'S TOMB

After spraying both sides of the board Chaos Black, I sprayed them once again with Mechanicus Standard Grey but only from above to help create natural shadows and zenithal highlights on the boards and scenery. I used the same drybrush colours for both boards but different washes to give them different tones.

ROCK COLOUR

Basecoat: Chaos Black

Airbrush: Mechanicus Standard Grey

Drybrush: Dawnstone

Drybrush: Administratum Grey

Drybrush: Grey Seer

Wash: Athonian Camoshade

Wash: Athonian Camoshade & Castellan Green

Wash: Agrax Earthshade

Drybrush: Grey Seer

Glaze: Steel Legion Drab

METALWORK

Basecoat: Iron Hands Steel (metal)

Basecoat: Sycorax Bronze (copper)

Wash: Agrax Earthshade

Wash: Agrax Earthshade & Nuln Oil

Glaze: Steel Legion Drab



THE RUINS OF AMON HEN AND AMON SÛL

The light-coloured ruins on my vignettes are painted really quickly and simply using drybrushing. Drybrushing is the perfect way to highlight rock or stone, as it creates a much softer transition than edge highlighting and can even add texture to the stone, making it look rough and weathered.

WEATHERTOP

Basecoat: Dryad Bark

Drybrush: Steel Legion Drab

Drybrush: Baneblade Brown

Drybrush: Rakarth Flesh

Wash: Coelia Greenshade

FALLEN STATUE

Basecoat: Steel Legion Drab

Drybrush: Zandri Dust

Drybrush: Flayed One Flesh

Drybrush: Pallid Wych Flesh



GATES OF MORIA

I used an airbrush to paint the waters of the lake where the Watcher dwells. Normally, water gets darker further from shore, but I wanted to emphasise the colour change between grey dirt and deep black water, which is why I painted it the other way around. The shore is painted with Coelia Greenshade to look mossy.

WATER

Basecoat: Chaos Black

Airbrush: Grey Seer

Airbrush: Akhelian Green

Airbrush: Terradon Turquoise

ROCK COLOUR

Basecoat: Chaos Black

Airbrush: Mechanicus Standard Grey

Drybrush: Dawnstone

Drybrush: Administratum Grey

Drybrush: Grey Seer

Wash: Coelia Greenshade

Wash: Drakenhof Nightshade

Drybrush: Grey Seer





LEGIONS OF MIDDLE-EARTH

The peoples of Middle-earth are many and varied, from the silver-clad men of Gondor and the noble Elves of Rivendell to the filth-encrusted Goblins of Moria and the stinking Orcs of Mordor. Here we provide modelling and painting inspiration for the armies of Middle-earth.

The tales of *The Hobbit* and *The Lord of the Rings* occur in the last century of the Third Age, when the forces of good and evil battled to decide the fate of Middle-earth. It is a time of vast armies and terrible wars and also of incredible feats by the most unlikely of heroes. Over the next few pages, we provide you with ideas for how to build, paint and collect your own Middle-earth army, along with an inspirational gallery of exceptional miniatures painted by people in and around the studio.

BRINGING THE LEGIONS TO LIFE

The armies and heroes of Middle-earth offer many exciting painting and modelling opportunities for hobbyists. The colour schemes used across the range generally feature more-natural colours than Warhammer Age of Sigmar or Warhammer 40,000 – enabling you to try out painting cloth, leather, metal and wood colours,

ARMIES OF MIDDLE-EARTH

The two Armies of Middle-earth expansions provide loads of army lists, scenarios and inspiration for theming your Middle-earth collections. If you're after an idea for what to collect next, these supplements provide a fantastic starting point.



along with techniques such as blending, stippling and texturing. The range also features a large number of intricate and expressive faces upon which you can try out loads of different skin tones, from traditional pinks, tans and browns through to the unhealthy greys and greens of Orcs and the ruddy red tones of the Uruk-hai.

Monsters, such as Fell Beasts and Trolls, make excellent centrepiece miniatures for the forces of evil, while heroes like Gandalf the Grey, Aragorn and, of course, Frodo Baggins are fun painting challenges for the forces of good. Painting your Middle-earth miniatures to look just like they do in the films, or converting them to fit a particular scene, is an extremely rewarding aspect of the hobby, and building that small collection into an army can be even more so. The difficult choice now is ... will you aid the Free Peoples or fight for the Dark Lord Sauron?

THE FREE PEOPLES

So, what does an army of the Free Peoples of Middle-earth look like? Each land or region has its own distinctive look, from the stern-faced, silver-armoured men of Gondor to the colourful and ever-optimistic Hobbits of the Shire.

However, within each faction there are also other colour schemes. The Knights of Dol Amroth, for example, wear blue robes instead of Gondor's sombre black, while the Blackroot Vale archers wear grey and blue, a stark contrast to the greens, browns and khakis worn by the Rangers of the North. The Dwarves of Erebor traditionally wear a lot of blue and red, while their cousins from Khazad-dûm are often clad in green. Even the land can affect how you paint your models. Will your Fellowship be based on green bases to represent their trek across Eriador or grey to show their passage through Moria? Will your Elves be from sinister Mirkwood or verdant Lothlórien?

THE ARMIES OF THE DARK LORD

But what of the followers of Sauron? The Orcs of Mordor are often clad in dirty robes, but they frequently exhibit colours from their garrison. Will you paint Orcs from Barad-dûr, who carry banners depicting the burning red eye of Sauron, or will you choose to collect those stationed around Minas Morgul, whose sinister green banners bear a stylised image of the Witch-king? Perhaps you would prefer to paint a more colourful evil force such as the Corsairs of Umbar, Men of Harad or the tribesmen of Mahûd, who wear the vibrant hues of their captains, lords and kings. Maybe painting the white hand of Saruman on a legion of Uruk-hai takes your fancy. Again, the land itself is a great way to theme an army; you could build an army of dusty Easterlings marching across a dry desert or a force of Orcs trudging through the Dead Marshes. There are many ways to paint your Middle-earth miniatures!

BOOKS AND MOVIES

The novels and films of *The Lord of the Rings* and *The Hobbit* are excellent sources of inspiration when it comes to building and painting your armies. There are also countless illustrated bestiaries, film extras and behind-the-scenes interviews that can really help you to delve into particular colour schemes, characters or even specific battles. Research is the key to a great-looking Middle-earth army!

THE ARMIES OF MIDDLE-EARTH

The armies of Middle-earth all have a distinctive look, from the gossamer-light robes of the Elves to the heavy, dark leathers of the Uruk-hai and the gleaming silver armour of the men of Gondor.



THE DEFENDERS OF GONDOR

The men of Gondor are resplendent in silver armour offset with black clothing to give them a monochrome colour scheme. Fiefdoms warriors, often clad in blue, add a splash of colour to the force.



THE ORC HORDES OF MORDOR

Brown, grey and black are very much the colours of Mordor. Dark washes and drybrushing are perfect painting techniques for Mordor Orcs, adding texture to rough fabrics and grime to worn metal armour and blades.

THE HORSE-LORDS OF ROHAN

The Rohirrim mainly wear green, brown, khaki, tan, and other natural tones to match the colour palette of their horses. They often feature red and white on their shields as spot colours and hints of gold on higher-ranking warriors.



THE LEGION OF ISENGARD

The Uruk-hai of Isengard have deep red skin and are often clad in dark iron armour and black or brown leathers. Contrast paints over a brown basecoat are a great way to differentiate these textures.



THE ELVEN HOSTS

The Elves of Middle-earth often wear light pastel colours, such as blue and green, and natural tones that match the lands in which they reside. They often feature light silvers and golds to emphasise their exquisite craftsmanship.



THE HARADRIM WAR-HOSTS

The Haradrim are arguably the most colourful of the Dark Lord's followers. They traditionally wear red or purple combined with desert yellows and khakis, but war-hosts have also been seen wearing blue, green or even orange.

THE MUSTER OF THE ROHIRRIM

At the Battle of Pelennor Fields, King Théoden led an army of Rohirrim in a heroic charge against the vast hordes of Mordor assailing the walls of Minas Tirith. Nick Bayton has painted just such an army!

Nick: I started this army when the Battle of Pelennor Fields set was released back in 2018. Mostly because I really wanted to paint the new Théoden model, and the set seemed like a good excuse to build an army to go with him!

The scene in the movie is one of my favourites from the trilogy, which is why I decided to paint an entirely mounted army – something I've never done before. The Legendary Legion special rules make this entirely possible, enabling me to theme an army around Théoden and his epic last charge. That combination of awesome models, stirring background and tasty rules was everything I needed to find my inspiration. I just had to learn how to paint horses ...

I painted my army using a technique called staining. Essentially, you apply all the basecoat colours, then wash the whole model with one Shade paint (in this case Agrax Earthshade). I painted all the riders separately from their mounts before uniting the two when they were both finished. I also painted the horses in batches using three different colours – grey, light brown and dark brown – before adding white details such as socks and blazes.

The crowning glory of the army are the Royal Guard and Gamling, bearer of the Royal Standard. As Théoden is a Hero of Legend, he can have eighteen warriors in his warband, so I painted eighteen Royal Guard! I also painted versions of them all on foot (along with all of the other warriors in the host) in case their mounts are killed.



STEEDS OF THE EORLINGAS

Here, you will find the colours that I used for the horses in my army (Théoden's Snowmane excepted). The most recent additions to my army are Éomer, who I painted for the Warhammer YouTube painting tutorial, and Éowyn and Merry.



LIGHT BROWN

Basecoat: Mournfang Brown

Wash: Agrax Earthshade

Layer: Mournfang Brown

Layer: Mournfang Brown & Flayed One Flesh 2:1

Layer: Mournfang Brown & Flayed One Flesh 1:2

DARK BROWN

Basecoat: Rhinox Hide

Wash: Agrax Earthshade

Layer: Rhinox Hide

Layer: Rhinox Hide & Mournfang Brown 1:1

Layer: Mournfang Brown

GREY

Basecoat: Dawnstone

Wash: Agrax Earthshade

Layer: Dawnstone

Layer: Dawnstone & Flayed One Flesh 2:1

Layer: Dawnstone & Flayed One Flesh 1:2



PAINTING AND CONVERTING YOUR MIDDLE-EARTH MINIATURES

There are many fans of The Lord of the Rings and The Hobbit around our head office, and, as always, they leapt at the chance to show off their models. Here are some of our favourites.

When it comes to painting miniatures for the Middle-earth Strategy Battle Game, the best resources are easily the novels and films. They provide accurate descriptions and visual references for your miniatures. While there may be fewer opportunities to convert named heroes (Gandalf always tends to look like Gandalf!), there are plenty of ways you

can customise captains, banner bearers and even basic warriors to show they are fighting in a particular place or battle. Osgiliath Veterans, the Rohirrim at Helm's Deep or the many varied Harad legions all spring to mind. Basing is also a great way to ground your Middle-earth models in a specific place or scene, as many of the miniatures featured over the next few pages show.



THE THREE HUNTERS BY DAVID MORLEY

David: I was inspired by the Pelennor Fields scenes when painting the Three Hunters. I kept their colours accurate to the films and added lots of little details such as Aragorn's teeth and stubble and Legolas's bow string (a bristle from a spare brush). I matched the bases to the fields outside Minas Tirith.

LAKE-TOWN GUARD CAPTAIN BY MARTIN PETERSON

Martin: I chose this model to paint mainly for the colour scheme and the great pose. Much of Middle-earth tends to be brown and grey, but this guard captain allowed me to use some stronger colours and different textures. I rewatched *The Desolation of Smaug* a few times and found some great books by Weta Workshop that helped me get the colours right. The base represents the dank, snowy setting of Lake-town.



ARMY OF THE DEAD BY LUKE BLICK

Luke Blick: I painted my Army of the Dead following a guide that was featured on the Warhammer Community site a couple of years ago. The idea is that you basecoat various areas of the models with dark colours like red, blue, brown, and so on. Then you airbrush green from above to pick out the top surfaces and create the ethereal glow.

My base colours were Khorne Red, Barak-Nar Burgundy, Macragge Blue, Leadbelcher, Dryad Bark for the leather and Karak Stone for the skin. Then I applied a layer of Nurgling Green from above with an airbrush, then a layer of Gauss Blaster Green on the absolute highest areas. I then drybrushed the top areas with a mix of Gauss Blaster Green and White Scar (1:1) to pick out the edges.



MERRY AND SAM BY MAXIME CORBEIL

Maxime: I started in the hobby when the first movies were released, and I've been a fan of Hobbit figures ever since. The model of Sam drawing his sword is one of my favourites, and I love the scene in which he returns to rescue Frodo from Shelob, so that's how I decided to portray him. I added rock spires to his base to represent Shelob's lair and to make his little scene feel more claustrophobic. I also painted his face with a strong light while keeping his lower body and back in shadow to evoke more of an atmosphere.

Another of my favourite scenes is Moria, so I decided to create a vignette depicting Merry there. I made a large pillar to help reinforce his tiny size and used a washed-out grey, brown and green palette for the stone to help make his ginger hair, yellow shirt and green jacket really stand out.



GOLLUM, GOBLIN CAPTAIN AND BILBO BY NATALIE SLINN

Natalie: I painted Bilbo during an 'Eavy Metal Masterclass day before I joined the team – he was a real exercise in smooth layering and fine edge highlighting due to his size. Gollum and the Goblin Captain are painted by using very thin layers and washes over a white undercoat to get that really pale skin.

TOM BOMBADIL BY MAX FALEIJ

Max: Painting this model is a nod to my younger self, as I was a big fan of Tom Bombadil in the novel. I went back and read everything that Tolkien wrote about him and tried to follow his descriptions as closely as possible, yellow boots and all! The feather in his hat is described as coming from a kingfisher, so I sculpted a new, shorter one and painted it in kingfisher colours.



ARWEN BY LEWIS COLLINS

Lewis: My idea for Arwen was to show her writing a letter; I imagined this was to Aragorn while he was off ranging in the north. Her quill (and the base she's standing on) were sculpted from modelling putty. To help Arwen stand out from the base, I painted her robes a bright teal to contrast with the sandy yellow. The teal was basecoated using Thousand Sons Blue with progressively more white added and then followed by a glaze of Sotek Green to tie the colours together. I used stills from the film to ensure Arwen's skin tone and complexion were just right.

GOLLUM BY MAX FALEIJ

Max: This version of Gollum is one of my all-time favourites but I didn't get around to painting it until I watched *The Hobbit: An Unexpected Journey*. I wanted to do something with the Riddles in the Dark scene, so I cut Gollum from the small rock he sat on and sculpted a rocky peak that would jut out of the dark cave water. I painted the rocks in cold blue tones to help create the dark, subterranean setting. They also complement Gollum's pale skin and help him stand out. The water is clear resin that I added after all the painting was done.



WARRIORS OF MIDDLE-EARTH BY JAY CLARE

Jay: This is a selection of some of my favourite heroes from my Middle-earth collection. Of all the characters in the films and novels, Bard the Bowman is my favourite, so I absolutely had to paint him and his family (shown next to him on the second row). I modelled him on a wooden base made out of some offcuts from the Lake-town House kit so he matches my Lake-town army. I did the same for Delgamar to make it look like he's standing on the deck of a Corsair ship or a dock. My Corsairs of Umbar are modelled the same way; I think taking the time to create thematic bases is definitely worth it.

As anyone who knows me knows, I love Hobbits. I reckon this is the fourth Farmer Maggot I've painted! I have a one-hundred-model Hobbit army that I've taken to several events; it's led by Merry and Pippin following their return to the Shire after the destruction of the One Ring. The Hobbits have colour-coordinated flowers on their bases, so I know who's in which warband.

Húrin the Tall is painted to match my Gondor force. I used Ironbreaker as the base for the metal followed by a glaze of Talassar Blue and Contrast Medium, a layer of Ironbreaker and a highlight of Runefang Steel.



Delgamar



Farmer Maggot and hounds



Haleth



Thorin III 'Stonehelm'



Bard the Bowman



Bard's family



Gandalf the White



Éomer, Marshal of the Riddermark



Húrin the Tall



Merry and Pippin



HEROES OF MIDDLE-EARTH BY DAN COLLISTER

Dan: The thing I love about Middle-earth miniatures is their diversity, not only in the theme but also the chance to practise new techniques and find fresh uses for tried-and-tested methods. The most important thing for me is faces and flesh tones, and picking a good mid-tone to start with is key. It doesn't always have to be a dedicated flesh colour. For instance, I basecoated the Keeper of the Dungeons' skin with Baneblade Brown. Applying shades of red, purple, blue and even green to your flesh tones can create a lot of character. With Delgamar, I started with Kislev Flesh and applied thinned Druchii Violet washes. I then

mixed Xereus Purple with Kislev Flesh and slowly started layering the skin tones back up to pure Kislev Flesh, adding a little more of the colour to each successive highlight. I mixed in a little Ulthuan Grey to highlight his nose, cheekbones and knuckles.

Another aspect of painting I enjoy is creating different textures. For example, Thranduil's robes were painted with metallic paints. Starting with a black base, I slowly mixed in Iron Warriors and worked my way up to Ironbreaker for the highlights. This was then glazed back down with thinned Nuln Oil Gloss.



Delgamar



Frodo and Sam in Orc armour



The Keeper of the Dungeons



Thranduil, King of Mirkwood

INSIDE THE STUDIO

And so we come to the end of the magazine and the end of another year. And what a strange one it's been, though hopefully slightly more normal than the Noctis Aeterna (also known as 2020).

Here in the *White Dwarf* team, we've had a highly productive year when it comes to painting miniatures (we did a bit of work, too, mind ...). Spurred on by the hobby

bingo challenge that we started last December, we've painted well over 400 models between us. Not a bad effort! Things have been a little lacking on the gaming front, with fewer than a score of games having been played over the last twelve months. We have plans to rectify that next year, with plans underway for Crusade games, a Necromunda campaign and something very exciting for Warhammer Age of Sigmar. Watch this space!

PATHFINDERS ON PATROL

Studio army painter Tom Moore painted this T'au diorama depicting a pair of Pathfinders and their accompanying drone as they set out on a mission. He painted them in weathered white armour with the orange marking of Sa'cea Sept, then painted the display base in dank, mossy greens to create a contrast. Tom also used green as a spot colour on the models' lenses and scanners.



GRISHNÁKH AND SNAGA

New Dwarfie Andy painted these Orc heroes for his Middle-earth collection. He painted Grishnákh's skin using Bloodreaver Flesh highlighted with Bugman's Glow and Cadian Flestone. Snaga was painted using a 1:1 mix of Thunderhawk Blue and Rakarth Flesh to match his look in the film.



THE OTHER RADUKAR

Tom Moore also challenged himself to paint Radukar the Wolf just like the 'Eavy Metal version. The wolf pelt is painted using Corax White as a base followed by a wash of Grey Seer, then deep shades of Stormvermin Fur and Skavenblight Dunge. Tom then highlighted with Corax White and White Scar.



As we come to the end of the magazine, we take a look at the games the studio staff have been playing and the models they've been painting. This month, T'au, Orcs, a vampire in wolf's clothing and a round-up of the team's hobby bingo sheets.

VOX CHATTER



This month in vox chatter, the White Dwarf team discuss their hobby plans for the coming year and how they're going to tackle White Dwarf Hobby Bingo 2022.

It's fair to say that Hobby Bingo 2021 was a resounding success, with people from all over the world emailing in to show us what they had painted each month. We received so many emails that our team inbox became a little overcrowded. Like a squad of Ogryns in a Taurox.

This issue includes a new hobby bingo sheet for 2022 – you can find it on the card insert in the middle of the magazine. Tear it out and pin it to your wall, photocopy it, put stickers on it, write on it where it is – use it how you will. But this time there is an expert level! You don't gain any extra points for completing the card on expert level – it's purely for hobby bragging rights. With this in mind, the *White Dwarf* team share their hobby plans for the coming year.

Matt: Seeing as I created the new bingo design, I think I'd better take on the expert-level challenge. I think some Imperial Fists Bladeguard will be the first unit I work on, though I'm also going to start a new Stormhost.

Andy: Are we all going to get competitive about expert level? I was thinking of taking part on regular mode, as I want to work on a new Kruleboyz army featuring Kragnos. I got the Dominion set, so I reckon most of my efforts will be focused on Warhammer Age of Sigmar next year.

Sophie: I'm going to try and do both – one sheet on expert, one for all the other stuff I want to paint. I'm painting a lot of Necromunda models right now, so I need a sheet for them to sit on.

Matt: Necromunda can fall broadly under the Warhammer 40,000 units category, but if you want to try to complete two bingo sheets, I'm sure none of us will stop you!

Jonathan: I want to add more to my T'au and Necron armies next year. The Silent King that I'm painting for A Tale of Four Warlords will be my first models on the sheet, and that's one of the big boxes ticked off. I might also paint some Astra Militarum, as I've found myself interested in them too recently. I'll probably stick to regular mode so I can focus on Warhammer 40,000.

Ben: I'm going to finish my Necromunda gang and then start expanding it into a larger Genestealer Cults army. I also want to paint two sizeable armies for The Middle-earth Strategy Battle Game – one Good, one Evil. I'm thinking Rohan or Gondor and definitely Isengard.

Lyle: Being a hobby butterfly, I'm happy to just paint whatever I feel like. I will probably choose the expert level only if it fits what I'm painting.

Dan: I have plans to add new units to my Astra Militarum Crusade army while slowly building my Disciples of Tzeentch and Soulblight Gravelords forces. I'm happy to take on the expert-level challenge – bring it on!

WHITE DWARF HOBBY BINGO! 2022 #WhiteDwarf #hobbybingo

Name: _____

A1	10 pts	B1	10 pts	C1	10 pts	D1	10 pts	E1	10 pts
HERO OR CHARACTER		FORTIFICATION OR SCENERY		HERO OR CHARACTER		KITBASHED MODEL		LORD OF WAR OR BEHEMOTH	
<small>Expert Level: Warhammer 40,000</small>		<small>Expert Level: Warhammer 40,000</small>		<small>Expert Level: Warhammer Age of Sigmar</small>		<small>Expert Level: Warhammer Age of Sigmar</small>		<small>Expert Level: Warhammer Age of Sigmar</small>	
A2	10 pts	B2	10 pts	C2	10 pts	D2	10 pts	E2	10 pts
UNIT OF 5+ MODELS		UNIT OF 2+ MODELS		VEHICLE OR MONSTER		UNIT OF 2+ MODELS		UNIT OF 10+ MODELS	
<small>Expert Level: Any System</small>		<small>Expert Level: Warhammer Age of Sigmar</small>		<small>Expert Level: Warhammer 40,000</small>		<small>Expert Level: Warhammer Underworlds</small>		<small>Expert Level: Warhammer 40,000</small>	
A3	10 pts	B3	10 pts	C3	10 pts	D3	10 pts	E3	10 pts
UNIT OF 10+ MODELS		KITBASHED MODEL		ANY MODEL		VEHICLE OR MONSTER		FORTIFICATION OR SCENERY	
<small>Expert Level: Warhammer Age of Sigmar</small>		<small>Expert Level: Warhammer 40,000</small>		<small>Expert Level: Any System</small>		<small>Expert Level: Warhammer Age of Sigmar</small>		<small>Expert Level: Warhammer Age of Sigmar</small>	
A4	10 pts	B4	10 pts	C4	10 pts	D4	10 pts	E4	10 pts
UNIT OF 2+ MODELS		VEHICLE OR MONSTER		UNIT OF 5+ MODELS		UNIT OF 10+ MODELS		HERO OR CHARACTER	
<small>Expert Level: Warhammer 40,000</small>		<small>Expert Level: Warhammer Age of Sigmar</small>		<small>Expert Level: 80 Tons</small>		<small>Expert Level: Warhammer 40,000</small>		<small>Expert Level: Warhammer 40,000</small>	
A5	10 pts	B5	10 pts	C5	10 pts	D5	10 pts	E5	10 pts
LORD OF WAR OR BEHEMOTH		UNIT OF 10+ MODELS		HERO OR CHARACTER		UNIT OF 5+ MODELS		VEHICLE OR MONSTER	
<small>Expert Level: Warhammer 40,000</small>		<small>Expert Level: Warhammer Age of Sigmar</small>		<small>Expert Level: Warhammer Age of Sigmar</small>		<small>Expert Level: Warhammer 40,000</small>		<small>Expert Level: Warhammer 40,000</small>	

SCORING: Box 10 points, Line (Horizontal, Vertical or Diagonal) 50 points, Entire Grid 150 points

Box	Marks Painted	C3
A1		C4
A2		C5
A3		D1
A4		D2
A5		D3
B1		D4
B2		D5
B3		E1
B4		E2
B5		E3
C1		E4
C2		E5



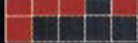
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HOBBY BINGO REVIEW OF THE YEAR

As we come to the end of 2021, the White Dwarf team put the finishing touches to the last few models of their hobby bingo challenge. Here's how they got on over the last year.

BEN HUMBER




Ben: It's clear from this year's hobby bingo that I'm not quite as prolific a painter as everyone else on the team. I just paint when the mood strikes me, so I'm still pretty pleased that I painted some new models last year. My Genestealer Cultists for Necromunda have been my favourite models that I've painted this year, particularly my Kelermorph and his psychic familiar. I've never worked on an army like them before, so it was really interesting delving into their sinister, dark, but also a little comedic style. There are stories going on all over the models, and it was great fun converting them to give each of them a personality. I also really enjoyed painting my Invictor Tactical Warsuit – who doesn't like an armoured guy in more armour?

	Models painted:	17
	Games Systems:	4
	FINAL SCORE:	140



DAN HARDEN

Dan: This year's hobby bingo has been a bit of a revelation for me. Rather than focus on a particular army or collection, I just painted whatever I felt like at the time. This enabled me to add to existing forces, such as my skaven and Kharadron, start new forces of Disciples of Tzeentch and Soulblight Gravelords and paint random models that I liked the look of, such as Espern Locarno. I completed an Armies on Parade board for Astra Militarum, painted scenery for Warcry, worked on Blood Angels, a Mega-Gargant, Iron Warriors and Adeptus Mechanicus. The Mega-Gargant was undoubtedly the most intense model to paint. I think the Deathrattle Skeletons and Dire Wolves were my favourites.




	Models painted:	81
	Games Systems:	6
	FINAL SCORE:	1280

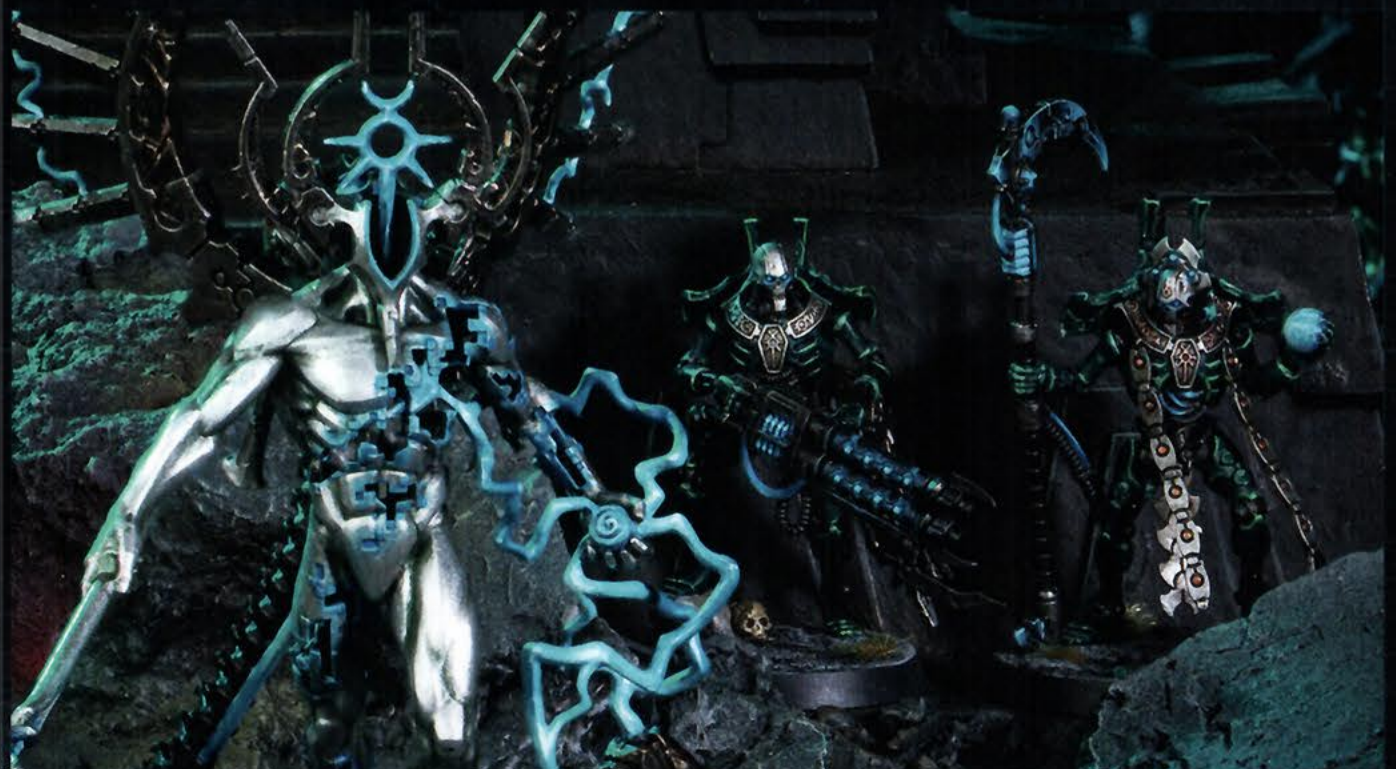


JONATHAN STAPLETON

Jonathan: Of the team, I'm the only person to have picked one army and stuck with it. Surely I'm the one who did it properly, right? For me, the hobby bingo challenge wasn't my priority this year as I was taking part in A Tale of Four Warlords – that was my main challenge. However, it was nice ticking off boxes on the sheet as I went along – it felt like a side quest.

What I learned was that I can push my painting speed quite a lot, finding new tricks to get stuff done to a high standard but quickly. My favourite model this year is the C'tan Shard of the Void Dragon. It was odd painting something that is clearly bare muscle as metal, but I was really pleased with the finish I achieved.


	Models painted:	72
	Games Systems:	1
	FINAL SCORE:	400



MATT HUTSON

Matt: It's been mainly a year of painting Primaris Imperial Fists. At the start of the year, I really only had the Dark Imperium set plus a couple of vehicles and characters painted. Over the year I've filled thirteen squares with Primaris Imperial Fists, not to mention a Funko Pop! Intercessor as well. I'm currently working my way through Indomitus, with the Outriders being my latest addition. Saying that, my favourite model I have painted this year is the Warmaster Titan I painted for my Legio Ignatum force. The model is huge and made a welcome break from painting yellow. The hobby bingo card has also encouraged me to paint things I wouldn't normally work on, such as terrain and kitbashed models, including the terrain I made for Adeptus Titanicus.



	Models painted:	117
	Games Systems:	8
	FINAL SCORE:	1490

LYLE LOWERY

Lyle: My goal was to complete my bingo card, so mission accomplished. To be honest, I was surprised so many people also finished their cards and exceeded that mark! My favourite thing that I painted this year is definitely my Nighthaunt Mega-Gargant, but I really enjoyed adding a bunch of Nighthaunt to my army over the year, as well as painting a wide variety of other models.

I also got really energised by the twentieth anniversary of *The Fellowship of the Ring* movie and all the cool content we've featured for it this issue and last. Feeling inspired, I painted the fabulous Treebeard model along with another Ent as the humble beginnings of a Fangorn army.



	Models Painted:	71
	Game Systems:	7
	FINAL SCORE:	1250

SOPHIE BOSTOCK

Sophie: This year I mostly focused on painting lots of characters for my Space Wolves Successor Chapter while also starting my Tome Keepers Crusade force. I managed to cut quite deeply into my shame pile of unpainted models. Then I added more to it, so I'm back where I started! I guess that's the life of a hobbyist.

I'm also really happy that my painting skills have improved over the last year – there's a clear contrast between when I started and now, and my units are definitely better painted. I've been picking up loads of painting advice, learning useful tips and tricks and generally speeding up my painting. I think my Tome Keepers Redeptor Dreadnought is my best creation to date.



	Models Painted:	79
	Game Systems:	2
	FINAL SCORE:	1290



NEXT ISSUE

GENESTEALER CULTS KILL TEAMS

**NEXT ISSUE
ON SALE 21
JANUARY**

