

WARHAMMER

ISSUE 30
23 AUGUST
2014

WARHAMMER
THE END TIMES
DEATH RISES! WHO WILL LIVE AND WHO WILL DIE?



WHITE DWARF

ISSUE 30
23rd August 2014



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OPENING SALVO

The End Times have come. The winds of magic wax strong with necromancy and the dead rise everywhere. Archaon's armies muster in the North for a final, triumphant invasion. No-one and nothing is untouched by what's happening, from the brave men of the Empire to the cold-blooded inhabitants of distant Lustria, from the lumbering hordes that populate the Mountains of Mourn to the glittering hosts of Ulthuan. Are you ready to fight for the future? You should be, for Nagash is arisen and nothing will ever be the same again.

Yes, Nagash returns this week with one of the most flat-out amazing models ever. And if that wasn't enough, the resurrection of the Supreme Lord of the Undead isn't just of momentous significance for modellers and painters worldwide; he's accompanied by Warhammer: Nagash, a fabulous new book that ushers in nothing less than the End Times for the Warhammer world. Everything changes here... for whom will you fight?



A handwritten signature in black ink, appearing to read "Jes Bickham".

Jes Bickham - White Dwarf Editor

NAGASH, SUPREME LORD OF THE UNDEAD

Quail in terror, mortals, for Nagash is reborn! The first and greatest Necromancer of all time, he is a demi-god given form, the terminus of all life, the very personification of death. So begin the End Times...



Congratulations! If you're reading this, you've gazed upon Nagash and remained sane. I,

on the other hand, am broken by his magnificence, reduced to a gibbering wreck by this incredible new model of Warhammer's greatest villain.

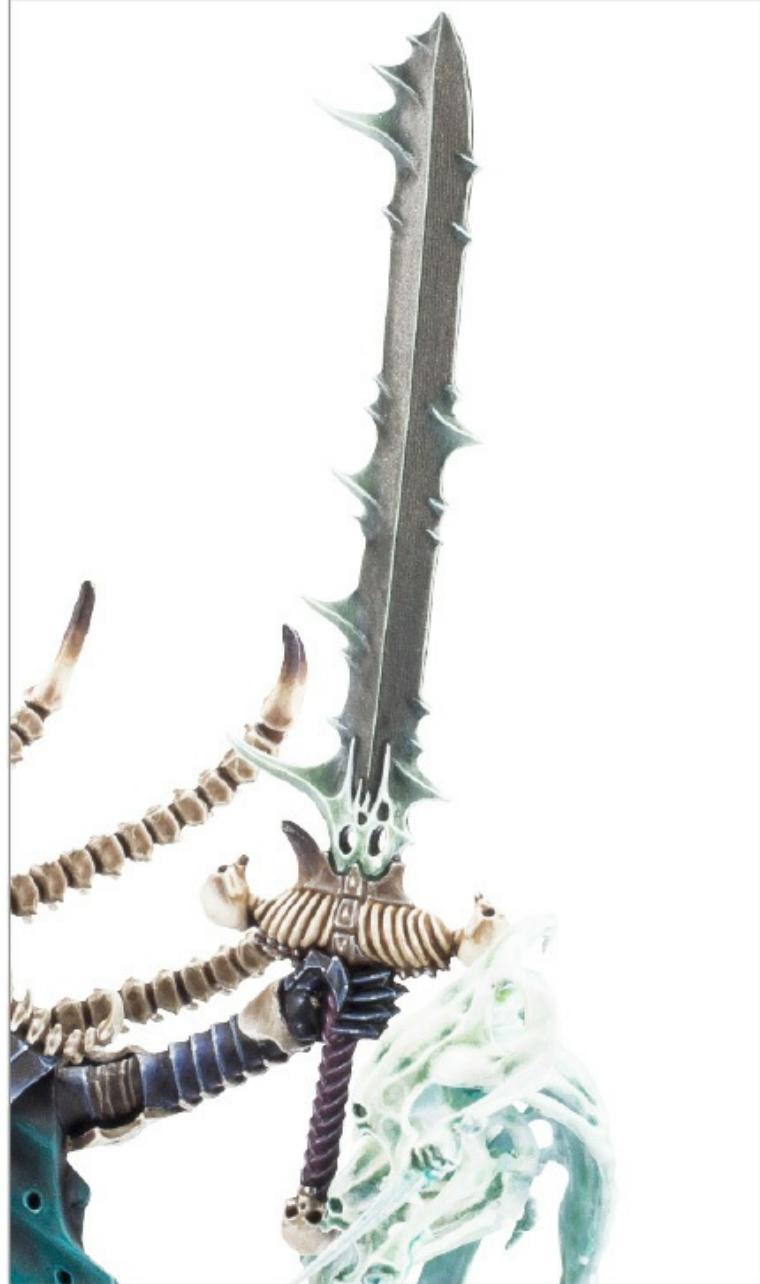
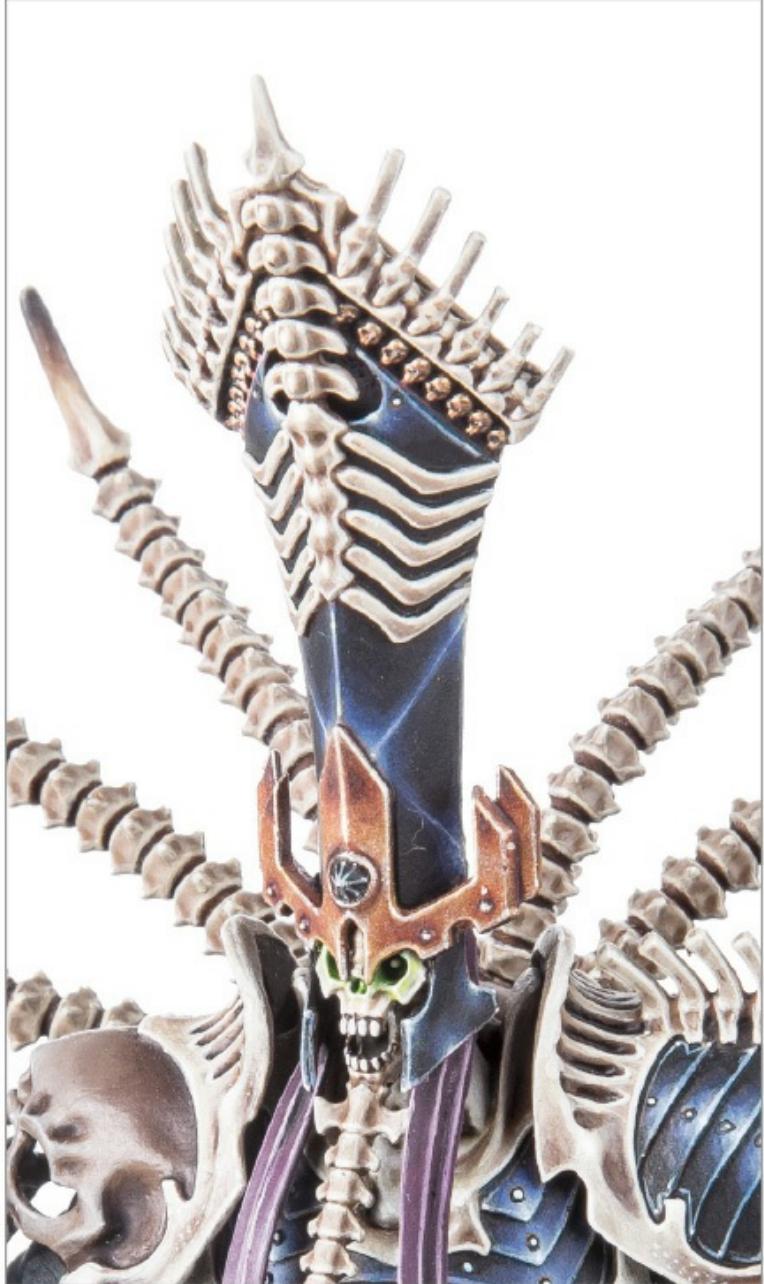
This incarnation of Nagash is nothing short of a god given form, an immortal lord of undeath. What once existed of Nagash's original body is long gone, his frail human frame replaced by the monstrous shape he now assumes. Looming over the battlefield, he is a hideous amalgamation of dead flesh and pitted bone, a construct of his own creation, testament to his knowledge of dark sorcery. Though absent for over 800 years, Nagash's return heralds a new era of darkness in the Warhammer world, a time of unending terror. The dead rise from their graves, their souls drawn to Nagash's immense presence.

Necromancers find their minds invaded, their feeble attempts at autonomy crushed by his indomitable will. Legions of Undead creatures answer Nagash's call, their every move dictated by the Great Necromancer, the Supreme Lord of the Undead.

Ever the powerful sorcerer, Nagash wields an array of arcane items, weapons of his own forging that no mortal could ever hope to bear. In one hand he carries Alakanash, a staff redolent of ancient Khemri, the land of Nagash's birth. Crafted from grossly reshaped bones it is the conduit through which his necromancy is channelled. In the other hand he holds the Liber Mortis, one of the Nine Books of Nagash and the result of his obsessive quest for immortality during his time as High Priest of the Mortuary Cult over four millennia ago. The remaining eight books float around him on tendrils of ethereal energy, their hide-bound covers padlocked shut to deny their contents to unworthy eyes.

On his back, Nagash carries the Mortis Blade, a sword so massive an Ogre would struggle to lift it. Sheathed in the picture to the right, there's an option in the box for him to wield it in place of his staff (see over the page). The most powerful of Nagash's artefacts is the Crown of Sorcery. Crafted by the Great Necromancer many centuries ago, it gives him total dominion over the Undead. Resembling a heavy golden circlet, a jewel of pure black warpstone embedded in the centre, only Nagash can wear the Crown of Sorcery and remain sane.

Though powerful beyond measure, Nagash understands the frailty of a physical form, having been vanquished, albeit temporarily, on several occasions. As such, he wears Morikhane, a suit of plate armour fused to his huge form. Forged from lead and meteoric iron to shield him from the corrupting power of warpstone, it also offers protection from mundane and magic attacks. Edged with magically-reshaped bone, it's a grim reminder of Nagash's power and his ability to manipulate dead matter, shattering and re-knitting bones on a whim. Though he wears armour, Nagash's emaciated abdomen is exposed, his spine and ribs clearly visible above a jagged line of stitches. The canopic jars around his belt may contain what little remains of his internal organs. Or, more specifically, the organs of the noble body he possessed to re-enter the mortal realm... DH



Left - Nagash wears the *Crown of Sorcery* on his brow, a potent artefact of his own making. The crest of the crown is inlaid with a black Warpstone gem, a rare and powerful stone that magnifies Nagash's necromantic abilities immeasurably.

Right - Nagash carries *Zefet-nebtar*, the *Mortis Blade*. Like everything Nagash carries, it has been warped and twisted by magic, wisps of ethereal flame bleeding off it. It is one of two optional arms on the kit, the other being a conjured spirit that replaces the *Liber Mortis* in Nagash's right hand.

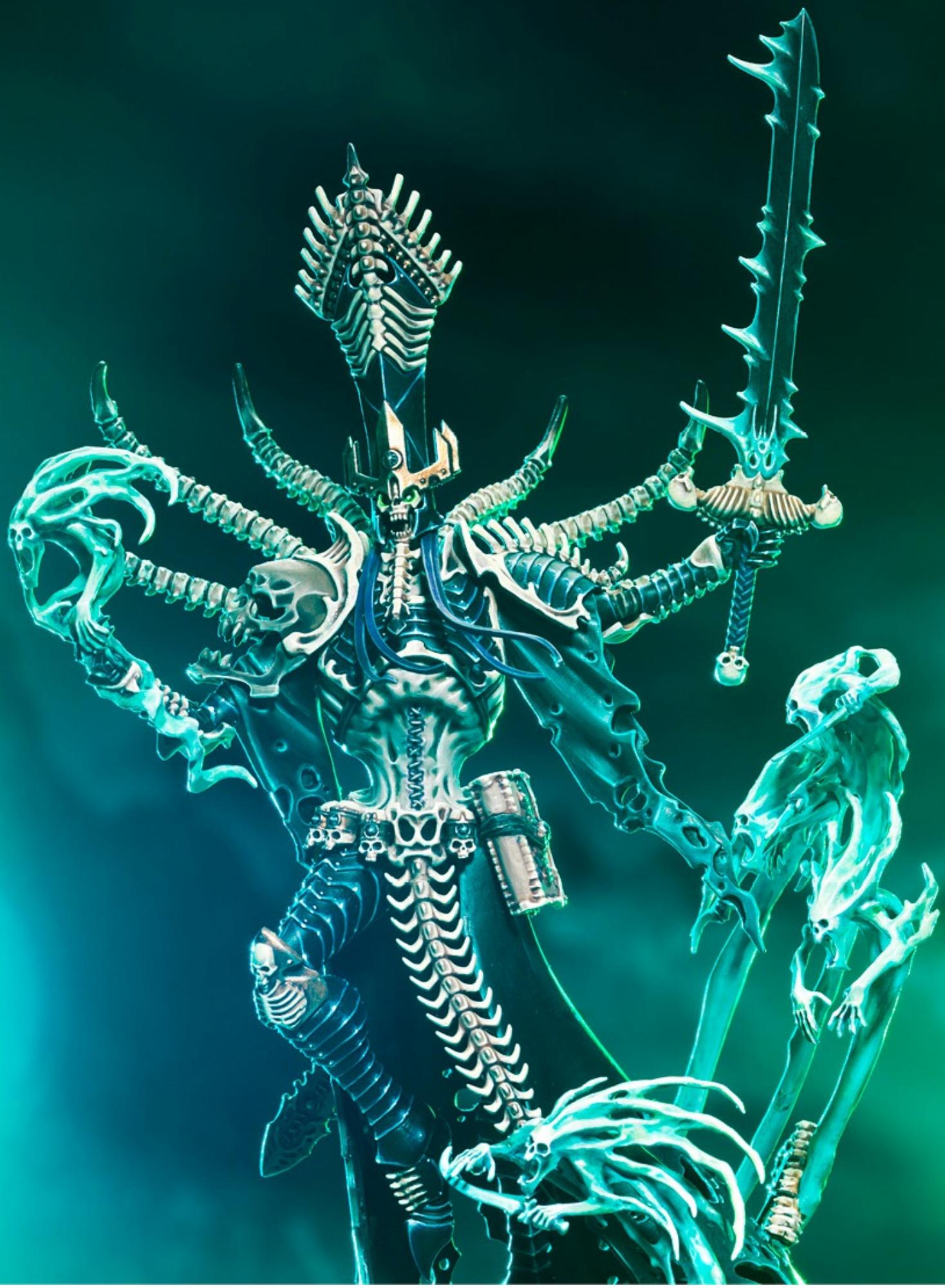


Left - *A hideous fan of claw-tipped spinal columns sprouts from Nagash's back, another sign of Nagash's mastery of the dead.*

Right - *Undead spirits are drawn to Nagash like moths to a flame. They are vengeful creatures, their hatred of living creatures amplified by Nagash's presence.*

Below - *Nagash is borne aloft on a vortex of evil spirits, his nine books of Necromancy swirling about him.*





WARHAMMER

NAGASH

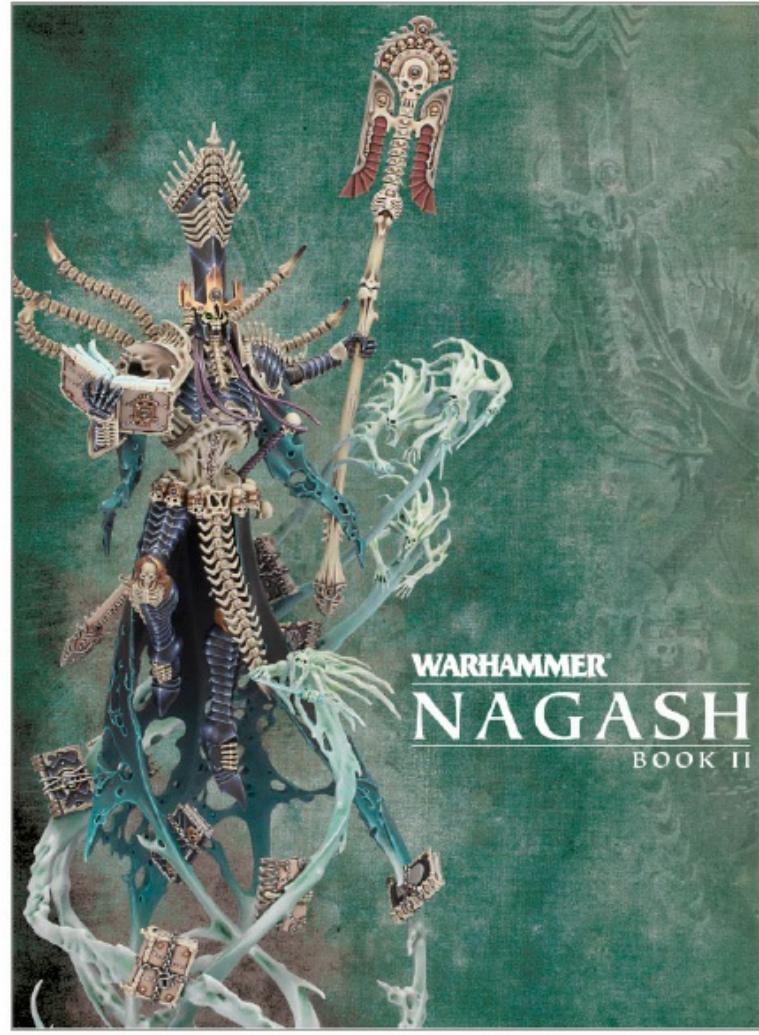
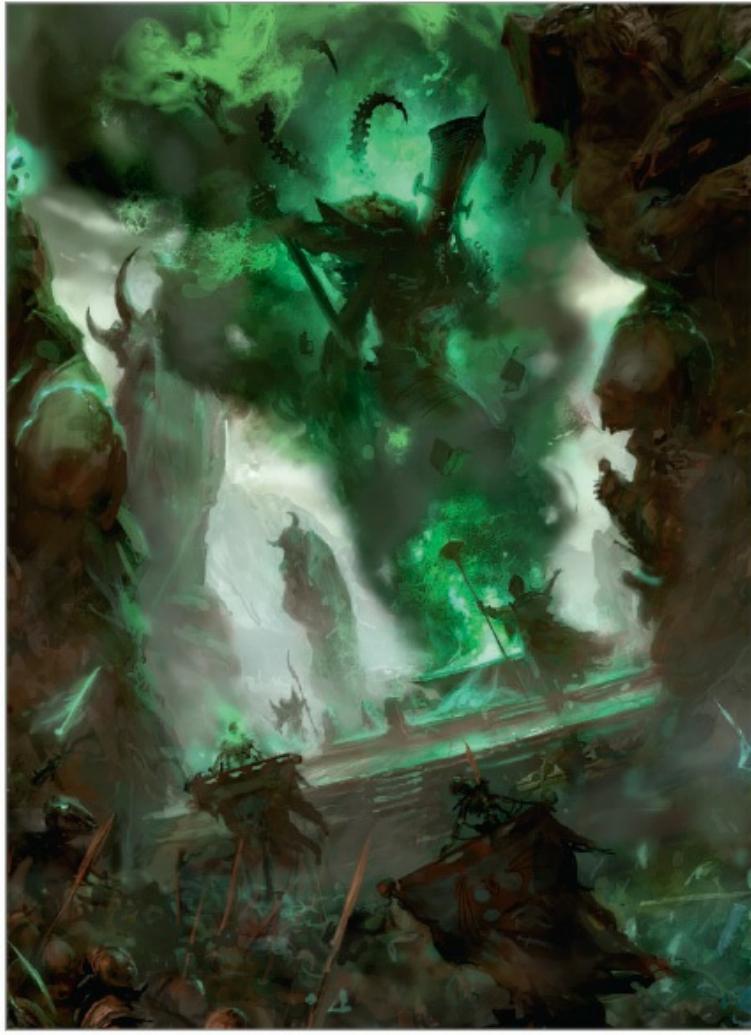
The End Times have come and the Warhammer world will never be the same again. Resurrected in a dark ritual, Nagash – the greatest Necromancer the world has ever known – has returned. At his bidding the legions of undeath muster to conquer the world.



Warhammer: Nagash is without doubt the biggest, most dramatic thing to happen to Warhammer since its inception, a ground-breaking release that will forever change the Warhammer world. Archaon, Lord of the End Times, has unleashed a vast Chaos invasion and stands poised to conquer the world in the name of his gods. Kislev burns and the Empire, braced behind the Golden Bastion of Balthasar Gelt, will be next to fall. But unlikely aid is at hand – Nagash has despatched armies north to halt Archaon's hordes while he returns to Nehekara to unite the Undead within his iron grasp. Nagash's goal is not to save the world, however, but to transmogrify it into a silent realm of death. All who oppose his will must be crushed.

So great is the power loosed into the world upon Nagash's return, that death magic has suffused the land. Wizards of every stripe can now draw upon the new Lore of Undeath, summoning Undead minions of their own. This is a real and potent game-changer for Warhammer battles, as the dead rise to serve their new masters everywhere: just look at our Battle Report on page 16 for evidence.

Containing the epic stories here requires two mighty hardback tomes, presented in a sturdy slip case. The first book is a 296-page volume containing the narrative sweep of events surrounding Nagash's return, from Mannfred von Carstein and Arkhan the Black's dark ritual to resurrect their master, to the terrible reckoning between Nagash and his arch-rival Settra the Imperishable. The second volume contains all the rules for Nagash, his Mortarchs and the new Lore of Undeath. There's also guidelines for using the Undead Legion, the unified army of Tomb Kings and Vampire Counts Nagash draws to him in his mission of conquest. AT



Left - *Nagash Book I* contains the story of his return – heroes stand and fall, while villains triumph.

Right - *Nagash Book II* has all the rules for using Nagash and the Lore of Undeath in your games.



The three-eyed king has long awaited this moment,
the hour in which his destiny is at last unveiled.
He leads an army of madness and rage, against which
no sane being would willingly stand. Perhaps I am not
sane, as I will fight one last time. Not for victory,
but for survival, for the hope that a good can endure.
It is a slender hope, and the daughter of Dark Gods
rings loud in my ears.

These are the End Times.

Above - *The End Times begin...*

Below - *Play through some of the key events.*



THE HUMBLING OF SETTRA

Nagash had consumed the god-like energies of Usirian, God of the Underworld, and then emerged from the Black Pyramid of Khemri to do battle with Settra the Imperishable and his Nekharos legions. Suffused with death magic, Nagash was able to take on all of the forces under Settra's command single-handedly.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender.

Imperishable. The Defender's army may include any other models he has in his collection from Warhammer: Tomb Kings.

The Attacker's army consists of one model: Nagash (page 22).

Note that you must have the models of Nagash and Settra in order to play this scenario.

The Defender must take an army selected from Warhammer: Tomb Kings, which must include Settra the

FIRST TURN

The Attacker (Nagash) has the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

If Nagash is removed as a casualty then the Defender wins immediately. If Settra is removed as a casualty, or bound to the will of Nagash (see the scenario special rules), then the Attacker wins immediately. If neither of these things have happened by the end of the battle, then the Attacker wins.

SCENARIO SPECIAL RULES

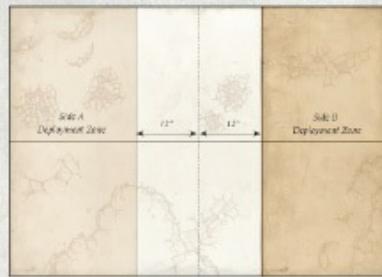
Haunted Battlegrounds (page 11)

Bound to the Will of Nagash: The Attacker must roll a die for each enemy unit within 12" of Nagash at the start of any of his turns, or that defaces a charge against Nagash. In the Defender's turn, roll once for a unit that includes one or more characters; the roll applies to the unit and all characters in it. On a roll of 1-3 nothing happens. On a roll of 4+, that unit immediately becomes part of the Attacker's army for the rest of the battle. Subtract one from the dice roll. If the enemy unit is a character model or includes one or more character models, or is within 18" of Settra, subtract two from the dice when rolling for Settra himself or his unit.

Usirian Cast Down: Nagash's Staff of Power starts the battle with four stored power dice. In addition, the Defender cannot use The Scarab Breath of Usirian or The Rattlebox Dead Lore attribute in this scenario.

THE BATTLEFIELD

The battlefield represents an area of open ground just beyond the entrance to the Black Pyramid. Set up terrain as described in the Warhammer rulebook. The only terrain pieces that may be used at this scenario are hills.



DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent deploys in the other half. Note that this battle is fought down the length of the table rather than across its width.

Nagash must be set up in the centre of the Attacker's deployment zone. The Defender can place his units anywhere in his own deployment zone.



NAGASH LIMITED EDITION

Warhammer: Nagash is also available as a uniquely numbered limited edition.

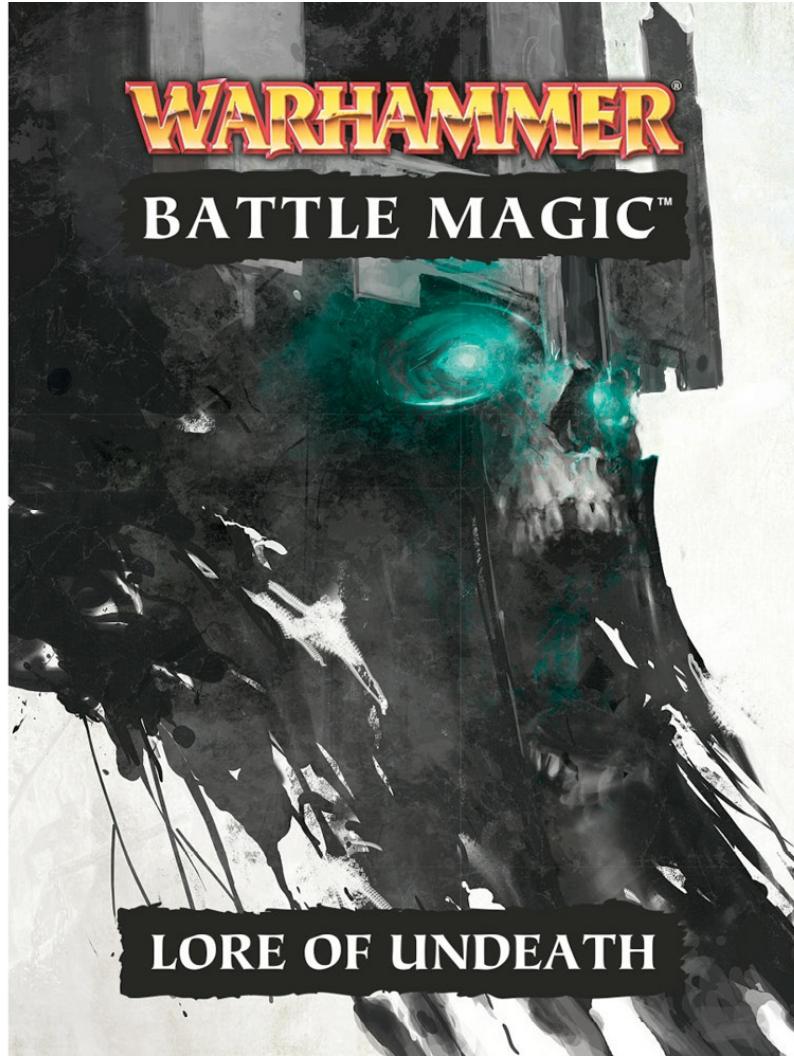


For the Warhammer fan who wants to commemorate the return of the Supreme Lord of the Undead, there is a special, limited edition available. Sealed by magnetic clasp inside a decorative slip case, both books inside this edition are presented with exclusive covers detailed with spot-UV varnish. There is also an art wallet inside, boasting five art prints and an exclusive annotated map which enlarges and expands on the events of the book, and points out the locations of the key engagements.

This special edition is strictly limited to only 750 copies, each uniquely numbered, making this a very exclusive item indeed. If you want a copy for yourself, you will need to act fast. AT

BATTLE MAGIC: LORE OF UNDEATH

When Nagash is restored to the Mortal realm, a howling gale of death magic is unleashed.



With the return of Nagash, untrammelled death magic spreads across the Warhammer world. Soon the dead arise, and wizards of every stripe turn to the dread art of Necromancy in desperation.

The Lore of Undeath is a set of seven cards that serve as a quick reference during your games of Warhammer. This new lore is available to every wizard, mage and sorcerer in the Warhammer world – providing they have the courage to use it. If you've ever juggled your army book and rulebook trying to remember which spells your wizards have at their disposal, you'll know just how useful these magic cards can be. They are available only while stocks last, however, so if you want a set, get them while they are hot. AT

THE RETURN OF NAGASH

Plans are in motion. The Great Necromancer will be reborn. Nagash will return!



Arkhan the Black is Nagash's most loyal servant. Mannfred von Carstein is not. An uneasy alliance is formed as they attempt to achieve their goals.

Josh Reynolds does a sterling job in this book, bringing two of Warhammer's greatest villains into direct conflict and simultaneous harmony with each other. Mannfred von Carstein is arrogant and scheming, attempting to claim Nagash's lost relics for his own. Arkhan is malicious and blunt, determined to see his master rise again. We all know how it ends, but it's a great read getting there. Of particular note are the other events alluded

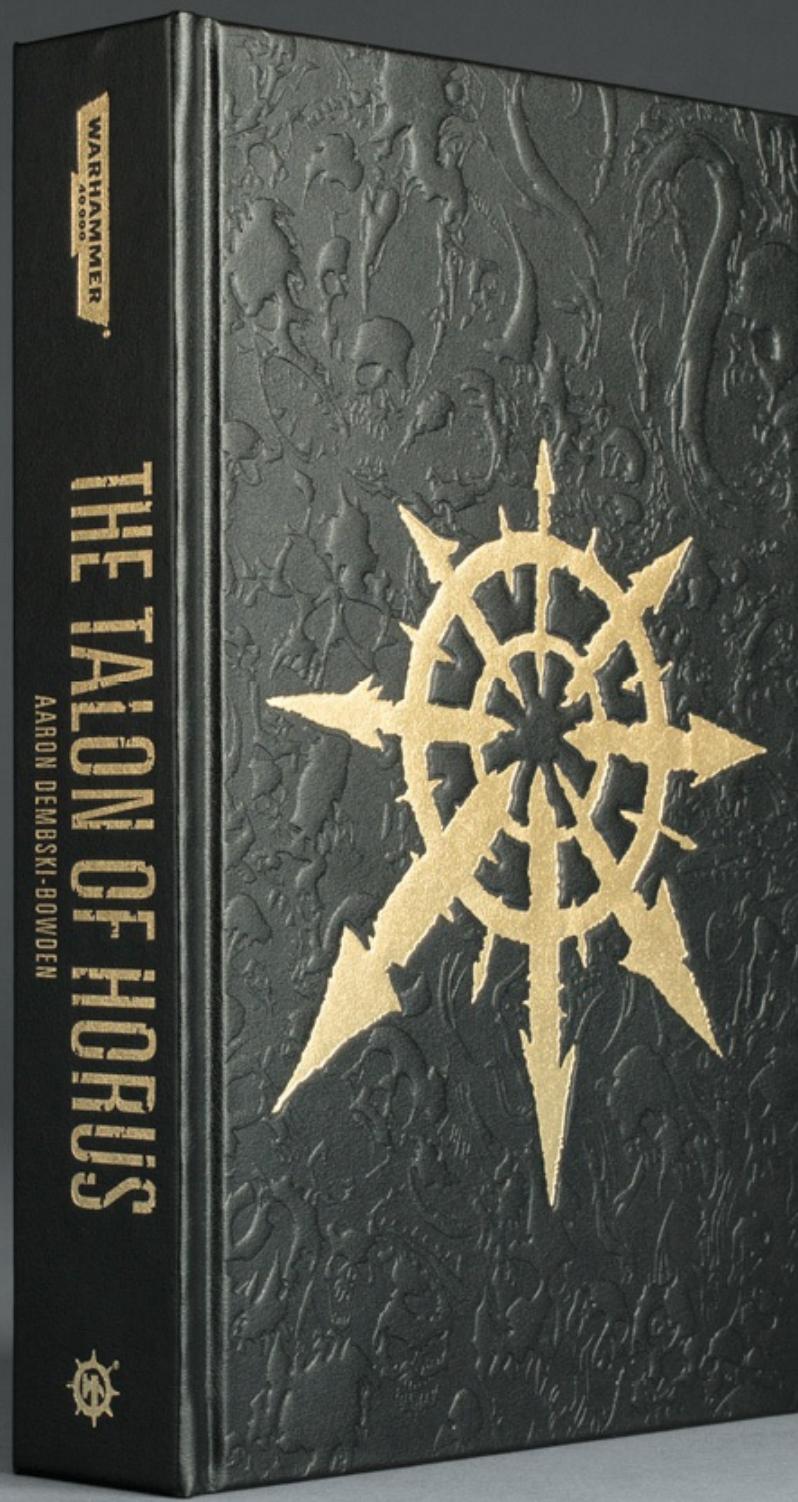
to throughout the novel. From Athel Loren to Karak Kadrin, the world is in turmoil. Is this the beginning of the end? DH

FURTHER READING

Dan: I've said it before, and I'll say it again, read the Nagash trilogy. It's the ideal companion to this series, detailing Nagash's earlier life and his dabblings with necromancy. Pick up Sigmar's Blood, too, as it directly precedes Return of Nagash.

THE TALON OF HORUS

In the wake of the Horus Heresy, the fallen Legions look for a new Warmaster to lead them.



Abaddon is the galaxy's most infamous villain, having fought the Imperium for almost ten thousand years. This Limited Edition novel tells the tale of his rise to power and includes three short stories and four pages of character illustrations.

This novel is the introduction to the Abaddon we all know and hate. As Aaron Dembski-Bowden says in his foreword, "It'll take time for Ezekyle to become Warmaster Abaddon. What we're seeing here are the first steps on that road." And what a crazy road it is. Written from the perspective of Thousand Son Iskandar Khayon, the fallen Astartes have to come to terms with the Warp, Daemons, the Chaos Gods and the realisation that they're the bad guys. Thrilling stuff. DH

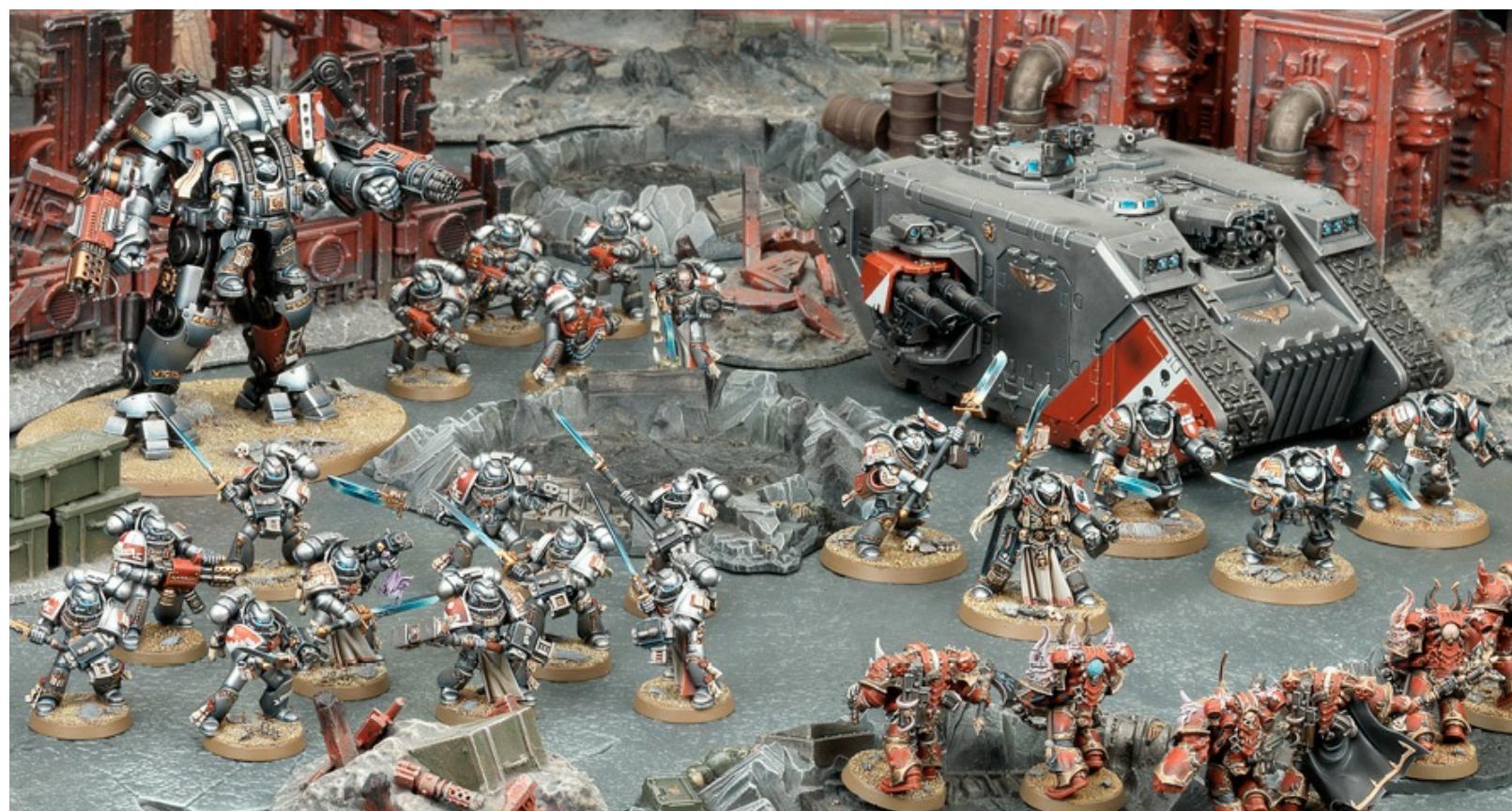
FURTHER READING

If you want to find out more about Ezekyle Abaddon then look no further than the opening trilogy in the Horus Heresy series. As one of Horus's most trusted warriors, he makes a number of dramatic appearances throughout the series, though his crowning moment has to be the epic battle amidst the rubble of Isstvan III in Galaxy in Flames.

GREY KNIGHTS

NEMESIS VANGUARD

The Grey Knights are the first line of defence against Daemonic incursions, a silver line of warriors with unbreakable resolve. In times of terrible strife a Nemesis Vanguard will be deployed as a first strike, with orders to plunge right into the heart of the foe.







There are few forces in the galaxy with the might and skill of the Grey Knights. They have access to the finest weapons and wargear to be found in the armouries of the Imperium, and each warrior in their ranks is a skilled psyker possessed of an unshakeable resolve. A Nemesys Vanguard is formed of Grey Knights ready and willing to take the fight to the foe in a fast-moving offensive. The attack is spearheaded by the ferocious might of a Grey Knights Land Raider, transporting a squad of the Emperor's finest. The remainder of the formation join the fray on foot or, more likely, preceded by the lightning flare of teleportation assault.

The Nemesys Vanguard set contains a force of Grey Knights including a Land Raider, Nemesys Dreadknight, five Grey Knight Terminators, a five-man Purgation squad and a

10-man Strike squad. This boxed set is bursting with options and the warriors within it can be used to create a variety of different squads, depending on what you want in your army. AT

THE END TIMES

The Warhammer world sits on the brink of annihilation. Archaon readies the greatest Chaos horde ever known and Nagash has returned to the land of living. These are the End Times and, as a shadowy figure explains to the White Dwarf team, nothing will be the same again.



Warhammer: Nagash sees the return of the Great Necromancer himself, one of the most puissant of beings in the Warhammer world. His coming has brought about the End Times. A shadowy visitor to the White Dwarf bunker, cowled in black, brought unexpected news of what's to come.

“Events in Sigmar’s Blood put into motion a dark scheme that sees Nagash return to the

world of the living,” said the stranger, seemingly in reference to Mannfred’s plot to gather victims for some terrible ritual. “Arkhan the Black has plotted and planned to see his master’s return and in Warhammer: Nagash we see how Mannfred has become a pawn in that great game. In Nagash, despite the heroic efforts of some valiant heroes, the ritual is completed and the Supreme Lord of the Undead rises again,” said our visitor in a raspy chortle.

“That alone would probably spell doom for much of the world, for few ever opposed Nagash and lived, but it’s made worse by the legions of the Everchosen. Archaon is mustering in the north. It’s his destiny to drown the world in blood and consecrate it to Chaos – and that’s where the real conflict begins.

“Nagash demands that all be subjugated to his will, the world reduced to a cold, sterile, dead place of order. That kind of order cannot abide Chaos, and that means a battle is brewing,” said the hooded one. “Nagash has gathered nine beings of immense power, the Mortarchs, and with these he will accumulate the power to conquer the world and stop Archaon’s invasion in its tracks. Nagash will not share his dominion with anyone.

“Nagash’s first act is to send three of his servants north, led by none other than Vlad von Carstein, raised once more from the dead. Vlad’s mission is simple: halt the Chaos invasion until Nagash himself can crush it. The Empire is in dire straits, Kislev is no more and only Valten, Champion of Sigmar, prevents the massed Empire armies at the border from faltering completely. As Vlad marches with his undead horde, he must balance the orders of his master with the hate and fear the men of the Empire feel towards him as we see a most uneasy alliance formed. The enemy of my enemy, as they say...

“Meanwhile, Nagash himself marches on the far south. Nehekara and the Tomb Kings have always been his bitterest rivals, and there is one among them who will never bow the knee to the Lord of the Undead. Nagash will see the Land of the Dead restored, but to do so he must defeat Settra the Imperishable. Should Nagash triumph on the burning sands of Khemri he will be able to reclaim his Black Pyramid, the source of the power he needs to confront Archaon.

“In Warhammer: Nagash we see epic events that irrevocably change the status quo in the Warhammer world,” says the cowled stranger, sweeping his arm across a map. “A cast of famous heroes – and not just the obvious ones – take to the battlefield, ready and willing to live or die for their cause. Beneath the bloody boughs of Sylvania, heroes and villains sacrifice their lives for their cause, while in the north the forces of Chaos can only be halted with grievous cost of life. Reading Nagash, one thing is crystal clear: nothing will ever be the same again.” AT

CHANGING THE RULES

Some of the biggest effects of the End Times can be felt in the new rules included in Warhammer: Nagash. Death magic is blowing through the world like a gale, and heroes

are rising up as champions of light or darkness. The Nagash book enhances your games by adding the new Lore of Undeath and altering the number of heroes you can have in your army. In ancient times, Nagash's magic raised untold legions of dead warriors and as his power waxes ever stronger, history repeats itself. Any Wizard can use this power for themselves to summon undead creatures... or they can attempt to remain pure instead.

It's also a time of unmatched heroism. Your army can include more Lords than ever before, up to 50% of your army. As the End Times approach it is these legendary warriors who will be at the forefront of the fighting and decide the fate of the world.



THE WRATH OF NAGASH

It is impossible to explain the history of the Warhammer world without introducing Nagash. Over the millennia he has influenced many of the races, having fought the men of the Empire, the Skaven, and been embroiled in endless wars against the Tomb Kings of Khemri.

He is the source of Undeath in the world, and upon his return all the creatures of the dead must obey him or perish. In the moment of his arrival, several would-be rivals are instantly doomed, as Nagash unleashes his unstoppable necromantic power against them.

THE RULES NAGSH, SUPREME LORD OF THE UNDEAD

Nagash is a terrifying foe, combining a comprehensive knowledge of necromancy with fearsome combat potential (as Adam found out in the battle report over the page). Here, Dan and Andy look at Nagash's rules and suggest how they would use him in battle.



	M	WS	BS	S	T	W	I	A	Ld
Nagash	6	7	7	7	7	7	6	6	10

Points: 1,000

Troop Type: Monster (Special Character)

Nagash can be included in an Undead Legions army. His points cost counts towards your Lords allowance.

MAGIC:

Nagash is a Level 5 Wizard. He uses spells from the Lore of Death, Lore of Light, Lore of Nehekara (see Warhammer: Tomb Kings), Lore of the Vampires (see Warhammer: Vampire Counts) and Lore of Undeath.

Designer's Note: Normally, Wizards cannot be above level 4, but Nagash is so incredibly powerful that he is an exception to this rule.

SPECIAL RULES:

Large Target, Terror, Undead.

Arch-Necromancer: If Nagash suffers a miscast whilst casting a spell, you may re-roll the result on the Miscalc table but must accept the second result if you do so, even if it is worse.

Death Magic Incarnate: Nagash, and all friendly units with the Undead special rule within 12" of him, suffer two Wounds fewer than they normally would due to the Unstable special rule. This is in addition to any other modifiers that apply – including the Morghasts' Heralds of the Accursed One special rule.

Supreme Lord of the Undead: When Nagash successfully casts a summoning spell from the Lore of Undeath, triple the points' worth of models that he can summon, including any additional points generated by Raise the Dead counters. In addition, Nagash treats the summoning spells from the Lore of Undeath as having triple their usual range.

MAGIC ITEMS:

Alakanash, the Staff of Power: Arcane Item. This staff can be used to store up to four power dice. Remove the dice from your power pool during the Magic phase. Nagash can expend any or all of the stored dice in any of his future Magic phases, in addition to the six dice he is normally allowed to use when casting a spell, allowing him to roll up to ten dice in a single spell casting attempt. Note that stored dice may not be used in the same

Magic phase in which they are stored in the staff.

In addition, dice stored in the staff may be discarded in the Close Combat phase before Nagash attacks. Each dice that is discarded confers the Heroic Killing Blow special rule to one of Nagash's attacks (including attacks he makes with the Mortis Blade). Note that you will need to roll separately for the attacks that have the Heroic Killing Blow special rule and those that do not.

Morikhane, the Black Armour: Magic Armour. The wearer has a 4+ armour save and a 4+ ward save.

The Nine Books of Nagash: Arcane Item. Nagash knows nine spells. The first of these is always Ryze – the Grave Call, from the Lore of Undeath. He generates the other eight spells from the Lore of Death, the Lore of Light, the Lore of Nehekara, the Lore of the Vampires and the Lore of Undeath in any combination. Declare how many spells he will know from each lore before spells are generated.

Zefet-nebtar, the Mortis Blade: Magic Weapon. Close combat attacks made with this sword are resolved at +1 Strength and have the Multiple Wounds (D3) special rule.

Nagash's will is so strong that both Dan and Andy have found themselves drawn to him like Zombies to a brain buffet.

MASTER OF ALL TRADES

Dan: Nagash is a phenomenally powerful sorcerer, but there's no way I could resist charging him into the fight. With so many Attacks, and Thunderstomp, he can flatten entire regiments. Monstrous infantry and cavalry are especially vulnerable to the Mortis Blade and monsters will be lucky to survive a round of combat against him. The only thing Nagash has to worry about are models that Always Strike First and those that cause Multiple Wounds (or Heroic Killing Blow). Fortunately, the effects of Always Strikes First can be mitigated with clever use of a Corpse Cart's Vigour Mortis.

And then there's Nagash's magic (where to begin?). I'd be inclined to take a lot of spells from the Lore of Death. None of them are magic missiles (so he can still cast them while in combat) and most of them have pretty low casting values. Being a Level 5 Wizard, he should be able to cast them really easily and hit the enemy with a barrage of spells every turn.

THE QUARTERBACK

Andy: I agree with Dan that Nagash is terrifying in combat, but I'd be inclined to hold him back and use his magical prowess to drown my opponent's army in hordes of summoned Undead warriors.

This tactic requires careful consideration of what spells to take. The Lore of Undeath enables you to summon anything from a Terrorgheist to a unit of 100 Zombies and I'd be tempted to take all of them to maximise his summoning potential. I'd then generate his remaining spells from the Lore of the Vampires or the Lore of Light to bolster the combat prowess of the unit I'd just summoned. It doesn't matter if they die, either, as I can just bring them back next turn. But only if Nagash is alive. He can be susceptible to cannonballs and similar artillery, so I'd make sure to keep him out of their line of sight. Or maybe I'd just summon something really big in front of the offending weapon so it can't see him. A Terrorgheist would do the trick.

THE HUMBLING OF SETTRA

Nagash has returned and all will kneel before him... or be destroyed. His first order of business is to march south and bring the Tomb Kings to heel. Settra the Imperishable, however, has other ideas. Who will be left standing after this clash of kings?

NAGASH, THE SUPREME LORD OF THE UNDEAD



Lords: Nagash, the Supreme Lord of the Undead

Note: You may have noticed that Nagash is all alone in this battle report – and that is no mistake. This scenario calls for Nagash to start play on his own, but it's unlikely that it will end that way. Nagash has access to the new Lore of Undeath, which enables him to summon large numbers of new units to the battlefield, melding and moulding the bones of long-dead creatures to create new and terrible forms. As a result, there is almost

nothing that Nagash cannot summon to the battlefield, just as long as it appears in the Undead Legion army list found in Nagash Book II.

Furthermore, in this scenario Nagash has come to subjugate the land of the dead, and is unleashing all of his necromantic powers to sway the Khemrians to him, so the Bound to the Will of Nagash special rule is in effect: at the start of each of Nagash's turns, Andy must roll a D6 for any Tomb Kings unit within 12" of Nagash. On a 4+ that unit immediately changes sides, and becomes Nagash's to command. The difficulty is increased to a 5+ if the unit is a Character or has one with it, while Settra will only change sides (and thus lose the battle) on the score of a 6. Any unit that attempts to charge Nagash is subjected to the same rule.

Andy: Nagash on his own, against an army of Tomb Kings? This is epic stuff indeed! I reckon the key to crushing Settra is in Nagash's choice of magic; although he's a monster in combat, his sorcery is even more potent. I've chosen to take all the Powers from the Lore of Undeath as they will allow me to summon an army. I've added the signature spells from Death and Light as my final choices – they give me some extra magic missiles to use.

THE BLAZING HOST OF SETTRA THE IMPERISHABLE



LORDS & HEROES

- *Settra the Imperishable*
- *Saruphet the Divine: Level 4 Liche Priest* (*Saruphet is the army's Hierophant*)
- *Lakhnar the Bright: Level 4 Liche High Priest*

- *Saymakh the Dull: Level 2 Liche Priest*
- *Prince Kophek: Tomb Prince riding Chariot*
- *Prince Asaphar: Tomb Prince riding Khemrian Warsphinx*
- *Prince Apophas*
- *Prince Tamarash: Tomb Prince with army battle standard*
- *Akanor the Tyrant: Necrotect*

CORE

- *40 Skeleton Warriors*
- *40 Skeleton Warriors*
- *40 Skeleton Warriors*
- *30 Skeleton Archers*
- *10 Skeleton Horse Archers*
- *7 Skeleton Chariots*

SPECIAL

- *30 Tomb Guard*
- *20 Tomb Guard*
 - *6 Ushabti*
 - *4 Tomb Swarms*
 - *3 Sepulchral Stalkers*
- *6 Necropolis Knights*

RARE

- *2 Screaming Skull Catapults*
- *Necrosphinx*
- *Casket of Souls*

Note: The Humbling of Settra scenario dictates that the Tomb Kings player should use all the models in his collection, so we gave Adam free reign to pick from the Studio's Tomb Kings army.

Adam: This is the most exciting game I've played in a long time (if ever). All I need to do to win is slay Nagash, and to get the job done I have almost every model in the 'Eavy Metal Tomb Kings collection. It's not that simple, of course, because my warriors will be defecting left and right and Nagash will raise still more Undead to fight for him. So my plan is simple: drive Settra at the big man fast and hard – and show him what it means to be imperishable!

PREPARING FOR WAR

Adam and Andy begun by setting up their battlefield, with Adam deploying his Tomb Kings army at one end. Since the scenario calls for the Tomb Kings player to use all the models in their collection, Adam raided the 'Eavy Metal collection and brought two trays filled with models down from the Miniatures Exhibition Hall.

The centre of the Tomb Kings horde consisted of Settra himself, alongside his famous Charioteers, flanked by two massive regiments of Skeleton Warriors (1 and 9). The Tomb Kings' right flank was anchored by Saruphet, the army's Hierophant, who lurked in a regiment of Skeleton Archers, protected by a Necrosphinx (2).

At the rear of the Tomb Kings army a pair of Screaming Skull Catapults were sited on a large hill (3), while upon the steps of the temple the Casket of Souls had unfettered line of sight across the whole battlefield (4).

The Tomb Kings' left flank consisted of another large regiment of Skeleton Warriors and Skeleton Horse Archers overseen by Prince Kophek in his Chariot (5) and Asaphar on his Khemrian Warsphinx (6), while Prince Tamarash, clutching the army's battle standard, stood in the midst of a regiment of Tomb Guard (7).

Three units remained off the table as Prince Apophas, the Tomb Swarms and Sepulchral Stalkers (10) all utilised the Beneath the Sands special rules.

Finally, Andy placed Nagash, cunningly positioning him in the far corner of the battlefield, where the Screaming Skull Catapults couldn't quite reach him (8).



The Humbling of Settra recreates one of the most climactic moments from Warhammer: Nagash, as the Great Necromancer seeks to conquer Nehekara and retake his Black Pyramid. Standing in his way is his greatest (un)living rival, Settra the Imperishable. Settra has vowed to destroy Nagash and will settle for nothing less than total victory, while Nagash seeks the utter domination of all the Undead. Any who will not unite beneath his iron rule must be crushed. For the Tomb Kings to win, they must slay Nagash by the end of turn six. Any other result is a victory for the Undead Legion.

For their game, Adam and Andy set up a battlefield that evoked the lifeless deserts of Nehekara, with a large temple at one end, a suitable location for an epic encounter between such ancient rivals. The Tomb Kings would deploy around the temple, while Nagash would start at the opposite end. As per the scenario rules, Nagash took the first turn so, tape measure in hand, Andy unleashed Nagash.

Undead Legion Turn 1: The battle started with Nagash surveying the field ahead of him, unmoving in the far corner of the battlefield. Andy reasoned that Nagash would be content to let Settra make the first move, and so went straight to the task of raising the dead. Nagash used Ryze – the Grave Call to summon a regiment of 30 Crypt Ghouls from beneath the dry sands of Khemri. This was followed directly by Aka'aran – the Dark Riders. For this second spell, Nagash drew on the power of his staff, Alakanash, giving him four extra power dice. The results were spectacular, with a casting score of 35, but also dangerous, since Nagash suffered a miscast and took a wound in turn. His injury was of little consequence to Andy, however, as 16 Black Knights rose from the ground (and two more joined thanks to the Raise the Dead lore attribute). This newly arrived unit of undead cavalry emerged just ahead of Adam's army, staring at the Khemrians with dead eyes. With a look of satisfaction, Andy gestured that his turn was over.



Tomb Kings Turn 1: With a roar of anger Settra ordered his legions forward. The first to obey were the two regiments of Skeletons on the left flank, who crashed into the Black Knights' front and side. Across the rest of the front, the Tomb Kings walked forwards. Saruphet the Divine cast the Incantation of Desert Wind to speed the Undead forwards, and Saymakh attempted to cast D'jaf's Incantation of Cursed Blades to help the Skeleton Warriors, but Nagash waved the paltry effort away. In combat, the Skeletons battled the Black Knights. At the end of the fight, all three regiments remained locked into what would surely be a long and gruelling melee.

Undead Legion Turn 2: Now he had some followers on the field, Nagash started forwards, urging the Crypt Ghouls on with a thought. Drawing on the winds of Magic, he attempted to cast Khandorak – the Harbinger to summon a Necromancer to aid him, but Saruphet dispelled the attempt with all his might. This left the way open for Nagash to raise a regiment of 27 Grave Guard right in Settra's path and unleash Shem's Burning Gaze on Prince Kophek, setting his chariot ablaze and leaving him with only one wound.

Nearby the Skeleton Warriors continued to battle the Black Knights, and Andy looked

pleased that he had tied up 80 warriors with what was essentially a 'free' unit.

Tomb Kings Turn 2: Enraged that any would dare stand in his path, Settra and his chariots charged at the newly-raised Grave Guard, ordering Princes Kophek and Asaphar to deal with the Crypt Ghouls. Kophek loyally obeyed, speeding his chariot into their ranks, but Asaphar failed the roll, much to Adam's ire.

Nagash found himself surrounded as the sands around him erupted to reveal Prince Apophas, the Tomb Swarms and the Sepulchral Stalkers, even as Saruphet drew on the Winds of Magic to cast the Usekhp's Incantation of Dessication on the Grave Guard. In a dire turn of events, the Hierophant miscast, causing an explosion that killed 15 Skeleton Archers around him. Fortunately, it also reduced the Toughness of the Grave Guard, who were then crushed by Settra's charioteers. 25 Grave Guard were smashed to bone meal for only a couple of Wounds in reply – Andy didn't care at all, though, as two stubbornly held on, tying up Adam's most powerful regiment for another turn. As for Prince Kophek, the Ghouls made short work of him with their poisoned attacks.



Undead Legion Turn 3: If Adam had hoped his ambushers from beneath the sands would stymie Nagash, he was disappointed, as Andy rolled to see if they switched sides and the Tomb Swarms joined the Lord of the Undead, immediately charging the Sepulchral

Stalkers in the flank. Nagash himself charged Prince Apophas, and nearby the Crypt Ghouls flung themselves into the fight against Settra's charioteers.

In the magic phase, Nagash drew heavily on the winds of magic to cast Kandorak – the Harbinger again, this time the Tomb Kings could not stop him and a Terrorgheist emerged from the swirling magical mists, to appear in front of Adam's Screaming Skull Catapults and Casket of Souls. No sooner did the Terrorgheist arrive than it unleashed a piercing shriek, wiping out the Keeper of the Casket and his attendant guard. The casket exploded, the latent magic within it causing two wounds on the Terrorgheist in return.

In combat, Nagash swatted Prince Apophas aside with contemptuous ease, even as Settra cut down the remaining Grave Guard and rounded on the Crypt Ghouls. Elsewhere, the treacherous Tomb Swarms engulfed the Sepulchral Stalkers and destroyed them all.

Tomb Kings Turn 3: With warriors turning against him, and finding himself thoroughly embroiled in the fighting, Settra ordered the Necrosphinx to slay Nagash. Adam breathed a sigh of relief as the roll to see if the Necrosphinx would change sides came up a 4 (the presence of Settra turning it into a 5) and the massive Undead Construct flew over the melee between the Skeletons and Black Knights to crash into the Lord of the Undead. Prince Asaphar finally joined the fray on his Warsphinx, flanking the Crypt Ghouls fighting Settra.

Adam attempted two spells this turn, the first from Saymakh the Dull, who cast the Incantation of Cursed Blades on the Necrosphinx. Andy wasn't worried about that, and so let it pass, only to look on as the presumably terrified Saruphet once again miscast another spell, blowing up four more Skeleton Archers, but nonetheless granting Settra and his regiment +1 Attack for the turn.

As the Skeleton Archers reformed and fired at the Terrorgheist (causing a Wound), combat broke out across the battlefield. Settra and Asaphar brutalised the Ghouls, and though two chariots were toppled in the fighting, by the end only three Crypt Ghouls survived the avalanche of blows rained down upon them.

The main clash was between Nagash and the Necrosphinx, as the Lord of the Undead battered the creature's stone skin with Zefet-nebtar, the Mortis Blade. Each wounding hit caused D3 Wounds, but thanks to its incredible Toughness, Nagash's attacks left it with a single Wound remaining. Now was Adam's moment of glory, as the creature stabbed the towering necromancer with its poisoned tail, scoring a 5 on the to-Wound roll (a heroic killing blow, thanks to D'jaf's Incantation of Cursed Blades). Anxiously, Andy made his Ward save, the Black Armour of Nagash glowing bright for a moment as it warded off the fatal strike. Andy exulted, even as the Necrosphinx crumbled to dust.



Undead Legion Turn 4: Andy's relief that he had survived against the Necrosphinx was palpable, and it grew further as three more Tomb Kings units joined his cause. Both the Skeleton regiments fighting the Black Knights ceased their fighting and turned to face their former allies and, in the greatest betrayal so far, Prince Asaphar upon his Warsphinx changed allegiance, turning against his former master.

Next, Andy launched into his Magic phase casting Kandorak – The Harbinger to Summon Krell, the Mortarch of Despair, who stood right beside the recently turned Skeletal Warriors.

Nearby King Settra put the remaining Crypt Ghouls to the sword before ordering his charioteers to reform and face Prince Asaphar. On the other side of the table, the Terrorgheist charged the nearest Screaming Skull Catapult and easily wiped it out with a ghostly shriek.

Tomb Kings Turn 4: Now was the time for Settra's vengeance as he led his Charioteers into the treacherous Prince Asaphar and his Battle Standard, Prince Tamarash charged the Skeletal Warriors who had so recently betrayed them.

Desperate to aid their king, Saruphet and Saymakh unleashed a welter of spells, the most critical of which was the Incantation of Righteous Smiting, which the Hierophant saved until last to lure out Nagash's dispel dice. This gave Settra and his unit +1 Attack as they slammed into Prince Asaphar, crushed him to dust and overran into both Krell and the Skeletal Warriors fighting against the Tomb Guard. In what was the biggest fight of the battle so far, the High King of Nehekara and his elite warriors slaughtered his former subjects, with Settra fighting Krell in a duel that saw the Mortarch hacked to ribbons by the Blessed Blade of Ptra and every single one of the 40 Skeleton Warriors either cut down by the charioteers and Tomb Guard or crumbled to dust in the aftermath. As Settra wheeled his warriors around to face Nagash at last, the distant Ushabti chased down the Terrorgheist and hacked it apart.

Undead Legion Turn 5: The presence of Nagash, close to the heart of the Tomb Kings army by this point, was devastating as even more units changed their allegiance to the Lord of the Undead as Prince Tamarash's Tomb Guard turned to face their former lord with malicious intent. Andy's only charge this turn, however, was to send Nagash into battle against Settra, determined to crush the so-called king once and for all.

Nagash struck first, bringing his blade down upon the Tomb King with monstrous force. But for all Nagash's power, his attacks struggled to find the wily old king, landing only a single wounding hit that drained life essence from Settra but failed to slay him. The King of Khemri fought back gamely, but Nagash's cursed armour was proof against his attacks.

The duel continued into a second round as the few loyal Khemrians watched their king duel Nagash, but the result was inevitable. The Mortis Blade took Settra's head from his shoulders.



LORD OF THE UNDEAD AND NO MISTAKE...

Andy: The new Lore of Undeath is truly wondrous, allowing you to summon entire units to the battlefield. What a moment when the Black Knights arrived! Then of course there is the fact that Nagash triples the amount you summon. This game had some truly epic moments, but for me the summoning was by far my favourite thing. The turn in which I summoned a mighty Terrorgheist directly behind Adam's front lines was a particular favourite.

The thing that I would do differently next time I use Nagash is make sure to take at least one spell from the Lore of the Vampires, which would have given me the ability to heal Nagash of his injuries and replenish my summoned units.

One thing to bear in mind is that Nagash is still killable – poisoned weapons or artillery could be his undoing so I would always want a plan to deal with them.

PERISHABLE GOODS

Adam: This scenario is designed to make the Tomb Kings feel like they are against the odds, and right from the first turn I was forced to use every trick and tactic to try and win victory. No benefit from the Lore of Nehekara's Lore Attribute, no Scarab of Usirian, my units defecting on a 4+: it was a steep hill and even so I came close to killing Nagash. He only had two Wounds left; if only Andy had failed to save against the Wounds caused by Settra.

As for Nagash himself, he was a force of nature, towering over everything on the table and unleashing his spells with incredible power. His ability to triple not only the range of his spells, but also the value of the models he summons, means that there will be an endless resource of new Undead models joining his ranks. I can't wait to see what he'll do in more games of Warhammer, and just what it will take to stop him.

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. There's no surprises here: this week, it's Nagash.



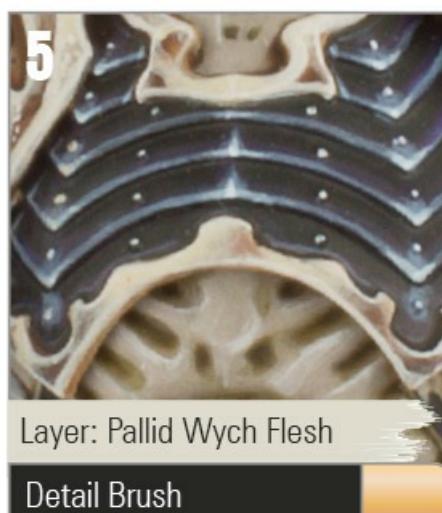
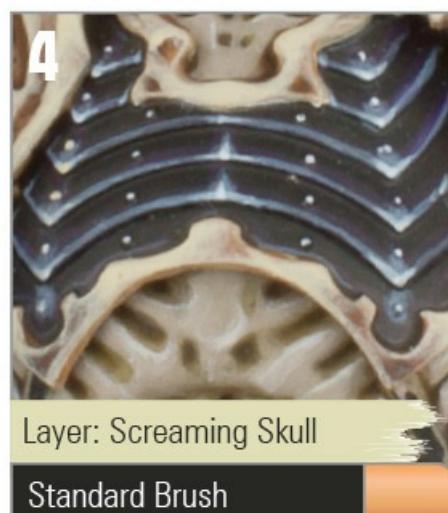
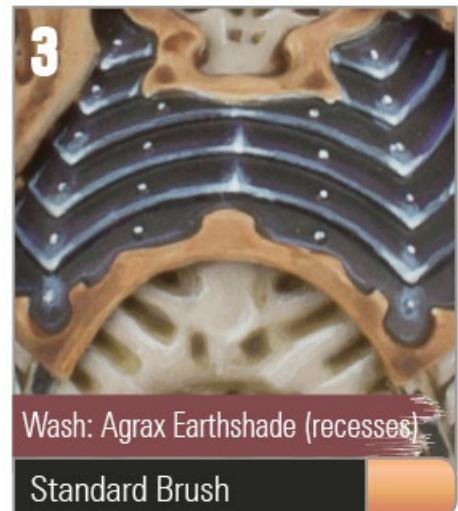
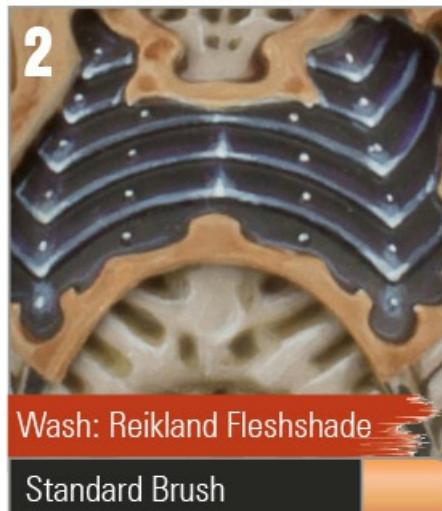
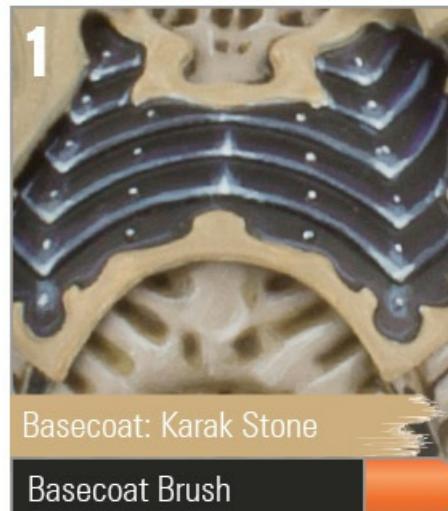
This version of Nagash was painted by Nat Ann Slinn from the army painting team.

Nat: Nagash is an incredible model and worth investing a lot of time in – don’t put brush to model until you’ve planned out what colours you’re using and how you want him to look. To make Nagash easier to paint, I built him in five sub-assemblies (shown on page 29), his robes, his head, his body, his sword and the bone tentacles sprouting from his back. I undercoated all the parts with Chaos Black spray.

I have two bits of advice for this kit. Paint the bone first and invest in a pot of Lahmian Medium.

Because there’s so much bone on Nagash, you’ll want to paint it before you put any other colours on him, especially if you’re drybrushing the final layers. The Lahmian Medium is used to thin paint, enabling you to achieve a smooth transition between colours, like where Nagash’s black robes merge with the ethereal spirits. Mix your chosen colour with an equal amount of Lahmian Medium and paint it on as you would a normal (albeit more translucent) layer. Once dry, apply further layers, building up the colour in the centre of each area until it’s opaque. DH

BONE



FLESH



Basecoat Brush



Wash Brush



Standard Brush

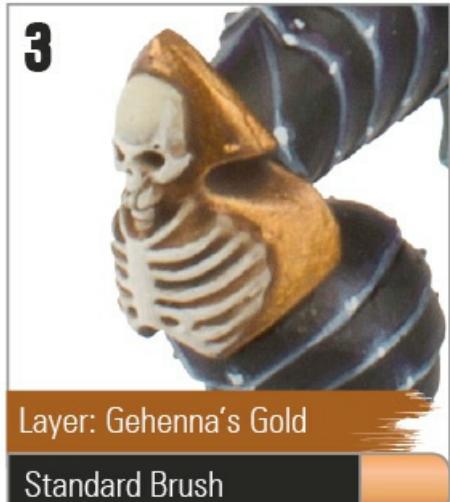
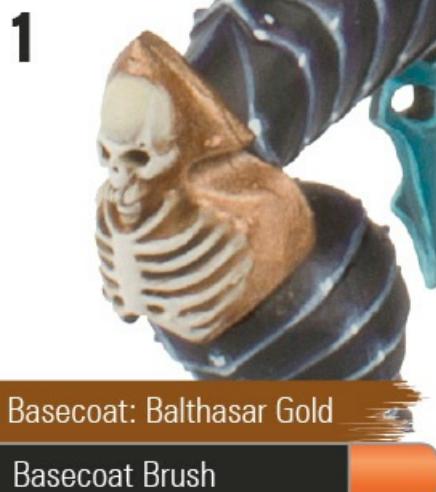


Standard Brush



Detail Brush

GOLD



ROBES & SPIRITS



ARMOUR



Basecoat: Naggaroth Night

Basecoat Brush



Layer: Russ Grey

Standard Brush



Layer: Blue Horror

Detail Brush



Layer: White Scar

Fine Detail Brush

DESIGNERS NOTES

Nagash is the Supreme Lord of the Undead and one of the most powerful, not to mention iconic, villains to walk the Warhammer world. Dan travelled to far Sylvania to commune with Martin Footitt, the man behind Nagash's latest resurrection.



He may be alive and kicking, but Martin Footitt is Nagash's latest servant, having crafted him a new body in which to enter the mortal realm.

“I was terrified,” laughs Martin when asked how he felt about sculpting Nagash, the

Supreme Lord of the Undead. “He’s one of the most iconic villains, if not the iconic villain, in Warhammer, so I absolutely had to do him justice. I spent a lot of time chatting with Seb (Perbet), brainstorming ideas for what Nagash would look like based on his background, artwork and the previous incarnation of his miniature. Nagash has a lot of history, so it wasn’t hard to build up a repertoire of ideas, but what we really wanted to do was bring him up to date with current Warhammer imagery and, in many ways, surpass it. He’s one of the most frightening beings the world has ever witnessed, so he had to push the boundaries of fantasy horror.” After coming up with a shopping list of essential ingredients for Nagash (his sword, staff, books, etc.), Seb went off to draw some concept designs, the final one of which you can see opposite.

“Getting Nagash’s stature right was the first challenge,” says Martin. “We wanted him to be huge. After all, he can re-shape bone at will, so he can look however he wants to look. Seb has a thing for slender but powerful characters (like the Treeman), which really works for Nagash – he’s emaciated and skeletal, but tall and menacing, it’s a bizarre combination. I started by creating an armature of his body and using his armour to bulk him out, especially around his chest and shoulders. Underneath he’s horrifically thin, but his armour and cape make him look much heavier and bulkier.”

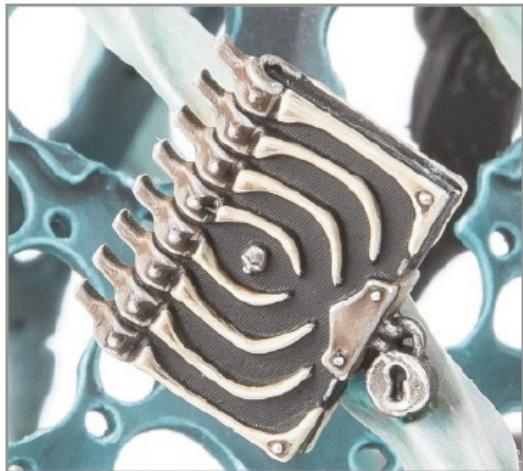
The subject of Nagash’s armour quickly took Martin off on a tangent. “It was great fun sculpting it,” continues Martin. “It had to look really morbid, but not covered in skulls, that would feel a bit cheesy. His shoulder pad is one of my favourite parts, the one shaped like a giant’s skull. I made the bone pitted and worn, too, as though it had petrified at his touch. The armour clasps on his arms and legs are reminiscent of spinal columns, a theme that I continued with the bone tentacles sprouting from the mutated pelvic bone on his back.”

Martin also had the challenge of sculpting Nagash’s wargear, unusual paraphernalia that’s as famous as its owner. “The original model carried a staff and we wanted to keep that look with this incarnation,” says Martin. “Nagash is a wizard, first and foremost, and though he carries the Mortis Blade, it’s his staff that’s the more iconic weapon. The staff was my nod to his heritage, the head similar to a Tomb King’s banner top. I didn’t want him looking like a Tomb King (or indeed like a Vampire), but there are links to both Undead races in his appearance.” His tattered robes, for example, were inspired by those on the Vampire Counts Coven Throne and the Necromancer. “Oh, and don’t forget his hat,” adds Martin. “We wanted the Crown of Sorcery to look functional and austere, deceptively powerful with a refined Warpstone gem embedded in it. Of course, it’s offset by the ostentatious bone-covered mitre it’s attached to, which matches the look of his armour.” DH



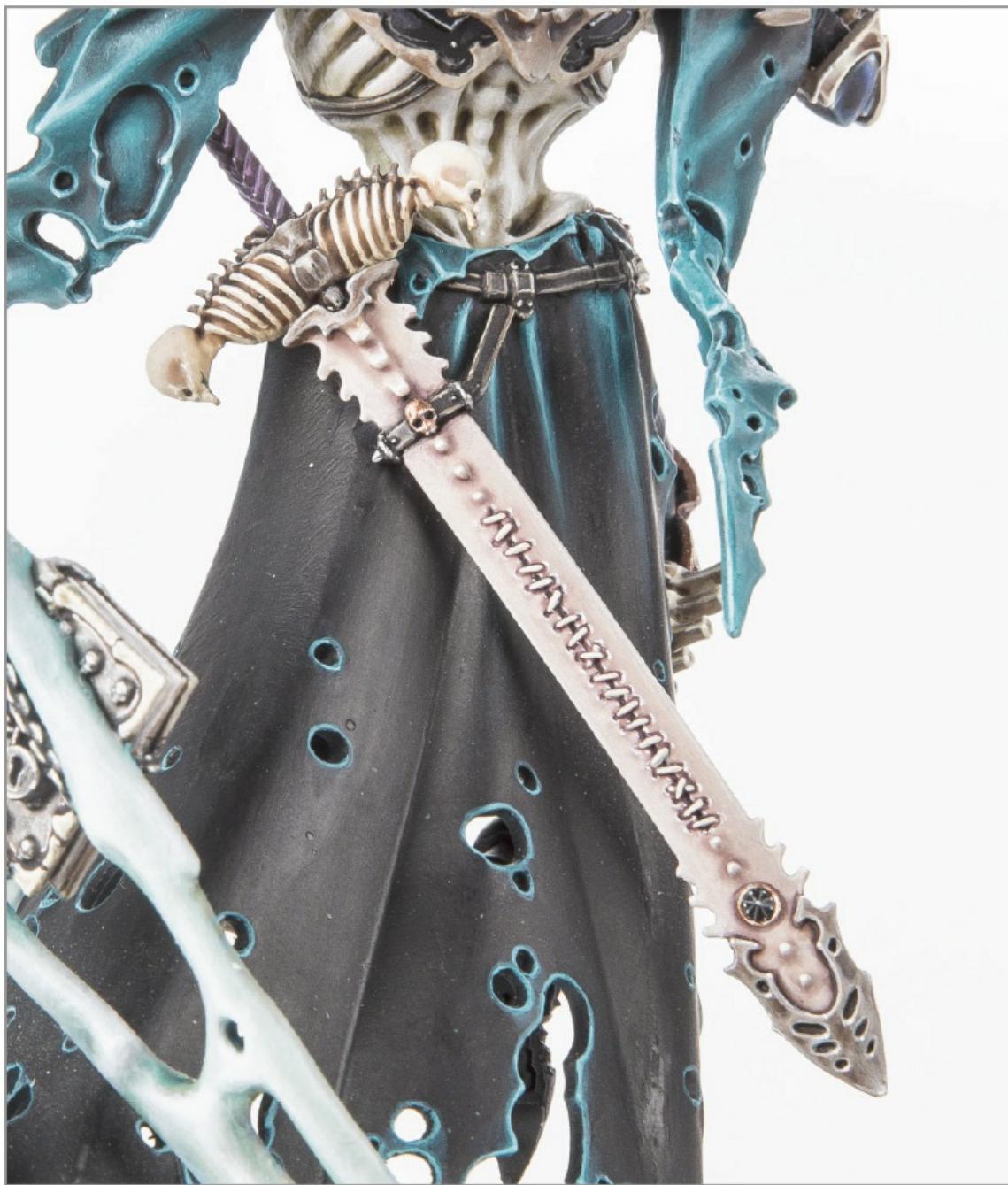
Above - Seb Perbet's original concept drawing for Nagash. "In Seb's illustration, Nagash is leaning back casting a spell," says Martin. "In the end I sculpted him floating forwards, looming menacingly over the enemy. It makes him look more implacable."

Below - "If you choose to build Nagash summoning a spirit, there's a bound version of the Liber Mortis you can attach to his belt," says Martin.



Left - "It was great fun coming up with designs for each of Nagash's nine books."

Right - "Canopic jars made from skulls, what else?"



Above - "The scabbard is definitely made of skin. I reckon it's probably human."

SPIRIT STORM

"The 'spirit storm' was one of the first ideas we came up with for Nagash," says Martin. "We imagined him as the eye at the centre of the storm, the vortex in the middle of a spirit cyclone. They also gave us the opportunity to elevate Nagash off the floor, making him appear even taller and larger. You'll notice that the spirits aren't separate entities, but rather an extension of Nagash himself. We thought that was an important distinction to make, like their tortured souls are bound to him."

"The swirling spirits also proved to be the perfect anchoring point for the Nine Books of Nagash. We knew right from the start that we wanted to represent them all on the model,

but knew they would look weird in a big stack, or attached to his belt. Having them borne aloft on spirits worked perfectly. Until I had to sculpt them, that is. I reckon they took longer than Nagash himself!"

THIS WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on the all latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we look at Nagash, the Lore of Undeath, the End Times, and a few Orks.

ASSEMBLING THE GREAT NECROMANCER

NAT ANN SLINN OFFERS HER ADVICE ON BUILDING NAGASH



As Nat mentioned in Paint Splatter, it's worth painting Nagash in sub-assemblies so you can get to all the details. "I'd definitely paint Nagash separately from his robes," says Nat, "otherwise you'll find painting his legs pretty difficult. Martin (Footitt) suggested gluing all the robes and spirits together and painting Nagash as a separate sub-assembly. You can then slot him into them afterwards. Make sure you familiarise yourself with the way he slots in, as once you've got glue on the parts, you'll only want to do it once. I left his head, sword and tentacles separate, too, gluing each of them to a flying stand for ease of painting."

Here you can see Nagash's five sub-assemblies: his body, robes (and ghosts), head, sword and spine-like tentacles. The smaller parts are stuck to flying stands with a tiny dab of Super Glue: Thin. Make sure you glue them to a part that won't be seen on the finished model.

THE END TIMES: NO, WE REALLY MEAN IT



Most events in Warhammer: Nagash take place in the Old World or the Land of the Dead, but make no mistake, this is something that the whole world must face.

For years now, Warhammer army books and stories have hinted at the End Times, and calamitous events to come. Now, everything that was threatened is coming to pass. In the opening chapter of Warhammer: Nagash we glimpse how these ripples are felt across the globe. The Ogres, all of them, are on the march, the Lizardmen scry the future for a path to victory, while Naggaroth and Ulthuan both face vast Daemonic invasions...

The Lizardmen are the oldest enemy of Chaos, born to fight its rising power. In Warhammer: Nagash their greatest Mage Priest, Lord Mazdamundi, awakens and beholds the dire portents. He gives a single spoken command that will echo through the

ages.

VENGEANCE: IT SMELLS LIKE PROMETHIUM

In issue 23, Dan wrote about playing campaigns and how much fun they are. In the article he mentioned an ongoing feud between his Orks and his friend Jed's Salamanders. Having lost countless Orks to flame-based weaponry, Dan made it his mission to kill a Salamander with a burna to give them a taste of their own medicine. Jed, meanwhile, was intent on killing Dan's Warboss with Vulkan He'stan after a string of fatal defeats in challenges. But who settled their grudge first?

You'll be pleased to know it was Dan, one of his Burna Boyz incinerating a Tactical Marine. Even better, his target was armed with a flamer, prompting Dan to do a little dance in the middle of the Warhammer World gaming hall.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: the life and death(s) of Nagash.

-2000

The birth of Nagash.

-1968

Nagash learns of Dark Magic from a trio of captured Dark Elf Warlocks.

-1950 to -1740

The Reign of Terror. Over the centuries, Nagash perfects the Elixir of Life, making him virtually immortal.

-1740

Nagash is overthrown by the Army of the Seven Kings.

-1600

Nagash finds Cripple Peak.

-1222

Nagash forges the Crown of Sorcery and his armour, Morikhane.

-1163

Nagash returns to conquer Khemri, but is defeated by King Alcadizaar.

-1152

Nagash unleashes a plague, killing nine in ten Khemrians. When Nagash returns, his army is unstoppable.

-1151

Nagash begins the Great Ritual in an attempt to destroy all life. He is slain by Alcadizaar before he can complete the ritual.

-40

His spirit having coalesced within the Black Pyramid. Nagash is reborn, though he is defeated by Settra.

15

Nagash is slain by the warrior-Emperor Sigmar at the Battle of the River Reik.

1681

Night of the Restless Dead. Nagash returns to 'life' for a single night.

DID YOU KNOW...?

The Claw of Nagash is the only part of the Great Necromancer to have survived the ravages of time. Chopped off by Alcadizaar as Nagash attempted to cast his Great Ritual, it was the only part of him not burnt by the Skaven. When the reborn Nagash fought Sigmar many years later, he did so with a right hand made of Warpstone alloy. The Claw was eventually found and kept in Sylvania, Nagash finally reunited with it during his resurrection in 2524.



WEAPON OF THE WEEK: VIAL OF PUTRIDNESS

While most Chaos warlords prefer to chop up their enemies, Festus the Leechlord likes to experiment on them, force-feeding them various of his caustic concoctions. Normally green (it's his favourite colour), you'll want to avoid Festus's putrid cocktail at all costs, for even the slightest sip will result in nausea, vomiting, sickness, internal disintegration and, ultimately, death. White Dwarf photographer Erik said he once had a night out like that...



READER'S MODEL OF THE WEEK

Our Reader's Model of the week is this Avatar of Khaine from Forge World painted by Jamie Hudson

Jamie painted this Avatar as part of his Iyanden Eldar army, hence the yellow vanes on his helmet and the blue plume of hair on his topknot. As is traditional for the Avatar, Jamie has painted its body to look like molten magma, the cracks in its armour glowing hot with internal fire while the armour itself has cooled to a dark red. Even the Avatar's loincloth is blackened and burnt, singed by the flames licking at the bottom of it.

If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk

If it's something we can use, we'll be sure to get in touch.



ASK GROMBRINDAL

The White Dwarf team is a font of hobby knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer, need a bit of painting advice or you're after a few tactical tips, drop us a line: team@whitedwarf.co.uk



WHAT'S WITH THE CHECKS, MATE?

My son Zachary was wondering, why do Orks paint their armour and tanks with chequerboard patterns?

- David 'chess champ' Beaver

GROMBRINDAL SAYS

Well it's not because they love a good game of chess, that's for sure. They're more likely to eat the pieces than play with them. Dan and Chris Innes from the army painting team have a few thoughts.

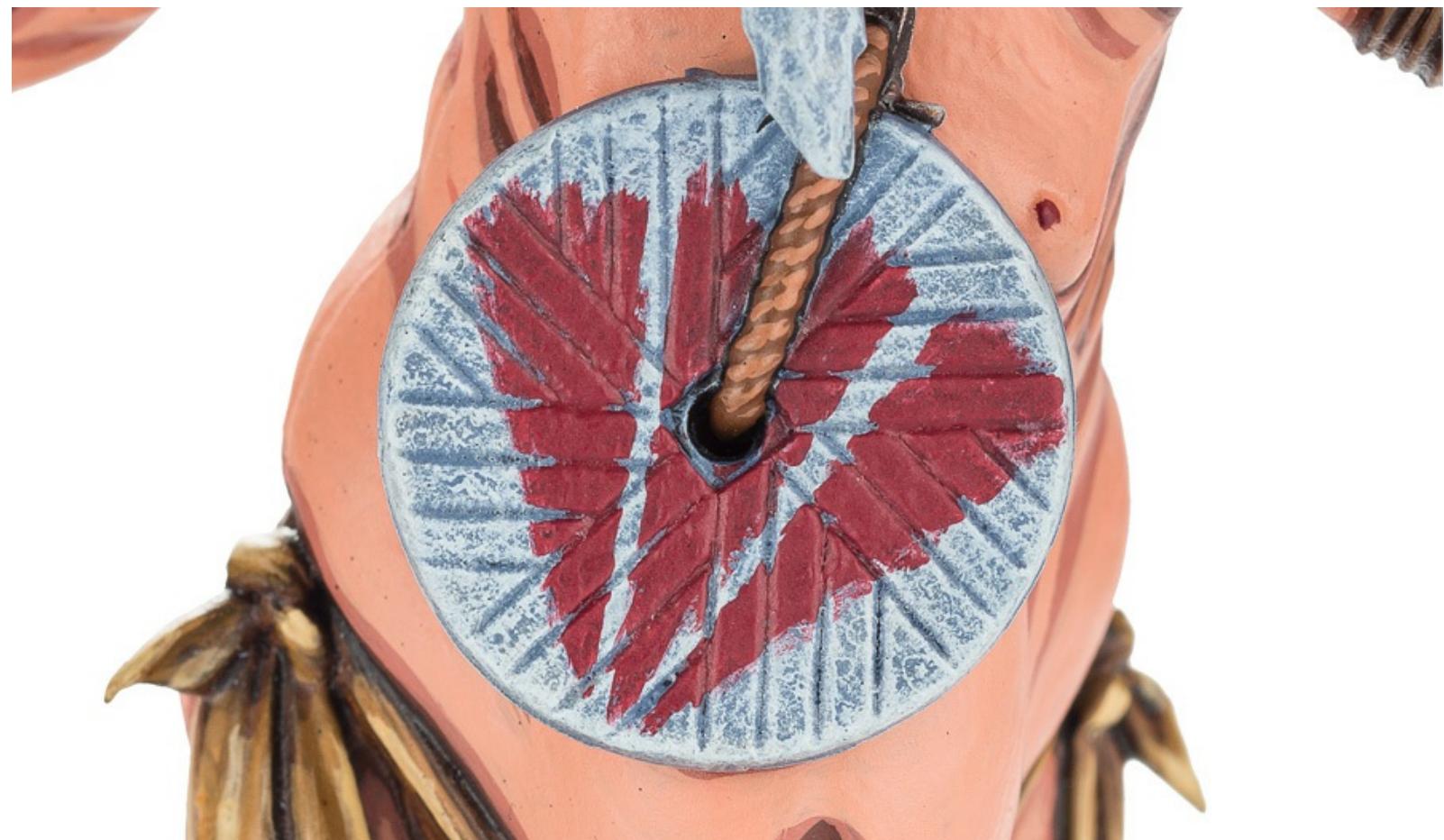
Dan: It's a colour scheme that goes back decades. Originally it was reserved for Goff Orks but, over time, most Orks seem to have adopted it.

Chris: Orks often mimic other races, so it's probably their attempt at copying Imperial iconography. Only thing is, Orks haven't got the patience or skill for art, so they probably got a Grot to do it. Or maybe he stamped his armour using a Grot with a square sponge stuck to his head. Or a square Squig. Anything goes.

- Grombrindal (with Dan and Chris)

BIT OF THE WEEK: MILLSTONE

This millstone is actually a Giant-sized necklace, the ideal fashion accessory for the discerning Warhammer monster. It also looks great adorning a large model's base or even as an alternative wheel on a Goblin war machine.



THE WHITE DWARF PARADE GROUND

The War Diary crew have been painting like Daemons over the last few weeks to get their Armies on Parade finished. Despite a new addition to his family, Jamie Forster has still managed to paint a few Dwarfs for his display board, including his Runelord, Thrung Janiksson. “The new Runesmith model is just incredible,” says Jamie, “so full of life and character. Putting him on the Anvil of Doom was a really simple conversion, and with the burning rune held aloft, it looks great.”

Jamie has also finished a pair of Gyrocopters for his army. “I love the models, so I had to include them in the force,” adds Jamie. “I added broken shields and bits of debris to their bases to represent them bombing enemy units as they fly over the battlefield.”



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ISSN 2055-2653

Product code: 60659999030



