



WHITE DWARF 380 AUGUST 2011

CITADEL DESIGN TEAM

EDITORIAL





excited about Storm of Magic, explaining how it had got the Studio all abuzz playing games with huge monsters and devastating magic. Well, the Storm of Magic continues

month, as our gaming area resounds to the sounds of even more cataclysmic battles. of you all will be getting stuck in to Storm of Maric too, as the Scourse of the Storm Centres and gaming clubs the world over. If of this summer of storms, make sure you get involved - and remember, games fought in Hobby Centres count for double!

to hold sway over gamers the world over so too does it continue to weave its arcane

a Storm of Magic game as part of a Sorcerous Unholy Alliance article, discussing some can employ with a Sorcerous Pact. Andv Hall also finds himself in dire enough straits in the hattle report when fighting Mark Latham's Vampire Counts, as his Empire army strikes an infernal hargain with a force of Daemons

including rules for the aforementioned Terrorgheist. So carried away with writing rules for Vampire Counts did Phil Kelly get that he also came up with some new rules part of the new Codex: Sisters of Battle. We Andrew Kenrick Editor

SEW LINE CINEMA

VAMPIRE COUNTS The Storm of Magic continues to howl across the Warhammer world this



16 THE DEAD AND THE DANINED

We present an official update to the Vampire Counts army book, including new rules for the Terrorgheist, the Tomb Barebee and the Caim Wraith.

26 DEATH'S DWY CARDON
Andy Half sets out to explore the Garden of Morr, the latest awasome Warhammer scenery piece from the desk of Daws Androne.

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Simon Grant saddles up and offers up advice to the knights and horsemen of Middle-earth in this cavalry tactica for The Lord of the Rings Strategy Battle Game.

When a storm of magic blows strong, wizards can form unboly bargains with the dead and the damned. In this

2 AN INFERNAL ALLIANCE

Desperate times call for desperate measures in this battle report, as Andy Hall is forced to strike a deal with a Daemon to fight Mark Latham's Undead horde.

TANY NETAL SHOWCASE-MONSTERS

The "Eavy Metal team showcase just some of the awe-inspiring work they did for Storm of Magic, painting a huge array of staggeringly good moresters.

MODELLING WORKSHOP: BLACK DRACON

Duncan Rhodes shows us how to get your monsters re for battle, taking us through every stage of assembling and painting a Dark Eli Black Dragon.



Exclusive to the pages of White Dwarf this month, we represent the first part of the new Codex: Sisters of Battle. This first part includes the background to the army.

02 NEW RELEASES

The latest releases from the Citadel forges.

NEWS All the goings on in the hobby world.

2 STANDARD BEARER
This month lensis talks about designing good rules.

O HALL OF FAME

Trish Carden discusses her favourite miniature.

www.rames-workshop.com 1



By dealening roar and mind-numbing scream are the Zombie Dragon and Terrorgheist unleashed this month. Floating in their wake come the ghostly Cairn Wraith and wailing Tomb Banshee. The Yampire Counts are upon you!





NEW RELEASES

VAMPIRE LORD ON ZOMBIE DRAGON

The multi-part plastic Zombie Dragon kit is released for the Vampire Counts this month, making a formidable mount for a Vampire Lord. The kit can also be made as the brand-new Terrogheist, rules for which are included in this very issue.



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WHITE DWARF NEW RELEASES









ulpined Bay Allies Heroldoctors of Maurice Rocotte, 1.30, 1350de: Heroldochie; 1754 016, 54115, 8110005T 6TH

Tenogheists can channel the mountful screams of the storally damned into a mind rending Death Shriek.



TURN TO PAGE 22 TO READ THE RULES FOR THE NEW TERRORCHEIST

NEW RELEASES

Two new Hero choices are made available to a Vampire Counts army later in this issue – the Cairn Wraith and Tomb Banshee. Both are unleashed this month upon the unsuspecting denizens of the Warhammer world as new plastic kits.

CAIRN WRAITH

TOMB BANSHEE











As a plastic miniature, the Caim Wraith's light weight allowed sculptor Brian Nelson to mount the floating spirit on a single hanging strip of its incorporeal cloak, further reinforcing its eithereal nature. The Caim Wraith wields a

Named for the ghostly, mournful wails that they unleash on their terror-stricken victims, the plastic Tomb Banshee is posed as if she is uttering just such a deathly how!. The model also comes with a scenic base adoned with the skull of a previous victim.



READ PHIL KELLY'S OFFICIAL CAIRN WRAITH AND TOMB BANSHEE RULES ON PAGE 24.

DAEMONS OF CHAOS

The Daemons of Chaos return in force this month, with a multi-part plastic Battalion/Battleforce that is the perfect way to start collecting your host of immortal warriors for either Warhammer 40,000 or Warhammer.

CHAOS DAEMONS BATTALION/BATTLEFORCE

can be fielded in both Warhammer and Warhammer 40,000, tearing through reality to slay their foes. The Chaos Duemons Battleforce/ new army for either system, or to bolster an existing army with several key units. The Battleforce/Battalion box set contains 20 Bloodletters, 10 Daemonettes, 10 Pink Horrors contains enough bases to outfit your daemonic host to fight in either game system. The Bloodletters of Khorne. Daemonettes of Slaanesh and Horrors of Tzeentch feature as Troops choices in Warhammer 40,000 or Core choices for Warhammer, forming a strong foundation for any army. The Seekers of Slaanesh are Fast Attack or Special choices respectively, adding a graceful but deadly element to your Chaos Daemons army.











NEW RELEASES

GARDEN OF MORR

Morr is the God of the Dead and in the Empire graveyards are known as Gardens of Morr, filled with mausoleums and crypts. The innovative design of the plastic Garden of Morr kit allows it to be assembled in a number of different ways.



NEW RELEASES

produced this stunning, plastic scenery kit displaying all the Gothic and fantastical imagery for which the buildings of the Empire are renowned. Skulls adorn every wall and alcove, and even the main gate features a stylised skull cast into the as the Garden of Morr can be positioned together as a single scenery piece, or split up into its constituent components and placed separately around the hattlefield bases, revealing open graves beneath. Featuring a gated fence, three mausoleum buildings, and a statue to Morr himself, this scenery kit is atmospheric and lends a touch of the sinister to any gameboard.

NEW RELEASES





TO LEARN MORE ABOUT THE GARDEN OF MORR, TURN TO PAGE 26.

CITADEL FINECAST



The burgeoning range of Citadel Finecast miniatures continues to grow each month, with a steady flow of new releases launching. Make sure you regularly go into your local Hobby Centre and check the website to find out more.

HERALD OF TZEENTCH VI.AD VON CARSTEIN

Released in Citadel Finecast, the new Herald of Tzeentch is an HQ choice in Warhammer 40,000 or a Hero option in Warhammer, Armed with a tome of spells and a large staff dedicated to the Changer of Ways, the Herald rides atop a floating Disc of Tzeentch.





The dread lord of the Undead and sire of the Von Carstein bloodline, Vlad Von Carstein, is launched in Citadel Finecast. this month to lead your Vampire Counts to battle. The model's grand visage oozes authority and unholy power, the infamous Carstein ring is prominently displayed. The crisp detail of his ornate armour and the captured souls swirling about his cloak are all clearly visible.



KONRAD VON CARSTEIN









Renowned even amongst others of his kind as a bloodthirsty killer, this rendition of Konrad Von Carstein really emphasises his deadly skill with paired blades in hand. Released in Citadel Finecast this month, the fine detail of Konrad's layered armour



BLASTED STANDARDS

Worshippers of Tzeentch can now show where their loyalties lie with these new Citadel Finecast banner tops, Models from the Chaos Warriors, Daemons Changer of Ways with these banners.







USING THE STANDARDS



Both the Banners of Rage and Blasted Standards are incredibly easy to use - simply use the Citadel Finecast banner tops from these sets instead of the plastic icons. banner pole, so just apply a dab of Super Glue to affix it in place. There's a huge array of miniatures that you can use these banners aloneside, from Chaos Space Marines and Pink Horrors to Chaos Maraudees and Chaos Warriors, and more besides.

BANNERS OF RAGE 1













Khome's warmongering followers proudly display their dedication to the Blood God whenever they march to hattle Liberally covered with skulls and chains, these Citadel Finecast barner tops make great supplements for any daemonic host Warriors of Chaos or Chaos Space Marine squads that wish to faint their allegiance to the mighty God of Battle Prison for illumetric purposes only. Product common may vary Products sold asparated and anazombled. Creain Cludd products may be with a common transfer of the products old by Cartes Herishop Brough to see stores, catalogue or as

DARK ELDAR (CITADEL FINECAST

The Courts of the Archon receive their first retainers this month, but these two aliens are far from your standard attendants! Released in Citadel Finecast come two alien servants of the Dark Eldar, the Ur-Ghul, and the Medusae.

NARK FLOAR UR-GHUL

DARK ELDAR MEDUSAE

















Many are fooled by this trogladytic creature's blindness, but once an Ur-Ghul has caught a scent, none can escape its pursuit. Jes Goodwin's Citadel Finecast miniature perfectly captures an Ur-Ghul in a sniffing, aggressive stance, tracking its chosen quarry. This model represents one of the alien entourage that forms the Court of the Archon.

visored slave-creatures through which they unleash their paralysing Eveburst attack. This Citadel Finecast miniature features the Medusae's delectable brain fruits and really highlights the slave-host's subjuggeted nature - it is in thrall



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Black Library publishes a range of novels, short story anthologies and audio CDs based in the worlds of Warhammer and Warhammer 40,000. The Black of Warhammer and Warhammer 40,000. The Black extracts, interviews with the authors and sneak-peed at forthcoming releases. The website is also the polyplace to get limited editions of novels and an everygowing range of digital downloads.

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As well as being the best place to find out all the information about forthcoming releases, browse the entire catalogue of novels and audio dramas and order limitededition novellas, the Black Library website is also home to all manner of exclusive interviews with the authors themselves. Go to the website to find all about the latest thrilling tale and gain insight into your favourite novels, all from the people who know best. On the website at the moment you can listen in on a conversation between Dan Abnett and Aaron Dembskiwatch some of the authors of the Horus Heresy series discuss the Age of Darkness short story collection and more!

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OUT THIS Month:



NAGASH IMMORT

used of Crimson Fliets Algorith battles noble slip a Daemon of Chuos Algorithm for the fair re it kills them one by in this tense audio drama.

CLOF

Nagash battles solde prince
Alcadizat for the fase of the
world as this sense seaches is
A fixefact. Representation

wm a feral Cirk bords.

MPENAL GLORY 87.99

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Shornlieb waxes strong in the skies above the Marhammer world and the eight winds knot from the Realm of Chaos, an almight storn of magic begins to gather strength. A temper of such unboly might it cannot hope to be tamed, neverthess there are many factions who would seek to harness the storm's power for their own ends. It you would see your side victorious, then gather your armies, muster your wizards and intone the rituals of binding and prepare to beathe the very

Throughout July and August, you can take part in the global Scourge of the Storm mega-campaign. Getting involved couldn't be easier — all you need to do is play a game of Storm of Magic and then neglister your result on the Cames Workshop website to make your victories. A storm of the part of the cames when the cames when the play a game in a Hobby Centine, it counts for earth or play a game in a Hobby Centine, it counts for earth or play a game in a Hobby Centine it counts for earth or play a game in a Hobby Centine it counts for earth or play a game in a Hobby Centine it counts for earth or play a game in a Hobby Centine in July August Park (1997).

REGISTER ONLINE NOW!

WARIANIYER

The Shrine of Knowledge

As part of our continuing support for all of our game systems, supplements and expansions, we regularly update the Errata and EAQ Articles section of our website:

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The Shrine of Knowledge is a corruccipia of wisdom. Confused about the way a rule work? Then simply go to the Shrine and download the issues set of FAQs (Frequently Asked Questions) – chances are, your problem will be covered.

All of the information found at the Shrine of Knowledge is 100%.

All of the information found at the Shrine of Knowledge is 100% official, like this month's Power Scroll amendment for Warhammer (see below). And if you think we've missed something, why not let us know by emailing:

gamefaqs@games-workshop.co.uk

POWER SCROLL

Arcane Item. One use only: A Power Scroll can be used when the Wizard makes a casting attempt. During that casting attempt, the casting value of the spell is halved. You cannot choose to boost a spell when using the Power Scroll.

35 points

Space Marine



The Space Marine Collector's Edition is available to pre-order now on Xhox 360. Playstation 3 and Windows PC. The Collector's Edition features a high-quality purity seal to proudly display as well as 25 premium art cards, a hard-back art book and the soundtrack from the earne, as well as the same itself.

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Dark Heresy: The Church of the Damned

Investigating corruption within the Ecclesiarchy itself is as delicate as it is dangerous, but when an influential Arch-Cardinal is suspected of heresy, you and your fellow Acolytes will uncover an ever-deepening conspiracy that could spell the end of the entire Calios Sector!

The Church of the Diamend is the uncoved most of the.

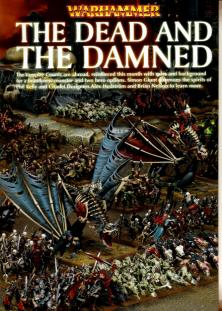
could spell the end of the entire Calius's Sector!

The Church of the Dammed is the second part of the Apostasy Cambit, a Dark Heresy campaign that takes a cell of Acolytes from investigating the tragic history of a warped cathedral to crusading against a compairacy festering at the heart of one of the imperium's most vaunted ornanisations.

Dark Heresy is just one of four Warhammer 40,000 Roleplaying games, allowing you to explore the troubled corners of the galaxy, You can play as an Inquisitor's Acodyn, a star-faring Rogue Trader, a Deathwatch Space Marine and now even as a Chaos-worshipping Herelic, To find out more visit the Fantasy Flight Cames website:

www.fantasyflightgames.com





s the Storm of Magic rages, this month sees Vampire Counts players being spoiled rotten (Groan! - Ed) with a selection of wonderful new additions to the range. Not only do they get treated to a fantastic multi-part plastic Zombie Dragon kit, courtesy of Alex Hedström, but they also have the option of getting their cold, dead hands on a brand-new monster - the Terrorgheist. As if that wasn't enough. Brian Nelson has produced stunning renditions of both the Tomb Banshee and the Cairn Wraith, for which Phil Kelly has written some new rules to include them as optional Hero choices. Over the next lew pages, we'll be chatting to Phil, who has also produced a set of rules for the

Terrorabeist, and to Alex and Brian about the making of the exciting new kits. An Undead Dragon is a disturbing concept, but one that has been an integral part of the Vampire Counts army for many years. 'A Zombie Dragon is a combination of two of the coolest concents in literary history' says Phil. 'so it's little surprise that they've long been a popular part of the Warhammer background. Zombies have always had a certain strange charm to them, and Dragons are arguably the staple monster archetype, so it's wonderful to see this blend made manifest as a new plastic kit ' In Warhammer, Dragons have a noble mighty aspect to them, standing orougly over the surmunding army. In a Vamoire soldiers that make up the rest of the army, these majestic beasts have been brought low, overcome by rot and decay. But they still dominate the battlefield as they plough the fee slowahing from its hones as they

unleash their pestilent breath The Zombie Dragon is a great release opansion, because these occasions see vast reservoirs of magical energy surge across the world, causing all kinds of horible monsters to emerge from their lairs and the dead to rise and walk the land. The Zombie Dragon kit represents both of those side effects, so this was the perfect time to introduce it. And, because any army can bind the Lords of Sylvania to their force with a Sorcerous Pact, it's not just Vampire Counts players who will be fielding these new monsters.

With the new kit's designer to hand, we asked Alex exactly what influenced his macabre creation. The design of the Zombie Dragon was inspired by the iconic John Blanche artwork (which you can see on the right). I love working from John's artwork, as his pictures always provide such strong imagery, but still give you plenty of room for creativity. I wanted the finished model to be as see-through and threedimensional as possible, with exposed ribs and missing organs really emphasising the

Undead feel, If you look closely, you can even see the rotting contents of its exposed. stomach!' If you turn the page, you can take a look at the components that Alex talks about on the frame diagram, great little attentions to detail that are sure to prove popular amongst painters.

The other aspect I like is how the Zombie Dragon is rearing up so majestically," adds Phil, "You can tell that. in life, it was a creature of great power and splendour. Now, even in death, it still displays the echo of that splendour, but it's far nastier, more gothic and ultimately more

Warhammer as a result." At the heart of the Vamoire Counts army are the Vamoires themselves, and there can be no better mount for such nobles. than a Zombie Dragon. 'It is ultimately the Vampire that commands the army, so he

the definitive guide to starting an army of the







arsome warriors in life

Fearsome warniors in life even before receiving the blood kiss, Blood Dragon Varupires are paragons of martial provess and terrible foes in battle. These warnior-Vampires against on equal the feats

of mighty Abborash, the first and greatest of their kind, who slew a fearsome

Dragon and drank its lifeblood, thus conquering his thirst for all time world are very distinctive, ferocious sillers clad for war, not courtly intrigue or skulking in the shadows. To this effect, the rider is a warrior-Vampier in full battle aspect; he has a real presence to him, looking every bit as deadly as his mount," agrees Phil. And as beltis such a deadly warrior, the kit includes a choice of breads and weapons with which to badeck him.

The Zembie Dragon certainly makes

the comboe Dragon certainty mases for an imposing centrepiece to a Vampire Counts army. However, the kit not only cates for two monsters, but two different poses as well. "Whereas the Zombie Dragon stands rearing up, the Terrogheist is the complete opposite," says Alex. It is lunging forward with a very dynamic, feercious look.

The Terrorghesis itself is a completely new addition to the Vampire Counts arms, an exciting prospect that is sure to become the sourge of battlefelds with the Vampire Counts incorporates at 10 days of the Vampire Counts incorporates at 10 days of the Vampire Counts incorporates at 10 danners, and the idea of the Terrorghesis really embodies this, 'says Phil. 'When designing the rules for this hortific moester we also wanted to play on the screeching.

but channels the screams of the damned, like a choir of tormented souls! It echoes the ghostly howl of the Banshees, but in a suitably more powerful manner.' Unlike the Zombie Dragon, which

Unlike the Zombie Dragon, which is ridden by a noble Vampire Lord, the Terrorgheist is a mount for a wretched Choul King, a Vampire of the Strigoi bloodline. The Choul King is closely tied in to the background of the Terrorgheist," says Phil. 'Being cave dwellers, they have much in common. Should a Chould

King come upon the littered bones of a ferrorgheist in some dark, long-dogsten case, he will raise it from the feed and refere this corn blood until a becames subraited that the corn blood until a becames subraited than it was before. As such, a Terrorgheist is not a Zombie to Bogon, but is characterised by its produtory nature and the vampiric energy protatory makes and the vampiric energy portal or moving corpse or resourceted animal, portal or moving corpse or resourceted animal portal por

'I wanted the Ghoul King to share some similarities with the Crypt Ghouls, but still share elements of the proud, noble Vampire it once was,' explains Alex,

VIRE COUNTS





Necromancers Those men whose madness and dark desires have led them to study Necromancy will often learn this dread art by seeking out a willing Vampire and becoming his apprentice (if not his meal). Once in the thrall of a Varroire, few can ever leave their service: Vampires are notoriousô domineering, and will use their servants to help control their army

who also designed the Strigoi rider. 'It looks agile, ferocious and feeal, but agazely maintains a form that is more man than beast. I like the idea that when the Terrogheist lands, the Chool King would bound from its back to rend and sear before leaping back on and taking off once more,' It's not just the Terrogheist that is included in the official owner.

included in the official army book update this month either, as Phil has also written some new rules for the Tomb Banshee and Cairn Wraiths to include them in your army as Hero choices. They are the most powerful Undead creatures short of the Vampires themselves, and we wanted to properly portray this in the game, Such a creature is more than capable of killing hundreds of common people or wiping out an entire village, so each one is a force to be reckoned with. They shouldn't be relegated to anonymous status. I like the idea of each Wraith or Banshee being given a name and history. For example, "This is Esmeralda of Nuln, infamous for killing nine husbands in two years." They are shosts who have been cursed to roam the lands for eternity.

Caim Wraiths are normally a Rare choice, forming a ghostly unit that can include a Tomb Banshee as an optional upgrade. So how do Phil's new rules fit in "Looking at the new models, we felt a strong urge to write some "old skool" rules —the ides of havine a particularly nower. Caim Wraith or Tomb Banshee leading a horde of shambling Undead was just to occol to resist. So, the rules we've been playing with in the Studio are included in this very issue. Feel free to use these, or the unit rules from the army book, or mix and match to your beart's content?"

With the recent releases of multi-part plastic characters sculpted by Brian Nelson, including the Necromancer and this month's Tomb Banshee and Cairn Wraith, we tracked down the elusive Citadel designer to speak to him about them. The idea came up as a challenge to explore what we could do in plastic. The aim was to create some innovative plastic character kits and as our initial projects were all spellcasters or innately magical creatures. the Storm of Magic release was an ideal opportunity to introduce them, Making characters in this way was quite liberating as we had a lot of freedom to design each model with delicate and expansive poses. and consequently they were a lot of fun to work on. Each model has its own moulded base, and this adds to the overall look of the character in the same way as the equipment they carry."

Turn the page to find the official update to the Vampire Counts army book, including the rules for including the Terrorgheist in your army, as well as for using the Tomb Banshee and Cairn Wrath as Hero choices.



ed by Ashktar, a Vampire Lord on Terrorgheist, the army above certainly has a powerful overseer at its helm. The death of its General will often be the undoing of a Vampire Counts army, but Ashktar is able to supply powerful magical apport without needing to risk himself in combat. His Terrorgheist mount can further azzment this role with its Death Shriek attack, but this terrifying ability can also be

used in combat should Ashktar need to aid his minions in a more physical manner. The army contains an impressive number of infantry units, of which the Zombies and even the Ghouls can be increased in size before the battle begins in earnest (a result of Ashktar's Summon Chouls Vampiric Power). There are few arries that can match the sheer weight of

numbers that Askhtar commands, and any of these infantry units can be magically replenished as the battle progresses. The capable of inflicting casualties at a steady rate, often without tear of reprisals unless faced with an enemy wielding a magic weapon, and their presence will strengthen

any unit they join. The Grave Guard provide the army with an elite regiment that can confidently engage the best unit the enemy has to offer. A Varghulf is the bane of small units, who will stand no chance against such a vicious killer, but it can also strengthen the charge of another unit, providing a healthy combat resolution score. The Dire Wolves can happily perform a similar role, but are great for dealing with enemy war machines too.

HEROES Loffulk Kingshane Highe King Ratile Standard Beaner with the Royal Standard

The Shadow Hermit

The Black Widow of Lahmia

Ohlizzar the Curved

he Swords of Bogenhof

wers with Crypt

The Balefre Beacce

Engshane's Legion of Doom

TERRORGHEIST The Stripes Stri

courts of Ghouls and

other eaters of the dead.



The lains of the largest Terroplesia.

The lains of the largest Terroplesia.

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It is the mortal remains of these troglodytic beasts that the Ghoul Kings of the caverns bind to their service. The binding process comes easily to these reclusive Vampires, for Ghoul Kings and Terrorgheists have much in common. As between master and beast. Much like any other creature that drinks from a Ghoul King's veins, Terrorgheists have necromantic power running in their blood that can heal

the dark a Terrogheist becomes a nightnare made real. Guided by its master's will, the monstrosity creaks through the clouds above the battlefield on blotchskinned princes, its rotten flesh and organs open to the night air. Clotted banks of fur cling in patches to its skeletal neck, and its skull swings from side to side as it tracks its prev on the plains below.

proposed the business person of an unliving learnophetic that is the most fearsome aspect of all. In undeath, the Ferrosphests she his is transformed from a simple but shockingly lood noise into a simple but shockingly lood noise in screeningly and the screeningly look in proposed to the screeningly look that screening shocking look is nothing less than the somic attack that it can cause a man's beain somic attack that it can cause a man's somic attack that it can cause a man's somic attack that it can cause a man's somic at







The Terrorgheist is a Rare choice in a Vampire Counts army. Alternatively, it can be taken as a mount for a Choul King. A Choul King is a Vampire Lord with the Choulkin Vampire Rower.

Special Rules: Death Shriek

- Regenerate (6+)
 Terror
 Undead
- Large target
 Undea

 Death Shriek:

A Death Shriek is a special attack that can be used against a single unit in the Shooting phase, even if the Terrorgheist has marched, charged, or is engaged in close combat. This attack has a range of 8" and needs line of sight to its target. If the Terrorgheist is engaged in combat, its Death Shriek may target a unit in base contact.

To mosh wa Doubt Strick, roll 2DG and add the number of Vounts the Tenorophies has led. For example, of Vounts the Tenorophies that led. For example, in a templest had taken how wounds exailer in the game, is Douth Strick would equal a total score of 2DG 4H-4. For each point by which this score exceeds the target unit's leadership, the tagget unit suffered is 1 wound with no amour sace allowed. A Death Strick is a magical attack and wards suffered from it are distributed as if from shooting.

Unit Type: Monster

Options: The Terroreheist may take any of the following upon

Upgrades Infested: Legend has it that, when a Temorgheist is slain, it explodes into a multitude of bats that feast on those nearby. When a Temorgheist with this upgrade is removed as a casualty, all units that were in base contact take 3D6 Temorgh. 2 in the state of the state

Rancid Maw: The Terrorgheist's largs are often encrusted with the remains of prey the monster can no longer digest, Attacks made by a Terrorgheist with this upgrade have the Poisoned Attacks special rule. Note, this does not include the Terrorgheist's Thandestomp.



TOMB BANSHEE

TOMB BANSHEE Profile Tomb Banshee

the inhuman sounds that accompany the advance These are official rules that can be used aloneside the rules of the Undead armies often prove a weapon in their own right. The low moaning of the Zombies, the chittering of swarming bats, the cackling laughter of usual address (see page 73).

Necromancers raising the battlefield dead to fight once more - all these unsettle and disturb the fee. But it is the of all, for it spears the souls of those who hear it like a lance Many sorceresses, enchantresses and witches have

plagued the lands over the centuries. The most bitter, restless spirits of these evil-hearted women became the unquiet horrors men call Tomb Banshees. They fear crossing the void to face whatever punishment awaits them for their evil deeds, and so it is an easy matter for a Vampire to bind them to his service. Tomb Banshees constantly howl in remembrance of the

forbidden pleasures of the life that was once theirs, and in bitterness for the peace of the grave that they cannot attain. Their grief-stricken wails can be lethal to mortals and strike terror into the hearts of all who hear them. Those who do not have a will of iron can die of sheer fright upon hearing the mournful screams of the Tomb Banshees, Blood trickles from their ears and fills up the whites of their eyes as the mind-wrenching shriek takes its supernatural toll. Fully armoured knights collapse lifeless from their saddles and whole ranks of infantry fall lifelessly before the Banshee.

A Tomb Banshee's visage is sunken and skull-like. framed by lank hair that writhes like a nest of serpents. She is swathed in filmsy shrouds and grave-robes that swirl with a life of their own, or drift and cling to the wearer's slender frame as if she was carried forwards by underwater currents. Each Tomb Banshee is surrounded by flickering ghost lights: all that remains of the men she murdered whilst alive. These glowing will o' the wisps are forced by some strange alchemy of the soul to crackle and swirl around their tormentor, disembodied shostly heads etched with a

It is not unheard of for one of the most powerful Undead lords to bind several Banshees to their service. At the Siege of Ironstone Fortress, the canny Vamoire Lord Vyktros Von Krieger found that his infantry were being pounded to dust by artillery fire faster than he could raise them up. Even his elite troops could not breach the heavily barred stone gate at the front of the castle. Sending in the spirits of the three witch-women who had led him down the path of Necromancy in the first place. Von Krieger pushed once more towards the gates. The stout ironstone doors of the fortness were proof against physical foes but they could

not keep out the deadly shrieks of the Tomb Ranshees. With the three Banshees howling through arrow slits and murder holes, the gate's defenders turned white and died of shock to a man. It was a simple matter for Von Krieger to raise the dead guards with a necromantic spell, forcing them to unbar the gates to the doomed castle - their first act in an eternity of servitude.

comments or thoughts on these rules, then write to us at the

95 points

Ld

Tomb Banshees are Hero choices in a Vampire Counts army, and 0-1 can be included in a Pact with the Dreaded Vampire Counts of Sylvania.

Unit Type: Infantry (Character)

Special Rulesc

Ghostly Howl

Ghostly Howl

A Ghostly Howl is a special attack that can be used against a single enemy unit in the Shooting phase, even if the Tomb Banshee has marched or charged, or is engaged in close combat. This attack has a range of 8° and needs line of sight to its target. If the Tomb Banshee is engaged in combat, her Ghostly Howl can only target an enemy unit in

To resolve a Ghostly Howl, roll 2D6+2. For each point by which the result exceeds the target unit's Leadership, the target unit suffers 1 Wound with no armour saves allowed. A Ghostly Howl is a magical attack and wounds suffered

from it are distributed as if from shooting.



CAIRN WRAITH

Profile

CAIRN WRAITH

These are official rules that can be used alongside the rules

aim Wraiths are hooded, spectral creatures that dwell in the realms of nightmare. They are amonest the most dreaded of all Undead, Lacking physical form altogether, they cannot be put down by ane, sword or hammer blow. Even the strongest faith cannot banish such Wraith drains the essence of mortal men. A Cairn Wraith is also capable of reaching into the body of an adversary and

closing its freezing claws around the victim's vital organs Before the founding of the Colleges of Magic, men knew little about the magical arts. For most, the only magic that could be harnessed was sorcery - the use of marric in its rawest and most dangerous form. Many did not realise sorony corrupted them. These sorcerers became steeped in

Dark Music, and they learned to extend the span of their lives by decades, even centuries. Most of these seekers of immortality managed only to preserve their spirits, not their hadies. Decay took their mortal forms, rotting it away even as they sought desperately to sustain it. With no compreal form to speak

of these sorcerers became wandering spirits, clad only in the raiment of death. As their grip on the world of mortals weakened, these vagrant souls were drawn to places of grief, where they lingered, feeding on the sorrow of normers. Not truly alive but unable to die, they became

caught between this world and the next as miserable spirits who hunger for the warmth and flesh of mortals. Round in the mortal realm to tombs and barrows, swathed in robes of inky darkness, these spirits became Cairn Wraiths. So unnatural are Cairn Wraiths that their very pre

fils the air with horror. Most folks that have actually set eyes upon them become crazed with fear long before they are killed. Though each Wraith is possessed of a glimmering. will, there are ancient rituals that can call forth these unquiet spirits and bind them into an army. Only when the rital is intoned backwards, syllable by syllable, are the Caim Wraiths released back to the place of their death. Vampire Counts purposefully bind Cairn Wraiths to their service, using them as shock troops against the living.

Accompanied by units of deathless warriors, these sinister ovatures glide across the battlefield, tattered robes rippling in etheric winds as arrows, bullets and bolts pass harmlessly through them. Unhindered by cannonball or flame, the Waiths close in on their prey, seeking out and cutting down the enemy without so much as a whisper Because they are impervious to physical weaponry, only

the raw energies of magic or a well-placed blow from an exchanted weapon can slav a Caim Wraith. The crippline for that arises from having a nigh-unkillable spectre scythe down those too slow to escape is a weapon in its own right. epecially when those brave enough to resist find their return blows ineffective against the spirit. It is well that such creatures are so rare, for these silent assassins are quite capable of slaughtering their way through an entire parrison over the course of a single moonless night.

in Warhammer Armies: Vampire Counts. If you have any comments or thoughts on these rules, then write to us at the usual address (see page 73). Calm Wraiths are Hero choices in a Vampire Counts

army, and 0-1 can be included in a Pact with the Dreaded Vampire Counts of Sylvania.

Unit Type: Infantry (Character)

Special Rules:

Equipment: · Great Weapon

No armour saves are allowed against a Chill Grasp attack.

Chill Grasp Chill Grasn

A Wraith can substitute all of its Attacks in close combat to make a single Chill Grasp attack. The Wraith makes a single attack; if this attack hits then it will automatically wound.







THE MAUSALEA

While we look at the crypts and mausoleums that make up the new Garden of Morr scenery kit, Dave Andrews shares his thoughts on the design of the kit.

ave Andrews is the arcane architect at the forefront of our plastic Citadel scenery range and the designer of the Garden of Morr kit. The element that makes functionality. 'I always design scenery with gaming in mind. With the Garden of Morr I designed it so the parts could be made as one prominent thing or as a collection of scatter terrain. This way you get the best of both worlds. And even when placed as a single Garden of Morr the constituent parts are simple to remove, allowing units to be placed amidst the scenery," explains Dave. The monuments, the statue and the walls can be kept separate and placed around your battlefield. Alternatively, the options tenfold. You could potentially combine two or more Gardens of Morr together to create a sprawling forest of the dead. There's no reason why you have to cover every tomb with a mausoleum either, so this adds to the variety. You could have a low-lying graveyard or a mixture of the grand and the humble to make your larger Gardens of Morr distinctive. I look forward to seeing an entire grave-strewn battlefield," says Dave.





PLAYING IN THE GARDEN

Garden of Morr on the battlefield, there are almost as many different rules that you can use with it, The Warhammer rulebook provides plenty of options and guidance on how to classify your terrain and so we have provided a few such examples opposite.

We thought that the scenery, when placed as a fully . enclosed Carden of Morr, was ripe to be termed as mysterious terrain. With this in mind, we've written a suggested table below - this is just one possible example so feel free to come up with your own chart.

use existing terrain effects and rules from the Warhammer rulebook. A little creative license easily justifies why such an effect will be appropriate for a Garden of Morr. Alternatively, you could create your own off-the-wall rules - maybe a mob of Crypt Ghouls lurk between the tombs and graves; a Necromancer might have cursed those buried casting Death Magic within the boundaries of the Garden will provide certain bonuses. Don't forget to clear the wackier concepts and rules with your opponent first!

MYSTERIOUS TERRAIN

The Garden of Morr is mysterious terrain, roll a D6 on the following table when the first unit moves or deploys within 6° of the Garden of Morr:

D6 Roll

Whilst the dead have no inclination to rise, they are more than happy for the living to join them. The Garden of Morr is treated as Marshland (see Warhammer page 121), to represent hands grasping out of the ground and pulling their victims under the earth. The graves here are far too shallow and the mausoleums no longer sealed. The Garden of Morr counts as a

The spirits of the dead haunt the garden. Use the Garden of Morr as a Haunted Mansion (see Warhammer page 130). Additionally, the boundary walls are treated as Ghost Fences (see Warhammer page 123).

The gravestones resonate with magical energy, Treat the Garden of Morr as an Arcane Ruin (see Warhammer page 124). Note that if you are playing the Storm of Magic scenario a further roll on the Arcane Ruins mysterious table is needed (see Storm of Magic page 75).



AT THE WALLS OF MOUSILLON Mawhrin took to his new for with relish fo

cursed and forbidding place. Outside

BATTLE SCENES DATTLE IN DOCCDESS

of Overeilles

its crumbling walls the sprawling and macabre gravevards are likened to towns in their own right, inhabited by Necromancers, Crypt Ghouls and other fell Skell landed his forces in Bretonnia with conquest in mind, it was to the damned city of Mousillon he was inexplicably drawn. The Bretonnians were not ignorant

The Silver Knights of the Chaos Lord's arrival. A Bretonnian ship, le Cygne Noir, had spotted the charge the Putrid. invading fleet approaching and raced to but rather than Quenelles with the dire news, The Duke execution the enof Quenelles acted swiftly, calling Knights he was proud and haughty, determined to find his martial equal on the field of battle Knights of the Realm clashed with those of out from the shadow of their tombs to cla the horlies of the fallen and swiftly steal them away to be consumed in their lairs. Just as the tide had turned to Chaos,

the Gates of Mousillon opened and dread knights clad in red armour charged forth. the invading army. The Undead nobles of Mousillon had donned their armour by the Prophetess as she stood upon an the aid of the Undead, was such that it





THE DEAD SHALL RISE

Roused by the swirling eldritch energies of the Storm of Magic, the Vampire
Counts once again rise from their crypts, spreading their malign influence
throughout Hobby Centres around the world. This month, the dead walk again!

The Monstrous Lindead

This month's brand new releases will make horrific additions to the burgeoning ranks of your hordes of the Undead. Speak to the staff at your local Hobby Centre about how you can include the terrifying Zombio Dragon and tilanic Terrorothesis in your Vampier Counts army.

Raising an Army

If you have ever been sempted by the promise of lifeyou have ever been so eign a pact with the magters of the Unidead, this yound page apact with the magters of the Unidead, this yound page apact wide the perfect opportunity to case your even army of destead to variors. With a vast range of plastic kits to choose from and the exquisite new Citadel Finecast ministures released this month, get down to your local Hobby Centre and find out how you can be service a new Vienniers Counts arms to day.

An Army of Vampire Slayers If the thought of the dead walking again sends a chill

down your sgine, take heart for there are many races of the Warhammer world who would like nothing more than to banish the restless dead back to their graves for good. Have a chat with your local staff about how you can defeat the legions of the Vampire Counts, and perhaps even start a brand new arms of your own.

Tending The Garden of Death The Garden of Morr is the latest atmospheric Warhammer

scenery kit and, whether you collect Vampire Counts or not, it will make a stunning centrepiece for your battlefield. Visit your local Hobby Centre to find out how to assemble and paint this magnificent scenery piece, and even theme if for your com arms.

contact your local store for details! www.games-workshop.com







CAVALRY



Wise Counsel
this tactica is the first in
a series of articles due to
feature over the coming
months, courselyor of
White Dwart's resident
been of Middle-earth,
Simon Grant. This series
aims to cover a variety
of different model types
in The Lord of the Rings
Strategy Battle Game,
providing hims, line and

peavating hinth, tips and suggestions for using them on the battlefield. But for players that can't field these model types in their army, or simply choose not to, don't worry: each factica will include some advice on how to counter these models as well. hroughout the War of the Ring, and indeed most of the conflicts in

Antidele-earth's long history, the use of cavalry was to prove crucial in many of the battles that took place. One could certainly argue that the battles of 14cm's Deep and the Pelennor Fields were won by the timely intervention of massed cavalry charges. But how does cavalry's proven effectiveness in battle translate to the tabletop? Read on and I shall endeavour to show you.

On your High Horse

Let's take a look at the physical aspects of a canaly model first. A mounted model comes on a large base to compensate for its increased size. This is a mixed blessing, as you can easily engage multiple opponents if you wish to maximise the effectiveness of your charge, but convenely this means that your ensury, can likely tring greater that you ensury, can likely tring greater the properties of the properties of ensuring the properties of ensuring the properties of ensuring the properties of the properties the properties of the properties the properties of the properties the pr snounce avoices where positive to around potentially facing four attacks or more. The other advantage of your cavalry model is its increased height, granting the rider a superior line of sight; especially useful for models equipped with bows.

models equipped with bows. But cayalry models obviously bring far more to the same than a mere increase in size. First of all, a cayalry model will have a superior movement rate to represent the speed of the mount - 10°/24cm in the majority of cases. This grants your rider a movement advantage of 41/10cm over most infantry models, allowing you to close on without the risk of losine this advantage if model not only receives a bonus attack if it charges an infantry model, but should it win the ensuing combat, will knock the enemy to the floor, doubling your rolls to wound them. This advantage cannot be overstated, as it enables cavalry models to



FOLLOW THE LEADER In order to get the most out of your cavalry models, it is essential to lead them with mounted Heroes - they are the ultimate force multipliers. Not only do their steeds hugely improve their own damage potential, but their Mirht points provide you with the tactical flexibility that is so fundamental to getting the most from your cavalry models.

Canny use of Heroic actions, specifically Hernic Moves, helps your cavalry to react according to your strategy. If you lose priority, your Hero can keep your cavalry on the charge, or call on them to pull back to a safe distance and regroup as required.

The difficult decision lies in quality versus value. A powerful mounted hero such as Aragorn, Boromir and Gothmog can lend enormous hitting power to a large cavalry charge, but cheaper Heroes (preferably with 3 Might points), are better value for smaller cavalry contingents. Examples here are Erkenbrand and Sharku.

engage and defeat many times their own These points considered, it becomes vey apparent that cavalry are highly suited butlefine in a bid to keep them out of crebat and with good lines of sight. The speed of your cavalry will enable them wolwith a modest Defence value at best. arches can seldom put up a fight against a determined cavalry charge. Not only will arthers, but their annihilation can go a long way towards breaking the enemy army, raking it much easier to deal with their fortine troops. Canny opponents may see his coming, but if they are forced to break of some models from their main battleline in order to defend their archers, then it will invariably work to your advantage. Remember that your cavalry will always have a significant movement advantage over enemy infantry, so you can seamlessly dunce the target and direction of your atack at any point - it will often be a turn or two before they can react. Isolate and distroy where possible with cavalry, and nou won't go far wrong.

Concerning Size and Strength The first decision to make when including civalry in your army is whether to include a small contingent of mounted models to arhieve a specific goal, or to go the whole hor and take a full cavalry army. Both

choices have their merits, but let's take a look at what effect this will have on the battlefield. A cavalry contingent should ideally consist of 5-10 models, supported actions and keep them in the fight with the Stand Fast! rule should the battle go ill. With this approach, it is essential to choose your targets carefully. A cavalry contingent won't have the manpower to break the enemy lines alone. They are best suited to picking on isolated enemies, such as archers, or using their speed to outflank the time as your more numerous infantry line in

a classic hammer & anvil movement A full cavalry army, on the other hand, is a terrifying weapon to wield on the battlefield. The speed and manoeuvrability of the army allows you to the engage the enemy at an exact time and place of your choosing. This army can hit incredibly hard, and with judicious use of Might points. any enemy battleline, so be sure to include enough Heroes to call those Heroic Moves!

When selecting which cavalry models to include, it is essential to consider what equipment to arm them with. This will play a large part in defining the battlefield role to which they are best suited. By and large, mounted models fit into one of two categories - light and beavy cavalry - of which their equipment is often the defining feature. Both of these cavalry types have their own strengths and weaknesses, and as a result, suit very different playing styles.

The White Rider(s) As powerful spellcasters, mounted Hernes such as Gandalf or Saruman the White can augment and support your attack in ways that other Heroes

simply cannot equal. Spells such as Cast Blinding Light can protect your cavalry as they advance, whilst Sorrerous Riest can



The Horse Lords It is of little surprise that the Riders of Roban are perhaps the best and most flexible excelor in the game. Equipped with a bow and shield as standard, they also have the option of carrying throwing spears to hurl at the enemy as they charge. Their Expert Rider special rule also allows them to re-roll their jump tests for traversing obstacles, All this for only 13 points!

LIGHT CAVALRY

cavalry, such lightly armoured riders can't expect to crash through the enemy lines and rout them in a series of glorious charges. For them to attempt to do so would be tantamount to suicide - their initial charge may even rack up a healthy tally of kills, but light cavalry simply don't have the survivability or possess the ruthless killing power to maintain the same momentum in subsequent turns. With both rider and mount rarely boasting a Defence

reprisals in the following turn. There is no getting round the fact that this is a daring tactic that requires serious discipline, but the more you try it, the more natural this technique will become.

This method is very suited to light cavalry that can pack a bit more punch in combat, so models with lances or throwing spears are well equipped for this role. To make the most of your attack, you should try to time your charge on a turn when

66 Ride now! Ride now! Ride to ruin and the

world's ending! 99 value greater than 4, and often only with average Fight values, using light cavalry to its fullest notential requires a more subtleeffective tactics to which light cavalry are

Hit and Run This method takes advantage of every mounted model's ability to cause additional

- King Théoden, the Return of the King your opponent has priority, which should be straightforward to achieve with a 4" have already moved that turn, they can no longer bring support to any models you charge, so avoid engaging enemies that are already backed up with spears or pikes unless absolutely necessary. The turn after your charge has hit home, you will have the

THE KISS OF THE SERPENT The hit and run method is narticularly suited to the Haradrim Raiders, or indeed the Serpent Guard, as their lances enable them to hit particularly hard, even against enemy cavalry. This helps to maximise the damage output of their initial

charge before they make good their escape to a safe distance - they can punch above their weight, but can't afford to wage a war of attrition 1. Charge the front line of

enemy infantry after they have finished moving. 2. Use your numbers to

increase the chance of killing your targets. 3. If you lose the ensuing to escape to safety.



KNIGHTS OF THE FIRSTBORN

Galadhrim Knights have a fearsome reputation. Not only is their Fight value superior to even the most elite enemy irrantry, but their steeds are so graceful and swift that they have an increased Movement value of 124/28cm. Their Woodland Creature special rule applies even when mounted, so they can hurtle between any trees at full speed. It is this freedom of movement, combined with their ability to move 6º/14cm and shoot (hitting on a 3+, no less!), that makes Galadhrim Knights the ultimate cavalry for harassing the enemy.



munted Hero either leading or supporting your charge, as they will be required to rall a Hemic Move should you still lose the vill off for priority. This Hero can then lead jour surviving cavalry to safety, out of reach of the enemy. This helps to minimise any damage to your fragile cavalry models from combats that agen't in your favour. Don't Move to force another charge unless the enemy numbers are so few that you can Reseasible - if the enemy counter-attacks is any dronoth, you risk heavy casualties.

I however, you wish to confound and instrate your foe, then use your light carely to harass them. This tactic relies bavily on archery, so be sure to equip as nurs of your mounted models as possible with bows to maximise their effectiveness, even if it means taking no archers on foot. The advantage here is that a mounted Hero in support is largely unnecessary (OK I admit, Legolas on horseback would be sensational in this role?). You will be aiming to stay as far away from the enemy as your bow range allows, so needn't worry about calling Heroic Moves. The key here is to utilise the fact that your mounted archers can move 51/12cm and still loose their arrows, making them all but impossible for enemy infantry to pin down and engage in

combat. The obvious threat to this method comes from enemy bowfire, but you can use your speed and any cover offered by terrain to avoid their lines of sight, forcing them to volley fire. If you have a cavalry army, send your combat models off to threaten or destroy them, leaving your

harassing cavalry free to roam. With a heavy bias towards shooting, models such as Rohan Outriders or the Haradrim Raiders are particularly effective at this role due to their Shoot values. (and their Poisoned Arrows). But as the game progresses, don't be afraid to take a different tact - you should be looking to divide and conquer at all times. If the opportunity arises and your opponent's force becomes scattered as a result of your actions, don't be afraid to take advantage of an opportune charge by sending your win. Remember that your opponent will need to soread his net wide if he's going to stand a chance at engaging your mounted archees in combat, so there may be ample opportunity for the hunted to become the hunter - even mounted archers can happily ride down infantry! Be careful though, as this can easily turn into a trap if you're not wary. Only engage in a fight you are opponent can't then catch you next turn. Well, that's the light cavalry covered.

Now it's time to roll out the heavies...

Wolves of Isengard Ware Riders are excellent cavalry options and surprisingly cheap for models that strike at Steameth & They are of limited skill with a bow, but the addition of a throwing spear or shield can really tip the odds in their favour in combat. Perhans a Warr Rider's preatest asset is the chance of the mount's needatory instincts to kick in should its Orc rider be slain, meaning it

will stay in the fight.



First Knights Perhaps the ultimate say in heavy cavaley are the mighty Sons of Eorl. an order of elite Royal Knights that can trace their origins back to the first king, Earl the Young. With 2 Attacks at a Fieht and Strength value of 4. each Son of Earl fights like a Captain of Men. Their pureblood steeds

founding of Roban and its even neovide them with a Move value of 12*/28cm. but at 22 points each, they come at a price.



HEAVY CAVALRY

on the battlefield than the charge of a host of heavy cavalry, their gleaming armour resplendent in the sunlight and banners fluttering in the wind. But heavy cavalry aren't just a blunt sledgehammer to throw at the enemy lines and hope for the best. As we all know from Faramir's doomed attempt to retake Osgiliath, a glorious charge counts for naught if your army is killed in the process!

Admittedly, heavy cavalry are far from subtle, but there are a few tactics to get the most from your heavy-hitters: the arrowhead and shield-breaker. But before I go into specifics, there are a few points worth mentioning first. Mounted Heroes. are an indispensable part of beavy cavalry tactics. Both methods require your charging models to maintain momentum. If they lose this vital advantage, it's difficult to recover from the inertia - impetus is the key. To keep your cavalry on the front foot (or should that be boof?), you will need Might points to call Heroic Moves, and that means Hernes. Secondly, don't blindly charge into your opponent's main battleline an Uruk-hai Warrior with pike will be killed on the roll of a 4+ from any of 4 attacks if beaten in combat by a charging cavalry model equipped with a lance. The Arrowhead

As shown in the picture below, this aggressive tactic works well with a small. highly elite contingent of heavy cavalry. with a mounted Hero forming the 'tip' of the arrowhead. As with any cavalry attack. take care to ensure that you are out of range of their infantry, preferably charging on a turn in which your opponent has priority (unless charging first will allow you to get in amonest some spearmen or pikemen). The Hero should engage two enemies, or a vulnerable enemy Hero if the opportunity presents itself, with the flanking models charging either side to protect his flanks. (you can't afford to lose him!). The hanner takes up a position in the rear, where he can provide re-rolls to as many models as possible. Depending on the quality of your Hero and that of his targets, consider calling a Hemic Combat to really tear into the enemy and enable your arrowhead to

DARK KNIGHTS The Morgul Knights of the Black Númenórean are particularly effective shock cavalry, as their Terror special rule can really hamper any attempts by the enemy to counter-attack. This debilitating effect can be further augmented by the presence of a Ringwraith whose Harbinger of Evil special rule will exacerbate the situation, making it even harder for enemies to react to their charge. The Dark Marshal works narticularly well, as his ability to Rule through

- an arrowhead tip and supporting banner in one! On the right, you can see an example of a contingent of Morgul Knights attacking in an arrowhead formation, with the dreaded Dark Marshal leading the charge.



The Shield-breaker

Frou don't just want to break apart an enery formation but run it over instead. then the shield-breaker tactic is for you. This works narticularly well with a cavalry arry, as you will need the numbers to englop and overnun the enemy battleline. whilst maintaining some reserves to reduce the inevitable casualties. This is daring do-or-die stuff, so spare no expense access to mounted Heroes with powerful aumentative abilities, such Prince Imrahil in the example below, then be sure not to leave home without them. This approach is miscard unsubtle, relying on the quality obtacle weather any reprisal attacks, and ken the momentum going. Remember though, that if you can hit your foe with a take the opportunity without hesitation. Consider using cheap Heroes behind the main line to call Heroic Moves, allowing Might points on killing as many enemies a possible and fighting Heroic Combats Whatever happens, don't let up the attack. The sooner the enemy army is broken, the more likely you are to be victorious. Until next month, I'll leave you with the words of King Théoden at the Battle of the



BRING THEM DOWN!

There a few snoky tricks that work well against cavalry, The best method is to utilise any ternal by hiding within it, deeping enemy carally their speed advantage and charging bonuses. If you have any mounted models of your own, remember that by counter-altacking their charging cavalry, you will not be then enemy of their charging cavalry, you will not be then enemy of their charging cavalry, you will not be the enemy of their charging bonus. If all eise fails, remember to use the shieding special rule, as if you survive, you may be able to get the jump on them next turn.



DOL AMROTH FOR GONDOR!

The charge of the majestic Knights of Dol Annoth is both a glorious sight and a portent of death to the foes of Gondor. Once the Swan Knights commit to battle, there are few indeed that can stand up to their fury. Replete with heavy armour, shields, barded steeds and with lances for additional killing power, the Knights of Dol Amroth can confidently engage the most stoic shieldwall and shatter it beneath their charge. When led by Prince Imrahil, they fight all the harder and count as being in range of a banner within 12/228cm of their noble lord.

SORCEROUS PACTS

Striking a Sorcerous Pact with the ruinous powers or the baleful lords of the dead can lend you the strength to defeat almost any foe, but at what cost? Simon Grant discusses the potential benefits and inherent risks of such a Faustian bargain.



or a Wizard to bind a monster to his will during a Storm of Magic is one thing, but to strike a Pact and call upon an entire army of magical creatures to aid him is another prospect entirely. As literary history frequently reminds us, this sort of desperate bargain rarely ends well for the main protagonist. But as far as a Storm of Magic game is concerned, if such the game, then whatever fate awaits the protagonist matters little!

So what is a Pact? Where a Scroll of Binding allows you to use Kadon's binding battle, a Pact enables you to field an entire host of magical creatures in support of your main army. The fact that the Daemons of Chaos, Tomb Kings and Vampire Counts are all magical beings is the key here - a Wirand may be able to use the Seven handful of unwitting Orcs or Dwarfs to fight for him, but not even the greatest mage could hope to magically enslave a whole army of them. Every Daemon or Undead

creature is, by contrast, entirely magical,

or exists only by virtue of the dark somery that animates them. It is this fundamental part of their being that allows a Wizard to summon them with a Pact. In this way, even powerful, sentient creatures such as Vampires or Greater Daemons can be called upon for aid - it's really quite a terrifying notion.

A Sorcerous Pact is essentially a unique Scroll of Binding and is therefore taken from your army's Monsters & Magic points allocation. However, you may only ever take a single Pact, so choose carefully. though you may still select other Scrolls of Binding to complement your Pact if you wish. Each Pact informs you which units you can include, though you need at least one Core unit and a character to lead them. These units begin the game as Trusted Allies, but with a Francile Alliance, meaning that you cannot always rely on them - it is even possible for your supposed allies to the team has been busy creating armies

featuring Pacts. Read on for some sneaky tricks and cunning ideas for you to try.



THE BLOODY HANDED

The second second



Since Grant: This army is a prime example of how a Pact can be used to create an aliance, temporary though it may be. between even the most bitter of enemies The situation is obviously so dire that Teclis his been forced to call upon forbidden lore and summon aid in the form of the dread

Demors of the Blood God. Selecting some highly aggressive units, particularly non-spellicasters, as part of a bit is a speaky way to avoid the worst. he case of this army, Rendslaughter and the army to inflict as much carnage as possible it's what they would want, after all!), and ar entirely expendable. The Bloodthirster s highly suited to striking down a character fut matter), whilst the unit of Bloodletters

engage elite units. An obvious feature of this army is its elative lack of spellcasters for a Storm of Magic game. The selection process revolved very much around quality over quantity: a Mage that can choose his spells: a powerful Archmage and no less than Teclis himself.

one of the same's foremost Wizards. Teclis uses High Magic to help achieve Cataclysm spells. Conscation of Finneir and Deadlock. He can also counter any Mythic Artefacts with Vaul's Unmaking. As a Level 4 Wizard with Leadership 10, he should be able to win any Manical Duel he fights.

magic sword grants him a +1 bonus to both

Finally, the White Lions and Phoenix to defend Arcane Fulcrums, especially when led by their respective captains. Teclis and the Archmage will both be guarded by one of these powerful units.

Celfindor Swifthand is custom-built to

High Loremester Teclis Loremaster Forvial of Horth

Caradryan

Lothar the Sees

Cellindor Switthand heavy armour and longbow

ine saver spears 28 Spearmen with Sentinel, munician and standard

the Wardens of Griffon Gate

The Archers of the Golden Sun 245 points

SPECIAL Caradroun's Brotherhood of te Plane 9 Phoenix Guard with

Korbil's Line Goard 19 White Lions of Chrace

the Arrow of Karne

TOTAL: 2993 points MONSTERS & MAGIC Dacmons of the Chaos Gods

with Aur of Khorne, Immortal Fury, Spellbreaker and Armour of Khorne, The Skull Reapers

750 points

THE CROWN'S COMMAND



Andrew Kenrick: An Orc & Goblin army led by Azhag the Slaughterer that features a small force of Tomb Kings? It looks to me like his mysterious crown has affected to admit - he seems to have accidentally summoned forth a small legion of ancient Nehekhara to do Nagash's, er... I mean his bidding. Oh well, I'm sure he can put his 'allies' to good use, though I fear he may find that the Tomb Kings want the crown back after the battle! That's another game in itself just waiting to happen, but let's get

down to some tactics for this army. A quick glance over the army list reveals no less than five Wizards that can claim Arcane Fulcrums: Azhag himself, three Shamans and an allied Liche Priest. My Storm of Magic games so far (including last month's battle report) have shown

me that Level 1 Wizards can be a bit vulnerable to a Magical Duel, (especially Goblins because of their low Leadership), so I prefer to keep the little guys as spares way the more 100 point investment for the two Goblin Shamans could well end up

As both a powerful fighter and a Wizard, Azhag is a superb option for claiming an enemy-held fulcrum. Azhag's Inspiring Presence and Get on Wiv It! any Orc & Goblin army should take full advantage of, so I prefer to keep Azhag in the centre of my battleline during the first turn, keeping pace with his ladz. Turn 2 will usually see me calling a Waaagh! as I charge Azhag towards the most central



enemy fulcrum. In this way, the centre of my battleline can get properly stuck is white still benefiting from Archag's Leadership and Arminously test re-mounted within an 10° range for him being mounted in 10° range for him being mounted matter five Strength 6 attacks that re-roll tailed for His rolls on the turn be charges, and with a further three Attacks from

Acane Fulctum from almost any foe.
Although I wanted to include a Pact
with the Form's Kings, I also sought to
include some powerful monester that could
hast enemy Wizards or counter their bound
nessees. I therefore made room for three
Aschnarok Spiders, but ensured that I still
ale enough points felt from my Monsters &
Magic allowance to allord a fire-breathing
Chimera as well. This beast can reach the

enemy rapidly and dish out a terrifying amount of attacks, unleashing its Flaming Breath as necessary to finish the job if its target proves too stubborn to die from fighting alone.

And so to my Rect. Hashep and his legion of Skeledron Warrions will dieploy on one Blank, away from the rest of my army to keep them as die distance quart should be legithered by the skeledron of the solid, relable unit will form up in front of an Arcaner Gurran held by their Liche Pirest, Hanked by the Skeledron Charlost solid exploration of the skeledron of with their Arrows of Asaph, are particularly effective at snaping rementy Wizardo on Iuliciums or any skirmedors. The certainly the strength of the skirmedors. The certainly the strength of the strength of the the strength of the strength LORDS
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To consider the second of the



Tom Hutchings: I've always loved the idea of a combined force of Chaos Warriors and Daemons of Chaos marching to war as one in service to their infernal masters. Fortunately, Storm of Magic allows me to do just that!

In order to give your army the best chance of winning a Storm of Mugic game, you have to provide it with the strength to deal with powerful enemy monsters and weather the magical oreslaught of their Wizards. This army has been chosen accordingly, and each unit has its own very specific role to play.

Units of Chaos Warriors are exceptional at defending fuscrums, and each unit will be assigned one to defend. With their high Toughness, fantactic save, and ability to dish out a world of pain foften before the enemy can stikele, even enemy monsters will think twice before charging them. On a similar note, Brokis the Depawed's Mark of Slaanesh will enable him to strike first. A Glant's attacks can be particularly

effective against large monsters – Chomp, Yell and Bawl, and Thump with Club are particularly effective attacks in this way. The army includes three Wizards on foot to hold Arrane Eulerums, whilst my

foot to hold Arcane Fulcrums, whilst my most powerful spellcasters, the Chaos Soccere Lord and allied Herald, can act as a mobile reserve, mounted as they are on Discs of Teeenth. The Herald's mastery of the Lore of Shadows can contiound the enemy, moving units or scenery about with the lore's Catachysm spells, or even warp lose, attribute if needs dictatie.

The Horness of Teeenth Contain a nasty

surprise in the form of the Changeling, so any monsters that stray too near them will be doomed. The Chaos Chosen and Bloodletters are

The Chaos Chosen and Bloodletters are my trump cards for dealing with elite units, and will happily crush any units defending enemy-held Arcane Fulcrums. After slaughtering their way through, their unit champions can then kill off the Wizard too!

THE DEAD SHALL RISE



Andy Hall: The illustrious King Rham'tep deletal legions. This time, however, he has Viktoria von Drak to unleash his vengeance upon the living. It's probably for the best if robody tells Queen Khalida though... So why the need for some Vampire Vampire Counts have access to a number of spells that either create or encernously splenish units. The Tomb Kings army leatures a lot of powerful, more esoteric units, and Im Phakt's Restless Dead lore atribute will help to keep their numbers topped up. But by introducing Heinrich and a unit of Zombies, I can use his Raise Dead spell in conjunction with the Sceptre de Noirot to turn this modest unit into an impregnable road block to defend my Wizards, If Countess Viktoria rolls Summon Undead Horde, then Heinrich can ensure that any new unit of Zombies that Viktoria

ceates can become similarly innumerous.

The creation of these enormous units will allow the Tomb Kings to get on with the job of taking apart the enemy army. The army consists of a selection of units that can either hunt monsters or pick off enemy spellcasters with relative ease. The Skeleton Archers are exemplary at inflicting a steady toll of wounds on enemy Wizards defending Arcane Fulcrums with their Arrows of Asaph. In addition, the Sepulchral Stalkers and Prince Apophas can burst from the sand, and are well suited to

supporting the threat of the Asp Guard. Enemy monsters are vulnerable to a number of immediate threats, namely the Heroic Killing Blows of Rham'tep's Destroyer of Eternities and the Necrosohinx. The sheer number of Impact Hits that the Skeleton Chariots unleash in the charge can also bring down all but the largest beast. The three Liche Priests will all select

the Lore of Light's signature spell. Shem's Burning Gaze, as flaming direct damage spells are deadly against Arcane Fulcrums. King Rham'tep the Illustri

Hieronbart Im Phakt

HEROES Prince Anoshas 130 points Acolyte Anuk Im

Acolyte Pho'kepp Level 1 Liche Direct value the Acolyte Ip Man'tep

CORE The Golden Scythes of Ptra

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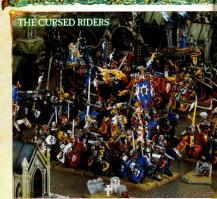
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1999 mints MONSTERS & MACIC Pact with the Dreaded Vampire Counts of Sylvania Country Viktoria von Drak

Heinrich von Grüber

he Shambling Horde 499 points

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Matt Hutson: This army is based upon the noble Duke of Quenelles, Tancred II, who has gathered all available knights to him in a bid to save Bretonnia from those that would abuse the power on offer during a storm of magic. It seems that the last thing from the cursed city of Mousillon, emissaries of the infamous Red Duke, no doubt. Though their goals may appear to be

the same for the moment, I wonder what the cost of the Red Duke's aid will be? Having decided upon the theme of the army, I set about deciding what should be included in such a combined force of arms. The answer was quite simple - as many Knights as possible! In the end, I managed to include every single mounted knight Bretonnian and Vampire Counts armies.

But there were other reasons beside the theme of the army for including so many knights - they're amazing in Storm of Magic games! By forfeiting the first turn to ensure the Blessing of the Lady. I would he able to counter-attack any move that my onnonent made, whilst receiving additional protection against all the high-Strength games. On the attack, the knights are fast and can be utterly devastating. Defensive Bretonnian Knights, as the narrow frontage perhaps even three units to charge a single enemy regiment formed up in such a way, ultimately riding it down like grass. Even if the enemy unit survives, they won't be Steadfast as the knights will have enough ranks themselves to negate this pesky



advantage that is ever the bane of a glorious cavalry change.

Dake Tancred's Virtus of Heroism is also grat for hunting enemy monsters, and the Gail View will ensure that his charge rever falters, even against the scarries beas. When backed up by his full regiment of Krigts, lances levelled, any monster far he engages will be in a lot of trouble, the Dake's Falcon-horn of Fredermand is periot for hampering the movement of his growthers, and with back, will help to loop his chosen quarry in place, ready to be chosen for the control of the chosen for the cho

The army's only significant weakness is is limited number of spellcasters, though two of these are still Level 4 Wizards. It will probably be worth using the Seven Secret Sigls of Summoning to call forth another Wizard if the opportunity arises, as I would be using my Vampire Lord to take enemyheld Arcane Fulcrums rather than hold my own. The adage for this army is very much 'attack is the best form of defence', hence the limited number of defensive units.

And so to the 'allier' from Mosaillon'. The Blood Knights and Vampire Lord on Zombie Diagon are both externely between the control of the Con

ECRES

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The Butchers of Blood Keep I Blood Keep's including Katalibas, Habitian and Standard Bouner with Summer of Bornal Flame. 225 points

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Executed unleast ferry blasts or



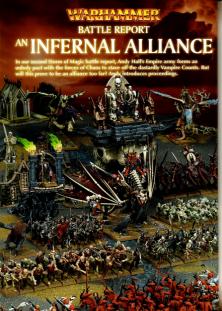
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of Stummin. This floor



Andy: After last month's rousing Storm of Magic battle report between fellow Dwarfers Andrew Kenrick and Matt Hutson It was my turn to step up and play a suitably ex.White Dwarf editor, Mark Latham, to worke his role of Vamniric Overload and L. having dabbled with the forces of Sigmar in the nast, was tasked with the defence of the Empire I was under no doubt that Mark would take the fantastic new Vampire Lord on Zombie Dragon (or maybe even the Terresheigt and why wouldn't you in such

a large game? Which led me to wonder exactly how to counter such a threat. This battle was going to be a Storm of Magic game, which opened up the rather fascinating prospect of forming a pact with infernal allies. After all. And with an eldritch gale blowing through the land and an ascendant Vampire only too keen to take full advantage, there was no doubt that the citizens of the Empire

were once more in peril. Having decided to throw my lot in with dread alliance to my aid, I needed to make my choice of fiend. Storm of Magic has way to a Scroll of Binding (if you haven't already done so, you can read more on creatures I'd be facing. At first I thought about the delicious irony of Mark having to face a Zombie Dragon or Terrorgheist himself, but this was overriden by the appeal of fielding Daemons side-by-side appeared in the pages of White Dwarf? I didn't think so, and in a gaming sense the benefits of the Daemons' raw power was obvious, but it also lent itself to a fascinating narrative. How did the Empire find themselves in such dire need that they were willing to summon the very creatures of Chaos to their aid? At the time of writing

three Pact scrolls that are used in a similar how Pacts work from page 40). Each scroll gives you access to one of three armies, one of which are the Vamoire Counts, the very with state troops and Knightly Orders - had such a hizarre amalgamation of forces ever

this I wasn't sure, but I knew it would be a lot of fun finding out. And no doubt you.

dear reader, will be sticking around to see how it all turns out as well

Battle Stats

Storm of Magic Battle size:

Vampire Counts

vs. the Empire Players: Mark Latham

and Andy Hall

The army of the Empire was mustering in the grey waste close to the boundary of Sobatia. Genes and mausolesmo scattered the landscape, a visible reminder that this was no place for the living. Regiments proudly dressed in their state colours arrived through the day, bolistering the Empire force. But as to the enemy, there was

Value Lishen, a wigard of the Light Order, accordathed the command test accompanied by his companion. Draygus Favelgrin

a Bright Wourd of some repute whose pointed beard of flamered hair and piercing gaze did nothing but seinforce his stature. Value himself was earlied in white, and attracted wars looks from the common soldiery who were always mistrustful of magick and

worsels. As they reached the command tent Valst looked up to the do and noted that, other than being overcast, the air was still with not even the slightest hint of a breeze. Inside the test, the golden form of Balthasar Gelt was deco in cosses with Graf Zicofroid Both were studying a man upon a large wooden table that dominated the interior. Bulthasar looked up as the rands entered.

'My brothers,' said Gelt in greeting. 'Supreme Pariarch,' replied Value, The Bright Wirself kept silent but gave a terse nod, his agitation obvious, but if Celt noticed he seemed to ignore it.

I'm glad you could join us. The enemy is on the move, chasing the tempest even as it rushes to this location. I see no evidence that a storm approaches

Nevertheless, it will be here in less than a day closely followed by the Undead. We must stop them. Our Celestial brethren have foreseen it, and the consequences of inaction are too terrible to contemplate, said Gelt

You mean to go through with it then? spoke Draygan for the The preparatory spells have already been intoned, answered the Gold Wigard

We cannot condone this. We spend our lives combuting the forces of darkness yet you mean to summon them here. It is linuxy!

Lunits? An ill-fated choice of words, considering it is the Dark Moon that holds your over the arcane storms that scour our lands and draws every fell creature in their wake. Our aced is great, and mortal blows cannot stem the tide. Even now the Vampire rides to war upon an Undead beast that will petrify the hearts of every man out there, stated Gelt, gesturing beyond the opening of the text. No. brothers, no. it is the only was. We must hight fire with fire But you are using in inferno to smother a cardle flame, said Drawan, his gara visibly smouldered as his anger began to rise A suitable analogy from you, Breaks Wazard, Stell, the acr of binding will be performed and you will both play your parts. I do not neck your acquiescence. It is my command as Supreme Pariarch and







Once of White Dwarf, Mark now wields his red pen against the lowly games developers, swittly bringing them to heel should they write rules for houncing Dwarfs or Khomate Wizzefs. Marke It's been a long time since I was last involved in a White Dwarf battle report, and of course these days I'm on the 'other side of the fence' 6e, over in Games Development), but it was still an exciting prospect to be invited back to the White Dwarf bunker to test my mettle in battle. Vampine Counts are one of my all-lime favourite armies to boot, so it was a double boon for me!

Before Igo into my army selection.

Before Igo into my army selection.

Before Igo into get my excases in early - I has going to get my excases in early - I has going to get so with Vamping Counts in the current edition of Varianment (vs. I know, shocking isn't it? This realisation hit me as I was stilling down with pen and paper to choose the army, and realised I wan't as confident as I used to be - I've played Vampine Counts for well over fifteen years, but since moving to Games Dev. I've pretty but since moving to Games Dev. I've pretty

much focused entirely on Otros & Goblins, which partly means the tactical brain required for Vampire Counts Magic phases has slipped somewhat. However, not to be deterred, I grabbed my copy of Storm of Magic and a Warhammer rulebook and began to reklumide my love a ffair with the

So, the one thing I'm obliged to take in my army is first on the list – a whacking great Zombie Dragon with a Yampire Lord onto of it. In a 2000-point game to fisse it the death-dealing combat monster to take the fight to Andy's Empire army. Next I set about choosing some large infantry blocks for the army, as well as some spellicasting capability for the inevitable Storm of Mayor these somewhat the dealing the Andy Son the Army. So the set of the Andy Son the Son the Army and the



The Chimera is fast enough to zoom across units of Handgunners and war machines in no time, whilst the Cockatrice's Petrifying Gaze can put paid to anything nasty. The rest of the plan was a simple

one - march implacably forwards with Counts against me - so I decided to use the Morsters & Magic allowance to field some,

my Undead legions (doing Zombie impressions whenever possible to unnerve Andy along the way), bolster the line with my Necromancers, and grab fulcrums with the Dark Emissary. The Vampire on Zombie Dragon is going to be tricky to use, think my best bet will be to try to keep him safe for a couple of turns and then, if the opportunity presents itself, charge forwards and attempt to break Andy's battleline. A tough task, but if anyone can do it, it's a Vampire Lord!

2996 points MONSTER & MAGIC

175 points

745 point

My first choice was a Dark Emissary, upgraded to a Level 3 Wizard, who would allow me to wield some extra killy spells from a lore other than the Lore of Vampires. After that, it was simply a case of picking which big beasties I wanted to take to put the wind up the Empire. In the end I plumped for a Chimera and Cockatrice, with the express aim of taking out any gunline elements of Andy's army early on.

decided to take some juicy units that the

large size of the game allowed. So, a unit of Blood Knights and two Varghulfs were

spies in the White Dwarf camp that Andy

would be trying out the pact rules - and

I half expected him to be taking Vampire

top of the bill. I had a tip-off from my

well, monsters and magic!

BALTHASAR'S UNHOLY ALLIANCE





Andy was last seen in the pages of White Dwarf actually winning a game with his beloved Skaven back in January. Can be repeat the feat for the Empire and be two for two on victories? Andy: As I stated earlier, the chance to command a force that contains both Dearmons and the Impile is an intinguing a Dearmons and the Impile is a mininguing complement each other. The Empire will be numerous and light from a position of the many outweighing the few, able supported by major and a good supply of black prowder and crossbow boths, with the odd cannoshall thrown in for good a far-less subtle fashion, as it is the disciples of far-less subtle fashion, as it is the disciples of fashoner III be summoning — but we'll get to

them in a bit.

First and foremost this was a Storm of
Magic game and so I needed Wizards, not
only to cast Cataclysm spells but to win the
game. For without magic users you can't
take Arcane Fulcrums, and if you can't
claim these you simply can't win. With that

intractable logic firmly enshrined in my mind I looked to what the Empire could muster. The Colleges of Magic are located in the capital of the Empire so I had a great deal of options but I was immediately drawn to Balthasar Gelt. The Supreme

drawn to Balthasar Gelt. The Supreme Patriach is an insamely powerful Wizard who knows all the spells from the Lore of Metal tharfs an incredible 14 spells when you take the Cantinps and Cataclysm spells into account. What's more, with the Salf of Volans adding +2 to his casting, should the Lore of Metal become ascendant then Gelt will get a massive +11 to cast! Thar's better than Teclis.

I supplemented Gelt's magical prowess with two Level 2 Battle Wizards: a Fire Wizard for some offensive blasting and a Light Wizard, always useful against the Undead. These guys would start the



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Budge Cell

Trafes Cell Warrier Prior with heavy armour, great weapon and the Obsidian Amalet. 128 po Percivel Letelor!

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marksman with long rife.

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10 Knights with munician, standard beaver and Preceptor. 270 peri

20 Halberton with musician, standard beaver and Sergount. 720 peri SPECIAL.

The Middland Greats 25 Constructeds with musician, standard and Count's Champion. 200 p

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The Nature 2 Hoston. 230 points Brellian's Academy Shorten 5 Pintollers with musician

RARE Galf Bullable (MS RO) Halfildator Volley Gun. 710 paint

270 years 1: 3000 points DAEMONIC PACT

Herald of Essenath with Master of Soccery and Disc of Essenath. 160 points Scienc of Staughter

and Bouchespe.

3.30 points
The Hooves of Norse

3 Bloodcrathers with
musician, Standard beaver
and Bloodcrathers

250 points

battle on my Arcane Fulcrums, leaving the Supreme Patriarch free to fly around the table and go on the offensive.

I then bought a General to lead the soldiery; he was mounted on a Griffon, given the Sword of Fate and tasked to seek out the Vampire Lord (the Sword of fate would allow me to wound a nominated enemy character on 2+ and cause D3 wounds with no armour saves!). I then bulked out my army with a horde of Swordsmen accompanied by two detachments - Crossbowmen and Free Company, They'd also include the Battle Standard Bearer and a Warrior Priest to give the regiment Hatred. This formation would guard one of my Arcane Fulcrums, whilst a unit of Greatswords would protect the other. They were further bolstered by my extensive gunline.

Right, onto the Daemonic Pact. My first pick was a Head of Tzeentch who would not only provide me with a fourth Wizard but the Master of Szocrey Daemonic Citi, which gave me access to all six Lore of Life spells. In theory, I could now take advantage of whichever Wind of Magic was secredant in a least half of my Magic phases. The rest of my pact was them sudden phases. The rest of my pact was them sudden

was ascendant in at least half of my Magic phases. The rest of my pact was then made up of Bloodcrushers and Bloodletters for some serious punch. The plan was deceptively simple. With magical supremacy from the start,

the Empire elements would defend my Arcane Fulcrums, while Balthasar Celt and the Daemons go on the offensive and wrest the Undead fulcrums away from Mark, Monsters would be dealt with via cannonballs, shot and blasty spells. There, that plan's foolproof...

THE ARMIES GATHER DEPLOYMENT

A roll is made on the mysterious chart for the Garden of Morr. The result is an Arcane Ruin that is also a Thaumic Lodestone

B Graf Ziegfreid starts the battle close to the Dreadline Portal, separating the Greatswords from the Bloodlettiers.

Luthor Von Krüger sits upon his Zombie Dragon in the far north, brasing the Great Cannon, Big Beth. Be diere deployment, both players discussed the sceney to decide what it counted as in the game. The discussed his room the Cardein on Moer as a scene of the Cardein of Moer as a scene of pieces from the Cardein scene of the Cardein of the Carde

Mark won the roll-off and so claimed the high ground and began to place his forces first. The Dark Emissary claimed the Mageerath Throne, with Lorkus Craven skulking in its shadow. To the west, the other Necromances, Von Harken, took possession of the Balewind Vortex. The Vampire Lord remained behind the Undead lines in the far north of the table, where when needed most. The Dire Wolves and the Hungry One were deployed on the east flank facing the Empire sorce. From the south, the Fronier made

From the south, the Empire made ready for the Varpine Counts' assault by deploying their larger units in front of their Accurae Fulcanuss. The Swordsmen horde, the Avertheim Flashams, was placed in frost by the Bright Varzad. The Constosion of an the Rod Blades, the Halberdier regimen, were positioned close to the base of the Desadfree Portal that was taken by the Light Wizard. On both the far flanks the Empire artillery and Handgunners were placed on high ground, to give them good coverage of

Finally, the forward elements of the Empire army moved onto the board. Brekkar's Academy Shootters, a Pistolier regiment full of keen young nobles, eager to prove their worth, made a Vanguard move to advance towards the Dire Wolve



servants of Chaos, and was hissed at in return, Lifegiver, the Herald of Tzeentch, also deployed close to the Garden of Morr keen to take full advantage of the Thaumic Lodestone hidden within its bounds.





THE CATACLYSM BEGINS TURN 1



Balewind Vortex, wounding Von Harken

The Pistoliers took full advantage of going first

by pouring fire into the advancing Dire Wolves and killed four in a deadly fusillade. This was followed by a direct



he Empire began the battle with a charge: the Knights of the Blazing Sun sped across the battlefield and into the Zombies in front of Balewind Vortex. The alliance with the pact remained 'trusted' so the Bloodcrushers did as they were bid and attempted to charge the Zombies but fell short. Other than a slight reordering of battlelines, the only other notable move was the Bloodletters entering the Garden of Morr. The Magic phase began with the

Celestial Lore ascendant. Andy started by casting the Enchanted Blades of Alban upon the Handgunners in the west (giving them +1 to hit). Mark let this through, wishing to conserve his dispel pool. Andy's next spell was Time Amok and Mark could then see a cunning plan being put into place. If cast, the soell allowed Andy to repeat a phase, and no doubt two Shooting phases with the Empire artillery and highly accurate Handgunners would

prove quite devastating. Luckily for the Undead, Andy failed to cast. He then turned to Lifegiver, his Herald of Tzeentch. who cast Flesh to Stone on the Knights of the Blazine Sun, which was disnelled by Wizard's turn... (See the box out opposite). The Shooting phase closely followed with the Sherztville Flintloques firing at the once. The Crossbowmen and the Helblaster targeted the Cockatrice and wounded it twice. In combat, the Knights did well, slaving nine Zombies and causing a further nine to crumble, but the remnants of the

The Undead turn started with a charge by the Cockatrice at the Crossbowmen, Far from being rattled, the Empire state troopers calmly took aim and caused a further three wounds, killing the winged terror even as it flew across the battlefield!

The Varghulf in the east charged the Pistoliers who shot first, wounding the beast twice. But before we could resolve that combat, there was the small matter of magic. The Dark Emissary tried to engage Valst Lishen, the Light Wizard, in a Magical Duel but it was dispelled. Invocation of Zombies to fight the Knights and Summon Undead Horde was cast with irresistible force. The Dire Wolves. Zombies and even the wounded Necromancer were all bolstered, but the Vampire Lord suffered a wound from a calamitous detonation.

In combat, the Varebull made short work of the Pistoliers and chased the survivors down. The Knightly Order continued to wade through the refreshed unit of Zombies



FIREBALL BARRAGE





Fragile Alliances

Units from a Sorcerous Part fieht aloneside vour own forces in the same way as allies. They always

start the game as Trusted Allies, even though normal convention might dictate otherwise - such is the binding power

of magic and ritual. However, the alliance is fragile so each turn a

dice is rolled - on a 1, 2 or 3 the alliance gets one step worse. If the alliance over deteriorates beyond Desperate, all of the models from

the Sorcerous Pact are removed as the pact comes to a sudden end.

THE BLOODY STAMPEDE TURN 2

- The Herald swoops into the Carden of Morr for cover and to tap into the power of the Thaumic Lodestone hidden amongst the arcare tombs.
- B In the Empire Magic
 phase the Lore of
 Light is ascendant.
 Andy tries to take
 full advantage,
 first by casting
 Sanishment on
 the encroaching
 Varghalf. This
 is dispelled, but
 Show's Rominer
- Gaze is cast, causing how wounds.

 Bulthasar Celt casts Searing Doom on the Blood Dragom but Mark wisely uses his Dispet Scrall to stop it, as the spell coatid have easily wiped out the armoured warriors.
 - D Graf Ziegfreid and the Bloodletters charge through the forest and into the Crypt Chouls. Six of the Duemons are slain charging through the Wildwood.
 - The Bloodletters get to grips with the Crypt Ghouls in combat, wiping the Undead out but losing six of their number.
 - The Hungry One charges and destroys the Mortar.
 - The Varghalf attacks the Knights of the Blazing Sun, ripping through the Empire Knights before running down the last few survivors.

he Daemons – having still process to be 'trusted' – made their mark on the haring at the Bloodletters charged out of the Carden of Morr and Komer of their mark of their mark of their market of their charge of their charge

oncoming Skeleton horde.

In the Vampire Counts' turn, the
Varghull, rampant from the destruction
of the Postoliers, charged the Mortar. The
Blood Knights charged into the Swordsmen,
whose detachment of Free Company
immediately counter charged into the
Vampires' flank. Meanwhile, the Zombie

Dragon flapped its tattered wings and took across the battlefield and slammed into the front of the unit of Halberdiers, Mark advanced his stalwart unit of Grave Guard. hoping to move them into position to launch a supporting charge in the Magic phase. This manoeuvre was foiled by Andy's dispel dice, leaving the Vampire Lord to deal with the Empire soldiers on his own. Andy immediately issued a challenge with his unit champion, knowing it would mean the noble sacrifice of the Sergeant but hopefully still carrying the day on numbers. It didn't help that Mark could only manage one wound and one point of overkill on the Sergeant. The Empire regiment won by two, forcing the Dragon to take a wound (reduced from two as the Battle Standard Bearer was close by, in the immovable unit of Grave Guard).











VAMPIRES ASCENDANT

Averheim Flasharts, fresh from

TURN 3



The Lore of Light is anathema to creatures of magic such as Daemons and the various forces of the Undead, dealing an additional D6 of damage whenever cast on such supernatural foes. It was hardly surprising that Andy had selected it to form his magical assenal. their victory against the Blood Knights, charged the Skeletons, seeking vengeance for the loss of the Empire Knights. The Griffion took to the air and swooped into the rear of the Zombie Deagon. The lone Recorrance may been a choicer target, but Gad Ziegferied was armed with the Sword of Ret it was his destiny to confront the Vampire. Io aid the 1 billiaerdies a strike, the Stirfand Greats to the Stirrance of Saughter charged to the Bank of the Stirrance of Saughter charged ton the Bank of the Greec Quart.

into the flank of the Grave Guard.
Meanwhile Gelt goaded his Pegasus
onwards, around the west flank to
challenge Von Harken.
Fire was the ascendant Lore in the

challenge Von Harken.

Fire was the accordant Lore in the Magic phase, which suited Fievelgrim. He first attempted another Firebald Brange on the Varghulf in the west. 6D6 Haming Attacks would gut pay to it, but despite +5 to cast and rolling five power dice, Andy could only not 117 — three short of the stollar period of the sto

Lifegiver attempted a Magical Duel on

dispelled. Finally the Light Wizard tried to cast 5hem's Burning Caze on the Varghulf musching his way through the artillery, but Mark dispelled this as well, his Vampire dominating proceedings. That was one turn that would be left out of the college annals. To add insult to injust, Andy's list.

to add insult to injury, Andry's first Mortar misfired, and then the Great Cannon's shot fell short of the Dark Emissary. The Handgunners all missed Von Harken. Had Sigmar abandoned his men in their hour of need? Not quite, as

Von Harken. Had Sigmar abandoned his men in their hour of need? Not quite, as the Crossbowmen wounded the Varghulf closest to them twice. A previously confident Andy now approached the Close Combat phase

with some trepidation and his attitude was justified, as things didn't improve. The Bloodlettes hit the Grave Guard an unimpressive four times and then rolled four 1s to wound. The Grave Guard still lost the combat but due to the battle standard they did not lose any model.

All was not lost the Bloodcrushers did manage to clear out the rest of the Zornbies, leaving them free to directly threaten the Dark Emissary. Across the battlefield, the Swordsmen fought the Skeletons. The Warrior Priest was forced to fight the Cairn Wrath in a challenge, but with no magical





Both Varghulis had

excelled throughout the battle and this turn was no different. As the Hungry One butchered Andy's gunline in the east, the Carnal Tooth had slaughtered its way to the Eternity Stair where it consumed the Bright Wizard!



hope the weight of numbers would win the

day. As it was the Skeletons were soundly dejeated and nine crumbled to dust challenged the Vamoire Lord, Luthor Zierfreid once. The Graf's Sword of Fate hit out but only wounded once. Andy cursed his bad rolling yet again. The Griffon falled to wound. In return it was ravaged by the Zombie Dragon's Pestilent Breath. The Undead monster then raised its claws and Von Krüger howled his defiance.

This only left the Varghulf to rampage through the Handgunners and then onto the Great Cannon, whose crew must have known their doom was upon them.

In the Vampire Counts' turn the Corpse Cart joined the fight with the Swordsmen and the Varghulf charging the Bright Wizard. Mark summoned a unit of Zombies. rext to the Herald of Tzeentch and the Light Wizard was wounded and knocked off his perch by a Magical Duel, However, Mark had only equalled Andy's roll so could only knock him off, not take the fulcrum.

In combat the Vampire Lord finished off the Griffon, but both Undead rider and mount were left on one wound each due to instability after losing the combat. those Greatswords in the flank were not helping matters! The Grave Guard were triumphant against the Bloodletters. leaving only two Daemons remaining. To the west, the Skeletons fared badly against the Swordsmen, who destroyed the Corpse Cart and all the Skeletons, leaving the Caim Wraith to face the horde alone, even as it



BATTLE TRACKER - TURN 3 ASCENDANT LORE: BEASTS

THE EMPIRE RESURGENT TURN 4

In the Combat phase the Vampire Lord

Annotation

The surviving Bisodietness make their mark by slaying the Battle Standard Bearer with Killing Bisos. Despite holding the Wight King's shall high for all to user, they are wiped out for their treable, allowing the Graw Grawt for the charge of the part of the

Bloodenshers in the

The Empire had taken a serious blow, boing their General and both of their The Part between Dearmons and Mort was stained as the alliance became supprious feers as, the Dearmons remained eager for slaughter. The Blooderushers charged into the Matguewith Photon. keen to get us gips with the Dalk Titusary. Are the staining Mortan Staining the Staining Mortan Staining to Staining the Staining th

Necromancer. The other Árcane Fulerums were immediately retaken as well. In the Magic phase Andy manipulated the magical flux to the Lore of Light Vallst Lishen, now back atop his fulcrum, immediately cast Shem's Burning Gaze on the closest Varghulf. It was cast on 21 and Mark could only look on as one of his prize vampiric creatures was burnt to In the Combat phase the Vampire Lord set about the Halberdies in earnest for the first time. The Vampire Lord and his Zombör Deagon shaughtered Halberdies in forwes, all the while the Cloud of Flies mode it hard for the state trougers to his back, the hard for the state trougers to his back, the final first the state of the state of the state of the first test on also needed 6s to the WSS in conjunction with the Cloud of Flies but still inflicted the wound needed to topple Luthor from his mount. Nevertheless, the Halberdiers lost the combat and ran. In their turn, the Vampire army began in the combat the Combat that of the Combat and the comba

Flies but still inflicted the sound needed to topple Luthor from his mount. Nevertheless, the Halberdiers lost the combit and ran. in their turn, but Varapire army beggin in the Part of the Halberdiers and the salar. The Crave Caurf. In hiving despatched last of the Bloodenthers. Changed into the flank of the Bloodenthers. The Bloodenthers reliabled the challenge and immediately struck out, smashing three wights spart. The Crawe Caurf longth back, but could not pierce the demonic aux. The combat ceded with the Bloodentubers.

B Lorkus Craven attempts a Magical Duel but miscasts. Although the spell is cast he is then slain by the miscast before he can press

his advantage.

The Dark Emissary also attempts a Magical Duel, which is cast on an impressive 22 but is dispelled with a lucky double-6.

It takes Mark three aftermpts to cast Raive Doard due to Andy's constant dispel rolls, but when Mark does get the spell off, he raises seven Zornbies in front of the Createwords to redirect them zway from the Cazus Guerri's thank.

E The Carnal Tooth, having got a tastle for mageldood after eating the Bright Wizard then set about the freshly arrived Hexald of Tzeentch, dining on him as well. If Andy wanted to keep the Eternity Stair he would need to bill the Vacethulf!





Instability

With the Vamoire Lord dead. Mark's army had to immediately take a Leadership test and then a further test at the start of their fourth turn to see how many models he lost as the army began to dissipate. The Zombie Dramon was killed in this way, as was the lone Wraith and five of the Zombies. At the start of the Vampire Counts' 4th turn Lorkus Craven was wounded and the remaining Zombies were

scattered to the winds.

THE MASTER OF METAL

Balthasar Celt knew that victory was tied to control of the fulcrums, so instructed his Wizards to take them at all costs. He cast Magical Duel against the Necromancer, Celt's superior ability easily overpowered the Necromancer's

easily overpowered the Necromancer's feeble powers, forcing the creature from the Balewind Vortex.



Engire Yarn 4.



CHASING THE STORM TURN 5 & 6

Once the Ascane Fulcrums are placed on the tableton there is no guarantee that that is where they will stay theorebout the course of a battle. There are a few snells that can move scenery about the table (notably from the Lore of fulcrums are important will often be the targets of such aldritch trickers More likely though, as happened in this turn, a roll on the Arcane Eulerum Miscraet table can have them moving about the battlefield as if

Flying Fulcrums V

s the entire left flank of the Empire army turned to face the lone Varebulf, the Greatswords charged the recently risen Zombies, many of whom had been former comrades slain mere moments ago. The wild magic proved strong this turn and the Lore of Light was ascendant once more. Lishen tried to cast casting it with irresistible force. The Dark Emissary shrugged off the assault, its evil maleficence over-powered the intensity of the magical attack. However, the resulting miscast sent the Light Wizard and the Arcane Fulcrum he was occupying flying hack towards the table's edge. Lishen was

With magic over it was time for the remains of the Empire's gunline to open fire. The assembled Empire soldiery levelled Helblaster fired first and the Varehulf disappeared in a pall of smoke but when albeit on its last wound. The Crossbowmen were next: they had proven their accuracy throughout the battle and this turn was no different as they finally put an end to the In combat the Greatswords made

successfully kept the Empire elite from the

66 The Greatswords charged the recently risen Zombies, many of whom were former comrades slain moments ago. 99



also wounded by the miscast, but his ward save kept him alive, and active in this Magic phase. This time the Light Wizard cast Time Amok, hoping for a second Shooting phase, but he managed to score his second miscast in a row and Mark still dispelled it (as it was a Cataclysm spell it could not be cast with irresistible force). The Light Wizard survived the miscast roll again - that 3+ ward save was working wonders for the hapless Wizard as the magical forces overwhelmed him- but this time he swapped fulcrums with Balthasar Gelt, finding himself in the north!

Grave Guard's flank for a whole turn. All they could do was turn to face the wights and be ready to charge in the final phase. The Grave Guard proved they could stand un Bloodenishers and slew one. The two remaining Bloodcrushers lost the combat but stubbornly refused to be cast back to the Realm of Chaos.

At the start of the his fifth turn, Mark's options were fast running out, as were his troops. But with the Dark Emissary still alive Andy could not take anything for granted. Four Grave Guard toppled to the crumbling effect but Mark remained

Dead and Unburio

It takes an awful lot to out down a Vampire Counts army - more so, in fact, than the eternal warriors of Nebekhara. So lone as they have Wizards in play, then spells such as Summon Undead Horde, Invocation of Nehek and Raise Dead can not only continue to reolenish wounded units but even summon fresh reinforcements from the grave. Once all Mark's dead, however, there was

little that could be done but bury the hones...



reduce in the Magic phase, he rolled 12 into channelled a surher dice lab Ardy could only muster 8 for his dispel pool. Mark started by catting the Choling for on the Creatwoords. Andy reminded himself hat story by in Calming the Eular State of the Creatwoords. Andy reminded himself hat story by in Calming the Eular soldiers so their fans. It turned out to be the right choice as they passed their Leaders, for this tent at least. Inscribed on all effects, for this trust least inscribed on All Helders, for this run at least. Inscribed on All Helders was then care but this was dispelled closely followed the state of the Market State of the M

cast but Andy won the roll-off.
In combat the Bloodcrushers destroyed the remaining Grave Gazard. Now without any visible enemies Gelt would have to basish them soon, or else they'd be looking for blood from their former allies.

prevent Mark getting ampliting but a disast, in Mark's find num the Dark Emissary made one last attempt at swatching a disast, and the same of the sam

BATTLE TRACKER
END OF GAME

AMPRE
EMPIRE
GOUNTS
RILCRIMS

RILCRIMS



VICTORY FOR SIGMAR

Light in the Darkness Valid Lichen, the Liebt Wizard has my enduring gratitude. Not only did he keep my last two magic users in the game but his timely use of spells to the battlefield no doubt

were me the battle

Andy: Well, as the squalls of mystical who'd have thought it?! Certainly not me by the end of Turn 3. I had been knocked off both of my Arcane Fulcrums and the Vampire Lord with his pet Zombie Dragon were busy munching their way through my infantry units. However, games of Warhammer, and especially Storm of Magic, can be fickle. Once my honourable to slay the Vampire Lord - three attacks, - but could only knock a single wound off during the key fight. Balthasar Gelt and his coven of Wizards on the other hand were stellar, despite a dismal Magic phase in Turn 3 they staved the course and kept me in the game by staying alive, save the Bright Wizard, Lishen, the Light Wizard, went through a phase of constantly miscasting. but somehow managed to survive all the ill

effects, so earned my respect.



661 can't help but think that Gelt will have some explaining to do once he returns to Altdorf. Still a victory is a victory. 99

Luthor Von Krüger, the momentum was with the Empire. Even then, Mark could have robbed me of victory, with a crafty ploy in the final Magic phase that should have come off and resulted in a draw, lust goes to show that enemy Wizards need to over the Arcane Fulcrums is never truly safe while opposing magic users still live. I think my own forces performed admirably, with the noticeable exception of

And what of my infernal alliance? It worked out well. The Bloodcrushers rampaged through everything they encountered, although the Bloodletters struggled a bit more, but that was due to some unlucky rolling when I charged me the same, although I can't belo but think that Balthasar Gelt will have some explaining to do once he returns to Altdorf.

MOST DEVASTATING SPELL OF THE BATTLE

There are plenty of spells to choose from when it comes to devastatine spells. Enlightenment came close as it truly baked the Necromancer by causing nine wounds when I only needed to do just the one. Mark's use of spells were more to do with raising troops and summoning craftily placed Zombie regiments, although a few cunning uses of a Manical Duel could have won the game for him, if I hadn't been constantly dispelling them. In the end through, the award has to go to the Bright Wizard for his Firehall Barrage that turned a healthy Chimera into little more than a

smouldering carcass.



LAMENTATIONS

Mark: After a rather rocky ride throughout the first half of the game, somehow it ended up being anyone's game thanks to some clever tactical wrangling in the final Magic a draw at the last moment. But let's be honest: my mistakes early on were enough to lose me any game! I can almost predict the slew of letters that will be heading my way from Vampire Counts players cursing my tactical ineptitude.

So I'll get those mistakes out of the way first shall If The way I see it, it boiled down to two fatal errors on my part. The first was the tragic waste of the Blood Knights against a horde of Empire Swordsmen, I was incredibly overconfident, and they deserved everything they got. If I'd held back for one more turn I could have joined the big combat in the centre, and that would have been much better for the overall battle plan. As it was, I got spooked by Andy's shockingly accurate missile fire and decided that any charge was better than no charge at all - how very wrong I was! The second error was, inevitably, the Vamoire Lord's charge. If only I'd hung with another unit - had I played my cards right I could have used the Varehulf on my left flank to support the Vampire and then way. But. I relied on scoring the maximum

possible wounds in the challenge against the Count's Champion, and when that didn't happen it was an inevitable slow grind that was unlikely to end in my favour. took Andy far longer than we both expected to defeat him, because once the Zombie Dragon was able to fight as well. Von Krijger started to really rack up the kills. The only other thing that went badly for me - although this was really more good luck on Andy's part - was the loss

allowance taken out, it was a real struggle against Andy's numerical advantage In terms of making these mistakes, I'm putting it down to two very important was out of normal tea bags, and I was

factors. First of all, I'm getting on a bit, and I forgot several rules that would have saved me some pride. Secondly, the staff kitchen forced to drink decaffeinated tea. which is clearly not the drink of champions. In the second half of the game, when I was really up against it. I played much better - my theory is borne out, because I insisted on a coffee break and went to Bugman's Bar for an extra large coffee. Hey presto! - brain working once more, but it was not to be. Too little too late and all that, However, like every good horror villain, Luthor Von Krüger will rise again.

Although the Vamoire

Lord performed amazinely well against the Impire throng, it's actually his lieutenant. the Wight King and his unit of Grave Guard who deserve acclaim. The Icon of Venerance paid off. as it meant that the unit survived the General's demise. Andy's tactical nous in killing the Battle Standard Bearer as soon as nossible was the thine that stopped them from rampaging through the rest of the army. Wights are certainly nothing to

he smilled at



See boother see, we have you the day A victory we could not have achieved without aid from the Linkes who sat recovering on a scorched and

blackened rock where a Varghalf had once been a free Street Before You fool! sput the Light Witterd. I see no you handle a serpent unscathed once, it does not mean the creature will not try to bite again Hones, another analogy, you and your former colleague, are quite fond of them. But you cannot deny that we are victorious, the Vampire is dead-

The Light Wirard looked away, he was exhausted and had seen quite enough of the Supreme Pariarch for this decade - lifetime even. He briefly turned back to Gelt. I will be making a full report to my Magister

ipon seturn to Altdorf. Prople will know what has gone on here soday The Gold Wigaed commised still as if thinking

over what had been said. Fine, he replied. All I ask is that we travel back together. There is safety. in numbers as the journey is long and the way through the forest may well be dangerous.



STANDARD BEARER



Having successfully murdered his darlings, Jervis discusses another mantra with which he intends to take

couple of months ago I wrote about I know, I know, it sounds frighteningly

technical, and to an extent it is. However, I think it goes right to the heart of an important principle about the way that we design our games, which is that the rules should be inspired by the models we make and the background we've written, rather than the other way around. This concept pretty much underpins all of our game rules, and for this reason I think it's worth exploring in a bit more depth in this month's Standard Bearer.

The first hobby mantra I discussed was the phrase 'murder your darlings', a term that has been around for over a hundred years. The concept of disassociated game mechanics is much more recent, at least in a rather roundabout sort of way, which necessitates a short digression about my gaming habits. I doubt it will come as a surprise to any of you, but I play all sorts of games: I play Bridge every Tuesday with my in-laws, a group of us meet up most weeks to play board games and roleplaying games (it will come as no surprise that the Warhammer and 40K inspired games produced by Fantasy Flight Games are a particular (avourite of the group), and I'm a member of another group that goes to the local LAN arena once a month to play first-person shooters. In short, I love games, and, as my wife constantly reminds. about and playing them. This passion for to set drawn, moth-like, to Internet forums and bloes about games. And it was here.

in a discussion on roleplaving game design theory, that I first beard about the concept of disassociated game mechanics. So, what does the term mean? In a nutshell, it refers to game rules where the game mechanic is thought of first, rather than the mechanic being based on the background for the game. This is probably best explained by way of a couple of

different examples:

Let's say that I'm designing a game, and I decide that I want all units to have a special ability they can use once per game. I then go on to create a list of special abilities that I think will provide players with a range of interesting tactical challenges. Finally I come up with a list of units, and I assign each of them one of the abilities. This process creates disassociated game mechanics, as the rules I've invented

my 'hobby mantras' - strong and sayings that I've picked up over the years and which I've found useful. This month I thought Ed talk about another one of my mantras, which is the says, assuming a suitably deep and booming voice): 'avoid receive them until after all of the rules have The alternative is to create the background for the game first, and then write rules that are based on that background, and will recreate it in the games you play. So I might decide that one of the armies in my game will be a race of tough, argumentative green-skinned warriors called the Orcs, that charge into combat with a mighty Waaagh! I then

devise rules that will make the Orcs tough and argumentative, and allow them to charge into combat with a mighty Waaagh! This process creates associated game mechanics, because the rules are associated with the units that receive them. Now, although there is an element of

chicken and the egg about this concept. it does have important implications for the way that games are designed. This is because the two methods are good at doing two very different things. Disassociated mechanics are great for creating challenging vet rather abstract games. Because the rules are separated from the background, the designer can concentrate purely on the game mechanics, creating a clinically precise game system. Chess and Bridge are two examples of games that use disassociated mechanics to superb effect.

Chere is an element of chicken and egg about this concept.99

Associated mechanics, on the other hand, are great for creating games where play. Recause the rules are based on the can't help but create a game that emulates the background it is based upon. I may Warhammer 40 000 and The Lord of the Rings Strategy Battle Game are great examples of games that use associated really bring the background for the three games to life

Written down like this you may be thinking 'Well that's just obvious! Why does Jervis need a mantra to remind himself not to use dissociated game mechanics'. Well, like so many things, something that is obvious once it has been explained to you can be a whole lot less so when it hasn't. This is exacerbated by the fact that we game designers tend to be easily distracted by a beautiful, elegant game mechanic:



different, reflection the background

I know it may seem strange, but I get a little shiver of excitement when we read a cleverly designed game rule (There's no 'seem' about it Johnson: it is strange! - Ed). In the past this combination of ignorance and passion has led me to design rules that, while they worked extremely well mechanically, were just a bit too abstract. and 'dry'. Fortunately we have playtesters and editors, and they have made sure that these tendencies on my part are held in check, However, it wasn't until I came across the discussions on disassociated game mechanics in roleplaying games that the scales were lifted from my eyes, and everything suddenly clicked into place. Now I can look at a rule I've written, and

say to myself 'avoid disassociated game

mechanics', and that little mantra helps

loop ne on the straight and narrow without an help from anyone elect However, once I started using my new manns. I quickly malled something else; the discussions on the rulephying florum with the written game background. At Cames Workshop we are biseed with another, even more important, source of each of the control of

'disassociated' from them.
All in all, then, my new mantra means
that I am now extremely diligent about
making sure that I only use associated game
mechanics, and that all the rules' I invent
we've inverted, and the ministruss the
rules are written for, lost as importantly, if
I get stuck, and playsetsing shows that a
rule doesn't work or a unit is too strong or
to week, I go back to the models and the

in the game, and that they don't become

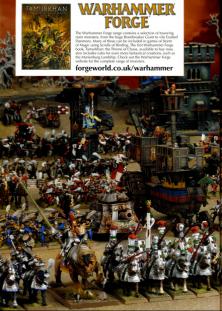
written background for inspiration, rather than coming up with a disassociated game

mechanic to 'fix' the problem. All of which is great for me, and quite interesting too I think... well it is as long as you are interested in the design philosophy that underpins our games... hmmmm that's probably not terribly many people is it? Fortunately, I think there's something else that can be learnt from this mantra, and that's that it shows that, contrary to popular belief, an old dog can learn a few new tricks. Let's face it, if a hoary old veteran game designer like me can pick up new tricks and ideas every now and then, then there's got to be hope for old dogs everywhere! The secret is to always keep your eyes open for new ideas, keep an open mind, and not to worry about appropriating good ideas for your own use whenever you come across them. Trust me.

seep your eyes open for few closes, seep an open mind, and not werey about an open mind, and not werey about whenever you come across them. Trust me whenever you come across them. Trust me you do this, all appects of your hobby will be mediately a seep that the writing rules! but the property of the writing rules! but the property of the writing rules! As ever, please feel free to write to me will your feedback door this month's Sandaria Beares! Carrl always reply to the letters! creceive, but I do rend them all, and always look forward to receiving them. So, do you think it? Write to lervis at:

Jervis Johnson c/o White Dwarf Design Studio Games Workshop Willow Road Nottingham NG7 2WS United Kingdom







EAVY METAL MONSTERS

Storm of Magic introduced a plethora of new monsters to the Warhammer world and the Eavy Metal team pulled out all the stops to paint a stunning selection of these miniatures. We look at just some of them in detail over the next few pages.

uring a Storm of Magic, the skies echo to the sound of ancient and mythical beasts. Some of these creatures are as old as the world itself, whilst others are not so much born as actually snawned by the Chaos energies unleashed upon the land. The talented painters of the 'Eavy Metal team used this fundamental concent as a basis for their colour schemes

when painting the magnificent creatures displayed in this showcase. The use of bright, vibrant colours really helped to exaggerate the fantastical, otherworldly nature of these monsters. Many of them feature realistic skin patterns and mottling, but natural colours associated with real animals were avoided wherever possible - these are creatures from the Warhammer world, after all, not ancient mythology!



Cockatrice















Each head introduced a different colour to the model.



colour as its body to lend some uniformity to the model

An amalgam of a multitude of

Giant

Far from uncommon in the Washammer would at the best of times, a Storm of Magic will offen see a handful of Giants take to the battlefold, fighting on one side, or even both. With this in mind, the 'Easy Metal train took the opportunity to paint some hundnew additions to the bargeoning.

new additions to the bargeoning Studio monster collection.
The Cann to the right was painted by Neil Green in a colour scheme that admirably demonstrates the fact that Claims are indeed momities, and themsion do not need to the limited to a bornan skin pallette. Neil grainted

the scraps of cotting and improvined amount to represent Glast's penchant for scawinging Ned Langdown painted a lighter-skinned Glant, which you can see an inset from below night Daw Heathfield painted on the Daw Heathfield painted on the





The light fabric of this looted Beastman banner contrasts nicel with the Client's risels skin trees.



to display his allegiance to the Emperor of the realm. Alas.



The unhealthy, motified veirus painted on the Clant's sizable stomach help to show the comprison taking a in its body. This Clant probably halfs from the Chaos Wastes and is starting to show signs of mutation.



etails such as tattoos and other such markings in work well to break up large areas of skin. Dare exhibiteld's stylised Dragon design is a perfect exam this theory husing been put in practive.







Anja Wettergren's model uses a deep red palette, offset by a brilliant golden mane.





The tarquoise tail softens the bright colours of the Manticore's body and fur.



The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.

VAMPIRE COUNTS CORPSE CART







Trish: I'm bit of a horror aficionado. I love scary movies and that feeds both into my work, designing creatures for the Citadel range, and in what I like. With the horror influence so prominent in my mind, I have chosen the Vampire Counts Corpse Cart for the Hall of Fame.

It's such an evocative model of unifered mastiness that, to me, it brings in all the senses. It looks like an evil, terrifying influing — amound of writhing bedoes drawn from the meaning of the sense sense in the sense sense sense that stink so bady they leave a horithele rang on your tongue and five no an odour. Then there is the sense of it would not an odour. Then there is the sense if it would not sense of the sen

make—the dolorous tolling of that Dell, the means from the borrilying cargo, the squelching noise the staved Zombies that drag the cart would make as they folled to and fire in their relearches advance. I can whose harming along a cabbiled read of an Empire street and echoing off the houses. I don't want to even describe hove I imagine the Corpse Cart would feel—it fall be slimy of the carrier would be and the your hands as it's so damp from the fluids I admit that's a rather colouril way of I admit that's a rat

describing a model, but the very fact that the miniature evokes such a feeling when I look at it – that it transcends merely sight alone – makes it more than worthy to be placed in the Citadel Hall of Fame.







This Necromancer profiers a engaged in a dark ritual.



Necronsancer appear to be blown by the Winds of Magic.















SIGNER'S RESPONSE



PARHAMATER

MODELLING BLACK DRAGON



PAINTING

MONSTERS
Although throughout this article we use the Dark Ell Black Dragon as an example, the techniques are just as applicable for painting other large monsters. The dark cofour scheme would work rather well for the new Zombie Dragon, for examence.

ith the launch last month of several new plastic monster kits for Warhammer, not to mention this month's Terrorgheist and Vampire Counts, we decided it was a good opportunity to show you how to paint such large monsters. We opted for the Black Dragon, turning to the Hobby Team's relentless painters. Duncan Rhodes stepped forward, paintbrush in hand to reveal his tips and tricks. A long-time fan of all things Dark Elves, we knew that Duncan would pull out all the stops on this beautiful miniature. So it was that he disappeared into his lair armed with his trusty Mega. Paint Set and got to work.

Duncan: I often find large models to be quite intimidating to paint at first, especially when it sits before you, undercoated and ready to go. The important thing to remember is to take your time. Such an imposing monster will invariably be the centrepiece of your army, so you should paint it accordingly, lavishing it with great

care when building and painting it. The first thing to do before you set about building the model is to consider how you're going to paint it, as you may not want to build it in its entirety. Certain components may be easier to paint separately, then allised later when the model is limished, so try to plan abead.

ASSEMBLING THE DRAGON BODY AND WINGS



Duncan really enjoys building large monsters, and the Black Dragon was no exception. Duncan always recommends taking the time to look through the instructions first to ensure that there are no surprises during the building process - even experienced hobbyists may spot something they weren't expecting. This is especially important when building any multi-part kits that have movable parts, as some stages may require you to avoid gluing components in place. Having clipped the components from

the frame with a set of Plastic Cutters, set about cleaning up any visible mould lines. using a Hobby Knife, as it is important to ensure your model has a nice, clean finish before undercoating it. Duncan's final piece of advice for this stage is to start building the model from the bottom unwards for the sake of stability.



CITADEL PAINT STATION This portable workspace is a great way of









out your colour scheme and gather your chosen paints together so you interrupting your flow.

















ASSEMBLING THE DRAGON HEAD AND RIDERS

At this point. Duncan had the make the decision as to which of the two Dragon heads and which rider he would use. He opted for the roaring Dragon head, reasoning that it would look more aggressive, and used the Dreadlord to represent himself on the battlefield.



any of the optional arreour plates at this stage too.







Give both legs together, then

















Optional Heads:

The Black Dragon frame also includes many alternate heads that Duncan didn't use. These spare heads can be used to add further options for your unit champions in the rest of your Dark Elf army, so keep them to hand,



ASSEMBLING THE SADDLE AND ARMOUR



THE DREADLORD Firstly, paint the armour and sword with Chainmail. Basecoat the tunic and panelling of the shield with Liche Purple. Pick out the face with Tallarn Flesh. Apply a blend of Shining Gold and Scorched Brown in a 11 mix to the ornate details on the armour and shield, and also to the

horns and sword guard.



THE DRAGON

Start by basecoating the Dragon's belly, scales, musculature and face with

Adeptus Battlegrey. When this stage has dried, wash these areas with Badab Black to help bland the shading

Basecoat the wing membranes with Charadon Granite, then wash them with

Badab Black when dry. Paint the Dragon's armour with a 1:1 mix of Shining Gold and Scorched Brown.

Use Dheneb Stone to basecoat the horns, teeth and spines, but to distinguish them from bone, paint the claws with a 1:1 mix of Regal Blue and

Chaos Black.

Apply a basecoat of
Homagaunt purple to the
Dragon's tongue and gums.

For the throne sub-assembly, basecoat the panelling and banner with Liche Purple. Paint the throne's raised details with a 1:1 mix of Scorched Brown and Shining Gold. Basecoat the saddle with Khemri Brown and the metal with Chairmail. Paint the skull with Dheneb Stone.





THE DREADLORD
Wash the armour and
sword with Badh Black.
Apply the same wash
to the shield panelling
and tunic. Use a wash of
Ogyny Flesh to shade the
skin, but when this stage
has dried, apply a Devlan
Mud to wash to the inside
of the mouth to provide
darker shading in this
deeper recess.



THE DRAGON

This stage begins with a couple of quick washes: Badab Black on the tongue and gums, and Devlan Mud on the horns, spines and teeth. When this stage has dried, layer Hormagaunt Purple back onto the tongue and gums, and Dheneb Stone onto the horns,

Dheneb Stone onto the horns, spine and teeth.

Apply a coast of Codex Grey (watered-down to ensure it blends more freely) onto the Dragon's belly, scales, musculature and face. Next,

it blends more freely) onto the Dragon's belly, scales, musculature and face. Next, paint Charadon Granite onto the wing membranes. Apply Shining Gold onto the Dragon's armour. Highligh

the Dragon's armour. Highligh its claws with Regal Blue. On the throne, wash the Chainmail and Liche Purple areas with Badab Black. Wash the saddle seat and skull with Devlan Mud. Paint the banner half with Chaos Black if you need to tidy up any mistakes.

You'll notice that the throne shares the same colours as the Dreadlord. This matching palette lends the model a greater overall consistency. THE DREADLORD
Layer the details with
Shirning Gold, then wash
with Devian Mud before
highlighting with a 1:1
mix of Shirning Gold and
Mithril Silver. Highlight
the metal with Chainmail,
then edge highlight with
Mithril Silver. Highlight
the skin with Elf Flesh,
then thinned Skull White.
Highlight the purple with
a 1:1 mix of Liche Purple

and Warlock Purple.



THE DRAGON To finish the Dragon's main

body, highlight its belly, scales, musculature and face with Fortress Grey. Apply a final highlight of Kommando Khaki. Highlight the wing membranes with a 1:1 mix

membranes with a 1:1 mix of Charadon Granite and Kommando Khaki, but when this has dried, repeat this stage, but with a 1:4 mix, then pure Kommando Khaki. Use Dheneb Stone and

Skull White in a 1:1 mix to highlight the horns, spines and teeth. Highlight the tongue and guns with a 1:1 mix of Hormagaunt Purple and Kommando Khaki, then a final highlight of Kommando Khaki.

Devlan Mud, then highlight with a 1:1 mix of Shining Gold and Mithrill Silver. Edge highlight the classes first with Shadow Geey, followed by Space Wolves Grey. To finish painting the throne, follow the stages as described above for the Dreadford, but highlight the skull with Dheneb Stone.



FINAL ASSEMBLY AND DETAILS





THE SADDLE AND RIDER Once you have finished painting each sub-assembly, glue the saddle to the Dragon's back. If you want the choice of using either rider, use adhesive putty instead of glue.

THE BASE

Texture the base by gluing Modelling Sand to the base with PVA Glue, On large models, you can break up the large surface area by adding extra details to the base. such as skulls or slate found in the Citadel

Warhammer Basing Kit. Basecoat the rocks with a 1:1 mix of Codex Grey and Graveyard Earth, and the tree stump with Khemri Brown, Wash both with a 1:1 mix of Devlan Mud and Badab Black, Laver Gravevard Earth onto the wood, and a 1:1 mix of Fortress Grey and Gravevard Earth on the rocks. Highlight the tree with Kommando Khaki and apply a drybrush of Fortress Grey to the rocks. Finally, wash the rocks with Thraka Green.

followed by Devlan Mud. Paint the sand Chaos Black, Drybrush with Bubonic Brown when dry, followed by Bleached Bone. Paint the base's edge with Graveward Earth before adding clumps of Static Grass with PVA Glue.

Your Black Dragon is now ready to take to the skies!



Thapter Approved
This official Codex for
the Sisters of Battle,
written by Robin
Cruddace and Mat Ward,
will be presented in
two parts, and stands
as a replacement for

as a replacement for the published Codex: Witch Hunters. You will only need these two issues of White Dwarf, the Warhammer 40,000 rulebook and a collection of Sisters of Battle models



he Sisters of Battle, also known as the Adopta Sorocitas, are an ellius Sisterhood of warriors raised from meanry to adoes the Emperor of Mankand, pourly is a bulkwar against corruption, beresy and alien attack, and once battle has been joined they will stop at nothing until their exemies are utterly crushed. Not Sorocitas, for the blood of matter on Open and the Sorocitas, for the blood of matter on Open and Sorocitas, for the blood of matter on Open and Sorocitas, for the blood of matter on Open and Sorocitas, for the blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Blood of matter on Open and Sorocitas, for the Sorocitas, for the Blood of matter on Open and Sorocitas, for the Sorocitas, for the

strengthens their resolve, spurring them to

The Adeptus Ministorum - or

greater acts of heroism.

Ecclesiachly as it is generally known – is a monalithic organisation founded on the worship of the Empiror and the preaching of the Impried Creed. The Sibers of Battle are the army of the Ecclesiarchy. Clud in cocamile power amour and trained to the poak of human ability, they stand amongst Manifach smot declarated and dos pipined warms. Wherever there are foot of the finding that the standard of the finding of the standard of the finding with faith and steel.

When not actively prosecuting the Ecclesiarchy's wars. Battle Sisters dividetheir time between training and worship Indeed, to the Adenta Sororitas, the disciplines are insenarable, for whilst combat drills and studies of tactics can can bolster the spirit, and all three are required to defeat the Imperium's foes. The combination of combat doctrine and prayer is most evident on the hattlefield where Battle Sisters loudly proclaim their faith in hymn and verse as they march to war, calling upon the Emperor to aid them in the fight against their enemies. The perfervid, unquestioning nature of this faith is a potent weapon, manifesting as divine inspiration that drives the Adepta Sororitas of Battle gripped with holy fervour banish fears from their minds, shrug off wounds and summon great strength to smite their foes. Those who witness such miracles are left in no doubt that the Emperor indeed

walks with these pious warriors.



Origins of the Adepta Sororitas The Adepta Sproritas were founded during the turbulent times known as the Age of Apostasy. During the 36th Millennium, the power of the Ecclesiarchy was absolute. Its authority was virtually unchallenged. Much of the Imperium was gripped by pre-apocalyptic eloom as internal revolt alien invaders and Chaos renegades took advantage of the turmoil. As world after world succumbed, entire populations turned to flagellation cults and horrifying acts of self-sacrifice in desperate attempts to rekindle the Emperor's light. Onto this doom-laden stage stepped the insane 361st High Lord of the Administratum. who took control of the Ecclesiarchy in a military coup and assumed the dual roles of Ecclesiarch and High Lord of the Administratum, driving the Imperium into its hitterest period of civil war since the Horus Heresy - the Reign of Blood.

an all-lemate corier, the Daughters of the Emperor, on the backwater world of San Leo: Vandire saw this community as a deadly army, if only he could bened it to his will. Through deception he convinced the Daughters that he was a pious man chosen by the Emperor to lead the Imperium. So it was that the Daughters of the Emperor it was that the Daughters of the Emperor Countless millions burned in the fires of the Reign of Blood. It was during this

of the Reign of Blood. It was during this time that a set Isonova as the Condectation of Light emerged and denounced Vandlee. Led by the practices Fedsastian Phot; the Confederation of Light spread its message to the Confederation of Light spread its message to the Confederation of Light spread its message to the threw off the yoke of oppression. A supreme crator, Sebastian Thor swaped whole words to his cause and turned the tide. At Thor's crusade ensuled aside the EcclesiateD's amente, the Spece Nationes and EcclesiateD's amente, the Spece Nationes and

had remained on the defensive, were able

to join forces with Thor and close on Terra.



Missionaries are part of the Missionarius Galazia, accompanying crusades as they push back the frontiers. Battle Sisters accompany Missionaries, protecting them as they enforce their doctrine at

the barrel of a gun.



The Ecclesiarchal Palace came under attack, but for months Vandire's army withstood every assault. The madness only ended when the commander of the Adeptus Custodes - the praetorian guard of the Emperor himself - sought out Alicia Dominica, the leader of Vandire's bodyguard, and her trusted companions. The Custodes took them before the Golden Throne, and though no histories tell of what transpired, it was evident that some great truth was passed to Dominica and her fellow warriors. When they emerged

tens of thousands of Sisters. In time, the Orders Militant grew into larger and more powerful organisations and Sebastian Thor's successor. Ecclesiarch Alexis XXII. decreed that the two Convents each be divided into two Orders Militant. The Convent Prioris was split to become the Order of the Ebon Chalice, whose founder was Dominica. and the Order of the Argent Shroud, led by Silvana. The Convent Sanctorum was divided into the Order of the Fiery Heart. led by Katherine, and the Order of the Valorous Heart, led by Lucia, Though

66 The strength of the Emperor is Humanity, and the strength of Humanity is the Emperor. If one turns from the other we shall become the lost and the damned. 99 The Sermons of Sebastian Thor, Vol. XXVII, Ch. LXII

> from the throne room they marched with barely controlled fury to Vandire's chamber. There, they found him in the midst of an insane tirade and, pausing only to conde him for his crimes against the Emperor. shoulders. The Reign of Blood was over

The Beformation of the Ecclesiarchu

In the wake of Vandire's downfall. Sehar Thor was declared Ecclesiarch and the Imperium began to rebuild. One of the first acts of the new High Lords of Terra was to pass the Decree Passive, which forbade the Adeptus Ministorum from controlling any 'men under arms'. Never again would the Ecclesiarchy threaten the rule of the Administratum. Due to its all-female membership, the Daughters of the Emperor did not technically break this ban and were Ministorum. Renamed the Orders Militant of the Adepta Sororitas, they became true defenders of the faith and a reminder of the power of the Ecclesiarchy.

During the first years of the Sisterhood's existence, Alicia Dominica led wars against the alien invaders that had exploited the Imperium's weakness, Silvana, Mina, Lucia, Katherine and Arabella - those Sisters who had joined her before the Golden Throne - accompanied Dominica, Under their leadership, the Adepta Sororitas were filled with a righteousness of purpose that none had witnessed since the days of the Great Crusade. Countless enemies fell as the armies of the Adepta Sproritas brought the divine judgement of the Ecclesiarch to the darkest corners of the galaxy, and to this day the Sisters of Battle have stood as faithful and loval defenders of the Ecclesiarchy, and the Imperium.

The Founding of the Orders Militant The Adepta Sororitas were split between the Convent Prioris on Holy Terra and the Convent Sanctorum on Ophelia VII. Both Convents were massive fortresses housing

all could trace their origins back to the teachings of the Daughters of the Emperor the outlook and persona of the founders asserted itself. The Order of the Fiery Heart for example, started to reflect the venorful Argent Shroud became renowned for their hemic acts of self-sacrifice, echoing the

selfless nature of Silvana. By late M36, the Sisters of Battle had become synonymous with the power of the Ecclesiarchy, enforcing its dogma and prosecuting its wars across the galaxy. The Orders Militant spread, establishing subsidiary convents on key worlds across the Imperium. Dominica, Katherine, Silvana and Lucia, all of whom had been declared Living Saints in their own lifetimes, performed legendary acts and led their Orders in countless victories. But such legends seldom end well, and first Dominica, then Silvana and Lucia were martyred by Chaos worshippers and aliens, When Katherine was murdered by the Witch-cult of Mnestleus, her Order was renamed the Order of Our Martyred Lady.

so deeply did her sisters mourn her loss. created two more Orders Militant based at the Convents Sanctorum and Prioris, Both were formed from groups of Sisters who venerated the remaining two companions of Dominica - Mina and Arabella - and although these long-dead martyrs never led their Orders in battle, each was founded in one of their names: the Order of the Bloody Rose in honour of Mina, and the Order of the Sacred Rose after Arabella.

During this time numerous other Orders Militant - the Orders Minoris were founded across the Imperium with their own traditions, doctrines, livery and titles. The Orders Minoris vary in size, and though some only number as few as a hundred or so Battle Sisters, each is an elite military force dedicated to destroying the

Ophelia VII Oldest of the Cardinal Worlds, Ophelia VII is second in sanctity only of the Synod Ministra, its surface is covered in mile-high cathedrals and rothic hell towers linked by avenues lined with statues of the Imperium's thousands of saints. Deep beneath the gilded architecture; the dunerons of Ophelia VII plunge deep into

to report their sins in a variety of soul-cleansing ways such as Arcoflagellation, Deathmasking, Soul-scouring and internment into the machineries of a Penitent Engine.

the howels of the world.

Here, heretics are made



The following list of events give a few brief details of the campaigns, wars and actions of the Adepta Sororitas during the latter part of the 41st Millennium. This is only a small fraction of the countless battles fought during this bloody era.

799.M41

The San Loor Massacro A Red Corsairs strike force invades San Daughters of the Emperor. The Chaos Space Marines are unprepared for the fury of the Adepta Sororitas reprisal, as they come under assault from nine separate Orders Militant and are utterly annihilated by the

The Clar for Pietu The Shrine World of Piety rematerialises after being swallowed by a Warp storm two centuries earlier. The planet is, however, almost unrecognisable, having transformed into a hideous Daemon World, Canoness Sariah of the Order of the Sacred Rose immediately leads a force of Battle Sisters to the planet to retrieve artefacts from the Reliquary of Hope, one of the few sites to have withstood the corruption. As the rest of her forces establish a perimeter around the religuary. Sariah leads several squads into the labyrinthine corridors beneath. For three days Canoness Sariah and her Sisters battle through monster-infested passageways: bolters cut down scores of blood-hungry Daemon-hounds and flamers burn swathes of bloated plague-beasts. Only Sariah and two Celestians survive to reigin the Battle Sisters on the surface. having recovered the left thighbone of Saint Dolan and three pages from the Lexicon of Falsehoods from a stasis vault. The surviving Battle Sisters withdraw to orbit with their prizes just as a fleet of Grev Knight vessels arrive and lay waste to the planet with cyclonic tomedoes.

The Refence of Dimmamar

Dimmamar, birth world of Sebastian Thor. comes under attack from the Fldar of Ulthwé Craftworld without any warning or reason. Seraphim Superior Amelda of the Order of the Bloody Rose retaliates, leading her squad of Seraphim in a daring attack to slay the enemy commander - Farseer Eldar before the Sisters are engulfed in a hurricane of psychic lightning. Though many of her companions fall, Amelda refuses to yield and defiantly advances through the eldritch storm, slaving the Eldar Farseer with a single bolt round to the head. Cheretics crave the cleansing fire of absolution. They need not

fear, for we shall deliver it to them. 99

Canoness Iosmane Order of the Sacred Rose

The Slaughter at Sanetuarn 101

The fortress-sanctuary 101, and all Sisters of Battle within, is destroyed by the Necrons.

980.M41

The Promethean Glar The Order of the Ebon Chalice reinforces Space Marines of the Salamanders Chapter who are engaged in a brutal urban war against the dread Black Legion on the world of Heletine. The enemy is put to the torch as dozens of Immolators and Land Raider Redeemers burn a path through the war-torn cities. Despite the strength of their forces, the advance is halted when Lord Gralastyx - the Daemon Prince leading the Chaos forces - unleashes a legion of possessed Chaos Space Marines As the frenzied Chaos borde rips through the Imperium's ranks. Battle Sisters and Space Marines fight back to back, their bolters and flamers blazing away as every warrior endeavours to sell their life dearly. However, the allied forces are saved when Saint Celestine appears, falling upon the Chaos horde like an avenging angel. The Living Saint carves a path through the horde towards Lord Gralastyx, before plunging her blade through his heart. With the death of Gralastyx: the Chaos borde is destroyed but of Celestine there is no sign, for she vanished as mysteriously as she appeared.

The Marturdom of Praxedes. Canoness Prayerles of the Order of Our

Guard on the cardinal world of Okassis, soon after the start of the Second Turannic War. As the Tyranids of Hive Fleet Kraken assault the Ecclesiarchal Cathedral, the combined fire of Retributor Squads and Exorcist tanks obliterates the first wave, but the second manages to breach the fortresswalls. As Tyranids pour through, Praxedes confronts a Hive Tyrant. During the fighting the Canoness is dealt a mortal wound, but even as her blood ebbs away, she summons the strength to land a final blow, caving in the beast's skull with a thunderous strike from her power mace. With the Tyrant's destruction, the swarm loses all direction. The Sisters waste no time in pressing the assault, determined to avenge the death of their beloved leader. The remaining aliens are swept aside, buying the time to evacuate the Ecclesiarchy's priests.



Army Special Rules

The Sisters of Battle can draw upon the wellspring of their faith to guide their actions. Absolute belief in the Imperial Creed allows the Sisters of Battle to perform the seemingly impossible. Yet miracles are not to be relied upon. At the heart of divine Emperor relies on his followers to the situation is sufficiently bleak, he will

Faith Points

At the start of each of your Movement phases you generate D6 Faith Points. This is how many Faith Points you have available for the turn; the more available, the more Acts of Faith you will be able to attempt. Any Faith Points that are unused at the end

Acts of Faith

An Act of Faith can be attempted immediately before a Sisters of Battle unit acts during a phase; e.g. immediately before the unit moves in the Movement phase, shoots (or runs) in the Shooting phase, or strikes blows in the Assault phase. To attempt an Act of Faith, select the

unit and reduce your Faith Point total by 1, then roll a D6 and add the following +1 if the unit is led by at least one of the following: Sister Superior, Retributor Superior, Dominion Superior, Seraphim

Superior, Celestian Superior or Mistress of Repentance. +1 if the unit has been joined by at least one of the following independent characters: Canoness, Ecclesiarchal Confessor, Saint Celestine, Uriah Jacobus or Arch-Confessor Kyrinov.

+1 if the unit has taken at least 1 casualty.

Note that all modifiers are cumulative. If the total is less than 5, then the Act of Faith fails. The Faith Point is lost and

If the total is equal to or greater than 5, the Act of Eaith is successful. The unit. immediately gains a bonus and/or special rules until the end of the phase. The nature of the bonus depends upon the unit that is using the Act of Faith; as detailed later.

For example, if a unit of Celestians, makes a successful Act of Eaith during the Assault phase, their Hand of the Emperor Act of Faith grants them +1 Strength and

Independent Characters and Acts of Faith

Independent characters that have the Acts. of Faith rule benefit from any bonuses received by the unit they are with when an Act of Faith is used. Similarly, units that have the Acts of Faith rule benefit from any bonuses received by an independent character that has joined the unit when an Act of Faith is used

If both a unit and an independent character have an Act of Faith that takes. effect in the same phase, you must attempt a Canoness joins a unit of Celestians then two Acts of Faith) to use both the Passion and the Hand of the Emperor Acts of Faith in the Assault phase.

Shield of Faith

The Sisters of Battle are taught that faith is a shield stronger than any armour. Such is the power of their belief that the Emperor will protect them from mortal injury that the Adepta Sororitas can shrug off the most

Models with the Shield of Faith special rule



66No army is big enough to conquer the aalaxu, but faith alone can overturn the universe 99

Feelesianch Deacis IX



Tanoness

	ws	RS	5	т	w	-	Α.	1d	
Canoness					3		3		
A Canoness is the ove			p	erform	ing rite	of ini	tiation	and ov	ers

of one of the Orders Milliant, a shining sample of purity and dedication of purpose. Each is a veteran warrier of many hundreds of halter who has rien to her position through a combination of strong stateship, through catefully purity and stateship, through a combination of strong stateship, through catefully grounds that call to smm. a Canness bodily leads he write strong the face of the purity of the control of the contr

Imperium across the galaxy.

Though she is estembly answerable to
the Princes of her Connent, a Canoness'
superior knowledge of hattle inevitably
holds sway concerning military matters.
A Canoness is also responsible for the
spiritual well-being of the warniors under
her command and she is the principle
guardian of her Battle Sisters' souls. A
Canoness' non-military duties include

leading the Order in its prayer services,

the running of the Order. As a result, a Canoness inspires intense devotion in her Battle Sisters, leading them from the fore whilst reciting the great hymns of the Adeptus Ministorum.

UNIT TYPE: Infantry (character)

holy fervour

SPECIAL RULES: Acts of Faith, Independent Character, Stubborn, Shield of Faith.

The Passion: A Canoness leads her Sisters through the chaos of melee, striking at their foew with a sneed and hatred born out of

This Act of faith is used in the Assault phase. If successful, the Canoness and her unit receive +1 Initiative and the Preferred Enemy special rule until the end of the Assault phase.

WARGEAR: Power armour, boltgun, bolt pistol, frag grenades, krak grenades.





Socoritas Tommand Squads

	ws	BS	5	т	w	- 1	A	Ld	5
Celestian	4	4	3	3	1	3	2	9	3
Sister Dialogus	3	4	3	3	1	3	1	9	3
Sister Hospitaller	3	4	3	3	1	3	1	9	3

A Scordisa Command Squad is formed from the ratiks of the elitor Celestiuss, for only the most dedicated and distinguished Sites of Battle are granted the privilegaforming their leader's bodysgund. Havings earned their scars and prowced their ment on scores of battlefields, the Celestians of sorritats Command Squad are online signs the broom of carrying the sacred stratfard of the Collection of the the Collection of t

during the course of a campaign.

A Soronitas Command Squad may also be accompanied by Sistes from other, non-initiant Creders, who act as advisors and specialists to the Canoness. These Sisters are commonly from the Orders Dallagous and commonly from the Orders Dallagous and Commonly from the Orders Dallagous and the Orders I play and the Orders I p

bleeding from wounds and purge many lethal poisons from a warrior's bloodstream, allowing a Battle Sister to return to the fray despite grievous injuries.

UNIT TYPE: Infantry

SPECIAL RULES: Acts of Faith, Shield of Faith.

Endless Crusade: Limbs do not tire when the spirit of the Emperor moves them, but find fresh strength in their righteous work. This Act of Faith is used in the Movement

phase. If successful the unit gains the Relentless and Move Through Cover special rules until the end of the turn. WARGEAR: Power armour, boftsun

(Celestians only), bolt pistol, frag grenades, krak grenades, chirurgeon's tools (Sister Hospitaller only), laud hailer (Sister Dialogus only).





Ecclesiarchy Priests



 WS
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 Ecclesiarchy Preacher
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 Ecclesiarchy Preacher
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 colesiarchy oriests often accompany the
 Battle Sisters provide Ecclesiarchy
 Battle Sisters provide Ecclesiarchy

Ecclesiarchy priests often accompany the Orders Militant into battle and it has even been known for them to lead Wars of Faith. There are many different titles within the Ecclesiarchy, but their role on the battlefield is the same: to harness the faith of the troops to smite the Emperor's foes.

Confessors are extremely powerful and influential leaders within the Ecclestarchy, and wherever they tread, a bodyguard is rarely far away. Some prefer fiery speeches and rabble-rousing to incite a population into religious fanaticism, while others are more subtle, manipulating civic leaders to form coalitions against the foce.

Confessors are also charged with the training of more junior Ecclestarchy priests, of which Preachers are the most common rank. Under a Confessors' tutelage, Preachers learn the skill of seeling the faith of warriors in the heart of battle, and their litanies can be heard clearly over the roar of guns and chainblades.

priests with military support, and in doing so they present a very obvious reminder of the Ministorum's true power. Their duties include escorting priests through hostile war zones, assainating rebel leaders, enfoccing tithe requirements within their discose or launching surgical strikes to recover long-lost relics and artefacts.

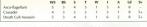
UNIT TYPE: Infantry (character)

SPECIAL RULES: Acts of Faith, Independent Character, Shield of Faith.

Righteous Rage: On a player turn in which a model with this special rule assaults, he and all members of the unit he has joined re-roll failed rolls to hit.

WARGEAR: Flak armour, laspistol, chainsword, frag grenades, krak grenades, rosarius.

Ecclesiarchy Battle Conclaves





Ecclassicity priests often gather a band of bodygaards is soist them in the execution of their duties (and hereics). Known as Battle Conclusives, these groups are necessarily small; anything larger would breach the prohibition of "men under arms' as laid down in the Decree Passive. Even so, the Inquisition covertly monitors Battle Concluses to safeguard the spirit of the Decree Passive, in on its feter.

Crusaders are recruited from the honour guard of the Cardinals Crimson, an ancitent and mysterious order famed for its unflagging devotion to the Emperor. Crusaders dedicate their lives to martial perfection, making them ideal bodysuards.

perfection, making them ideal bodyguards. Arco-flagelitation is a punishtation is a punishment carried out on those found guilty of crimes against the Ecclesiarch. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with weaponry. Pacifier befires project soothing hymnals until a trigger word is spoken. Once activated, an Arco-flagellant turns into a bensel killing machine; Death Cult Assassins are amongst a Battler Conclave's most outlandsh agents. Though many Death Cults are Chaossponned, others are fanatically dedictated to the Imperial Creed and offer up those they say to the Emperic. Death Cult Assassins have perfected the art of blades, which when combined with their deep-conted devotion to the Emperor, makes them lethal and logal follows:

UNIT TYPE: Infantry

SPECIAL RULES: Feel No Pain (Arcoflagellants only).

Uncanny Reflexes (Death Cult Assassins only): A Death Cult Assassin has a 5+ invulnerable save.

WARGEAR: A Crusader has flak armour, a power weapon and a storm shield. An Arco-Flagellant has arco-flails (close combat weapon). A Death Cult Assassin has flak armour and two power weapons.

Sisters Repentia

	WS	BS	S	T	w	-	A	Ld	Sv
ister Repentia					1				
fisstress of Repentance	4	4	3	3	1	3	2	9	3+

Confession and prayer are as much a part of a Rattle Sister's existence as holter drills short of the Sisterhood's ripomus codes are subject to many punishments, but in the more serious of cases they may be exiled from their Order. These warriors, known as Sisters Repentia, band together into groups that seek redemption in the fires of battle. They are led to war by a Mistress of deeds and occasionally, at battle's end, may declare her sins atoned for. Those rare few

who return to the fold are held in awe. Those who seek forgiveness occupy a state of grace that many aspire to, yet few attain, Indeed, some Sisters willingly exile themselves, finding fault in the smallest transgression in order to join the Repentia. The feryour of the Repentia inevitably means that they martyr themselves fighting against hopeless odds, finding in death the absolution denied to them in life.

UNIT TYPE: Infantry

No Pain, Fleet, Rage, Shield of Faith,

Spirit of the Martyr: The Sisters Repentia summon the strength to land one final blow.

This Act of Eaith is used in the Assault phase. If successful, do not remove any models in the unit if they are killed before they have attacked. Instead, place them on their side. After all other models involved in the assault have made their attacks, any mortally injured model placed on its side gets to make a single attack. After these attacks have been made, any models on their side are removed as casualties.

WARGEAR: A Sister Repentia has an power armour, two neural whips, frag grenades, krak grenades.







Penitent Engines

Penitent Engines rampage through the enemy's battlelines, leaving death and carnage in their wake. The machines' arm-mounted flamers blaze a trail of fiery destruction as they thunder forwards.

To be a pilot of a Penitent Engine is to have committed a terrible crime, one so beingus that other punishments are deemed too lenient. Many of the unfortunates sentenced to pilot a Penitent Engine were once members of the Ecclesiarchy: Priests fallen from grace or Battle Sisters who have. through failure of duty or faith, caused the deaths of their fellows. A multitude of wires and chemical injectors are implanted into ripping through the ranks of their enemies. directly into their brains, reminding them of their sins. Driven by their pilot's frantic need for forgiveness, Penitent Engines charge towards the foe heedless of danger. knowing that only in death, theirs or the enemy's, can forgiveness finally be earned

Penitent Engines often charge into battle beside the ranks of the Orders Militant The Sisters of Rattle consider it their sacred

D6+1 duty to witness these great machines in the fires of combat, observing the actions of their fallen brothers and sisters as they

Per

UNIT TYPE: Vehicle (Walker, Opentopped)

SPECIAL RULES: Rage, Shield of Faith.

atone for past sins.

Unstoppable Rampage: Penitent Engines ignore any crew shaken and crew stunned results on the Vehicle Damage tables.

Battle Frenzy: For every unsaved Wound a Penitent Engine inflicts in close combat, the Penitent Engine immediately makes an additional attack. These extra attacks do not generate further additional attacks in the same way.

WARGEAR: Two Dreadnought close combat weapons (with built in heavy flamers). Note that the bonus for being equipped with two close combat weapon is already included in the Penitent Engine's profile.



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Battle Sisters



The vast majority of the Orders Militant is made up of Battle Sisters. Every Battle Sister is an orphan raised from birth by the Schola Progenium to believe in the righteousness of their cause. They are the most physically adept and martial members of the Adepta Sororitas, and they form the mainstay of the Ecclesiarchy's fighting forces. Battle Sisters are well disciplined and highly devoted to the Emperor. They are trained in the use of arms and armour from an early age, and when combined with their unquenchable

faith, they are a force to be reckoned with, Each squad of Battle Sisters is led by a Sister Superior. These warriors are ranked beneath the Canoness of the Orders Militant and each is directly responsible for the conduct and training of her squad. When an Adepta Sororitas joins one of the Orders Militant, she will be adopted by a Sister Superior, and as she learns the ways of battle it will be this mentor who looks after her physical and spiritual training. The most experienced Sister Superiors assist the Canoness in the running of the Order.



to great feats of prowess.

SPECIAL RULES: Act of Faith, Shield of

WARGEAR: Power armour, boltgun, bolt

pistol, frag grenades, krak grenades. Light of the Emperor: Armed with their faith in the Emperor, Battle Sisters are driven

This Act of Faith can be used in the Movement phase, the Shooting phase or the Assault phase. If used in the Movement phase when the Battle Sisters squad are falling back, the unit immediately regroups, despite any normal restrictions. If used in the Shooting or Assault phase, the unit rerolls any failed To Hit rolls of a 1 until the end of that phase. Note that the same squad can use Light of the Emperor in two or more phases if you choose, but a separate Faith Point and Act of Faith test are required

Telestian Squads

Celestian Superior



Celestians are the finest and noblest warriors of their Order, inspirational figures whose refusal to yield, even in the direst of situations, is legendary. Their presence does much to holster the fighting spirit of nearby troops, and as such the Orders allow these distinguished veterans to bear devotional markings. The Sigil Sororitas is a commonly denicted symbol, worn either as a tattoo or as a hadge adoming the front of belmets; an performed with exceptional courage.

Only Battle Sisters who prove themselves to be exceptionally proficient in the arts of war may be deemed worthy of induction into the ranks of the Celestians. These elite warriors are deployed together where their superior experience can turn the tide of hattle. Amongst their number are those who once served as Dominions and Retributors, meaning that Celestian Squads are supported with the weapons and wargear necessary to face a wide variety of threats. However, Celestians believe that such weapons are as nothing compared

to the power of their faith. Celestians are fervent adherents to the Imperial Creed. shining examples of righteousness that many Battle Sisters aspire to emulate Celestians harness this ardour in battle, and it lends them the strength to split the skulls of alien savages in a single blow and smite

hideous Daemons back into the Warn. UNIT TYPE: Infantry

SPECIAL RULES: Acts of Faith. Shield of Faith.

Hand of the Emperor: Celestians call upon the Emperor to grant them the courage and the strength to strike down their foes.

This Act of Faith is used in the Assault phase. If successful, the unit gains +1 Strength and the Fearless special rule until

WARGEAR: Power armour, boltgun, bolt pistol, frag grenades, krak grenades.



Dominion Squads

	WS	BS	s	T	w	- 1	A	Ld	-
Dominion	3	4	3	3	1	3	1	8	3
Dominion Superior	3	4	3	3	1	3	2	9	3

Battle Sisters who utilise specialised weaponry are known as Dominions. They are amongst their Order's most aggressive warriors, driven by the need to destroy the Emperor's foes. Though their training has tempered their impetuosity. Dominions still yearn to fight at the fore. As such the Orders Militant maintain several units who are almost solely comprised of such warriors. Dominion Squads are the Sisters. of Battle's shock troops and they are tasked with leading the vanguard of the

assault, breaking through enemy frontlines. destroying fortifications and blunting any counter-attacks. The importance of such missions is commensurate with the dangers. ride to battle inside Rhino or Immolators. protected from the worst of incoming fire These tanks numble to a halt mere yards from their target and within seconds a fully armed Dominion Squad is storming their objective, annihilating the enemy with a deadly combination of bolter rounds, melta

Dominions do not hold objectives: their task is simply to clear them as quickly as possible and to lay down covering fire whilst other squads move into position. The moment these locations have been secured by their fellow Battle Sisters the Dominions embark within their transports once more. eager to engage their next target.

UNIT TYPE: Infantry SPECIAL RULES: Acts of Faith, Scouts,

Shield of Faith. Holy Fusillade: Praying to the Emperor to

focus his wrath through their weapons, the This Act of Faith is used in the Shooting

phase. If successful, the unit's weapons count as being twin-linked until the end of the phase.

WARGEAR: Power armour, boltgun, bolt nistol frae grenades, krak grenades,





Seraphim Squads

3 3					
3 3	1	3	2	9	3-
					3 3 1 3 2 9

Amongst the Orders Militant there are those Battle Sisters whose faith burns so brightly that it appears as if the Emperor himself guides their actions. These angelic warriors are known as Seraphim, and they are exclusively trained to use jump packs as well as the coordination, dexterity and control needed to fire two pistols at once. The Seraphim strike like avenging angels. descending into battle upon wings of fire, their twin bolt pistols spitting death. In melee, Seraphim deflect the strikes of their foes with fluid grace before landing a killing blow of their own, typically with a point-blank headshot from a bolt pistol.

Seraphim Superiors are highly respected warriors amongst the Order and their advice is heeded by the Canoness in councils of war. As befits veterans of such standing. Seraphim Superiors wield some of their Order's most vaunted weapons, from golden-bladed power swords inscribed with litanies of faith to sacred pistols once wielded by Living Saints, irreplaceable artefacts and revered heirlooms all.

UNIT TYPE: Jump Infantry SPECIAL RULES: Acts of Faith, Hit and Run, Shield of Faith.

The Emperor's Deliverance: As the Seraphim recite rites of destruction, every shot becomes a mortal blow. This Act of Faith is used in the Shooting

phase. If successful, the unit's Shooting attacks re-roll any failed To Wound rolls until the end of the phase. Seraphim Pistols: Any model in a Seraphim squad that is armed with two pistols can

fire both in the Shooting phase. If they do so, they can fire no other weapon that turn, Angelic Visage: Seraphim re-roll failed Acts of Faith rolls and failed invulnerable saves granted by the Shield of Faith special rule.

WARGEAR: Power armour, two bolt pistols. frag grenades, krak grenades, jump pack,





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Retributor Squads

	WS	BS	5	T	w	- 1	A	Ld	Sv
Retributor	3	4	3	3	1	3	1	8	3+
Retributor Superior	3	4	3	3	1	3	2	9	3+





heaviest weaponry. Believing that the Emperor himself guides their aim, these Sisters annihilate the Ecclesiarchy's foes with overwhelming firepower, Retributors are commonly armed with heavy bolters to provide long-ranged support, cutting down hordes of infantry with a staggering rate of fire. However, in the close confines of urban warfare. Retributors prefer to rely upon heavy flamers, unleashing infernos to burn their foes from cover and reduce them to charred corpses. Finally, completing the holy trinity of bolter, flamer, and melta. Retributors are also adept at wielding deadly multi-meltas, which can reduce the mightiest of tanks into molten slag.

Retributors are armed with the Order's

nany timing on count, samet, and menta, Retributions are also adopt at wielding deadly multi-meltas, which can reduce mighitiest of tanks into mother slag. Retributors are the most logical and level-headed oil all Scorritas, a trait that serves them well on the battlefield as they priorities and diespatch their targets, with calm efficiency, Although it is usual to attach individual Retributors to Battle Sisters squads, many Sonoritas Commanders maintain a core of dedicated heavy weapon squads. By concentrating the Order's biggest guns in this manner, the Retributor Superior is more readily able to direct their combined fireprower to where it will cause the most damage to the enemy.

UNIT TYPE: Infantry

Front Side Rear

SPECIAL RULES: Acts of Faith, Shield of Faith.

Divine Guidance: Guided by the will of the Emperor, the Retributors' shots shatter their enemies' armour with contemptuous ease. This Act of faith is used in the Shooting

phase. If successful, the unit's weapons gain Rending until the end of the phase. WARGEAR: Power Armour, boltgun, bolt pistol, frag grenades, krak grenades.

Exorcists

An Exorcist is part of the Sororitas' unique weapons of war, a vehicle that unleashes volleys of explosive, amour-piercing judgement upon the foes of the Imperium. They are, however, unpredictable

They are, however, unpredictable machines that are only vapacly understood by the Tech Priests who must continuously service been in Exorcists have been in Service.

since the Age of Apostaey, further adding to their erratic nature. The Exorcis missiles fined by these revened vehicles are capable of splitting open enemy battle tarks or destroying entire squads of heavy infantry in one punishing salvo, provided, of course, the Exorcis's temperamental machine-spirit does not mallianction. Most vehicles in the Sisters of Battle's

does not malliunction. Most whiches in the Sisters of Battle's armoury server multiple purposes, for in members of the server of the server of the server of the mobile where most constant control is constant carvings. The Exorcist is perhaps the most create example of this. Each is an individual work of art whose battlefield of providing devastating long-range fire support is secondary to its significance as given of the Ecolesianch.

UNIT TYPE: Vehicle (Tank)

SPECIAL RULES: Shield of Faith.

WARGEAR: Exorcist missile launcher, smoke launchers. Repair: If a Rhino is immobilised for any

Bhinns

		г	Armour	٦
	BS	Front	Side	Rear
Rhino	4	11	11	10

vehicle at the Sisters of Battle's disposal, a famously robust vehicle that is widely used by the Imperium. All of an Order's vehicles are bedecked with holy symbols and relics as well as insignia denoting squad and Order markings. Door hatches are often emblazoned with the Sigil Sororitas, the icon of the Sisters of Battle.

UNIT TYPE Value la (Tank)

TRANSPORT: A Rhino has a transport. capacity of ten models. It cannot transport models in Terminator armour.

Fire Points: Two models may fire out of the Rhino's top hatch.

Access Points: Rhinos have one access point on each side and one at the rear.

SPECIAL RULES: Shield of Faith



Emmolators

Front

The Immolator is a design exclusive to the Adeptus Ministorum, based upon the carry deadly, short-ranged heavy flamers to cleanse the hattlefield. The sight of such a tank rumbling into sight has dispurted more than one enemy battleline as warriors try in

Sisters of Rattle favour holters, flamers and meltas to eradicate their enemies - the flamers, whilst others mount heavy holters loaded with deadly incendiary rounds. vehicles and the tank of choice for many commanders, for in addition to their prodigious armaments, they can carry squads of Battle Sisters, supporting their passengers with heavy weapons fire.

UNIT TYPE: Vehicle (Tank)

TRANSPORT: An immolator has a transport capacity of six models. It cannot transport models in Terminator armour.

Fire Points: None. Access Points: Immolators have one access

point on each side and one at the rear.

SPECIAL RULES: Shield of Faith. WARGEAR: Twin-





66A sinale man with faith can triumph over a leaion of the faithless. Hutold hillians of the faithful can never be opposed. 99

> The Sermons of Vol. XI. Ch. IV

Arch-Confessor Ryrinov

14 Arch Confessor Kyrinov fire. Such is the power of Kyrinov's zealous

Arch-Confessor Kyrinov has been the scourge of blasphemers and heretics acrossa hundred worlds. Kyrinov is known for unflinching adherence to Ecclesiarchal doctrine and his fiery speeches can whip entire populaces into manic fervour. However, Kyrinov's patience and shrewd mind often serve him better than any amount of sermonising. It is claimed that the Arch-Confessor could wait until the stars grew cold if it meant that an enemy of the Ecclesiarchy would fall from grace. Kyrinov's wild gestures and melodramatic acts of faith hide a very cold and logical approach to defeating his foes. The Arch-Confessor is a prime manipulator of people.

a dangerous foe who is almost impossible to out-think or placate. For all his rabble-rousing, Kyrinov knows that actions speak louder than words, and he can be seen fearlessly fighting across the battlefields of the Imperium. Every step of the way the forces. of the Sisters of Battle follow, and the Arch-Confessor's booming sermons are accompanied with the barsh bark of bolter oratory that in his presence the Orders Militant redouble their efforts, calling upon a righteous anger to destroy their enemies.

UNIT TYPE: Infantry (character).

SPECIAL RULES: Acts of Faith, Fearless, Independent Character, Righteous Rage (see page 96). Shield of Faith.

Heightened Fervour: Arch-Confessor Kyringy counts as having both a laud hailer and a simulacrum imperialis.

WARGEAR: Flak armour, bolt pistol, fraggrenades, krak grenades, rosarius,

Mace of Valage: The Mace of Valage is a power weapon. In addition, any model that suffers an unsaved Wound from the Mace of Valaan is reduced to Initiative 1 until the

Icon of Chines: All friendly units within 6" of Kyringy have the Fearless special rule

Uriah Jacobus, Protector of the Faith

Uriah Iacobus

There are many types of Missionary, from the young, fervent hopefuls stepping out to spread the word of the Imperium for the first time, to the ancient, toughened countless battles. Jacobus is famed for his and quiet but solid, faith. As stubborn as a mule (and some say as mad), his talent for bringing lost worlds back into the fold of Imperium rule is unsurpassed. Some believe that the Emperor himself guides Jacobus,

think he has a knack for finding trouble. When the bullets start flying, Uriah Jacobus can be found at the forefront of battle, muttering to himself as he blows another cursed enemy to oblivion with the Redeemer, his trusty shotgun, Jacobus carries with him the banner of sanctity, a holy symbol said to have been blessed by Sebastian Thor, and all who see the old man fighting in the thick of battle are inspired to

UNIT TYPE: Infantry (character).

SPECIAL RULES: Acts of Faith, Righteous Rage (see page 96), Stubborn, Independent Characters, Shield of Faith.

Protector of the Faith: Whilst Uriah Jacobus is alive, you can re-roll the dice to determine the number of Faith Points you have each turn.

WARGEAR: Flak armour, bolt pistol, chainsword, frag grenades, krak grenades, rosarius. The Redeemer: Uriah Jacobus carries the Redeemer, a massive shotgun that has the

following profile:

The Banner of Sanctity: This banner is one of the holiest relics possessed by the Ecclesiarchy, Models in Jacobus' unit have +1 Attack and have the Feel No Pain rule.



Saint Telestine

WS BS S T W I A Ld Sv aint Celestine 7 7 3 3 3 3 7 5 10 2+

66The blood of martyrs is the seed of the Imperium. 99

UNIT TYPE: lump Infantry (character).

SPECIAL RULE: Acts of Faith. Independent

Character, Fearless, Shield of Faith.

Miraculous Intervention: Every time
Celestine is removed as a casualty, place
a counter to mark the spot where she
(filed, Roll a D6 at the start of each of

your subsequent turns. If the result is a 4-pplace her within 11 of the counter with D3 wounds restored. If Gener models wound restored if Gener models we have been a subsequent of the properties of the her by the minimum possible distance so that she is no longer within 17. Celestine can act normally in a turn in which she "essurects." Celestine does not award kill points to the enemy if she is allive on the battlefield at the end of the same.

WARGEAR: Frag grenades, krak grenades, jump pack.

Armour of Saint Katherine: The Armour of Saint Katherine confers the wearer a 2+ amour save and a 4+ invulnerable save.

The Ardent Blade: This is a power weapon that always wounds enemies on a 4+ (unless a lower roll would be required). In addition, it can fire in the Shooting phase with the following profile:



Coming Next Month: Sisters of Battle Army List

Next month we present part 2 of the Codex, including everything needed to field the army. We also pitch the Adepta Sororitas against Hive Fleet Leviathan in a battle report.





OGRE KINGDOMS

What's big, mean and very hungry? No, not our illustrious editor but an Ogre! Next month the Ogre Kingdoms are invading the pages of White Dwarf with monsters bigger than houses and bellies bigger than men. Join us next month for a look at the latest arm who book and see how they fare in battle,

men. Join us next month for a look at the latest army book and see how they fare in battle. WARHAMMER Codex: Sisters of Battle Part 2

We present the final part of Codex: Sisters of Battle, including everything you need to field them on the war-ravaged battlefields of Warhammer 49,000. Codex author Robin Cruddace also puts the army through their paces as they try to liberate a shrine world from the clutches of the Oris.

27th August 2011

