A Free Guide from Nights at the Game Table



The Nights at the Game Table Guide to

Paint, Plan and Play

Paint Faster, Learn Tournament Tactics,
Find more time to play and get cheaper miniatures

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WHO THIS IS FOR

Whether you've just got back into the Warhammer 40K Hobby, or you've just got into it for the first time, this guide is for you!

At Nights at the Game table we have built a community of welcoming, friendly and professional gamers who love helping people just like you get more out of the game.

We recently ran a survey to all of the subscribers, followers and fans of our weekly videos and asked them what they most wanted help with.

The top answers were that they wanted to get help with the following:

- Learn how to paint faster and still have their miniatures looking good.
- Learn advanced tournament tactics so they have a chance against people who have been playing for years
- Find more time to play the game
- Find ways to make getting the miniatures more affordable.

This guide was created to help solve each of these problems in an easy to understand way.

(If you don't yet know how to play the game you can find out more with our video "learn to play Warhammer 40,000 in under 10 minutes" here:

From all of the team at Nights: Thank you for taking the time to read it.

If you've not yet done so be sure to join our private Facebook group and talk to our team directly and join the rest of our epic community!

Join the group: https://www.facebook.com/groups/GameTalkForGamers

SIMPLE, FAST AND HIGH QUALITY PAINTING FOR THE BEGINNER

First a disclaimer.

I'm not the best painter in the world.

The best I've ever done is getting a silver medal at Reapercon.

Not even a Gold.

However.... I'm good, I'm fast, and I know tricks to help beginners have their painting go from "meh at least there is color on it" to "wow that's really incredible"

So this simple 3 step method is designed to help beginners get good looking models on the table fast.



Me receiving the Silver Medal for my Astra Militarum Company Commander pictured below

STEP 1) PAINT THE MODEL GREY SCALE

Greyscale is essentially black and white, without color.

The goal is to have shadows looking dark; and the raised areas looking white.

The easiest way to achieve this is to spray the model black, we use the GW paint in a can Chaos Black.

Once it dries you can stand above the model so you're looking down on the top of its head and then spray again with a white can of spray paint. GW white spray isn't the best for this, it comes out a little too thick.



Personally we use Krylon ultra flat white. It HAS to be the ultra flat so it doesn't add thickness to the model.

But it's cheap, and does a great job.

The key here is to spray in a circle around the top of the miniatures head. And then once directly down on the head.

This ensures the entire top of the miniature is painted... and the sides have a light spray.

Look at the model and you'll see that from the bottom looking up it's almost black.

And from the top looking down it's almost white.

With all shades of grey in between.

Now you've got a grey scale model.

Step 1 is shown on the left and step 2 with the definition and detail is picked out on the right.

STEP 2) ADD DEFINITION AND DETAIL

Now you're going to coat the model in a black wash. We like Nuln oil from GW for this, but any Black wash will do.

Don't spread the wash!

You want it to pool in the recesses.

One of the painting students from our live week long event calls this Liquid Shadow, and they aren't wrong.

I apply a solid amount of this all over the miniature by dabbing it on, and allowing it to build up, which I then let it dry.

Once it's dry I take a white dry paint from GW (Praxeti white)and do a light dry brushing going in one direction from top to bottom on the model.

This brings back my whites on the raised areas while leaving the shadows looking dark.

At this point you'll have a pretty badass looking model.

And it'll look like a black and white comic.

Which is EXACTLY the goal.

This style of painting is a simplified and less accurate version of something known as "Sketch Style" which was taught to us by famous painter Matt DiPietro of Contrast Miniatures who has won multiple painting competitions, Golden Daemons and more.



Fisherman from Titan by Matt DiPietro of Contrast Miniatures

He actually has a full training course on Sketch style and how to paint like a pro in our private members areas which you can learn more about by clicking here: http://nightsatthegametable.com/freeguidemembership01

STEP 3) COLORIZE!

This is the easiest part. Take your favorite washes or glazes from GW.

Add the tiniest amount of paint of the relevant color (add some Mephiston red to Carroberg Crimson for example)

I like a ratio of 5 drops of wash to 1 drop of paint.

Then add the wash to the area you want painted.

The wash/paint combo is too weak to paint over black areas. But stains the white areas the color you want.

Some colors take 2 coats.

But the wash is easier to apply than a paint, and makes painting the model incredibly easy!

Give it a try!

And your Painting will be looking better than most of the minis you see on the tabletop and in less time. Plus these new found painting skills may be valuable for the section on getting miniatures cheaper later on in this guide.



Above: Half way through Colorizing my company commander for the Reapercon Entry. Below: Another finished model using this technique.



TOURNAMENT TACTICS TO IMPROVE YOUR GAMEPLAY

-By the worlds Number 1 Warhammer 40K player Nick Nanavati

Everyone's favorite Pro 40k player here to talk to you about some quick and easy ways to improve your game. There are tons of ways to improve in 40k, but most of them require hours under the blanket with a flashlight reading rules or warming your dice in a microwave, and that just isn't everyone's cup of tea.

So I'm here to give you a quick lesson on three easy ways you can to help you become a PRO without getting frustrated memorizing complicated mathematical algorithms.

TIP 1: PRE-MEASURE EVERYTHING

I pre-measure everything that might even have the slightest hint of mattering later that turn so I know exactly how far everything is from each other, that way there are no unexpected surprises.

In my movement phase I essentially determine how far each of my units is from enemy units for both shooting and assault, this not only helps me plan, but announcing it to your opponent means if the table gets bumped or some drunk guy comes over and spills his beers all over the place you know how far everything is from each other so you can accurately repair the game state.

When managing aura buff characters like chapter masters and shadowseers it's a good idea to move them first and then move everything else around them. This way you don't run into the issue of rolling a 6″ advance for a unit and moving it 12″ and then having the captain roll a 1″ advance and not being able to keep up for his aura buffs.

At its core 40k is a game of risk management and the mitigation of luck, and removing the variable of unknown distance is a huge part of limiting potential problems with your strategy.

TIP 2: CHARGE FOR DISTANCE NOT DAMAGE

This is definitely something more top players will do, but the average gamer doesn't.

How do you charge for distance and not damage you might ask?

Well the first thing you need to do is realize that when a unit charges something successfully it is eligible to activate in the following fight phase regardless of whether there is an enemy unit within 1″ of it.

To paraphrase the rulebook- "A unit may be selected to fight in the fight phase if there is an enemy unit within 1" of it OR IF THEY MADE A SUCCESSFUL CHARGE IN THE PREVIOUS CHARGE PHASE!!!

So how can you apply this?

Imagine a large unit of grotesques and 2-3 small wrack units all within charge distance of an enemy unit of scouts that infiltrated close by into the middle of the table. The rest of the enemy army is a whole of bunch Space Marines way back in their deployment zone.

You can charge your grotesques and all the wracks into the scouts. You'll want to activate the grotesques first since they'll completely decimate the scout unit.

After they're done attacking they will get a 3″ consolidate move towards the nearest enemy model, which will be in the general direction of forward in this case. So each grotesque can move 3″ closer even though no enemy is nearby.

But wait there's more! Each wrack unit that charged in earlier can still activate. When a unit is chosen to activate in the fight phase it may make a 3″ pile in towards the nearest enemy model, make its attacks, and the consolidate an additional 3″ towards the nearest enemy model. In this case since the nearest enemy model(s) are in the general direction of across the table, each wrack unit will get a 6″ movement closer (3″ pile in + 3″ consolidate).

All of a sudden that scout squad your opponent thought was a speed bump turned into a highway straight towards him!

If you thought that was cool, think of how you could implement this with some of the more unique assault units in the game like Khorne Berzerkers who naturally fight twice, and can fight up to three times, or Hormiguants who pile in and consolidate 6″!

TIP 3: TAKE YOUR TIME

This is something I see even top players skip over all the time, but it can literally be the difference of winning and losing some matches.

When I say take your time I don't mean play super slowly and meticulously for no reason. There's a difference between slow playing and thoughtful, deliberate playing. I'm talking about the latter.

Make sure every move you make has a real purpose and adds value to your overall strategy, you may end up saving time by not even moving certain units if they're already where they need to be! If you don't have a good plan of what to do in your turn when you start your movement phase don't just start moving stuff "because you feel like it makes sense" or "because you're supposed to".

Take your time and come up with a comprehensive plan after evaluating the situation. You'll understand the tactical depth of the game better, you'll grow as a player, and you'll see that you win more games!

One thing i personally do which I strongly recommend to everyone is take a minute at the start of your turn to survey the battlefield and go over your plan. It's true that you should always be thinking about your next turn during your opponents turn, but that doesn't mean that it's the only time you're allowed to plan.

Even if I'm 99% sure my plan is clear and obvious going into my turn I always take that minute to really double check myself to make sure I'm coming up with the best move available.

Many times you end up sticking to the plan you have, this is more like a double check your work step, not a second guess yourself step.

If your plan is good have confidence in it and don't hesitate to implement it. 9 times our of 10 I just go ahead and execute the plan I had in mind, but every now and then taking this extra minute has allowed me to see the game in a different perspective and come up with a new plan. This little adjustment to how I play has literally won me Grand Tournaments before.

These are just 3 easy tips you can implement right now to your game to see dramatic improvement in how you play.

Nick Nanavati has won multiple High Level Tournaments for Warhammer 40,000 over the last 6 years and also has even more advanced tournament tactics and trainings in our private members area which you can learn more about at this link: http://nightsatthegametable.com/freeguidemembership01

HOW TO GET MINIATURES ON A BUDGET

This is going to be a big one.

One of the biggest issues we hear people struggle with getting into or back into the hobby is the cost of buying armies.

Even if you do make a decent living, it's hard to justify spending that much money on a hobby.

As you probably already know, we have a members site and area where we create exclusive content for our members who help sponsor our show.

They get access to unique episodes, tactical content from Nick Nanavati, and even painting lessons from some of the world's greatest painters.

And we recently asked them what their number 1 issue was with playing the game and 2 things came up.

1) finding time to play.
2) Getting miniatures at a lower cost.

Finding time to play we're going to cover in the next section, as first we're going to tackle how to help you get miniatures on a budget.

Our Youtube channel actually has a full video about this exact topic, not to mention battle reports, lore videos and more.

You can find our channel here:

However we wanted to include the key points here for you.

So here are some simple ways to get into or back into the Games Workshop hobby while keeping the costs down.

SPLIT A BOX

This one is well known, but still one of the most effective tips.

You're essentially splitting a box with another player so that they get one Army, you get the other and you split the cost of the box.

Typically we suggest a 60/40 split if someone wants the rules. Or 50/50 split if neither of you want them.

Then you can donate the rules to your local game store as spares to encourage others to play and join the game!

What people don't do enough of however, is stay in touch with players that you split a box with.

It's actually easy to split a box on release day with a stranger by hanging around and asking everyone who buys if they're interested in splitting a box for the half you don't want.

Eventually you're going to find someone willing to do it.

(Managers in Games Workshop stores are often super helpful at pairing you up too)

But then swap contact details with the other person for future releases.

After all if they want one army now... they're likely to want the same one in the future.

Following this, for the price of 1.5x the cost of a starter box like "wake the dead", you can get triple the miniatures and complete full detachments and army slots for around $225 or so.

Which isn't bad for the cost of an entire army, and the only money you really need to spend beyond paints, brushes and your codex book.

PAINT YOUR WAY TO EARN FREE MINIATURES

This is one technique that people don’t offer enough.

There are plenty of people with unpainted miniatures. These people would happily purchase minis for you in return for you painting minis for them.

We feel like a ratio of 1:1 is perfect.

You paint a squad of marines... you get a squad of marines.

That may be well below professional rates, however if you’re reading this you’re probably not a pro painter.

Your goal is to get miniatures to Army standard and to get free miniatures in return.

2 happy people for the price of one.

Don’t know how to paint well enough to get free miniatures?

Easy.

Use the trainings within this guide and follow the greyscale painting tips we taught you and then colorize!

You can even practice on a miniature that GW Hand our for free, and use it as a sample of your work.

If you get good enough, you can even turn a profit from doing this, and get paid to enjoy your hobby!

BUY MINIATURES FROM SOMEONE CASHING OUT OF THE HOBBY

Every so often people need to get out of the hobby.

Life happens, and people want to shift their minis cheap.

There are tons of Facebook groups and even ebay items with deals to be had.

However the problem is they don't always have the minis you want!

Never fear.

There are 3 ways to handle this.

1) If the miniature is boxed and sealed, and at a good price.

Buy it anyway.

GW has one of the best return policies in the world (for us gamers) if they still sell it; you can exchange it for anything else in the store!

So you can buy some Ork Boyz you don't want at a discount; and trade them for the Custodes you've been eyeing.

2) The other way is to take them off someone's hands and then paint them up and sell them to buy what you want.

If the miniatures are going cheap enough the profit margin on the miniatures should easily be enough to justify purchasing the new ones you want.

3) Finally you could always consider trading them for what you want.

It's a little harder. But still definitely possible.

Our own Ork player in our videos used this technique to purchase his first army, and still does it today!

This gives you 3 ways to get miniatures for cheap or even free, and in fact with a little effort as we mentioned above if you work on your painting skills, you could even turn a profit.

Remember most players aren't looking for the best painted miniatures in the world.

They just want something that looks good enough.

So with this out of the way you should have no problem getting into the hobby without it impacting your wallet too much.

I hope this helps!

3 WAYS TO FIND MORE TIME TO PLAY WARHAMMER 40,000

One of the biggest issues people tell us they struggle with in regards to their Warhammer hobby is finding time to play.

The problem is that once you become an adult it's hard to prioritize "play time"

You've got jobs, chores, responsibilities and more that all have a higher priority than "play"

However I'm going to share with you not only 3 ways to get more gaming in.... but they'll actually make it easier for you to achieve more in your life!

A bold claim... but bare with me.

1) USE IT TO BOND WITH PEOPLE YOU SHOULD BE SPENDING MORE TIME WITH

The picture attached is a miniature my son wanted.

We're in a game store and he decided he loved it and wanted it for a group dnd session

So I bought it for him.

After two weeks of playing the game; the Gm cancelled the sessions and my son was left without a regular game.

Yet here I am... fully capable of running dnd and have done for years... and I was letting my son go to someone else's game because "I was too busy"

Instead I painted up his mini to a decent standard, and told him we'd be starting a campaign for Christmas with just our family.

Instead of sitting at home and watching tv; we'll be playing dnd again (it makes a change from just playing 40k with the family)

Using your hobby to bond with friends, co workers or family members makes it more than just about gaming and it's easier to motivate yourself to do it.

2) USE IT AS A REWARD

Got a task you've been putting off for ever?

Got someone bugging you to get it done.

Set up a reward.

On completing the task; you get 4 hours of uninterrupted gaming time at a set point in the future.

This will Motivate you to complete more tasks, and get more gaming in.

3) USE IT TO NETWORK

This is really outside of the box thinking... but it WILL work.

Start a meetup group tailored to gamers in a specific industry you want to network with.

Such as realtors who play board games

Or

Insurance reps who game

This will identify people who you should be networking with for your job or industry... and help you find a common ground with them.

This works exceptionally well at work conventions

You would be surprised how many successful professionals are gamers.

You’re at a tech convention?

Organize the unofficial warhammer gaming evening at the local game store during the event.

It’ll make it easy to find “your people”

And let’s you network around the hobby we all love!

PROFESSIONAL PAINTING LESSONS, ADVANCED TOURNAMENT TACTICS, CODEX BREAKDOWNS AND HIDDEN BATTLE REPORTS

We hope you've enjoyed the guide we compiled from you.

Believe it or not all these tips were taken from articles we posted and shared to our facebook community and we would love to have you join!

https://www.facebook.com/groups/GameTalkForGamers

It's a great group of friendly welcoming people and is where we share all of the content we create each week.

Finally a little bit more about us.

We create battle reports and content for Warhammer 40,000 every single week which we post on our YouTube channel and Facebook pages.

However we also have a private members section that has exclusive content such as:

- Advanced Painting Lessons from Matt DiPietro ($600 value)
- Tournament tactics and army design by Nick Nanavati ($300 Value)
- Codex breakdowns and army tips from the Nights at the game Table team
- Exclusive episodes, battle reports and much more!

However I personally believe the biggest benefit is that you get one of our Nights at the Game Table Dice Trays ($80 Value) for FREE with any annual membership.

And all the fees go towards paying the team and creating more content for you, such as this guide you're reading,

We know our show wouldn't exist without your help and the help of our other paid members.

So if you would like to gain access to all the content above and the dice tray, and to support our show, please feel free to learn more about becoming a member by clicking this link:

http://nightsatthegametable.com/freeguidemembership01

From all of us here at Nights at the Game table.

Thanks so much!

See you in Game talk for gamers.

Written and compiled by Adam Lyons. Adam is a Father of 4 and has been playing Games Workshop games for around 29 years. He runs multiple companies but Nights at the Game Table is his passion project. He's on a mission to help more people get into and enjoy the hobby thats has brought him and his family so much joy.