

THE TOME CELESTIAL

A wave of terror heralds the coming of Vokmortian's Tithe Legion. These elite Ossiarch specialise in the accumulation of vast quantities of bone matter, whether through the forging of arcane contracts or at the edge of a Nadirite blade. Relentless and remorseless, they are a blight on all that lives.



VOKMORTIAN'S TITHE LEGION

By Jordan Green & Jervis Johnson

Amongst all those forces in thrall to Nagash, the tyrannical god of the dead, one in particular has carved out a fell reputation and expansive empire alike. This force is the Ossiarch Bonereapers, the pinnacle of the Great Necromancer's sinister arts.

Unlike most undead, the Ossiarch are not raised whole from shallow graves, but instead sculpted through necromantic artifice. Their osseous forms are shaped by the Mortisan priest-caste from the remains of conquered adversaries. Their souls are composite entities crafted using the captured anima of the dead. Nagash's sorcerers have been thorough in binding these blended souls into the phylacteries mounted upon each Bonereaper's chest; concepts such as efficiency, loyalty and discipline are retained, while notions of leniency, mercy and compassion are discarded as irrelevances. All of this renders the Ossiarchs, at least in Nagash's eyes, the perfect army of conquest. They never sleep, never tire, and though they are capable of strategic brilliance, they never seek to question the orders of their masters.

Bone is the single most valuable resource in Ossiarch society. It is the fuel for their endless



conquests, a favoured sculpting material for macabre works of art, and even a form of currency traded for influence and secrets. Each Bonereaper legion is thus charged with ensuring a constant influx of bone reaches the Ossiarch empire. How they achieve this is largely left for the legions themselves to codify. The Petrifex Elite are nomads that travel the realms searching for troves of long-buried bone with which to craft the most impervious war-constructs, whereas the cursed Crematorians are often forced to make do with the charred and brittle remains of their incinerated foes.

The Ossiarch are not fools. To simply slaughter all the living they encounter and take their remains would yield an immediate bounty, but is ultimately unsustainable. Like the cold hand of death itself, the Bonereapers are chillingly patient. They consider it wiser to tend the herd of terrified mortal livestock, to extract tithes of bone from the living under their aegis, and to ensure a constant supply of raw material reaches their lands. The duty of brokering these grim deals, and ensuring they are kept, falls to the Tithe Legions – the most legendary of which is that of Vokmortian, the chief herald of Nagashizzar.



Left: When the Ossiarchs conquer a new territory, they erect vast fortresses made of hand-carved stone and sorcerously wrought bone. From these ominous citadels they watch over the living, marching forth when tithes need to be collected or to slay those who dare oppose them.

Below: Vokmortian's Tithe Legion comes face to face with the Anvils of the Heldenhammer, whose souls once resided in the Realm of Death. Though the Ossiarchs will harvest no bones from their foes, their destruction will strengthen Nagash's hold on his besieged realm. For the time being, at least ...



THE ORDERING OF DEMISE

Tithe Legions are predominantly armies of resource-gathering and consolidation. They favour mass battalions of infantry, the better to safeguard previously won territories and the Bone-tithe Nexuses that cement Ossiarch domination over a land. The Mortek echelons, being the most humanoid Ossiarchs, are also useful for presenting at least a vaguely understandable face to those mortals who encounter the Bonereapers.

Morghasts are much prized in the Tithe Legions, both for their terrifying presence and their aptitude for chasing down those foes who would attempt to flee. Their Mortisan commanders – often found in Tithe Legions administering the intricate records of the Ossiarch empire and ensuring the bone-shaping process continues unimpeded – are surrounded by hulking Immortis Guard. The most feared creations deployed by the Tithe Legions, however, are the Gothizzar Harvesters. When unleashed as a ravaging pack, these terrifying war-constructs can easily tear through an enemy battle-line and collect the shattered remains left in their wake.

Tithe Legions are fragments of a greater Ossiarch host charged with overseeing the bone harvest. Most are ad hoc formations assembled for a particular campaign, yet some Tithe Legions operate together for extended periods of time. These are typically responsible for the custodianship of specific Bone-tithe Nexus sites, or pacifying mortal settlements within a region. Due to being essentially self-sufficient, Tithe Legions can be entrusted to operate without support for years at a time, creating fortified lands that Ossiarch armies can fall back to at need, as well as provide a ready reserve of battle-hardened Bonereapers to lend their might to particularly gruelling campaigns.

The masters of a Tithe Legion will have taken particular care to wrench knowledge of local languages from the minds of captured prisoners; their dialect will be archaic, but intelligible. Many Tithe Legions also study and consciously imitate a supplicant culture's interpretation of the death gods. Elaborate scrimshawing, implanting opulent jewels across armour or into empty eye sockets, even remaking themselves into new, more hideous forms – all of these methods will be utilised should the tithe-lieges believe it will ensure the harvest progresses more smoothly.



'Thou hast entered this discourse believing us to be alike in dignity. You parade in gleaming plate and beneath proud banners, and believe thine glories equal to ours. But mistake not our terms. Thou art chattel to fuel our designs. Five hundred skulls before the turning of the whisper-moons. I need not tell thee the price of defiance.'

- Zarokles, Emissary-Liege of Nagashizzar

THE TITHE IMMORTAL

Without the Tithe of Bones, Ossiarch society would cease to function. The simple arithmetic of conflict would see their legions ground down through raw attrition faster than they could be manufactured were they only to reuse the bones of the battle-slain – especially considering that some foes, the storm-warriors of Sigmar, celestial Seraphon and daemons of the Dark Gods most notably, do not leave behind remains at all.

Thankfully for the Ossiarch legions, these concerns have been accounted for by their commanding Mortarch. Even in life, Orpheon Katakros had been known as 'the Undeclared', his military prowess the stuff of legend. These qualities persisted after death, and his brilliant defence of the underworld of Ossia against the armies of Nagash saw him come to the attention of the Great Necromancer. Wisely recognising Nagash's power, Katakros bargained for a new, immortal form in exchange for eternal servitude. Though the Mortarch was slain by Sigmar during the Age of Chaos, he was not destroyed; trapped in the Midnight Tomb, a Stormvault constructed on the banks of Lake Lethis, his spirit was recently freed by Lady Olynder to return to Nagashizzar and begin his conquests anew.

More so than any other being, with the possible exception of Archaon, Katakros is obsessed with conquest. He is a tactical and logistical mastermind without compare, and he understands that discipline and steady command are as potent a weapon as belligerent heroics. Yet Katakros also appreciates the value of devolution. A swathe of the Principia Necrotopia, an infamous treatise penned in considerable part by the Mortarch himself, is dedicated to extracting tribute from those communities ground beneath a conqueror's heel. Katakros knows his armies well, and he has ensured that they will never lack for raw resources.

THE TITHE LEGION OF VOKMORTIAN

Amongst all the Tithe Legions operating throughout and beyond the Ossiarch empire, one in particular has become infamous. This is not only due to the sheer quantity of bones it has amassed, but also by the command of the one who leads it – a deathless figure who knows that dread and awe are powerful weapons in their own right. This figure is Vokmortian, chief herald of the undying, and he speaks with the voice of Nagash.

The sinister tale of Vokmortian has spread far across the underworlds. The inhabitants of Ossia speak of the Master of the Bone-tithe, the great reaper whose deeds fuel their master's undying empire. The spectral inhabitants of Stygxx whisper fearfully of Baron Skalle, a mysterious aristocrat who periodically takes up residence in the ancient castles of the land and can judge a



soul's sins with but a glance. In Hallost, dead heroes tell tales of the Cairnvalk – a monstrous vulture-king that haunts the Endless Boneyard, snatching away the remains of the fallen to add to his vile court. Even realms beyond Shyish have their legends of Vokmortian. In the Reclaimed Demesnes of Aqshy, children quiver at the legend of the Ashen Minstrel, who emerged from the heart of an emperor volcano long grown cold and stole away the finest warriors of the fierce Candescant Raiders.

A hundred legends tell of Vokmortian's identity, each with its own details of his supposed powers. It is said that he is fluent in every tongue found under and above the heavens, and that he was the first Bonereaper to be formed – crafted with splinters taken from Nagash's own body. With but the merest touch he can steal a soul from its corporeal form. From his eyes leak drifts of amethyst energy, and the severed heads mounted upon his stave – the remains of kings and warlords who sought to deny the tithe – whisper the secrets of enslaving all life. Some amongst the Soulbright aristocracy even gossip that there are many Vokmortians, each but a fragment of an ancient entity who dwells within the record halls of Nagashizzar, eternally watching the hourglasses of mortality drain.

On one thing, however, all legends agree. Vokmortian is the vessel through which the Great Necromancer's will is done. It is his duty to travel the realms and ensure the bone tithe continues to be met. Vokmortian is a master negotiator, though he favours intimidation and terror over diplomacy and compromise. Through arcane soul-binding and relentless will, he has brought countless mortal kingdoms to heel. No other Bonereaper, save Katakros himself, has the same licence for independence as Vokmortian. So long as Nagash's enemies are destroyed, he is permitted to utilise whatever methods necessary to achieve his goals. This extends to requisitioning the service of other undead. Ancient wights, vampiric nobles, petty Necromancers and even mighty lords of undeath take heed when Vokmortian – or, on occasion, the spectral echo of Nagash that leers from the herald's chest – speaks. The wisest watch their words carefully, for all that Vokmortian hears is transmitted back to his master, and Nagash has ever been a vengeful god.

Vokmortian is counted amongst the greatest lords of the Mortis Praetorians, spoken of in the same death-rattle as Patru Zandtoss and Karash, Liege-Immortis to the Mortarch himself. Only Katakros stands higher, and he has no reason to believe Vokmortian anything but loyal. Over the decades

Above: With their new Tyrant Kagrak Kin-eater at their head, the ogors of the Tarkan Warglutt engage the Tithe Legion of Vokmortian in the Land of Dead Heroes. The Pact of Bones between the two forces is broken and outright war is declared. Vokmortian's legions must now fight for the bone tithe that was once gifted to them willingly.

THE VESTMENTS OF MASTERY

Over the centuries, Vokmortian has acquired many morbid artefacts. The Staff of Retribution is formed from the remains of those who sought to lay low the herald through subterfuge. It is branded with the mark of the holy Emissarian Caste. From an iron chain hang the heads of slain kings, forever wailing and bemoaning their grim fate. The parchment upon which Vokmortian inscribes his binding arcane contracts is wrought from the flayed hide of deposed Shyishan gods, the ink formed from liquified gravesand. Most prominent, however, is the stone sarcophagus within which Vokmortian is eternally bound. None quite know why this is so. Perhaps it was the resting place of the spirit who was Vokmortian in life, or perhaps it is intended to remind the herald that he too is ultimately trapped by the will of Nagash.

the Emissary of Nagashizzar has wrought all manner of horrific pacts to ensure the tithe of bones continues to flow – and, should the living attempt to resist, the elite Praetorians of Vokmortian's retinue are always ready to back up his demands with clinical violence.

THE HALLOST CONQUEST

The Tithe Legion of Vokmortian has performed its pitiless duty far across Shyish and beyond. But in recent years one underworld in particular has attracted their dark attentions. This is Hallost, the land of Dead Heroes, and long has it been wracked by warfare of the most ferocious kind.

While mortal forces descend on Hallost in search of treasure, allies or simple power, Vokmortian's interest in the underworld is far more straightforward. Of those Shyishan nations claimed by the Bonereapers, Hallost is the only one that has not been entirely ground under their conquering boot heel, the only one to retain a sliver of independence in the face of Katakros' dominating ambitions. This cannot stand. It is likely the Mortarch would oversee its conquest himself, were the bulk of his armies not currently engaged in the conquest of the Eightpoints. In his stead, Katakros has requested Vokmortian – for even he is respectful in the presence of the High Emissary – to strip Hallost of its bones and claim it in the name of the Ossiarch Empire.

Yet Vokmortian has also come to Hallost as the embodiment of Nagash's retribution. In times past he negotiated the Pact of Bones with the Tarkan Warglutt, an ogor tribe who inhabited the Magthar Mountains. These accords stated that the Tarkan were free to devour whatever prey they wished, save their bones. But when the swaggering Tyrant Kagrak Kin-eater violently deposed his father, these ancient pacts were swiftly breached. The Bonereapers of the nearby Necropolis of Cartoch were taken aback by this sudden defiance, for they simply could not comprehend why – when Hallost has no shortage of other foodstuffs – the ogors would risk such treachery. Retreating to their fortress amidst the Endless Boneyard, the Ossiarch host regrouped and plotted vengeance against the Tarkan.

Vokmortian had much experience in dealing with oath-breakers, and upon arriving at Cartoch he proclaimed Nagash's will. The Tarkan would be shattered, the fleeing survivors testament to the cost of defying the Ossiarch Bonereapers. His armies soon departed for the Tarkan's territory. If Vokmortian took personal offence that the pact he himself had negotiated had been breached, he kept such thoughts to himself.

The Endless Boneyard soon rang to the clash of iron cleavers on Nadirite blades. Though the





Gutbusters fought fiercely, the relentless advance of the Bonereapers soon took its toll. But the Tyrant was canny; luring the Ossiarch into the Pass of Khmorak, Kagruk sought to use his heavy blackpowder cannons to crush them under a landslide. The raw determination of the Bonereapers saw them fight clear of the trap, though not swiftly enough to prevent the Tarkan escaping with a considerable portion of their forces intact. Kin-eater and Vokmortian came to blows at the height of the battle. Though the Emissary's necromantic powers saw one of Kagruk's arms wither, in return he was brutally impaled upon the ogor's glaive. Even then, Vokmortian's dreadful sorceries afflicted the Tyrant with such heart-stopping terror that Kagruk was compelled to retreat, taking the remainder of the Tarkan with him rather than finishing off the wounded Emissary. Even so, since that day Vokmortian has possessed a particular dislike for the gluttonous creatures within the herald.

Since then, the Ossiarch conquest of Hallost has continued with renewed vigour. Mortal and

immortal armies alike have been broken by the Emissary-Lieges sworn to Vokmortian. Great osseous statues of the herald flank the femur-straight roads leading to the necropolises of Cartoch, Myrmid, Nyazzar and Harmon. To the many Bone-tithe Nexuses established across Hallost, terrified mortals deliver shipments of bodily remains – either willingly or at the command of those once-heroic spirits who name Sigmar betrayer and have instead made common cause with Nagashizzar.

The strategists of the Swordthegn Conclave, those warleaders who command the mortal forces of Order in Hallost, have looked upon these deeds and reached a single, terrifying conclusion. Vokmortian seeks to turn Hallost into a fief of his Tithe Legion, a continent-wide necropolis dedicated to the processing of bone and soul. Should he claim the Realmgates to the north, particularly the Beastmaw within the Booming Scar, his armies will be bolstered by the remains of Ghurish megafauna beyond count – and, in doing so, become truly unstoppable.

Above: When Vokmortian arrives before the gates of a mortal city to demand tribute, he does so alongside an elite retinue of Bonereapers. His Gothizzar Harvesters are especially feared, for they reap a fearsome bone tithe from all those who stand before them.

THE CHRONICLE OF BONE

Vokmortian is a curse upon the realms, and over the years his approach has been a portent of darkest doom. Wickedly inventive, the Emissary of Nagashizzar takes a professional satisfaction in extracting the tithe from conquered peoples – for with each bone collected, Nagash's darkly glorious necrotopia comes one step closer to fruition.

AGE OF MYTH

THE HARVEST BEGINS

Even as his minions help to build the first cities of the living, Nagash plots against his fellow gods. In the darkness beneath many settlements the Ossiarch take shape, waiting for the call to war. To facilitate their creation, Nagash requires a constant influx of raw bone – and so the first legends spread of a strange figure bound within a stone coffin wandering the realms, and of isolated settlements mysteriously halving in population almost overnight.

GRAVEN JUSTICE

The city of Grymnhalt develops a cunning solution to the bone-tithe. On a certain date each year, all those imprisoned within the city's jails are to be executed, their remains left in tribute. The system works – too well. Crime falls almost to nothing, and the supply of bones swiftly trickles to naught. Desperate, the rulers of Grymnhalt begin to impose stricter laws upon their subjects, until even the most minor crimes are met with imprisonment and eventual execution. Eventually the citizens of Grymnhalt rise up, overthrowing their masters in a bloody civil war – before Vokmortian's armies arrive and slaughter them for missing their offering of bone.

AGE OF CHAOS

FALL OF THE UNDEFEATED

As the Age of Chaos dawns, Nagash betrays Sigmar by looking to Shyish's defences above all others. Incensed, the God-King surges into the Realm of Death, seeking the Great Necromancer. The Mortarch Katakros attempts to halt Sigmar on the shores of Lake Lethis. He fights well, but ultimately falls before the God-King. So powerful is Katakros, however, his spirit cannot entirely be destroyed. Sigmar locks Katakros' essence away in the Stormvault known as the Midnight Tomb. With the Mortarch intended to one day command them lost, the Bonereaper legions remain hidden from prying eyes – only to be awakened once more in a later age, when the energies of death spill across the realms.

AGE OF SIGMAR

THE BREAKING OF THE TRIBES

Freed from beneath the free city of Lethis by the armies of Lady Olynder, Katakros unleashes the Bonereapers to reforge his glorious empire. For Vokmortian, it is a chance to emerge from the shadows and cement himself as a warlord in his own right. When the tribes of Praetoris' Nightfire Spine begin massing against the Bonereapers, he wastes no time in unleashing his Dread Harbingers – a cohort of deadly Morghasts. In a single night of horror these terrifying constructs hunt down the tribal champions, bringing their severed heads back to their master. The leaderless mortals are easily slaughtered, and Vokmortian gains a new swathe of trophies to hang from his staff.

A BOUNTIFUL HUNT

Upon arriving at Nerozzar, Vokmortian discovers that much of the necropolis has been smashed with wild abandon. Following the trail of oversized footprints through the wilds of Cadavaris, he discovers the culprits: a tribe of deathly pale gargants, commanded by a titanic chief. Knowing that even the Mortek Guard would struggle against such a foe, Vokmortian





unleashes his Deathriders and Gothizzar Harvesters. While the cavalry encircle the gargants, distracting their attention, Harvester packs hack at each of the louts individually to drag them down. The battle rages through the foothills of Cadavaris, and the gargant chief does not relent, but at last he too falls under the scything blades of the Harvesters. Their bones are used in rebuilding Nerozzar, the great gate of the necropolis crowned with the skulls of the fallen gargants.

THE TARKAN CONQUEST

When the Tarkan Warglutt breaches the Pact of Bones, Vokmortian is dispatched to Hallost to mete out vengeance. Though he initially approaches the task with typical dispassion, repeated attempts by the treacherous Kagruk Kin-eater to slay him soon stoke Vokmortian's ire. Before long the Endless Boneyard is replete with spilt ogor blood and shattered Ossiarh remains. Though the Tarkan are eventually forced to retreat, both Kagruk and Vokmortian wound yet fail to slay their opponent, a fact that vexes both commanders to no end.

DREAD OBLIGATION

As Vokmortian's armies conquer more of Hallost, Lord-Aquilor Thromus Gravesend of the Anvils of the Heldenhammer devises a cunning ambush for him on the outskirts of Vaddenheim. However, when the trap is

sprung, he is surprised to find the usually cautious Vokmortian heading straight for him. The Lord-Aquilor steps forth to face the herald, only to discover to his horror that he cannot land a blow. With a cruel laugh, Vokmortian reveals that an ancestor of Gravesend signed a binding arcane contract saving his own family from the tithe in exchange for swearing that none of his lineage would ever raise a blade against the emissary. Thromus is soon overcome by the potent sorceries of Vokmortian. It is only the timely reinforcement from the Sons of the Barrows, a brotherhood of elite Demigryph Riders, that prevents all the Stormcast meeting an untimely end.

EMPIRE OF BONES

As the Bonereapers spread across Hallost, Vokmortian binds the spirits of the Nordyrie to his service, forming a truly vast undead host. Alongside the garrison of Cartoch and his own Tithe Legion, he begins to march north towards the Booming Scar. Vokmortian seeks to claim the gateway to Ghur and acquire a new source of raw material for the tithe, as well as to slay the remnants of the hated Tarkan. However, his scouts report that a vast number of orruks have also infested the area, led by a warlord known as the 'Grotkicker'. Undeterred, Vokmortian continues to lead his host north, more than willing to reinforce his armies using the bestial bones of the Ironjawz.

WARSCROLL BATTALIONS

These warscroll battalions enable you to field unique formations of Ossiarch Bonereapers on the battlefield. Nagash will reward your loyalty.

WARSCROLL BATTALION

VOKMORTIAN'S TITHE LEGION



ORGANISATION

- 1 Vokmortian's Dread Retinue warscroll battalion
- 1-3 Mortek Shield-corps
- 1 Mortisan Trident
- 1-2 Katakrosian Deathglaives
- 1 Aegis Immortal
- 1-3 Kavalos Lances or Harvester Scythe-corps in any combination
- 1 Mortek Ballistari
- 1 Harvester Scythe-corps

This battalion can only be taken as part of an Ossiarch Bonereapers army that is from the MORTIS PRAETORIANS legion.

When the Master of the Bone-tithe deems it necessary to personally ensure the demands of the Ossiarch Empire are met, he summons to his side a truly vast army of conquest. The will of Vokmortian infuses each of these construct warriors with a relentless fervour. Accompanied by those spirits of Hallost cruelly bound to the High Emissarian's service, they mercilessly crush any who dare oppose them.

ABILITIES

Unstoppable Reapers: *In pursuit of ensuring the bone-tithe is met, Vokmortian has moulded his personal army into a powerful and flexible force capable of adapting to any situation and overcoming any foe.*

At the start of your hero phase, if your general is from this battalion and on the battlefield, you receive D3 relentless discipline points.

Bound Nordyrie Warriors: *Vokmortian has bound the spirits of the Nordyrie to his service, forming a truly vast undead host.*

Any number of Nighthaunt allies can be taken for an army that includes this warscroll battalion (they do not count against the limit on 1 in 4 allied units in the army, and their points cost is not counted against the number of points spent on allied units in the army).

WARSCROLL BATTALION

VOKMORTIAN'S DREAD RETINUE

Vokmortian is accompanied by a host of veteran Mortis Praetorians. These constructs guard the High Emissarian as he forges his contracts, and they have been destroyed and remade many times over in defence of their master.

ORGANISATION

- Vokmortian, Master of the Bone-tithe
- 1-3 Mortek Guard units
- 1 Necropolis Stalkers unit
- 1-2 Morghast Archai or Morghast Harbingers units in any combination

This battalion can only be taken as part of an Ossiarch Bonereapers army that is from the **MORTIS PRAETORIANS** legion.

ABILITIES

Seal of Demise: *Many a foe has been dismayed to find that one of their ancient ancestors signed a binding arcane contract with Vokmortian that protects him from harm.*

After armies are set up, but before the first battle round begins, you can pick 1 enemy **HERO** and roll a dice. On a 2+, subtract 1 from hit rolls for attacks made by that **HERO** that target Vokmortian.

Eternal Duty: *Those Ossiarch warriors in direct service to the Master of the Bone-tithe are not permitted to avoid their duty for long.*

At the start of your hero phase, you can pick 1 unit from this battalion within 8" of the Vokmortian from the same battalion. Return 1 slain model to that unit.

WARSCROLL BATTALION

HARVESTER SCYTHER-CORPS

Harvester Scythe-corps are pitiless instruments of the bone-tithe. As Kavalos Deathriders corral their prey, Gothizzar Harvesters advance with terrible inevitability, their soul-draining weapons reaping a hideous toll.

ORGANISATION

- 2 Kavalos Deathriders units
- 1 Gothizzar Harvester units

This battalion can only be taken as part of an Ossiarch Bonereapers army that is from the **MORTIS PRAETORIANS** legion and has Vokmortian as its general.

ABILITIES

Hunters and Hounds: *While the Gothizzar Harvesters of a Scythe-corps attack the enemy directly, the supporting Deathriders encircle the foe, distracting their attention and leaving them vulnerable to the huge war-constructs' attacks.*

Add 1 to wound rolls for attacks made by Gothizzar Harvesters from this battalion if the target unit is within 12" of a friendly Kavalos Deathriders unit from the same battalion.

UNITS	MIN	MAX	POINTS	BATTLEFIELD ROLES	NOTES
Vokmortian's Tithe Legion	-	-	110	Warscroll Battalion	
Vokmortian's Dread Retinue	-	-	130	Warscroll Battalion	
Harvester Scythe-corps	-	-	100	Warscroll Battalion	

MORTIS PRAETORIANS

You've read all about Vokmortian's Tithe Legion and gotten all excited about painting an Ossiarch Bonereapers army of your very own. But how do you paint them? If only there was a handy guide ... Well, there is! Two, in fact. Right here. Nagash says you are most welcome.

CLASSIC STYLE

James: One of the key features of the Ossiarch Bonereapers is that they are not complete skeletons – they're undead constructs made by Nagash's Mortisan Boneshapers. This gives you the opportunity to paint the model's boney areas in different colours, representing how they've been assembled out of whatever bones

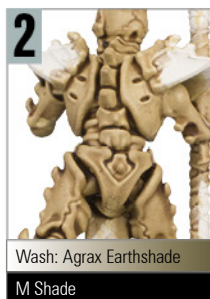
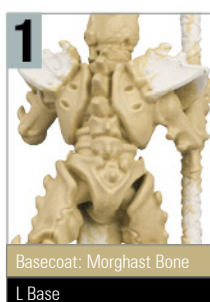
happens to be lying around. I chose to use three bone colours on this Mortek Guard. First is a light bone that would make up most of the model's body and which could be drybrushed easily. A second, darker bone on the knees and feet provide variety, and a third, greyer bone on the shield mimic metalwork.

BATTLE READY

Using the stages to the right, James was able to get this Mortek Guard warrior to a standard that most people would be happy to play games with.



BONE



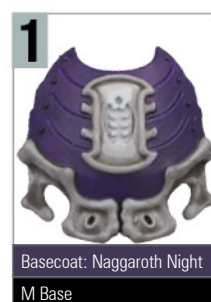
DARK BONE



GREY BONE

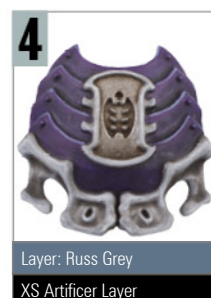
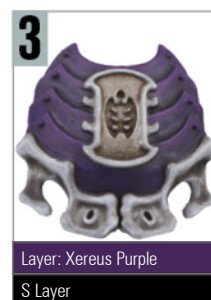
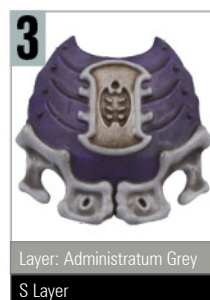
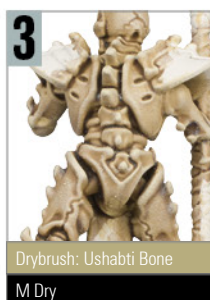


PURPLE ARMOUR



PARADE READY

With a couple of extra highlights to each area of the model, James took the Battle Ready Mortek Guard and made him Parade Ready.



I've found that the best way to paint Ossiarch Bonereapers – particularly Mortek Guard – is to leave the shield off during assembly, as it does cover a large portion of the model. You can then basecoat, wash and drybrush the light bone areas to completion. By this point, about seventy-five percent of the model is now painted!

TOP TIP

There's another good reason to leave the shield off – it makes painting that part of the model easier, too. You'll notice in the stages below that the shield appears to be upside down. Well, it is – I super glued it upside down to a paperclip (I stuck the paperclip in the arm socket) to paint it. This meant that when I applied the Nuln Oil wash at stage 2, it sat in the recesses between the armour panels rather than pooling at the bottom of each panel like it would if the shield was the correct way up. I used the same technique with Contrast paints over the page.

BASING

'I painted the model's base an arid, desert brown,' says James. 'Not only does it suit the background of the Ossiarch Bonereapers army, it also complements the overall colour scheme of the model. While much of the Bonereaper is made of bone, it's the shield that dominates the model, and the warm brown base contrasts well with its cool purple tones and teal loincloth.'



Basecoat: Stirland Mud
Layer: Steel Legion Drab
Drybrush: Balor Brown
Drybrush: Screaming Skull

TEAL LOINCLOTH



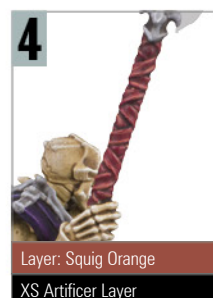
BLADE



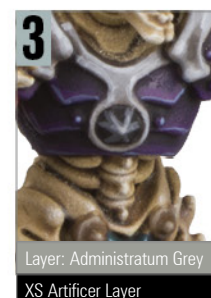
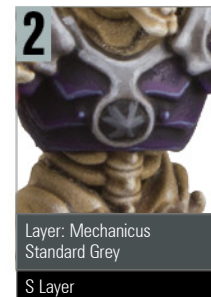
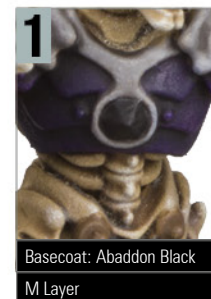
SHIELD CARTOUCHE



RED LEATHER



VITRIFIED GRAVESAND



GLOWING EYES



CONTRAST STYLE

James: Many of the tips I shared in the classic style of painting can be applied when using Contrast paints, too. Keep the shield separate, spray the model with Wraithbone (Grey Seer for the shield because it's predominantly made up of cooler colours) and paint all the bone areas first. This was even easier with Contrast paints, requiring only a thin coat of Skeleton Horde over the whole model. Simple!

While I drybrushed the last colour onto the bone, it's worth taking a couple of extra seconds at this stage to make another pass over the skull with your drybrush just to help add that extra level of definition. We normally spend quite a lot of time painting a model's face, but when it's bone-coloured like the rest of the model, it can just blend in. That extra drybrush highlight will make it pop just that little bit more.

BATTLE READY

Following the stages to the right, James used Contrast paints to paint this Ossiararch Bonereaper so that he's ready for the battlefield.



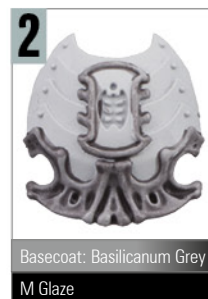
BONE



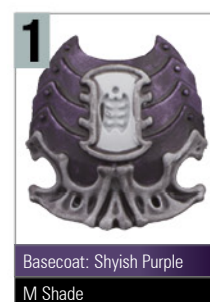
DARK BONE



GREY BONE

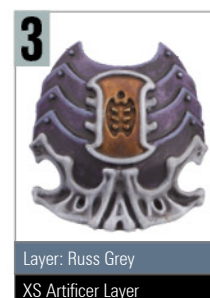
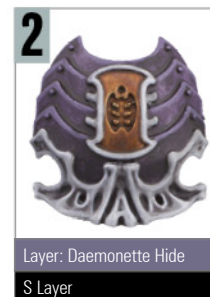
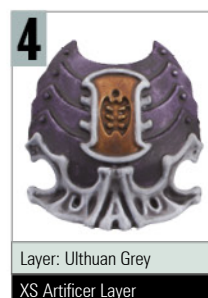
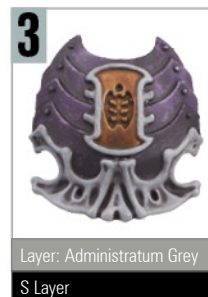
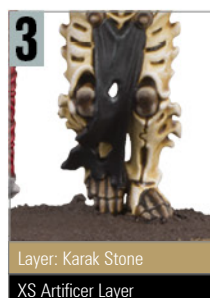
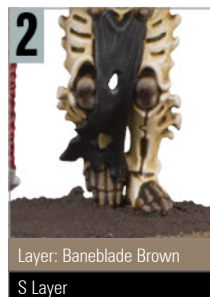
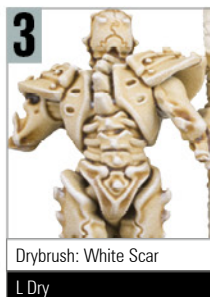


PURPLE ARMOUR



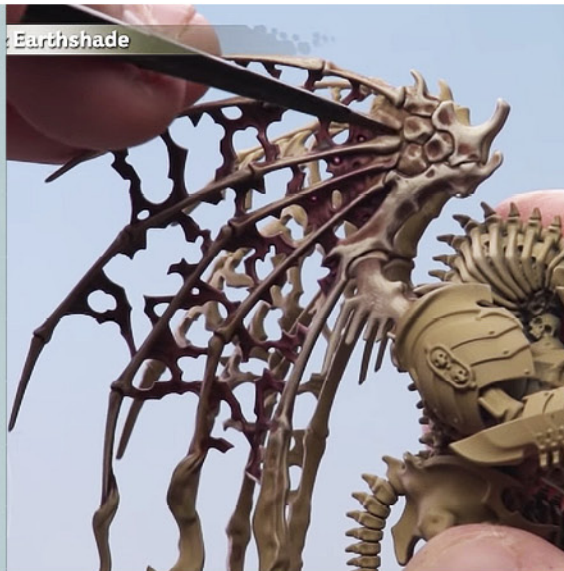
PARADE READY

James applied highlights to each area of this Mortek Guard model to get him up to a Parade Ready standard. Bones will be reaped in Nagash's name!

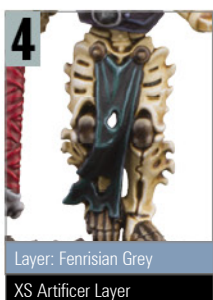
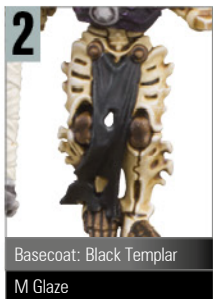
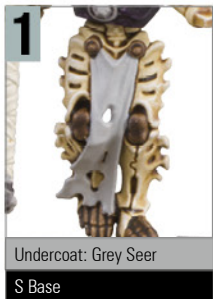


MORE HANDY PAINTING GUIDES

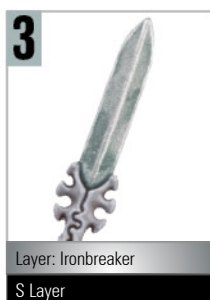
The Warhammer TV team have loads of painting guides for Nagash's undead creations, including Deathrattle Skeletons (using both classic and Contrast painting methods), Morghasts, Mortarchs and even Nagash himself. Whichever colour scheme you choose, though, make sure you've got some Wraithbone spray on hand! Head over to the Warhammer TV YouTube channel now to check out all the videos.



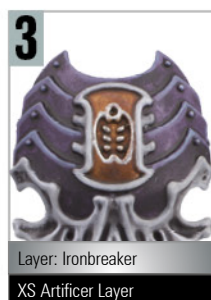
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BLADE



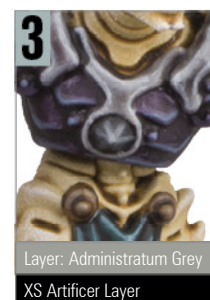
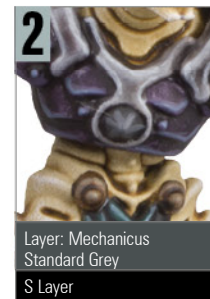
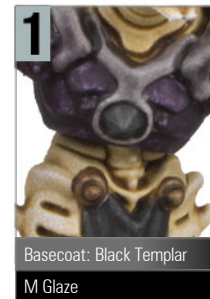
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