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2WS EU Publisher: Games Workshop Limited - Irish branch. Unit 3, Lower Liffey Street, Dublin 1, D01 K199, Ireland Registered in England and Wales - Company No. 01467092. White Dwarf Manager: Ian Huxley June 2021 Managing Editor: Lyle Lowery ISSUE 466 THE AGE OF JERVIS In this issue, we pay tribute to a giant of wargaming, Jervis
Johnson. Jervis is embarking upon a welldeserved retirement after a long and glory-filled career, and we wish him nothing but the funnest game sessions and thin Morlds of Warhammer. However, it is my privilege to say a
few words of my own on behalf of White Dwarf. LYLE LOWERY Managing Editor Mr Johnson had a profound impact on my life, as he did with most Warhammer enthusiasts. He helped shape many of my favourite games, and he has always been a vital contributor to White Dwarf as well. His work in no small part sparked the passion for wargaming
that led me down a path resulting in me penning this very tribute. Jervis was quick to make an impression. One of the very first things I did when I started working at Games Workshop was participate in a Warhammer Open Day. That's where I met Jervis, and there we talked about our experiences from different gaming, professional and national
backgrounds, and we even chatted about design philosophy a bit. That earnest first conversation, in which he was genuinely interested in my thoughts, immediately made me feel welcome. Some time not too much later when I was still very much a neophyte, I was walking home from the office. He was a bit behind me, but he caught up to me to chat.
don't even remember about what, now, but Jervis Johnson, this titan of wargaming, caught up to me, this weedy grot, for some polite conversation. He didn't owe me the time of day, but he went out of his way to see how I was getting on. You see, Jervis is a legend, but he is also kind and gracious. That's what I'll remember about him. We don't all get
to be legends, to make the impact that Jervis has with his career. But whether we do or not, we can all choose to be kind. We can choose to be like Jervis. 1 ISSUE 466 CONTENTS 4 CONTACT! Letters, painting advice and beautifully painted miniatures. Plus a gallery of super-shiny Adeptus Custodes. 10 WORLDS OF WARHAMMER Phil takes a look
back at the legendary career of the mighty Jervis Johnson. 14 AN ETERNITY OF WARGAMES Ever tried to write a complete history of the games Jervis has worked on over the years? Well, we did. It took ages. FLASHPOINT OCTARIUS 22 BLOOD AND SNOW The Octavius Sector comes under attack
from Hive Fleet Leviathan. 28 GLOOM WALKERS Underwater action between Space Marines and a mysterious alien foe. A TALE OF FOUR WARLORDS 32 THE DARK KRAKENS Fancy fighting an underwater battle? This way for new rules! WARHAMMER 40,000 38 A TALE OF FOUR WARLORDS The warlords smash the 75 Power barrier with their
latest Crusade creations. WARHAMMER 40,000 52 A LIGHT IN THE DARKNESS A look into the clandestine operations of the Indomitus Crusade's Torchbearer fleets. WARHAMMER 40,000 56 THE HUNT FOR MHORWEN The Adeptus Mechanicus and Custodes team up to hunt down a missing Space Marine Chapter in this short story
WARHAMMER 40,000 60 TORCHBEARERS CRUSADE FORCE New Crusade rules for fielding a Torchbearers army. Includes new Battle Traits, Agendas, Requisitions and Relics. WARHAMMER 40,000 66 PAINT SPLATTER: EMISSARIES IMPERATUS A handy stage-by-stage painting guide for the Emperor's golden guardians. WARHAMMER 40,000
68 ECHOES FROM THE WARP Having trouble picking your secondary objectives? Not sure if you should just kill stuff instead? This article may help. 2 A LIGHT IN THE DARKNESS WAR HAS COME TO THE OCTARIUS SECTOR! THIS FLASHPOINT KICKS THINGS OFF WITH NEW RULES, BACKGROUND AND A SHORT STORY ABOUT THE DARK
KRAKENS. SUBSCRIBE TO WHITE DWARF TODAY! SEE INSIDE FRONT COVER FANTASTICAL REALMS: CITIES OF SIGMAR WARHAMMER AGE OF SIGMAR WARHAMMER WARHAMMER WARHAMMER WARHAMMER WARHAMMER WARHAMMER WARHAMMER WARHAMMER WARHAMMER WARHAMM
84 INTO THE CITIES OF SIGMAR Two exceptional displays featuring the armies of the free cities. If you love clever conversions, you'll love this article! 92 THE J FILES Rules of Engagement has been taken over! Jervis returns for his very last J Files (sob, cry, sniffle). INTO THE CITIES OF SIGMAR 96 TEMPORAL DISTORT Jervis joins us once more
for a journey through space and time to revisit some of his favourite White Dwarf Battle Reports. WARHAMMER UNDERWORLDS 118 GLORY POINTS An in-depth
look at how games developers create rules for Underworlds warbands. AERONAUTICA IMPERIALIS 122 VITAL CARGO Who needs big guns and huge engines when you can have an Arvus Lighter? New missions for using these nippy transports. ON THIS ISSUE'S TEAR-OUT SHEET This month's card insert features the rules for two Blood Bowl
Referees - Redkur Forgebeard and Elnos Lawkeeper. Simply cut out the cards with a pair of scissors and place one of them next to the pitch before your next match along with the relevant model. Consider it a warning to your opponent that fouls will not be tolerated (much). BLOOD BOWL 126 RED CARDS & RULEKEEPERS Seems the Refs are
taking a more active part in Blood Bowl these days. They've even got their own rules. Meddling gits! THE MIDDLE-EARTH STRATEGY BATTLE GAME 130 THE HEIR OF ISILDUR Aragorn is one of the mightiest warriors in Middle-earth. Here's some tactical advice on how to get the most out of him. BLACK LIBRARY 134 I, BEHEMAT The smallest of
the small and the largest of the large wreak havoc and carnage across the lands of Ghur in this short story. 142 INSIDE THE STUDIO We talk about some of the models we've played over the last month. 3 CONTACT A TWENTY-YEAR CRUSADE Hey people! I have been in the hobby since LETTE 1998, when I
got sucked into the world of Warhammer 40,000 by the third edition cover artwork by John Blanche! Now, twenty years later, I've not only been fortunate enough to talk with John but also to have recreated the cover artwork in miniature form. Each model is kitbashed individually and more or less close to the artwork (though I did take the
opportunity to use Primaris Marines for all the models). John said it would be a good idea to approach you with this and to have the diorama featured in White Dwarf, so here you go! STARR Christof Keil Darmstadt, Germany 4 Where we feature your thoughts, questions and painted miniatures. Send us your letters and pictures, and we'll print the best
ones we get. Well that is truly stunning work, Christof, and a very accurate recreation of John's artwork. You've really done well to capture the spirit, look and feel of the illustration. Magnificent! EMAIL US: [email protected] FIND US ON FACEBOOK: @WARHAMMEROFFICIAL WRITE TO US: THE WHITE DWARF BUNKER GAMES WORKSHOP
NOTTINGHAM NG7 2WS UNITED KINGDOM SIGMAR (RE)BORN As a long-time Warhammer fan (I believe from an acne-ridden age of around thirteen or fourteen), I stumbled upon a great idea when in October 2019 my wife and I were considering baby names. Sigmar-like. Keep up the good work, and greetings from the small country of chips and
beer. 'Oh no he didn't!' you say. Oh, yes we did. We named our one and only boy Sigmar. Well that is certainly commitment to the hobby, Dominique! We've seen costumes, tattoos, murals and other randomness, but this might be the first child named after the fictional God-King of the Mortal Realms. We salute you! Now all he needs to do is grow a
beard, lead the Unberogen, defeat Nagash, become a myth, survive the ending of the world, find a new world, unite the gods, fight Chaos, create the Stormcast Eternals and rule High Azyr. Got to have a dream, eh? Its a unique name in Belgium (we looked it up online and there is only one known Sigmar) but still easy to pronounce in Flemish, and it
doesn't have a weird spelling. He is nine months old now, and it would be fun if, when he's a little older, I could whip out a dusty White Dwarf with this letter in it. I don't know if you guys would print one of his pictures, but I've included the one where he looks most By submitting letters, articles or photographs, you give Games Workshop permission
to feature them in White Dwarf, on the Warhammer Community page or on Facebook at any time in the future. To read our full privacy policy, see the White Dwarf Privacy Notice in the Customer Services section on: www.games-workshop.com Dominique Michiels Azyrheim, Belgium Macharius Vulcan by Andrew Gray 5 Ahriman, Arch-Sorcerer of the
Thousand Sons by Rune Kvisgaard Captain-General Trajann Valoris by Matt Bunn MODEL(S) OF THE MONTH: THE DEFENDERS OF CALTH This issue's model of the month would have just been the Ultramarines Contemptor Dreadnought to the right painted by Arran Johnson. Then we saw his Command Squad and knew we had to squeeze them in
too! Arran tells us all about them. Arran: My Ultramarines force is based around the Battle of Calth, which is why they are all so heavily weathered. I start by airbrushing a blue ink over a pre-shaded model, only I use blue and white as my base colours rather than the traditional black and white. I then recess shade the blue with Nuln Oil and edge
highlight it with a 1:1 mix of Teclis Blue and Baharroth Blue. The white is Ulthuan Grey applied over a Celestra Grey basecoat then also recess shaded with Nuln Oil. The highlights are White Scar. The final stage is to apply several thin glazes of Baharroth Blue toward the bottom of the white panels to give them a blueish hue. The last (and longest)
stage is the weathering. Scratches are applied to the blue and white areas using the highlight colours, while the rust streaks are created using a watersoluble oil paint. The pale dust around their feet is weathering powder applied with a soft brush. 6 Ironjawz Megaboss by Ian Hannam CONTACT Lady Olynder, Mortarch of Grief by Thibaut Lily ASK
GROMBRINDAL Hail mightiest, and grumpiest, of all dwarfs (duardin). As we all know, the Dread Pageant have entered Beastgrave one of the paradoxical chains that holds the Prince of Pleasure prisoner? Your thoughts are needed! Ryan Eastwood Manchester, UK Well, beardling, rumour has it that the Dread
Pageant entered Beastgrave after receiving visions of their missing deity. While Beastgrave itself has no link to Uhl-G ysh, the shimmering cracks in reality that link the moun tain to Shadespire do offer Vasillac and his cronies a tantalising glimpse of the place where Slaanesh is imprisone d. However, during the Dread Pageant's quest to get there, it
seems they got a bit waylaid and now take great pleasure in tormenting Beastgrave itself by denying it its 'food'. Very excessive to torture a mountain, but a good way to empower Slaanesh in his prison. I mean, I gues s... Grombrindal PAINTING QUESTION: KATAFALQ TOP PHOTO TIPS In the Tome Celestial for the Anvils of the Heldenhammer, you
introduced Lord-Arcanum Lynus Ghalmorian on his Gryph-charger, Katafalq. I'd love to add this model to my Sempiternals force, but I have no idea on how to paint Katafalq. Would you mind sharing the paint scheme of this beautiful Gryph-charger? Andreas Kuchenbrod Schweinfurt, Germany We can certainly help you out with that, Andreas. Below,
you will find the colours for Katafalq's skin and feathers. The feather colours are also used on the tips of his tails and the scales on his claws. Try applying a couple of coats of the Coelia Greenshade wash around theses darker areas to help achieve a smooth colour transition between the textures. GRYPH-CHARGER SKIN Basecoat: Celestra Grey
Wash: Coelia Greenshade & Lahmian Medium 1:1 Layer: Celestra Grey Highlight: White Scar GRYPH-CHARGER FEATHERS Basecoat: Stegadon Scale Green Drybrush: Thunderhawk Blue Highlight: Russ Grey Highlight: Administratum Grey 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. warhammercommunity.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. 7 IN THE SPOTLIGHT: JESÜS MORENO RAMOS We get sent loads of photos of models every month, but sometimes we receive a great selection painted by one hobbyist.
This issue, it's Jesús Moreno Ramos's Adeptus Custodes. Jesús: I've loved the Adeptus Custodes and what they represent since the release of the Visions of Heresy art book almost twenty years ago. When they were finally released as an army, I simply couldn't resist – the miniatures were even better than what I'd imagined. I bought a ton of them!
Then, they sat on a shelf for a while, because I was a little scared of painting them. I wanted to do those miniatures justice! I decided to finish the Space Wolves I was painting first and go back to the Custodes later. Then, I listened to finish the Space Wolves I was painting first and go back to the Custodes later. Then, I listened to finish the Space Wolves I was painting first and go back to the Custodes later. Then, I listened to finish the Space Wolves I was painting first and go back to the Custodes later.
simple yellow (gold), red and blue primary colours cheme. The main colours of the Custodes would be their traditional gold and red, with blue on the bases to balance the triad of colours. THE GOLD I used Warplock Bronze as the basecoat for all my models and then highlighted it with Retributor Armour. Both colours are applied with an airbrush.
Captain-General Trajann Valoris I then washed around the details and into the recesses with Wyldwood. The highlights are Liberator Gold with a final edge highlight of Stormhost Silver. Legio Custodes Telemon Heavy Dreadnought 8 CONTACT THE RED I applied Mephiston Red as the base colour, using either an airbrush or a brush depending on
the size of the area. I used Flesh Tearers Red for the shading. I find that Contrast paints blend so well with the base colours to create really smooth colour transitions. The final highlights are a 1:3 mix of Evil Sunz Scarlet and Cadian Fleshtone. Shield-Captain Custodian Guards THE BLUE The bases are Astrogranite Debris sprayed with Chaos Black. I
then used my airbrush to spray White Scar onto them from above, creating the basic lights and shadows for the next stage. Custodian Guards with Pyrithite Spears Still using an airbrush, I applied thin layers of Terradon Turquoise, Ahriman Blue, then finally a 1:1 mix of Ahriman Blue and White Scar to get the finished glow effect. I think it gives a
good alien planet effect. THE WEAPONS The Custodes' blades are painted with a 1:1 basecoat of Abaddon Black and Thousand Sons Blue. I highlighted them with pure Thousand Sons Blue and Bl
WORLDS OF WARHAMMER WORLDS OF WARHAMMER PHIL KELLY As the Age of Sigmar Studio's creative lead, Phil is almost permanently (some might say eternally) immersed in the lore of the Mortal Realms as well as the 41st Millennium. This month he's not delving into Warhammer lore but into the history of one of his studio co-workers.
Some kind of special mind-reading device may have been utilised. t's a poignant month for us wordwranglers in the Warhammer Studio. As Lyle has covered in this issue's editorial, we're bidding a fond farewell to one of the wargaming industry's true giants – the gentleman/scholar hybrid known as Jervis Johnson. Jervis has been with the company for
nearly four decades(!), and he has raised the game of everyone he's worked with. I've been lucky enough to work alongside him for a good half of that time, and I've learned a great deal from him in the process. In this column, I'd like to talk about not only the huge influence Jervis has had on the Games Workshop crew but also the gaming community
as a whole and the culture that goes with it. I truly believe that the esteemed Mr Johnson has had a profound impact on the way we all play the games we love (yes, that means you, too), as I'll explain in the latter half of this column. We have a lot to thank him for in terms of wargaming culture, as well as much of the lore. So get comfy, grab a
Every genre of dice-bothering and card-shuffling he's explored, analysed and in some cases built from the ground up, so there are quite a few success stories to choose from. Still, I've done my best to narrow it down to those that had the most profound effect on the Warhammer universe and the gaming public beyond it. Jervis was, famously, the
mastermind behind Blood Bowl, that foremost fantasy football game that defined the field way back in the eighties. Blood Bowl gathered such a devoted following that even when we left it fallow in terms of releases for a decade or so, it was still being played by thousands of avid fans across the globe in all manner of events and formats. It's a
testament to Jervis's skill as a games designer that Blood Bowl remains much the same in its bones even now. One of the very first games to feature specialised dice that used symbols instead of the common 'pips' variety, it has a push-your-luck element that sees a whole host of play styles possible across a dizzying variety of teams, each with their
own strengths and weaknesses. Yet it's not just the on-pitch mechanics that make it so spectacular. Perhaps Blood Bowl's greatest strength was the way it introduced the 'league' system, in which your players could level up and gain skills and stat boosts over time. That formula of 10 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 month, the very greatest of legends is being celebrated – the Celestant-Prime himself, Jervis Johnson. advancement – of gaining experience – has been echoed thousands of times since, but at the heart of it, it's the same concept. For me and countless
others, the metagame of managing a team (or warband, if you prefer the bashier approach to the game) across a series of linked games is the apex of the tabletop experience. It was this same philosophy of gradual evolution that made Necromunda, another of Jervis's masterclasses in games design, so popular – and in turn informed Mordheim, Path to
Glory and a host of other excellent systems that have hooked hobbyists across the globe. Warhammer was in its infancy when Blood Bowl was devised, but Jervis was neck-deep in its development too, alongside stalwarts such as Rick Priestley, Brian Ansell, Bill King and Richard Halliwell, the author of the original Space Hulk.3 Jervis was a playtester
word at the time). These games, and their predecessors, inspired an entire generation of hobbyists, a good few score of whom work in the Warhammer 40,000 were also largely penned by the same gang of dice-hurling ne'er-do-wells. Jervis and
his infamous opposite number Andy Chambers combined forces more than once, as they were fast friends, but in the pages of White Dwarf Battle Reports, they were bitter(ish) rivals – serious contenders for the throne of Coolest Tabletop Warlord with the sunglasses, ponytails and mutton-chop sideburns to prove it. It was during this era that the lore
clashes of Ragnar Blackmane and Ghazghkull Thraka, the time when Captain Erasmus Tycho of the Blood Angels got his face burnt off by a Weirdboy's psychic attack and Yarrick joined forces with the Squats on Golgotha, all portrayed in glorious technicolour with metal models that had the table groaning under their collective weight. Readers of a
certain age will remember these clashes from the first time around, and the fact that Jervis rarely came out the better in them. More on this later, as I think there's a very good reason for this. The 6mm-scale game many players know as Epic, originally called Space Marine and reprised by Jervis in the critically acclaimed Epic: Armageddon, was
another highlight of his long and distinguished career. Here was found wargaming on a different scale, a way to enjoy the maximalist aesthetic of 40K on a scale where you were controlling entire battalions of Space Marines duking it out in the shadow of the way, Jervis delved into classic fantasy
with the third edition of the board game Talisman; he devised Space Fleet, the spacefaring predecessor to Battlefleet Gothic; he drew up the plans of the nautical odyssey that was Dreadfleet. Memorably for 40K types, he pioneered a way to play truly huge games of
Warhammer 40,000 over the course of a weekend with the mega-game Apocalypse.4 Even the skies above were not safe from Jervis's game-designing rampage; Stormcloud Attack allowed you to duel with an extensive range of flyer kits. To this day, you'd be hard-pressed to find someone who knows more about aerial combat, and ways to represent it
on the tabletop, on the face of the earth. Then there is the design of Age of Sigmar. The first edition of this game saw four of us Studio types locked in a small room and, essentially, told not to come out until we'd done the stated vision of the game proud. One critical part of that was that the rules set needed to be able to fit on four (count 'em) pages.
Now, being as the rules for the previous edition of Warhammer had clocked in at some 164 pages, this was some challenge even for a games designer of Jervis's calibre. I remember us paring away colour text and rewording rules terms until they held the bare minimum of information, both hell-bent on making it all fit the brief – and it did. Not only
that, but it formed a rock-solid foundation upon which a truly great edifice of 1 Jery, I would apologise in advance for the effusive tone, but you deserve every word of it. Thirty-eight years, man! 2 Not the kind with dream-team celebrity footballers in theoretical leagues, but rather the one with the orcs, dwarfs, ogres, chainsaws, bombs, corrupt
officials, assassins and gore-hungry minotaurs. You know, the beautiful game. 3 In later editions of that beloved alien-infested spaceship game, Jervis kept its legacy alive, ensuring the magic of those tough early missions was kept intact and had a little extra pizzazz to accommodate the cutting-edge Citadel Miniatures in the box set to boot. 4 This wasness, and page of those tough early missions was kept intact and had a little extra pizzazz to accommodate the cutting-edge Citadel Miniatures in the box set to boot. 4 This wasness, and page of those tough early missions was kept intact and had a little extra pizzazz to accommodate the cutting-edge Citadel Miniatures in the box set to boot. 4 This wasness, and page of those tough early missions was kept intact and had a little extra pizzazz to accommodate the cutting-edge Citadel Miniatures in the box set to boot. 4 This wasness, and page of those tough early missions was kept intact and had a little extra pizzazz to accommodate the cutting-edge Citadel Miniatures in the box set to boot. 4 This wasness, and page of those tough early missions was kept intact and had a little extra pizzazz to accommodate the cutting-edge Citadel Miniatures in the box set to boot. 4 This wasness, and page of those tough early missions was kept intact and had a little extra pizzazz to accommodate the cutting-edge Citadel Miniatures.
notable not only for its jaw-dropping scale and coolness factor but also the welcome advice on logistics. My key takeaways were that someone will always turn up very late, and you absolutely must ensure you get the pizza in, for use as an ordnance template if nothing else. 5 Spin-stabilised 0.75 mass-reactive with a depleted deuterium core, since you
ask. 11 wargaming has been built. The rules set of the present day has a lot more room to breathe, with a few rules subsets should you choose to use them, but it's fundamentally the same game, and it owes a lot to the cleanliness and elegance of Jervis's first published version. I have a suspicion that it will remain true to his vision for a long time to
come. Now we've established Jervis's credentials, I'd like to examine something a little more ephemeral, yet arguably far more important. The gaming culture that we all enjoy has, at its heart, a code of conduct. It's that code of not just how to play a game on the tabletop, i.e. with Citadel Miniatures, but also beyond it. By that, of course, I mean the
interpersonal side that connects you with your opponent. 6 These guys just have the best names. 8 Andy C's original Ork Warboss, a character that has not only stood the test of time but stomped it, shot it and likely given it a
nasty bite into the bargain. 9 A theory propounded not only by Mr Johnson but also by the honourable Dr Cruddace, author of the latter-day rules column Echoes from the Warp. 10 This stands for 'Games Master', for the uninitiated, rather than 'genetically modified'. Though the latter would explain Jervis's height, his basso profundo voice and his
Chaplain-level gravitas. Fun fact: he once voiced a Terminator Captain in a computer game of Space Hulk, and a very good job of it he did too. 12 This is something Jervis has addressed in his many White Dwarf contributions for decades, whether it be in their earliest incarnations, the J Files (final episode can be read on page 92); in the Standard
Bearer columns of the 2000s-2010s, 6 or in the relatively recent form of his Rules of Engagement column. Across these perennial formats, Jervis covered more or less every topic about gaming imaginable, but there was a through line, a central theme that he always returned to year after year, and that is the gentle art of sportsmanship. Sportsmanlike
behaviour is something that has always been held in high esteem by the founders and proponents of wargaming - not only their pioneer, a splendidly surnamed Prussian called Hellwig, but also von Reisswitz (author of the seminal Kriegsspiel in 1812) and his contemporaries. Somewhat closer to home, H G Wells brought the concept to an English
audience alongside his fellow author and gaming partner Jerome K Jerome, 7 then later Donald Featherstone and Charles Grant, a man of a very similar stripe to Jervis's legacy than any oneed fining part of Jervis's legacy than any one defining part of J
game or system. High time for an anecdote, I hear you cry. Let's go back to the old rivalry between Jervis and former 40K Overfiend Andy C, reprised recently in a showcase Kill Team game (see White Dwarf February 2019). Appropriately enough, it saw Jervis using Commissar Yarrick and his intrepid Steel Legion against the Goff Orks of Ghazghkull
Mag Uruk Thraka8 on that same old stomping ground of Armageddon. Jervis had built something of a reputation for coming off worse in these clashes, as I mentioned earlier. He has long maintained that the designer of a game is not the person you want playing it – they are too focused on game mechanics and how to improve them rather than their
own objectives. But whilst watching these two titans of old-school Warhammer clash one last time in the White Dwarf gaming bunker, I realised something very interesting about the man behind the games. Over the course of each linked battle, when the luck went Andy's way, all was fine and normal. But when the laws of probability leaned in the
other direction, Jervis stepped in to help his opponent make a comeback - he would point out tactics and strategies that might help Andy regain the initiative, offer timely advice and make suboptimal choices to ensure the tension of the scene played out to best effect. Jervis wasn't trying to win at all, and he wasn't really helping Andy win either, for
that matter. He wanted the game itself to win. He wanted to show off what it could do, reveal how much fun could be had at the apex of the experience, whilst quietly analysing what could be done better next time. Better yet, he wanted to make sure that his friend WORLDS OF WARHAMMER had a good time. And in my opinion, that is what makes
him a truly great designer. This admirable quality can be found, to a lesser degree, in many a GM type, 10 or that person at the table who teaches others how to play. It's even present in some players when it comes to cooperative games in which you're all working toward the same end, such as Warhammer Quest or Blackstone Fortress. 11 Often, in
such games, one player ensures that the game's 'artificial intelligence' gets a fair crack of things and makes decent decisions despite the considerable handicap of the AI player not actually existing. After all, if the romp is too easy, and if the players conspire to win without any challenge, they're only really cheating themselves. In the General's
Handbook 2020, Jervis laid out the Player's Code for the first time. These are not hard and fast rules - you're not going to be expelled from a gaming event for not following them to the letter - but they are aspirational and may make everyone's experience a lot better across the board (if you'll pardon the expression). There will always be some players
who were already doing these things as a matter of course, just as there will be others who take no notice, but for the business of spending time rolling dice with a like-minded person as a 'social contract' - that being
the agreement to spend a couple of hours of precious free time with another person, sometimes a complete stranger at that. Quick thought exercise: of all the people you walk past in a given day, with what proportion of them would you be able to have an animated and enthusiastic talk about the hobby? Very few, if any. But if you do somehow find
such a connection, you're likely to be a very small step away from making a lasting friendship. When you are lucky enough to find such a kindred spirit, why would you wish them anything other than a good time? Unfortunately, in the heat of dice-based conflict, bad habits do creep in, even to the extent of various forms of cheating and skullduggery.12
We've all seen it in one form or another, and they can sometimes lead to a negative experience. There are no real rules as to the conduct within that social contract, just as there are no real rules against standing up in the cinema and loudly declaring the end of the film. For a long time, the rules of conduct befitting a wargame remained unwritten,
taken for granted, even, but the problem we have found is that with unwritten rules, not everybody has the same gaming standards to aspire to. You don't have to stick rigidly to them all (shaking hands, for instance, is not currently in
vogue), but it's well worth bearing them in mind and consciously making the effort until they become a sort of standard behaviour that you do without realising. You'll get more opportunities for wargaming, with more opportunities for wargaming, with more opportunities for wargaming as a result.
And that's where I run out of space, unfortunately. Though Jervis's saga is long and glorious, I'll have to leave it here. His defining trait, that inherent decency of character, is why we are making such a point of saying goodbye this issue. Please raise a glass and/or a cup of tea in salute as Jervis goes Into the West, no doubt to roll dice, move models
and play cards in the golden sunlight of a wellearned retirement. He is a kind, gentlemanly, scholarly and patient man, with a burning passion and talent for games that has given rise to almost four decades of unrivalled creativity, and we shall miss him greatly. We salute you, JJ - may your dice always be kind. 11 Before you ask, yes, this was one of
Jervis's games too. 12 As any Blood Bowl player will tell you, this is the worst form of duggery. A LITTLE EXTRA READING What would you like to read about in Worlds of Warhammer? Let us know your thoughts, and we'll pass them on to Phil! [email protected] whitedwarf.co.uk 13 AN ETERNITY OF WARGAMES AN ETERNITY OF WARGAMES After
nearly four decades of service, Jervis Johnson is handing over his games designer baton (+1 to hit) to a new generation of treative minds. Here we take a look at just some of the many games and projects Jervis las worked on over the years. Thanks, Jervis! THE FORMATIVE YEARS Way back in the mists of time, long before the formation of the Mortal
Realms, a celestial being known as Jervis Richard Johnson entered the world. The year was 1959. The place, Charing Cross Hospital in London. A decade later – around the age most of us take up Warhammer – Jervis was already building and painting model aeroplanes and toy soldiers and creating his own games for them so that they could fight each
other. Books such as Battle: Practical Wargaming, The Lord of the Rings and Conan the Barbarian comics lived on his bookshelves. With a desire to fight battles based on the fantastical stories he was reading, Jervis soon began writing his own rules for them too. With a bit of imagination (and some enthusiastically applied modelling putty), models of
Roman legionaries were converted into Orcs. Board games, card games, role-playing games and others followed, but Jervis's true love lay on the battlefield. After finishing school, he began working in a games shop ... 1988: BLOOD BOWL 2ND EDITION The second edition of Blood Bowl featured the much-loved polystyrene pitch (Astrogranite) and
even a set of plastic miniatures! Jim and Bob appeared as commentators, but both, curiously, were human at that point! 1987: ROGUE TRADER 'I was involved in the playtesting side of things. We used to play games on the floor at Rick and
John Stallard's house. I'm down the front in the team portrait on page 260.' 1987: WHITE DWARF Blood Bowl proved pretty popular, and in 1987 Jervis wrote his first rules article – the Skaven Scramblers – included rules for using the pesky man-rodents in the Game of Fantasy Football. It was also the first
appearance of Glart Smashrip. 1982-84: THE EARLY GW YEARS ... but that shop wasn't Games Workshop! Jervis didn't join the big GW until a few years later in 1982. You can just see him lurking at the back in the staff photo above. Initially he started work in trade sales, selling games to stockists. It was at this time that he was asked to write
descriptions of all the products in what was then the 1983/84 catalogue. When GW relocated to Nottingham, Jervis went along for the ride. 14 1986: BLOOD BOWL 'I remember going to Bryan Ansell, who was the CEO of the company at the time,' says Jervis. 'I said I thought it would be cool to have some board games based around the miniatures we
were selling – perhaps a fantasy version of American football where orcs and goblins fought each other. Bryan said he thought it sounded like a great idea and that I should go away and write it myself. I wrote Blood Bowl in my spare time. It turned out to be quite a hit! TIMELINE 1988: ADEPTUS TITANICUS 1989: SPACE MARINE 'We wanted to
create a game where big robots fought each other,' says Jervis, 'but our tooling department could only make one plastic Titan kit. So we had to figure out why two similar-looking models would fight each other. The solution, inspired by a passage in Chapter Approved 1988, was the Horus Heresy.' Not content with having Titans battle it out, Jervis and
the design team set about creating rules for infantry in Adeptus Titanicus. The result was Space Marine, which also introduced tanks to the game. The box set included 360 miniatures in what was described as 'Epic scale'. The name Epic was later used for the entire game system. 1989: ADVANCED HEROQUEST HeroQuest (with a big Q in the
middle) was originally made by games company Milton Bradley in a collaboration with Games Workshop. Later that year, Jervis developed Advanced Heroquest (no big Q), which featured a modular game board made up of rooms and corridors as opposed to a static board. It even featured solo-play rules! 1990: THE CRYSTAL MAZE 1990: ADVANCED
SPACE CRUSADE 1989-1990: MORE PLAYTESTING! Way back in 1990, a new game show called The Crystal Maze appeared on UK TV. The show's contestants had to complete a series of challenges to win crystals. In the credits of the first series, Games Workshop was listed as designing some of the games. Of course, Jervis was involved in that, too!
The Crystal Maze is still on TV to this day. Remember Advanced Heroquest? Well, take the same idea and stick it in space. In the far future. 'I remember it all being very colourful,' says Jervis also conducted a meet-and-greet tour of Games Workshop
stores. He wore his dark glasses the whole time. 'There is always playtesting going on in the studio for new games,' says Jervis. 'In the late 1980s, Richard Halliwell wrote Space Hulk. My contribution to the game was the overwatch rule, but that was about it! In 1990 Bryan Ansell, Rick Priestley and Nigel Stillman introduced Confrontation and the
Blood Bowl Companion, which featured a particularly cheerful cheerleader on the front cover. It was very definitely a product of its time, that book!' 'It's basically Top Trumps with pictures of Warhammer models on the cards. It's not a hard game to understand,' says Jervis. 'We developed it as a way to introduce new people to the hobby.' The Comba
Cards logo inspired the logo design for the reinvention of the game in 2017. 'I'd done some playtesting on previous editions of Warhammer, but the fourth edition was the first one in which I was an active games developer,' says Jervis. 'I wrote a few of the early army books, too, including Dark Elves and Undead with Bill King. 1991: KERRUNCH!
1991: SPACE MARINE 2ND EDITION In 1991, a wave of box games along with games designer Andy Jones. Most of the games used existing miniatures, but Space Fleet featured a whole new range of tiny starships. In later years, it
would become known as Battlefleet Gothic. Jervis and Rick Priestley returned to 6mm scale in 1991 when they revisited Space Marines and a Warlord Titan. Four expansions were released across 1991 and 1992 that featured rules for Imperial armies, Chaos, Eldar
Orks, Squats (who?) and Tyranids. 15 1992-1993: THE WARGAME SERIES 1994: THE CITADEL JOURNAL 'Apparently there are four games in the Wargame Series, but I can only remember three of them!' says Jervis. Each set features a board and card counters but, unusually, no miniatures! Battle for Armageddon pitches Orks against the Imperium
appeared in issue 6, but he also contributed to the magazine under a pseudonym: the mysterious and enigmatic Richard Glazer. His first undercover article appeared in issue 5 and focused on siege warfare in Warhammer Fantasy. 1993: WARHAMMER 40,000 2ND EDITION Rick Priestley and Andy Chambers were the main names on this edition of
Warhammer 40,000, but Jervis was also one of the games developers involved. During this period, Andy and Jervis regularly appeared in White Dwarf Battle Reports. 1994: BLOOD BOWL 3RD EDITION 1994: TALISMAN 3 1994: CODEX: ORKS 'The third edition of Blood Bowl was a breakthrough moment for me in terms of games design,' says Jervis.
the years,' says Jervis. 'Talisman Dungeon in 1987, Talisman Dungeon in 1987, Talisman Timescape in 1988, Talisman Dragons in 1993. In 1994, I got to write the third edition,' says Jervis. 'I've always had a soft spot for the
Orks. Curiously, while Andy is normally known for using the Orks in Battle Reports, I think I used them more often than he did.' This codex also made Ghazghkull an official special character. 1995; NECROMUNDA Remember Confrontation? Well, nothing much happened with it for a while. Then, in 1995, Jervis and Andy Chambers took the new rules
for Warhammer 40,000 and built them into an immersive skirmish game set in the underhives of Necromunda. The game spawned one supplement: Outlanders. PORTRAIT OF A SCRIBE It wasn't all fun and games in the Games Workshop design studio. Sometimes Jervis had to do some real work! And sometimes he had to put a sheet over his head
and pose for some fancy black-and-white photography! This was part of a series of portraits by photographer Fred Marcarini that was featured in White Dwarf 199 from 1996. They also included Michelangelo McVey and Andy Jones as a Chaos Cultist. Good times! 16 1995: MORE CODEXES Jervis worked on more codexes, including Ultramarines,
Imperial Guard and Chaos. 'Codex: Chaos was a landmark, really,' says Jervis. 'I went into so much depth and breadth with that book, especially the extra army list options at the back. It was one of my favourite books to work on over the years.' 1995: WARHAMMER TOURNAMENTS & WORLDWIDE CAMPAIGNS Back in 1995, Jervis set up the first
worldwide campaign: the Battle for Ichar IV. 'I wanted an event that people all over the world could join in with,' says Jervis. 'The premise was simple: there's a planet somewhere that everyone fights over, then they send in their results. I read all those letters myself – no one wanted to help me!' In the same year, Jervis also hosted the first
International Warhammer Tournament, held at Nottingham University. 'I remember asking my boss for some money to run a gaming weekend, and he was very dubious about the whole thing!' 1995: TALES OF VICTORY 1995: THE RESULT ARE IN! Not content with just being a games designer, Jervis conducts an interview for White Dwarf with
Gareth Hamilton, who won the Best Painted Army Award at the 1995 Warhammer Tournament. The army in question? Chaos Dwarfs. Big hats and short legs all round! Grombrindal was not best pleased. The final results of the Ichar IV Campaign are published in White Dwarf 192. The Ultramarines soundly defeated Hive Fleet Kraken and the
Brotherhood Genestealer Cult. The campaign was so successful that it spawned many successors over the following decades. TIMELINE 1996: WARHAMMER FANTASY 5TH EDITION 1996: THE J FILES Jervis returned to the fantasy realm to aid Rick Priestley with the fifth edition, which featured Lizardmen as a full
army for the first time. By this point, Jervis was focusing his efforts more on rules writing than background writing. 'After working with Hal on the original game, I was really excited to revamp Space Hulk for its second outing,' says Jervis. 'The production value of the game shot up, what with the new card boards, Genestealer models, and Jes
                                               ires. We included extra missions and rules in White Dwarf based around other Space Marine Chapters.' Jervis has written many columns in White Dwarf over the years, beginning with the J
tournament reports. 1998: LAST STAND AT GLAZER'S CREEK 1997: EPIC 40,000 Jervis' favourite Battle Report from White Dwarf 222. While Jervis didn't play in it (he would have lost if he did), he did write the rules for the scenario. The battle was refought in 2018 in homage to the original. Epic 40,000 was a redesign of Space Marine undertaken
by Jervis and Andy Chambers. The game featured blast markers that were used to indicate damaged units. The same mechanic was used many years later in Apocalypse. 1998: WARHAMMER 40,000 3RD EDITION 'The third edition of Warhammer 40,000 involved a complete redesign of the rules from the ground up,' says Jervis. 'It was a bold move,
but it turned the game from a small-scale skirmish game into the mass-battle game that it is today.' 1999: EVEN MORE CODEXES! Not content with designing and developing the rules for Warhammer 40,000, Jervis also penned several codexes, including Codex: Imperial Guard, Codex: Dark Angels and Codex: Space Wolves. 2000: FANATIC MAGS!
2000: WARHAMMER FANTASY 6TH EDITION In the early 2000s, a range of magazines was released to support the Specialist Games ranges of Blood Bowl, Necromunda, Battlefleet Gothic, Inquisitor and other such games. While Jervis had moved on to the Fanatic Studio by the time the sixth edition of Warhammer came out, he was still very much
involved in its genesis, most notably as a developer and playtester of the rules. He'd keep a beady eve on the game for the next few years, 1999; BATTLEFLEET GOTHIC The spiritual successor to Space Fleet, Battlefleet Gothic took the conflicts of the 41st Millennium into space. Jervis worked on the game with Andy Chambers and Gay Thorpe, 2000;
HEAD FANATIC! 'In 2000, I became the head of the newly established Fanatic Studio,' says Jervis. 'Our role was to provide support in the form of new rules and miniatures for games such as Epic, Blood Bowl, Inquisitor, Warmaster, Necromunda, Battlefleet Gothic ... the list goes on!' 17 2000: WARMASTER 2001: MORE MORE CODEXES! 2001:
CHAPTER APPROVED It was only a matter of time before Warhammer was shrunk down to epic scale like Warhammer 40,000 had been. While Rick Priestley headed up the game, Jervis and the Fanatic team offered ongoing support for the system through the Warmaster magazine. Jervis's work on the third edition of Warhammer 40,000 continued
with a couple of supplementary codexes - Craftworld Eldar and Catachans. These codexes offered new, more in-depth rules for specific factions, a format that Jervis started back in Codex: Chaos that continues to this day. (AKA The Second Book of the Astronomican) compiled Warhammer 40,000 rules articles from White Dwarf into one convenient
tome. A number of Jervis's rules articles appeared in this book. He also wrote rules for several of the upcoming Index Astartes articles. 2004: FANTASTIC FANATICS! 2003: NECROMUNDA UNDERHIVE 2002: BLOOD BOWL 4TH EDITION Necromunda returned with a new edition. As one of the developers of the previous edition and now head of the
Specialist Games studio, Jervis also had his hand in this edition, New rules and miniatures for Necromunda were released over the next few years. A fourth edition box set of Blood Bowl magazine issues 1 and 2. They were later uploaded to the Games Workshop website as a living rulebook
that constantly evolved through player feedback. In 2004, the seven magazines produced by the Fanatic Studio were combined into Fanatic magazine. As Head Fanatic magazine ran for 10 issues throughout 2004, 2005:
WARHAMMER ANCIENT BATTLES With his love of historical battles, it was no surprise that Jervis got involved (which included Rick Priestley and the Perry twins) wrote most of the books in their spare time. 2006: WARHAMMER FANTASY 7TH EDITION Jervis returned once more to the
battlefields of the Old World to help playtest and develop the seventh incarnation of Warhammer Fantasy. He focused most of his efforts on designing new scenarios and revamping the campaign section of the rulebook. 2004: WARHAMMER 40,000 4TH EDITION Jervis rejoined the main studio and plunged straight into the fourth edition of
Warhammer 40,000. One his main contributions to this edition is the mass-battles game Warhammer 40,000: Apocalypse! 2006: STANDARD BEARER Jervis returned to the pages of White Dwarf (issue 315) with Standard Bearer, a new column that waxed as lyrically as its predecessor. Jervis tackled such topics as army books, collecting new armies
and sculpting miniatures. The first article focuses on expansions and supplements. 2007: CODEX DARK ANGELS After six years without writing a codex, Jervis returned to write Codex: Dark Angels alongside Andy Hoare. 'The break definitely helped,' says Jervis. 'It allowed me to look at the project with fresh eyes. My son had just turned thirteen at
the time, so he was the perfect test subject to try out some new ideas.' 18 2007: MIGHTY EMPIRES 'I wanted to create a system that could link Warhammer games together,' says Jervis. 'The Mighty Empires map was a visual representation of how well you were doing in the campaign, while the rules were deliberately brief to make running and
completing a campaign easier.' 2008: WARHAMMER 40,000: Battle Missions book that included thirty-three unique missions. One involved dropping pieces of paper to represent orbital bombardments. TIMELINE 2012: A NEW
COLUMN When White Dwarf was relaunched in 2012, Jervis also returned with his own column. Topics of conversation included limiting the limitations on your armies, playing in campaigns and what to do with your dice when they don't behave. He also re-wrote Apocalypse in 2012! 2009: SPACE HULK 3RD EDITION 2010: WARHAMMER FANTASY
8TH EDITION 'Space Hulk is a classic game that is always at the back of our collective minds,' says Jervis. 'In this edition, we revisited some of Hal's original rules (like the timer!) while pushing forward with the quality of the boards and miniatures.' Jervis teamed up with hobby veterans Jeremy Vetock and Dave Andrews to pen the Warhammer
Battles section of the eighth-edition rulebook, which focused on different ways to play Warhammer. That sounds vaguely familiar ... 2016: STORMCLOUD ATTACK 2015: BETRAYAL AT CALTH In 2016, Jervis developed a set of rules for using flyers in dogfight scenarios. Everyone in the studio started walking the corridors with arms outstretched and
barrelrolling round each other. This is entirely true. The rules were later developed into Skies of Slaughter for Age of Sigmar in 2019. 'I really enjoyed helping develop Betrayal at Calth and its sequel Burning of Prospero (2016),' says Jervis. 'From a games design perspective, it was really interesting bringing in different sized dice for armour saves.
The D12s returned a few years later in Blackstone Fortress.' 2016: LOST PATROL 2015: WARHAMMER AGE OF SIGMAR'I can't take credit for the difficulty of the original game, but when I brought Lost Patrol up to date, I inadvertently made it even tougher!' says Jervis. The deaths of thousands of Blood Angels Scouts are on his conscience. After
many years of work (most of it locked in a room with blank white walls), Jervis and the games developers unveiled something phenomenal: Warhammer Age of Sigmar. Incredibly, the core rules fitted on just four pages! 2019: WARCRY 2018: WARHAMMER AGE OF SIGMAR 2ND EDITION The lead-up to summer 2018 saw Jervis concentrate all of his
efforts on developing the rules for Warhammer Age of Sigmar. He returned to the pages of White Dwarf the following year with a new column, Rules of Engagement. 2017: SHADOWS OVER HAMMERHAL 'Warhammer Quest had been absent for a long time when we developed Silver Tower,' says Jervis. 'James Hewitt did the majority of the work on
Silver Tower, while I handled its more classic dungeon-crawl successor, Shadows over Hammerhal.' 2018: BLACKSTONE FORTRESS Jervis then went on to design the first futuristic edition of Warhammer Quest, Blackstone Fortress. The gameplay was unusual in that it featured dice with no numbers on them but symbols instead. They had more than
six sides, too. For Jervis, it was a dream come true. 'Everyone loves a good, in-depth skirmish game,' says Jervis. 'Kill Team was doing well, so I pitched the idea of Warcry. I came up with the core of the game, and it was brought to glorious fruition by Sam Pearson.' 2021: DESERVED RETIREMENT 'So this is it, the culmination of my thirty-eight-and-
a-bityear career. There are a few projects that I've worked on that are yet to come out, but they are now in the care of an exceptional team of games developers. I look forward to reading about them all from my sun lounger!' 19 In the grim darkness of the far future, there is only war! Not to mention new Torchbearer rules and background, a new
Flashpoint series, A Tale of Four Warlords and two short stories. Phew! FLASHPOINT: OCTARIUS Turn the page to read about the latest Flashpoint series set in the xenosravaged Octarius Sector. Warning: there may be tentacles involved. TORCHBEARER FLEETS Head to page 52 for new Crusade rules and background for Torchbearer fleets. Plus, a
painting guide for the Emissaries Imperatus. FLASHPOINT BLOOD AND SNOW BLOOD AND SNOW The galaxy is being torn asunder, with new war zones exploding into life with ever-increasing frequency. In the first instalment of a new series, we travel deep into the Ultima Segmentum to the beleaguered worlds of the Octarius Sector, where
something wholly alien is about to occur ... With the savage conflict between the Tyranids and Orks of War Zone Octarius spilling over into the Pankallis Sub-sector, Space Marine Chapters have raced to the region's aid. Among these are the Dark Krakens, an Ultima Founding Chapter descended from the Salamanders. A powerful assemblage of these
warriors fight to defend the Bianzeer's Hollow System against the Tyranid swarms. The Pankallis Sub-sector borders the Octarian Empire, Ork-held space that has been fought over by greenskins and Tyranids for many years. A part of the Cordon Impenetra established by Inquisitor Nashir Sahansun, the Pankallis Sub-sector was in the midst of
preparing for xenos invasion when attacks came without warning. Now the xenos have arrived, and they must to be halted lest they break out of the Cordon Imperial systems beyond. THE CORDON IMPENETRA By luring a tendril of Hive Fleet Leviathan into the Ork Octarian Empire, former Inquisitor Fidus Kryptman sought
to have the two xenos hordes destroy one another. However, his plan backfired. The Tyranids were fed with incalculable quantities of biomass and adapted to countless kinds of new and different threats. The huge scale of the conflict, which claimed 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 22 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. Flashpoint's symbol, making them easy to find in your copy of White Dwarf. millions of Ork and Tyranid lives each day, drew in ramshackle greenskin fleets from light years around, and the Orks themselves
grew bigger on a diet of endless conflict. Many Imperial observers believed that it was only a matter of time until the roiling conflict spilled out into neighbouring Imperial systems and inflicted untold damage. One of these was Inquisitor Nashir Sahansun, who devised what he called the Cordon Imperial systems and inflicted untold damage. One of these was Inquisitor Nashir Sahansun, who devised what he called the Cordon Imperial systems and inflicted untold damage.
of the space fought over by the Orks and Tyranids, he declared almost every Imperial world within the zone of demarcation lost, and he pushed hard for every sub-sector bordering the boundary and was the name given to a
defensive organisation made up of worlds along the border. As the worlds of the Cordon were reinforced, efforts were made by Imperial troops to destabilise the warring xenos forces to ensure that neither concentrated their strength sufficiently to break through the cordon. Ultimately, these actions proved to be in vain. THE DARK KRAKENS When
the Pankallis Sub-sector was attacked, every invaded system called for aid, and multiple forces responded. Deathwatch from the Eve of Octos Watch Fortress and warriors of the Wolfspear Chapter under the command of Chapter
Master Mezonyki Reio. Reio dispatched warriors to all three planets in the Bianzeer's Hollow System, tasking Captain Krijeni Luceior and the 5th Company with fighting the Tyranids on the unusually named planet Death of FLASHPOINT: OCTARIUS +++ PLANET DEATH OF BIANZEER +++ > Population - c.350m, made up mostly of rugged
frontiersmen, skinners, prospectors, loggers, hunters, ice-pescid trawlermen, trackers and miners. > Primary Classification(s) - Methane from equatorial permafrost, blue algae scraped from methane pumps, promethium from sea-floor
extraction sites, pescid-based foodstuffs, lumber. > Notable Local Fauna - Tamed and wild ice-canids, ursun-wolf packs, megalocerous herds. > Notes - Population centres relatively small and close-knit. Makes it very difficult for heresy to take hold - unusual
behaviour or ideas swiftly isolated. > For further data, see file Z71DF-P. +++ Thought For The Day: A questioning mind betrays a treacherous soul. +++ Bianzeer. This frozen death world was the furthest planet in its system from its star. After arriving in Death of Bianzeer's orbit, Captain Luceior swiftly partook in a council of war with other
Imperial commanders. It included Battle Leader Rakmeyr Bluewolf of the Wolfspear, Watch Master Akrep Xie of the Eye of Octos Deathwatch and Lord General Militarum stationed on the planet. Before the Dark Krakens' arrival, much had happened, and much had gone wrong. The Wolfspear had
slaughtered a huge horde of Tyranids by causing an avalanche that drove all the creatures that survived into the Mirror Sea. However, the resulting tsunami destroyed the access point for the promethium rigs on the sea's bed. On the frozen Great Lakes of Peldathusa, thousands of locals had driven swarms of Tyranids onto the weakest part of the ice,
sending countless Tyranids into the freezing waters. Despite the apparent victory, many Tyranids survived, bursting out from the lakes and devouring the people who had orchestrated the trap. More mysteriously, troops from the Death of Bianzeer Trackers militia had observed Tyranids stalking packs of ursun-wolves in the Herrdalo Forests north of
the world's equatorial permafrost. The wolves were highly intelligent, pack-hunting alpha predators with instinctive knowledge of the local terrain and where human settlements lay. Their genetic material would be of great value to the Hive Fleet. 23 CAPTAIN KRIJENI LUCEIOR OF THE 5TH COMPANY The Dark Krakens are an Ultima Founding
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Chapter descended from the Primarch Vulkan and made up entirely of Primaris Space Marines. Thus, the most experienced of their warriors are former Greyshields Primaris Space Marines created on Mars by Archmagos Belisarius Cawl - including their most senior commanders. The rest of their strength is made up of warriors who have been recruited from the Chapter's home world of Naktis after the Dark Krakens claimed it for themselves. Captain Luceior is deeply aware that he has much to prove to earn their trust and respect. As a Greyshield, Luceior fought alongside many warriors descended from the White Scars, Space Wolves and Raven Guard. He was greatly influenced by their penchant for hunting, taking trophies and hanging fetishes from the skin of a maredrak – a kind of sea dragon native to Naktis – that he slew. He wears a necklace of shark teeth and squid beaks, and upon his helmet there is a bladed and stylised dorsal fin modelled on those of the impossibly quick lightning sharks that make their homes in 24 Naktis' many shallow reefs. Being a Primaris Space Marine, Luceior is trained and skilled in the use of a huge range of weapons and

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armour. However, during the fighting on Death of Bianzeer, he spent much of the time wielding the power sword Ice Piercer and the master-crafted stalker bolt rifle Raven's Reach, from which corvid skull and feather fetishes hang. The latter was a gift from a fellow Greyshield that Luceior fought with who was descended from Corax - Primarch of the
Raven Guard - who went on to join the Rift Stalkers Chapter. Like many Dark Krakens, Luceior has adorned his arms is painted with one of the Kraken's Tentacles, representing his ability to strike a foe from a long distance, as well as his
implacable tenacity and hunting skill. The Beak of the Kraken represents his captaincy and is painted on his right shoulder pad. He has had a laurel of viperfish teeth painted around the crown of his helmet - representing a Chapter award for bravery. Other symbols painted on his right shoulder pad. He has had a laurel of viperfish teeth painted around the crown of his helmet - representing a Chapter award for bravery.
represent kill markings, victories, oaths and the like. FLASHPOINT: OCTARIUS LEXICANIUM PARAON UARI Newly ascended to the Dark Krakens' Librarians. He is an adept wave caller - a skilled master of
Aquavitalis psychic powers – as many Dark Krakens Librarians have learned to become. They are masters at corralling the power of the ocean and have embraced the Naktis people's reverence for the sea as a beautiful life-giver and merciless destroyer. He also has a strong grasp of telekinesis and beast calling, the latter of which has influenced him
greatly. Uari has a deep affinity with wildlife of all kinds, to the extent that he can sometimes enter their minds and take over their bodies, and so he eschews the hunting of beasts that so many of his battle-brothers enjoy when not at war. As such, he bears no fetishes, sea-beast skulls, teeth or skins. He does, however, adorn his armour, cloak and
robes with bioluminescent symbols, the inks for them harvested from animals he husbands himself so none are slain for the chemicals to be acquired. Leaving five squads with his ships under the command of Chaplain Talin and Codicier Ekko, Luceior deployed the rest of his forces to the surface. His intention was to engage the Tyranids in the
Herrdalo Forests, drive them from the area and therefore stop them from consuming the ursun-wolves. Though it was an unorthodox mission for them to protect wild beasts, if the Tyranids wanted something, Luceior was determined they would not be successful. Success would also mean pushing the xenos away from the world's methane pumps and
relays. When additional reports warned of Tyranid monsters attacking the now isolated promethium extraction rigs beneath the Mirror Sea, Luceior ordered Lexicanium Uari and Techmarine Eroan to aid in securing them. Deathwatch Kill Teams deployed alongside them. Akrep Xie of the Deathwatch declared that he would aid the Dark Krakens
personally in the forests, alongside several of his own Kill Teams. Lord General Militarum regiments to sweeping the forests clear while defence militia regiments increased their patrols around the permafrost's industrial areas. The Imperial forces fighting in the forests faced
harsh challenges from the outset. They had to scale treacherous cliff faces and wade through towering snow drifts, all while at the mercy of the bitter cold. Soldiers plunged through towering snow drifts, all while at the mercy of the bitter cold. Soldiers plunged through towering snow drifts, all while at the mercy of the bitter cold. Soldiers plunged through towering snow drifts, all while at the mercy of the bitter cold.
They had slain beasts three times their size on their home world of Naktis' ocean floor. On a hundred and more battlefields, many had fought all manner of xenos and abominations Octopoid tentacles running horizontally over his arms represent the mastery of the many levels of psychic discipline he has achieved and the series of arduous tasks he
completed to join the Dark Krakens' Librarius. Uari paints a symbol or image of every Naktis beast he has emblazoned boldly. They include razor sharks, coral scorpions, spinestars, pliosaurs, helikoprids, and tyrannofins. Uari has also
painted a skull set in the gaping maws of a shark on each vambrace. Each represents a close battle-brother who was killed by Uari during the fire mastery trial of his Librarius training. Uari was hideously disfigured in the same trial, to the extent that he never takes off his helm. In battle, Uari's powers are more than enough to overcome most foes
However, he also wields the force sword Nightclaimer with great skill, delivering controlled, psychically enhanced blows which sever limbs and lop off heads. of the warp in the most gruelling conditions imaginable. They had all the rugged determination, stubbornness and resilience of their gene-sire, and they put down any and all Tyranids they
encountered, most of their squads operating in loose skirmish formations. Incursors followed the barest tracks from both xenos and ursunwolves alike, leading Intercessors armed with stalker bolt rifles to dens and nests. Reiver squads rappelled over the most arduous terrain whilst covered by the careful aim of Eliminator squads, who picked off
beasts with perfectly aimed shots as ursun-wolves or other predators attempted to intercept the manoeuvring terror troops. This did not mean the fighting was straightforward. The Dark Krakens so admired the power of the ursun-wolves that they endeavoured to shield them from the Tyranids and even forbade Imperial Guardsmen from killing them
though some did so out of necessity. But the ursun-wolves cared little for that fact, and they attacked Space Marines and Guardsmen alike to defend their territory as well as claim prey. Those with young fought especially viciously, and several Dark Krakens were severely wounded or even killed when these predators successfully isolated them and
struck en masse. For the Tyranids' part, broods of Hormagaunts burst from piles of snow, savaging Imperial Guardsmen and bowling into the Space Marines. Lictors emerged from hidden tunnels and cliff overhangs behind and amongst the Dark Krakens, inflicting many casualties before being brought down. Gargoyles hung perfectly still from the
highest tree branches, only diving down to attack the Space Marines once the Adeptus Astartes had advanced past the trees they were hidden in. Dark Krakens and Tyranids fought bloody running battles through the forests as the xenos surged against spread-out Space Marine squads. The 25 DARK KRAKENS STRIKE FORCE LUCEIOR Here follows
the force disposition of Strike Force Luceior at the outset of the Fighting on Death of Bianzeer, third world of the Bianzeer at the Bianzeer a
Squad 1: Battleline - Squad Mohici Squad 2: Battleline - Squad Acaran Squad 3: Battleline - Squad Acaran Squad 3: Battleline - Squad Simae Squad 5: Battleline - Squad Batulan Squad 8: Close Support - Squad Andati Squad 9: Fire Support - Squad Cixin Squad 10: Fire
Support - Squad Onoto 3 Repulsors 2 Repulsors 2 Repulsors 2 Repulsors 2 Repulsor Executioners 10 Impulsors 2 Gladiators 5 Storm Speeders (and crews) COMPANY SPECIALISTS Apothecary Rirhen Mullel CHAPTER SPECIALISTS Reclusiarch Herrahdura Zitadan Codicier Daranshi Ekko Lexicanium Paraon Uari Techmarine Kusnad Eroan Squad 11: Veterans - Squad Taiome1 Squad
12: Vanguard - Squad Ketene2 Squad 13: Vanguard - Squad Nomeaor2 Squad 14: Close Support - Squad Akalubis3 Squad 15: Close Support - Squad Rindyah3 1 Astraeus DREADNOUGHTS Redemptor Dreadnought - Brother Jughatun FLEET ASSETS Strike Cruiser: Fathom Gladius-class Frigate: Skyllae
Gladius-class Frigate: Taniwha NOTES Squad Taiome seconded from the 1st Company. Squads Ketene and Riundyah seconded from the 1st Company. Squads Ketene and Riundyah seconded from the 1st Company. Squads Ketene and Riundyah seconded from the 1st Company.
increasingly protracted. The ursun-wolves knew their territory well and fought ferociously to defend it. The Tyranids were equally unwilling to cede ground, launching countless raids and counter-attacks that stalled the Imperial advance across the entire front. To force any advance at all in some areas against the aliens, Imperial forces called in
continuous Aeronautica Imperialis bombing runs. Marauder bombers dropped countless tons of incendiaries and mole bombs that would signal the end. The campaign was pure attrition. Fresh waves of troops were sent behind the first
to ensure that cleared areas remained clear. Wherever the Dark Krakens fought, the advance moved more quickly, the Space Marines slaughtering the exhausted troops who had become anxious and disquieted by the ever-present threat of ambush. The Space Marines were utterly resolute in their task. Just as
stalking a megabasilosaur in the depths of the Kesuramir Ocean required patience, this was no different. Success meant outlasting their foe and meeting its displays of strength with even greater might of their own. 26 The Dark Krakens were as an adamantine tidewall against a ship-breaking storm. They threw back the Beast-surge of the Glonhil
Valley, emerged bloody but victorious after the Night of a Hundred Horrors and held the line after five companies of the 602nd Truskan Snowhounds vanished without a trace. Even as the Space Marines' casualties mounted, they did not waver, spurred by the fiery zeal of Reclusiarch Zitadan. It was many months before the first Imperial forces
reached the forests' northern boundaries, having finally pushed the Tyranids out. It had required more than four dozen regiments of Astra Militarum and the combined efforts of the better part of a Dark Krakens Battle Company and several Deathwatch Kill Teams. Even then, some forces fighting in other parts of the forests still had much further to
advance, their progress hampered by harsh terrain and vicious fighting. Luceior would only declare the mission complete when every Tyranid was driven from the forests. He was drawn away before he could. Word came from Deathwatch Kill Teams elsewhere on the planet. A huge Tyranid swarm was descending on the half-complete Glacialix, a
colossal fortress under construction by the Adeptus Mechanicus close to several of the planet's larger population centres. Akrep Xie immediately pulled his forces from the Herrdalo Forests. Knowing the strategic importance of the citadel, Luceior deployed some of his warriors to defend it, joining them himself. FLASHPOINT: OCTARIUS
RECLUSIARCH HERRAHDURA ZITADAN Reclusiarch has in some ways been harder than that of those in pre-Ultima Founding Chapters, for the warriors that made up the Dark Krakens upon its formation were all Greyshields. They had spent years fighting alongside battle-brothers hailing from different gene-sires and
did not have the centuries of tradition so many Space Marine Chapters could look to for strength and inspiration. It has been important for Zitadan, and for Master of Sanctity Sukerno, to forge a culture for their Chapter around which to unite hundreds of otherwise disconnected battle-brothers. To do this, they wholly embraced the cultures of Naktis
population - the hunting of colossal ocean beasts, taking skins, teeth and bones to adorn their armour and more. They knew that in time, the Greyshields would be replaced by warriors recruited from Naktis, so it naturally followed that the world's cultures influenced the Chapter's own. Zitadan spent much of his time as a Greyshield fighting alongside
scions of Guilliman, Sanguinius, Rogal Dorn and Ferrus Manus, and so he gained little inclination to slaughter beasts for trophies from them. However, he has all the tenacious pragmatism of his own gene-sire, Vulkan, and in the interest of his Chapter now partakes in these pursuits. Upon his right shoulder pad is painted the Eye of the Kraken, which
in darkness appears in a fluorescent green. This represents his role as the Chapter's secondmost Chapter's traditions and culture. The handle of Zitadan's crozius arcanum, Hadosmite, is wrapped with the skin of a deadly sea serpent found around Naktis' equatorial volcanic island chain.
His Raider-pattern combat bike, Hastam Veneatoris, is adorned with all manner of trophies taken from slain sea monsters. The book chained to it is the second copy ever produced of the Codex Tenebris Abyssor, the collected beliefs, values and legends of the Chapter. The writing on its night-black pages is visible only in darkness, for it is written in
the same bioluminescent inks as that many Dark Krakens use to daub symbols on their armour is countless, and their meanings are incredibly varied. These can even change depending on their colour or where on a warrior's armour they
have been painted. Many are unique to the battle-brother. They can refer to past battles, the slaying of particular beasts or foes, great victories, awards for bravery, personal or unit-wide oaths, campaigns or aesthetic preference, rank and terrible
shames. Shown here are but a few examples. DEATHCLAMP The Deathclamp is used by the Dark Krakens most commonly to signify being a part of a crushing victory, as well as an oath that they will deliver one. HAMMERHEAD The Hammerhead is frequently used by Dark Krakens' Sergeants to represent the dual aspects of their role, one of combaining victory, as well as an oath that they will deliver one.
commanders and the other as front-line warriors. FANGCOIL The Fangcoil is typically worn by those who have demonstrated incredible tenacity in battle and overcome ferocious odds. It represents the sinking of teeth into an enemy and not relenting until the foe is vanquished. It is also favoured by Dark Krakens hailing from Naktis' northern polar
regions, where life is incredibly arduous for the local population, and to survive each day is a victory unto itself. HYDRASERPENS Naktis is home to thousands of species of deadly sea snake, many of which display incredible patience when hunting and lethal speed when striking. Particularly popular with 10th Company Space Marines, the
Hydraserpens represents total self-control in battle and extreme violence of action. 27 FLASHPOINT GLOOM WALKERS Deep beneath the Mirror Sea, Space Marines of the deep watch them hungrily, for there are new predators in the ocean
that consume all in their path ... ven with the enhanced autosenses built into his helmet, and the augmented vision of a Space Marine, Lexicanium Uari could make out in the environment was small rocks, ugly diminutive animals and the
sand puffing up from the ground as he stepped his armoured boots forward. ++How far are we from the hub?++ Uari projected into Sergeant Mohici's mind. 'Three hundred metres.' It could have been a thousand miles, based on the sheer blackness of the deep Uari could see. ++And there has been no contact from it?++ The only things clearly
distinguishable in the endless gloom were the bioluminescent symbols painted on to his armour and that of his fellow Dark Krakens. The Chapter's colours of black and deep purple made the warriors almost invisible in this darkness, but the symbols many daubed on to their armour glowed all the brighter. He identified Techmarine Eroan by the
images of stylised ammonites that were part cog. He identified Sergeant Mohici by the hammerhead symbol painted on the back of his right leg and left knee plate. Both bore many more images than these, and Sergeant Mohici wore more than any other battle-brother in his squad. Even with his power armour compensating for it, Uari still felt cold
through to his augmented bones. Though he could smell the recycled air within his armour, it could not entirely filter out the salty tang of the water. Though there was little Uari could see, he could hear much more. Closest was the gentle thump of his battle-brothers' steps. From further away came the keening calls of the creatures of the Mirror Sea
Thanks to his affinity with wild beasts, Uari could decipher mourning cries for missing mates, aggressive territorial claims and the tactical chatter of pack-hunting sea creatures. To anyone else listening, they were little more than snarls and long-noted songs. Uari's limbs were heavy in the water due to the crushing pressure of the sea. A handful of
amber warning runes for external oxygen and his atmopressure augury shimmered in the peripheral of his autosenses. Uari, Eroan and the Heavy Intercessor Squad of Sergeant Mohici advanced slowly to a large promethium extraction hub set on to the seabed. Its surface-based access points had been destroyed when warriors of the Wolfspear
Chapter caused an avalanche that plunged into the Mirror Sea, which in turn caused a tsunami that tore over a great swathe of the sea's surface. 28 'None, Lexicanium. Not even from Kill Team Galiel.' The Dark Krakens knew the Deathwatch had already deployed to the hub and planned to link up with them once they were inside. Their progress was
slow. Every step and gesture the Dark Krakens made in the deep water appeared as if it was happening in slow motion. They advanced in a circle formation, with those at the rear walking backwards. In this kind of terrain, the Dark Krakens made in the deep water appeared as if it was happening in slow motion. They advanced in a circle formation, with those at the rear walking backwards. In this kind of terrain, the Dark Krakens made in the deep water appeared as if it was happening in slow motion. They advanced in a circle formation, with those at the rear walking backwards. In this kind of terrain, the Dark Krakens made in the deep water appeared as if it was happening in slow motion.
where attacks would come from so they could react in time. With each warrior in the formation given a strict sector to cover, they could be confident that an attack from any direction could be met in time. Though the Dark Krakens had made
themselves experts in fighting on seabeds. But they all acknowledged that this was not their home. It was that of the predators who dwelled there, which had millions of years of evolution to perfect them for it. Uari heard different sounds. He heard the creatures' fear, pain, anger, bloodlust. He felt a change in the water flow. It moved against him at
speed, in a different direction to the current. There were creatures not far away, spearing through the water. 'That one was close,' said Brother Aronus. ++What was it?++ asked Uari. FLASHPOINT: OCTARIUS 'Eel of some kind. Five metres long. Jaws large enough to wrap around one of my greaves. Brushed past. Threat non-immediate.' I'm sorry,
noble creature, thought Uari. He never wished death on any beast like this. He was glad it was too dark to see the slain animal. ++It was probing,++ said Uari. More creatures drew closer to the Dark Krakens now. Uari could not just hear them. He could feel them. Many were curious about the strange beings that invaded their domain. All were
hungry - that was a given for the monsters of the gloom. Most were wary. But some were hungrier - and more daring - than the others. Sudden movements in the water and the feeling of a determination to kill caused Uari to stop. It is a tragedy that you should have to fall in such a manner, thought Uari. But just as I cannot take your life, you cannot
take mine or my brothers'. For all that, he could not help but admire the Techmarines' skills in fashioning bolt rounds that were so effective beneath the waves. Another creature surged towards the Dark Krakens. Uari could tell it was a large brute. Larger than the monster he had driven away earlier. One of them is coming. He closed his eyes and
reached out psychically for the creature's mind. He found it. It was powerfully aggressive, steeped in an insatiable desire for blood and meat. It was a dominant creature, a king in these waters. It was powerfully aggressive, steeped in an insatiable desire for blood and meat. It was powerfully aggressive, steeped in an insatiable desire for blood and meat. It was not provided in these waters. It was only ten seconds away from him. As quickly as it charged, it turned away. He sensed suddenly its wash of fear. Strange. ++Brothers, be aware. A very
powerful creature has been scared away by something. And it was not any of us.++ Uari battled for control of its mind. He attacked them over and over, trying to force his way through. The beast's hunger was almost implacable. 'We have two
hundred metres left to advance, brothers,' said Mohici. The creature was five seconds away. Seconds later, Uari saw some of his battle-brothers fire, as well as the bubble-trails of unleashed bolts. 'Multiple auspex readings,' said Brother Kaurahi. 'Stay alert, but do not slow down,' replied Mohici. Uari gritted his teeth, grunting with effort. 'Tyranids!
shouted Brother Kaurahi. Blood dripped from his nose. 'Scores,' followed Brother Oengir. Finally, he forced a breach in the animal's mental wall. He bore through it, smashing it wide with psychic power. When the beast turned away at Uari's behest, it was so close that it was low enough over the Space Marines' heads to reach up and touch. Uari
looked up. It was the size of a Thunderhawk Gunship. Why can't I sense them? thought Uari. He had had no idea the xenos were attacking. When he tried to reach out through the deep, to find them and where they might be coming from, he felt blocks and barriers. Are these the deliberate actions of intelligence ... or merely a natural part of their
biology? Brother Oengir let out a low whistle over the vox. Uari panted with exhaustion. When he sensed another creature coming in for the attack, Uari knew he lacked the mental strength now to stop it psychically. Raising his hands, he parted the water around the animal, and it flopped to the soggy seabed, convulsing in confusion and terror as
suddenly it was out of water. A Dark Kraken fired a burst of Hellstorm bolt rifle fire. The normally booming thumps were muffled by the sea, and the bolts drove through the water like miniature torpedoes. They continued on their path into the writhing body of the beast and detonated in an explosion of gore. Uari immediately let the waters enfold its
shredded flesh. The only way Uari knew the Tyranids were firing at them. He saw the creatures in the light of the bolters' strobing muzzle flare. They were like Hormagaunts, only their rear legs were fused together into fins. Though he could not see it, he knew gore and viscera would be filling the water all
around them, attracting all manner of creatures. At least they will attack the xenos, and not us, he thought. 'Their numbers are increasing,' said Brother Oengir. 'Keep advancing! We are the Dark Krakens, as inexorable as the tide itself!' roared Sergeant Mohici. 'As the waves shape the shore, endurance shapes us!' 29 Uari ignited his force sword,
Nightclaimer. The blade rippled with azure energy, which caused the water around it to fizz and bubble. There was a roar of pain. An eel-like Tyranid whose maw made up more than half its body length rushed at Uari out of the darkness. With a gesture of his free hand, Uari increased the pressure of the water around the creature to crush it. He
heard bones crack and saw ichor pour out of dozens of wounds. The creature drifted to the ground, dead. Uari looked over to him. Bubbles rushed out of the creature drifted to the ground, dead. Uari pulled all of the fluids out of the creature, leaving it a husk of dust slowly crumbling apart in the sea's currents. Brother Oengir. He is pierced. Oengir was as good
as dead as pressurised air poured out of his otherwise contained suit of armour. The evacuating air would keep much of the water out for now. But once it stopped, Oengir's suit would make it impossible to get Oengir to the surface
without causing catastrophic harm. 'One hundred metres, brothers,' said Sergeant Mohici. Oengir poured fire into the Tyranids around him. He maintains strong tactical focus, thought Uari. A fine leader. Mohici was not swept up by bloodlust or distracted from the mission. The Dark Krakens' gunfire only increased in volume as battle-brothers fired
burst after burst from their Hellstorm bolt rifles. Some of the warriors, Uari could tell from the ceaseless muffled chugging, were firing on full automatic against swarms of xenos. Every sector of the Dark Krakens' circle was under attack. Battle-brothers at the rear of the formation fired as they walked backwards, trusting in those at the front to clear
the way. Soon Uari's vision was filled with the sight of shredded Tyranid corpses, their remains floating with the current or sinking to the sea floor. ++Yes, brother. Fight. Take them with you,++ Uari said to him. While the rest of the Dark Krakens kept moving and tightened the circle, Oengir held his position, covering the advance of his brothers.
Beautiful, Uari thought. With a flick of his wrist, Uari broke the neck of an aquatic Hormagaunt racing towards him. In a single fluid motion, he brought up Nightclaimer through the throat of another. This was how deep-sea war was fought. Warriors had to anticipate the enemy's movements and allow for the inertia caused by the water before striking
accordingly. He kept pace with the rest of the squad. The braver creatures of the Mirror Sea approached the xenos flesh. After the briefest investigation, all swam away quickly. Even the most ravenous predators and desperate scavengers reject that flesh, it is so alien, Uari thought. 30 With a quick glance behind him, he saw Oengir finally succumb to
his wounds and the damage his armour had sustained. The warrior had sunk to the sea floor. I will not leave you here, brother. FLASHPOINT: OCTARIUS Uari sheathed Nightclaimer. Raising both hands, he grunted as he channelled his mental strength into lifting Oengir's armoured body. Small animals that had already started climbing over it
scattered as their feast was lifted off the seabed. The corpse drifted through the water towards the centre of the Dark Krakens' fighting formation. torso, ripping it apart. Uari released Oengir's corpse and increased the water pressure to such an extent around the Ravener it crushed its head. ++Form up around me, brothers. I cannot fight and hold
Oengir at the same time.++ The xenos gathered in a dark mass all about the Dark Krakens, half-visible in the gloom. Their eyes and fangs flashed as they thrashed forwards in an overwhelming mass to finish the Space Marines off before they could reach sanctuary. Uari walked into the centre of the circle, teeth gritted and head pounding, gliding
Oengir's body in position next to him. It had been a short distraction. But it had been enough to break the formation, and this the Tyranids could exploit. 'Hold them, brothers! Twenty-five metres,' roared Mohici. Uari took a deep breath. Keeping the body up next to him was less taxing than reeling him in had been. Looking around, Uari saw the Dark
hub was invisible. It was as if they had made no progress at all from where they had started. Uari was powerless against the incoming Tyranids. He needed all his strength to keep the bodies of Oengir and Rahati moving at the centre of the Dark Krakens' formation. He saw as the Tyranids closed in. Even if he stopped to intervene, to fight to protect
his battlebrothers, it would only slow them all down. The Tyranids were growing more and more numerous as they sensed the Space Marines' vulnerability. ++Rahati!++ he roared, too late. To slow is to die. A Ravener burst out of sand. It wriggled free of the soft ground with powerful thrusts of its long, snake-like body, which had narrow fins
running along the length of it. Plumes of dust came up from the floor with it, creating a tempest of sand and wicked claws. In a pair of swift motions, it brought its blade-arms down and into Brother Rahati's back. The warrior screamed. The creature had barely pulled its claws from Rahati's body when Sergeant Mohici put a burst of fire into its Uar.
watched another Ravener emerge from the gloom, its razor-toothed maw lit by the flashes of firing Hellstorm bolt rifles. He saw as it lunged for Sergeant Mohici. He saw its head blown apart by a round that did not come from the Dark Krakens. 'This is Sergeant Mohici. He saw its head blown apart by a round that did not come from the Dark Krakens. 'This is Sergeant Mohici. He saw its head blown apart by a round that did not come from the Dark Krakens. 'This is Sergeant Mohici. He saw its head blown apart by a round that did not come from the Dark Krakens.'
Primaris Space Marines? he Ultima Founding saw the creation of many new Space Marine Chapter known as the Dark Krakens, a rare successor of the Salamanders and the Primarch Vulkan. Over the next few pages, you will find suggested
successor Chapter rules for the Dark Krakens (see right), datasheets for two of the Chapter's named heroes - Krijeni Luceior and Paraon Uari - a Theatre of War that involves fighting underwater (bring your scuba gear!) and a new mission: Dangerous Specimens. 32 DESIGNER'SNOTE The Dark Krakens were created during the Ultima Founding and
use the Fearsome Aspect and Indomitable Successor Chapter Tactics, as described in Codex: Space Marines, to best reflect their Chapter's style of waging war. FLASHPOINT: OCTARIUS FLASHPOINT DATASHEETS If you are playing a battle in the Bianzeer's Hollow or Octarius Flashpoint, you can, when mustering your army, select any of the
following units. If you are playing a Crusade battle, these units can be added to your Order of Battle, and they are treated as named characters, but they can only be included in your army if you are playing a battle in one of the listed Flashpoints. NAMED CHARACTERS AND WARLORD TRAITS If one of these characters gains a Warlord Trait, they
pistol;Raven'sReach; Ice Piercer;frag grenades.Your army can only include one KRIJENI LUCEIOR model. WEAPON S AP D ABILITIES Bolt pistol 12" Pistol 1 4 0 1 - Raven'sReach 36" Heavy 1 5 -2 3 - Melee +2 -3 2 Blast Ice Piercer RANGE TYPE Melee Frag grenades 6" Grenade D6 3 0 1 Krak grenades 6" Grenade 1 6 -1 D3
3+ 4 4 5 4 9 3+ Paraon Uari is equippedwith: bolt pistol; Nightclaimer; frag grenades; Vour army can only include one PARAON UARI model. WEAPON S AP D ABILITIES 12" Pistol 1 4 0 1 - Nightclaimer; frag grenades; Vour army can only include one PARAON UARI model. WEAPON S AP D ABILITIES 12" Pistol 1 4 0 1 - Nightclaimer; frag grenades 6" Grenade 1 6 - 1 D3 Bolt pistol RANGE TYPE
ABILITIES Angels of Death (See Codex: Space Marines) Psychic power is within 12" of this model, add 1 to the number of mortal wound
inflicted. PSYKER This model can attempt to manifest two psychic powers in your Psychic powers from the Librarius discipline (see Codex: Space Marines). FACTION KEYWORDS:IMPERIUM, ADEPTUS ASTARTES, DARK KRAKENS
                                                                                                                                                                                                                                          . 110 pts Paraon Uari Unit size.....
selecting your mission, choose to set that mission in a Theatre of War that is found within that locale. Theatres of War are a fantastic way to add an additional level of narrative to your games as well as add new and exciting
challenges to your battle. 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. BENEATH THE MIRROR SEA On occasion, necessity calls for forces to do battle underwater, or even on the sea bed. Some easily adapt to such unconventional and deadly
obviously an environment entirely unsuited to certain types of units. While we would encourage players to use their imagination to justify how certain units' equipment could be modified to allow for moving, fighting and breathing underwater, some units such as AIRCRAFT are more difficult to justify. As such, before agreeing to fight a battle using
this Theatre of War, we would encourage you to discuss with your opponent what kinds of units might not be suitable, and to modify your army roster as necessary. FLASHPOINTS:BIANZEER'SHOLLOW, OCTARIUS When fighting a battle beneath the Mirror Sea of Death of Bianzeer, the following rules apply: Deadly Environment If you are playing a
Crusade battle: • At the end of the battle, each unit that has a Crusade card that was part of your army list gains 1 experience point. • At the end of the battle, gain 1 Requisition point. 34 FLASHPOINT: OCTARIUS RestrictedMovement • Subtract 1" from the Move characteristic of units. • Subtract 2 from charge rolls. ModifiedWeaponry Each time an
attack is made with a ranged weapon, halve the Range characteristic (to a minimum of 1"). Predatorsof the Deep At the start of each battle round, the player who is taking the first turn rolls one D6 on the following table and applies the result. D6 1 PREDATORS OF THE DEEP Open Water: The clamour of battle has startled nearby wildlife, driving them
away. No effect. Fleshstripper Swarms: Descendingin a swarm and picking their chosen prey clean in seconds, these creatures are virtuallyimpossibleto fight off once they scent blood. 2-3 Each player must establishwhich unit from their army is furthestfrom an objective marker to determine which unit is affected (if the mission you are playing does not
hidden dens, these vast creatures ensure prey with lashing tentacles, dragging them back into their lairs to be devoured. 4-5 The player who is taking the first turn randomly determinesone Area Terrainfeature, adding 1 to thee battlefield. Each player then rolls one D6 for each unit from their lairs to be devoured. 4-5 The player who is taking the first turn randomly determinesone Area Terrainfeature, adding 1 to thee battlefield. Each player then rolls one D6 for each unit from their lairs to be devoured. 4-5 The player who is taking the first turn randomly determinesone Area Terrainfeature, and the first turn randomly determinesone Area Terrainfeature or obstacle on the battlefield. Each player then rolls one D6 for each unit from their lairs to be devoured. 4-5 The player who is taking the first turn randomly determinesone Area Terrainfeature, and the first turn randomly determinesone Area Terrai
result if that unit is a MONSTER or VEHICLE unit, and an additional 1 to the result if that unit and that unit and that unit and that unit cannot Advance. Gargantuan Carcharosaur: These creatures are thought by many to be a myth. With bodies many hundredsof
affected. The player whose army that unit is from rolls 2D6. If the total is greater than that unit's unmodified Move characteristic, for each point that the total exceeds that unit suffers D3 mortal wounds. For example, the affected unit's unmodified Move characteristic, that unit rolls 2D6. If the total is greater than that unit's unmodified Move characteristic, for each point that the total exceeds that unit rolls 2D6. If the total is greater than that unit's unmodified Move characteristic, for each point that the total exceeds that unit suffers D3 mortal wounds. For example, the affected unit's unmodified Move characteristic, for each point that the total exceeds that unit suffers D3 mortal wounds. For example, the affected unit's unmodified Move characteristic, for each point that unit suffers D3 mortal wounds. For example, the affected unit's unmodified Move characteristic, for each point that unit suffers D3 mortal wounds.
2D6 and gets a result of 9. As the total exceeds that unit's Move characteristic by 3, that unit suffers 3D3 mortal wounds. 35 DANGEROUS SPECIMENS: STRIKE FORCE FLASHPOINT MISSION This mission can be played as part of the Eternal War or Crusade mission pack. MissionBriefing As the Tyranid menace sweeps across Death of Bianzeer, the
Dark Krakens scramble to interpose themselves between the devourer and the world's predatory fauna – lest the Hive Fleets incorporate the deadly creatures' genetic code into new and ever more horrific bioforms. MissionRules Dense Forests: At the end of the Deploy Forces step, the Attacker can select up to three INFANTRY units from their army
and redeploy them. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any 36 additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.
Cornered Beasts: At the start of each battle round, each player rolls four D6 for each unit from their army that is within range of any objective markers. For each result of 1, that unit suffers 1 mortal wound. Desperate Interventions as if it were a
CHARACTER unit. FLASHPOINT: OCTARIUS MissionObjective The Great Devourer(End Game) Victory points are awarded as follows: Ursun-wolf dens are critical to both sides. The force that has control of them at the end of the battle will reap great benefit in the wars to come on this world. The Ursun-wolfDens (Progressive) Knowing the terrible
threat the Tyranids will pose if they gain access to these creatures' genetic code, the Dark Krakens sell their lives dearly to prevent it. 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): At the end of the game, if one player
sundered by an eternity of battle, four mighty warlords are assembling their armies. Will they defend the Imperium of Mankind, or do they seek to crush it underfoot? In part four of the series, our warlords' forces smash 75 Power. NECRONS SPACE MARINES 38 ORKS SISTERS OF BATTLE A TALE OF FOUR WARLORDS he cold, dark winter months
were the perfect time for our four futuristic warlords to hunker down in a warm room somewhere and get plenty of painting done. The big news is that they have now hit the 75 Power mark! Well, most of them have. A sneaky errata saw some units fall in cost, leaving a couple of our challengers slightly below their target goals. Of course, we can't
possibly hold this twist of fate against them. But we probably will. You know, for comedic effect. Regardless, they are determined to over-deliver next time to make up the shortfall. But enough of falling Power Levels, what have our quartet of warmongers been up to over the last few months? Joel Martin has begun to mechanise his Sons of Medusa
force by adding a Repulsor to his collection. This massive hover tank will transport another new unit into battle - a squad of chainsaw-wielding Assault Intercessors - which Joel hopes will shred all before them. Also upholding the honour of the Imperium is Drew Palies, whose Sisters of Battle army from the Order of the Argent Shroud is growing
rapidly, thanks to the inclusion of the flaming pyre of righteousness that is Saint Celestine. Drew's conversion of her is certainly hot stuff ... Representative) Jonathan Stapleton. His Thokt Dynasty Necrons have requisitioned some heavy firepower in the form of not one but two
Canoptek Doomstalkers. He assures us that disintegration is imminent. Also causing galactic carnage is Lydia Grant, whose Orks (mostly grots) have slowed their rapid numerical growth in favour of some quality troops and a few suits of 'murder armour'. We'll let Lydia explain! Turn the page to see what each warlord has been up to, followed by a
gallery of their armies so far! 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 [email protected] whitedwarf.co.uk. We would love to see what you've been working on. THE ONGOING CRUSADES For this edition of A Tale of Four Warlammer 40,000 Core
Book. For those of your new to Crusade, the premise is simple. Once you have established the core of your Crusade force, you can fight any number of battles against any number of battles
paint 25 Power of new units to add to their force every two months. While this may be more than can ordinarily be added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to a battle roster, it would give them plenty of options for picking and choosing which units and heroes they added to a battle roster, it would give them plenty of options for picking and providing an added to a battle roster, and the picking and pi
Lockdown 3, Return of the Lockdown and the Artist Formerly Known as Lockdown). With Joel and Drew confined to their houses and Jonathan looking after a small child (his own, not one he found), only Lydia has managed to play any games recently. Fortunately, her gaming anecdotes are always hilarious, and this time was no exception. Her
nemesis, the Imperial Guard, brought along two Wyverns, a Leman Russ and a Hellhound to pound the grots into paste and then give them a light toasting. Their plan was going well until Da Legion of Boom teleported in, punched a tank to pieces, then a Command Squad, an infantry squad and another tank. The Bubblechukka is still yet to kill
anything. 39 SPACE MARINES THE SONS OF MEDUSA Fierce and uncompromising, the Sons of Medusa excel at close-quarters fighting. Like their parent Chapter, the Iron Hands, the Sons of Medusa also have an affinity with machines, which is why this month Joel has added a Repulsor to his force. JOEL MARTIN First it was green, then black, then
camouflage, now back to green (with a bit of black). No, don't worry, Joel hasn't got some terrible disease; we're just talking about the colours he's using on his Sons of Medusa. He should really get that rash looked at, though. Joel: Having built and painted a core block of infantry and characters for my Sons of Medusa army over the last few months,
decided it was time to start mobilising some of my units and adding some more tactical options ready for the day when they can finally take to the battlefield. Templar contrast and a very fine brush to show where the blade had been slammed into things. SENDING TROOPS TO THE FRONT Assault Intercessor Squad Acchus joins my other Troops
units as a close-combat option for the army. They're not a big squad, but hopefully they should be able to hold their own and keep enemy units off key objectives. My plan is to advance them up the battlefield and target any gun lines that might be sitting in the backfield. The Assault Intercessors are a brilliant unit to paint, and I love their dynamic
poses. It was also a great opportunity to paint some yellow and black hazard stripes on their chainswords! Nothing screams danger like hazard stripes. Like a lot of painters, I find painting yellow a little daunting, and sometimes it isn't very forgiving, so I decided to take a different approach and try a new technique. I painted the stripes I wanted to be
yellow onto the black base of the sword using Wraithbone, which covers really well. Then I used Iyanden Yellow Contrast paint to glaze the area, creating a nice tone on the sword using Black THE 75 POWER MARK My army sits exactly on the 75 Power
mark, but I can easily add a few extra units with Requisition points if I'm ever able to get to the battlefield! The great news is that I now also have three Troops units, enabling me to fulfil a Battalion Detachment. My future army choices – a Gladiator and Outriders – should help to fill out the other available slots on the force organisation chart, while
some extra Dedicated Transports will help get my units up close and personal with the enemy. The Infiltrators, meanwhile, will already be there, lurking in the shadows, waiting to strike ... 40 THE BIGGEST PROJECT I spent the main portion of this month's Power allowance (and a fair chunk of my painting time, too!) on a Repulsor tank. Over the
decided to paint the Repulsor in a similar style to my Redemptor Dreadnought. Instead of green, it uses black as the primary colour with a bold green stripe across the hull to match the Chapter colour and a neater line
Then I started to build up the layers of Warpstone Glow and add battle damage using a brush and sponge. For now, the Repulsor will provide a fast-moving transport for the Assault Intercessors and help soften up enemy units before unleashing them onto the battlefield. In the future, I plan for it to transport an even more deadly cargo of Aggressors
Well, that's the plan, anyway! CRUSADE CARDS POWER RATING Crusade Points 1 UNIT 2: 2 Primaris Ancient Maarkol Dourr 4 UNIT 3: Primaris Ancient Maarkol Dourr 4 UNIT 3: Primaris Ancient Maarkol Dourr 5 UNIT 5: Squad Ghorrean: 10 Infiltrators 10 UNIT 6: Squad Acchus: 5 Assault Intercessors 5 UNIT 7: Double CARDS POWER RATING Crusade Points 1 UNIT 4: Squad Torvokh: 5 Intercessors 5 UNIT 5: Squad Ghorrean: 10 UNIT 6: Squad Acchus: 5 Assault Intercessors 5 UNIT 7: Double CARDS POWER RATING Crusade Points 1 UNIT 4: Squad Ghorrean: 10 UNIT 6: Squad Ghorrean: 10 UNIT 6: Squad Ghorrean: 10 UNIT 6: Squad Acchus: 5 Assault Intercessors 5 UNIT 7: Double CARDS POWER RATING Crusade Points 1 UNIT 6: Squad Ghorrean: 10 UNIT 6: Squ
Squad Skorrgok: 5 Hellblasters 8 UNIT 8: Squad Draak: 3 Eliminators 5 UNIT 9: Xeriis the Unrelenting: Redemptor Dreadnought 9 UNIT 10: The Emperor's Retribution: Repulsor 16 A TALE OF FOUR WARLORDS The Repulsor adds some much-needed manoeuvrability to my force, not to mention some big guns. It's the perfect centrepiece for a Space
Marines army, ANCIENT DOURR I really enjoyed painting the Primaris Ancient miniature (now available in the Heroes of the Chapter set). It was great to sit down at the painting table and focus solely on one character for a while rather than a unit of models. To mark him out as a Veteran, I painted the faceplate of his helmet and the Aquila on his
help further mobilise my force, with support from some Outriders that can move quickly to where they are needed most. Lastly, I will add a Gladiator tank to increase my army's firepower, though I'm still undecided on which variant to build. 41 NECRONS THE THOKT DYNASTY With the tomb worlds of the Thokt Dynasty awakened and emptied,
many of their Canoptek constructs have abandoned their duties, taken up arms and accompanied their soulless masters to war. This month, Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that Jonathan introduces us to the big guns! JONATHAN STAPLETON It's rumoured that JONA
battles at range rather than getting bogged down in undignified close combat. To that end, more big guns! STALKING DOOM - TWICE I really wanted to include a Doomstalker in my force this month, so that was where I focused my attention first. It's a very impressive construct. Looming is a good word for it. I can only imagine how terrifying it
would be for a little grot or newly press-ganged Guardsman to see such a unit striding across the battlefield, melting everything in its path with beams of devastating blue energy. I actually found the kit so much fun to build and paint (and very quick, too) that I decided to add a second one to my army. Because the Doomstalkers are pretty large
models, I decided to introduce a new metallic tone to the colour scheme to add contrast between the main body and the legs. For this I used Iron Warriors, a really dark silver colour that I then shaded with a mix of Nuln Oil Gloss (instead of Leadbelcher shaded with a mix of Nuln Oil Gloss and Agrax Earthshade on the other areas). It's a
subtle change, but the darker THE 75 POWER MARK Well, I almost got to 75 Power. I'm at 70 right now, so a little behind schedule, but I should be able to make it up next time. More importantly, the addition of my Immortals now means that I can field my army as a Battalion Detachment, giving me more Command Points to spend. That's perfect
because I have a new Stratagem I want to try out: Revenge of the Doomstalker! If one of my characters gets destroyed, a Doomstalker can immediately shoot the unit that destroyed it. I get the feeling the Royal Warden might soon be used as bait ... 42 metal tone and cooler Shade paint really help define the metal areas on models. Another thing I did
notice while painting their carapaces is that the Contrast paints I'm using to achieve the teal colour – Akhelian Green and Terradon Turquoise – enable me to achieve a really nice blend from light to dark that I don't normally have the skill for. I apply them thinly as a glaze rather than a wash so that I don't drown the area I'm working on. DO YOU
WANT TO LIVE FOREVER? With the two Doomstalkers completed, I decided to paint a unit of ten Immortals were the first Necrons I painted way back in 2019, long before this series of A Tale of Four Warlords began. We'd seen some of the new Necron models but
the dynasty hierarchy as the Phaeron's bodyguards. They're not just mindless automatons, you know. CRUSADE CARDS POWER RATING CRUSADE POINTS UNIT 1: Overlord Onryx 6 3 UNIT 2: Skorpekh Lord Anaurus 7 2 UNIT 3: Royal Warden Accipitek 4 UNIT 4: Plasmancer Khaphtex 5 UNIT 5: Slave Unit Khaphtex: 2 Cryptothralls 2 UNIT 6
Warrior Phalanx Safhat: 10 Necron Warriors 6 UNIT 7: Warrior Phalanx Manat: 10 Necron Warriors 6 UNIT 10: Skorpekh Host Oberet: 3 Skorpekh Host Oberet
 Canoptek Doomstalker Karos 7 A TALE OF FOUR WARLORDS The Doomstalkers are really tall and imposing kits, so they immediately add a lot of height to my force. But they're still not the main centrepieces ... A MONOLITHIC TASK I've stolen a march on next month's projects by
kit, and I've found it easier to build and paint it in sub-assemblies that I can glue together when I'm done. I'm using the same techniques as the rest of my army but on a much larger scale. My current dilemma is working out how to paint the blackstone panels so they contrast with the blue. NEXT TIME ... I've got a few Necron projects on the go at the
moment as I'm not quite sure what I want to paint next for my army. I've built some Lokhust Heavy Destroyers, but as you can see to the left, I'm also working on a Monolith, which is easily one of the most impressive kits in the range – it's huge! I also want to try and get Illuminor Szeras painted for next month, time permitting, of course! 43 ADEPTA
SORORITAS ORDER OF THE ARGENT SHROUD In fire and flame did she descend upon the plains of Daemenor, and her wrath was most terrible to behold, for she was fury and rage incarnate. No, we're not talking about Drew hasn't painted
any Sisters of Battle models for almost two days! He got distracted by the Dread Pageant for Warhammer Underworlds, so we sent in the Enforcers to get him back on track. They were told not to damage his fingers. Drew: Due to the pandemic, I still haven't been able to play any games, and my will to burn the heretic and purge the unclean has never
been so high! So it makes sense that this month my army is joined by a bunch of zealots and a furious saint. Angelica to have a vision and know where to find her Sisters and arrive at the right moment to save them. I slightly converted the whole squad by cutting some arms just above the gloves and repositioned the swords and bolt pistols so that each
of them is unique. THE ONGOING SAGA Although I haven't been able to play, the story behind my army has really started to take shape in my mind. After Canoness Eleanor joined up with the force led by Celestian Superior Erhynica, they continued their campaign on the Planet Daemenor, a cardinal world that had fallen to Chaos after the opening of
the Great Rift. The Order of the Argent Shroud often engage the foe even if they know they are going to be heavily outnumbered, and Daemenor was no exception. As they faced annihilation at the hands of the enemy, suddenly a miracle happened. The sky burned and the clouds unfurled to reveal angels led by a burning saint, while from the horizon
appeared a wave of Repentia to crash screaming into the rear ranks of the enemy's army. THE SINNERS I also added a unit of nine Repentia and a Repentia Superior to my force. I really love the hooded heads from the previous versions of the models, so I asked all my friends if they had any spare so that they could all have their faces covered. I
painted them in dark, gritty tones that I feel suits their background. THE ANGELS To represent these reinforcements, I added ten Zephyrim to my force. In the codex they are described as fervent zealots who have a persistent connection to the God Emperor, and it was this connection that led Sister Superior THE 75 POWER MARK While my army
still hasn't been able to play a game, I've still been planning out how I want to use it. The Order of the Argent Shroud excel at closerange assaults and can close really quickly with the enemy when they need to. Celestine, the Zephyrim and the Repentia will lead the charge while my other units get nice and close to use their flamers and assault
weapons, Having just seen the sweet new rules for melta weapons (especially multi-meltas), I'm also really excited to get my Immolators into the action and add a couple of units of Dominions to my force, 44 THE SAINT I wrote a bit of background about Celestine from the point of view of Canoness Eleanor. '... and at the heart of the battle, the dark
sky above us rumbled. The heavy clouds ignited with divine fire, and she came to us, a furious and bright flame, her eyes incandescent. And so did she descend from on high to deliver the wrath of the Emperor and the promise of a terrible
death. She is the will of my Sisters made manifest. She is the rage and determination in all our hearts.' CRUSADE CARDS UNIT 1: Celestine, the Living Saint POWER RATING CRUSADE POINTS 8 UNIT 2: Canoness Eleanor 3 UNIT 3: Squad Briar: 5 Sisters of Battle 4 UNIT 4: Squad Euphemia: 10 Sisters of Battle 7 UNIT 5: Squad Cordelia: 10 Sisters
of Battle 7 UNIT 6: Squad Erhynica: 5 Celestians 4 UNIT 7: Repentia Superior Ebba 2 UNIT 12: Sororitas Rhino Clarice 4 UNIT 13: Sororitas Rhino Clarice 4 UNIT 13: Sororitas Rhino Sariah 4 UNIT 14: Immolator Iona 6 UNIT 15: Immolator Iona 6 UNIT 15: Immolator Iona 6 UNIT 15: Immolator Iona 6 UNIT 16: Immolator Iona 6 UNIT 17: Iona 17: Iona 18: 
Lellia 6 1 A TALE OF FOUR WARLORDS Saint Celestine is the centrepiece for my force, her fiery presence driving the Battle Sisters around her to even greater acts of faith and heroism. CONVERTING CELESTINE I converted Celestine to better capture that feeling of wrath and fire and fury that characterises the Order of the Argent Shroud. I gave
her bare feet and added a censer like the illustration of her from Codex: Adepta Sororitas. I changed her head for one from the Seraphim kit and used modelling putty to add fire to her hands, feet, sword and head to make it look like she has ignited from the inside. NEXT TIME ... I'm planning to add yet more infantry and tanks to take my army up to
the 100 Power mark. I've already got two units of five Dominions built and two Immolators assembled and ready to transport them into battle. My Battle Sisters travel to war in style! I'm also painting the Hospitaller model because I think it is a really cool and characterful piece that will fit well with the theme of my army. 45 ORKS WAAAGH! DA
GOFFS The grots of the Crooked Hand Waaagh! have decided that their diminutive stature is holding them back in their quest for galactic conquest, so they bribed some Big Meks to build them some super-killy murder armour. Lydia explains all. LYDIA GRANT If it's small and green, then Lydia has probably painted it. And if it's big and rusty with
something small and green inside, then Lydia's probably painted that, too. She said she draws the line at catering-sized tins of peas (unless they've got buzz saws). Lydia: Okay, so it might look like there aren't a whole load of grots in my painting offerings this month, but you would be wrong. But also kind of right, I guess. There aren't a whole load of grots in my painting offerings this month, but you would be wrong. But also kind of right, I guess. There aren't a whole load of grots in my painting offerings this month, but you would be wrong. But also kind of right, I guess. There aren't a whole load of grots in my painting offerings this month, but you would be wrong. But also kind of right, I guess. There aren't a whole load of grots in my painting offerings this month, but you would be wrong. But also kind of right, I guess. There aren't a whole load of grots in my painting offerings this month, but you would be wrong.
them, but there are definitely some grots! UNLEASH DA KANS! Despite their consistently awful performance on the battlefield (save for Nuggz and his Warpups), I still want to keep adding grots to my army, but they need to be tougher. So naturally I decided to paint grots encased in their very own suits of murder armour - Killa Kans! Killa Kans
were one of the first releases when I started working at the Warhammer store in Oxford, and though I've built many over the spirit within and discover the character of the model. This month was not my fastest painting, but I am
pretty happy about how the Killa Kans came out. When I started thinking about the little grot inside, being thrown about as he operates this giant (compared to the grot) death machine with two sticks to control four limbs, I started to get more of an idea about them. I took a great amount of pleasure in posing the Kans in mad rampaging poses. Are
they being aggressive? Are they about to fall over? Is something possibly on fire inside? Who knows? THE 75 POWER MARK Not only has my army surpassed the 75 power mark (79!), it has also gained quite a few Crusade points. Da Orkganik Mekaniak is now Blooded and has acquired a conversion field Crusade Relic, while Da Legion of Boom are
now Fleet of Foot because clearly what these guys need is more speeeeeeeeeee! Their blood is clearly high orktain crazy blood. Meanwhile, Nuggz and the Warpups have become Battle-tested and Grizzled, both of which fit their miraculous ability to avoid danger perfectly. My other grot units haven't been quite so lucky ... 46 UNLEASH DA BIGGA
KAN! For the Deff Dread, I wanted to give him a big scary skull face but also keep the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust theme going. I researched quite a few pictures of old septic tanks and boilers to see how the rust tanks are tanks and tanks are tanks and tanks are tanks and tanks are tanks are tanks and tanks are tanks ar
streaks. I applied it in layers to the teeth and pooled it around rivets to make it look like there had been some seeping coolant. Maybe the Meks are good at banging this kind of stuff together, but upkeep and maintenance perhaps aren't in their repertoire. DA UVVER STUFF The true sign of madness is to do the same thing over and over again and
expect a different result. I'm not 100% mad but maybe about halfway there. Despite poor results from the Bubblechukka on the battlefield, I decided I would make another Mek Gun, but this time I thought I would try out the Smasha Gun. It's definitely a more reliable way of doing damage than totally random bubbles, but that probably means that I'm
going to miss every time I fire it. Hope (and Gork) springs eternal. I also added a second Big Mek to my force, this time wearing a suit of mega armour. He'll provide some extra short-ranged firepower to the force and give the grots a bit of backup. Not that they need it, of course ... CRUSADE CARDS POWER RATING CRUSADE POINTS 2 UNIT 1: Da
Orkganik Mekaniak: Big Mek with Shokk Attack Gun 7 UNIT 2: Big Mek in Mega Armour 6 UNIT 3: Weirdgrot Skrappaking Smolwyrd 4 3 UNIT 4: Da Legion of Boom: 10 Nobz 12 1 UNIT 5: 3 Meganobz 6 UNIT 7: 30 Gretchin 6 UNIT 8: 30 Gretchin 6 UNIT 9: 3 Killa Kans 9 UNIT 10: Deff Dread 6
UNIT 11: Bubblechukka and Smasha Gun 6 UNIT 12: Mekboy Workshop 5 2 A TALE OF FOUR WARLORDS Da big boy grots have arrived! They're wondering who's been messin' with their little mates and plan to sort them out buzz-saw style. KONVERSHUN KORNER: SKRAPPAKING SMOLWYRD The base model for Skrappaking is the Boggleye from
the Gobbapalooza set. I cut his staff off above and below his hand and replaced it with some Ork Trukk exhaust pipes (as the branch didn't really fit the scrap-pile theme). Then I added the top of the classic Ork Weirdboy staff. To make Smolwyrd a little less small, I built him a pile of scrap and tyres to stand on. I have plans to convert him a little more,
maybe building up his scrap pile as the power of the Waaagh! grows within him. Perhaps I'll give him some scrap bionics depending on how his next few battles go. I painted him using the same colours as the rest of my grots; he may be the boss, but he knows that wearing fancy clothes will quickly get him shot at! NEXT TIME ... I will introduce you
to Max. Max will be the biggest model in my army so far. Max is a Gorkanaut. Or possibly a Morkanaut. Either way, he is very excited about smashing up some puny humies. I'm also going to paint the other two Meganobz that came with the Big Mek in Mega Armour. That will take my unit up to five strong. They should be able to pulp pretty much
anything! 47 SPACE MARINES THE SONS OF MEDUSA NECRONS THE THOKT DYNASTY 48 A TALE OF FOUR WARLORDS 49 ADEPTA SORORITAS ORDER OF THE ARGENT SHROUD ORKS WAAAGH! DA GOFFS 50 A TALE OF FOUR WARLORDS 51 A LIGHT IN THE DARKNESS A LIGHT IN THE DARKNESS During the Indomitus Crusade,
Torchbearer task forces were assigned the duty of furnishing Space Marine Chapters with Primaris technologies. They are amongst the most clandestine and important enactors of Roboute Guilliman's grand strategy. FORMATION OF THE FIRST TORCHBEARERS The creation of the first Primaris Space Marines by Archmagos Cawl was nothing short
of a miracle in the eyes of many among Terra's halls of power. In an age when Mankind stood closer to the precipice of extinction than perhaps at any other time in ten thousand years, Cawl's technological genius provided an opportunity for the Imperium not only to survive but also to strike back against the numberless legions of heretics and xenos
that assailed the Emperor's realm. The Archmagos' design and manufacture of the advanced weapons, armour and war engines with which the Adeptus Astartes would wage war in this dark epoch were visionary. Yet such strength meant nothing if those in most need of it were beyond reach. What use is a newly crafted blade hung above a smith's
forge when the questing knight fights empty handed? The task of deploying tens of thousands of Space Marines, fully matured with all of Cawl's genetic bio-science, fell for the most part to many of the initial task forces and battle groups of the Indomitus Crusade. But such a burden was never their primary objective. Where the fleets' scheduled
mission to throw back the onslaught of invaders and usurpers took them into contact with established Chapters, their armadas would deliver intakes of Primaris Space Marines, already blooded on the dangerous journey. Thus did Guilliman's own vast forces from Fleet Primus supply what became known as the Primarch's Gift to the Space Wolves and
the Blood Angels, amongst many notable others. So too did elements of Fleet Tertius reinforce the Verydian Hawks and the Hammers of Dhrex, while Fleet Secundus delivered to the Selenarchs the strength with which to retake the Garredes Cluster. From the very inception of the Indomitus Crusade, Guilliman understood that many successors to his
and his brothers' genetic legacy would never be reached with such coincidental logistics. So the Primarch formed specialised fleets that would seek out those Chapters that might not be contacted by the Indomitus Crusade for many years, if at all. These smaller naval formations were initially identified only through ciphers and cryptological ident
runes. In time, these and their successors who followed their lead became known - at least among those few aware of their presence - as the Torchbearer fleets are tasked with searching the warand warp-ravaged Imperium for specific brotherhoods of the Adeptus Astartes. It was intended that each Torchbearer fleet would be
assigned a single, definitive target, though there are authorised exceptions and mission improvisations that cause some to contact more 52 INDOMITUS CRUSADE than one in a single expedition. Torchbearer fleets are designed to seek out many of those Chapters whose home world lies beyond the Cicatrix Maledictum, those who are known to be
stretched most thinly and in danger of being ground into extinction, those whose home world no recent record can even locate and those whose crusading, isolationist or nomadic modus operandi mean their current location is uncertain. A Torchbearer fleet would take on its infinitely precious cargo at one of a number of shadowy operations hubs in
the Sol System or in certain neighbouring sub-sectors. The majority of these fleets embark strike forces of fully matured Space Marines bearing the specialist organs and genetic markers devised by Cawl, alongside armoured containers of weaponry and carefully laden squadrons of battle tanks. Differing fleets carry varying amounts of these physical
specimens and materiel, but all Torchbearer fleets carry sealed canisters shrouded in wards and wreathed in anti-empyric stasis loops. Inside are cryogenically preserved genetic material and tissue samples, along with thrice-blessed crystalline wafers. These encrypted data wafers store the arcane methods by which to use these biological specimens.
This is the most precious knowledge, the means by which the Chapter would create Primaris Space Marines for themselves. Depending on where a particular Torchbearer fleet is laden and which specific Chapter it has been assigned to locate, the means by which the Chapter would create Primaris Space Marines for themselves. Depending on where a particular Torchbearer fleet is laden and which specific Chapter would create Primaris Space Marines for themselves.
Embedded also in a shrine-tended cogitator core, utterly divorced from any ship systems, are the encrypted engrams that would enable the Chapter would often co-
monitor the transfer of this data closely, as it would form a key component of future hypnoindoctrination procedures. 'Lieutenant, inform the captains of the Cardinal Taris XI and the Bullshock they will turn about and hold off those Aeldari phantom-ships. Remind them only the cargo in our hold matters. Then thank them and block their transmission.
- Admiral Shand, Battlefleet Solar, Commander of the Torchbearer Fleet Imperative for the Torchbearer fleets, and the majority of their duties are inextricably linked to this goal. As a secondary imperative, many are also tasked with gaining an
understanding of what lies beyond the Great Rift (if anything) and with finding a way through. The smaller size of Torchbearer fleets enables them to more easily gather intelligence without drawing attention either from local authorities or roving fleets of enemies. The stability of warp channels, the integrity of a system and its society, the presence
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(or lack) of enemy and allied assets, the alteration of established stellar phenomena - all of these and more fill the databanks of the Torchbearer ships. When it comes time to call an end to their mission, whether successful or not, the fleet's commander would return to a designated system. There, in addition to a rigorous debriefing and a thorough
purification of the ships and crews in body and spirit, any intelligence gathered is passed through a series of psycho-osmotic screenings before being passed to Guilliman's priesthood of the Logisticarum. COMMAND AND COMMISSIONING The task forces and battle groups of the Indomitus Crusade bear to war immense and often extremely varied
armies capable of subduing entire systems and even sub-sectors. By contrast, the armed forces of Torchbearer fleets are commonly more compact, elite and focused. The Emperor's bodyguards of the Adeptus Custodes are found amongst the majority of them. Of all the Custodians' shield hosts, the Emissaries Imperatus are the most commonly
represented, although Custodians belonging to other shield hosts are not unknown. The presence of the Adeptus Mechanicus maintains a widespread TechPriest presence aboard Torchbearer ships, thoughten to the Chapters as a guarantee of its bonafide or even divine nature.
there are relatively few martial or zealous followers company crusade fleets. The expertise of numerous creeds of Tech-Priests is essential to the safety of the Gift throughout transfer of their priceless cargo should the mission be successful. Many 53 boarding parties,
many of whose members are brutal, void-born veterans. The Torchbearer fleets comprise small numbers of fast, powerful and resilient ships. They typically boast more than enough firepower to dissuade piratical raiders from attacking. They typically boast more than enough firepower to dissuade piratical raiders from attacking.
fleets. The Office of the Paternoval Envoy selects expert and adaptable Navigators under a discreet accord Guilliman brokered with the Paternoval Envoy selects expert and only those Navigators able to guide
ships through the most hazardous warp storms and rift quakes are sequestered for Torchbearer service. 'This is a gift from the Emperor to his chosen instruments of death. Pray be mindful, Chapter Master, of your honour-bound duty before you repeat your refusal.' - Shield-Captain Graentis, Shield Host of the Emissaries Imperatus, Commander of
the Torchbearer Task Force Aggarmenus Torchbearer task forces are joined by an Inquisitor and their retinue. Some of these investigators oversee security and sequestration protocols of the sensitive technology. Others provide local knowledge of the systems the fleets travel through, their reputation and clearances helping to secure passage through
suspicious planetary governments. Astra Militarum forces do not often see service with the Torchbearers. Those that do are typically elite special forces such as Tempestus Scions. Otherwise, they are hardy veterans skilled in defending against boarding actions, the requisitioned retinue of some senior officer, or perhaps a regiment whose past dealing
with the Chapter might engender some goodwill towards the unusual Gift. Other forces known - at least to the Logisticarum and certain Inquisitors - to travel within or alongside a Torchbearer fleet are cadres of Silence, demi-brotherhoods of Grey Knights, Adepta Sororitas missions as well as Rogue Traders and their diverse, colourful
retinues. Sleek warships, redirected from their usual commissions to serve Torchbearer fleets, often carry small armies of experienced Navis Imperialis 54 Command of a Torchbearer fleet is commonly vested in the highest ranking officer aboard. Usually, this would be the senior Custodian, though some fleets are commanded by a sinister Sister of
Silence, the lordly Noble of a Knight household or the ranking Navis Imperialis officers offer advice and tactical expertise, usually only taking up a commanding position during rare battles the fleet becomes embroiled in. On occasion, some fleets
are accompanied by small contingents of Space Marines hailing from Chapters other than that sought out. These are often representatives from brotherhoods known to have established ties with their target, and they act as a way of reassuring their allies once found. THE MISSION BEFORE ALL Torchbearer fleets could spend months or years
seeking the Space Marine Chapter whose future they are entrusted with. The tormented state of the warp makes any interstellar travel a deadly proposition, even within the Imperium Sanctus. The successful conclusion to a fleet's mission comprises the identification and location of the Chapter, the safe arrival of the precious cargo at their home
Emperor's Light is still only a memory, even the superlative warriors of the Space Marines face frequent annihilation. A Torchbearer fleet that has the fortune to find the Chapter they have searched for may have come upon them in what might be the Space Marines' last gasp. The targeted Adeptus Astartes might be deployed in Chapter strength to
one particular war zone where their foes have swelled in numbers and threaten the Space Marines with extinction, or their home world itself may be under invasion. In such circumstances, the Torchbearers' own forces do not hesitate to commit to the fray, allying their full resources to the defence of the Chapter. Should INDOMITUS CRUSADE
NAMING CONVENTIONS Roboute Guilliman was conscious of the dangers of prescribing a standardised naming convention for the Torchbearer fleets. Many unorthodox fleets dispatched on sealed orders with the highest clearance risk drawing unwelcome attention if they also bear patterns in their fleet identity signals. He thus left each fleet
commander to determine his or her own signifier. Many of these shadowy flotillas acquire names born of the commander's inspirational faith in their endeavour, such as Task Force Hopelight and the Beacon Angelis Task Force. Some bear the name or title of their commander. The Mahj of Cironis' Fleet was led by the ruling Noble of House Th'arkone
a Knight household hailing from the rad-blasted world of Cironis. Task Force Aggarmenus, meanwhile, was formed from the twenty-third name inscribed inside the golden armour of its commanding Shield-Captain Graentis, the Space Marines fall in battle, or if the Torchbearers arrive to find evidence that the Chapter was in fact long since destroyed
the fleet's specialists would endeavour to re-found the brotherhood. The Space Marines intended to reinforce their Chapter would establish themselves on the fallen Chapter would establ
set up communications with nearby forge worlds that would continue to supply the nascent Chapter. We cannot help the Bedenite Fusiliers, Captain. If the Emperor decrees that they fall resisting to the bridge; I will not have that Bedenite
colonel's weeping distracting my flag officers.' - Count-Commander of the Illuminated Right Task Force The successful reinforcement or re-founding of Space Marine Chapters is not always the outcome for the Torchbearer fleets. The task forces find some Chapters, embattled but surviving, and yet who dare to query
or even refuse the technology. Some may fear a loss of independence, even the erosion of their identity. Many Chapters are deeply suspicious when confronted by unknown warriors claiming to share their genetic lineage, a Gift seemingly offered by a Primarch – a figure of legend – whose influence and power reflects unknown intentions. Their duty as
defenders of Mankind, and the technology's status as being ultimately from the hand of the Emperor, is impressed upon such wayward Chapters may brand those who steadfastly maintain their refusal as heretics and then take on the mantle of the Chapter's executioners. Other Chapters may already be so far down the dark path of
heresy that the fleet does not Others brazenly identify their target Chapter. Torchbearer Task Force White Sentinels did not know when they launched whether the eponymous Chapter survived due to their affinity for dangerous close assaults. The task force became unavoidably engaged in a number of fierce void battles against Aeldari Corsairs,
Heretic Astartes raiders and bands of greenskin privateers. Their commander, Admiral al Pre'golsa, inflicted such stinging defeats upon all he came across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across that the fleet's name came to be feared by pirates across the fleet's name came to be feared by pirates across the fleet's name came to be feared by pirates across the fleet's name came to be feared by pirates across the fleet's name came to be feared by pirates across the fleet's name came to be fleet's name came to be feared by pirates across the fleet's name came to be feared by pirates across the fleet's name came to be fleet's name to be fleet's name came to be fleet's name came to be fleet's name came to be fleet's name to be fleet's name to be fleet's name to be fleet's name to be fl
deadly new reputation for them as expert naval tacticians to be avoided in void combat at all costs. Torchbearer fleets built around a core of Adeptus Mechanicus vessels typically include alpha-numeric sigils alongside more prosaic elements, while those captained by especially zealous commanders may be named for specific miracles, saintly heroes on
holy worlds. enter into any dialogue with them. Accompanying forces of Grey Knights or Sisters of Silence may deploy in strength to exterminate such stains upon the Imperium's roll of honour. In either case, the pristine genetic material held in suspension may be deemed to be tainted somehow and may never be used to found a Chapter. Most
disheartening of all outcomes for a Torchbearer fleet is being unable to find the Chapter at all. The galaxy is unthinkably immense, and it is almost impossible to find worlds or fleets unless one knows already where to locate them. Finding such information, thanks to the Imperium's byzantine bureaucracy, is already difficult, though Guilliman ensured
that his Torchbearer fleets have the most trustworthy reports available and are barred from few datasources. Some Chapters are known only by a name and the region of space they guard. Some might have become little more than legend, their deeds known only by an account of a single battle - perhaps centuries or millennia ago - whose location is
uncertain. Some may have relocated to a different home world, the notification either never having been made or else buried in a sealed office, slowly fossilising beneath the weight of centuries of paperwork. There have also been Torchbearer missions where the outcome itself was not certain. The Gladius Ad Umbra Fleet could not locate the Lions
Azure in the Afqal sub-sector, but they did unexpectedly contact the Wardens of the Lions Azure that the commander could not be certain if they were one and the same or not. Conversely, there have been narrowly avoided catastrophes involving the
genetic material for one Chapter nearly being handed over to another founded under the same name and near identical heraldry. Such errors could have long-lasting and horrific consequences for a Chapter if it mixed its own carefully maintained genetic material with that of another Chapter from a different lineage. The resulting Chapter might never
be stable, risking insanity, psychosis and mutation, its warriors' forms as roiling as the rift that splits the galaxy in search of the Knights of Mhorwen, Custodian Demetriad and Arcanalyst Coparnos finally discover a clue to their whereabouts. But as with
all things, such secrets come at a cost. he thudding of rock hammers and the screech of industrial drills echoed from scattered megaliths that were tens of metres tall. Most were halfburied in the slowly rotting remnants of some old civilisation. Dark sand had piled up over decades, the blocks' tips peeking above a moraine of detritus – piles of
masonry fragments, dunes of particulates and torn rebar. The massive blocks stood or lay for more than half a mile around the site of operations where teams of dust-caked servitors worked monotonously at a crumbling mound of plascrete and metal. To the untrained observer, the cyclopean blocks might have been perceived as ritualistic standing
stones, scattered and worn after the action of erosion and tectonic activity. Arcanalyst Phra-Mu Coparnos knew better. The Tech-Priest could read what the pattern should have looked like, his augmented cogitation able to unravel time and perceive these blocks in their proper place. He mentally rearranged them, reconstructing them in his
imagination. They were shards of a forge temple, a glorious edifice of knowledge, left in ruin. Coparnos was filled with a mix of unpleasant emotions over the destruction of the holy site, and he struggled to purge them as he mulled over the destruction of the holy site, and he struggled to purge them as he mulled over the destruction of the holy site, and he struggled to purge them as he mulled over the scope of his mission. Go forth into the dark and find them, the Primarch told us. The lost, the self-sequestered
even the fallen. And so we come to this dead forge to find just one Chapter of the Omnissiah's Angels of Death, that we might grant them the Gift. Yet none were here to help his most devout servants. 'Do you believe this to be the site after all, Tech-Priest?', asked a giant from behind Coparnos. Coparnos turned, registering the golden armour and
ivory robes of Custodian Regh Thalian Demetriad. Coparnos' upper body swivelled to face the imposing warrior before drive units and mechanical limbs beneath the TechPriest's lower robes creaking – bringing his hooded head up to the warrior's height. In place
of a face, metal sutures, hissing microvents, gurgling tubes and a riveted vox grill - unsettlingly offset from where a mouth should be - gave Coparnos a visage that was almost entirely mechanical. 'Arcanalyst is my order's preferred form of address, Custodian. However, in answer: affirmative. The data my info-flocks have absorbed have allowed me to
accurately assess this site's original layout. Before whatever catastrophe occurred here, there is a high probability that this was indeed the Archivolt Quranos.' You said the same thing about the three other sites,' Demetriad said sternly. 'It is the search for the Knights of Mhorwen that occupies us to the exclusion of all else. I do not wish to waste
another three sidereal days in turning up wrecked artefacts of no use to us, not when there remain more tangible options to locate the Chapter. My Emissaries and Vhorlia's Sisters are not here to safeguard a treasure hunt.' Coparnos emitted an irritated burst of static as he made to reply when a sharp whine and the crash of falling stone interrupted
him. Coparnos and Demetriad rushed to the site, where clouds of dust billowed and falling debris still rattled. One of the servitors lay crushed beneath a slab of plascrete. As the dust cleared, a hole left by the slab became visible. Some two metres inside, Coparnos saw a flat panel of dull bronze set in a framework larger than Demetriad. Angular
inscriptions ran in rigid rows around the panel's perimeter, and in the centre was a triad of access ports surrounded by the unmistakable cog shape of the Machine Cult. 56 FICTION 'This is it,' whispered Coparnos, his normally strident, reproduced voice couched in reverence. 'Delta-2, Rhovan-7, Vhorlia, converge on my signal,' Demetriad
communicated over the encrypted vox network. Coparnos reached out tentatively with three mechadendrites that emerged from folds in his robes. 'The Archivolt's outer sanctum,' he breathed. 'Beyond it lies this forge world's repository of ancient data-stacks. If the location of the Knights of Mhorwen is recorded 'Yes, it is breathtaking. Although, of ancient data-stacks. If the location of the Knights of Mhorwen is recorded 'Yes, it is breathtaking. Although, of ancient data-stacks.
course, it is of purely sacred significance, this info-iconography. We ... we must penetrate to the core for the information we seek ...' anywhere, it is inside here, at the core.' It had been hours since they opened the bronze portal to the outer sanctum with surprising ease, but after that it became more difficult. They had found a strange tunnel network
of half-collapsed passages. Sheared power couplings spat sparks of emerald energy, the power still flowing after all these years. Coolant ducts had flooded some sections with a frigid mist. Rare chemicals and electrical fields combined to create microclimates that engulfed whole strata – freezing air, arid heat or humid regions where the tunnels were
slick with oozing moisture. The web of passages was being reconnoitred by Demetriad's Custodes and Vhorlia's Sisters of Silence, while Coparnos had since found another portal, one much more difficult to open. Motes of light chased each other like rivulets of mercury droplets over the stratified walls that created a hexagonal chamber. Coparnos ran
his lumen-bearing mechadendrites like feelers over three groups of data-ports placed equidistantly around a circular barrier. Its iris of acid-etched rhulia steel so far remained steadfastly
sealed. The portal reflected his lumens' glare onto the forms of the TechPriest's Skitarii, stood in a perfect deltoid formation behind him, and the handful of Silent Sisters and Custodians guarding their flanks. 'What is the delay, Tech-Priest?' asked Demetriad. 'I am ... attempting ... what I believe to have been a process designed for three individuals to
carry out at once. My cogitation output ... needs to be both three and one. The locks not only control the portal. They are also ... exquisitely connected to the data-murals around us.' 'Can you access the information stored in them from here?' Demetriad asked. A rumbling vibration ran through every surface. With a smooth motion, the iris of the portal
cycled open. A stale draught emerged from the circular doorway, a black passageway leading on from it. Coparnos shivered as he moved to enter. 'What is it, Tech-Priest?' Demetriad asked, moving swiftly past the ranks of Skitarii to enter
the passage alongside Coparnos. 'I estimate it is nothing of concern, Custodian. My periphery data-strands contacted some fringe code. It is likely some sacerdotal programme fragments disturbed by my entry protocols. Their ... "shape", if you will, was unusual. Come, the core lies this way.' The passage opened out into a broad avenue lined with rows
of hexagonal columns. The illumination from the warriors' lumens lessened as it barely reached the receding walls. Demetriad instructed one of his Custodians to follow while the Tech-Priest ordered half of his Skitarii to form a defensive cordon around the circular portal. The rest followed him, small units breaking off to hold position as they
penetrated deeper to ensure an unbroken data tether link was maintained. Coparnos estimated that the sanctity of the Archivolt's core was made pure by veils of dense data streams that could obfuscate communication. What could be seen of the walls in the gloom reared up into a dark space above, their upper limit invisible. Unlit alcoves and open
shafts dotted the walls' base, but the rest of their surface was a complex configuration of system ports, arcane displays and layers of data-slabs. The data-slabs were the walls resembled a cliff face, with dribbling oils running down their flanks like the outflow of hidden streams above and loops of ribbed cabling
hanging like vines. Coparnos and his remaining Skitarii kept pace with the long strides of Demetriad. The Tech-Priest saw the Sisters of Silence as they probed pools of shadow. He detected the ticking of slowly turning cogs, the clank and groan of immense gear
systems far above and the occasional rattle of cogitators. contact with the Knights of Mhorwen. Here, in this hallowed vault, will be uncorrupted and accurate.' 'I am relieved to detect increasing signs of the Omnissiah's Motive Force,' said Coparnos. He paused
occasionally, gazing in wonder around him or listening intently before hurrying on. 'It is not certain that the magi of this forge world would have known the exact location of the Knights' home world,' the Custodian countered. 'There is something amiss that I cannot qualify as yet. I do not know the extent of this archive's defences. We must be on our
guard. If the destruction on the surface was the result of invasion, it is possible the Archivolt's keepers had time to starve the more sacred vaults deeper inside. 'And that, then, could have been the logical measure to preserve the more sacred vaults deeper inside.'
implications does that have for our search?' 'This world was in full communion with Mars before its silence. But only extracts of its records were submitted to the Red Planet. Only a suggestion lies there of this world fought with the Knights. Transactions of material to the Chapter,
the astropathic signatures of their Librarians, the energy fluctuations of their ships - all of this evidence should allow us to trace the Chapter. Or perhaps to discover its fate.' Coparnos heard a swift rattle on the column behind them. He spun around. A fang-filled mouth the size of his quaternary palm darted forward at head height. Suddenly Vhorlians to the column behind them.
was in front of him, lancing her sword blade forward. Inches from Coparnos' impassive mask, the blade skewered the maw's owner to the column. Vhorlia withdrew her greatblade and shed the creature from it with a deft flick. Another metallic scrabbling came from behind, and Coparnos flinched as Demetriad loomed over him. The Custodian
rammed his guardian blade down next to the Tech-Priest, piercing the body of another biomechanical hybrid. The creatures' steel fangs dripped oily residue, their bodies a crumpled mass of flesh and bionic limbs the size of a felinx. Coparnos reached for one augmented corpse with a mechadendrite. The creature twitched, reaching up silvery
filaments from rents in its body to meet the Tech-Priest's own tendril. Coparnos instinctively recoiled in horror, blurting a loud binharic imprecation. Coparnos glanced up as Vhorlia made a swift and complicated gesture to Demetriad before the Custodian translated the message. 'These things are emerging from the shafts and alcoves in the walls
Vhorlia says there are more and recommends haste. Tech-Priest, where is the information? Quickly!' Coparnos' data-tether came alive with reports from Skitarii farther back. They were under attack and engaging defensive protocols. He could hear the distant rattle of radium carbines firing. Coparnos re-evaluated his situation, sending out binharic
commands to his forces. His guardian Skitarii protectively coalesced around them all at greater speed. The darkness grew deeper as the immense space opened up farther around them. The tick and clank of overhead
machinery quickly grew louder, now discernible as the scrape of iron talons on metal columns. Amalgams of flesh and soiled bionics sprang from the shadow to either side of 58 FICTION Coparnos' Skitarii fired on the move, bursts of
shot slicing through the lithe bodies. Vhorlia's Silent Sisters darted along the Skitarii's flanks, cleaving apart the constructs with sweeps of their blades or blasting them to pieces with precision bolter shots. Demetriad and his companion fought apart, crushing feral automata underfoot, splintering flitting attackers with boltfire and scything down
others with blade thrusts. Coparnos detected a growing, bass hum and the smell of ozone ahead. He recognised the fluctuations of a great power reservoir. Demetriad giving orders, detected the storm of firepower being unleashed around him and felt the spark leave one Skitarii after another. He felt the loss of control as several Skitarii were dragged
down, bludgeoned with industrial tools. Coparnos saw the same silver filaments he had witnessed in the feral constructs snaking out of the servitors, plunging into his warriors and corrupting their cybernetics. Coparnos mentally raced through the holy strata of the servitors, plunging into his warriors and corrupting their cybernetics.
erected cycling walls of protective protocols and guardian systems, thrusting the malicious influence back as he tracked down the information he sought. 'That's it, the core!' Coparnos shouted. The column-lined avenue began to angle downwards, and Coparnos saw the central access array, lit by the lumens of his advancing bodyguard. Gathered
around the hub machinery was a crowd of servitors, dozens of them. The majority were desiccated and withered, their remaining flesh pale and taut. They turned as one, heading straight for Coparnos and the warriors around him. The Skitarii opened fire on Coparnos' command, cutting down several servitors in a flurry of radfire that tore apart
ancient bionics and lacerated grey flesh. Without halting, the surviving servitors clambered over their fallen peers as more emerged from the shadows. Demetriad stormed into them, his thunderous charge sending six flying before his quardian spear crackled into life. He tore a path through the mindless thralls, Coparnos in his wake. The Tech-Priest
received data-packets from the Skitarii units fighting far behind him. He shouted to Demetriad. 'Custodian! More of the feral automata have broken through my perimeter guard. The servo-constructs are heading this way. I must reach the central access array!' 'Follow me, Tech-Priest. Stay close. I will carve a path,' Demetriad called over his
shoulder. When they reached the hub machinery, Demetriad spun around, pushing Coparnos behind him and facing the cyber-constructs. Coparnos sped through the Canticle of Awakening, interspersing his chants with blurts of apology to the machine spirits for such disrespectful haste. He connected with the central archive database before being
struck by the truth of what was happening. 'Tech-Priest, do you have it? We have to go!' Demetriad's roar sounded distant to Coparnos. I know it's here, we can find them. Just nanoseconds more! 'Tech-Priest, we need the data!' The corruption is adapting too rapidly. It's jumping my protocol defences. Wait, Mhorwen, there ...! 'Arcanalyst!' Coparnos
screamed as he brutally tore his snaking connectors away from the hub, collapsing after he did so. His disengagement hadn't been quick enough. He could feel the corruption overwriting his mind. Invasive filaments wormed their way up his mechadendrites, digging into flesh and bionics alike. He desperately tried to pull them out, but his strength
heretekal possession. The Custodian grabbed the proffered data censer, lunging away and motioning to others out of Coparnos' line of sight. Coparnos' line of sight. Coparnos' vox and audio sensors failed. As he ceased to exist, he beheld a silent tableau of a handful of figures fighting their way towards the exit. Omnissiah, guide them. Light their way, I beg you. Whoever
the continued loyalty of the Space Marines that they are about to reinforce, and the necessary bonds between the new Primaris battle-brothers and the Firstborn can be formed, ultimately allowing the Greyshields to be absorbed into their new Chapter. SEARCH PHASE At the start of the Search phase: • Select one Adeptus Astartes Chapter to
ADEPTUS ASTARTES PRIMARIS units with the GREYSHIELDS Chapter keyword. CHAPTER TACTIC GREYSHIELDS units have the following Chapter Tactic and are not considered to be the successor of any Chapter: Blooded Reinforcements:
Role, your army must contain at least one ADEPTUS MECHANICUS Troops unit. • In order to include any ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battlefield Role, your army must contain at least one ADEPTUS CUSTODES units that do not have the Troops Battl
your army must contain at least one ADEPTUS ASTARTES Troops unit. • The inclusion of a TORCHBEARERS unit in your army does not prevent any units in your army to have a particular keyword. • While in a TORCHBEARERS Detachment, ADEPTUS ASTARTES units, and all the models in
when you select Agendas, you cannot choose more than one from each category). Augury Data Torchbearer fleets send out scry-probes, intel nodes and data harvesting automata to locate their target Chapter. The self-terminating augury data they reap is invaluable to their search, and if any of these nodes are damaged, they
must be secured and retrieved before the data is lost. If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker represents a Decaying Intel Node, but it does not count as an objective marker
for any rules purposes other than for this Agenda. At the end of each battle round, if you control the Decaying Intel Node, your Crusade force gains 1 Search Point. At the end of the battle rounds while you controlled it. That unit gains 2
experience points. EmissaryDown TorchbearersAgenda An emissary's detailed knowledge of the Chapter's response is clinging to life in a crashed scout craft. The emissary's detailed knowledge of the Chapter both
sides have finished deploying, set up one objective marker in the centre of the battlefield. This objective marker for any rules purposes other than for this Agenda. At the end of the battle, if you control the Crash Survivor: • Your Crusade force gains D6 Search Points. • Select
one unit from your army within range of the Crash Survivor. That unit gains 3 experience points. MachineSpirit Scripture-logs TorchbearersAgenda The energy signature of a barely functioning Servitor has been detected, one separated from the Chapter the fleet is searching for. If the fleet is searching for If the fleet is searching for the Crash Survivor. That unit gains 3 experience points.
machine spirit's encrypted scripture-logs for details on the Chapter's location. If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within 3" of any battlefield edge and not within 6" of either player's deployment zone. This objective marker
represents a Damaged Servitor, but it does not count as an objective marker for any rules purposes other than for this Agenda. ADEPTUS MECHANICUS CHARACTER unit from your army can attempt the following action: 'Harvest Scripture-Logs (Action): At the end of your Movement phase, one ADEPTUS MECHANICUS CHARACTER unit from your army can attempt the following action: 'Harvest Scripture-Logs (Action): At the end of your Movement phase, one ADEPTUS MECHANICUS CHARACTER unit from your army can attempt the following action: 'Harvest Scripture-Logs (Action): At the end of your Movement phase, one ADEPTUS MECHANICUS CHARACTER unit from your army can attempt the following action: 'Harvest Scripture-Logs (Action): At the end of your Movement phase, one ADEPTUS MECHANICUS CHARACTER unit from your army can attempt the following action: 'Harvest Scripture-Logs (Action): At the end of your Movement phase, one ADEPTUS MECHANICUS CHARACTER unit from your army can attempt the following action: 'Harvest Scripture-Logs (Action): At the end of your Movement phase, one ADEPTUS MECHANICUS CHARACTER unit from your army can attempt the following action: 'Harvest Scripture-Logs (Action): At the end of your Movement phase, one ADEPTUS MECHANICUS CHARACTER unit from your army can attempt the following action: 'Harvest Scripture-Logs (Action): 'Harvest Scripture-Logs (Actio
your army that is within range of the Damaged Servitor can start to perform this action. This action is completed at the end of the turn. When this action is removed from the battlefield. If an ADEPTUS MECHANICUS CHARACTER unit
successfully performs this action, it gains 5 experience points.' Directive finding the Chapter in need of reinforcement. The fleet's forces are focused on locating clues of the Chapter's passing in this region above all
else. If you selected this Agenda, at the end of the battle, do not select a unit for Marked for Greatness. Instead, if you won the battle, your Crusade force gains 1 Search Points; otherwise, your Crusade force gains 1 Search Points; otherwise, your Crusade force gains 1 Search Points.
Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book. SCOUR THE AREA [3RP] CONVERGENCE OF SIGNS When a Torchbearer fleet's sensors uncover a wealth of potential traces, the fleet's entire resources are bent towards scouring the region for every hint of the
Chapter's whereabouts. Purchase this Requisition at any time. Double the number of Search Points you receive from your next battle. [3RP] The fleet's commander believes they are nearing the end of their search. Disparate clues and data suggest that they are closing in on the Chapter at long last. Purchase this Requisition at any time, if your
Bonding phase, and its Supply Limit is increased by 15. 62 NEW RULES BONDING PHASE During the Bonding phase, in addition to the units that you can also add ADEPTUS ASTARTES units) to your Order of Battle, so long as they are drawn from the Chapter that you are
reinforcing. BATTLE-BROTHERS After having fought enough battles, the Greyshields will have become more close-knit with their new brethren and will be better able to coordinate with them. When entering the Bonding phase, or when adding a new GREYSHIELDS unit to your Crusade force while in the Bonding phase, start a Battle-brothers tally for
and is in the Bonding phase, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book. INDUCTION [3RP] The experienced Space Marines delivered by the Torchbearer fleet have formed strong bonds with the battle-brothers of their Chapter. They have fought
shoulder to shoulder with their new-found kin and have become integrated into the Chapter's battle rites and warrior traditions. Purchase this Requisition at any time. Select any number of GREYSHIELDS units that have the required number of Battle-brothers points, as shown in the table below UNIT BATTLE-BROTHERS POINTS NEEDED
CHARACTER unit 5 Any other unit 3 Those units have their GREYSHIELDS keyword replaced with that of the Chapter that you are reinforcing, and they are considered to be drawn from that Chapter for the purpose of which Chapter that you are reinforcing, and they are considered to be drawn from that Chapter for the purpose of which Chapter that you are reinforcing, and they are considered to be drawn from that Chapter for the purpose of which Chapter for the purp
Chapter keyword of the Chapter that you have reinforced. Once five or more units have been inducted into the reinforced Chapter in this manner, you are able to add ADEPTUS ASTARTES PRIMARIS units to your Order of Battle that are drawn from the Chapter that you have reinforced. 63 BATTLE TRAITS When a TORCHBEARERS unit gains a
Battle Trait, you can use one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits
apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book. ADEPTUS CHARACTER UNITS ADEPTUS ASTARTES CHARACTER UNITS D6
D6 1-3 TRAIT Martial Exemplar The incredible prowess of this Custodian, and his status amongst the Emperor's personal guard, inspireeven the vaunted Space Marines to greater heroism. In your Command phase, each time a model
in that unit makes a melee attack, you can re-roll the hit roll. Fearless Fleetwarden The light of battle seems to shine from this hero as he leads the fleet's warriors into the charge, his allies inspired follow his lead into the darkest fight. 4-6 Tactical Coordination Augmented by this experienced warrior's tactical firing solutions, individualistic guardians
targets any units that are within EngagementRange of this model, you can re-roll the charge roll.' TRAIT 4-6 In your Commandphase, select one friendlyADEPTUS CUSTODES INFANTRY unit within3" of this model. Until the start of your next Commandphase, instead of following the normal rules for Rapid Fire weapons, models in that unit
unflinchingresolve of the Adeptus Astartes is legendary, and this warrior's mere presence inspires an unshakeablefaith in the Torchbearers'endeavour. In your Commandphase, each time a Combat Attrition test is taken for that unit, ignore any
or all modifiers. ADEPTUS MECHANICUS TECH-PRIEST UNITS D6 TRAIT Master of Munitions A tech-savant with access to the Imperium's arcane ordnance and rare, martial machinery, this servant of the Omnissiah provides the fleet with the wargear it needs to complete its long search. 1-3 4-6 64 Once per battle round, if this model is on the
battlefield when you use an Adeptus AstartesWargear Stratagemor Adeptus Custodes Wargear Stratagem, reduced by 1CP. Note that the CP cost is only reduced by 1CP. Note that the CP cost is only reduced by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs. Primogineer Mechanicum Steeped in the hidden mysteries of the Stratagem; and the hidden mysteries of the Stratagem.
Imperium's armoured assets, the Tech-Priestuses their resourcesand arcane knowledgeto safeguard the machine spirits of the battle, then at the end of the battle you can ignore one failed Out of Action test taken for an ADEPTUS ASTARTES VEHICLE
or ADEPTUS CUSTODES VEHICLE unit - that test is treated of one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Stalker
wearer to analyse their prey's every movement, detect their frailties and predict the fatal misstep that seals their doom. • Each time you select a target for a ranged weapon the bearer is equipped with, you can ignore the Look Out, Sir rule. • Each time you select a target for a ranged attack, add 1 to that attack's hit roll and add 1 to that attack's wound
roll. Blade of Bonding Fashioned by a dozen master artisans in reverent similitude of the Emperor, this finely balanced sword was designed to be taken by a Torchbearer fleet into the darkness. At the mission's end, should the fleet find the Chapter they sought, this sword is to be gifted to their commander. It symbolises the
crafted power sword, relic blade, xenophase blade or executioner relic blade and has the following profile: Blade of Bonding RANGE TYPE S AP D Melee Melee +2 -5 2 Abilities: Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds in addition to any normal damage. This surgical multi-tool is an
enhanced version of the equipment commonly used by the healers of the Adeptus Astartes. Fitted with multi-spectral analysers, cocktails of bio-engineered nerve-stimms and flesh catalysts, as well as cortical augurs and fulcrite-toothed nanosaws to shear through the toughest armour, the bearer is able to drag even mortally wounded brothers back
from the brink of death. APOTHECARY or SANGUINARY PRIEST model only. Once per game, in your Command phase, the bearer can use this Relic. If it does, select one friendly ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES INF
would lose a wound, roll one D6: on a 5+, that wound is not lost. ANTIQUITY RELICS A TORCHBEARERS INFANTRY CHARACTER of Heroic rank can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in
addition to the +1 from gaining a Battle Honour, for a total of +2. Orb of Cleansing First gifted to the commander of the Torchbearers task force assigned to locate the Silver Phoenixes Chapter, this arcane sphere is able to push back malignant energies. In the darkest regions beyond the Cicatrix Maledictum, its pulsating waves of purity have been
seen to cloud psykers' control of their powers and even burn away the minds of witch-spawn. Once per battle, at the end of your Movement phase, the bearer can unleash this Relic. If it does: • Roll one D6 for each enemy PSYKER unit within 12": on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, it suffers D3 mortal wounds; on a 6, it suffers
3 mortal wounds. • Until the start of your next Movement phase, the bearer gains the following ability: 'Nimbus of Null Fields (Aura): While a PSYKER unit is within 12" of this model, subtract 1 from Psychic tests taken for that unit.' 65 PAINT SPLATTER: EMISSARIES IMPERATUS EMISSARIES IMPERATUS The Emissaries Imperatus are amongst
the most powerful of the Emperor's quardians. Formerly tasked with delivering the Emperor's word to the corners of the galaxy, many joined Roboute Guilliman's Torchbearer fleets at the inception of the Indomitus Crusade. he model used for this painting quide is a Custodian Warden, which helps show off the traditional white robes of the Emissaries
Imperatus. The model was undercoated using Retributor Armour Spray, then basecoated with a thin coat of Retributor Armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour paint to ensure smooth coverage over all the armour 
army painted to this standard. PARADE READY With a few extra highlights to each area of the model, the Battle Ready model has been made Parade Ready. Enemies of the model. Make sure you shake your gold paints really well, because
metallic paints contain metal flakes that can sink to the bottom of the pot between uses. While this miniature has been painted using layers and highlights, you could just as easily drybrush the gold GOLD ARMOUR RED ARMOUR WHITE CLOTH Basecoat: Retributor Armour Basecoat: Mephiston Red Basecoat: Celestra Grey L Base M Base
Wash: Reikland Fleshshade Wash: Nuln Oil L Shade M Shade Wash: Russ Grey & Lahmian Medium 1:4 M Shade Highlight: Evil Sunz Scarlet Highlight: Wild Rider Red Highlight: White Scar XS Artificer Layer XS Artificer Layer XS Artificer Layer S 
PAINT SPLATTER armour for very quick and effective results. When you're done painting all the gold, make sure to wash out your water pot. Otherwise you're likely to end up with sparkly white robes! TOP TIP With white areas on a model, don't paint the basecoat as
Brown works well if you're after a warmer-toned white. WEAPON CASING POWER BLADE PAINTING LEXICON Basecoat: A wellapplied basecoat makes for a strong foundation for later stages. If using a Base paint, thin the paint with a little water and apply several coats for even coverage. If using a Contrast paint, it can be applied directly to the
miniature. SO MUCH GOLD! After a few more painting tips for the Adeptus Custodes? Well, the Warhammer TV YouTube channel has several guides that might be of interest. There are guides for gold-armoured warriors, blackarmoured warriors, blackarmoured warriors, blackarmoured warriors, blackarmoured ones (the mysterious Shadowkeepers) and vehicles. Check out some of the Space Marines and Stormcast Eternals
model. Shade paints are designed for this, though Contrast paints thinned with Contrast Medium also work well. When you apply a wash, most of it will run into the recesses, but some will dry over the whole area, creating all-over shading. Recess Wash: Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For
these focused washes, use a smaller brush and carefully apply the wash directly into the recesses. Layer: Layering helps bring out the detail on a model. A layer is applied all over the area you're paints thinned with water. Highlight: Dawnstone Layer: Temple Guard Blue Wash: Nulr
Brown Highlight: Stormhost Silver Highlight: White Scar XS Artificer Layer XS Artificer L
captures raised details and creates natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas. Glaze: A glaze is a very thin wash applied to an area to tint the colour or to help blend two colours together. Layer and Shade
with 1 wound remaining. Before he is selected to fight, however, he will share his thoughts on secondary objectives in matched play games. 1 Cheers, Justin. 2 In the past, when every game had a different max score, you had to have a separate system to normalise everything at the end, even if it was a simple win/lose/draw system. Now, you can
potentially just add together the cumulative score from all your games in a tournament, and that could be a useful metric. 3 These victory points are also a guaranteed way to ensure that you will never leave a battlefield with a score of 0, which when you are as 'victory challenged' when it comes to 40K as I am, is a very good thing. More importantly
the majority of players will all agree that playing with and against painted armies is a much better hobby experience – and on this I wholeheartedly agree. 4 The main reason for doing so was to minimise the chance of a single kill scoring multiple objectives, dispensing with the need for lengthy exclusion clauses. However, it also makes for more
interesting choices and helps to encourage more varied army builds. 68 ast month, James Gallagher wrote an article talking about narrative gaming, and the aspect that I want to talk about concerns secondary objectives. At the time of writing this article, we are preparing
the January 2021 updates to the Grand Tournament mission pack, so secondary objectives are much on my mind. Over the past few weeks, I have also had a particularly interesting series of email conversation with one of our external playtesters1 about the underlying theory and design philosophies around our secondary objectives, so much of this
article is inspired by those chats. Before I get stuck into the details, I'll provide a bit of general context. When we designed the Eternal War mission pack, and soon after the Grand Tournament 2019 mission pack, there were several things we wanted to make it so that every mission was scored out of 100. This not only
made it potentially easier for tournament organisers to use as a scoring system in their events, by potentially dispensing with the need for a separate tournament scoring system, 2 it also gave us more granularity and flexibility when it came to writing objectives. We also wanted to break the scoring down so that a potential 45 victory points were
                          missions, which are common to both players, 45 from a set of selectable secondary objectives – which I will spend the majority of this article talking more about – and the final 10 for that all-important painted, Battle Ready army. 3 So where did the idea of selectable secondaries come from, and why are they important for this st
of matched play game? Well, the system of selectable secondary objectives was actually inspired by and evolved from the similar system in Kill Team Arena, taking some cues from Maelstrom of War tactical objectives used in previous editions, and some from other selectable objective systems that were being used in the biggest independent
tournaments around the world, such as the ITC and particularly the NOVA Open (many tournament organisers are also our external playtesters, and we worked closely with them when developing our secondary system). We of course evolved the idea by creating different categories of secondary objectives from which to choose. 4 As for the second half
of that question, there are several things that selectable secondaries are designed to add to the gaming experience of this style of matched play game: • • • • They give more agency to the player with tough choices to make. They can
keep the game evolving. MORE PLAYER AGENCY In previous editions, your missions were all dictated by the mission itself. In many tournaments, your missions were typically preselected too, and you didn't get to choose your opponent (or their army) for each game either. All this could mean that you, as a player, had little
agency when it came to determining how you would play. Your lot was cast, as it were, and you either sank or swam. The best gamers could thrive and adapt to that, taking a list that was able to take on any challenge (and any challenge), but sometimes you could still end up feeling that fate was being cruel to you, serving you a mission that your
army was not ideally suited to and pitting you against the one army your own would struggle against. Whether that is logically true or not, sometimes you would nonetheless feel you were 'up against the one army your own would struggle against the one army your own would nonetheless feel you were 'up against the one army your own would struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the one army your own would not a struggle against the other than the other against the other ag
by lending agency to the players. In Eternal War and Grand Tournament missions, nearly half the victory points on offer are dictated not by the mission seems challenging and you are up against a foe you feel ill-prepared to face head on, you can, with
clever selections of Echoes from the Warp is a regular column about the rules, tactics and the ongoing development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warhammer 40,000 presented by the team's games development of Warham
do you go about selecting secondary objectives? Well, for me there are three different methodologies. The first is to pick secondary objectives, build an army with more Fast Attack slots. Want to have a better chance of scoring
Shadow Operations? Take more Infantry units, and so on. In practice it's hard to do this for more than one or two secondary objectives from different categories means there is a point at which specialising your force to achieve one type of objective will naturally make it more difficult to score any others. These
type of secondaries can be thought of as 'player list' secondaries, because the player's chance of scoring well with them is dependent on the composition of your opponent's army. Many Purge the Enemy, and by extension other 'kill stuff5', secondary
objectives, are designed to help players out when they are facing an army that includes a lot of specialised (and deadly) units that, when fielded en masse, can prove a tougher than usual challenge. Indeed, the primary reason for having this category at all is to give players some agency when they are in a perceived bad matchup and help them feel
that they're not at a massive disadvantage, say, when going up against an army of Imperial Knights and they don't happen to have enough lascannons. 6 I'll go on to say later why there shouldn't be too many 'kill stuff' objectives, but in principle they are important when they are there to offset the disadvantage one would otherwise have felt when
going up against a very specialised army. For this reason, these type of secondaries can be thought of as 'player's chance of scoring well with them is dependent, in part, by the army list your opponent takes. The final methodology is a bit of a woollier concept to explain, but it revolves around selecting
secondary missions that are not based on your army or your opponent's. They tend to be things that many units in your army can do if the opportunity presents itself mid-battle, picking up a few VPs here and there to add to your total. They tend not to be as high scoring as some of the others, because your army isn't specialising at scoring them, but
neither are they so swingy. They are solid, reliable secondaries and are best thought of as 'player mission' secondaries, because the player's chance of scoring well with them is dependent primarily by how well they play the mission. 5 This is my highly sophisticated and technical term, honed and used with precision from over a decade's experience
of crafting rules. 6 Most armies will pack enough firepower to deal with a single Baneblade, Monolith or Knight, but when an entire army of them bears down on you, fighting them head on becomes a lot harder. 7 When one puts all their eggs in one basket and specialises, it tends to score fairly high or fairly low. 69 8 That is, it should be hard to score
maximum victory points. 9 For example, if your entire army and play style is focussed on reliably scoring 15 victory points on a particular secondary, but those choices make it significantly harder to score either your primary mission or your remaining secondary, but those choices make it significantly harder to score either your primary mission or your remaining secondary, but those choices make it significantly harder to score either your primary mission or your remaining secondary.
the secondary objective itself is fine. 10 They should be that, too, and there are forums, podcasts, tactica and debates aplenty on this very topic. In practice, many players will mix and match these grossly oversimplified methodologies, and selections might make the difference between victory and defeat, but importantly, it is your decision. THEME AN
ARMY This is related to the 'player list' secondaries mentioned before. In a nutshell, we wanted players to be able to build a themed force and then for it to play in a way that made sense, and that would only happen if there was some victory point incentive. For example, a player should be able to forge a recon force that is great at scouting, or a
hunter-killer assassination force that's great at killing specific targets. Or perhaps, even more simply, a Space Marine way ... That segues into an important thing that we wanted to do throughout ninth edition, and that was to add faction-specific secondary objectives into the ninth-edition generation of
codexes. At its heart, you win battles by achieving objectives, so the choice of objectives can have a fundamental and profound impact on the way in which you play in the correct style'. This
is one of the most important facets of secondary objectives in Warhammer 40,000 and one of the things that sets it apart from any previous iteration. As well as having datasheets, stratagems, relics, etc., each faction will have a set of unique secondary objectives to use in this style of matched play game, and they are critical for playing with a themed
army. CHALLENGING TO ACHIEVE I'll say this succinctly: secondary missions are designed to be hard to max.8 There is a common misapprehension with some players that secondary missions, our goal is to make
it so that a maximum score of 15 should be an extremely rare event. A good score is 5-8, and if you can score 9-11 points for any given secondary mission, then you are doing really well. It should be a rare game where you score 15, and you can fist pump and get bragging rights because everything
fell perfectly into place. If you can reliably score 15 for a secondary mission, and doing so does not come at the cost of scoring any other mission objective, 9 then chances are that it's too easy, and it's something we would want to investigate. In fact, that's just what we've done. At the launch of ninth edition, certain secondary objectives, like Bring it
Down, were regularly scoring 15 victory points and were too easy. So much so, in fact, that the inclusion of just this one secondary mission in the tournament scene. Taking 3+ monster or vehicles models was seen as tantamount to gifting your opponent 15 victory points, and
so the only way to counter that was not to include those models in the first place (which is clearly not what we intended). Abhor the Witch was also disproportionately unfair on armies like Thousand Sons and Grey Knights, who have no choice but to include Psyker units. Having this as an objective is still a good idea; it gives a lot of armies who have
no psykers a way to score in this category as well as giving them something to offset getting bombarded with all those Smites - but perhaps it didn't need to be so 'all or nothing' in its scoring ... That's why we will regularly review and update our mission packs, but I'll talk more about that at the end of this column. Before I move on, a quick aside: it is
fine, designwise, for certain secondaries to be easier than others, so long as they offer fewer victory points or have a limit to the number of victory points they can reward. When we designed the system, the idea was not that every secondary objective would have to have a maximum score of 15. Perhaps a simple objective would give you an easy 5
VPs, but no more, and this just becomes another factor a player must consider when choosing their objectives you select, 10 it's about the 70 ECHOES FROM THE WARP secondary missions themselves making players make tough choices
during their battle. For me, the best objectives are those that reward you for doing something different to what you would have done anyway. What do I mean by that? Well, in every Eternal War and Grand Tournament mission, you will be doing two things: killing the enemy and securing objective markers. The latter one isn't so bad, as it requires you
to move around the tabletop and hold onto an objective for a length of time, but the first can be problematic. If a unit was just going to remain stationary at the back of the board and shoot enemy units to pieces, then do you also need to award victory points for letting that unit do that? Forcing that unit to move to secure an objective is making the
player make a choice and so makes for a more interesting game, as they have to get the balance between scoring victory points and Warpcraft – categories based around performing actions and psychic actions, which by their nature prevent you from
doing other things (moving, shooting, manifesting other psychic powers, etc.). Indeed, the main reason for creating these mechanics was so that we could use them in our mission design to create an opportunity cost11 to achieve mission objectives. Some players are now intentionally including Infantry12 units whose sole purpose is to perform actions
and score victory points, and that's really encouraging to see. To quote one of my playtesters, 'that's an amazing sign in my mind - people have viewed the cost of actions and found it relevant enough to warrant list-building changes to account for them, which is the perfect middle ground between "this is so easy it doesn't affect my army play style at
all" and "this is so cumbersome I'll just ignore the mechanic entirely and pick other secondaries". I have seen some comments online that there should be more 'killing stuff'. I quite heavily disagree with this sentiment, because getting victory points for killing stuff is the most
basic version of 'rewarding the thing you're already doing'. They can sometimes lack meaningful opportunity costs and can make army list construction very dull. Instead of taking a varied force that can achieve multiple things, it encourages you to take a mono-tasked army that concentrates on doing a single thing to the exclusion of all else. That's
not to say that 'kill things' style secondaries don't have their place. It's just that when done right, they force decisions during the game by shifting your target priorities, and even things like Bring it Down do that to a degree.13 Some 'kill stuff' objectives are also hugely important to reflect the core character of a faction. I cannot imagine, for example,
writing the Grey Knights codex and there not being a 'kill daemons' secondary objective in there. It is core to the identity of who the Grey Knights are, after all. However, the number of 'kill stuff' secondaries that have been added to codexes is still small in relative terms, and when not there to underline the core character of a faction, they are
presented with a particular twist that ties into unique army mechanics. KEEP THE GAME EVOLVING Secondary missions are found in one of three places. There are some contained within each ninth-edition codex and some in the big list within the mission pack itself. Finally, there is the secondary listed on the mission itself. This oft overlooked
source of a secondary is a good example of the 'player mission' type I mentioned earlier, and as they don't belong to any other categories, they are always something you can select no matter what other secondaries you select. 14 Always keep them in mind. Now, the secondaries in the codex exist to highlight the particular character and play style of
the faction and so are not likely to change until that codex is next updated. However, the secondaries presented within any particular mission pack are only applicable to that missions themselves) to offer a tailored
experience. That could be by tweaking the numbers on some secondaries to make them a more or less appealing choice, deleting certain objectives entirely and replacing them with something new, or potentially adding or removing entire categories of secondary objectives. Time will tell what the landscape will look like, but we have already seen that
a small change in just one secondary (Bring it Down) can have a big impact on the army lists that are currently constructed for that style of matched play gaming. As such, we will continue to review our pool of secondary objectives and stir the pot from time to keep the 'meta' fresh and provide players with new challenges. And on that
intriguing note, I've just about run out of space. I hope that you've found my ramblings interesting and have a clearer understanding of what we were hoping to achieve with secondary objectives in these mission packs. Next issue, to round out our three ways to play, Echoes from the Warp will dedicate itself to an article about open play. Until then,
may the dice gods bless your rolls with better fortune than they usually do mine! 11 Opportunity cost is a concept used in economics. Here I'm using the term to roughly mean 'the value of what you have to give up in order to get what you want', which in this case are victory points. 12 This is because Infantry units tend to have the largest pool of
action-based objectives available for them to achieve. 13 Those Terminators are a big threat to my army, and that harmless Rhino over there hasn't got any Troops embarked, and it isn't in range of any objectives either, but I haven't scored all my Bring it Down VPs yet. 14 Random aside: in an early draft of ninth edition, I wrote it so that if the result
of a battle was a genuine draw, and one player scored more VPs than their opponent from the mission-specific secondary, then that acted as a tiebreak. However, when you score out of 100, draws are actually rather rare, and rather special when they happen, so this idea was shelved for the time being. WOULD YOU LIKE TO KNOW MORE? What
would you like to read about in Echoes from the Warp? Let us know your thoughts, and we'll pass them on! [email protected] whitedwarf.co.uk 71 ® From the maelstrom of a sundered world, the Eight Realms were born. And with their birth began a war to claim them. Our creative focus this month are the colourful armies of the Cities of Sigmar.
FANTASTICAL REALMS Ten pages of modelling and painting inspiration? Head to page 84 to see two exceptional Cities of Sigmar army displays. CITIES OF SIGMAR What's that? You need more modelling and painting inspiration?
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Realms is an ongoing series of articles showing you how you can build and paint your Warhammer Age of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar armies based around the Mortal Realms they live and fight in. In this instalment, we pack up our bags and head for the Cities of Sigmar armies based around the Mortal Realms they live and fight in the Cities of Sigmar armies based around the Mortal Realms they live and they live and they live are supplied to the Cities of Sigmar armies based around the Mortal Realms they live are supplied to the Cities of Sigmar armies based around the Mortal Realms they live are supplied to the Cities of Sigmar armies based around the Mortal Realms they live are supplied to the Cities of Sigmar armies based around the Mortal Realms they live are supplied to the Cities of Sigmar armies based around the Mortal Realms the Sigmar armies based around the Mortal Realms the Sigmar armies based around the Sigmar
for all those who fight against the enemies of Order, gleaming metropolises that offer safety to those in need of sanctuary and ruination to those who oppose the God-King's might. Yet the word 'city' is a misnomer, for many of these settlements have grown to such a size that they are almost nations in their own right. Some rise up like shining
mountains, their fortress walls and towering bastions standing defiantly against the darkness. Others sprawl across the land like huge warrens, continuously expanding as desperate people displaced by war flock to them for asylum. Many free cities take root in towering forests or mountain fastnesses, their placement determined as much by strategy
and resources as by the presence of 74 HERALDRY OF THE FREE CITIES Each free city bears unique heraldry. Many feature Sigmar's own iconography, be it a lightning bolt, a hammer or a twintailed comet. These are often paired with symbols that reflect the city's background, its realm, or an industry that it is famed for. colossal realmgates that
allow passage between the realms. These cities are centres of commerce and places of learning, their bustling streets home to priests and zealots, warriors and merchants, machinists, inventors, farmers, poets, archivists and countless other professionals. Humans, aelves, duardin and stranger folk besides live in harmony, their goals, for the most
part, aligned. Sigmar's grand cities are, above all else, military staging posts for his reconquest of the Mortal Realms. At the heart of every city lies a Stormkeep, from which sally forth the Stormcast Eternals – Sigmar's lightning-forged warriors. Alongside them march the city's trained militia, predominantly made up of humans supported by swift
moving aelves and heavily armoured duardin, not to mention the noble beasts and FANTASTICAL REALMS arcane war machines that fight alongside them. To face the might of the Cities of Sigmar is to face the forces of Order united. THE CITIES UNLEASHED So what do armies from the free cities look like? The warriors of the Living City may
channel the energy of Ghyran as they carry wooden staves and trinkets bearing the nature runes of the Realm of Life. Perhaps the aelves who hail from the Phoenicium wield glowing amber blades made from the golden sap that crystallises around their strange city. The
warriors of Anvilgard may be equipped for naval battles with short-ranged pistols, cutlasses and boarding hooks, their banners bedecked with sigils of sea creatures. The soldiers of Hallowheart could have weapons and armour imbued with the fire magic of Agshy, while those from Excelsis may wear the pelts and hides of slain monsters. It could be
that the humans of Tempest's Eye wear fur cloaks to protect them from the cold, while the duardin carry stone hammers made from the rock of the Titanspear Mountain where the city is located. FREE CITY SAVIOUR This Freequild Greatsword is a brilliant example of a warrior from one of the free cities. He wears the blue cloth and gold and silver
armour associated with the city of Hammerhal – arguably the greatest city in the Mortal Realms outside of Azyrheim itself. His armour and clothing are flamboyant but functional and adorned with many of the icons of the GodKing, including the twintailed comet on his tasset plate and a scowling golden sun on his breastplate. Lengths of parchment
are attached to his armour by wax seals, each inscribed with battle oaths and wards against foul magic. We hope this article provides you with useful inspiration for how to create an army from the Cities of Sigmar. If you have an idea you would like to share with us, send us some pictures of your own creations to [email protected] The armies of the
free cities (and the cities themselves) can easily be recognised by their colours. Most tend to draw their colours from the lands and realms they inhabit, others by the Stormhost that watches over them. Here's how to paint
some of the most famous ones. ANVILGARD BLACK ARMOUR PURPLE DETAILS Basecoat: Abaddon Black Basecoat: Gal Vorbak Red Highlight: Pink Horror Highlight: Emperor's Children Recess Wash: Nuln Oil Layer: Screamer Pink RED CLOTH Basecoat: Khorne Red Highlight: Pink Horror Highlight: Emperor's Children Recess Wash: Nuln Oil Layer: Screamer Pink RED CLOTH Basecoat: Khorne Red Highlight: Pink Horror Highlight: Emperor's Children Recess Wash: Nuln Oil Layer: Screamer Pink RED CLOTH Basecoat: Abaddon Black Basecoat: Gal Vorbak Red Highlight: Pink Horror Highlight: Pink Horror Highlight: Dark Reaper Wash: Nuln Oil Layer: Screamer Pink RED CLOTH Basecoat: Gal Vorbak Red Highlight: Pink Horror Highlight: Pink Horror Highlight: Dark Reaper Wash: Nuln Oil Layer: Screamer Pink RED CLOTH Basecoat: Gal Vorbak Red Highlight: Pink Horror Highlight: Pink Horro
Mephiston Red Highlight: Evil Sunz Scarlet The deadly black kraken is the heraldic creature of Anvilgard, befitting the city's grim reputation. Highlight: Fire Dragon Bright LIVING CITY DARK GREEN CLOTH Basecoat: Caliban Green METALLIC GREEN ARMOUR Basecoat: Ironbreaker & Terradon Turquoise 1:1 Recess Wash: Nuln Oil Highlight
Loren Forest Highlight: Ogryn Camo LIGHT GREEN CLOTH Wash: Nuln Oil Gloss & Biel-Tan Green 1:1 Layer: Ironbreaker & Terradon Turquoise 3:1 Highlight: Ogryn Camo The ironoak sigil of the Living City contains the comet of Sigmar and the symbol of
Ghyran united as one. Highlight: Krieg Khaki PHOENICIUM BRASS ARMOUR Basecoat: Brass Scorpion Wash: Agrax Earthshade Layer: Brass Scorpion Highlight: Stormhost Silver PURPLE CLOTH Basecoat: Rakarth Flesh Wash: Skeleton Horde & Contrast
Medium 1:1 Highlight: Pallid Wych Flesh 76 The heraldry of the Phoenicium often features the fiery shrines of the Phoenix Temple, a symbol of rebirth. FANTASTICAL REALMS GREYWATER FASTNESS YELLOW CLOTH DARK TEAL CLOTH Basecoat: Averland Sunset Basecoat: Dark Reaper Recess Wash: Reikland Fleshshade Recess Wash: Nuln Oil
industrial nature. HAMMERHAL BLUE CLOTH GOLD ARMOUR Basecoat: Kantor Blue Basecoat: Retributor Armour Recess Wash: Nuln Oil & Abaddon Black 1:1 Wash: Reikland Fleshshade & Reikland Fleshshade Gloss 1:1 Highlight: Teclis Blue Highlight: Fenrisian Grey SILVER WEAPONS Layer: Retributor Armour Layer: Auric Armour Gold
Highlight: Stormhost Silver Basecoat: Ironbreaker Wash: Nuln Oil & Nuln Oil Gloss 1:1 The iconography of Hammerhal echoes the heraldry of the Hammers of Sigmar, most famed of Stormhosts. Highlight: Stormhost Silver TEMPEST'S EYE BLUE CLOTH Basecoat: Kantor Blue Wash: Drakenhof Nightshade Highlight: Alaitoc Blue Highlight: Lothern
Blue WHITE CLOTH Basecoat: Celestra Grey Wash: Drakenhof Nightshade & Lahmian Medium 1:1 Layer: Ulthuan Grey Highlight: Runefang Steel The sigil of Tempest's Eye features the great tower of Castle Regal, Stormkeep of
the Tempest Lords. 77 THE IRON SQUADRON OF ANVILGARD BY BEN JOHNSON Ben is well known on the tournament scene for his monster-heavy armies, but this time his monsters are made of metal, and their claws are deadly cannons. Ben tells us all about his Steam Tank army. Ben: The background for my army revolves around Commodore
Bonn Jensen, the duardin in command of Iron Squadron. After making a trade with Anvilgard's Kharadron Guild, he was able to secure some of their technology to improve his iron charges, as well as a detachment of Grundstok Thunderers to crew them. Bonn's Chief Engineer, Vigus de Morenigo, started making modifications to Iron Squadron,
upgrading both the survivability and manoeuvrability of certain Steam Tanks. This enabled me to convert a couple of my tanks, including Sigmar's Hammer, which, with the aid of thermalrider technology, can fly through the air and ram anything in its path. Another conversion is Old Reliable, which is practically indestructible thanks to the drakescale me to convert a couple of my tanks, including Sigmar's Hammer, which, with the aid of thermalrider technology, can fly through the air and ram anything in its path.
used in its construction (not to mention the 78 crew of Endrinriggers that swarm protectively about it). Several of the turrets converted from Thunderers. Painting the army was the quickest part of the process. I used a washing-up sponge to stipple the weathered texture onto the hulls and weapons, and I used washes to
achieve the oily, grimy look. I also built the tanks in sub-assemblies so that I could drybrush the metal areas without getting paint all over the wooden bits. The bases are made using Eldritch Ruins, Barbed Bracken, Creeping Vines and Citadel Skulls, to represent the ashen jungles of Anvilgard and the shores of the Searing Sea. I imagine the Iron
Squadron are off hunting for bounty along the Charrwind Coast right now! FANTASTICAL REALMS BLACK ARMOUR BASES Basecoat: Mechanicus Standard Grey & Abaddon Black 4:1 Airbrush: Death Guard Green PAINTING THE IRON SQUADRON All of Ben's
tanks were undercoated with Chaos Black before being painted using the colours to the left. Wash: Agrax Earthshade Stipple: Ironbreaker Stipple: Pallid Wych Flesh Wash: Mournfang Brown & Lahmian Medium 3:1 Drybrush: Karak Stone WOOD Basecoat: Abaddon Black
Layer: Rhinox Hide Wash: Nuln Oil METALWORK MUZZLE BURN EFFECT Wash: Talassar Blue & Contrast Medium 3:1 Wash: Nuln Oil Stipple: Ironbreaker 79 CONVERTING AND PAINTING MODELS FOR THE CITIES OF SIGMAR Conversions and paint schemes are
a great way to show where your free cities warriors are from, be it one of the major cities in the Mortal Realms or perhaps even one of your own creation. A Cities of Sigmar. Not only is there an incredible range of miniatures available to
choose from and kitbash together, there are also loads of options for painting them, too. Here are a few things to consider when starting your army. First, think about where your free city is located. Is it one of the known cities with an established colour scheme, or will you make up one yourself? If so, what colours will you use to make them really
stand out? Could you tie them to the realm your city is in or the surrounding landscape? Second, what's the story behind your city? If it's one of the cities mentioned in the battletome, then you will already have several potential themes to play with. If you're creating your own city, then what makes it special? Perhaps it's an engineering city and
everyone has really fancy weapons (Adeptus Mechanicus kits are a good place to look for these). On the other hand, maybe they're barbarians draped in furs, wielding axes and Wooden shields (Chaos kits are ideal). They could be great magic users (Lumineth and Wizard kits), pirates (Corsairs and Idoneth), miners (Dispossessed), a mercantile guild
(Kharadron and human) ... Really the options are endless! WILDWOOD RANGERS AND ETERNAL GUARD BY ANDREW KING Andrew: These aelven models are part of my allied army of Wanderers and Sylvaneth from the Realm of Life. They are currently fighting in Ghyran and seek revenge on the forces of Nurgle that have despoiled the realm. The
Wanderers in particular hope to atone 80 DUARDIN RUNELORD BY ASH LOWE Ash: My duardin Runelord hails from the Living City in Ghyran. He has embraced nature and sports a pair of antlers on his helm taken from the Sisters of the Thorn kit. His druidic staff comes from the same set. for letting the realm fall in the first place. I painted them in
autumnal colours (burgundy and orange) to reflect the fact that the Wanderers are slowly dying out. My Sylvaneth have their leaves painted in autumnal colours to tie the two forces together. FANTASTICAL REALMS FREEGUILD GREATSWORDS BY LUKE DUNFORD Luke: My Greatswords hail from Hammerhal Aqsha, and I converted them by
combining the Greatsword and Wildwood Ranger kits. The hooded heads fit easily on the armoured bodies, and I upgraded a few of the models with fiery Battle Wizard bits (such as the flaming sword and brazier) to give them a more visual link to Agshy. I contrasted the flames and orange base colours with pale blue clothes, using Sotek Green as a
base followed by a wash of Aethermatic Blue, then highlights of Temple Guard Blue and Baharroth Blue. WILD RIDERS BY ANDREW KING Andrew: The burgundy cloth is painted using a 1:1 mix of Khorne Red and Screamer Pink washed with Nuln Oil and highlighted with Screamer Pink and Pink Horror. The orange is Jokaero Orange washed with
Reikland Fleshshade and highlighted with Jokaero Orange and Ushabti Bone. The silver armour is Leadbelcher washed with Stormhost Silver. 81 STEAM TANKS BY JAMES GALLAGHER James: My Steam Tank force is from Greywater Fastness, which is surrounded by swamps. Because the usual low-riding
Steam Tanks would get stuck in the mud, I converted mine to have realmstone-powered mechanical legs instead. The legs are from the Onager Dunecrawler kit. The blue armour is Stegadon Scale Green, while the yellow is Averland Sunset with a Casandora Yellow glaze. THE HEROES OF SUNHEIM BY CHRISTIAN HARDY Christian: These models
are part of a warband from the free city of Sunheim that some of my friends and I created from Inquisitor Greyfax with the head of one 82 of the Geminae Superia. Next is Mrigor, warrior of Hysh, who is converted from a Slaughterpriest with
Stormcast legs and Roboute Guilliman's head. The warrior Eada is converted from a Callidus Assassin with a skull for a head. Last up is the Gryph-hound Har'la. FANTASTICAL REALMS THE HEROES OF SUNHEIM BY CHRISTIAN HARDY (CONTINUED) Christian: On the left is the Grand Maester of the Sunheim Basilica, which I converted from an
old Nurgle Champion. On the right is Vrigor, who, like his brother Mrigor, is converted from a Slaughterpriest. However, as an emissary of Ulgu, all of his many candles have been snuffed out. LORD-ORDINATOR BY JAMES GALLAGHER James: Lord-Ordinator Tyros Galerius is one of the engineers in my army. I painted his metallic armour using a
thinned-down wash of Aethermatic Blue over a basecoat of Stormhost Silver to achieve a gleaming result. 83 INTO THE CITIES OF SIGMAR INTO THE CITIES
majesty and splendour of the Cities of Sigmar than with two aweinspiring army displays? THE DARKWATER SYNDICATE BY HENRIK GUNILLASSON Henrik: In our local community of Umeå, Sweden, we have a local tournament with a Best in Show competition that tends to get quite competitive! This was my entry for last year before world events
decided otherwise. I started by converting a bunch of characters and a few units to get a feel for the force. They had a bit of a Mordheim gang feel to them that gave me the idea of developing them into a mercenary company. There is a bit of a World War I theme to the army where old-world clothing meets basic tech advancements. You can especially
see this in my use of Thudd Guns as artillery pieces and the design of my Gyrocopters, which are converted using Pteraxii wings. I used a lot of pieces from the Adeptus Mechanicus range, because I think their arcane tech really fits the Cities of Sigmar look I was aiming for. My Trencher Handgunner units, for example, wear Skitarii helmets and carry
radium carbines. 1 84 2 ARMY GALLERY I chose an unusual shape for my display board to catch people's attention. Then when they walk up to it, they notice it has working fountains! I like to think that an army gets judged three times at a competition: at ten feet, three feet and two inches. You need all three to win! Grombi the Wanderer and a
Cogsmith (1) watch over the syndicate's Helstorm Rocket Batteries and Helblaster Volley Guns. The artillery pieces are converted from Eternal Guard with Drukhari heads. I converted a mage after each unit of infantry I painted (3). On the far left of the picture is a Warrior Priest
followed by a Sorceress, a mage of Chamon, another Sorceress, then mages from Aqshy, Shyish and Ghur. 3 85 4 5 I have several Stormcast Eternals heroes in my force. These include a Lord-Ordinator (4) converted to have the bearded head of an Exalted Deathbringer, a Knight-Incantor (5) and my rendition of Gavriel Sureheart. They all wear
reflective black armour but feature turquoise and magenta as spot colours, tying them to the rest of my force. I knew the moment I saw Celennar's head for the spare that you get in the Mindstealer Sphiranx set; it was a surprisingly easy swap. What wasn't easy was
making the rider. He's actually the Ynnari Visarch that I cut into pieces and posed so that he is sitting down. I really love the idea of the ancient Aeldari, with the Visarch representing both the light and the dark side of his race. He's a lot like many of the aelves in the Mortal Realms, so he felt like the perfect model to represent a mute warrior monk
riding into battle on an arcane monstrosity. In games, I use them as an Annointed riding a Frostheart Phoenix. 6 86 ARMY GALLERY 7 8 The big guy converted from the Lord of Plagues represents another Lord-Ordinator within my force (7), while Janus Draik was an easy conversion into the Freeguild General Elriq Almgrat. His sword is from a
Nighthaunt model. I converted my Celestant-Prime (8) to have feather wings. They're actually taken from Sanguinius! I also sculpted fur pelts onto him. His shoulder pads are from the classic War Altar griffon statue. I think my Celestant with a
regular old steam engine. As I said before, imagine if World War I had taken place in the Mortal Realms, combining real-world themes with this army. Also, yes, it is an upside-down, back-side-forward steam tank! I turned
the main body upside down to make a platform for the celestial orrery that now sits on top. 9 87 THE FREEGUILD OF HALLOWHEART BY RICH PACKER Rich: My Armies on Parade entry for 2020 represents the alliance of the army of Löwenhof, commanded by Heinrich Löwen, and the Whitefire Court of Magnus the Bright from Hallowheart. The
idea for my army is really an amalgamation of an old Warhammer Fantasy theme - that of a crusading force in Lustria - and the new Age of Sigmar theme where a Hallowheart army is marching to the relief of Anvilgard. The
board was particularly fun to build, especially the waterfall plunging into a pool, which was a good excuse to add height and help set the scene. They were taken from the classic Arcane Fulcrums kit. I made, painted and used my conversion of Balthasar Gelt during the End Times (1). In friendly
games of Age of Sigmar, I use him as a Gyrocopter. The Whitefire Court/ Hallowheart project was about exploring wizards from different Colleges and what their retinues look like. The grey unit (2) is the Shadowmancer Frederich Arcanus. I converted them using Bladegheist Revenant robes, Corvus Cabal legs, Shadow
Warrior arms, Sisters of the Watch bows and (mostly) Flagellant heads. I use them as Shadow Warriors. The masked unit at the bottom of the pic is the Sons of Aramar, led by the Gold mage Telion. They are converted from Greatsword bodies with Irondrake arms and heads from the Battle Wizards kit. I use them as Handgunners. 2 The Piercing Bolts
of Burning (3) are led by Anastasija, Guardian of the Seventh Key. Basic bits are Sisters of the Watch bodies, Freeguild arms and crossbows stocks (flaming parts from Sisters of the Watch), plus heads from Necromunda Escher gangers and female Stormcast Eternals. 3 88 1 ARMY GALLERY The Anvils of the Heldenhammer are my favourite
Stormhost because of their links to the World-thatWas. Their colours also fit nicely with the units I've painted for the Bright College (red, gold and black). My Knight-Incantor (4) has had the top of his staff slightly converted, and the rocks he's levitating on are made from the Baleful Realmgate's steps. I feel they're a stronger demonstration of his
powers than the little pile of pebbles he normally comes with. 4 89 My Luminark of Hysh, known as the Gift of the Gateway (5). It's carried by a Bastiladon because I imagine campaigning in the jungle would result in a lot of broken wagon wheels and carriages sinking into the swamps. The obvious answer was for mages to harness the local fauna. The
Light College apprentice above the Bastiladon's head is reading one of Kadon the Shackler's Scrolls of Binding, thereby commanding it to do his bidding. Roxanna the Incandescent (6) is a Sorceress. She was rescued by the army of Löwenhof from the Magebane Dungeons of the Flamescar Plateau. I converted her using the body of a human Blood
Bowl Cheerleader, a flaming hand from a Sister of the Thorn, a Drukhari head with a key added to the topknot and some flames taken from a Burning Chariot of Tzeentch. The other Bright Wizard head from the Blades of Rhuin (the guys with flaming swords). He's made from the body of Volkmar the Grim with a Bright Wizard head from the Blades of Rhuin (the guys with flaming swords).
His burning staff comes from the same kit with the addition of a fiery trail taken from the Terradon kit. 5 6 90 7 ARMY GALLERY At the bottom of the pic are Greisson's Crossbows. The unit includes ten models from my very
first Empire army that I started over twenty years ago. The unit has grown to twenty models since then, including a standard, musician and a couple of classic dwarf models. Well, duardin. Just a few of my many units (9)! On the left are the back ranks of the Skaarsguard. The blue unit is the Cloudweaver Company, a band of treasure hunters in the
employ of the Astromancer Vanis Cloudweaver. They were an excuse to paint lots of fun models, including old Estalians, an ogor lugging a cannon, the classic Marco Colombo miniature, a bunch of Celestial apprentices and even a Fyreslayer. Their blue colour scheme helps unite their disparate uniforms and wargear. On the right of the pic are the
Blades of Rhuin (all armed with flaming swords) and a unit of Outriders called the Envoys of Altdorf led by Ricohardt Koenig. 8 9 91 THE J FILES JF I L E S THE JERVIS JOHNSON Jervis has been a staple part of the Warhammer Studio for thirty-eight years, and he's been instrumental in the design of many great games during that time, as you will
have discovered throughout this issue. Much to our dismay, he finally found the key to his manacles (they were on his desk all along ...) and made his escape into the real world. Freedom awaits! t is with a somewhat heavy heart, but also with a feeling of contentment and closure, that I write this, my final ever column for White Dwarf magazine. After
thirty-eight years at Games Workshop, I have decided it is time to pass on the baton of rules writing (and pontificating in columns like this) to a younger generation. In other words, I have decided to retire. Hopefully, by the time you read this I will be on a beach somewhere, drinking cocktails, reading about the hobby from afar on social media, and
probably muttering things like, 'Ha, we wouldn't have done it like that in my day!' 92 Seriously though, I am going to miss being at the heart of the greatest hobby in the world, and I will always be proud of the contribution I have been able to make towards it. Of course I couldn't have done any of this without lots and lots of help. When people ask me
what it's like being a rules writer, I say it's more like being a novelist or painter working on their own. Just as a film relies on the director, camera crew, set designers, writers, actors and graphic
designers, to name but a few. In short, game design is a collaborative process, and I have been blessed over the years to work with dozens of incredibly talented people. If whatever small part of a project I have created shines, it does so only because of the reflected glow of the genius of my teammates. I've worked at Games Workshop for almost four
decades, and in that time, I've worked with literally hundreds of different people, far too many for me to list here. Suffice to say that if you are reading this and we have ever worked together, no matter for how short a period, you have my boundless thanks for making my working career such an The J Files are an anomaly in the space-time continuum
dragged kicking and screaming from the days of White Dwarf's past. In this very last and very special J Files column, Jervis muses on his time at Games Workshop and his hopes for a bright and shining hobby future. unmitigated pleasure and delight. I really could not have done it without you. There is another, even larger group of people I must
thank, and that is the people who make our shared passion such an amazing hobby. I mentioned earlier that games design is a collaborative process, and part of that collaborative process, and part of that collaborative process, and part of that collaboration is the relationship between the designers and you, the hobbyists. One of the great, great joys for me as a rules writer has been the level of communication I have enjoyed
with the people that play the games I help create. From the early days receiving letters through to get to know a huge number of modernday social media like Facebook and WhatsApp, I have been lucky enough to get to know a huge number of
incredibly talented hobbyists whose advice and feedback have helped me grow as a games designer. And then there are the people that I have met 'in real life', at shows like Games Day, at games clubs and at tournaments, or when I am visiting a Games Workshop store or Warhammer World. To every single hobbyist I have met, whether you provided
me with encouragement or criticism, thank you from the bottom of my heart for reminding me what this hobby is really all about. The columns I have written for White Dwarf over the years have never really been about me; they have always been about the hobby, and I can see no reason why this last column should be any different. The first column is
it have any scenarios for you to use, or tell you how to make terrain, or paint your Citadel Miniatures any better. It doesn't even tell you how to set up a games club or build a wargames table! Instead, I will try to answer a few questions about what our "design philosophy" is when we invent games, and at the same time try to dispel some of the
tactics needed to play games to a high level. In other words, our hobby is the very opposite of 'instant gratification', and it thrives because personal creativity, commitment and dedication are just as important to everyone, but they are important to enough people to
survive, and I will be the first to say that the hobby. However, this business sense is combined with an almost evangelical zeal about the hobby, which has allowed the business and the hobby to which it is dedicated to flourish. In any case, Games Workshop the
business is just part of the reason that the hobby has grown as popular as it has. Arguably, it is the smaller part compared to the importance of the contribution made by the people who take the things we make and use them to create their own personal expression of the hobby. In my experience, they (and by 'they', I really mean 'you') are
1980s, from those who want to win tournaments to those who want to paint a single Citadel Miniature to Golden Demon standard. This passion often fuels heated (sometimes even acrimonious) debate, but for me at least, the contrasting points of
view are simply two sides of the same coin, which is a shared interest in our hobby in all its different aspects. Workshop, I say, remember that what you do! And for all of the readers out there who don't work at Games Workshop, of whom I will
work this time. Know that I'm out there somewhere, on a beach, drinking my cocktail, and when I read something about our mutual passion for this great hobby, it will bring a smile to my lips, and I'll say, 'Will you look at that, they are doing things just like we used to back in my day ...' Have fun, and keep rolling 6s. A hobby that can create this
amount of devotion is important above and beyond the simple pleasures it provides. Living through the Covid crisis over the last 18 months or so has underlined to me how important these things are, and the way that the hobby has not just weathered this storm but continued to grow while the storm was raging shows how important a simple hobby
D3. In this special edition, Jervis Johnson talks about some of his favourite White Dwarf, I leapt at the chance. Sorry, sorry, I couldn't resist starting this - probably my last introduction to a Battle Report
with the most clichéd of all Battle Report intro lines. Of course, clichés become true, and that is certainly the case here. Having a chance to browse through back issues of White Dwarf picking out my personal favourite Battle Reports was a bit of a dream come true. With one exception, these Battle Reports are from early
issues of White Dwarf. I make no apologies for this, and it's not because 'things were better in the old days' (very far from it in fact – the quality of modern Battle Reports that taught me JERVIS JOHNSON'S PLAYER STATS Games Systems Played: All of them
Games Played: Thousands of 'em! Games Won: Not many Games Drawn: Slightly more than not many Games Lost: All the rest Arch-nemesis: Andy Chambers 1s rolled on a D6: Incalculable valuable lessons about what makes them useful and, above all, enjoyable. Reading through them, you should get an idea of how Battle Reports developed into the
sophisticated 'game articles and stories in disguise' that you see today. One of the best aspects of working at Games Workshop is that you get to spend time with chatting about these things, because
this shared passion for the hobby is actually part of your job. Nowhere is this more true than when you get to collaborate with your friends and colleagues on a Battle Report. I can truly say that each and every one of the reports I have picked out was a joy to participate in, either as a player or as an observer. I hope you enjoy reading about them as
much as I enjoyed taking part. THE FIRST WARHAMMER 40,000 BATTLE REPORT CRAFTWORLD ALAITOC VERSUS THE BLOOD ANGELS Jervis: Our first proper Battle Report (see opposite) got one of the best reader responses of all time. We had so many people asking us when we were going to write one for Warhammer or Warhammer 40,000 BATTLE REPORT CRAFTWORLD ALAITOC VERSUS THE BLOOD ANGELS Jervis: Our first proper Battle Report (see opposite) got one of the best reader responses of all time.
that we felt we kind of had to! We took the template we'd created for Epic and tweaked it to fit the game while I noted down the main events and drew the maps. They were so hard to create in those days! 96 TEMPORAL DISTORT SPACE MARINE - AN
EPIC BATTLE VALEDICTORS 3RD REGIMENT VERSUS BURZURUK'S BAD BOYZ WHITE DWARF 136, APRIL 1991 A lot went on in issue 136. There was this Epic Battle Report - the first of its kind in White Dwarf. The issue also included painting guides for four craftworlds (sorry, Alaitoc!), a Warhammer short story by Barrington J. Bayley with
illustrations by Paul Bonner, a look at Bretonnian heraldry, a Q&A about combat procedure (hit first, ask questions later), an army list for Ork Freebooterz and a guide for how to build a Gobsmasha Battlewagon out of cardboard. Impressive work in just eighty pages! Jervis: I've always loved reading session reports of the games people have played.
they say, is history – White Dwarf still uses the same format to this day! The first couple of pages (or 'spread' as it's known in the industry) of the Battle Report featured an introduction to the players and the battle they were playing. Here Andy Chambers introduced the game and his plan for the Space Marines, which was followed by Jervis's plan for
the Orks. The third and fourth spreads showed off the battle proper, with maps to indicate roughly where all the units were, where they were going and what died when. Andy took the offensive early on in this battle and immediately set about cornering Jervis's Orks. Killboss the Great Gargant, however, had other ideas! The fifth spread featured
Report are pretty much the same old Orks we know and love. Orks is Orks, right? But the Space Marines hail from a regiment (not a Chapter) known as the Valedictors, who apparently fought in the Horus Heresy! Such madness has since been expunged from Imperial Records and is not talked about. Not ever, you hear! The second spread featured
the armies involved (as is still so often the case to this day). The deployment maps for each force were also shown on this spread. On the next page, it was revealed that the players deployed with a screen between them so that they could not see where the other placed their units. The final spread featured the last turns and the conclusion, just like the
majority of today's Battle Reports. In the conclusion, Andy summed up how his tactics had gone pretty much to plan and how Jervis's had, well ... not. Unlucky dice rolls seemed to be a contributing factor – a recurring theme for Jervis! 97 WARHAMMER 40,000 – ANGELS OF DEATH BLOOD ANGELS SPACE MARINES VERSUS GOFF ORKS WHITE
DWARF 166, OCTOBER 1993 White Dwarf 166 celebrated the release of the second edition of Warhammer 40,000 and included a free Tactical Space Marine on the front cover. In this issue, the Adeptus Astartes were explored properly for the very first time in an article that detailed their creation and organisation. The Blood Angels were very much
the poster boys for this edition of the game, though their Angels of Death mates, the Dark Angels, also featured prominently. Also in this issue: sharks, squids and crabs for Man O' War! Jervis: I'd say 1993-1995 was the height of the gaming rivalry between Andy Chambers and me. Quite often the models we used in our games were part of the studio
collection, and as such, the same models often appeared in Battle Reports. We started writing stories about the hero models in those armies based on what happened to them on the battlefield. We didn't alter the dice; if they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we noted it down. If they did something heroic, we note the down. If they did something heroic, we note the down heroic and the down heroic and the down heroic and the
in this Battle Report. Those stories slowly became part of the Warhammer 40,000 background we know and love to this day. Back in the day, this was what a 1,500-point army looked like! The second edition of Warhammer 40,000 was very much a skirmish game, and it was only in later editions that the game became truly viable as a mass battle
game. The Tactical Squad in this army hailed from the then-new Warhammer 40,000 box set. 98 Jervis's Ork army was led by Warboss Magrot, who looks a lot like Ghazghkull but, for the purposes of the scenario, was not! However, he is accompanied by the Painboy Mad Doc Grotsnik, who soon became a special character in his own right. Many of
the Goff Boyz and grots came from the box set. TEMPORAL DISTORT A CHARACTER IS BORN Jervis: Andy came up with the name for Captain Tycho while writing an article about creating armies, and we decided to use him in the inaugural Battle Report for the second edition of Warhammer 40,000. This battle proved to be the making (or perhaps
breaking) of Tycho when, in the very first turn of the game, I zapped him to death with the Destroy Mind psychic power from my Weirdboy. And so Tycho's legend was born - a vain and beautiful warrior now badly disfigured and harbouring a bitter hatred of the Ork race. His story continued in future Battle Reports, and he later appeared in Codex:
Angels of Death, along with a new miniature that not only reflected the original Captain model but also his story, including his wargear and his now iconic masked face. Below: The Battle Report map shows the Weirdboy casting his psychic power, Destroy Mind,
on Tycho. All Andy had to do was pass a Leadership test on 2D6 and score less than 10 for Tycho to survive. He rolled an 11. Above: The text that accompanied the apparent death of Captain Tycho. This move earned Jervis 6 victory points for completing 'The Assassins' mission objective. It almost won him the game. Almost ... THE BATTLE IN A
NUTSHELL Following the death of Tycho, Andy faced a tough uphill struggle to even out the victory points. His mission, Dawn Raid, required him to get one of his units as possible while his five Terminators bravely held the centre (after deploying from a
Rhino ...) against close to fifty Orks and Gretchin. His Tactical Marines and Devastators inflicted monstrous casualties on the Goff Orks while his Dreadnought, Furioso, vaporised Warboss Magrot with its multi-melta. Andy won the battle 9-8. So close, Jervis, so close ... WARHAMMER 40,000 - THE FANGS OF THE WOLF SPACE WOLVES SPACE
MARINES VERSUS GOFF ORKS WHITE DWARF 158 FEBRUARY 1993 This issue introduced Eltharion the Grim, the first of three models to have borne that started life out as heroes and became legends. Ghazghkull in particular has risen to
prominence over the years. He started out as the leader of Andy's Goff army, and now look at him. He's THE big boss on Armageddon and figurehead of the Ork race. Ragnar is a fantastic foil for Ghazghkull – the skilled hunter and fearless fighter against the hulking monster. Neither will ever give up or back down, and this battle really set the tone
for that enmity. 99 A GATHERING OF MIGHT A 25,000-POINT WARHAMMER FANTASY BATTLE! WHITE DWARF 181, JANUARY 1995 The first month of 1995 was an exciting time for White Dwarf, as it saw the release of several classic kits. First up, the original Scyla Anfingrimm – the first of his three incarnations throughout the years. Then there
were the Attilan Rough Riders, new-design Space Marine Terminators and plastic (whoa!) Khorne Berzerkers. Top that off with the release of the Imperator Titan for Epic: Titan Legions, and you've got one seriously good start to the year that was 1995. Jervis: I love big multiplayer games, but we'd never shown one off in White Dwarf. I went to Robin
Dews - the editor at the time - and asked if we could fight a Battle Report using all the Warhammer models we had available. I could then write an article alongside it about playing multiplayer games and provide rules for hobbyists who wanted to do the same thing. We started by finding the biggest tables we could, then finding as many miniatures as
writing notes to each other), and there was plenty of goodnatured trash talking going on. This Battle Report showed that there really was no limit to what we could do. The public response to the game was overwhelmingly positive, and we knew we'd created something awesome. DRAWING BATTLEPLANS Jervis: Maps are an important part of any
Battle Report because they enable you to see, at a glance, what is attacking where and what has died over the course of a game. In the olden days, we took Polaroids of the battlefield, which the White Dwarf production team would use as a reference to create 2D map graphics on their Magic Box (also known as a computer). Over time, they built up a
library of scenery shapes that could be dropped onto any map. Nowadays, the 'maps' are much more sophisticated, with isometric photography of the battlefield that is far more detailed than anything we could have imagined three decades ago! 100 TEMPORAL DISTORT THE ARMIES DID YOU KNOW? A Gathering of Might was one of the first 'White
Dwarf versus games designers' Battle Reports, and there exists a good-natured battlefield rivalry between the two teams to this day. The adage goes that history is written by the victors, but while the games designers normally win the battles, the Dwarfers
encountered a few issues. Firstly, Adi Wood had never played a game of Warhammer Fantasy! So they gave him all the big guns to shoot (how very Orky!) Secondly, 'Eavy Metal's Mike McVey hadn't fielded his Wood Elves for over six months. Robin and Jake would be doing a lot of carrying in this game! 101 HAMMER OF THE GODS GRIMGOR'S
GREEN TIDE VERSUS THE DEFENDERS OF WOLFENBURG WHITE DWARF 340 APRIL 2008 This issue celebrated Warhammer the original bearer of the Warhammer. Jervis: Since A Gathering of Might, we have run several huge Warhammer Battle Reports, including the colossal
Hammer of the Gods battle to celebrate twenty-five years of Warhammer. This time we put a lot of effort into creating an awasome story and building an amazing board on which to tell it. It was an unusually shaped board, too. It had to be - we had several thousand Orc and Empire models on the table, and we would never have been able to reach the
middle if it had been rectangular! THE FIRST TURN A grand total of seventy-seven units began the game on the battlefield, with plenty more held in reserve for critical assaults and outflanking manoeuvres. Adi held the Empire left flank against Gav's Goblin horde and promptly sent out sacrificial (brave lads!) Kisley Horse Archers to draw out the
inevitable tidal wave of Fanatics from the Night Goblin units. On the right flank, the Wood Elves moved up to engage the Orcs in a very one-sided archery match, while in the centre, Jake's Empire troops took advantage of the Chaos Dwarfs' slow movement to shoot them as much as possible. Meanwhile, Karl Franz flew high ... THE SECOND TURN As
the Empire shooting went from bad to worse, the Wood Elf Chariot (yep, that was once a thing!) proved immensely effective against the Orcs, destroying one unit and causing three others to flee. However, the Wood Elf Chariot into little woody pieces. A
ELVES WHITE DWARF 370 OCTOBER 2010 october 2010 marked the release of the Island of Blood box set for the eighth and final (for now) edition of Warhammer Fantasy. Jervis: The Island of Blood box set for the eighth and final (for now) edition of Warhammer Fantasy.
for the board's many features, which was very much a reversal of how we'd done things for Hammer of the Gods. It was an excellent battle because it allowed hobbyists to see how the continued. THE THIRD TURN The
flying mounts descended from the sky to scare off the enemy artillery crews before they were in turn attacked (and many killed) by Orcish reinforcements. The centre of the battlefield descended into utter carnage and mayhem as the two main forces clashed. THE FOURTH TURN AND CONCLUSION With their centre broken, the Empire team
brought on another thirty-four cavalry and two War Wagons to try to break the enemy. However, in a spectacular display of poor dice rolling, they lost not only every fight in the centre of the battlefield but their entire right flank, too! Jervis's team of evildoers took full advantage of this, pressing home attacks from every possible angle and routing
MAKING! WHITE DWARF FEBRUARY 2019 The February 2019 magazine (unofficially numbered 439), was the second of a five-issue run that featured a guest editor. Jervis took the helm for this edition and penned a lovely column, The Die is Cast, about his favourite games over the years. The magazine also featured a Tome Celestial on the
Hammerhands Warrior Chamber, a stellar Aeldari army, a modelling guide for the Realm of Metal and a whole heap of Kill Team content including an event report, a gallery of models and the Battle Report shown here. Jervis: This Battle Report was like getting the old team back together again! Years ago, Andy Chambers and I played a game of Epi
steaming along despite the fact that neither of us had actually played Kill Team at that point! It felt like the old days when we played 'live' in White Dwarf, learning the games on the go. It was wonderful continuing the story we had created so long ago. There was a real sense of continuity to what we were doing. 104 TEMPORAL DISTORT KILL
TEAMS, ASSEMBLE! This Battle Report was played not as one game but as a series of three linked missions. In the first, the Imperial forces had to free him from captivity. In the third, they had to make their escape. Jervis chose a force made up of welltrained
Astra Militarum forces attempt to sneak up on the Ork stronghold beneath which Yarrick was being held prisoner. The whole idea of sneaking quickly went out the gusto and inaccuracy you'd expect. The Guardsmen took cover
behind a ruined wall and proceeded to advance slowly along the edge of the battlefield towards their objective. The Orks, led by a propa kunnin' Kommando Boss, waited patiently for them around the bunker doors, knives and choppas ready. MISSION ONE CONTINUED The Guardsmen, led by the Steel Legion troopers, foolishly decided to assault
the main building with bayonets drawn. The Orks ran out to meet them, resulting in a twelvefighter melee taking place. Despite the Orks having the upper hand, only a single flesh wound was caused across the whole fight. Andy and Jervis called for new dice that preferably rolled higher than a 1, and the game continued. Though the Guardsmen
fought bravely, they were eventually forced to retreat. Pursued by the Orks, the Imperial forces eventually broke and ran, leaving the Orks victorious. It was 1-0 to Andy after the first game. 105 MISSION TWO: EXTRACTION Despite losing their first mission, the Astra Militarum eventually made their way into the underground bunker to rescue
shooting, and the Guardsmen advanced into commanding positions around the bunker. Yarrick, however, was still far from safe. MISSION TWO CONTINUED By this point, a fair number of Orks and Guardsmen were shaken, wounded, dead, on fire or all of the above. Both forces knew they had to do something decisive to secure victory. Troopers
Anches took the initiative, raced towards the middle of the bunker, dived behind cover, raised his plasma gun and was shot in the head by Urzog da Shiv, who had somehow figured out which end of his gun the bullets came out of. The rest of the Guardsmen ran after Anches, taking down several Orks and grots in the process and creating a distraction
 so that Guardsman Kova could free Yarrick from his cell. The score was 1-1. A HISTORY OF RIVALRY Jervis: During the 1990s, most Battle Reports were fought by members of the White Dwarf team, plus Andy Chambers, Nigel Stillman and me. There was a period of several years where Andy and I fought a Battle Report every month on top of our
regular work as games designers. I lost most of those games (as people never fail to remind me), but I loved every single one of them. Andy and I operated very much on the same wavelength when it came to gaming, and while he focused more on tactics and I focused on narrative, we learned how the other liked to play, respected that and enjoyed our
games as a result. 106 DID YOU KNOW? This picture was taken from the issue 200 Battle Report, Kneel Before Me!, which was the very first battlefield outing for Abaddon the Despoiler. This picture was taken at the old Games Workshop studio before it moved to its current location at Warhammer World. The wall behind Jervis is wallpapered with
datacards for easy in-game reference. TEMPORAL DISTORT MISSION THREE: ESCAPE Because this was a narrative series of games, Jervis and Andy agreed that only the Guardsmen still standing after the second mission would be able to help Yarrick escape (the rest were too busy being dead). This meant that only two Tempestus Scions and two
Guardsmen were left to escort Yarrick to the safety of a waiting Taurox. To even things up, the Orks would arrive throughout the battle, as they were all out searching for Yarrick and his rescuers and didn't know in what direction they had escaped. The surviving Imperials made the best of a bad situation and ran as fast as they could for the extraction
point. MISSION THREE CONTINUED Drawn by the sounds of gunfire, the Orks began to surround the fleeing troopers. Guardsman Ikov bravely tackled Grodd - one of the Ork Boyz - to the ground and ended up in a brutal melee that went on for three turns until Grodd finally shot him in the face. Guardsman Kova was then snipped in half by
Kommando Boss Zarknutz's power klaw. The Ork had intended to crush Yarrick, but the foolhardy Guardsman stepped in his way! The wounded Commissar took several Orks out of action as his two remaining bodyguards hustled him towards the Taurox, but there were still more greenskins arriving to block their path. BACK IN CHAINS! The last few
turns saw Yarrick and the Tempestus Scions reach the Taurox only to find themselves caught up in a protracted combat. Both Tiron and Burin were killed by Skarzot the Burna, who immolated Tiron before turning his kuttin' torch on Burin. Yarrick, meanwhile, fought a brave but ultimately futile battle against the Kommando Boss. The Boss knocked
out Yarrick, winning Andy the game. As is customary, Jervis and Andy kindly agreed to pose in the 'laughing and smiling while measuring and rolling dice' post-battle gaming shot. The tradition of players doing silly things in photos continues to this day. 107 BLOOD BOWL MATCH REPORT THE REIKLAND REAVERS VERSUS DA DEFF SKWADD
WHITE DWARF 173, MAY 1994 May 1994 was a curious month for new releases. On one hand, a whole new wave of Undead miniatures was released, including new Skeleton Warriors, an Undead Chariot, Zombies and a Necromancer. On the other, this was also the month that the Phoenix Lords Baharroth, Jain Zar and Maugan Ra were released
alongside the Tyranid Carnifex! Aside from a huge article on the Undead, this issue also featured a massive twenty-one-page Blood Bowl Match Report, which Jervis remembers fondly. Jervis: 1994 was when the third edition of Blood Bowl Came out. I've got a big soft spot for the game because it was one that I created and developed into its second
and then third incarnations. For me, the third edition of the game was when it truly came to life, and it seemed only right to play a Match Report to show it off in the magazine. And that was where things got a little tricky! Everything we had learned up to that point about creating Battle Reports kind of got thrown out the window. We weren't playing a
ten-turn (five per player) game of Warhammer but a thirty-two turn game of Blood Bowl where knowing the exact position of every player was critical. Carl Brown was my opponent for this game. He's a lovely chap and a superb advocate for Blood Bowl tactics and gameplay. IT'S ALL IN THE MAPS Jervis: As mentioned earlier in the article, we had
established a pretty good template for our Battle Reports by this point, but Blood Bowl required a completely different style of presentation. The individual turn maps were replaced by pitches that often had to cover several turns, with every single player move recorded meticulously. Unusually, we set the game up right next to the computer for this
battle, enabling us to record every move directly onto a digital representation of the board. We also used a tape recorder to record it all, with Carl and me narrating each other's moves. It was immensely challenging but hugely satisfying to see it all come together. 108 TEMPORAL DISTORT GANG FIGHT! HOUSE GOLIATH VERSUS HOUSE ORLOCK
WHITE DWARF 191 NOVEMBER 1995 The Dwarf just got fatter! Issue 191 featured a new-look Grombrindal, while the magazine gained a card insert and expanded from 88 to 128 pages. Jervis: Necromunda Battle Reports also required a different approach, as we found out with the very first one. The design, writing and photography of the article
had to change to accommodate the large amount of vertical scenery, the relatively few number of models (but the increased depth that you had to go into with them) and the post-battle sequence. This game was also a bit of landmark because it was one of the rare times we managed to coax Rick Priestley out to play in a Battle Report! THE FIRST
HALF The Orcs played a Blitz from the kick-off and smashed into the Human lines, causing early casualties. However, some fine ball handling by the Reikland Reavers saw them recover again, then lob the ball down the pitch to a waiting Griff Oberwald. A couple of costly mistakes (and unfortunate dice rolls) by the Orcs resulted in
Griff scoring the first Touchdown of the game. The rest of the half devolved into a messy ruck in the centre of the pitch in which Griff tried to jump over Morg 'N' Thorg and failed spectacularly. The Orcs evened the second half of the game in
possession of the ball and immediately formed a cage around it with the intention of pile-driving their way up the pitch. After four turns of reasonably violent manoeuvring around the line of scrimmage, the Orcs finally make a break for it. The Thrower wisely handed the ball to Morg 'N' Thorg, who stomped up the pitch with a Blitzer, a Catcher and a
Lineman around his ankles to score a second time for Da Deff Skwadd. The game ended with Griff standing in the Orcs' end zone on Turn 8 looking at the badly thrown ball in the square next to him. The Orcs won 2-1. 109 LAST STAND AT GLAZER'S CREEK WAAAGH! GRISHNAK VERSUS PRAETORIAN XXIV WHITE DWARF 222, JUNE 1998 Issue
222 is regarded as a classic issue by many hobbyists of a certain age. By which we mean most of us Dwarfers; we're getting on a bit! Alongside a tactics article for the Imperial Guard, A Tale of Four Gamers and Last Stand at Glazer's
Creek for Warhammer 40,000. White Dwarf 222 was the last issue to feature a yellow spine until October 2009. True fact! Jervis: The Glazer's Creek Battle Report stands out as my favourite for a couple of reasons. First, the strength of the narrative is very compelling and a great example of how you can draw inspiration from real life, novels and films
to create scenarios for your games. Second, it features a section about creating bespoke scenarios for a game and then puts it into practice in the Battle Report. I love creating scenarios where you know the players, their armies and the scenery you're working with. You can then tailor something specifically for them and create something really
immersive. And that was exactly what happened! I hung around and watched Paul Sawyer and Adrian Wood play for most of the day. It was awesome watching them take the rules I'd written and create such an epic and enduring story. 110 ALL-TIME FAVOURITE TEMPORAL DISTORT DID YOU KNOW? The Praetorian Imperial Guard first appeared
at UK Games Day 1997 on the Massacre at Big Toof River megadisplay. Originally converted from Mordian Iron Guard miniatures, the Praetorians proved so popular they were made into a full range of miniatures, the Praetorians proved so popular they were made into a full range of miniatures. Despite their popularity, the Last Stand at Glazer's Creek was their first and only Battle Report. DID YOU KNOW? Add Wood was known
for many years as the Grand Warlord on account of his love of all things Ork. His Dreadnought, which later became the Deff Dread. Adi's Warboss, Grishnak, was converted from an Ogryn to make sure he was da biggest. 111 ASSAULT 1 The Last Stand at
Glazer's Creek Battle Report was split into four smaller games, each one representing a wave of the Ork attack. The first assault saw the Orks surround Glazer's Farm and run towards it with all the reckless enthusiasm you'd expect from a bunch of combat-happy aliens. Their secret weapon – a Scorcher buggy – was totalled by a mortar shell before it
could 'burninate' the Imperial Guardsmen, and their Dreadnought suffered a similar fate soon after. Despite the Guardsmen driving off the first assault, Squads Jones and Jenkins both suffered losses, and several civilians also bit the dust. ASSAULT 2 Another Dreadnought joined the second assault, along with Warboss Grishnak himself and sixty Ork
Boyz. Outnumbered three to one, the Praetorians concentrated on taking down the Dreadnought with their heavy weapons while the Guardsmen fired their lasguns at the Orks. Most of the civilians were gunned down by the Orks, including Scribe Parchett, who had only just figured out how to use the farm truck's heavy bolter. Grishnak himself was
the first to break into the compound, but the second assault was already faltering, and his Boyz turned and ran before he could chop Captain Caine in half. Things were looking desperate. ASSAULT 3 With just twenty-three Guardsmen, three civilians and a skiving Ratling still standing, things looked bleak for the Praetorian XXIV. Even worse,
Grishnak had returned to lead the third wave, which included another Scorcher, a War Trukk, a bunch of Nobz and another forty Boyz. Once again, the lascannon teams targeted the Scorcher before it could bring its heavy flamer to bear, but the few remaining Guardsmen were unable to hold back the Ork Boyz. Even a brave dash by the flamer-toting
Private Simpson (Impetuous Boy!) to toast some Orks proved ineffective. The Orks were almost wiped out. 112 TEMPORAL DISTORT LAST STAND AT GLAZER'S CREEK II WAAAGH! SKOGRIN VERSUS THE 24TH VENTRILLIAN NOBLES WHITE DWARF JUNE 2018 Twenty years after Last Stand at Glazer's Creek
was fought, the Dwarfers decided to pay homage to Jervis's scenario and revamp it for the modern day. Jervis: One of the most satisfying things about my job is seeing the happiness and enjoyment people get out of something I've worked on. It makes me feel really proud of what I've created. When the White Dwarf team recreated Glazer's Creek, I
absolutely loved it. They took what I'd created years ago and brought it up to date for the modern day, with new rules, photography and miniatures. Perhaps one day in the far future, another generation of hobbyists will see fit to recreate it once again! ASSAULT 4 The final assault. The showdown. The last stand. The Praetorians drew back around the
main building, which had been used throughout the game as a hospital for wounded troopers. If things got really bad, they could always fling their bedpans at the Orks! Once again, Grishnak led his Boyz on the offensive, kicked down the outer barricades and made straight for Captain Caine. Victory seemed within their grasp, though they didn't count
on the intervention of one keen Veteran Scout. Having lobbed a stasis grenade into a mob of Orks, he gleefully waded into the fray, fighting five Ork Boyz at once and saving the day! CONCLUSION Like all good battles, the Last Stand at Glazer's Creek was suitably nail-biting right to the very end. When Grishnak's Orks finally broke and ran, just four
Guardsmen remained unwounded, along with the Ratling Sniper, Hooky, and the heroic Veteran Scout. Ten other Guardsmen eventually recovered from their injuries (brave lads!). As Paul and Adi mentioned in their outro, this was actually the third time they fought the scenario, as the first two forays were used to test out Jervis's rules and make sure
the gameplay was fun and exciting. It's safe to say they nailed it! 113 BUILDING YOUR PARTY BUILDING YOUR PARTY The Cursed City of Ulfenkarn has been overrun by the undead, its populace cowed by the half-feral vampire Radukar the Wolf. In this month's article, we take a look at party builds. Will you go in all guns blazing, all hammers
swinging or a combination of the two? elcome back to Tales from the Cursed City, a series of articles focused on the latest edition of Warhammer Ouest, which is set in the undeadinfested streets, back alleys, tenements and dungeons of Ulfenkarn. Cursed is definitely the appropriate adjective to describe the place too, because no one in their right
mind would want to live there these days, not with Radukar the Wolf ruling supreme. If you plan to take him on, you're going to need one seriously determined expedition! That's what this article is all about. Over the next few pages, we'll show you three different hero party 'builds' - groups of heroes chosen specifically to give the players the best
chance of success or to lean towards a particular style of play. For seasoned veterans of Warhammer Quest, you'll know the tropes - big guy at the front, skilled sword-wielder nearby and an archer and a wizard for ranged/moral support. But perhaps there other ways to take on the Cursed City ... 114 ALL'S FAIR IN LOVE AND WARHAMMER QUEST
These parties that follow are examples of what is possible if you decide to tune your party to suit one or more styles of play, but it can't be said often enough – any combination of heroes will work just fine in Warhammer Quest: Cursed City. The main difference between heroes is not how much damage they can deal – every hero is perfectly capable of
kicking down doors and smashing heads in - but their utility, unique abilities and survivability. Above all, players should take the heroes they like the most, and everyone will have a great time. TALES FROM THE CURSED CITY THE 'TRADITIONAL' PARTY Brutogg Corpse-Eater Emelda Braskov othing screams 'traditional adventuring group' more
than a beefy fighter, a noble knight, an aelven archer and a scrawny mystic, all on a quest to oust an evil being from power. This group splits its heroes right down the middle – two frontline brawlers and two ranged powerhouses – and it is a perfect balance between survivability and damage-dealing. In addition, it includes one of each hero class
(Loremaster, Stalwart, Blade and Executioner), and so we have about as close to an 'all round' group as is possible to get in Cursed City. You might be thinking this party could be a jack of all trades and master of none, but don't be fooled. This group can tackle any problem, from Corpse Rats to Radukar himself, and walk away to tell the tale. This
group revolves around the positioning of its reliable core of tough front-line fighters, Brutogg Corpse-Eater and Emelda Braskov. They need to be up front, toe-to-toe with the enemy. These fighters are inspired. As a result,
you can expect attacks to go through as often as they don't, so you'll want Brutogg to take the most hits early on, as his ogor Vitality will allow him to ignore the worst of it until his teammates can take out the attackers. While it goes without saying that these heroes are very capable fighters, boasting excellent offensive HERO CLASSES There are
four classes of hero in Warhammer Quest: Cursed City, and each brings something different to the party. Stalwarts provide durability; Blades supply battlefield initiative and positioning advantages; Loremasters enhance the heroes and debilitate their enemies; and Executioners offer mobility and specialised firepower. Qulathis the Exile Octron
Glimscry abilities, in this group they are expected to take a lot of damage and therefore not have as many actions as their teammates, so you'll need some damage-dealers to pick up the slack. Enter Octren Glimscry and Qulathis the Exile. Both of these fighters serve the same purpose: to destroy hostiles en masse. They can deal spectacular amounts
of damage from range, making them a safe choice, and both have a unique ability to boost their damage. Qulathis uses her Oaken Arrows to bypass any defence, and Octren can take a pinch of grave-sand (a decidedly dangerous thing to do) in order to augment his soul-blasting Hollow Stare. This means that you have an 'on demand' burst of damage
that can obliterate any number of hostiles at the drop of a hat. Just don't miss. During your journeys into Ulfenkarn, you will want to advance around the battlefield as a group; don't split the party! Keep Octren and Qulathis close together so they can support each other's attacks. While both are very accurate, they are by no means infallible, and if one
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fails to finish off a vital target, the other should be available to deal the killing blow. Once Octren has a few levels under his robes, he can curse hostiles too, making the group even better at destroying larger hostiles too, making the group even better at destroying larger hostiles. In the meantime, the undead hordes should be kept at bay by Brutogg first and foremost, while Emelda deals with anything that slips a few levels under his robes, he can curse hostiles too, making the group even better at destroying larger hostiles.
past his formidable frame. No plan survives contact with the enemy, however. In Ulfenkarn, enemies can pop up in really inconvenient places at times, so even with a flawless defence, Octren and Qulathis. While their Defence characteristics are
equally unreliable, Octren has the advantage of a strong Vitality characteristic (especially when inspired), allowing him to recover from injuries much more easily. Once Qulathis is hit, she stays hit for a long time, so try to avoid this at all costs. In short, this group has everything - tough fighters to hold the line, with some ranged solo-purpose damage and the line, with some ranged solo-purpose damage.
dealers in support, and just enough of an ability to heal to allow them to take a few hits and keep on coming. 115 THE 'JUGGERNAUT' PARTY Brutogg Corpse-Eater Dagnai Holdenstock ad a long day? Too tired to think tactically? Just plain fed up of evil undead shenanigans? If so, then this party is for you! The 'Juggernaut' build is also known as the
'All-In', the 'Cards on the Table' and most fondly as the 'Pain Train'. This party has one goal: steamroll towards the chosen objective as quickly as possible and stomp flat anything that gets in the way. Perfect for anyone getting to grips with the game, this party contains the two toughest fighters and two of the most flexible, and combines them into a
supreme fighting force. In general, much like the traditional party, you will want to keep your group together. Pick an objective you want to accomplish, like 'clear out that board tile' or 'grab that mysterious object', and drive all your fighters towards it in an inexorable tide of edged steel and blackpowder gunshots. Your frontliners should be Brutoge
and Dagnai. Dagnai in particular boasts the best starting Defence characteristic in the game and so should be used to deal with multitudes of lesser horrors. For creatures whose Damage values are so high that not even Dagnai's armour can hope to stop them, use Brutogg to soak the hits, as his Vitality characteristic means the damage he will
inevitably suffer will be healed up much quicker. While these fighters will not always go first in any given turn, at the end of their activation you should endeavour to have them moving. Dagnai also has a special trick in the form of his
Harpoon Gun. He can reel offending hostiles right into melee range of both himself and his comrades, dragging the luckless undead into the blender that is Jelsen Darrock. While Dagnai and Brutogg 'hold the line', Jelsen Darrock buckles it. A one-man army, Jelsen deals the highest combined damage at both ranges in the game, and in this group, you
don't need to be too clever about it. Just stay close to Dagnai or Brutogg and go to town on whoever is nearby. Always try to get a shot off with Judgement, his blackpowder rifle. It can only fire one shot a turn, but boy does it hurt. Also, don't forget his firewood stakes - a free weapon action that he can make against any target he 116 Glaurio ven
Alten III Jelsen Darrock damages that isn't slain! That's right, his rifle also launches stakes! What a guy. Last in the party is Glaurio, who provides the oil that allows the machine to work. Without him, this team is so one-dimensional
you would lose sight of it if it turned sideways. In order for a smash-and-bash team to function in Cursed City, we found it vital to have at least one character who could tip things in the party's favour when the chips were down. Very few characters can do much about a bad initiative draw or a pesky hostile that survives a round of attacks and is
pinning someone in place. Glaurio does all this and more with his 'Duellist' ability. A free Run action followed by a free weapon action is incredibly useful, and it means Glaurio can get to where he is needed in a jiffy, whether to finish off an enemy or come to a teammate's rescue. When he gains a few levels, as a Blade, Glaurio will get better at
performing gambits, which allow him to manipulate the initiative order. He can even swap places with a fellow hero, getting them out of trouble in an instant, or, of course, escaping trouble himself and dumping a teammate right in the thick of it. It just depends on how you like to play ... So there you have the Juggernaut build, which rushes in with
four heavy-weight melee fighters, all bar one of whom have a vicious ranged attack to boot. It almost makes you feel sorry for the Wolf's underlings! TALES FROM THE CURSED CITY THE 'GLASS CANNON' PARTY Octren Glimscry Jelsen Darrock lass Cannon has long been a term used to describe 'powerful but fragile' units and armies in
Warhammer, and this group takes that concept to the extreme. Three of the four fighters have a Defence value of, which means that if a hostile lands a hit, then it is almost certainly going to deal damage. All bar one of the heroes have a Vitality of, meaning once they are hit, those wound counters are going to stick around for a long time, if not until
the end of the journey. These heroes are vulnerable and will not last long in an extended, drawn-out conflict. With the hordes of Ulfenkarn being literally numberless, you might expect that a group like this wouldn't stand a chance, but of course, that is far from the case. Why? In a word, Damage. That's right Damage, with a capital D. This group has
tons of damage. There is no combination of heroes than can deal more damage than these four, at both range and in melee. Added together, this output is more than enough to clear a few board tiles of hostiles, and there are several tricks the group can employ to stay clear of their enemies. Three of the heroes have already been covered in this
article, and everything that was said of them earlier remains true, so we will focus on the glue that holds the party together: Cleona Zeitengale. Cleona Zeitengale. Cleona Seems like a bit of an oddball hero upon first glance. A weak ranged attack, a medium-to-acceptable melee weapon action and some pretty uninspiring characteristics, with only her Vitality clawing its
way to average. As you might imagine, though, there is much more to this hero than her profile would suggest. To begin with, her Path to Glory is by far the easiest in the game to accomplish and is usually achieved very early in the game. It can even happen in her first turn if the stars quite literally align for her. This gives her a powerful boost to her
weapon actions' accuracy and her already potent abilities. Let's look at how those abilities can prevent the group being overwhelmed. It's a sad truth in Warhammer Quest that your heroes will miss. Sometimes a hostile will be struck soundly but left with a single remaining wound. This is particularly bad against this Qulathis the Exile Cleona
Zeitengale group, as even a wounded hostile can still land a nasty hit, and without a Dagnai or Brutogg to take the punishment, this group falls apart pretty quickly. This is where Cleona shines with her 'Celestial Devastation' ability, which calls down comets upon her foes. This is
the only attack that can affect three or more hostiles in one action, and it lives up to its name, spreading huge amounts of damage in a wide area. It has a few limitations; it can only be used once per turn, and it can damage heroes that are too close to the impact site (comets are notoriously indiscriminate). However, should it be aimed with the
necessary accuracy, you will find a lot of hostiles dead, or left on a single wound - a perfect target for a vengeful Darrock or Qulathis. In this respect, the Celestial Devastation's damage increases, and large
swathes of hostiles are wiped out with a single wave of her staff, which helps prevent the group getting swamped by hordes of lesser foes. Finally, keep in mind that Cleona and Octren both have the ability to stun a hostile. Neither is guaranteed, of course, but in a pinch, you'll be glad of a chance to keep a nasty enemy at arm's length. So there you
have it, a sure-fire recipe for risk-laden success. The Glass Cannon party will definitely have you sweating in your boots at different points during the game, but the satisfaction of clearing out swathes of enemies in a single turn is not to be underestimated. THE FINAL WORD As we pen these final words, scrawled in blood on human parchment in the
dark of night by flickering candlelight, we bid you farewell, and we wish you the best of luck in the harrowing streets of Ulfenkarn. Though luck will avail you naught – our master will soon feast on your pathetic, brief lives, no matter what group of foolish companions you dare to enter his domain with! Cue evil laughter and 'orrible cackling ... 117
GLORY POINTS GLORY POINTS JOHN BRACKEN John Bracken is a games developer in the Boxed Games Studio, working on a wide array of projects from Warhammer Quest to Warhammer Underworlds. Most recently he was seen roaming the dark and moody streets of the Cursed City, his eyes ever watchful for monsters and foul creatures.
Nottingham certainly isn't what it used to be ... ESIGNING NEW WARBANDS 'We've read this before!' I hear you cry, and yes, we have indeed covered the broad strokes of warband design before, though it was more than three years ago! It's also true to say that Dave Sanders (who usually pens this column) and I have designed quite a few warbands
since then, and in that time, we've learned a lot. I thought it would be interesting to share fresh insights into two columns. The first of these will cover how we design a new warband's fighter cards, and the second (in next month's issue) will look at a
warband's objective and power cards. So, let's begin at the beginning ... STEP 1: BE OVERCOME BY AMAZING NEW MINIATURES It may not come as much of a surprise to learn that, like many hobbyists, we too think Citadel Miniatures are pretty awesome. When we get the models for new warbands, it always creates a bit of a furor, with multipleant that the beginning ... STEP 1: BE OVERCOME BY AMAZING NEW MINIATURES It may not come as much of a surprise to learn that, like many hobbyists, we too think Citadel Miniatures are pretty awesome.
people huddled around a computer screen or the miniatures themselves, gasping and pointing in excitement over a great pose or an interesting weapon. This initial buzz generates a host of ideas for how the warband might function, what their Inspire conditions might be or how their Attack actions could work. Statements like 'that has to be a
Damage 3 weapon' and 'this warband is going to be fast' and so on are tossed 118 around - and while this is a lot of fun, it's also critical to the design process. We anticipate that you, the end-user, will have a pretty similar reaction when you first see the miniatures, so we need to make sure the rules we write match your expectations where
appropriate. In short, we don't want players to open up their brand-new warband, look at the fighter cards and see anything that doesn't excite them or line up with the image of the warband they have built up in their head. STEP 2: TRY TO GET BACK TO WHAT WE WERE DOING BEFORE That's right. While the miniatures might be almost finished
we are usually introduced to them long before we start work on their rules. This is because it's a good idea to allow time for ideas to germinate before actually writing any rules, and seeing the warbands early aids that process dramatically. In this period, we have to shake our heads, un-distract ourselves from the amazingly cool new miniatures we've are usually introduced to them long before we start work on their rules. This is because it's a good idea to allow time for ideas to germinate before actually writing any rules, and seeing the warbands early aids that process dramatically.
just seen and get back to our current project. This is easier said than done, so it has become a matter of course to note down any good ideas that present themselves at that time. Next up is to sit down and have an in-depth discussion with the relevant loremasters about what the warband is like and is capable of. STEP 3: MAKE A NICE CUP OF TEA
AND TALK ABOUT MINIATURES Before the work of sitting down at a keyboard and writing all the numbers into little boxes, it is very important to work out the nuts and bolts of the warband's lore and background. Where do they come from? What do they want? How are they going to get it? Who is the leader? Are their weapons fuelled by a dark
fusion of rune-marked steel and daemonic energy, or empowered by the realm of their creators? The answers to these questions are vital if we are to ensure that the warband aligns with their faction in the Age of Sigmar universe (if they have one!) and fits in with the rest of that Warhammer Underworlds season. As an example, each warband in
Direchasm is there because of the Living Glory Points is our column all about Warhammer Underworlds: Direchasm. Curated by the games development of the games Studio, this column delves into the development of the games development of the games Studio, this column delves into the development of the games development of the games development of the games Studio, this column delves into the development of the games devel
Stalkers are an example of how this underlying principle drove their design process. As a group of warriors whose goal it is to compel the entire mountain to consume itself in self-destructive madness, they are equipped to do just that and have an Inspire condition, upgrades, gambits and objectives to match. In the end, you have a seamless
integration between the alien Seraphon and the more terrestrial Mortal Realm of Ghur, not to mention an exciting warband to play with. Once we have a concrete idea of what the warband is and what their goals are, the time will soon come to put it all together into fighter cards, power cards and objective cards. STEP 4: FINALLY GET STARTED
FIGHTER DESIGN So it's time to get stuck in! But where to start? Well, I like to start with the fighter cards, for two reasons. Firstly, a warband's characteristics and abilities inform the balance and utility of the power cards first, there would probably need to be
sweeping changes to these once the fighter cards were finished. The second reason is more personal. I find the process of creating fighter cards to be a great introduction to how the warband will feel in the game. To help with this, I'm lucky that there are plenty of existing warbands to reference, and these precedents create what we might call a
broad set of principles for certain miniature types. A Stormcast Eternal for example, usually has a Move characteristic of 3, a Wounds characteristic of 4, a Defence characteristic of 5.
Castigator, then that would be my starting point; each would be given those characteristics, unless there was a very good reason not to. Of course, it isn't always that simple. New factions are revealed in Age of Sigmar all the time (and long may it continue), and sometimes the first time we see those factions is in Warhammer Underworlds. When this isn't always that simple is not continue in the second may be seen those factions are revealed in Age of Sigmar all the time (and long may it continue).
happens, we collaborate very closely with the Age of Sigmar background writers to ensure any new miniatures have their place in the Mortal Realms laid out in full before we work on their rules. Regardless, we aim to ensure that fighters' characteristics remain consistent throughout every season. You can see this principle in full effect with Kainan's
Reapers, when comparing the elite Mortek fighters to the rather less elite Petitioners from the Sepulchral Guard. The Morteks are comparable with the Petitioners in terms of their numbers and their Wounds characteristic, but they are faster, much more accurate, have instead of for their Defence characteristic, and most can even dish out nasty hits
with their Nadirite weapons. These differences represent the gap between Nagash's elite, purposefully crafted foot soldiers and what amounts to a withered citizen of Shadespire, driven mad and impelled forward by the will of the Sepulchral Warden. Despite this, the Morteks have their limitations compared to other fighters – if each was an absolute
monster in combat, the warband would be wildly out of balance and not terribly fun to play against. Once all the fighters' characteristics are in, the next section of fighter design is a really fun bit – the Attack actions! ATTACK ACTIONS We all love walloping big axes, spears, hammers, crossbows, and so on, not to mention magical ones. But how do we
best represent said weapons in Warhammer Underworlds? Well, I like to start by looking at a weapon's 119 accuracy, represented by how many dice that Attack action has and which symbols are successes in the attack roll. By and large, this is determined by the fighter using that weapon, but it also takes into account how unwieldy it might be. A
good example of this is Ardskull from Morgok's Krushas. While the fighter is clearly immensely strong and can wield his murderous Gore-basha with ease, he's a few Gore-gruntas short of a stampede and swings his weapon around with reckless abandon. As a result, Ardskull's Attack action is not terribly accurate; he's not likely to be making focused
careful attacks. Another principle to bear in mind with accuracy is the difference between and . The characteristic feels much more natural and correct when applied to fighters that battle using pure instinct, great speed, feral ferocity or berserker rage (or any combination of those). Even the crossed swords symbol itself gets across that feeling,
suggesting dual-wielding crazies who spin around in a whirlwind of action. It also applies equally to attacks from a skilled fighter that would land in a flurry of blows, or a hail of bolts or arrows from a ranged weapon. The symbol, on the other hand, better represents precise, skilled attacks, delivered by determined and practiced fighters or especially
heavy-handed ones. It also includes ranged-weapon attacks that represent a single, well placed shot or a concentrated attack. On occasion, this principle is flouted in the name of balance, but it's a great starting point. With accuracy sorted out, the next step is to determine an Attack action's Damage characteristic. As usual, the first port of call is the
miniature. A huge, magical axe, wielded by say, Mir Kainan, isn't going to do anything less than 3 damage. In addition, it should probably do more on occasion, given that there are slighter weapons in the game that also have a Damage characteristic of 3. Accordingly, Mir Kainan's Soulreaper Axe Attack action can benefit from the Invigorated rule
and potentially have a Damage characteristic of 4! This is unheard-of for an un-Inspired fighter, and it really gets across the terrifying power of that Attack action – enemies beware! 'RANGED' ATTACKS Melee weapons in Warhammer Underworlds all have a Range of 1 or 2, depending upon the miniature again; a spear has a longer reach than most
swords, for example. Attack actions with a Range of 3 or higher represent 'ranged' attacks - things like boltstorm pistols, throwing stars and a wide variety of other weapons, as well as magical bolts. As these Attack actions have a huge impact on the game, we typically try to avoid giving them a Damage characteristic of 2 or higher. The standard
characteristics for a ranged weapon are Range 3, 3 or 2, and 1 Damage. In seasons 1 120 and 2 (Shadespire and Nightvault), we saw quite a few warbands earn victory by cleverly stacking upgrades that could increase the Damage of their long-ranged Attack actions and blasting their opponents away from a huge distance. While this style of play can
be fun, we wanted Warhammer Underworlds to edge a little more into the cut and thrust of brutal melee combat, with ranged combat exciting and effective – who doesn't like free damage on the enemy for little to no risk? – whilst still still still still still still still and interesting and effective – who doesn't like free damage on the enemy for little to no risk? – whilst still st
being as balanced as possible. Of course, now and then an exception comes along, like Hrothgorn's case, his enormous trap launcher clearly has to deal more Damage than a bow and arrow, and the unique nature of this weapon is deserving of a bunch of
extra cool effects. With such a powerful Attack action, careful playtesting and a ton of work went into making it a pivotal focus of the warband, whilst not allowing players the options of simply marching their warband up the battlefield and using Hrothgorn as a kind of mobile assault turret, or at least not without some help. In the end, the Trap
Launcher Attack action is powerful, but you'll need to use your supporting fighters, traps and hunting beasts correctly in order to get the most out of it. If you don't, then you'll likely find that super-shot missing and your plans falling apart as your opponent beats up your warband in short order. Another example of interesting ranged-weapon design is
the Storm of Celestus. The weapons borne by these Castigators clearly needed to be an order of magnitude greater than their boltstorm pistol equivalents, but this strength needed to be balanced. We couldn't have a warband dishing out a plethora of long-ranged Damage 2 Attack actions throughout a game, so the weapon was given a restriction: it
could only be used once per round. This meant no one fighter could be stacked with damage upgrades and hope to carry the warband to victory by themselves. Nonetheless, the warband remains a competitive choice and packs the punch you'd expect from a unit of Castigators. Once our fighters' characteristics and Attack actions are in place, it's timeselves.
to consider the Inspire condition. INSPIRE CONDITIONS For me, a warband's Inspire condition will be obvious. For example, Hedkrakka's Madmob are striving to hunt down great creatures and
prove GLORY POINTS their primacy over everything, so Inspiring when they gain the Primacy token makes perfect sense. Sometimes, the idea behind the condition might be clear, but how it mechanically translates into Warhammer Underworlds is not. The Crimson Court, for example, will be looking to drain victims of their blood, and Kainan's
Reapers will be demanding a tithe of bone, but neither of these traits has an existing mechanic in Warhammer Underworlds, and so something extra will need to be created to represent it. At other times, the look and feel of a warband or their background doesn't immediately offer a clear insight into what their Inspire condition might be. Take Myari's
Purifiers, for example. The warband is a diverse group of Lumineth Realmlords, each an example of a different unit type. This posed an interesting challenge, as a unified warband is easier to divine an Inspire condition for. In addition, there is a bonus complication: Myari's Purifiers are included in the Direchasm core set. For many players, a core set
is their first step in collecting Warhammer Underworlds, so the warbands within it need to serve as an accessible introduction to the game. This means we have some additional conditions to consider. To begin with, these 'starter set' warbands ideally have Inspire conditions that are 'universal' and straightforward to accomplish. Universal in this
instance means that every fighter has the same Inspire condition, so players have less to track, and for a 'bonus point', every fighter should Inspire at the same time, again, to cut down on new players having to worry about who is Inspired and who is not. Straightforward to accomplish simply means that nothing outside of the core rules of the game.
needs to be tracked by the players, beyond a simple yes or no. Does the fighter done Y? The Inspire condition of Kainan's Reapers would not meet these conditions, as their Tithe counters are an addition to the game's core rules, so where possible, we avoid a mechanic like this for a warband in a core set. Getting the Inspire
condition for Myari's Purifiers right was especially tricky, and a lot of hard work went into this. In the end, the martial excellence of the Lumineth provided the answer for their Inspire condition, which fits the warband and their play style. It's also easy to track for new players - perfect! ADDITIONAL ABILITIES Sometimes the characteristics of a
warband simply don't do them justice. In fact, depending on the composition and nature of the warband, characteristics by themselves simply won't do the job at all. When this occurs, we look to special rules that reflect the unique traits of the fighters to help the warband live up to their reputation or appearance. Sometimes this is as simple as giving
an Attack action a keyword like Combo, but at other times abilities like Bone Tithe, Nadirite and Mortek Advance are needed to ensure that the warband – and each fighter in it – is both functional and exciting in the game. Abilities can also help with balancing a warband in a way fighters' characteristics cannot; a gnoblar will never be as skilled or as
accurate as a Stormcast Eternal, but their sneaky nature means that the plucky little creatures can outperform their more deadly adversaries in other ways, represented by their unique abilities. Quiv, for example, enables Hrothgorn to reload his trap launcher more quickly, and Bushwakka lays deadly traps across the battlefield. It doesn't matter how
tough you are, once a bladed mantrap the size of a dinner plate shears your legs off at the knee, you won't be laughing at the size or power of the grots that are closing in on you, knives at the ready. END PHASE There you have it folks – a blow by blow account of what goes into creating fighter cards for Warhammer Underworlds, at least for now. I
hope you've enjoyed reading about this process and that you are looking forward to the next column, where we'll cover how a warband's objective and power cards are written. TELL US YOUR THOUGHTS As ever, do write in if you have any suggestions or something that you'd like to read about. You can contact me by email at: [email protected]
gwplc.com or by sending a letter to Dave Sanders, Books and Box Games, Workshop, Willow Road, Nottingham, NG7 2WS. 121 VITAL CARGO VITAL C
the logistical workhorse of the Aeronautica Imperialis. he Arvus Lighter: Aeronautica's most adorable tiny plane, or a sturdy transport capable of flying through a war zone and emerging unscathed? The answer, of course, is both! For millennia, these plucky little craft have entered the most perilous war zones to deliver or recover valuable assets.
weaving their way through devastating enemy fire while wishing they had something they could shoot back with. In honour of the Arvus Lighter, we've put together two scenarios that centre on the diminutive craft. The first represents a desperate scramble to evacuate Imperial personnel from a collapsing war zone, while the second focuses on the
activities of Orks whenever they manage to capture a number of these aircraft. It's fair to say that ramming is involved! 122 MORE AERIAL WARFARE If you want to know more about Aeronautica Imperialis, then you can't go wrong with the Wings of Vengeance or Skies of Fire box set, which include everything you need to start playing. There are
agree on a points value and choose their forces accordingly. The attacker's force, drawn from the Imperial Navy Squadron List, should be between 100 points and 150 points. The attacker should also include a number of additional Arvus Lighters – this should be at least two and no more than four. The defender's force should be between 50 points
and 100 points and should have 50 points fewer than the attacker. In addition, the defender gains a number of additional Arvus aircraft. The attacker may not take Ground Defences or Arvus Lighters (other than the compulsory additional Arvus aircraft).
while the defender can only take Ground Defences up to a total points value equal to the additional points they receive due to the attacker's Arvus Lighters. SET-UP This scenario is played on a Rolling Area of Engagement, as described in Aeronautica Imperialis: Taros Air War. The attacker deploys first, placing all of their aircraft within five hexes of
the Trailing edge of the Rolling Area of Engagement. The defender then sets up their aircraft within five hexes of the Leading section of the Rolling Area of Engagement. Both players may choose the Speed and Altitude of each aircraft before setting
may be used during this game. Reuse and Recycle When aircraft belonging to the Rolling Area of Engagement being removed, they do not automatically Fall Behind. Roll a D6 for each aircraft does not Fall Behind and is instead immediately placed in Reserve. Similarly, roll
a D6 for each Ground Defence on the Trailing section when it is removed. On a 4+, that Ground Defence may immediately be placed within the new Leading section. VICTORY CONDITIONS The attacker is attempting to escort the Arvus Lighter is
reports speak of captured Arvus Lighters piloted by Grots being used for Orks' amusement in destructive air races. Those who dare speak such seditious nonsense are rightfully disciplined. FORCES Each player should have an equal number of Arvus Lighters, with two per player the recommended number. SET-UP This scenario is based in a city and
uses the rules for Fighting at Low Altitude. The Area of Engagement should contain a moderate amount of urban terrain of various heights and sizes, such as buildings, cranes and other terrain hexes. Players then assemble a bag of manoeuvre tokens. To do this, gather manoeuvre tokens 1-5 and add three of each manoeuvre to a bag; if playing with
more than three players, add 1 of each manoeuvre token number per player (i.e. four 1s, four 2s, etc.). Starting with the winner of a roll-off, players take it in turns to draw a manoeuvre token from the bag and place it face up on any hex more than one hex from any edge of the Area
of Engagement and more than two hexes from a previously placed token. A token cannot be placed on a terrain hex. 124 Do this until all tokens have been placed on a terrain hex. 124 Do this until all tokens have been placed on a terrain hex. 124 Do this until all tokens have been placed on a terrain hex. 124 Do this until all tokens have been placed on any unoccupied hex. Then players take turns, starting with the winner of the previous roll-off, to set up one
aircraft touching an edge of the Area of Engagement, at least three hexes from any other aircraft. SPECIAL RULES Fighting at Low Altitude, as described in Aeronautica Imperialis: Taros Air War. Grot Race Before the start of the game, after the set-up step, the players should place one
matching manoeuvre token for each group of numbers set up on the Area of Engagement into a bag (i.e. one 1, one 2, one 3, etc.). Then, at the start of the first turn, a player should blindly draw one token from that bag and reveal it to everyone – this is the current objective. Each time an aircraft moves through a hex containing a manoeuvre token
matching the current objective, they score that token - the player who controls that aircraft removes the token from the Area of Engagement, the player with Initiative discards the objective and draws another token from
the bag – this new token is now the current objective. Ramming Speed To the Grots, and Ork spectators, it wouldn't be a competition without a little violence! Whenever an aircraft moves through a hex containing another aircraft that is the same Altitude, it may attempt a ram. Each player rolls a D6 for their aircraft and adds their current Speed to
the result. The aircraft with the lowest result loses a number of Structure points equal to the difference in result. If the ramming aircraft is in the target's side arc add 1 to the result, or if it is in the target's rear arc add 2 to the result instead.
Always More Grots Whenever an aircraft is destroyed, place it to one side. At the end of each turn, each player rolls a D6 for each of their destroyed aircraft to the Area of Engagement, placing it touching an edge. The player may return the aircraft to the Area of Engagement, placing it touching an edge. The player may return the aircraft to the Area of Engagement, placing it touching an edge. The player may choose its Speed and Altitude. Multiplayer The Grand Grot Derby is a perfect
multiplayer scenario. If playing with 4 or more players, a larger Area of Engagement might be needed. In addition, players may wish to use manoeuvres 6, 7 and/or8 to increase the number of tokens. Lastly, when playing multiplayer games, roll off for Initiative as normal, with the player who rolls highest gaining it and the order of remaining players
determined clockwise from the player with Initiative. If there is a tie for the highest roll, only those players who tied roll off. For example, Kye moves his Arvus Lighter through the same hex as Owen's and decides to ram it. Kye and Owen to get a 9 and Owen to get a
6. Owen's aircraft loses 3 Structure points and is destroyed. Kye then finishes his movement and reduces his aircraft's Speed to 4. VICTORY CONDITIONS A player scores 5 Victory points for each enemy aircraft they have destroyed by ramming – a player gains these points if they rammed an
enemy aircraft or destroyed an aircraft when it rammed them. The player who destroyed the most victory points is the winner. Players should keep a note of how many aircraft they destroyed the most victory points is the winner. Players should keep a note of how many aircraft they destroyed the most victory points is the winner. Players should keep a note of how many aircraft they destroyed the most victory points is the winner. Players should keep a note of how many aircraft they destroyed the most victory points is the winner.
RULEKEEPERS As the ultimate arbiters on the Blood Bowl pitch, Referees have the last say when it comes to sending off misbehaving players. Here we present new rules for using Blood Bowl pitch, Referees have the last say when it comes to sending off misbehaving players. Here we present new rules for using Blood Bowl pitch, Referees have the last say when it comes to sending off misbehaving players.
noble lawkeepers of the sacred rules of Nuffle or a monumental pain in the backside who can't help sticking their nose in whenever a player 'gets a bit rough'. Blood Bowl Referees have the thankless task of trying to keep the game within their own loose interpretation of the rules (some Refs have looser interpretations than others, of course) before it
inevitably descends into the usual mix of violence, bloodshed and sheer madness. Poor Refs! Of course, each Referee has their own unique take on the organised mayhem that is Blood Bowl. Some like to follow the sacred writings of Nuffle to the very letter, implementing the rules as they are written to the extreme and pointing out each section and
clause whenever they make a ruling. Others like to call the game as they believe the Blood Bowl laws were intended, tweaking the rules to suit their own style or simply to make sure the crowd gets the best value for entertainment. And then there are those 126 Refs who see their profession as a get-rich-quick scheme and will happily take bribes from
any coach or player that wants to see a particular call go their way - or for the Ref to turn a blind eye to some of the more *ahem* questionable tackles that happen on the pitch! There are currently some wonderfully characterful models for Blood Bowl Referees, though no actual rules exist for using them within your own games. Until now! Over the
bottle of Bloodweiser), have your favourite red card at hand, and get ready to learn all about how to use Referees in your own games of Blood Bowl! NEW RULES The rules presented in this article are designed to give coaches an alternative way to represent the various Referees and officials that oversee a game of Blood Bowl. If
you decide to use the rules presented here, then the rules for being Sent-off for committing a Foul action (as per page 63 of the Blood Bowl rulebook) will be replaced by an alternative version found later on in this article. Referees never provide assists of any kind, and if the ball would land in the square they occupy, then it will automatically scatter
from that square. CHOOSING A REF When using these rules, coaches will need to choose which Referee they are going to use. This should be agreed on by both players or rolled for randomly. At the end of this article, you will find rules for two unique Referees, Redkur Forgebeard and Elnos Lawkeeper, each with their own set of characteristics,
Skills, Traits and special rules. However, if you wish to use a generic Referee has their turn, they will try to move towards either turn, they will try to move the Referee has their turn, they will try to move towards either turn.
Sideline or End Zone, in a direction towards the ball. Then, roll a D6 and move the Referee one square in that direction. Repeat this process a number of times equal to the Referee would move into a square containing a player or the ball, then they do not move into that square and their turn will immediately end. The Referee will
ignore all Tackle Zones when they move, and they do not have a Tackle Zone themself. ST 2 AG 3+ PA - AV 8+ BEING SENT-OFF As we mentioned earlier, being Sent-off for committing a Foul action committed whilst the Referee is nearby will be much
easier for them to spot. Conversely, Foul actions committed further away from the Referee is elsewhere on the pitch! Generic Referees have no additional Skills, Traits or special rules. DEPLOYING THE
REF When setting up for a Drive, the Referee is always deployed after both teams have set up but before the kicking team may decide which Sideline and as close to the Line of Scrimmage as possible. The coach of the kicking team may decide which Sideline the Referee is deployed adjacent to a Sideline and as close to the Line of Scrimmage as possible.
to. MOVING THE REF The Referee will always move after both teams have taken a turn - for example, initially, the Referee would move after the receiving team and the kicking team have had their turn 2, and so on. 127 BLOCKING THE REF Naturally, some
players don't take too kindly to the Referee 'interfering' with the more violent aspects of the game. In fact, they take issue with some rulekeeper telling them who they can and can't punch and that it's not fair to step on a downed opponent. It's not uncommon for such players to 'mistime' a tackle and instead take down the Ref, which itself often leads
to an all-out brawl when the rest of the players realise there is no longer a killjoy Referee to get in the way of some proper, bonecrunching plays! Whenever a player makes a Foul action, they will not be Sent-off if they roll a double for the Armour roll or a double for the Injury roll. Instead, after the Foul action has been made, count the number of
squares between the player committing the Foul action and the Referee, and roll a D6. The chart below states what score on the D6 will result in the player being Sent-off by the Referee 1 2-3 4-5 6-7 8-9 Score to be Sent-off
2+ 3+ 4+ 5+ 6+ If the Foul action was committed 10 or more squares away from the Referee, then the players that are Sent-off in this manner may still Argue the Call as normal. Players from either team may declare a Block action on the
Referee in the same manner as they would against an opposition player, which may result in the Referee being Stunned, KO'd or even killed! Openly blocking a Referee isn't without risk, however; a player that does so may find that the Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned, KO'd or even killed! Openly blocking a Referee being Stunned blocking a Referee blocking a Referee
result in a red card - if the Referee is still standing to show one, of course! Any player that makes a Block action, Foul action does not result in a Stunned, KO'd or Casualty! result on the Referee. Players Sent-off in this way may never
Argue the Call. If a Referee is pushed into the crowd, then they do not risk Injury by the Crowd like a normal player - though you should still make an Armour roll to see if the Referee is affected by the initial Block action, if required. Instead, if the Referee is affected by the initial Block action, if required as a Casualty, then they will re-enter the pitch from a
Sideline as close to the Line of Scrimmage as possible, in a place chosen by the coach whose team did not push the Referee off the pitch. If the Referee off the pitch as the result
of a Chain Push. Whilst a Referee is off the pitch, Stunned, KO'd or removed as a Casualty, players cannot be Sent-off for any reason until the Referee is back on the pitch. This may even mean that players with the Secret Weapon trait are not Sent-off at the end of a drive! 128 NEW RULES REFEREE PROFILES Much like Star Players, some Referees
have become synonymous with the game of Blood Bowl and can be just as well known as some players for their antics or sometimes 'questionable' referees (one Elf and one Dwarf) you can use in your games. Characteristic Elnos Lawkeeper MA ST AG PA AV 6 2 3+ - 7+ Skills & Traits: Dodge
Special Rules: "Err, I think you'll find ..." - Players that are Sentoff by Elnos Lawkeeper cannot Argue the Call under any circumstances. Characteristic Redkur Forgebeard MA ST AG PA AV 4 3 3+ - 8+ Skills & Traits: Block Special Rules: By the Book - Players that commit a Foul action suffer a -1 penalty to the D6 when rolling to see if they are Sent-
off for being near Redkur Forgebeard. Elnos Lawkeeper Hopefully, this article has given you some extra ways to get the most from your games of Blood Bowl and provided you with another exciting option to use in your leagues. Referees can certainly add that extra level of depth and strategy to your game and overall are a lot of fun! Will you choose
to follow the rules (at least while the Ref is watching), or will you try to take them out of the game so that your players can wreak carnage on the pitch without risk of reprisal? For your gaming convenience, the rules for Elnos Lawkeeper and Redkur Forgebeard 129
both in the story and on the tabletop. He is first introduced to us under the guise of Strider, one of the wild and dangerous Dúnedain. Supposedly an ally of Gandalf, Strider guides the Hobbits to Rivendell, and it is at the Council of Elrond that we learn that this is no mere Ranger - this is Aragorn, son of Arathorn, Chieftain of the Dúnedain and heir to
the throne of Gondor. The future king of Gondor acts fearlessly to protect Frodo from many dangers, from charging head first at the monstrous Watcher in the Water to fighting through a horde of Goblins to escape Balin's Tomb. After Gandalf falls into darkness following his confrontation with the Balrog, Aragorn takes command over the Fellowship
and guides them to the safety of Lothlórien and eventually to the tragic battle at Amon Hen. 130 During the Battle of Helm's Deep, Aragorn proved to be an inspirational leader; under his command, wave upon wave of Uruk-hai were pushed back before the Deeping Wall was finally torn down by Saruman's alchemical devices. Following the events of
Helm's Deep, Aragorn called upon the Army of the Dead to fulfil their oath and aid him at the Battle of Pelennor Fields. With the siege of Minas Tirith lifted, Aragorn quickly rallied the Men of the West and marched upon the Black Gate in a last desperate attempt to buy Frodo time to destroy the One Ring and rid Middle-earth of Sauron's evil forever
It shouldn't shock any Middle-earth fans that Aragorn is one of the most powerful Heroes in the Strategy Battle Game. Over the next few pages, we will take a deeper look into how Aragorn is one of the most formidable Heroes available to the forces
of Good, and he has the profile to back it up. With a Fight value of 6 and 3 Attacks, Aragorn can quickly brush aside many of Sauron's minions without so much as breaking into a sweat. Throw Aragorn also has 3 Wounds and 3 Fate
points, meaning that, if your opponent's forces do somehow best Aragorn in close combat, it's going to take more than just a lucky blow to lay low this son of Gondor! Might every single turn. This free Might point can be used for a number of things, such as
boosting his Duel roll or finishing off a troublesome foe by increasing his rolls To Wound. This free Might point can also be used to declare a heroic Combat, which will allow him to cut through vast swathes of your opponent's force, especially if he does this
multiple turns in a row. Heroic Strike will boost his already impressive Fight value temporarily by D6 - perfect for when fighting Monsters like Mordor Troll Chieftains or Dragons, as well as Heroes such as Bolg or Azog. Heroic Strength provides a timely boost to Aragorn's Strength; this is great to help strike down any threats that your regular
warriors may not be strong enough to combat. If Aragorn is hopelessly outnumbered or fighting a particularly deadly opponent, consider declaring a Heroic Defence; for a short duration he can only be wounded on the roll of a natural 6. Heroic Defence; for a short duration he can only be wounded on the roll of a natural 6.
to assist their own troops with Heroic Actions. Using this is a great way to force your opponent's more powerful Heroes to spend time and resources fighting Aragorn without mentioning his ancestral blade, Andúril, Flame of the West. This sword transforms him into an absolute and resources fighting through your army.
killing machine! Andúril is an Elven-made hand-and-ahalf sword, meaning it can be used as a single or two-handed weapon. Should Aragorn never needs more than a 4+ to wound an enemy model in combat, and this becomes a 3+ if he
wields Andúril two-handed! Aragorn can carve through a Mordor Troll just as easily as a Moria Goblin. Even the likes of Sauron or Smaug will need to watch out for the King of Gondor! HÚRIN THE TALL Húrin is an already excellent choice for a Minas Tirith army. Whilst within 3" of Aragorn, Húrin gains the Fearless special rule and can re-roll a D6
After capturing the Corsair fleet, the Three Hunters lead the Army of the Dead against the lines of Morannon Orcs before joining the Battle of Pelennor Fields. THE KING OF THE DEAD The King of the Dead against the lines of Morannon Orcs before joining the Battle of Pelennor Fields. THE KING OF THE DEAD The King of the Dead against the lines of Morannon Orcs before joining the Battle of Pelennor Fields.
his Might point to deliver that all-important killing blow to high-priority targets with his Drain Soul special rule. 132 'MY BROTHER, MY CAPTAIN, MY KING' Aragorn is an ideal choice for your army leader,
the King Legendary Legion, Aragorn brings out the best in the Warriors of the Dead. All of your Spirit models, including the King of the Dead, within 6" of Aragorn count as being in range of a banner, allowing them to re-roll a dice during as many of your
Spirit models as possible. Additionally, Aragorn also receives Andúril for free in this Legion, meaning he gets his most powerful piece of wargear without having to pay for it! We talked earlier about Aragorn's fantastic Mighty Hero special rule, but it doesn't just boost his ability in combat; it also allows him to assist the rest of your force in a number
of ways. Heroic Resolve allows Aragorn to steel himself and those around him against the influence of Magical Powers, which is particularly effective against forces with a large number of magic users such as Angmar, Mordor or the Black Riders Legendary Legion. Heroic March allows Aragorn to keep your army moving quickly; being able to perform
this for free every turn means that even a pure Infantry force is deceptively swift. This makes Aragorn particularly good at Matched Play Scenarios like Reconnoitre and Storm the Camp. The Grey Company Legendary Legion is quite different in the fact it contains only Heroes. This means that you are likely to be outnumbered by most armies, but
Aragorn receives Andúril for free once again! You can therefore acquire yourself a couple of extra Rangers or bits of wargear with the points you've saved. Mighty Hero is great in this army, with Aragorn able to declare a free Heroic Shoot or Heroic Accuracy every turn. This allows the Rangers to spend their Might on To Wound rolls, making them
even more deadly. Aragorn's Stand Fast! will affect Rangers of the North in this force, so even when the fighting is not going your way, Aragorn can still help to keep his allies in the fight as long as he is nearby. TACTICA KING ELESSAR When taken from the Minas Tirith army list, Aragorn uses a different profile, one more befitting of his status as
King of Gondor - that of Aragorn, King Elessar. Here, Aragorn is a Hero of Legend, meaning he can lead a warband of 18 of Gondor's finest and most elite warriors such as Citadel Guard, Guard of the Fountain Court or Knights of Minas Tirith. Naturally, Andúril is included in this profile as standard, massively increasing Aragorn's damage output. The
King of Gondor also gets access to an armoured horse, making him a deadly threat to opposing Infantry models when he charges into the fray. King Elessar also comes with heavy armour, boosting his Defence to an impressive 7 and making him even more difficult to wound in the thick of battle. Lastly, the Aragorn, King Elessar profile has an
additional special rule called Stand, Men of the West!, which means that any friendly models within 6" of Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being in range of a banner. By keeping Aragorn count as being a banner. By keeping Aragorn count as being a banner. By keeping Aragorn count as banner. By keeping Aragorn 
most fierce! 'HE'S ONE OF THEM RANGERS ...' I know, I know ... it's not technically Aragorn's line, but many people often forget that this Ranger of the North is really quite an exceptional marksman as well. With a 3+ Shoot value and Mighty Hero to boost To Hit, To Wound, and even In The Way rolls, Aragorn poses a significant threat from range
This is especially true for high-value targets such as banner bearers, models equipped with a war horn and supportbased Heroes such as Shamans, Dead Marsh Spectres and Ringwraiths, as he can use his free Might point to ensure his arrows find their mark. Overall, Aragorn is a fantastic model in the Middle-earth Strategy Battle Game. His profile
combines the strength and skill of a close-combat powerhouse with the inspiring leadership of a seasoned commander. Aragorn is best when used to get straight into the fight and for taking on the biggest threats, but his exceptional leadership qualities cannot be understated. We hope this article has given you a few ideas for how to get more out of
Aragorn when using him on the tabletop, either as a Ranger of the North or the noble King of Gondor. With how easy it is to include Aragorn in an army, consider including the Heir of Isildur when you prepare for your next battle. After all, Aragorn really is the mightiest of Heroes! 133 I, BEHEMAT By Eric Gregory All alone in the
                                                    ponders his future. Umie settlements are everywhere, big beasts could eat him and his tribe are not keen on seeing his face again any time soon. If only he had an ally ... ell you the troof,' said Yaggle. 'I pissed myself good an' proper.' He sat propped against the hogs' trough. Hog. There was only one left
He had already worked his way through the night, maybe the night outside. Sleepy, satiated, he rested a hand on his belly and burped. Thunder rumbled through the night outside. There was the thunder, again. Louder now. But still no patter of rain. For a moment, in the wake of
the thunder, there was silence. Even the crickets outside stopped their song. It was as though the night were waiting on an answer from him, a plan. That was supposed to be his place in the Pitskulker skrap: the one who made the plans that the boss called his own. He pressed his fingertips to his temples the way he always did when he was thinking
hard, as though he might dig out an idea. Thunder, but no rain. What was he going to do? 'They drag me in front of the loonboss, right? The boss, Wazzit, he says to me, "Yer a lyin' thievin' git, Yaggle, now you got to be gone." And me, I'm terrified, coz I don't know what he means. I got piss runnin' down my leg and I'm thinkin', wot, they gonna stick
me in the gut? Feed me to the manglers?' The thunder seemed to shake the ground now – it was right over him, right here. The whole realm rattled. And still no rain. Bats flitted in the rafters, the hog and the cattle paced anxiously. Yaggle frowned and looked up, his fingertips still on his temples. The last hog regarded him warily. He liked this hog –
thought he might save it till the cattle were done. It listened to him, Wasn't afraid of him, even when he was devouring its fellows. The roof of the barn split open. 'Exile,' he said. 'The boss says gone, all's he means is exile. I tell you, why's it always the stupidest gits got the most power? Wazzit's goin' on and on 'bout what a bad 'un I am, and how the
Pitskulker skrap ain't gonna stand for it no more, and I'm pissin' myself silly, and the punishment is...' He spread his arms to encompass the human barn. The bloody hay, the stalls with their picked-clean carcasses, the restless cattle. The pitchfork planted in the farmer's chest. 'This,' he said. 'This en't so bad. It en't so bad bein' alone.' The thunder
was closer now. Bats flitted in the rafters, and crickets played night-songs outside. The hog snorted. 'It en't! And when I finish the lot of you, I'll...' He trailed off. What would he do? If he went north into the mountains, the skrap would surely kill him on sight. West, and he'd wind up at the walls of a human city; the armoured guards with their swords
and their arrows would stab him through. Out here on the edge of the Mosshorn Forest, there were only stray beastmen and mad human homesteaders. They'd all happily stick him with a pitchfork, if he didn't stick 'em first. 134 Through the crack of sky, a vast hand reached out of the darkness. The hand blotted out the world; before Yaggle could
move or even cry out, the fingers closed around him. Not just him - the hand closed around entire stalls of cattle, piles of sheep carcasses, the dead farmer. For a long moment, everything was roiling stench and noise: animal cries and the press of flesh that might have been alive or dead. Gravity fell away, and Yaggle was buffeted by hay and meat and
wood and shit. He curled into a ball and covered his head, caught a kick from a flailing hoof- And now he was falling soft and meaty, rolled until he was splayed out across what felt like wet leather. What smelled like wet leather. Cattle and carcasses and shattered wood
were all falling around him now - Yaggle covered his head and scrambled away from the bewildered moos of the falling cows. The animals struck the leathery ground and rolled and cried out. One flailing hoof caught Yaggle in the chest and kicked him into another body - the grot's night-sight could just make out the mortified features of the dead
farmer. Breathing hard, Yaggle got up and wrenched the pitchfork from the man's chest, then turned his eyes to the sky. Peering down at him was a single, enormous eye. FICTION The eye blinked. Whatever bravado Yaggle had felt before shrank into a dense little stone of dread at the pit of his stomach. 'FOR LATER,' rumbled a voice like an
earthquake, in thickly accented Ghurish. Git, he thought. A plan, you git, you need a plan... Yaggle quavered and gripped his pitchfork while maimed cattle lowed all around him. He realised he was standing shin-deep in blood and viscera and the godbeast Behemat knew what else. 'WHO ARE YOU,' the gargant boomed, 'THAT YOU TRY TO EAT THE
COW OF HRADOTH, MIGHTIEST OF THE MEGA-GARGANTS? WHO ARE YOU, THAT YOU THINK YOU ARE GREATER?' A bag, he thought. He was in a gargant's bag. For later. And then the answer came to him. Shiny and pristine and at the very last moment, like all his best plans. The air was thick and rank and his breath came with difficulty; was
he going to suffocate? He was standing in blood, all around him wounded animals were flailing in desperation and a gargant - was very certainly going to eat him. If he was lucky, he would suffocate or get his skull kicked in before the gargant trunched him between his molars. 'Behemat,' Yaggle said simply. The gargant Hradoth
was silent for a moment. He raised Yaggle and the cow closer, squinted to get a better look, 'EH?' he said. Luck wasn't going to save him. He needed a plan. He was supposed to be the grot with all the plans, he just had to think- 'WELL,' said the gargant. 'MAYBE JUST ONE.' The whole bag swayed as the enormous eye receded, and Yaggle lost his
footing. The opening widened to the starry sky for a moment, and I been reborn. I made' - he waved at the horizon - 'all that stuff, and all the other stuff, and this cow. Alls of it belongs to me.' 'YOU ARE VERY SMALL.' Yaggle
nodded. 'WHY ARE YOU VERY SMALL?' What Yaggle did next was emphatically not part of a plan. Not one he would have taken credit for, anyway. In an instant of panic and desperation and dimly conceived hope, he raised the oversized pitchfork above his head and plunged it, with all the strength he could muster, into the thumb of the gargant. Or
rather, towards the thumb of the gargant. The tines fell just short of the gargant drew the cow, instead, in the flank of the unfortunate cow. As the gargant drew the gargant d
left and right, scrutinising him from every angle. Gargants weren't exactly known for their intense piety, but Yaggle's hope was this: if you got used to being bigger. A gargant might not love a god, but it could live in fear of one. 'PROVE IT,' said
Hradoth. Stopped. 'All right. Lemme tell you somethin' only a god would know.' The gargant held Yaggle and the poor, wounded cow in the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the poor, wounded cow in the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the poor, wounded cow in the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the poor, wounded cow in the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the poor, wounded cow in the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the palm of his hand. He wore a great black leather hood over his head. What had he killed to tan that leather? Behind the palm of his had he killed to tan that leather had he wore a great black leather had he wore a
method of proof. Yaggle released his grip on the pitchfork and pressed his fingertips to his temples. He squeezed his eyes. 'ARE YOU TRYING TO EAT MY COW?' the gargant asked. 'A square meal,' Yaggle said. 'Best of your life.' His breath was rank, and the
wind of his speech might have toppled Yaggle if he hadn't gripped the pitchfork tightly. But the grot's reply sprang from his mouth unbidden, unplanned, and unintentionally honest. 'HUH?' Yaggle could tell he was going to have to talk slowly and enunciate clearly with this one. 'You're trying to eat my cow,' he said. The gargant raised his head and
released a great thunderclap from his mouth to the sky – it must have woken villagers across Ghur. Then he began to wheeze, as if he were short of breath. 'I, Behemat, is gonna lead you, Hradoth, to the best meal of your life. And when it is the best meal of your life, you'll know that I's really the godbeast reborn, and you got to listen to what I say.'
Laughter. He was laughing. The gargant grinned. His stinking breath wafted over Yaggle. 135 'AYE,' he said. 'AND IF IT AIN'T THE BEST, I HAVE YOU FOR AFTERS. GOD OR NO.' would be too fixated (and too shroom-drunk) to realise what was happening, even as the whole world shook and broke around them. The only thing they would have to
worry about was the-Yaggle had never enjoyed the best relationship with his skrap. They were, he felt certain, dumber than your average bunch of grots. Not just dumb, but dull as dirt, content to live out the same routine of pit fights was loonboss
for a time, and that was that. Squigs crashed into Hradoth's shin, a small herd of squigs with riders, and he stumbled before regaining his footing. For a moment Yaggle worried that the mega-gargant would grow angry, throw him off in a fury, but no - Hradoth laughed in delight. 'WHAT IS THIS?' he bellowed. How was he born to dullards? Why
couldn't he come up under someone like Skragrott or Gribblak - a git with vision? From the time he was hardly more than a spore, Yaggle had known he was different from the other grots, better than the other grots. It set him apart from the first; the rest of the Pitskulkers had teased him for his sulks and kicked him around the caves when he was
still small enough to curl into a ball. But once he got older, they saw the use in him. The squig riders were the only fighters worth a piss in the whole skrap. The only ones who kept themselves ready for a tussle at a moment's notice. Those dozen-odd veteran grots gritted their teeth (and only a couple hollered) as their squigs described a tight circle
around the gargant, bounding back towards him for another pass. We's outta dankroot - steal us some from the gitz in the Spiderwood. Still laughing, Hradoth grabbed a squig and rider out of the air and popped both straight into his mouth. The wet crunch of his chewing was a little too close for comfort, Yaggle thought, but even that had a certain
thrill. The squigs is loose! Someone's got to catch 'em! 'OH,' said the gargant. 'OH, IT'S GOOD.' Solving the skrap's problems was a distraction. For a time. But still he was bored, and they were boring, and they were boring, and they were boring, and they make a distraction. For a time. But still he was bored, and they were boring, and they were boring, and they make a distraction. For a time is a distraction of the skrap's problems was a distraction. For a time is a distraction of the skrap's problems was a distraction.
example, and Write Spooky Messages On the Cave Walls and Pretend They're From Nighthaunts. Or, his favourite: How Many Teef Can I Steal From the Mouths of Dead-Drunk Gits Before They Notice? The answer to this last was 'quite a few!' But this was the game that finally got him in trouble. Not just in trouble, but in exile. Well, that was a relief.
Yaggle hadn't been entirely confident that grots or squigs would actually taste any good – but he was pretty sure they would have a certain knock-on effect, even for a gargant, if he ate enough of them. We's hungry, find us some 'umies. You a bad git, Yaggle, now you got to be gone. The skrap was out under the Bad Moon now, revelling by the light of
stars and shroomflies. The slurred cheers around the pit fights carried on the wind; even from Hradoth's shoulder, he could hear the shouts of fighters. Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear. 'Look there,' Yaggle clutched a loop on the gargant's hood and yelled into his ear.'
approval and scooped up grots in his hands the way Yaggle might have scooped water. He brought the writhing mass of Yaggle's old companions to his lips, and for just a moment, the grot could make out flashes of faces he remembered. Dritslip, who used to send him out to forage dankroot. Squintmaw, whose whining to the loonboss had got him
exiled in the first place. Did they see Hangle, and know who had brought devastation down on all of them? 'There! Follow the yawps.' No. They were probably soused out of their minds. And the gargant followed. Now, did a certain ill-defined discomfort tap at the back of his skull as he led Hradoth into the midst of everything and
everyone he had ever known? Maybe. It might have done. But if so, the tapping was drowned out by a giddy inner voice that screamed this was power, this was vision. The realm shook underneath him. It really shook! He looked out over the treetops and the mountains and the clouds and his skrap, and it was all so small now. As small as it had always
felt. Smaller than him. So he watched with unblinking enthusiasm as Hradoth's foot flattened the lookouts on the edge of the encampment, and kicked aside a sleeping troggoth. All the revellers in the pits 136 Hradoth shovelled his handfuls of grots into his mouth, and the sound of their yelps gave way to the gnashing of molars. The gargant swatted
away a formation of bounding squig riders and then stared down at his palm. 'I FEEL FUNNY,' he said. Careful now, thought Yaggle. Got to be careful. 'Funny-bad or funny-good?' he asked. Hradoth stared at his hand uncertainly. 'I THINK... FUNNYGOOD.' Abruptly, he gave a bark of delight and began to dance clumsily over the encampment.
stamping grots FICTION underfoot. Yaggle gripped the hem of the gargant's hood and tried to scream only on the inside as he was jerked this way and that. It wouldn't do for a god to scream. This tone he recognised. Maudlin. Self-pitying. Yaggle had known more than a couple of grots who developed a dismal streak after one too many shroombrews
As he was flung around by Hradoth's dancing, Yaggle happened to catch a glimpse of something behind them. The most violent weapon in the skrap's arsenal, uncaged and unleashed. 'AUNTIE ALWAYS FOUND THE BEST GRUB,' he repeated. 'GOOD VILLAGES. FULL OF NOBLES AND WIZARDS AND FANCY TYPES. CASTLES FULL OF KNIGHTS
AND PRINCES. BUT I ALWAYS ATE LAST. AFTER HER REAL BABIES.' Oh, no, he thought. Yaggle had to stop himself from laughing at this great, big mountain of flesh calling himself a baby. A hundredfold the mass of an ordinary squig; a hundredfold the wild-eyed, voracious hunger. A mangler squig was a knot of fungal muscle and fang and
slavering death, and some desperate grot had managed to release six of them. Massive chains bound them together in pairs, turning the squigs into giant bolas of destruction. 'What happened?' he asked. 'I GOT SICK OF IT. I WAS HUNGRY! IT'S NOT FAIR! I'M SO MUCH BIGGER THAN THEM.' 'So what'd you do?' 'Behind you!' Yaggle shrieked.
'Behind you!' 'I PUNCHED HER BABY BALDOTH AND ATE FIRST.' Clumsily, Hradoth spun around and faced the small mangler herd that bounded towards him. He was not, Yaggle thought, quite as concerned as he should have been. The grot's plan had perhaps worked a little too well, and the accumulated mycotic hallucinogens in the bodies of all
those grots and squigs was hitting him more quickly than Yaggle had expected. 'What'd she do?' 'KICKED ME OUT OF THE FAMILY.' Rivulets of water ran down around Yaggle's ankles. The gargant, he realised, was crying. He reached out to pat Hradoth's nose reassuringly. The mega-gargant was a bit of a lightweight. 'CAREFUL. MY NOSE HAIRS
ARE TICKLISH.' 'HELLO THERE!' Hradoth slurred. 'YOU LOOK DELICIOUS.' The manglers careened towards them, and the gargant reached out for them, roaring his joy. A bit sheepishly, Yaggle withdrew his hand. 'D'you miss 'em?' he asked. 'Yer family?' 'I HATE THEM.' Even a mega-gargant's appetite wasn't infinite. After he sucked the fungal
flesh of four manglers from their chains, after he slammed the last two against the side of a mountain and set them aside for later, after he danced a bit over the ruins of the grot encampment... Hradoth needed to sit down a spell and digest. His movements were clumsy, now. Erratic. He leaned back against the side of the mountain, rested a hand on
his belly, and sighed. 'BEST MEAL OF MY LIFE,' he rumbled. 'HMM.' Yaggle looked out over the ruined encampment of his former fellows. The trees and grots and Loonshrines were flattened; every structure was annihilated. It looked like a god had fallen from the sky and wiped out everything in a single, all-consuming blast. 'AUNTIE SAYS SHE'LL
CLOBBER ME IF SHE SEES ME NEAR HER LAND AGAIN. BUT SHE SAYS EVERYTHING PAST THE MOSSHORN IS HER LAND. THAT'S WHY I WEAR' - he raised an enormous, grot-smeared finger and tapped his hood - 'THIS.' Yaggle couldn't tell whether that was a statement or a question, so he dangled between triumph and terror. The gargant
certainly sounded contented. But there was a note of something else in his tone, even in his sigh. Some unhappiness. Yaggle stared up at the gargant. He thought: Pitiful git. But he said, 'How'd you like to teach 'em a lesson?' 'AUNTIE ALWAYS FOUND THE BEST GRUB,' he said. It sounded like a complaint. Behind the hood, Hradoth's eyes were
closed. His fingers were twined over his stomach. 'IT'S NOT FAIR.' The family of gargants had taken up residence in a city that once housed a 'umie learnin' place, where 'umie spores came together to drink potions and become wizards. Auntie, Hradoth said, was the clever one. Her three sons - Baldoth, One-Eye and Junior - were all dumb as rocks.
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Oh, Yaggle would have to be careful here. 'What's not fair?' 'HER. MY COUSINS. ALL OF 'EM.' Yaggle wasn't sure how to rate this estimation, coming as it was from Hradoth believed he could handle; he was plainly terrified of embarrassment before his kin. But the more Yaggle explained his plan
the more excited Hradoth became. It went like this. First, on Yaggle's instructions, Hradoth tied the thatch roofs from several barns to his feet. He wrapped the chains of his remaining manglers around his shoulders, for later. Now, the rumble of his footsteps somewhat muffled, the mega-gargant snuck – with, Yaggle thought, really rather shocking
care - through the river valley south of the university. The one who was probably Junior whirled around in alarm. The other two gargants snapped awake. Now Hradoth hurled a third boulder, and this one caught Junior in the knees, knocking him face first into cobblestone. His nose crunched, and gargant blood spilled in the 'umie streets. This first
blood marked the limits of Hradoth's patience for discretion. The mega-gargant roared joyfully, clambered over the mountain range, and broke into a headlong sprint that left Yaggle scrambling to keep his grip. 'Slow down!' Yaggle yelped. 'Be careful!' When they peeked over the tops of the mountains, it was exactly as Hradoth had anticipated. One
elder gargant kept watch. She stood with her arms crossed, looking out over the town. Long grey braids reached almost to the ground, and her armour was a sort of golden mail patched together from Stormcast shields. Three younger gargants slumped against a bell tower and a keep, snoring loudly. Now came the hard part. Slowly, delicately,
Hradoth collected a pile of boulders from the peaks of the mountain range; massive things that must have been there for centuries. He picked up the first boulder, tucked it in the crook of his elbow, spun around, and hurled the rock through the air. Hradoth did not slow down. Before Junior could raise his smashed face from the cobblestone, Hradoth
was barrelling into the city and over him. Howling his rage, the megagargant raised his foot and smashed it down on Junior's skull. The gargant's body spasmed. His legs jerked and rubbled citadels of 'umie magic. The last two gargant sons gaped at Hradoth in horror. 'YOU,' said the one with a single eye in the middle of his head. He blinked. 'MAMA
ALWAYS SAID YOU WOULD-' For a moment, it looked like it might topple from the air and crash into the bell tower, smashing through masonry and bringing the structure down like so many of the other 'umie buildings that already lay shattered. But no, the boulder kept right on going - over the heads of the giants, past the town, and into the tall,
dense forests to the north. There was a crack - like a great roll of thunder - as the boulder fell to earth. Hradoth roared and charged. But these gargants were ready, and their relative shortness had some advantages. One-Eye leapt to the right, and Hradoth crashed headlong into the bell tower. The massive bell pealed
with a sharp bong, and after the briefest moment in which it seemed it might hold, the entire tower crumbled under the mega-gargant. Auntie turned towards the forest. Her mail of golden shields glinted in the moonlight. She listened to the night hold, the entire towards the forest. Her mail of golden shields glinted in the moonlight. She listened to the night hold, the entire towards the forest. Her mail of golden shields glinted in the moonlight.
sleeping. Yaggle clutched a strand of hair and kicked his feet in the open air and screamed curses not quite befitting a god. White dust filled the night. Hradoth breathed hard and looked to one side and the other. Go, Yaggle willed her. Go, look. At one hand, Baldoth had uprooted a great slab of a monument to Sigmar, graven with images from the
Age of Myth. He held it out before him like a shield. On the other side, One-Eye wielded a fallen cathedral spire like a spear. At first, he thought Auntie carried no weapons except for her immensity. Now she balled her fists, and he saw that she wore the horns of some greater beast or daemon on her knuckles. She listened a moment more, and then
rumbled into the forest to investigate. 'They's got you surrounded,' Yaggle said helpfully. Hradoth grunted. Auntie was the real threat. With her out of the way, this was much more manageable. Even with two gargants asleep, though, and even with Hradoth's size advantage, it felt a little too much like a fair fight for Yaggle. Hence the next step of his
plan. Hradoth tucked another boulder into the crook of his elbow. This time, he threw low. The second boulder careened towards the woken gargant – Junior, Yaggle guessed. He looked like a Junior. The rock was meant to get him in the head, but this was a more exacting sort of toss, and it crashed wide, throwing up dust from an already thoroughly
broken keep. 138 Slowly, carefully, the smaller gargants circled him. Was this strategy? Maybe they were biding their time. If they could hold Hradoth off until Auntie came back, Yaggle thought, they might be able to turn this thing around. Out there in the Mosshorn Forest, she must have heard the commotion; surely it was only a matter of
moments- 'Run or fight,' Yaggle said. 'You got to choose.' Hradoth glanced back and forth between the two brothers. He spat, and then removed the manglers on either end of the chain were dead. Hradoth had knocked them quite soundly
against the side of a mountain - perhaps it was a bit uncouth to wear a pair of carcasses around, but who was Yaggle to criticise? As Hradoth began to spin the chain, though, the manglers startled out of their unconsciousness with slobbering screeches. Round and round Hradoth swung the manglers, like twin flails. Suddenly, he struck, releasing the
slack so that one of the giant squigs hurled out towards One-Eye's cyclopean face. The smaller gargant ducked behind a fortress wall, but Hradoth kept swinging - building momentum, spinning around till the mangler struck Baldoth square in his monument-shield. The slab shattered. Baldoth stumbled backward over Junior, and the angry, dizzy
mangler set about gnawing at his face, purple of the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler set about gnawing at his face, purple of the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler has been surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler has been surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler has been surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler has been surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, offhandedly squashing the surviving mangler has been surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the ground, and the surviving mangler has been surviving mangler has been surviving mangler has been surviving mangler. 'AUNTIE,' Hradoth hurled his bell to the surviving mangler has been surviving mangler has been surviving mangler ha
didn't barrel into a fight that she would surely lose. She was shrewd, Yaggle realised. A survivor. Tears ran down her cheeks and onto her golden mail. But when she spoke, Auntie's voice was utterly controlled. 'YOU'RE A STAIN, HRADOTH.' The mega-gargant didn't seem to have an answer for that. 'I-' he began. 'MARK ME. YOU'LL GET YOURS
SOON ENOUGH.' But here was One-Eye with his cathedral spire. He thrust the spire into Hradoth's side, and the mega-gargant howled with pain. She turned away and thundered back into the spire into Hradoth's side, and the mega-gargant howled with pain. She turned away and thundered back into the spire into Hradoth's side, and the mega-gargant howled with pain. She turned away and thundered back into the spire into Hradoth's side, and the mega-gargant howled with pain.
swung the squig back around at Hradoth, smashing him off balance and splattering the mangler across his face. Yaggle was instantly soaked with squig-matter, and gripped the gargant's hood all the harder as Hradoth hit the ground. As the sun rose, Hradoth winced and raised his hand to ward the light away. Yaggle wasn't much fonder of dawn, but
the mega-gargant was at the mercy of a mounting fungal hangover. Why had he done this? Why in the name of Behemat and all the Bad Moons that had ever risen did he think it was a good idea to get involved in a spat between gargants? He'd got so absorbed in pretending to be Behemat that he'd acted like he really was a good. And maybe he saw a
bit of himself in the gargant, cast out from everyone he ever knew... 'I DON'T FEEL BETTER,' he said. 'You will,' Yaggle lied. 'Here - sit down here.' The ground rumbled. Auntie was coming nearer. But behind them, Baldoth was down, the surviving mangler munching happily on his head. Only moments more to turn this around. The mega-gargant
trundled blearily through copses of old growth. They had wandered rather aimlessly back towards Yaggle's old territory, a place the grots called the Spiderwood, because it was dense and dark and home to giant spiders. The greatwood trunks rose high enough here that when Hradoth sprawled out, crushing swathes of forest as he did so, the treetops
almost, almost obscured him. Yaggle guessed he was trying to hide from Auntie, should she come back looking for revenge. As well he ought, Yaggle thought. 'Get One-Eye,' Yaggle shouted. 'You got to get 'im now!' 'I'M TIRED,' said Hradoth. One-Eye leapt towards Hradoth, plainly hoping to grapple him and keep him on the ground. The mega-
gargant rolled aside, flattening a whole row of dormitories, and seized the great bronze bell from the bell tolling with each strike. Hradoth screamed, and gobs of spittle bigger than Yaggle flew through the air. He kept right on with
the bell, lost to sense. It was like watching the whole of the realm give itself over to rage. What had Yaggle got himself into? 'Sleep,' said Yaggle. 'I keep watch.' Stupid. He was a stupid git. If he survived, he swore not to make the same mistakes. 'Hradoth!' the grot yelled. 'You're not finished! Your auntie!' The mega-gargant grunted and stood up and
surveyed the ruin of the town. Across all the broken masonry and 'umie wreckage stood Auntie. She was very quiet, very still, the first Hradoth lay his head back. Yaggle sat on his chest. 'WILL YOU TELL ME A STORY?' the gargant asked. The grots of Yaggle's skrap didn't have bedtime stories as such. But there were certainly stories that elder grots
told younger spores, often to terrify or distract them, and very occasionally to instruct them on grottish paths to greatness. So Yaggle told some of those last sorts of stories - tales about the Wretched Old Times Before, and the grot wizard Gritlick, who walked through hidden doors between the realms and got the better of all manner of beings, from
stunties to aelves to the hateful sun deity, Glareface Frazzlegit. One thing was always, he won by lying. He 139 tricked duardin into burying themselves underground, tricked aelves into coughing up their own souls, tricked duardin into burying themselves underground, tricked aelves into coughing up their own souls, tricked duardin into burying themselves underground, tricked aelves into coughing up their own souls, tricked aelves into coughing up their own souls aelves into coughing up their own soul
'ere to kill the gargant yerself, I bet. Well, you en't gonna do it alone. Have a spear! 'Ere's we go!' 'WIZARD TRIES TO TRICK ME,' Hradoth mumbled, halfasleep already, 'I SMASH HIM INTO PULP AGAINST THE SIDE OF A MOUNTAIN...'
clearing Hradoth had made when he lay down. The gargant was still sprawled out flat on his back, his breathing like a slow, heavy storm-wind. He sounded like he meant to say more, but he trailed off, and soon began to snore. Yaggle rested his chin in his hands and looked up at the dawn sky and frowned. When he was quite sure that Hradoth was
asleep, Yaggle climbed down the gargant's hood and hopped down into the dirt. The ground swayed underneath him. He had got used to the rise and fall of strolling over the world, the rise and fall of Hradoth's breathing. Yaggle sighed and ducked into the brush of the Spiderwood, trying to chart a path into the darkest overgrowth, away from the
glare of the sun. This was the wise thing, he told himself. Sure, it was fun to look down on the realm and laugh, but he'd been lucky to survive one night, getting tangled up with a gargant. When the big guy woke up, he was going to realise that something was off, or else he was going to get into a blood feud with some distant relative, and either way
Yaggle would end up as mush. Of course, he'd have to lie low for a while and find a farmer to murder, but that wasn't so bad. A boring life was a safe one. And the skrap had raided more 'umie settlements than he could count on his fingers - he knew where to find enough of them that he could keep himself in livestock for a good long while. He'd just
about convinced himself when he heard the rattle of leaves and the snapping of branches all around him. There was a loud chittering, and the scratching of claws along the forest floor. They emerged from the canopy: a line of giant spiders. Dozens of them. On their backs rode grim-faced Spiderfang grots in bone-and-chitin armour. 'You!' shouted one
of the Spiderfangs, pointing at Yaggle with his spear from atop an arachnarok. 'You's one of them Pitskulker gitz! Wot got squashed by dat gargant! Come with us - we's going to get even. And stop 'im squishing the rest of us.' Before Yaggle could think of a convincing excuse to do any other thing than go along, one of the Spiderfangs grabbed him by
the arm and swung him up to another grot, who caught him and swept him up into the howdah on the arachnarok. Yaggle blinked and shook his head. 'I got the sick in my guts like you,' said the Spiderfang in the howdah on the arachnarok. Yaggle blinked and shook his head. 'I got the sick in my guts like you,' said the Spiderfang in the howdah. 'We 'n the Pitskulkers go way back. Loonboss Wazzit's a stupid git. Too soft. But he din't deserve what happened to 'im. And it
sure ain't gonna happen to us.' Yaggle stared at him. 140 Slowly, carefully, the spiders converged on his sleeping bulk. 'Right,' said the Spiderfang. 'We's gonna wrap 'im up with the spiders' webs, and then bite 'im all at once. Pump in as much poison as we can.' It wasn't a bad plan, Yaggle thought. Maybe this would all work out. He was lucky,
really! If he hadn't left the megagargant, he'd be sitting there like a git while arachnaroks circled. But if the Spiderfangs got rid of Hradoth, he wouldn't have to worry about getting tangled up with gargants again. Maybe he could join the Spiderfangs! Riding an arachnarok wasn't exactly striding over the realm, but he could make it work. And if a
certain ill-defined discomfort tapped at the back of his skull... well, that was just the anxiety of lost opportunity. It was a shame to let a pliant mega-gargant go to waste. But you had to weigh your risk. 'Oy!' shouted a grot in the next howdah over. 'What're you doin' 'ere?!' Yaggle was struck by a terrible suspicion that he recognised the voice. Slowly
he turned his head to find his old loonboss, Wazzit, staring at him with rage and disbelief. 'You told me he was dead,' Yaggle said quietly. The Spiderfang boss frowned back at him in confusion. 'No! I's sayin' he din't deserve wot happened to 'im. His whole skrap got squished! He en't a boss no more!' 'Stop!' Wazzit screamed. 'Stop! Stop! Grab 'im!
I'm doin' wot I shoulda done a long time ago.' The Spiderfang still looked bewildered. 'Wot?' 'He's with the gargant!' Wazzit shouted. 'I... was too shamed to tell you. It weren't just the gargant! I was too soft. I kicked out this git and he came back for blood.' Yaggle sighed, stabbed the Spiderfang through the back, and leapt from the howdah, rolling
into the dirt with a rough tumble, but keeping hold of his spear. He sprinted faster than he could ever remember sprinting, heading straight for Hradoth's open palm. Behind him, he heard spiders screeching as they collided. He made another great leap and grabbed hold of the webbed skin between the gargant's fingers, heaving himself up onto
Hradoth's hand. He hardly dared to look back - after FICTION a moment's confusion, the arachnaroks were surely charging headlong now; it was only a matter of time... 'YOU ASKED FOR HELP.' So he heard that. A spear thunked into Hradoth's arm just a short measure ahead. It stuck in, but it wasn't enough to fully break the skin or draw blood,
and the gargant kept right on sleeping. Another spear whizzed by - a third grazed his leg. Yaggle yelped and ran up the makeshift lumber gauntlet on Hradoth's arm, up his bicep and onto his chest. 'Help!' he screamed. 'You's got to wake up! Spiders! Help!' The gargant snored on. Yaggle tried stabbing him in the chest with his spear for good
measure, but it was the same as all the other spears - it didn't even break the skin. Now Yaggle did look behind him, and immediately regretted it. The first of the arachnaroks was crawling up Hradoth's bulk, with the old loonboss Wazzit screaming murder from the howdah. 'Get 'im! Get 'im!' The answer came to him at the very last moment, like all
his best plans. He leapt onto Hradoth's chin, then again over the chasm of his mouth, so that he was perched on his upper lip. Then he jabbed his spear into the gargant's nostril and twirled it around, tickling the massive strands of his nose hairs. Again, he called, 'Help! You's got to wake up! Spiders!' This time, the reaction was immediate. Hradoth
jerked upright, cough-laughing. Yaggle jumped from the gargant's lip and grabbed hold of the hem of his hood just moments before the massive hand rose to swat away the irritant. Yaggle found his old position on the gargant's shoulder, by his ear. 'Spiders!' he shouted. 'You got to get the spiders!' Hradoth was untroubled. He casually seized the
abdomen of the arachnarok crawling over his arm, and flung it away into the trees. Then he climbed to his feet, looking out over the circle of giant spiders. 'SO SMALL,' he said. As it happened, arachnaroks were a favourite snack of Hradoth's, and he had recovered some of his appetite. The two sat in silence for some time while the gargant munched
spider-legs - Hradoth on the forest floor, and Yaggle on his shoulder. 'HELP,' Hradoth said after a while. 'Eh?' 'NOT VERY GODLY,' Hradoth added. 'Well,' said Yaggle. 'It was a test! A test of my mighty servant!' It sounded pitiful, even to him. 'You passed,' he finished. 'YOU WERE SCARED. WHY WOULD A GOD BE SCARED OF SPIDERS?' 'Well...'
Yaggle strained for an answer, a plan, but nothing was coming. Not at the last moment, not at all. He sighed. 'I got to tell you the truth,' he said. 'The whole truth.' The gargant grunted now) called them his own. Brains and voice -
they weren't exactly one and the same. 'I en't Behemat exactly,' he said. 'I's only the voice. Y'see? A prophet, like. To speak the godbeast's will. I know what he knows and say what he wants. I still get scared sometimes, but I's a son of Behemat. Just like you.' The mega-gargant's great hooded head turned, and he considered the grot on his shoulder
There was a dull curiosity in his expression, but Yaggle couldn't tell what was happening behind the mask, behind the eyes. Did he want to believe it? And if not, could he overlook the lie? 'TELL ME,' Hradoth rumbled, 'SOMETHING ONLY A GOD WOULD KNOW.' Maybe, just maybe, Yaggle could discern a ghost of a smile on the
mega-gargant's face. The grot closed his eyes, and pressed his fingertips to his temples. He squeezed his eyes shut and furrowed his brow, and he thought of all those 'umie settlements spread across Ghur, all those farmers and villages. 'I, Behemat, is going to lead you, Hradoth, to your next meal, and the next, and the next. A realm full of square
meals, y'see?' Yaggle opened his eyes and smiled up at the gargant, and he was astonished to realise that his smile was genuine. 'I tell you the truth.' 'LET'S GET STARTED, THEN,' said Hradoth, and he stood so that the two of them towered over the whole of the world. 'I'M READY FOR AFTERS.' IF YOU'D LIKE TO READ MORE FANTASTICAL
STORIES SET IN THE AGE OF SIGMAR, VISIT THE BLACK LIBRARY WEBSITE AT WWW.BLACKLIBRARY.COM. 141 INSIDE THE STUDIO As we come to the end of the magazine, we take a look at the games people have been playing and the models they've been painting in the studio over the past month. This issue: medics!
Plus ogors, more hobby bingo fun and a load of tanks on parade. he studio has been a hive of hobby activity this month, with many hobbyists ticking off boxes on their hobby bingo sheets, be they for Warhammer Age of Sigmar, Warhammer Age of Sigma
Warhammer Quest: Cursed City, and there are now only a few models left to paint between us. Hopefully we will be able to do some adventuring when we're allowed to meet again! Here you can see Dan's Armies on Parade board for last year's
competition. Seeing as we're halfway through 2021 already, he'll have to start work on this year's one soon! EMPEROR'S SPEARS DRUID WILL I MAKE IT, DOC? Army painter Tangui Jollivet has added to his Emperor's Spears army this month with this impressive Druid conversion. Druids often combine the roles of Librarian and Apothecary, so
Tangui has included elements of both on his model. The base kit is a Judiciar with the addition of an Apothecary's backpack and a Librarian's arms, power cables and psychic hood. This Rogue Doc was painted by translator Sebastian Brabsche for his Escher gang. He undercoated the model with Grey Seer, then painted her hazmat suit Averland
Sunset, which he shaded with Casandora Yellow followed by highlights of Yriel Yellow and Flash Gitz Yellow. Her shirt is Stegadon Scale Green with highlights of Sotek Green and Temple Guard Blue. THOMAS ELLIOT'S OGORS Illustrator Thomas Elliot has always wanted to paint an ogor army, and it seems that now is the time! His ogors all have
pale greenish flesh that uses a basecoat of Ionrach Skin, a wash of Drakenhof Nightshade, and highlights of Deepkin Flesh and Pallid Wych Flesh. The rest of his colour scheme is dark, earthy colours with some red thrown in. Thomas's army also features a lot of conversions, including the use of Ogre Blood Bowl players to make his Gluttons look like
they're charging hungrily into battle. 142 HOBBY BINGO A1 HERO OR CHARACTER ANY MODEL A2 ANY MODEL A3 A4 UNIT OF 2+ MODELS B2 FORTIFICATION OR SCENERY UNIT OF 10+ MODELS SOPHIE BOSTOCK B1 C2 VEHICLE OR MONSTER B3 KITBASHED MODEL B4 VEHICLE
OR MONSTER B5 UNIT OF 10+ MODELS D1 C4 JONATHAN STAPLETON - 180 E3 D4 ANY MODEL D5 Jonathan's hobby bingo sheet has lit up like Christmas after he added all the Necrons he's been working on recently. Apparently he was saving them all for a rainy day before adding them to his sheet. E4 BEN HUMBER - 50 Ben's lost his bingo
pen. And his sheet. He's not even sure what day of the week it is in bingo town. This might be because he's concentrating on buying a new house, but we reckon he's using that as an excuse to put off painting models. E5 ANY MODEL HERO OR CHARACTER - 260 Sophie painted a Judiciar this month for her 10th Company Tome Keepers force. She
painted him following the Classic painting guide for the Tome Keepers and the red leather guide for the Adeptus Custodes. She also swapped his tempormortis for a hefty book. Dan is currently in third place in our team's hobby bingo stakes. He's got quite a few single model slots to fill but also two units of 10+ models. He currently has an
inconveniently sized unit of five Havocs on his painting desk. FORTIFICATION OR SCENERY UNIT OF 10+ MODELS Matt Hutson B3 KITBASHED MODEL Box: 10 Line: 50 Entire grid: 400 DAN HARDEN - 250 UNIT OF 10+ MODELS D3 SCORING TABLE IN BRIEF E2 UNIT OF 2+ MODELS C5 LORD OF WAR OR BEHEMOTH HERO OR
CHARACTER D2 VEHICLE OR MONSTER HERO OR CHARACTER E1 KITBASHED MODEL C3 ANY MODEL In December, we introduced our White Dwarf Hobby Bingo resolutions. Here's how we're getting on. Let us know how you are doing at [email protected]! – 1250 Matt finished his hobby bingo sheet with a resounding shout of 'House!'. The
final model he painted was a terrain kitbash for Adeptus Titanicus using the Alchomite Stack. He also painted Torgillius from Cursed City, but he painted his robes a deep blood red instead of his traditional green. E5 HERO OR CHARACTER LYLE LOWERY – 180 These little dark minions are Lyle's contribution to the White Dwarf team's project of
painting all the Warhammer Quest: Cursed City models. In keeping with the Cursed City aesthetic, he painted them with a limited palette of dark, neutral colours, with a splash of red here and there. D4 UNIT OF 2+ MODELS A4 UNIT OF 2+ MODELS A4 UNIT OF 2+ MODELS D2 UNIT OF 3- MODELS D2 UNIT OF 3- MODELS D3 UNIT OF 3- MODELS
November 2020, the Warhammer Community team hosted the annual Armies on Parade challenge. Traditionally this takes place in Warhammer stores across the world, but with Nurgle's malevolent influence sweeping the globe, it was instead hosted online. Our writer, Dan, has entered Armies on Parade almost every year since it began in the UK
and he has amassed a mighty eight Armies on Parade displays over that time (which take up a lot of space!). His creation for 2020 is this Astra Militarum display featuring the Athonian Tank Corps. 144 'I've been working on my Imperial Guard tank regiment for the last few years,' says Dan, 'and I thought now would be a good time to show them all
together in a display. I painted two new units - a Hydra and a trio of Armoured Sentinels - and built and painted the board, ticking off three of my hobby bingo boxes. The rubble on the board is made of crushed glass and sand that is
normally used in vases and flower displays. I painted it a dirty brown grey to match the weathering on the tanks.' INSIDE THE STUDIO E1 FORTIFICATION OR SCENERY C1 UNIT OF 2+ MODELS D3 VEHICLE OR MONSTER NEXT ISSUE A STORM IS COMING ... 'There is currently a very small infantry presence in my army that I plan to add to in
the future,' says Dan. 'All my troopers are converted from Cadians with Skitarii Vanquard heads to show their affiliation with the Adeptus Mechanicus. All of my vehicles feature the Stygies VIII symbol or the forge world's colours. 'I've also
given all my tanks names, picking ones that suit their weapon loadout, their battlefield role or something that generally amuses me. The battle tank 'Classic Configuration' is so named because it is armed with the weapons that came on the original Leman Russ kit, while 'Don't Look Back' suffered from a gluing incident that now results in a turret that
can only face forwards ...' NEXT ISSUE ON SALE 20 AUGUST
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