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WARHAMMER AGE OF SIGMAR

THE FLESH-EATER COURTS

MADNESS PREVAILS AS THE GHOUL KINGS' ARMIES PREY ON ALL WHO LIVE!



WHITE DWARF

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CONTENTS

NEW RELEASES

The survivors of the Age of Chaos begin to emerge, but some are not as they once were... The Flesh-eater Courts are the deranged and debased remnants of kingdoms fallen to cannibalism and under the sway of Abhorrent Ghoul Kings. And this week they get their very own battletome and a host of boxed sets.

MUSTERING FOR WAR

Holding back on joining the war for the Mortal Realms because you're not quite sure of the best way to organise a game and put an army together? Well, we've got some simple advice.

PAINT SPLATTER

The Wazbom Blastajet is available now. We know you'll be raring to get it airborne as soon as possible, so here's a guide to painting it red.

GOLDEN DEMON

Sten Frödin won gold in the Squad category at Golden Demon: Space Marines with his Imperial Fists Combat Squad. We caught up with the man himself to talk about his entry.

THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings.



DELUSED AND DEADLY

Dread things lurk in the dark places of the Mortal Realms. The shattered remnants of those who suffered through the Age of Chaos have fallen to utter desperation, and been driven to unspeakable acts to survive. It is the fate of these unfortunates – cannibals and carrion-eaters all – to fall under the sway of the Abhorrent Ghoul Kings, bestial vampires so lost to insanity that they believe themselves to be regal monarchs, and so to be transformed into their twisted mockeries of royal soldiery. Thus are the Flesh-eater

Courts born, and their madness and bloodlust infects the realms like a plague. You can read all about their monstrous members from the following page onwards. Truly this is an issue bursting with horror.

We've also got a great big feature on how to play Warhammer Age of Sigmar: if you feel a bit lost without points values, this is the read for you! We hope you enjoy it, and why not get in touch and let us know how you play your games of Warhammer Age of Sigmar? 

THE FALLEN KINGDOMS

FLESH-EATER COURTS

Listen well to the tale of the Rot-skinned King and his darksome court. From the weft and weave of war he came, claws a-scrabbling over fallow fields thick with crawling flies and milky-eyed dead...

Alongside the fine king his lordly courtiers did prance, scenting the air for morbid smells. Pale of skin and wild of eye were they – seeking out the promise of riches to be had, they danced a jaunty path through the gravedigger's garden. What blade and axe had planted, hungry claws harvested for their king and his subjects.

The foolish and the desperate heeded the dark king's call – starving wretches eager to sell their souls, impatient for a chance to partake of the king's table of fleshy morsels. For a full belly they came, their minds already embracing the king's madness, if only to live a day longer. Maybe they knew and maybe not, but to take even a bite from that creature's plate was to be forever damned.

Where once stood fair and honest peoples there now were servants of the Rot-skinned King. Reason, like a setting sun, faded from their eyes, replaced with an endless night of madness. And so the court grew and grew, its hissing, cackling courtiers herding a tide of fresh-made ghouls. Those who sought to thwart or hide from them met the same fate – all were overwhelmed by frenzied cannibals caught up in the delusion of their master. ♣







FLESH-EATER COURTS

CRYPT GHOULS

Pale-skinned hordes of degenerate cannibals, Crypt Ghouls are flesh-eating aberrations, an affront to the natural order of things, the mordant men-at-arms in the lunatic armies of the Flesh-eater Courts. Yet these monsters believe themselves something else entirely...



The **rancid heart** of the Flesh-eater Court's armies, Crypt Ghouls are vile and disgusting creatures, what little humanity they have left in their tattered and decrepit souls crushed beneath the colossal weight of their Abhorrant Ghoul King master's madness. Infected by their king's insanity, they see the world as he does, that they are not degenerate fiends who feast on the flesh of the living, but the last bastions of civilisation in a ruined world full of horrors. Crypt Ghouls in particular labour under the delusion that instead of being rag-clad mordants, they are redoubtable foot-soldiers in the livery of their noble liege, even as they fall upon the unwary and unsuspecting in great hordes of pallid flesh and filthy claws,

howling and snarling like rabid animals. Those rare few heroes who have fallen into such degeneracy may rise through the ranks as Ghasts, the leaders of the Crypt Ghoul packs, possessing a degree of intelligence and feral cunning that raises them above their fellows. Some may rise further still in the service of their Abhorrant Ghoul King, finding their liege's favour as one of his trusted Courtiers.

Inside this box you'll find 20 plastic Crypt Ghouls, with plenty of unwholesome and vile accoutrements like bone clubs and half-gnawed torsos. The box also contains parts to build two of your Crypt Ghouls as Ghasts to lead them, which can also be used as Ghast Courtiers. 



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1 Cannibalism is only the first step to becoming a mordant. The black magic of an abhorrant is needed to become a Crypt Ghoul.

2 This set contains 38 heads in 19 designs, each uglier than the last.

3 Only the Ghast who bears this skeleton knows what they think it is. Their lord's colours, perhaps?

4 This box contains some truly unpleasant weapons, including a Crypt Ghoul's last meal.

5 Crypt Ghouls and Horrors stalk through the ruins of their fallen civilisation.

FLESH-EATER COURTS CRYPT GHOULS

20 Citadel miniatures

£25, €35, 250dkr, 300skr,
280nkr, 125zl, USA \$40,
Can \$50, AU \$70, NZ \$85,
¥5,800, 250rmb, HK\$340,
R155, SG\$60

**PRE-ORDER: NOW
RELEASED: 14/05/16**



5

FLESH-EATER COURTS

CRYPT FLAYERS

Bereft of even a shred of their former humanity, Crypt Flayers are particularly favoured Crypt Ghouls who have been granted the rare privilege of dining on the rotten flesh of a Terrorgheist. They are bat-winged nightmares that haunt the skies, snatching victims away into the night like the monsters of terrifying myth.



Haunters of the dark, even by the nightmare standards of the Flesh-eater Courts, Crypt Flayers are terrifying monsters, winged abominations who lack even the scraps of humanity buried deep within lesser mordants. Having consumed the flesh of Terrorgheists they take on the aspects of those undead terrors, growing in stature until they loom over their lesser kin, their spines spurting ossified growths that split their pale and waxy skin, their arms stretching and warping until they become great and terrible wings. And yet, despite their monstrous aspect, they are feted as good omens by their mordant kinsmen, regarded with awe and adulation whenever they soar and wheel over the scuttling packs of Crypt Ghouls in battle.

In their delusions, they believe themselves to be almost angelic warriors who are granted flight by the blessings of their noble lord and master, a nightmare mirror of the starry-pinioned Prosecutors of Sigmar's Stormhosts.

Leading these horrors are the Crypt Infernals, the biggest of their kind, from whose ranks the Crypt Infernal Courtiers are drawn. The personal bodyguards of the Abhorrant Ghoul King, they have been rewarded with the monstrous meat of a Zombie Dragon, becoming their liege-lord's chosen champions, vile creatures that will try to win the favour of their master with gifts of the finest spoils, trophies and screaming prisoners.



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1 Like all mordants, Crypt Flayers are degenerate cannibals, but to their kin they are blessed warriors borne aloft on wings enchanted by their liege.

2 The noisome blood of monsters has a grim effect on even the nightmare physiology of mordants, splitting their pallid flesh as their spines grow in monstrous imitation of the terrors they have feasted upon.

3 The truly favoured of the Crypt Flayers are granted the high honour of feasting on the flesh of a Zombie Dragon, becoming Crypt Infernals, the most celebrated heroes of the court.

4 As Fyreslayers of the Vostarg Lodge make their way through the Shadowdells deep in the Realm of Shyish, Crypt Flayers descend in packs to – as they see it – drive off the pillaging, barbarian invaders.



4

1 The masters of a Crypt Horror pack, Crypt Haunters are festooned with grisly trophies that they are convinced are a panoply of rare craftsmanship. Whilst many of these are taken from their victims, some are the gifts of their king and his court.

2 Warped into hulking monsters by feasting on the blood of Soulblight Vampires, Crypt Horrors are feted as the Abhorrant Ghoul King's inner circle, in their delusions believing they are noble knights clad in shining silver plate, the greatest heroes of their lord's household.



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► Crypt Horrors have fed upon the dark ichor of a Soulblight Vampire, becoming ogrish abominations that can shrug off the most crippling of injuries, their monstrous metabolisms healing gaping wounds in the blink of an eye. But, of course, nothing comes without a price, and their forms are in a constant state of growth, bones jutting from their bodies at insane angles and their teeth pulling away from their fetid maws. Only through the work of the court's Abattoir can this be kept in check, the bone harvested for trophies and weapons for the whole of the court. Whilst Crypt Horrors are looming night-terrors that can rip the organs from a man's chest with ease, the Flesh-eater Courts regard them as the foot-knights of their noble king, always the first into the fight. Their madness has deluded them into believing they are clad in shining plate and wielding the finest broadswords, and not rags and cracked bones. Their packs are led by the Crypt Haunters, who are weened on the

Abhorrant Ghoul King's own blood, a rare mark of favour. It is from the ranks of these Crypt Haunters that their sovereign's most trusted servants and Courtiers are drawn.

The kit includes everything you need to build either three Crypt Horrors or three Crypt Flayers, as well as the option to build one of the pack as a Crypt Haunter (in the case of Crypt Horrors) or a Crypt Infernal (in the case of Crypt Flayers). You can also use Crypt Haunters and Infernals as their respective Courtiers, who are part of the debased hierarchy of the Flesh-eater Courts. The most favoured of these may be granted titles by their liege that evoke the near-mythical figures of the original Carrion Court, such as the Lord Liverbelch or the Lord Marrowbroth.

Outside the scope of the noble Flesh-eater Courts, this kit can be used to make three Soulblight Vargheists, with an option to lead the unit with a Vargoyle. ♀

3 Chaos begets chaos and the conquest of the Mortal Realms did not simply usher in an era of brutal rule, but rather an age of death, decay and disorder from which emerged, amongst others, the Flesh-eater Courts. The mightiest of these, like the Court of the Bonespire King, occupy vast domains and command immense legions, such that even the seemingly victorious hordes of Chaos can hardly hope to hold their conquests for long.

FLESH-EATER COURTS

CRYPT FLAYERS

3 Citadel miniatures

£29, €37, 290dkr, 360skr, 360nkr, 143zl, USA \$47, Can \$56, AU \$79, NZ \$94, ¥6,600, 290rb, HK\$390, R175, SG\$70

**PRE-ORDER: NOW
RELEASED: 14/05/16**



**NEW RELEASES:
FLESH-EATER
COURTS**

TERRORGHEIST

From the back of a rotting, nightmarish horror, the Abhorrant Ghoul King leads his court to war, a fiend as twisted in mind as he is in body, deluded by his blood-curse into believing he is a noble king atop a loyal flying steed.

Beasts born of shadows and the blackest sorceries, Terrorgheists are titanic undead monstrosities driven by insatiable hungers and vile necromantic magic. Bound to the twisted iron will of an Abhorrant Ghoul King, these colossal beasts of mouldering bone and rotten flesh move with the unholy grace of living shadows. Much like their Abhorrant Ghoul King masters, Terrorgheists possess a vile appetite that can never be truly satisfied, and they will gleefully feed on larger monsters, draining them of their vitality to heal their own terrible wounds. Zombie Dragons are rare and terrible things, who can only be roused with truly vast amounts of dark magic. Echoing the monstrous pets of the original Carrion King before his descent into insanity, these nightmare beasts are a mainstay of many a Flesh-Eater Court's Royal Menagerie, with many Abhorrant Ghoul Kings riding to battle atop one.

You can build this kit as an Abhorrant Ghoul King on Terrorgheist or as an Abhorrant Ghoul King on Zombie Dragon. The great and terrible mount can also be used by itself or as part of a Flesh-eater Court's Royal Menagerie, in which case you can also build an Abhorrant Ghoul King on foot. This could be the king himself, one of his numerous sycophants, or one of the brood of lesser abhorrents created by the Abhorrant Ghoul King to serve as his Royal Family and take on the guises of such half-mythical characters as the Offal Queen or the Giblet Prince, 'noble' titles handed down from the first Flesh-eater Court of the original Carrion King.

Beyond the Flesh-eater Courts, you can also build this kit as a Soulblight Vampire Lord on Zombie Dragon, leaving you with an Abhorrant Ghoul King on foot to take their rightful place at court. ☠





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**FLESH-EATER COURTS
TERRORGHEIST**

1 Citadel miniature

£36, €46, 350dkr, 440skr,
440nkr, 175zl, USA \$58,
Can \$69, AU \$96, NZ \$113,
¥8,200, 350rmb, HK\$475,
R215, SG\$85

**PRE-ORDER: NOW
RELEASED: 14/05/16**



1 The locus of insanity for an entire Flesh-eater Court, an Abhorrant Ghoul King leads his adoring subjects from the front, ever in the thick of the fighting, in part because that is the role of the good and dutiful king, and in part because it means he can claim for himself the tastiest morsels of warm, still-living flesh.

2 The deadliest weapon the Terrorgheist has is its scream, which can easily kill a man outright. Those who survive such an assault are almost always driven insane, blood streaming from their eyes and ears.

3 It is a mark of a powerful Abhorrant Ghoul King to own a Terrorgheist as a personal steed, as the living race are long since extinct, and only by corrupting the rabid bats that riddle and infest a Terrorgheist's form can new ones be created. Abhorrant Ghoul Kings are wont to dote on their favoured Terrorgheists like the beasts are their own living children.



NEW RELEASES: DEATH BATTLETOME

FLESH-EATER COURTS

The remnants of kingdoms fallen into ruin in the Age of Chaos, the Flesh-eater Courts are sick parodies of noble houses, their minds twisted until they believe they are the bastions of true civilisation beset by a world of horrors, even as they devour their screaming victims.



The battletome's cover depicts a Crypt Ghoul Ghast, a monstrous degenerate bereft of any humanity, trapped forever in the necrophagous delusions of their deranged abhorrent sovereign.

This 104-page tome contains the dark and terrible history of the Flesh-eater Courts, from their origins in the Age of Myth as the original Court of the Carrion King, to those present-day descendants infesting the war-torn ruins of the Mortal Realms, who share their sire's madness.

There are haunting tales of insanity – these hideous beasts and feral cannibals believing they are liveried knights and footmen – and some truly disgusting artwork as the courts go to war. There are bestiary entries and warscrolls for each unit, from the lowliest Crypt Ghoul to the 'noblest' Courtier, and explanations of the courtly hierarchies and the origins of titles such as the Lord Liverbelch or the Marquis Gruelslop. There are also nine warscroll battalions and even a trio of brand new battleplans. Battletome: Flesh-eater Courts is a book truly worthy of the noble lords of the courts. 

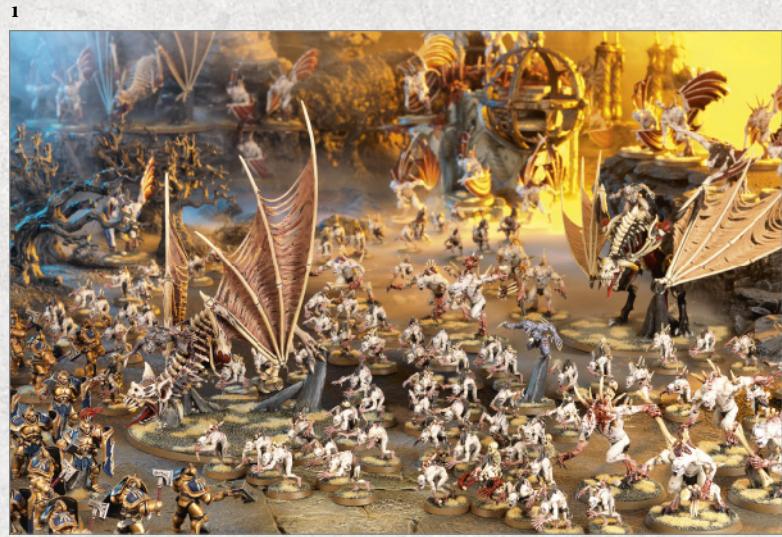
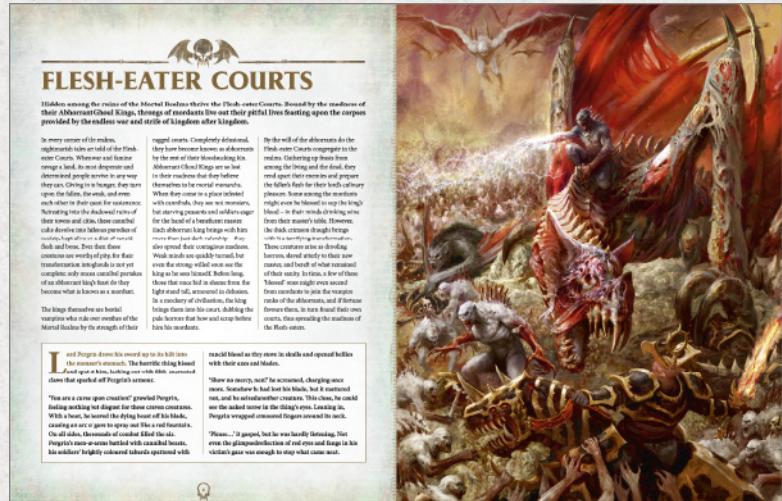
DEATH BATTLETOME: FLESH-EATER COURTS

£20, €26, 200dkr, 240skr, 220nkr, 100zł, USA \$35, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

Also available as an [eBook](#) and in an enhanced digital edition for iPad.
See www.games-workshop.com for prices and details.

PRE-ORDER: NOW

RELEASED: 14/05/16



3

- 1** The battletome describes the insane nature of the Flesh-eater Courts, from how one is formed to the terrible source of their monstrous delusions.
- 2** The grisly pageantry of the Flesh-eater Courts is on full display, with 10 pages of gruesome mordant models and armies to see.
- 3** Battletome: Flesh-eater Courts also contains three new battleplans, including one featuring rules for three-player games!

NEW RELEASES: THE BEAST ARISES

ECHOES OF THE LONG WAR

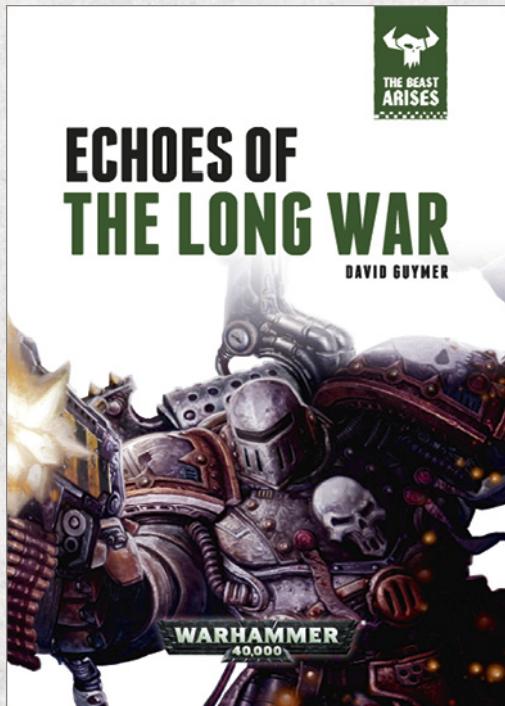
Echoes of the Long War (like the rest of the Beast Arises series) is also available as an eBook and an MP3 audio download. For more information visit:

www.blacklibrary.com

THE BEAST ARISES: ECHOES OF THE LONG WAR

256 pages, hardback
£12.99, €15.95, 135dkr,
165skr, 165nkr, 64.95zl,
USA \$17.50, Can \$19,
AU \$27, NZ \$31, ¥1,500,
105rmb, HK\$177, R81, SG\$31

PRE-ORDER: NOW
RELEASED: 14/05/16



The war against the Beast and his green horde continues, as choices are made that will rock the besieged Imperium to its core.

The sixth novel in the Beast Arises series comes from the pen of noted Black Library scribe David Guymer. In this latest volume, *Echoes of the Long War*, tumultuous changes continue to wrack the imperilled Imperium as Captain Koorland, the last surviving Imperial Fist following the cataclysmic events of *I Am Slaughter*, seizes the mantle of Lord Commander of the Imperium as his frustration with the politicking of the High Council proves too much for him to bear. But elsewhere in the conflict-wracked galaxy the Fists Exemplar, the Imperial Fists Successor Chapter first mentioned in *Predator, Prey*, find unlikely allies against the endless green tide – the IV Legion, the Iron Warriors... ☠

NEW RELEASES: FLESH-EATER COURTS

KING VLAGORESCU'S GHOULISH HOST

Do you hear the siren call of the Flesh-eater Courts? Perhaps your army of Death needs warm-blooded reinforcement, or maybe you wish to start afresh in the Age of Sigmar. But be warned, this could simply be the first step on a road of madness and depravity...



King Vlagorescu's Ghoulish Host includes 20 Crypt Ghouls, six Crypt Horrors, three Crypt Flayers, a resin Varghulf Courtier and an Abhorrant Ghoul King on Terrorgheist, plus a warscroll battalion for fielding the entire host. All told, it's the perfect starting point for your own Flesh-eater Court. Warscrolls are available online and (in lovely bound form) in Battletome: Flesh-eater Courts. ☠

KING VLAGORESCU'S GHOULISH HOST

31 Citadel miniatures

£135, €145, 1,100dkr, 1,350skr, 1,300nkr, 550zl, USA \$180,
Can \$220, AU \$305, NZ \$360, ¥26,000, 1,100rmb,
HK\$1,250, R550, SG\$200

PRE-ORDER: NOW

RELEASED: 14/05/16

FORGE WORLD

SPACE WOLVES UPGRADES

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the Vlka Fenryka, the Space Wolves, are unleashed with Legion upgrade kits to mark out your Legionaries as Sons of Russ.

The VI Legion are famed for their feral, almost barbaric appearance, but such appearances are deceptive, for behind the mask of savagery are some of the most disciplined military minds in the service of the Allfather. These resin upgrade sets

include five torsos, and 10 Mk. II, 10 Mk. III and 10 Mk. IV shoulder pads, which can be used with both Forge World's range of resin Space Marine armour sets and the plastic Space Marines from The Horus Heresy: Betrayal at Calth. ☀

The complete Forge World range is available directly from Forge World. To find out more visit:

www.forgeworld.co.uk



AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now!

Go to your local store or visit www.games-workshop.com for prices and details.



FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM

blacklibrary.com | forgeworld.co.uk



MUSTERING FOR WAR

Organising a game of Warhammer Age of Sigmar is literally as simple as you and a friend putting your collections of Citadel miniatures on the table – but there are loads of ways to do that. Here the White Dwarf team takes a look at some of them.

GETTING STARTED

One of the easiest ways to play Warhammer Age of Sigmar is to use the models in the starter set. Inside you'll find two forces perfect for a good-sized game, plus six battleplans to help you get started. One thing you'll notice is that the battleplans are designed to be challenging and characterful, though the forces aren't always even. Part of the charm and appeal of the game is winning against the odds!

Warhammer Age of Sigmar is a game of infinite possibilities, set in a universe of high fantasy and unending war. Sometimes the games we play are huge affairs representing the clash of two mighty armies. Other times they are the quest of a lone hero into a mysterious dungeon, a skirmish between feuding warbands, a colossal siege, part of a year-long campaign... the settings and stories behind our games really are limitless.

And so, too, are the armies we create to play them. With no restrictions on what we can put in our armies, we're able to use

whatever we want – a truly liberating experience that allows us to collect an army in the way we find most enjoyable, whether it's painting the models we want to paint, bringing to life the stories and background behind a particular faction, or using a particular hero, monster or unit simply because we love its rules. The sky's the limit.

But what about when it comes to actually putting our armies of lovingly painted Citadel miniatures on the gaming table? How do you organise a game of Warhammer Age of Sigmar?

THE BIG DIFFERENCE

What makes Warhammer Age of Sigmar different is that, unlike previous versions of Warhammer and other Games Workshop games such as Warhammer 40,000, Warhammer Age of Sigmar doesn't use a points value system – something that dictates both the size of a game and what models you can use in it. This absence of points values is both liberating – you really can take what you want in your army – but perhaps also a bit scary for some people because it can be hard to gauge what's going to make for a good battle.

SO WHAT DOES MAKE FOR A GOOD BATTLE?

That's what this article's all about – it aims to offer some ways in which you and a friend (or even a stranger if you're playing a pick-up game at your local gaming club) can get your games organised and up and running. The methods presented here are just a few of the myriad ways you can organise a game of Warhammer Age of Sigmar, and they reflect our own experiences of preparing for battle. All of them are really simple, involving a quick

conversation before the game to decide how we would like to play (followed, perhaps, by scribbling down what's in your army). We often say the simplest way to play a game is to just pick some of your favourite models, set up a board, pick a battleplan or devise a simple scenario, and start rolling some dice. It really is that simple! Battle in the Bunker, below, illustrates how, within five minutes, Dan and Matt organised a game, which they then played in our gaming room (Dan lost, but that's a story for another day). Over the next few pages, we present just a few ways to help you organise your games of Warhammer Age of Sigmar. Take from them what you will and don't get bogged down in creating restrictions and limitations for yourselves because, remember:

THE MOST IMPORTANT RULE

...is to have fun! Warhammer Age of Sigmar is a game, not a mental duel to the death represented in miniature form. The aim should always be for all the players involved to leave the table happy, whether they win or lose.

TIME AND SPACE

When it comes to organising a game of Warhammer Age of Sigmar (or, indeed, any of our games), time and space are always a deciding factor in how many models we take. If you've only got two hours to play a game, for example, you don't want to have 100 models a side because you'll never finish the game! On the other hand, if you've got an entire weekend free, that's your opportunity for a massive battle. Similarly, if you're fighting on a 6' by 4' Realm of Battle Board, you can only use as many models as will physically fit in your deployment zone, whereas a bigger board will enable you to use your entire collection. If you're new to Warhammer, we suggest playing a few smaller games first, just to get used to how long a game will take.

BATTLE IN THE BUNKER

"The other day, Matt asked if I'd like to play a game," says Dan. "I asked him what he had in his Sylvaneth collection, to which Matt replied that he has three Treelords, a Branchwraith and three units of Dryads. I have Nagash in my Undead horde, but I thought he would be a bit too powerful for a small game, so I took a Tomb King on Warsphinx as my general. I then picked six more units (to match Matt's six), picking several big blocks of Skeletons, a unit of Sepulchral Stalkers, a unit of Tomb Guard and a Tomb Herald. My force outnumbers Matt's, but we both know that Skeletons are no match for Dryads, which is why I have more models.

"Lastly, we decided to play for three lunchtimes (about two-and-a-half hours), the two sides fighting over the Numinous Occulum in the centre of our board. The side with the most models within 3" of it at the end of Friday lunchtime would be the winner. It was that simple!"



MODEL COUNT OR NUMBER OF WOUNDS?

1 A great example of a small Age of Sigmar army is Korghos Khul's Goretide from the boxed game. There are 29 models in the force, making it perfect for a 30-model game. But there's still space for one more model... Jes, who painted this collection, added Skarbrand. Not only is Skarbrand a great model, he fits perfectly with the background of the collection, he's a brilliant centrepiece for the army and he's devastating on the battlefield. What more could you ask for? Skulls for the Skull throne! Well, 30 of them, at least...

One straightforward way to organise a game is to decide on how many models each player will use. The Warhammer Age of Sigmar rules sheet suggests that a game involving 100 miniatures per side will last a good evening – and this will indeed be a huge and epic affair full of dramatic battles and high drama. But you'll also find smaller games are just as exciting; indeed, many of the Age of Sigmar gaming events run at Warhammer World here in Nottingham use around 30 models per side, which makes for a good-sized battle that can last a couple of hours. Recent Battle Brothers events – in which you and your gaming partner bring 60 models between you – have three hours allocated to each battle which, in our experience, gives you just enough time to reach a satisfying conclusion to your game.

It's important to note that these games are also prefaced by a 15 minute period in which you get to talk to your opponent about what you'd both like to field and

what will make for an enjoyable game. This isn't a chance to say "No, you can't use that model!", but rather an opportunity for both players to find a way that any model can be included (see [Insurmountable Odds](#) [here](#)).

Alternatively, you could try establishing a 'wound count' limit, which dictates the total numbers of wounds in your army. A 40-wound limit, for example, would enable a disciple of the Blood God to take 20 Bloodreavers, five Blood Warriors, a Bloodscrator and a Bloodstoker, while an ogor general might choose five Ironguts, a Tyrant and three Leadbelchers; a force that is numerically inferior but a lot tougher. When Matt and Melissa played a game recently, Melissa picked a few of her favourite Seraphon monsters to create a force totalling 50 wounds. Matt also picked models from his aelf army to play against her. As you can see to the right, despite both armies having the same total number of wounds, they look completely different.





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2 Melissa's Seraphon army includes a Skink Oracle riding a Troglodon (12 wounds), a Bastilodon (8 wounds), a Stegadon (10 wounds), three Terradon Riders (3 wounds each) and 11 Skinks for a grand total of 50 wounds.

3 Matt's aelf army includes 20 Black Ark Corsairs, 10 Darkshards, 10 Executioners, a Black Ark Fleetmaster (5 wounds) and a Sorceress (also 5 wounds), again for a total of 50 wounds. Matt's aelfs clearly outnumber Melissa's Seraphon, but will they pack the same punch as all those mighty monsters? There really is only one way to find out, and that's on the battlefield!

USE A BATTLEPLAN

PLANS OF YOUR OWN

Battleplans can also provide inspiration for your own stories and scenarios, which in turn can be a great way of organising a game. Maybe you have a piece of terrain that would make a fine objective to battle over, or maybe you and your opponent together come up with a reason for the battle. This rationale can inform the choice of forces and what each side needs to do in order to win.

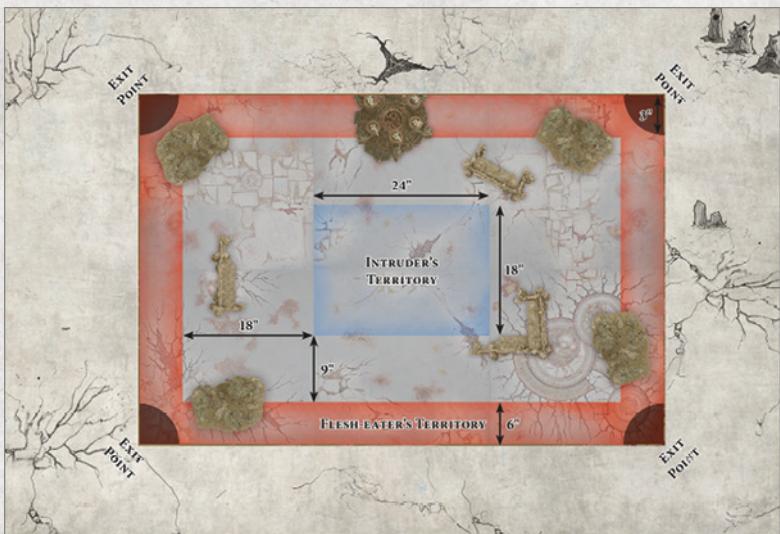
A **battleplan** is the perfect starting point for organising a game of Warhammer Age of Sigmar, providing you with a great story upon which to base your battle. Since Warhammer Age of Sigmar was released in July 2015, over 70 battleplans have appeared in print. That's a whole lot of battleplans to fight through, and every single one is different, with unique objectives, special rules, new command abilities and battlefield layouts.

Though each battleplan has a story behind it, you can, of course, fight it using any of the models in your collection. As with any

battle, there are no restrictions on how big your armies can be or what models they can include, though the battleplan will give you a feel for what's appropriate. A desperate rearguard action in a pitch-black cavern may not be the best place for artillery, for example, while a battle for a mystical temple is the perfect game to use loads of wizards. Remember, the sides don't need to be 'balanced' or 'fair', but in keeping with the battleplan being fought.

The game below is a snap-shot of the Stirring the Nest battleplan from Battletome: Flesh-eater Courts. In this





battleplan, the Stormcast Eternals have foolishly entered the lair of the Flesh-eaters and now need to escape. We decided to make this battle a huge affair, fielding all the Flesh-eaters we could find against the beleaguered forces of the Hallowed Knights and the Anvils of the Heldenhammer. It's an epic engagement that will take at least an afternoon to play and could even include multiple players per side. As you can see, the forces are not at all even in this game and the Stormcast Eternals are vastly outnumbered. However, they only need to get a third of their models off the table to win, so the game is eminently winnable for either side. Let battle commence!



1 The Flesh-eaters army is split in two before the game. The first half starts on the board, the second half arrives later. A glimmer of hope for the Stormcasts, perhaps?

2 The Abhorrent Ghoul King watches over his hungry minions. He can use his command ability to summon more Ghouls to the battlefield where they will join the feast.

3 The Celestant-Prime was one of the units picked for this battle. He only appears in times of great need, so it seemed fitting for him to be in this desperate game.

4 The Hallowed Knights and the Anvils of the Heldenhammer start at the centre of the battlefield. They must escape off the corners of the board...

5 ...which is where the Flesh-eaters have congregated. Powerful Terrorghasts and Crypt Flayers wait eagerly for their next meal at every exit point.

WARSROLLS: UNITS AND BATTALIONS

1 Below: Jes's Chaos army takes on James Karch's Stormcast Eternals. These two fine fellows are regular opponents and have fought games of Warhammer Age of Sigmar using all the methods presented in this article (and more besides!). This time they agreed to field seven units from their respective armies. It's an entirely arbitrary number – they could have decided to use three units, or five, or 20 – but seven was easily enough for an enjoyable game that lasted an evening. Note that three of Jes's seven units form the Overlords of Chaos warscroll battalion, which give some cool extra rules that can be used in the game (not least the Gaunt Summoner whispering in Archaon's ear about who will get to go first in the next turn!).

Another great way to organise your armies for a game is for each player to pick the same number of units (chosen from the warscrolls found in battletomes, books, White Dwarf, the Games Workshop webstore or the Age of Sigmar app). Exactly what units you take is up to you, and it is great fun deciding what models will make the cut for your battle. A game involving eight units a side, for example, means that each player needs to make some tough choices on the models they include. Do you take several heroes who can inspire your troops with cool abilities? Certainly, but as single heroes usually count as a unit, then you're eating into your room for big units of warriors and cavalry. Similarly, if you want lots of monsters like Stardrakes or Gargants, you may find yourself outnumbered – even the biggest beast can get dragged down by lots of Grots. Likewise, if you want to swamp your opponent with big units of troops like Blood Warriors or Liberators, with heroes to lead them, you may find

you miss out on things like war machines. The joy of this method is finding a good mix of models that you really enjoy using within your limit. Of course, you can structure your choices a little more by saying you can take up to three heroes, or no more than five monsters, for example, but try not to place too many restrictions. Our advice: keep it simple and don't limit your creativity!

Another note: sometimes you may want to use a warscroll battalion – a characterful grouping of units that share a common background, story or way of fighting and that offers a cool extra rule or two in the game to reflect this. Fielding an army based around a warscroll battalion (or several) is a great way to organise a game. Jes regularly fields the Overlords of Chaos warscroll battalion found in Battletome: Everchosen as the core of his Chaos army. Featuring Archaon, a Gaunt Summoner and a unit of Varanguard, it is a formidable group of units to face on the battlefield.



ARE YOU READY FOR WAR?

In summary, these are just some of the many, many ways in which you can prepare an army and organise a game of Warhammer Age of Sigmar. Each of them is fun, rewarding in its own way, and opens the door for a great conversation with your opponent about the type of game you want to play, be it a small skirmish on a lazy afternoon, a full-blown mega-battle involving multiple players and every model you can get your hands on, or something inbetween.

The important thing to remember is that these methods are not canon – you don't have to use any of them if you don't want to! – but rather suggestions, options and ideas offering you different ways to organise your games and your armies. It may be that one method works for you and your gaming group and you'll enjoy playing that way for years to come. It may be that you change how you organise your games every time you play. Here in

the White Dwarf bunker, we've found this is easily the best way to play Warhammer Age of Sigmar, tailoring each game to the people playing, our collections, the battlefields we're fighting over and how much time we have.

Remember, the goal for any game of Warhammer Age of Sigmar should be for everyone involved to have fun – that all the players leave the table saying "That was awesome, let's play again next week!". Sure, there will always be a competitive edge to these battles – immortal glory to the victors, and all that – but it should never be to the detriment of an enjoyable game.

If you have your own systems or ways of playing already, then why not write in to team@whitedwarf.co.uk and tell us about your experiences of playing games of Warhammer Age of Sigmar? Happy battling, one and all! ☠

INSURMOUNTABLE ODDS

As already mentioned in this article, there may be times when one player wants to use a really powerful character (say, Archaon or Nagash), but the other player really has nothing of comparable power. It's at times like this that a discussion about the game you're going to play is key. It may be that the person using Nagash starts the game with only Nagash on the table and has to summon his army before the enemy can kill him. It may be that Archaon has been cut off from the rest of his force and sets up at the other end of the board. Scenarios like this (and any others you can come up with) make for entertaining and challenging battles for both players, with the added bonus that everyone gets to use the models they've lovingly built and painted.





PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, it's a Wazbom Blastajet painted in the colours of the Evil Sunz Clan.

THEY'RE NOT ALL RED

Not all Wazbom Blastajets are painted red. If you want to paint your new Ork plane as a Bad Moon aircraft, for example, you can find several digital painting guides on the Games Workshop website for painting Bad Moons. Similarly, if you want to paint a Goff Ork Blastajet, use the stages for black and white presented here instead of red and yellow. If you're really thinking outside the box then take a look at the How to Paint: Ironjawz book for Warhammer Age of Sigmar. We know it's a different game, but the painting guides are just as useful for intergalactic greenskinz as they are for those smashing apart the Mortal Realms.

As we all know, red wunz go fasta, which is why this Wazbom Blastajet has been painted in the colours of the Evil Sunz, the most speed-obsessed of all the Ork clans.

The model was painted in two sub-assemblies, the plane and the pilot. With this kit it's easy to assemble the pilot to completion and then glue him into the cockpit when you've finished painting both him and the plane. This enables you to spray the pilot and the plane different colours. In this case both sub-assemblies were undercoated with Chaos Black spray, but the plane was then basecoated with Mephiston Red spray, providing the primary colour for most of the model. The first stage after the basecoat is a recess wash of Agrax Earthshade, which is painted into the cracks between the armour panels. Don't slap it on liberally, though, or you'll end up with messy streaks on the armour panels.

Red Paint Job



Basecoat: Mephiston Red
Citadel Spray Paint

Orky Metal



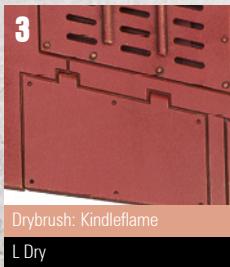
Basecoat: Leadbelcher
L Base



Wash: Agrax Earthshade
M Shade



Wash: Nuln Oil
L Shade



Drybrush: Kindleflame
L Dry



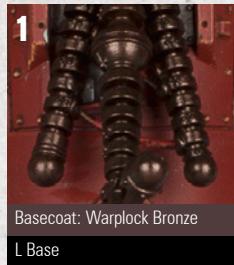
Drybrush: Necron Compound
L Dry

The first three colours on the model – red, metal and brass – are all drybrushed to completion. Drybrushing is perfect for Orks as it gives their metalwork a worn, weathered appearance. The skwadron markings, by contrast, are carefully applied, using masking tape to help make

sure the lines are straight. The whirly pattern on the nose cone was probably the toughest part of the model to paint. Our advice: start from the point and work towards the base of the cone, making the white stripe gradually wider to keep it in proportion with the width of the nose. ↗

Next week: All that glitters is silver...

Shiny Bitz



1
Basecoat: Warlock Bronze
L Base



2
Layer: Brass Scorpion
M Layer



3
Wash: Agrax Earthshade
L Shade



4
Drybrush: Sycorax Bronze
M Dry

Skwadron Markings



1
Basecoat: Abaddon Black
L Base



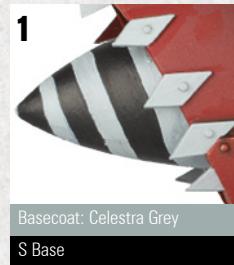
2
Layer: Dawnstone
S Layer



3
Basecoat: Ceramite White
M Layer



White Whirly Bit



1
Basecoat: Celestra Grey
S Base



2
Layer: Ulthuan Grey
M Layer

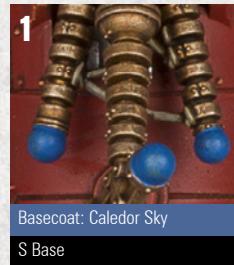


3
Wash: Agrax Earthshade
M Glaze

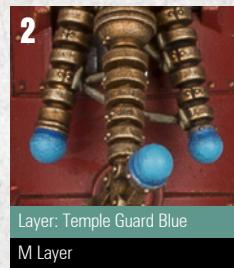


4
Layer: White Scar
S Layer

Glowin' Fingz



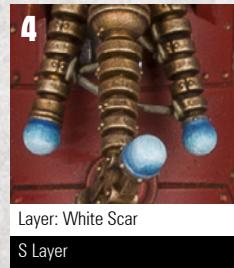
1
Basecoat: Caledor Sky
S Base



2
Layer: Temple Guard Blue
M Layer



3
Layer: Baharroth Blue
S Layer

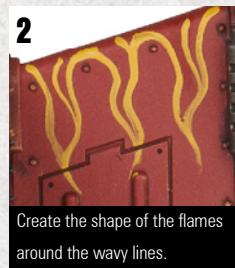


4
Layer: White Scar
S Layer

Fire Streaks



1
Paint on wavy lines of Averland Sunset using an S Layer brush.



2
Create the shape of the flames around the wavy lines.



3
Fill in the flame shapes with Averland Sunset.



4
Using an XS Artificer brush, add Mephiston Red scratches.



GOLDEN DEMON: SPACE MARINES

Last year, Warhammer World played host to Golden Demon: Space Marines, the latest in a long line of Golden Demon painting competitions. This issue, we chat to Sten Frödin who travelled all the way from Sweden to win gold in the Squad category with his Imperial Fists Tactical Squad.

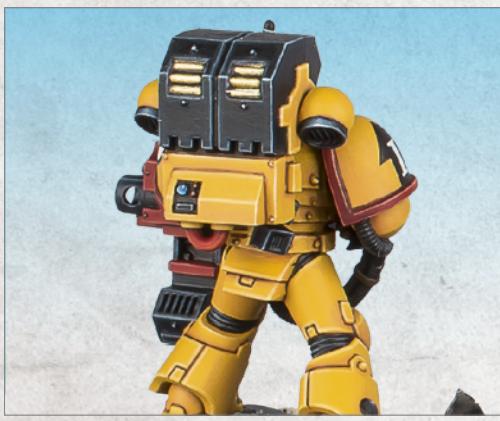




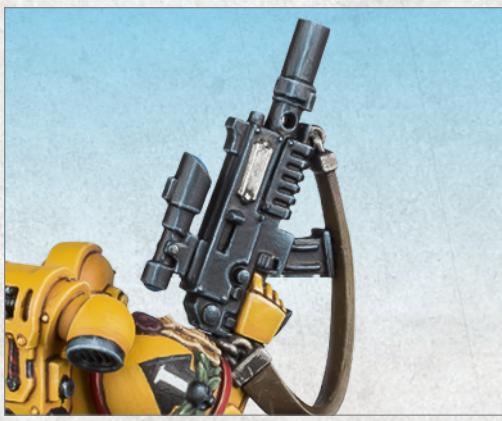
1



2



3



4

Sten is well-known for entering The Fang painting competition in Stockholm every year and previously won a bronze award at Golden Demon in 2013. He's even had his work featured in our 'Eavy Metal column, a prestigious accolade if ever there was one. Here, we find out more about his gold-winning Imperial Fists.

White Dwarf: So, Sten, what made you choose Imperial Fists for your entry into Golden Demon: Space Marines?

Sten Frödin: I tend to go for bright, striking colour schemes when I paint, and yellow is one of my favourite colours. I also found a line drawing of an Imperial Fists sergeant featuring a black helmet with a white stripe in the *Sentinels of Terra* book. I really liked the look of him so I decided to paint him and his squad.

WD: The yellow armour is so crisp and clean, how did you paint it?

SF: First I made sure that all the models had a solid flat basecoat of a strong yellow.

1 Sten's inspiration for the unit was Sergeant Garadon from the *Sentinels of Terra* supplement. His black helmet with white stripe (and matching power fist) clearly mark him out as the unit leader.

2 "Both Golden Demon and Space Marines have a special place in my heart and some of my best hobby memories revolve around them. When the competition was announced I thought it was a perfect match," says Sten.

3 Sten used black and red as the spot colours on his models. The red shoulder trims show the unit is from the 3rd Company, while the black bolters, ammo clips and knee pads are a clear visual link to Garadon.

4 Many of the models feature subtle conversions, such as this Stalker-pattern bolter with silencer.

I then shaded and highlighted all the armour panels one by one, focusing on getting the colour transition as smooth as possible. When I'm painting something for a competition I find that painting one small area at a time helps me paint to my highest standard. If I highlight all the armour at the same time, there's a risk of losing focus and I start cutting corners. Of course, using many thin layers of paint is also important for that smooth finish.

WD: We know you enter quite a few painting competitions. What keeps you motivated when painting your entries?

SF: I had the fortune of painting alongside my friend Martin Peterson leading up to Golden Demon: Space Marines. We were constantly sending each other work-in-progress pictures, and seeing his amazing Black Templars squad really made me push myself and raise the level of my painting. In the end, his squad won silver in the same category as me! The run-up to Golden Demon turned out to be one of my best hobby experiences. ♣

GOLDEN DEMON

Golden Demon is Games Workshop's Citadel miniatures painting contest, with events taking place throughout the year. We feature the best entries in White Dwarf, and even more of them in Warhammer Visions, on sale the first Saturday of every month.

The next Golden Demon event is Golden Demon Classic, which takes place next Sunday (15th May) at the Ricoh Arena in Coventry. Check the Warhammer World page for ticket availability now!

warhammerworld.games-workshop.com

THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we take a look at gory battlefields and more ways to play Warhammer Age of Sigmar.

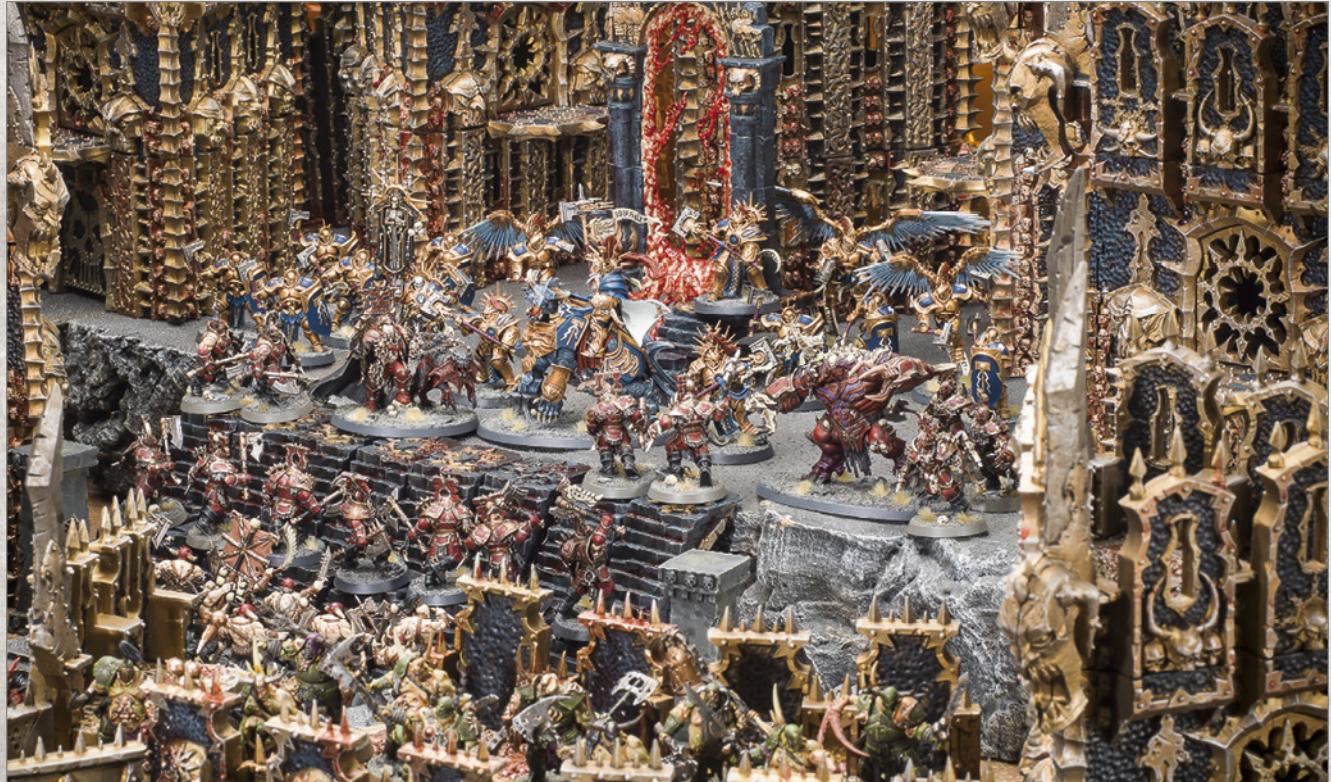
MUSTERING FOR WAR EXTRA

WARHAMMER 40,000

All of the suggestions we've made in Mustering for War could just as easily be used to organise a game of Warhammer 40,000 instead of using points values. We know it's a radical thought but did you know that when Warhammer 40,000 first came out, it didn't have points values either!

Wound counts and battleplans are just the start. Here are six more ways to organise a game of Warhammer Age of Sigmar with your regular opponents.

1. Play through the story of the Age of Sigmar by following the battleplans in the Realmgate Wars books.
2. Take turns to place a unit down on the tabletop. Stop when both players agree you've deployed enough models.
3. Create small warbands (say, 20 models) and fight many smaller games.
4. Organise a contest of Champions, heroes only in a fight to the death.
5. Organise a campaign where each battle and the models being used in them are planned out in advance.
6. Take it in turns to be the games master and plan out unique games to play.



WHITE DWARF

THE MADNESS OF KING GHoul

At the heart of every Flesh-eater Court is a Abhorrent Ghoul King, and every single one of them is utterly insane. The problem for the other denizens of the Mortal Realms, particularly the Free Peoples, is that the Abhorrant Ghoul King's madness is infectious. As he twists the cannibal remnants of ruined kingdoms into his mordant servants, they come to see the world as the Abhorrant Ghoul King sees it, a delusion that only grows with time. Bound by their king's blood and blasphemous magic, the mordants are forever lost in the fantasy, trapped in a cruel and monstrous pantomime of their former civilisation.



THE UNDYING GOD OF THE CARRION COURTS

The relationship between Nagash and the Flesh-eater Courts is a strange one, as the vast majority of the Flesh-eaters are not actually dead. Many Abhorrant Ghoul Kings hate and fear Nagash, forever seeking to stay one step ahead of the Lord of Death and his agents, putting faith in high walls and the fierce defenders of their tumbledown fortresses in forgotten kingdoms. Some vanish into badlands across the Mortal Realms, risking famine rather than answering Nagash's call. Some Flesh-eaters, however, revere him as a god, building great churches to him inside their domains, leaving rotten offerings to crude statues of the Great Necromancer. In their insanity, they may even see him as a smiling deity in robes of gold. Nagash is eager to bring them under his thrall, but focuses his efforts on capturing the Carrion King, the master of the first Flesh-eater Court. Through him, Nagash might yet control all his wayward servant's spawn...



CODEX: APOCRYPHA

Notes from the worlds of Warhammer. This week: curious kings.

THE YOUNG KING

The title of Young King is bestowed upon a single Exarch each year, chosen by the craftworld's Farseers. When the craftworld goes to war, the assembled Exarchs begin the ritual to awaken the Avatar of Khaine, which involves the Young King walking alone into the Avatar's inner chamber. Outside, the ritual continues until the assembled Exarchs hear a terrible cry, after which the Avatar will march forth and lead the craftworld to war. What happens to the Young King is a mystery...

THE FURNACE KINGS

The black-hearted rulers of the Bale-Furnace of Aqshy, these sovereign-smiths were the main source of the Bloodbound's weapons and armour, shaping steel and warpfire into impossible forms to create the vile panoply of Chaos. Even the Blood God's followers would pay homage to the Furnace Kings, such was the esteem in which they were held. One of their most infamous creations was the Black Rift, a Chaotic artefact of truly terrible power.

THE BLIND KING

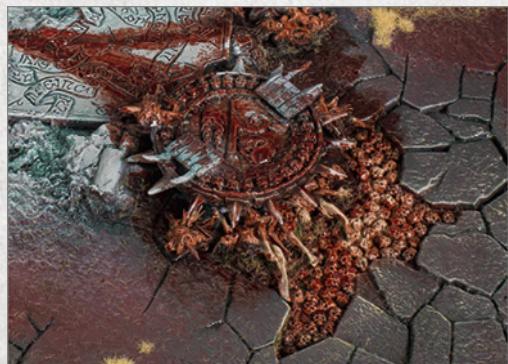
Viewing Humanity as an affront to the Omnissiah, the renegade Tech-Priest known as the Blind King gathered a coterie of apostles from across the Adeptus Mechanicus and began to make use of artefacts from before the coming of Old Night. The power of these could cause suns to go supernova and the Occlusiad War, as it is now known, raged for a decade as whole constellations were wiped from existence. It was only ended when the palace-ship of the Blind King was discovered in the Warp and destroyed by an Emperor-class Battleship. It is said, however, that some of his apostles survived.

KINGDOMS OF NIGHTMARE

Battletome: Flesh-eater Courts (and our Mustering for War article [here](#)) features this gruesome board, specially built for the book by the Studio's army painting team. After all, any land home to a Flesh-eater Court will become as twisted and insane as its inhabitants, mirroring their descent into depravity and madness, which goes some way to explaining the piles of rotten corpses scattered about the ruins. To the deluded mordants, maybe they are granaries, supply dumps or even great treasure houses. In reality, where



elsewhere across the Mortal Realms these shattered ruins of civilisation lie silent, haunted only by shadows and flickers of magical power awaiting re-awakening, the domains of the Flesh-eater Courts are horrific, blood-soaked places, showing that Chaos is not the only horror to visit itself upon the beleaguered Mortal Realms. Of course, not all the survivors of the fallen kingdoms fell to such depravity, and for those who did not the horror of the Flesh-eater Courts is just another reason that liberation cannot come soon enough.



ATTENDANTS OF THE COURT

With a simple bit of basing magic, Martyn Lyon has turned a humble Crypt Ghoul Ghast into a regal Ghast Courtier for his Flesh-eater Courts army. With a few parts from Martyn's bits box (some quite ancient – note the bone-coloured plastic of the horse skeleton), he's really made an impressive character piece. As Ghast Courtiers are made from Crypt Ghoul Gasts, Martyn really wanted to go the extra mile to make sure his Courtier stands out from the lesser Crypt Ghoul Gasts in his army – and it's really simple to do so.



READER'S MODEL OF THE WEEK

Taking a break from grisly cannibalism in the Age of Sigmar, this week's Reader's Model is a grisly Tyranid Exocrine painted by the talented Christian Matranga. We're particularly enamoured with the sinister bioluminescence Christian has worked onto its huge bio-plasmic cannon, giving his bio-terror an otherworldly, alien feel. Then there's the Exocrine's bloody, shark-like grin, with a splash of gore running from its jaws. Here in the White Dwarf bunker, we're pretty certain we've seen this hive fleet's colour scheme somewhere before; we just can't quite put our fingers on where...

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.



A STICKLER FOR STIPPLING

Stippling is the perfect technique for adding battle damage to a model, especially vehicles such as the new Wazbom Blastajet from this week's Paint Splatter. Here we show you how to do it.

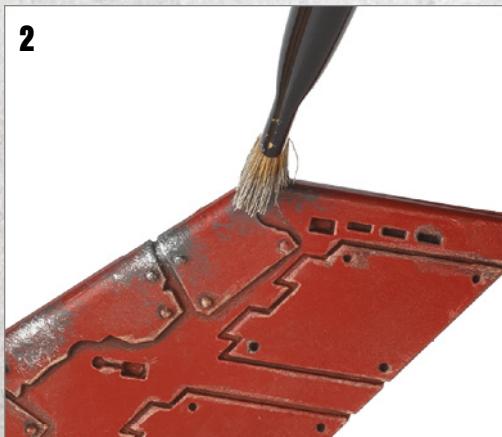
The main advantage of stippling is that it provides realistic-looking wear while being really easy to apply. Take an S Dry brush and lightly dip the bristles in Skavenblight Dinge. Just like drybrushing, wipe most of the paint off the brush on a piece of paper towel until the bristles are almost dry. Then, rather than brushing the bristles across the model, lightly stab them into the model (1), concentrating on the areas where battle damage would occur, such as the corners of armour panels, stairs, access doors and so on.

Once you're happy with the amount of damage you've applied, repeat the process by lightly stippling Runefang Steel inside the Skavenblight Dinge patches (2) to make it look as though the vehicle's paint has been stripped right back to the bare metal.

1



2



DARK SOVEREIGN

The Abhorrant Ghoul King is the locus of a Flesh-eater Court, boosting units to fight harder. Kill him quickly!

ENDLESS HORDES

To make matters worse, abhorrants can summon yet more mordants into battle.

MUNITORUM REPORT: FLESH-EATER COURTS

TATTERED RAGS

Flesh-eaters don't wear armour, so load up on attacks with Rend to carve through even their toughest units.

SHOOTING

The Flesh-eater Courts aren't renowned for their ranged abilities, as they much prefer to get within snacking range.

WHITE DWARF'S REGIMENTS OF RENOWN

The very impressive Cohort Cybernetica below was painted by Andy Dunn as the first formation in his new Cult Mechanicus army. The Tech-Priest Dominus is known as Epsilon-Theta 13, and the Kastelan Robots and Datasmiths accompanying him are his bodyguards as he travels the Shieldworlds and other planets which pay homage to the Blood Angels. Epsilon-Theta 13 claims to simply be doing the Omnissiah's work as a wandering priest of the Machine-God, coaxing wayward machine-spirits into life, but Andy informs us

this may not be the Tech-Priest Dominus's true motive, the nature of which might bring the mysterious Tech-Priest into conflict with the sons of Sanguinius.

Andy painted his Cohort Cybernetica in the colours of the forge world Metalica, the colour scheme for which can be found in the Cult Mechanicus painting guide, Crusaders of the Machine God. You'll be seeing more of Andy's Cult Mechanicus in the coming months as we gear up for Armies on Parade 2016! 



NEXT ISSUE: BEWARE, MORTALS, A DARK AND TERRIBLE QUEST IS ABOUT TO BEGIN!

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